SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0



SPYCRAFT 2.0

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ONE SYSTEM, LIMITLESS POSSIBILITY!

In 2002, Alderac Entertainment Group released what has been described as the first truly second-generation d20 product, and the world's preeminent espionage roleplaying game (RPG): *Spycraft™*! This product line has consistently challenged common convention, building a large library of popular supplements, developing innovative and exciting rules beyond the boundaries of its core genre, and garnering one of the most dedicated fan bases of any RPG product in current publication.

The book you hold in your hands is the next evolution of this critically acclaimed system — and this time, it doesn't end with spies! *Spycraft 2.0™* is the realization of a goal we set for ourselves from the outset: to provide dynamic rules that are useful for literally any modern-day or near-future game setting. Indeed, with only minor modification, these rules might be the ideal companion for trips into the far-flung past, the future, or even more fantastic worlds of the players' own creation!

LICENSE TO IMPROVISE

Every effort has been made to open up the base *Spycraft* system to accommodate new and different styles of play. Easy-to-use toggles, or **campaign qualities**, are provided in the final chapter, allowing the Game Control (GC) to make subtle or drastic changes to the rules, driving them more toward realism or cinematic action, boosting or reducing lethality, changing character and gear rules, adding or deleting game concepts key to many genres, and more! Using even a small number of these qualities in tandem creates an entirely new game environment, producing a radically different experience for everyone at the table.

The default *Spycraft 2.0* genre remains superspy action, but the system is open to nearly any other type of game you can devise, from the gritty, hard-edged techno-thriller to campy, gonzo martial arts epics. For example, the skill system has been re-invented to allow for unlimited expansion in key places. Need a new category of vehicle for your steampunk masterpiece? No problem. Have a funky new magic system you want to support with a new skill? We've got you covered. Everything is modular, with less intricate cross-pollination between rules sets, allowing the GC to add or drop elements at whim.

Never before has the toolkit philosophy been more in effect than in this bold new edition of the *Spycraft* system. Your license to improvise awaits! We look forward to seeing you in action on the field of roleplaying creation.

CRAFTY GAMES

The creators of *Spycraft 2.0* have launched a new company to continue the brand: Crafty Games is now your home for all things *Spycraft*! We at the home office are dedicated to bringing your the finest roleplaying products possible, including this Second Printing of the core *Spycraft Rulebook*. This expansive volume has been upgraded to include all errata to date and significant revisions that you've been asking for since the book's first run. The gear chapter has received a major makeover, for instance, allowing for faster Intel Phases than ever before!

TOOLKIT SETTINGS

At Crafty Games, the future of roleplaying begins now! Beyond this book and our lines of best-selling PDF releases, we're working with our partners at Mongoose Publishing to bring you an all-new series of print products! Each contains a genre setting and companion rules developed to support your license to improvise. First up is *World on Fire*, in which your heroes take the role of superspies branded terrorists, striving to save the world from its own darkest fears. Next we'll bring you the street noir setting with *Ten Thousand Bullets*, and after that you can expect science fiction, near future, horror, and more! For more about these and many other exciting products, visit the official *Spycraft* website at **www.crafty-games.com**!

WHAT THIS BOOK CONTAINS

Spycraft 2.0 has seven chapters.

Chapter 1: Character Basics walks you through the process of creating a character, from initial concept to Level 1 personality in just a few short steps. This is the first stop for any *Spycraft 2.0* player.

Chapter 2: Skills explains all the non-combat actions a character may take, from physical activities like acrobatics to psychological ploys like investigation.

Chapter 3: Feats presents many special abilities a character may gain over the course of his career. Each feat is part of a large family of options, called a "**feat tree**," which a character may climb to achieve ever more impressive abilities as he gains experience.

Chapter 4: Gear offers a wide array of equipment options for the modern-day adventurer, from weapons to standard-issue communications and surveillance devices to gadgets to vehicles.

Chapter 5: Combat breaks down how to handle fights and other time-sensitive scenes using the *Spycraft 2.0* rules.

Chapter 6: Dramatic Conflicts introduces a brand new system for quickly and expertly handling any staggered head-to-head activity such as a chase, computer hack, or seduction. Every round, players choose Strategies that take the conflict in new directions, creating a constantly shifting climate of intrigue and excitement!

Chapter 7: Game Control provides a walkthrough for creating **non-player characters (NPCs)** and **missions** (*Spycraft 2.0* adventures), and offers a variety of support sections for anyone looking to run the game. Tips and tools are provided for developing any setting in any modern genre, and modifying the rules to suit any taste.

WHAT'S DIFFERENT?

Though *Spycraft 2.0* shares much in common with popular gaming systems (and its former edition), it is a unique animal, with its own identity. The following highlights should help experienced players connect with the new rules.

FROM D20

The first thing you'll notice is that this book doesn't bear the same logos as the previous edition. In fact, *Spycraft 2.0* is released entirely under the **Open Gaming License (OGL)**. It is a complete game, requiring absolutely no support products. Everything you need to play is contained within these covers!

Also, you'll notice that we've made many, many changes to the base d20 system. In order to update the rules set to the modern day and facilitate cinematic action, we intentionally deviated from the original model in several profound ways. Unless a d20 rule is printed in a *Spycraft 2.0* product, it doesn't apply here. This is a whole new environment.

Some of the updates include the following.

Free Multi-Classing: There are no experience penalties for mixing class levels in *Spycraft*. Characters are assumed to be extremely talented, with maximum flexibility to pursue any training required for their activities in the field.

No Attacks of Opportunity: The *Spycraft* system is finely tuned to handle gunfights alongside unarmed and melee combat, and has been greatly simplified and streamlined to keep things tactical, yet fast and furious.

No Challenge Ratings: The d20 system's method of challenging player characters with balanced encounters is entirely replaced by a simple, fluid system of NPC and mission design that balances every aspect of play and also generates XP rewards!

Vitality and Wounds: Despite cinema realism, any attack — especially any firearm attack — has the potential to seriously injure or even kill a character in the *Spycraft* system. Hit points are replaced by vitality and wounds, the former representing general combat fatigue and the latter representing physical damage that takes heroes down in an action movie's final reel.

New Skill System: *Spycraft 2.0* realizes the full potential of the competent modern action hero. Skills and skill uses have been reorganized, combined, and in some cases deleted or modified to establish a roughly uniform power scale and give players a wealth of opportunity at every moment.

Action Dice: *Spycraft* characters are regularly able to beat the odds. This is represented with a new mechanic — action dice. You can use action dice to increase results, activate NPC critical failures, heal, gain lucky bouts of inspiration, and more. The GC also gains action dice, which he can spend to do many of the same things as the players, and a few more — and his dice are usually bigger!

Error Ranges: In addition to the standard threat range applied to critical hits and successes, *Spycraft* employs an inverse mechanic for critical misses and failures. Shoddy gear, lack of skill, and other factors can lead to disaster.

FROM SPYCRAFT 1.0

The original *Spycraft* was a giant leap forward for the d20 system, and its successor is no different. All stops have been pulled out to produce the finest possible modern-era action rules set. Here are a few highlights of what's changed.



Campaign Qualities: As the ultimate multi-genre modern-day campaign platform, *Spycraft 2.0* features campaign qualities the GC may use to modify the game's basic rules and flavor. With only a handful of simple decisions, the GC can transform his *Spycraft* game night into an evening of Hong Kong movie mayhem or narrow its focus to a razor-sharp and lethal game of gritty counter-terrorist cat and mouse.

Origins: Departments have been replaced with a two-part option, collectively called "Origins." The first half of the equation, a character's Talent, focuses on his natural gifts, while his Specialty establishes his training before or as he enters play. This offers greater customization and blends smoothly with any genre or play style.

New Gear System: *Spycraft 2.0* still features its predecessor's comprehensive gear rules, but the system for choosing gear has been greatly simplified. Now every team can be ready to play in under 10 minutes! Better yet, there's virtually no chance that agents will be missing a critical piece of gear when the action gets dicey! Lifestyle and off-mission possessions are provided, as are alternate gearing up options for non-Agency games.

Improved Gadgets: To gain gadgets, you now simply choose a housing and an effect or two. Surprise and confound your colleagues and enemies with cunning devices of your own design!

Dramatic Conflicts: Epic multi-part skill checks receive the royal treatment, with unique flavor for every activity and immersive player options every step of the way. Now hacking, infiltration, and movie-style chases all use the same simple rules to quickly resolve every skin-of-your-teeth third-act blowout!

Expert Class Prerequisites: The options required to enter an expert class have been uniformly reduced and balanced against one another to allow as many new class options as possible at every character level. Now you can enter a whole new realm of training as early as Level 5!



BASIC TERMS

Agency: In the default *Spycraft* setting, this is the in-game organization for which player characters work. The Agency hands out mission assignments and some gear, leaving the characters (or agents) to devise the best course of action.

Character Option: Any game ability chosen as part of a player character package (e.g. a class, a feat, etc.).

Contact: An NPC who helps the player characters by providing specialists in the field. Unlike others who help, a contact is developed over time (i.e. chosen as a character option), and therefore usually provides greater assistance.

Control: The in-game character to whom Faction personnel answer, who is usually a key figure within the organization.

Faction: An organization. In the default espionage setting, "The Agency" is a Faction and an organization.

Faction Campaign: One of three default campaign styles automatically assumed throughout this book (alternate campaign styles are easily created using the campaign qualities found in Chapter 7). In a Faction campaign, the characters work for a large-scale organization — in the espionage genre, known as "The Agency" — which sends them on missions to foil evil and save the world. They gain Reputation, which can be used to garner favors from their Faction, and gain gear from their Faction per the rules in Chapter 4.

Foil: An NPC with dubious motives who acts as a complication during a mission. Foils are often also the focus of romantic entanglements for player characters.

Freelance Campaign: One of three default campaign styles automatically assumed throughout this book. In a Freelance campaign, the characters operate without superiors, completing missions on their own, for their own reasons. In a Freelance campaign, the characters gain Net Worth, which can be used to garner favors from their network of friends and supporters, and take gear from their private stashes per the rules in Chapter 4.

Freelance Network: A freelance character's friends and connections, who provide him with gear and mission leads. A freelancer's network serves the same function as a Faction character's organization.

Game Control (GC): The *Spycraft* equivalent of a Dungeon Master (DM); the player responsible for creating NPCs, scenes, missions, and perhaps seasons, and for applying the rules and adjudicating when they don't inherently cover the action at hand.

Henchman: A special NPC who works for a mastermind and commands 1 or more minion squads. Henchmen are the most commonly encountered major villains during any mission.

Hybrid Campaign: One of three default campaign styles automatically assumed throughout this book. In a Hybrid campaign, some characters work for a Faction, and some are Freelancers.

Mastermind: A special NPC who commands a villainous Faction and commands any number of henchmen. Masterminds are rarely encountered, and pose major challenges.

Interests: The Hobby skill has been eliminated and replaced with a system of Interests a character may pursue in his downtime. While these may seem trivial at first, they're one of the most powerful tools for character refinement, with subtle but useful mechanical advantages.

Subplots: Backgrounds have been transformed into Subplots, which have specific mechanical effects upon every mission in which they appear, and reward those who undertake them. Earn increased XP rewards and other benefits and develop your character all with one handy option!

Combat: This system has been overhauled to better model real-world conflict, offering many oft-requested actions like the classic standoff and perfectly timed 'joint actions' taken by an entire team! Now, incredible Triumphs await gifted warriors, and new conditions, damage types, and critical injuries like broken bones and nerve damage await the foolhardy!

Stress Damage: Characters and NPCs can now fall victim to stress damage, which eats away at their psyches until they crack. Many previously unconnected rules now link to this new mechanic, including combat, interrogation, harassment, and more!

Subdual Damage: Subdual damage has been completely reworked to be faster, cleaner, and more effective. The one-punch knockout is now entirely possible!

NPC Design: Minions and other NPCs of low consequence have been re-envisioned using a simple "build and butcher" system, and their superiors have been given greater latitude to break the rules — and the player characters! Now GCs can effortlessly put together legions of rank-and-file obstacles to plague the characters without worrying that they'll overwhelm the team, and if the team wipes the floor with them, it's no problem! Their bosses are waiting in the wings, with better abilities and bigger action dice!

Mission Design: In addition to the new NPC design system, *Spycraft 2.0* features a brand new method for creating balanced missions for any team — and like NPCs, they automatically scale to any play level! Build one mission, with one set of NPC statistics, and pit your Level 1, 8, 15, and 20 characters against it, without modification!

GETTING STARTED

Whether you're new to *Spycraft* or a seasoned veteran, you're in for one of the most exhilarating RPG experiences around. The first thing you should do is nominate an experienced player to become the **Game Control (GC)**. This player should read all of Chapters 2 and 5–7; everyone else can focus on Chapters 1–3, which explain character creation and skill use, and Chapter 4, which details gear acquisition.

Unless your GC is keeping it a surprise, your group should jointly determine the setting in which you'll play. Campaign qualities and any tweaks to the system — as explained in Chapter 7 and throughout this book — should become pretty obvious once this basic decision is in place. The setting should also be decided before characters are created, just in case changes are required to the character creation system as well.

Finally, you should gather all the materials required for play, which include the following.

- This book. Often, it may be helpful to have more than one copy on hand, so the GC and players can reference it at the same time. This is especially true if the convenient Conflict cards aren't used *(see Chapter 6 and pages 476–491)*.
- A nice, quiet place to play (preferably someplace where the group won't be disturbed for a few hours).
- Pencils, paper, and at least 1 character sheet per player *(see page 495)*.
- One four-sided die (d4), four six-sided dice (d6), one eight-sided die (d8), two differently-colored ten-sided dice (d10), one twelve-sided die (d12), and one twenty-sided die (d20). In many cases, each player will bring this many dice.
- The GC may also find it helpful to photocopy and use some of the reference or record pages located at the back of this book *(see pages 491–494)*.
- Finally, while *Spycraft 2.0* can be played entirely in the imagination, many people prefer to use a wet-erase mat and appropriate pens, or graph paper, to illustrate characters' locations and track their movement during combat and when scenery dimensions are in question. In this case, tokens or setting-appropriate miniatures should be used to represent your characters on the play surface.

DICE

You'll find a number of common die roll abbreviations throughout *Spycraft 2.0*. Most follow a standard pattern: "XdY+Z," where "X" is the number of dice rolled, "Y" is the die type, and "Z" is a number added to or subtracted from the total (or **result**). For example, "2d4+2" means that you should roll 2 four-sided dice and add 2 to determine the result, while "20d6–10" means that you should roll 20 six-sided dice and subtract 10 to determine the result.

Some dice are said to "explode." This means that when the highest possible number is rolled on the die, you roll it again, adding the result to the amount already rolled. The process continues until the die roll is something other than the highest possible number, and can generate very high results. For example, an exploding d4 is rolled again each time a 4 comes up, so a player might roll a 4, 4, 4, 4, and 2, for a result of 18.

Periodically, the rules may call for a **percentile, "d%," or "d100" roll**. These are all names for the same type of roll, where you roll 2 differently-colored ten-sided dice, choosing one of them to generate the "tens digit" beforehand. The other die generates the "ones digit," and when the dice are read with the tens digit in front of the ones digit, they produce a number between 1 and 100. For example, if the tens digit is a 9 and the ones digit is a 4, the result is 94. Alternately, if the tens digit is a 0 and the ones digit is a 2, the result is 2. Finally, when both digits are 0s, the result is 100.

UTILITY, UTILITY, UTILITY

The *Spycraft* game line has always been a toolbox. At every opportunity, we've catered to those who want the most enjoyable RPG simulation possible, leaving very little to chance and equally empowering the Game Control and players with as many options and as much detail as we feel the system can support. *Spycraft 2.0* exemplifies this philosophy, distilling over 3 years of publications into one comprehensive volume, but this utility comes at a price.

This book is not meant to be read — it is meant to be ***used*****.** Unlike many roleplaying game products, the entertainment value of this volume lies not in privately skimming pages of witty or amusing descriptions, not with engaging fiction or backstory, but in the experiences that can be had with it: incredible adventures beyond the page, between friends sharing one common vision, powered by one robust rules set. Powered by *Spycraft*.

BASIC TERMS CONTINUED

Minion: A standard NPC at the bottom of a villainous Faction's food chain, commanded by a henchman to perform a variety of activities. Minions are commonly encountered in squads of 2 or more, most possessing identical statistics.

Mission: The *Spycraft* equivalent of an adventure. A mission is usually a collection of scenes involving the same threat (e.g. tracking a villain from one location to another, each location generally a different scene).

Non-Player Characters (NPCs): Everyone the player characters meet in the setting, except each other. NPCs come in two flavors — **standard NPCs** (who are generally of lower power than the PCs), and **special NPCs** (who generally possess equal or greater power than the team, and play a central role in the GC's story). Among villains, minions are always standard NPCs, while henchmen and masterminds are always special NPCs.

Player Characters (PCs): The players' characters; their alternate personae in the game setting.

Scene: A single self-contained challenge usually confined to one location and consisting of 1–3 objectives and possibly 1–2 NPC opponents. Possible scenes include infiltrating a base (a scene that may flare into combat if the team is discovered), or tracking down a corrupt detective before he kills again (in which the player characters may find themselves wanted for perceived crimes against the police official).

Season: A collection of missions, often but not always involving the same threat (e.g. eliminating several villains at a rate of one per mission until the mastermind behind their schemes is identified and neutralized). A season almost always takes place in many, many locations and contains primary, secondary, and often tertiary goals that change or are completed and replaced along the way.

Session: One real-time evening of play, generally 3–4 hours in length.

Team: The player characters as one unit.

ACCESSING DATABASE...

CHAPTER 1>>CHARACTER CREATION_



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INTRODUCTION

This chapter walks you through the step-by-step process of creating a *Spycraft 2.0* character. Two sets of character options — skills and feats — are lengthy enough to be covered separately (in Chapters 2 and 3, respectively), and the rules for gearing up are in Chapter 4, but otherwise, everything's in here.

Before diving into the process, however, let's discuss the two types of player.

WHAT GAME CONTROLS DO

In every *Spycraft* game, one player becomes the **Game Control (GC)**. This player establishes the genre, setting and missions facing the other players, and takes the role of every other person they meet; these other people are collectively called **Non-Player Characters,** or **NPCs**. The Game Control also manages game mechanics and settles rules disputes. Most importantly, though, he sets the fundamental expectations and boundaries for his game through his choice of a **play style**.

PLAY STYLES

A cornerstone of *Spycraft 2.0's* "License to Improvise" is its ability to support nearly any modern or near-future setting, as well as many historical and unconventional backdrops. The GC's most powerful tools in this regard are **campaign qualities**, which are fully described in Chapter 7.

Each campaign quality alters the way the game plays. Some have subtle effects while others radically alter fundamental rules. When used in tandem, these qualities can take the system from blockbuster cinema action to bleeding-edge realism to outlandish superhuman stylings and anywhere in between.

If this is the GC's first time running *Spycraft*, we recommend using the default play style, which uses all the core, non-optional rules and applies the *hybrid* and *revolving door* campaign qualities *(see pages 407 and 408, respectively)*. Experienced GCs are encouraged to experiment and test the limits of the system.

WHAT CHARACTERS DO

The nature of every *Spycraft* character is defined by the world setting for which it's created. For example, in a historical pulp setting, characters might become bold adventurers, daring fighter pilots, zany gadgeteers, or slinky femme fatales. In an alternate modern setting in which aliens have silently invaded the highest echelons of business and government, the character might become a brazen military officer directly opposing the menace or a crafty investigator resisting the danger inside his own organization (he might even become a sympathizer working with the invaders to subjugate his species).

In the default *Spycraft* setting, characters become intrepid superspies working for one or more top-secret espionage organizations striving to thwart criminal masterminds bent on destroying or dominating the world. In this game, players can expect the following.

- Each character is an "agent" working for a large, multi-national "**Agency**." This Faction operates outside the law, but also strives to protect the world from global threats. The default *Spycraft* game leaves the Agency intentionally undefined so that the GC can tailor it to his setting and storyline. The *World on Fire* setting provides a list of Factions, allowing each character to become part of the organization he likes best *(see Toolkit Settings, page 8)*.
- The agents are grouped into highly trained and well-equipped covert teams. **Control**, the agents' in-game superior and a ranking official at the Agency, sends these teams on **missions**, which they are expected to complete largely without Agency support. This has advantages and disadvantages. On the one hand, the agents have a lot of latitude when completing missions; on the other, if they're caught, they are frequently left to fend for themselves. The Agency operates above the law, and can't afford to be caught doing so.
- The agents have access to their organization's intelligence network and collection of high-tech gadgets, many of which are not possible in the real world.
- The agents are generally luckier, faster, and tougher than ordinary people. They can regularly manage outlandish stunts that ordinary people would consider impossible.
- The agents can easily adapt to strange and exotic locales.
- The agents' enemies are commonly multi-national organizations comparable to the Agency, or criminal masterminds with vast wealth, resources, and personnel.
- The agents' enemies fall into three categories — **minions** (the villainous rank and file, who are generally easy to defeat); **henchmen** (dangerous mercenaries, whose personal power can range from somewhat weaker to significantly more powerful than a single agent); and **masterminds** (the criminal elite, each of whom is typically a challenge for an entire agent team).
- The agents' enemies generally outnumber them and are at least as well equipped. The odds against the team are always high, yet saving the world is a fairly common occurrence.
- The agents frequently encounter dangerously attractive, exotic seducers called **foils**, whose motives are rarely known when they're encountered, and who may or may not play a pivotal role in the mission at hand.

CREATING A CHARACTER

Creating a *Spycraft 2.0* character is a simple process. First, photocopy the character sheet from the back of this book *(see page 415)*. A visual walkthrough of this sheet is provided on page 13.

With sheet in hand, follow these steps. Experienced players may find it easier to skip around in the process, but first-timers should stick to the steps until they're comfortable with them. Detailed instructions are provided for each step beginning on the pages listed in parentheses.

STEP 0: CHARACTER CONCEPT (PAGE 14)

Every character begins with a basic concept. Your character might be a dashing rogue, a grizzled military veteran, a thrill-seeking daredevil, a crafty saboteur, a gifted master at any of the hundreds of options available in the modern era, or something entire different.

If your character is part of a *hybrid* campaign — a game in which Faction and Freelance personnel work together *(see page 407)* — decide whether your character works for a Faction or not. Further, if multiple organizations jointly field characters, then choose an allegiance for your Faction character. These choices determine whether your character gains Reputation or Net Worth *(see page 439)*, and have many effects upon gear selection and other rules.

STEP 1: DETERMINE ATTRIBUTES (PAGE 15)

The core of any character consists of six attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These define your character's basic strengths and weaknesses, and play a vital role in most things he does.

STEP 2: CHOOSE ORIGIN (PAGE 17)

Every character has a "spark" that reveals his natural strengths. Likewise, every character's training prepares him for a given career or life path. The former is represented by your choice of "Talent," while the latter is represented by your choice of "Specialty." Together, these are referred to as an "Origin," and establish your character's foundation before he enters play.

STEP 3: CHOOSE A BASE CLASS (PAGE 26)

A character's class is his role on the team, his chosen career or occupation. Each class offers its own strengths and weaknesses, in the form of skills that are easier to learn and special abilities that the character may use during play.

Each base class consists of 20 levels a character may gain over the course of his career. Each time a character gains a level, he may leave his current class and enter a new one. Also, when a character gains Level 5 or higher, he may enter another type of class, the **expert class**, which offers focused training in a given field.

STEP 4: SPEND SKILL POINTS (PAGE 87)

A character's base class provides him with a number of skill points he can spend to improve his aptitude with a wide variety of tasks. Computer use, athletic achievement, deceit, vehicle use, and many, many other actions are handled with skills.

At Career Level 1, your character also gains 1 "focus" each in the Cultures, Drive, Profession, and Science skills at no skill point cost *(see page 98)*. These focuses represent part of the character's upbringing and learning, and provide him with basic communication options and job experience. For example, *Spycraft 2.0* characters do not learn languages, but rather gain Cultures focuses that acquaint them with the tongues of an entire region — enough for basic communication with anyone else possessing the same focus.

Also at Career Level 1, your character gains 1 acquaintance-grade contact — the first of many if your character intends to purchase ranks in the Networking skill. Contacts may grow over time, granting your character greater and greater benefits *(see page 458)*.

STEP 5: CHOOSE FEATS (PAGE 171)

"Feats" round out a character's special abilities. Some offer the character greater prowess in combat, while others make him more adept with certain skills or actions. Some grant him special actions or options that distinguish him as a master in certain environments or situations. Still others provide him better gear or mission options.

Every character begins with 1 feat at Level 1 and gains 1 additional feat from his Specialty *(see Step 2)*. Additional feats become available to him as he gains levels, and may be granted by one or more of his classes as well.

STEP 6: CHOOSE INTERESTS (PAGE 53)

A character's personal indulgences — such as fine cuisine, golf, or literature — offer him a wealth of information and experience. Interests grant your character bonuses when checking to see if he understands or knows something, when he interacts with others who share his Interests, and when relieving stress.

Special Note: Experienced *Spycraft* players will not recognize Interests. In part, they replace the Hobby skill and play an important role in the updated Knowledge check rules.

STEP 7: CHOOSE A SUBPLOT (PAGE 53 — OPTIONAL)

Every character has history. Some characters have *interesting* history. Still other characters have history that tends to leap up and bite them when they aren't looking. By choosing one or more Subplots, a character can set up background stories for the GC to include in the ongoing game — and earn benefits for his trouble.

Special Note: Experienced *Spycraft* players will recognize Subplots as new and improved Backgrounds, with much more utility and play value.

STEP 8: CALCULATE DERIVED VALUES (PAGE 59)

After making the choices in Steps 1–7, it's easy to derive the character's remaining statistics. Most of these statistics are combat-related, such as Initiative, which determines how quickly the character can act during tense situations, or Defense, which defines how difficult it is to hit the character. Some support the gear system and other systems, like Reputation and Net Worth.

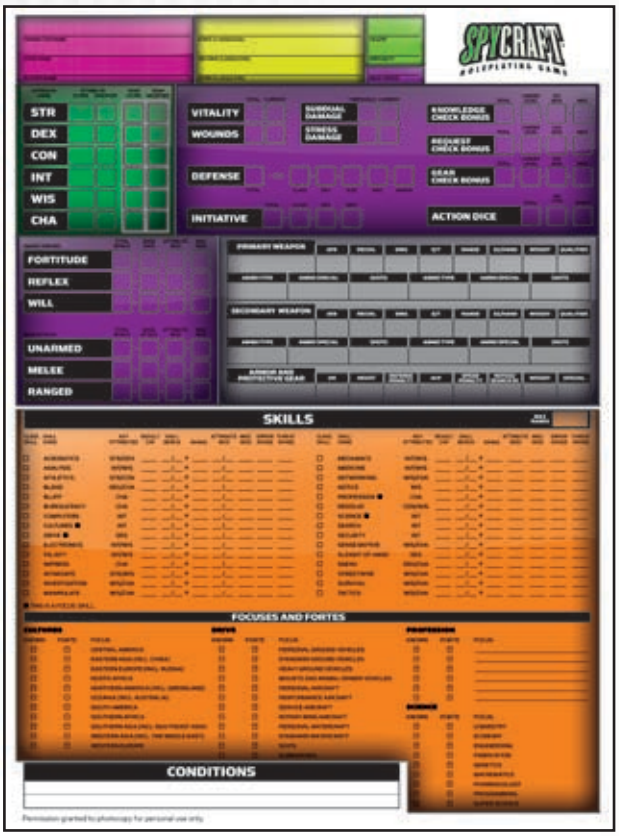
STEP 9: DESCRIBE YOUR CHARACTER (PAGE 60)

Finally, decide the character's physical characteristics, from age to appearance to height and weight. While these characteristics rarely affect die rolls, they can dramatically affect play in detail-oriented games and when the suspension of disbelief is low.

Special Note: Some or all of a character's physical description may be decided during Step 0. That's fine. Most of the process of creating a character is fluid, allowing you to skip between steps as you please. So long as the finished character meets all the requirements in each step, there's nothing wrong with taking the approach that feels most creative to you.

STEP 10: CHOOSE GEAR (SEE PAGE 211)

Detailed instructions are included on page 211.





THE ORDER OF CHARACTER CREATION

A character may assign or choose the facets of each level (i.e. attribute gains, skills, feats, origin bonuses, class abilities, etc.) in any order, but all the facets of a level must be assigned before the character may proceed to the next level.

Example: At Level 12, Kevin increases his Strength to 13 before choosing the All-Out Attack feat.

- **DETERMINE ATTRIBUTES**
- **CHOOSE ORIGIN**
- **CHOOSE A BASE CLASS**
- **SPEND SKILL POINTS**
- **CHOOSE FEATS**
- **CHOOSE INTERESTS**
- **CHOOSE A SUBPLOT**
- **CALCULATE DERIVED VALUES**
- **DESCRIBE YOUR CHARACTER**
- **CHOOSE GEAR**

STEP 0: CONCEPT

Assuming you want to design your character from the ground up, the following questions will help you visualize him. Remember two things when answering these questions. First, try to create a character that you like (that is, someone you could spend personal time with); otherwise you'll grow restless when playing him. Second, try not only to answer the following questions, but also to ask the underlying question of "why" for each. For instance, the answer to "What is the most important event in your character's life?" may be as simple as "his graduation from college." Asking why, however, might reveal that he values intellect, recognition, or even life experience (making the event important because it "freed" him).

Special Note: These questions assume your character works for a largely altruistic group such as the Agency or its well-disposed foreign counterparts. Should you play a game in which your character works for a group with darker motives — such as a villainous campaign set inside a criminal empire — the GC should modify these questions accordingly.

FACTION OR FREELANCE?

There are three basic types of games: *Faction*, in which all the characters work for one organization; *Freelance*, in which all the characters are their own bosses; and *hybrid*, in which characters of both types come together to complete missions. The GC chooses the game type with the genre, setting, and storyline, as described in Chapter 7 *(see page 405)*. In a *Faction* or *Freelance* game, you aren't given a choice — your character works for a Faction and earns Reputation, or he's a Freelancer and earns Net Worth *(see page 439)*. In a *hybrid* game, however, you may choose one of these options for your character.

These options have similar effects, in that a Faction character must contend with the happiness of his superiors and a Freelance character must contend with the happiness of his vast network of supporters. In both cases, a character in good standing gains many benefits, while a reckless or volatile character can be cut off, left without the means to undertake missions. Truly problematic characters can wind up hunted as liabilities to the cause.

Your choice of Faction or Freelance has many other effects upon your character — primarily in terms of his gear choices, as described in Chapter 4 *(see page 219)*.

OTHER BASIC QUESTIONS

Name three traits you would like to see in your character. Sometimes, it's easiest to start with broad strokes. Choose a few descriptive words as the founding theme of your character, such as "virtuous," "cunning," and "witty."

Name three traits your character doesn't like to see in someone else. By the same token, knowing some of your character's basic opinions can help determine his personality and motivations, which we'll get to in a moment.

Where was your character born, and when? Some of the first things you should consider. And as a followup question: Was your character born in the nation where he currently works?

What is your ideal character's specialty? Is he an expert marksman? A world-renowned hunter? A flawless disguise artist? A master manipulator? Sometimes, answering this question is as easy as knowing your character's favorite subject in high school or college, and extrapolating from there.

What does your character look like? Physically describe your character, focusing on the defining aspects that make him unique. One or two defining physical characteristics or mannerisms is usually enough. Also, determine your character's build, height, and weight.

Does your character have any quirks? Does he use a catch phrase, mannerism, signature move, or piece of equipment for which he's remembered?

What does your character love most? Work? He might be a workaholic. A person? He might be a hopeless romantic. Himself? He might be a narcissist, incapable of seeing beyond his own needs and desires.

What are your character's favorite things? Does he own a favorite possession? Does he have a favorite place? Does he relish a certain type of mission? What leisure time activity does he enjoy? His favorite color? Artwork? Genre of fiction or period of history? Kind of music? Band? Food? Drink? Topic of interest? Vehicle? Weapon? Clothing? Book? Movie? TV show? Each of these decisions adds a little more depth without predetermining your character's course in the game. It is by no means necessary to know all these things, or even most of them, and some players find it fun to fill them in during play, as they discover them.

What was the most important event in your character's life? Consider his perspective. The most important event in someone's life is usually linked to his strongest opinions or memories. For instance, if your character is self-reliant, the most important event in his life might be the death of his parents. Alternately, if his turning point was the first time he took a life, he might now be remorseful and pacifistic.

What does your character think of espionage? Just because your character's career involves danger and intrigue doesn't mean that he has to like it. Your character might be trying to get out of his Faction. If so, what's stopping him? Alternately, he might want to wage the silent shadow war on his own terms, ignoring or disrespecting his superiors. Or he might relish the superspy lifestyle, indulging in all of its thrills.

What is your character's motivation? Finally, why does your character work for the common good? If your character works for a Faction, he's dedicated himself to its philosophy and precepts. Why? Is he inherently altruistic, patriotic, or guided by an obligation of some kind? Does he feel responsible for the world?

QUESTIONS FOR PROS

Those with a true desire to craft a well-rounded character before play might try some or all of the following detail questions.

What is your character's family like? Are his parents alive? Are there any siblings? Where does each of them live? How does your character feel about them? When creating your character's family, be sure to let the GC know how you feel about them being used in adventures — especially if you're opposed to them being used as bait or leverage (this particular trap has soured more than one game).

What are your character's personal views? How does he feel about religion? Does he practice a particular faith? How does he view politics? Does he support a specific political party? Do any of these things affect his work for his Faction? If so, how?

What are your character's values? Rate the following from 1 to 20 (1 being most treasured): Beauty, career success, fame, family, friends, happiness, integrity, justice, knowledge, love, money, personal perfection, political values, possessions, power, religious values, reputation, self-respect, sex, and winning. This exercise can help you determine your character's personality, as well as his actions during play.

What is your character's greatest fear? Your character's fears can guide him or undermine him, but they should never master him. Roleplaying a character with insurmountable fears is rarely fun, but allowing a character's fear to guide his actions can add unexpected drama to a mission.

How does your character feel about his nation? Take a hard look at each ideal and practice of your character's employers and contrast them with the character's own. Developing a character whose opinions clash with those of his superiors can add a layer of tension otherwise unavailable during play.

What would your character change about himself? Name one thing that your character is uncomfortable or unhappy with; it can offer him something to strive for during play.

Does your character have any dark secrets or hidden shame in his past? Does he feel responsible for a colleague's death? Did he secretly betray his Faction? Does he live in fear that a former nemesis is still alive, plotting his demise? These or any of thousands of other secrets can offer fertile ground for strong roleplaying. They can also be the basis for a great Subplot *(see page 53)*.

PERSONALITY TESTS

Personality tests, available online and in most bookstores, offer insights about people based on their responses to a number of seemingly unconnected questions. Taking one in character (answering the questions as your character would) can bring incredible realizations about his identity, or help to define the differences between your original concept and the "working model." This is especially interesting for those playing a character with a dubious mindset, as the results often reveal how the character differs from his well-meaning teammates.

TEAM DYNAMICS

Advanced players may want their characters to mesh with those of the other players right from the start. This requires more than merely choosing complementary classes (though that's a good start); the characters must be able to get along with one another as people, and coordinate their efforts efficiently even during a crisis.

One of the easiest ways to make this happen is to share each player's answers to the questions in this section with the others before proceeding to the next step of character creation. If anything sticks out as a potential problem, perhaps another answer is called for. Alternately, such analysis might reveal unexpected ways the characters may interact, resulting in greater definition for all.

Finally, having each of the other players ask one additional question about your character can help define his role and place in the team.

STEP 1: ATTRIBUTES

Your character's most basic strengths and weaknesses are defined by six "attributes" — Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma — each of which begins with a score of 8 to 18.

Your character's attribute scores begin at 8 each. You may spend 36 points to increase these scores, as shown on Table 1.1: Attribute Scores *(see below)*.

Example: Kevin uses his 36 points to purchase a Strength of 13 (6 points), a Dexterity of 15 (11 points), a Constitution of 11 (3 points), an Intelligence of 12 (4 points), a Wisdom of 12 (4 points), and a Charisma of 14 (8 points).

Assign the highest scores to the attributes that represent your character's strengths and the lowest scores to the attributes that represent his weaknesses. Keep in mind that certain attributes are more important than others for certain classes, and that your Origin often adjusts one or more of them as well *(see Table 1.2: Origin Benefits, page 19)*.

Your character's attribute scores rise as you gain Career Levels and may rise or fall due to events that happen during your game.

After all adjustments are made to your attribute scores, refer to Table 1.1 to determine your character's attribute modifiers. A positive modifier is called a **bonus**, while a negative modifier is called a **penalty**. These are used in a variety of ways, as described in the following sections.

TABLE 1.1: ATTRIBUTE SCORES

Score	Cost	Modifier
1	—	–5
2–3	—	–4
4–5	—	–3
6–7	—	–2
8	0	–1
9	1	–1
10	2	+0
11	3	+0
12	4	+1
13	6	+1
14	8	+2
15	11	+2
16	14	+3
17	18	+3
18	22	+4
19	N/A*	+4
20–21	N/A*	+5
22–23	N/A*	+6
24–25	N/A*	+7
26–27	N/A*	+8
28–29	N/A*	+9
30–31	N/A*	+10
Etc.	N/A*	Etc.

* A character may not purchase these scores at creation.

STRENGTH (STR)

Strength measures your character's physical power and musculature. This attribute is especially valuable to a character who wants to be skilled with hand-to-hand combat or use heavy weapons with high recoil.

Your character's Strength modifier is applied to:

- Melee and unarmed attack checks.
- Damage rolls made when your character successfully attacks using his bare hands or a melee weapon, and sometimes a hurled weapon (though never an explosive, such as a grenade).
- Overcoming the recoil penalties of powerful weapons.
- Acrobatics, Athletics, and Intimidate skill checks for which Strength is the key attribute.

DEXTERITY (DEX)

Dexterity measures your character's hand-eye coordination, reflexes, agility, and balance. This attribute is especially valuable to a character who wants to be good at driving or skilled with firearms.

Your character's Dexterity modifier is applied to:

- Ranged attack checks, including those made with firearms and hurled weapons.
- Initiative checks made at the beginning of combat to determine the order in which actions occur.
- Base Defense, provided that your character can react to the attack.
- Reflex saving throws, which are made to avoid expected explosions, hurled acid, and similar attacks, to prevent stand offs and taking delayed attacks against teammates and allies, and to instinctively circumvent other pitfalls.
- Acrobatics, Blend, Drive, Sleight of Hand, and Sneak skill checks for which Dexterity is the key attribute.



CONSTITUTION (CON)

Constitution determines your character's health and toughness. A character's wound points are initially equal to his Constitution score, so this attribute is important for everyone, but it's especially valuable to a character who wants to sustain great physical abuse before he goes down.

Your character's Constitution modifier is applied to:

- The number of vitality points your character gains each time he rises in level. *Special Note:* A Constitution penalty never reduces the vitality points gained during any single level increase below 1 (i.e. a character always gains at least 1 vitality point each time he gains a level).
- Fortitude saving throws, which are made to stay awake a long time and resist contagions, critical injuries, and many types of damage.
- The amount of subdual damage your character may sustain before he must make Fortitude saves to avoid falling unconscious *(see page 339)*.
- The length of time your character may hold his breath.
- Athletics and Resolve skill checks for which Constitution is the key attribute.

INTELLIGENCE (INT)

Intelligence represents your character's ability to learn and reason. This attribute is especially valuable to a character who wants a wide variety of skills.

Your character's Intelligence modifier is applied to:

- The number of skill points your character gains each time he rises in level. *Special Note:* An Intelligence penalty never reduces the number of skill points gained during any single level increase below 1 (i.e. a character always gains at least 1 skill point each time he gains a level).
- The number of skill focuses your character gains at Level 1. *Special Note:* An Intelligence penalty never reduces the number of skill focuses you possess.
- Knowledge checks made to determine whether your character is familiar with something that you, the player, are not.
- Analysis, Computers, Cultures, Electronics, Falsify, Mechanics, Medicine, Science, Search, and Security skill checks for which Intelligence is the key attribute.

WISDOM (WIS)

Wisdom measures your character's willpower, common sense, intuition, and perception. This attribute is especially valuable to a character who wants a handle on the world around him.

Your character's Wisdom modifier is applied to:

- Will saving throws, which are critical during interrogation, brainwashing, and other activities that test the character's determination and discipline.
- Gear checks, which are made to gain Common Items in the field.
- The amount of stress damage your character may sustain before he must make Will saves to avoid cracking under the pressure *(see page 339)*.
- Analysis, Electronics, Falsify, Intimidate, Investigation, Manipulate, Mechanics, Medicine, Networking, Notice, Resolve, Sense Motive, Streetwise, Survival, and Tactics skill checks for which Wisdom is the key attribute.

CHARISMA (CHA)

Charisma determines your character's attractiveness, personality, persuasiveness, and guile. This attribute is especially valuable to a character who wants to lead, trick, or seduce others.

Your character's Charisma modifier is applied to:

- The number of gear picks your character gains during the Intel Phase of each mission *(see pages 211–212)*.
- Your character's Wealth, which determines his Lifestyle, Possessions, and Spending Cash *(see pages 211 and 215)*.
- Request checks, which are made to gain gear picks in the field.
- The limit of Joint Actions and many other activities involving multiple characters (including cooperation with most skill checks).
- Blend, Bureaucracy, Impress, Investigation, Manipulate, Networking, Profession, Sense Motive, Sneak, Streetwise, Survival, and Tactics skill checks for which Charisma is the key attribute.

CHANGING ATTRIBUTE SCORES

Certain events may increase or decrease your character's attribute scores during the course of play, as follows.

- A character gains 1 additional attribute point at Levels 4, 8, 12, 16, and 20.
- Chemical boosters and other effects can temporarily increase a character's attribute scores. These bonus attribute points usually wear off quickly, per the rules for each effect.
- Contagions, critical injuries, special attacks, and other effects can temporarily or permanently decrease a character's attribute points. Temporary "attribute damage" is healed in full at the end of each mission, and potentially with surgery *(see page 142)*. Permanent attribute damage, however, remains forever unless healed with surgery.

When an attribute score changes, all statistics associated with it change accordingly, except for skill points and focuses (which remain no matter how Intelligence is later affected).

Example: Kevin suffers 3 points of Dexterity damage, which reduces his score from 16 to 13. His Dexterity modifier drops from +3 to +2, which reduces his current ranged attack check bonus, Initiative check bonus, Defense, and Reflex save bonus by 1 each.

Should one or more of a character's attributes drop to 0 or below, he suffers the following devastating effects *(see page 340 for descriptions of each italicized condition)*.

Strength: The character becomes *dazed*, *sprawled*, and *helpless*, though he may still speak.

Dexterity: The character becomes *paralyzed*, though he may still speak.

Constitution: The character immediately dies *(see page 340)*.

Intelligence: The character becomes *stunned* and incapable of higher thought.

Wisdom: The character's sanity slips and he becomes either *frenzied* or *terrified* (50% chance of becoming either every 2d10 minutes). If the character is *sleeping*, or becomes *stunned* or *unconscious*, the current condition lasts for double the standard amount of time.

Charisma: The character falls into a coma, becoming *unconscious*.

Temporary bonuses that boost one or more of a character's attribute modifiers — e.g. those granted by character options or gear — provide all benefits of the higher score or modifier, except for increased skill points (from Intelligence). For example, a temporary Constitution boost may provide additional wounds and vitality points. This can present a problem if the effect wears off or the character suffers attribute damage that reduces his vitality or wound points to below 0. This has the following effects.

- If a character's vitality points are reduced to below 0, he suffers an amount of subdual damage equal to the difference between 0 and his current vitality points, and his vitality points are set to 0 (in that order).
- If a character's wound points are reduced to below 0, he suffers an amount of stress damage equal to the difference between 0 and his current wound points, his wound points are set to 0, and he falls *unconscious* (in that order).

ATTRIBUTE CHECKS

Unlike most d20 products, *Spycraft 2.0* does not call for attribute checks (i.e. checks made solely by adding an attribute modifier to a die roll). Most attribute checks from *Spycraft 1.0* are now either skill checks or saving throws, and the rest are handled with alternate rules.

In fact, most NPCs don't even possess attribute scores, which alleviates the hassle of producing NPC statistics and using them in play *(see page 443)*.

STEP 2: ORIGIN

Your character's background and training before he enters play are collectively called his "Origin." These options provide valuable tools your character carries with him for his entire career. Each Origin consists of two parts — the character's **Talent** (his natural acumen), and his **Specialty** (his initial training or life experience). A character's Talent develops his attributes before he settles in for long, slow growth, while his Specialty exposes him to unique abilities in the form of a bonus feat. Both offer a variety of other benefits as well.

Each character may only benefit from one Origin (i.e. one combined Talent and Specialty), chosen at character creation. The character's Origin benefits remain with him forever; they are never replaced or changed — even if a character's career takes him in entirely new directions or presents entirely new opportunities.

Origin benefits are detailed on Table 1.2: Origin Benefits *(see page 19)*.

Bonus Contacts: When a Talent, such as Shrewd, or a Specialty, such as Contract Professional, grants the character 1 or more acquaintance-grade contacts, the character may combine them with each other or his other starting contacts, as appropriate (e.g. a Shrewd character may gain 2 acquaintance-grade contacts or 1 associate-grade contact, and if the character factors in his standard Level 1 contact, he may increase that 1 associate-grade contact to confederate-grade, etc.). *For more information about contacts, see pages 144 and 458.*

Free Gear Picks: When a Talent, such as Privileged, or a Specialty, such as Rescuer, allows the character to request a gear pick without spending an action die or making a Request check, the character need not sacrifice one of his gear picks to use the ability, either. *For more information about Request checks, see page 219.*

Focuses, Proficiencies, and Fortes: Origin options that grant "1 additional focus or forte" may only be used to gain 1 **skill** focus the character doesn't already possess or 1 **skill** forte for a focus the character already possesses. Likewise, Origin options that grant "1 additional weapon proficiency" may only be used to gain 1 **weapon** proficiency the character doesn't already possess or 1 **weapon** forte for a proficiency the character already possesses.

Special Note: All Talent names are adjectives and all Specialty names are nouns. You can easily describe your character's Origin by combining the two: "shrewd city-dweller," "gonzo journalist," "grizzled soldier of fortune".

TALENTS

Many Talents adjust the character's attributes. If a Talent indicates it can affect "any attribute" the player decides which attribute is adjusted. If a Talent indicates that the character's highest or lowest attribute is adjusted, the player may choose which attribute to adjust in the case of a tie.

Special Note: The term "career level" occurs frequently in this section. *For more information about career levels, see page 28.*

Adaptable: You rely on a broad array of tactics rather than a single approach. No matter what happens, you come up with a workable solution — or at least a fair attempt.

- You gain 1 additional Interest at Career Levels 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20.
- You gain a +1 insight bonus with action die results. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Agile: You're naturally fast on your feet, an asset that's saved you from disaster many times.

- +2 Dexterity, –2 Strength.
- Your Speed increases by 5 ft.
- Acrobatics is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Reflex saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Brainy: You're smarter than most people, possibly because you were raised among academics or had the opportunity to indulge your curiosity about a wide range of subjects.

RETROACTIVE BENEFITS

Unless otherwise specified, all character options — including Origin benefits and class abilities — are retroactively affected when related statistics change. For example, the Stuntman's *life on the edge* ability grants additional wound points based on the number of Chance feats he possesses. If a Stuntman has 1 Chance feat when he gains this ability, he gains 1 wound point. If he later gains an additional Chance feat, he gains 1 additional wound point (for a total of 2 additional wound points).

- +2 Intelligence, –2 Strength.
- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- You gain 4 additional skill points at Career Level 1, and 1 additional skill point for each Career Level gained thereafter.

Burly: You're built like a linebacker or can otherwise soak up and dish out punishment when needed.

- +2 Strength, –2 Dexterity.
- Your base Defense increases by 1.
- You gain the Unarmed weapon proficiency *(see page 28)*.
- You gain 1 additional wound point at Career Level 1, and 1 additional wound point at Career Levels 4, 8, 12, 16, and 20.

Caustic: Your mouth frequently gets you into hot water, but it just as often saves you from worse punishment.

- +2 Charisma, –2 Wisdom.
- Once per session, you may apply a verbal Cheap Shot trick to an attack check targeting a character's Charisma without suffering the standard –4 penalty or increased error range.
- Intimidate is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Your threat range with Manipulate skill checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Clever: You're so tricky that you sometimes amaze even yourself!

- +2 Intelligence, –2 Constitution.
- You gain a +1 bonus with skill checks made to determine surprise. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- You gain a +1 insight bonus with Reflex saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Convincing: Your earnest presence makes you the envy of used car salesmen everywhere.

- +2 Charisma, –2 Intelligence.
- You gain 1 acquaintance-grade contact *(see page 458)*. This contact improves by 1 grade at Career Levels 6, 12, and 18.

- Bluff is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Your threat range with Impress checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Cunning: You survive by your wits, which ensures that they're very, *very* sharp.

- +2 Intelligence, –2 Wisdom.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Tactics is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Your threat range with Networking checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Daring: "Leap before you look" is your personal credo. Fortunately, you're usually fast enough or lucky enough to get away with it. Usually.

- +2 Dexterity, –2 Intelligence.
- You gain a +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- You gain a +1 insight bonus with action die results. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Disciplined: You're in control of your life at all times and have the drive to accomplish anything to which you set your mind.

- +2 to any 1 attribute, –2 to any 1 attribute.
- You gain 1 additional focus or forte *(see page 98)*.
- You gain a +1 insight bonus with Will saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Fierce: You tend to bull your way through life, counting on your physical presence to carry the day.

- +2 Strength, –2 Charisma.
- You gain a +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- Your threat range with Intimidate checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Fit: You lead a healthy, active life that lets you shrug off minor illness and other annoyances.

- +2 Strength, –2 Intelligence.
- Your Speed increases by 5 ft.
- Athletics is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Fortitude saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

TABLE 1.2: ORIGIN BENEFITS

Origin Option	Attributes	Benefits
Talents		
Adaptable	—	Extra Interests, action die bonus
Agile	+2 Dex, –2 Str	Speed bonus, class skill (Acrobatics), Reflex save bonus
Brainy	+2 Int, –2 Str	Knowledge check bonus, extra skill points
Burly	+2 Str, –2 Dex	Extra proficiency (Unarmed), base Defense bonus +1, extra wound points
Caustic	+2 Cha, –2 Wis	Improved Cheap Shot, class skill (Intimidate), bonus threat range (Manipulate)
Clever	+2 Int, –2 Con	Skill check bonus (surprise), Reflex save bonus
Convincing	+2 Cha, –2 Int	Extra contact, class skill (Bluff), bonus threat range (Impress)
Cunning	+2 Int, –2 Wis	Charm, class skill (Tactics), bonus threat range (Networking)
Daring	+2 Dex, –2 Int	Initiative bonus, action die bonus
Disciplined	+2 to any, –2 to any	Extra skill focus or forte, –2 to any Will save bonus
Fierce	+2 Str, –2 Cha	Initiative bonus, bonus threat range (Intimidate)
Fit	+2 Str, –2 Int	Speed bonus, class skill (Athletics), Fortitude save bonus
Gifted	+2 to any, –2 to any	Class skill (any 1), bonus threat range (any 1)
Gonzo	+2 to any, –2 to any	Extra Interests, extra wound point
Graceful	+2 Dex, –2 Con	Extra Interests, class skill (Impress), bonus threat range (Sleight of Hand)
Grizzled	+2 Con, –2 Dex	Base Defense bonus +2, extra wound points
Mysterious	—	Defense bonus +1, class skill (Networking), bonus threat range (Blend)
Orphaned	+2 to any,	Extra proficiency (any 1), –2 to anyextra action die
Persistent	+2 Con, –2 Cha	Retry without penalty, class skill (Resolve), Fortitude save bonus
Privileged	—	Extra Cultures skill focus, free legal immunity pick, Wealth bonus
Reliable	+2 to lowest, –2 to highest	Extra contact, extra Profession skill focus, extra class skills
Resolute	+2 Wis, –2 Dex	Charm, class skill (Resolve), Will save bonus
Retired	+2 to lowest, –2 to highest	Extra contact, free hint, bonus threat range (any 1)
Rowdy	+2 Con, –2 Wis	Extra Cultures skill focus, Speed bonus, extra class skills
Shrewd	+2 Wis, –2 Con	Extra contacts, bonus threat range (Sense Motive)
Veteran	—	Free Request check (any type), extra skill points
Vigilant	+2 Wis, –2 Cha	Skill check bonus (surprise), bonus threat range (Notice)
Witty	+2 Cha, –2 Str	Charm, extra Interests, bonus threat range (Bluff)

Gifted: You're a natural prodigy, capable of amazing accomplishments in your particular field.

- +2 to any 1 attribute, –2 to any 1 attribute.
- Choose 1 skill. This is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Choose 1 skill. Your threat range with checks made using this skill increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Gonzo: People wonder if maybe you're a little crazy. You know better — you're a *lot* crazy!

- +2 to any 1 attribute, –2 to any 1 attribute.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- You gain 1 wound point at Level 1, and 1 additional wound point at Career Levels 4, 8, 12, 16, and 20.

Graceful: You never seem to miss a beat, physically or socially.

- +2 Dexterity, –2 Constitution.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- Impress is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Your threat range with Sleight of Hand checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Grizzled: You're a gruff and intimidating figure, and if the world hasn't killed you yet, it's not likely to do so any time soon.

- +2 Constitution, –2 Dexterity.
- Your base Defense increases by 2.
- You gain 1 additional wound point at Career Level 1, and 1 additional wound point at Career Levels 4, 8, 12, 16, and 20.

Mysterious: You probably smile a lot — just to make people nervous about your motives.

- Your base Defense increases by 1.
- Networking is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Your threat range with Blend checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Orphaned: It's a hard life, but somehow, you know you're going to come out on top.

- +2 to any 1 attribute, –2 to any 1 attribute.
- You gain 1 additional weapon proficiency *(see page 28)*.
- You gain 1 additional action die at the start of each session.

Persistent: Dogged and relentless, you keep at any job until it's done.

- +2 Constitution, –2 Charisma.
- You may retry a skill check without suffering any penalties listed in its Retry entry a number of times per session equal to your starting action dice.
- Resolve is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Fortitude saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Privileged: Born into wealth, you can't imagine any other lifestyle, nor would you want to.

- You gain 1 additional Cultures skill focus.
- Once per mission, you may request 1 Caliber II legal immunity Tradecraft pick without spending an action die or making the Request check.
- Your gain a +1 bonus to Wealth *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Reliable: A broad base of life experience has prepared you to take on virtually any role in life. You're not flashy, just dependable.

- +2 to lowest attribute, –2 to highest attribute (your choice in the case of a tie).
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain 1 additional Profession skill focus.
- Choose 1 Skill. This is always a class skill for you. You may choose 1 additional skill to gain this benefit at Career Levels 4, 8, 12, 16, and 20.

Resolute: Once you make a decision, you back it with everything you've got.

- +2 Wisdom, –2 Dexterity.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Resolve is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Will saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Retired: You've been there, done that, and printed T-shirts. Now you're back in the game and surrounded by amateurs.

- +2 to lowest attribute, –2 to highest attribute (your choice in the case of a tie).
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.

- Once per session, you may request a hint from the GC for which the GC gains no action dice *(see page 398)*. If the GC refuses, you gain 1 bonus action die.
- Choose 1 Skill. Your threat range with this skill increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Rowdy: "Rebellious" and "unpredictable" are the words most often used to describe you, but you've seen and done things most people never dream of.

- +2 Constitution, –2 Wisdom.
- Your Speed increases by 5 ft.
- You gain 1 additional Cultures skill focus.
- Choose 1 Skill. This is always a class skill for you. You may choose 1 additional skill to gain this benefit at Career Levels 4, 8, 12, 16, and 20.

Shrewd: You're an expert judge of character and surround yourself with only the very best colleagues.

- +2 Wisdom, –2 Constitution.
- You gain 2 acquaintance-grade contacts. These contacts each improve by 1 grade at Career Levels 6, 12, and 18.
- Your threat range with Sense Motive checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Veteran: You're a seasoned professional with unparalleled insight about your chosen trade.

- Once per session, you may make any 1 Request check of any type without spending an action die.
- You gain 4 additional skill points at Career Level 1, and 1 additional skill point for each Career Level gained thereafter.

Vigilant: You grew up in a war zone or in other conditions that required your full attention to survive. The experience has taught you to always keep a sharp lookout for trouble.

- +2 Wisdom, –2 Charisma.
- You gain a +1 bonus with skill checks made to determine surprise. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- Your threat range with Notice checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Witty: You can hold your own in any conversation. You are an enchanting dinner companion... and a dangerous one.

- +2 Charisma, –2 Strength.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- Your threat range with Bluff checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

SPECIALTIES

While Talents describe who your character is, Specialties show what he's done. Many Specialties grant bonus feats. When a specific bonus feat is listed, the character gains that feat regardless of prerequisites. When a choice of feats is offered, the character must meet all prerequisites for a feat before choosing it.

Special Note: The term "career level" occurs frequently in this section. *For more information about career levels, see page 28.*

Authority: You've carved out a niche as someone with vast reserves of theoretical knowledge. The trick, of course, is applying it in the dangerous situations in which you sometimes become embroiled.

- Bonus Feat: Advisor.
- You gain 1 Profession skill focus and 1 forte relating to this focus.
- You gain a +1 bonus to Spending Cash *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Celebrity: You've achieved great notoriety as a performer, athlete, or news pundit, ensuring huge audiences know your name.

- Bonus Feat: Actor.
- Once per mission, you may request 1 Caliber II invitation Security pick without spending an action die or making the Request check.
- You gain a +1 bonus to Lifestyle *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

City Dweller: You are just one of the millions of regular folks who populate a modern metropolis.

- Bonus Feat: Home Turf.
- Choose 1 Skill. This is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Intimidate and Streetwise checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Clergyman: You're a member of the First Estate, believing that even in these ostensibly secular times, faith is a powerful agent for change.

- You **must** choose 1 organized religion to which your character belongs. This religion may exist in the real world or be fictional, but the GC must approve it before the character enters play. Example religions include Bahá'í, Buddhism, Hinduism, Jainism, Judaism, Islam, Mormonism, Protestantism, Roman Catholicism, Shinto, Sikhism, Taoism, Vodun (Voodoo), and Wicca.
- Bonus Feat: Iron Will.
- You gain 1 additional Cultures skill focus.
- Once per mission, you may request 1 Caliber II lodging Security pick without spending an action die or making the Request check.
- You gain a +1 insight bonus with Intimidate and Networking checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

TABLE 1.2: ORIGIN BENEFITS CONTINUED

Origin Option	Feat	Benefits
Specialties		
Authority	Advisor	Extra Profession skill focus/forte, Spending Cash bonus
Celebrity	Actor	Free invitation pick, Lifestyle bonus
Clergyman	Iron Will	Extra Cultures skill focus, free lodging pick, Intimidate/Networking Bonus
City Dweller	Home Turf	Extra class skill, Intimidate/Streetwise bonus
Contract Pro	Talented	Extra contact, free Resources Request check, maximum skill rank bonus
Criminal	Fence	Extra proficiency (Handgun), extra contact, Bluff/Sneak bonus
Doctor	Examiner	Extra proficiency (Edged), extra contact, Spending Cash bonus
Entertainer	Silver Tongue	Extra Cultures skill focus, charm, Tongue Impress/Profession bonus
Financier	Diplomat	Science (Economy) focus, increased Spending Cash, Spending Cash bonus
Geek	Techie	Free Electronics Request check, extra Interests, Search/Security bonus
Grifter	Hustler	Charm, random possession bonus, Lifestyle bonus
Hot Rodder	Lane Dancer	Extra Drive skill focus/forte (wheeled Dancer ground), Drive/Streetwise bonus
Hunter	Any Terrain Feat	Speed bonus, extra proficiency (Rifle), increased subdual thresholds
Icon	Gorgeous	Charms, Manipulate/Networking bonus
Instructor	Scholar	Extra Science skill focus, extra contact, teaching bonus
Investigator	Private Eye	Free hints, Analysis/Notice bonus
Jack of All Trades	Training	Knowledge bonus, maximum skill rank bonus
Journalist	Observer	Extra contacts, Investigation/Sense Motive bonus
Motorhead	Speed Demon	Extra Drive skill focuses, Possessions bonus
Operative	Any Tradecraft Feat	Extra Culture skill focuses, Possessions bonus
Outdoorsman	Survivalist	Extra Survival skill focus/forte (mount), Extra proficiency (Hurled), Possessions bonus
Pickpocket	Burglar	Speed bonus, extra contact, Blend/Sleight of Hand bonus
Pilot	Wind Rider	Extra Drive skill focus/forte (air), Drive/Search bonus
Playboy	Personal Lieutenant	Charm, free civilians pick, Lifestyle bonus
Rescuer	Any Chase Feat	Speed bonus, free medical assistance pick, Athletics/Medicine bonus
Researcher	Any Advanced Skill Feat	Extra Science skill focus, extra contact, Science bonus
Sailor	Wave Runner	Extra Drive skill focus/forte (water), Athletics/Drive bonus
Serviceman	Officer	Extra proficiency (Handgun, Rifle), Suppressive Fire attack bonus
Soldier of Fortune	Any Ranged Combat Feat	Extra proficiency (Tactical), extra Combat contact, Autofire attack bonus
Special Ops	Any Covert Feat	Extra proficiency (Explosives), reduced overland travel time, Sneak/Tactics bonus
Spiritualist	All or Nothing	Free hint, base Defense bonus +1, increased stress thresholds
Stranger	Any Chance Feat	Free hint, extra Interests, increased stress thresholds
Student	I Can Swim	Charm, extra Interests, learning bonus
Suit	Any Style Feat	Extra Profession skill focus, free Bribe check (minimum Bribe value), Bureaucracy/Profession bonus
Test Subject	Great Fortitude	+2 to highest attribute/–2 to lowest attribute, 2 NPC qualities
Thrill-Seeker	Lightning Reflexes	Extra Acrobatics skill focus/forte (personal), Speed bonus, Acrobatics/Athletics bonus
Tradesman	Any Gear Feat	Science (Fabrication) skill focus, extra contact, Mechanics/Profession bonus
Tribesman	Any Melee Combat Feat	Extra Cultures skill focus, free Caliber I/II melee weapon, Fighting Defensively bonus
Wanderer	World Traveler	Cultures skill focus, extra contact, extra vitality points
Warrior	Any Unarmed Combat Feat	Extra proficiency (Hurled, Unarmed), Pummel attack bonus

* A character may not possess these attribute scores at creation.

Contract Professional: You've turned your "unique" talents into a brilliant career.

- Bonus Feat: Talented.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- Once per session, you may make a Resources Request check without spending an action die.
- Choose 1 Skill. Your maximum rank in this skill is equal to your career level +4. This benefit is *not* cumulative with any other effect that increases your maximum rank. You may choose 1 additional (different) skill to gain this benefit at Career Levels 4, 8, 12, 16, and 20.

Criminal: You've spent a lot of time on the wrong side of the law. You may have done time or you might be too slick to be caught, but you've never fit in as a law-abiding citizen.

- Bonus Feat: Fence.
- You gain the Handgun weapon proficiency *(see page 28)*.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Bluff and Sneak checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Doctor: Whether a neurosurgeon or a veterinarian, your medical skills are always in demand.

- Bonus Feat: Examiner.
- You gain the Edged weapon proficiency *(see page 28)*.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 bonus to Spending Cash *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Entertainer: You have a natural creative talent, such as painting, performance art, or writing, that's earned you a modest following.

- Bonus Feat: Silver Tongue.
- You gain 1 additional Cultures skill focus.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- You gain a +1 insight bonus with Impress and Profession checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Financier: You're a shark in the world of high finance.

- Bonus Feat: Diplomat.
- You gain the Science (Economy) focus.
- Whenever you sacrifice Reputation, Net Worth, a Reserve gear pick, or a Reserve Common Item for Spending Cash, the money gained increases by 20% (rounded up).
- You gain a +1 bonus to Spending Cash *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Geek: You're a citizen of the electronic domain, possessing friends and companions around the world, across borders and frequently beyond the law.

- Bonus Feat: Techie.
- Once per session, you may make an Electronics Request check without spending an action die.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- You gain a +1 insight bonus with Search and Security checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Grifter: You're a snake-oil salesman, card shark, or small-time con artist, making your living parting the trusting and naïve from their money.

- Bonus Feat: Hustler.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Once per session, you gain a +4 bonus with random possession rolls, maximum 20 *(see page 459)*.
- You gain a +1 bonus to Lifestyle *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Hot Rodder: You're a lover of great speed, pushing the limit at every opportunity.

- Bonus Feat: Lane Dancer.
- You gain the Drive (Standard Ground Vehicles) skill focus and 1 forte relating to this focus.
- You gain a +1 insight bonus with Drive and Streetwise checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Hunter: As a weekend deer-hunter or full-time safari captain, you're most alive when you're looking through a scope.

- Bonus Feat: Any Terrain feat.
- Your Speed increases by 5 ft.
- You gain the Rifle weapon proficiency *(see page 28)*.
- Your Constitution is considered to be 1 higher when determining subdual damage thresholds *(see page 339)*. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.

Icon: They may not know your name, but they'll never forget your face.

- Bonus Feat: Gorgeous.
- Twice per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- You gain a +1 insight bonus with Manipulate and Networking checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Instructor: Others may do, but you're quite happy to teach.

- Bonus Feat: Scholar.
- You gain 1 additional Science skill focus.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with directed skill checks and team checks for which you're the leader. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Investigator: You spend a lot of time looking into other people's business.

- Bonus Feat: Private Eye.
- Twice per session, you may request a hint from the GC for which the GC gains no action dice *(see page 398)*. If the GC refuses, you gain 1 bonus action die.
- You gain a +1 insight bonus with Analysis and Notice checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Jack-of-all-Trades: ...And master of some.

- Bonus Feat: Training.

- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- Choose 1 Skill. Your maximum rank in this skill is equal to your career level +4. This benefit is *not* cumulative with any other effect that increases your maximum rank. You may choose 1 additional (different) skill to gain this benefit at Career Levels 4, 8, 12, 16, and 20.

Journalist: You're a member of the Fourth Estate: a tabloid muckraker, a handsome talking head, a grimy war correspondent, or another faceless newshound. You've got a nose for truth and a strong sense of duty to ferret it out.

- Bonus Feat: Observer.
- You gain 2 acquaintance-grade contacts. These contacts each improve 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Investigation and Sense Motive checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Motorhead: You've spent most of your life around engines, sometimes as a driver, more often as a mechanic.

- Bonus Feat: Speed Demon.
- You gain 2 additional Drive skill focuses.
- You gain a +1 bonus to Possessions *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Operative: You steal and protect secrets for a living — almost certainly for a national power, major corporation, or rogue organization.

- Bonus Feat: Any Tradecraft feat.
- You gain 2 additional Cultures skill focuses.
- You gain a +1 bonus to Possessions *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Outdoorsman: You'll hike for hours, and have spent many nights out under the stars.

- Bonus Feat: Survivalist.
- You gain the Drive (Mounts and Animal-Driven Vehicles) skill focus.
- You gain the Hurled weapon proficiency *(see page 28)*.
- You gain a +1 bonus to Possessions *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Pickpocket: You lift wallets and perform other simple street scams.

- Bonus Feat: Burglar.
- Your Speed increases by 5.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Blend and Sleight of Hand checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Pilot: Nothing in the world could replace your joy when flying.

- Bonus Feat: Wind Rider.
- You gain 1 Drive skill focus for any air vehicle category and 1 forte relating to this focus.
- You gain a +1 insight bonus with Drive and Search checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Playboy: You believe that the party will last as long as the money does — and for you, it seems like the money will never run out.

- Bonus Feat: Personal Lieutenant.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Once per mission, you may request 1 gaggle of civilians Resource pick without spending an action die or making the Request check *(see pages 230 and 281)*.
- You gain a +1 bonus to Lifestyle *(see pages 211 and 215)*. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Rescuer: Paramedic, fireman, search and rescue expert, or old-fashioned cop, you regularly put your life on the line to save others.

- Bonus Feat: Any Chase feat.
- Your Speed increases by 5 ft.
- Once per mission, you may request 1 Caliber II medical assistance Resource pick without spending an action die or making the Request check.
- You gain a +1 insight bonus with Athletics and Medicine checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Researcher: You may be pushing back the scientific frontier or calling years of legal precedent into question; regardless, you work latter-day miracles every day.

- Bonus Feat: Any Advanced Skill feat.
- You gain 1 additional Science skill focus.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Science checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Sailor: You cannot resist the siren call of the sea.

- Bonus Feat: Wave Runner.
- You gain 1 Drive skill focus for any water vehicle category and 1 forte relating to this focus.

- You gain a +1 insight bonus with Athletics and Drive checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Serviceman: A military career has taught you a lot about discipline, honor, and duty.

- Bonus Feat: Officer.
- You gain the Handgun and Rifle weapon proficiencies *(see page 28)*.
- You gain a +1 bonus with attack checks made as part of a Suppressive Fire action. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Soldier of Fortune: You are or were part of a private military, in which you learned many practical applications of violence.

- Bonus Feat: Any Ranged Combat feat.
- You gain the Tactical weapon proficiency *(see page 28)*.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 bonus with attack checks made as part of an Autofire action. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Special Ops: You've honed skills and served causes that may never be made public.

- Bonus Feat: Any Covert feat.
- You gain the Explosives weapon proficiency *(see page 28)*.
- Once per session, you may decrease the overland travel time of any 1 trip to 3/4 standard (rounded down).
- You gain a +1 insight bonus with Sneak and Tactics checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Spiritualist: You know there's more to life than the here and now, what you can see and touch. It's knowledge that gives *you* strength.

- Bonus Feat: All or Nothing.
- Once per session, you may request a hint from the GC for which the GC gains no action dice *(see page 398)*. If the GC refuses, you gain 1 bonus action die.
- Your base Defense increases by 1.
- Your Wisdom is considered to be 1 higher when determining stress damage thresholds *(see page 339)*. This bonus increases by an additional 1 at Career Levels 6, 12, and 18.

Stranger: You've scratched the surface of the world's unpleasant truths or peeked behind the veil of modern life to see what's *really* going on. You might be a cult deprogrammer, a hunter of serial killers, or a student of mysteries man was not meant to understand. Now if only you could get everyone to believe you...

- Bonus Feat: Any 1 Chance feat.
- Once per session, you may request a hint from the GC for which the GC gains no action dice *(see page 398)*. If the GC refuses, you gain 1 bonus action die.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- Your Wisdom is considered to be 1 higher when determining stress damage thresholds *(see page 339)*. This bonus increases by an additional 1 at Career Levels 6, 12, and 18.

Student: You're a college student, journeyman, or other young, bright-eyed individual studying the world.

- Bonus Feat: I Can Swim.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- Each synergy bonus you gain during a cooperative or directed skill check increases by 1. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.

Suit: You're a corporate warrior, a high-power paper slinger easily weaving your way through organizations.

- Bonus Feat: Any Style feat.
- You gain 1 Profession skill focus.
- Once per session, you may make a Bribe check at the minimum Bribe value without paying its cost *(see pages 121 and 163)*.
- You gain a +1 insight bonus with Bureaucracy and Profession checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Test Subject: *Things* have been done to you in the name of science — strange things you may never understand. You might be the product of a government super-soldier program, rogue genetic research, a fringe group's unorthodox child-rearing theory, or another bizarre upbringing. You only survived due to your innate toughness, a trait you retain today.

- Explanations for this Specialty represent unique experiences that can have considerable impact upon the game's setting and backstory. You must secure GC approval before choosing this Specialty, and for each NPC quality gained.
- Bonus Feat: Great Fortitude.
- Your highest attribute increases by 2, and your lowest attribute decreases by 2. This may not increase any attribute above 20.
- You gain 2 of the following NPC qualities: *alternate identity* (but **not** *alternate form*), *aquatic*, *augmented (Caliber I)*, *burrow*, *camouflaged (one terrain type)*, *damage reduction* (2 points), *damage resistance* (4 points), *fast healing*, *fearless* (1 grade), *fleet* (+10 ft.), *hulking* (Large (1×1)), *improved hearing*, *improved scent*, *improved vision*, *low-light vision*, *natural attack* (Caliber II), *seductive*, *strong-minded* (1 grade), *unnerving I*.

Thrill-Seeker: You're an athlete, jaded millionaire, or perhaps a careless college student, and have survived stunts that should have left you mangled or dead. You're still in the game, living way out on the edge where you're most at home.

- Bonus Feat: Lightning Reflexes.
- You gain 1 Drive skill focus for any personal vehicle category and 1 forte relating to this focus.
- Your Speed increases by 5 ft.
- You gain a +1 insight bonus with Acrobatics and Athletics checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Tradesman: You were a blue-collar laborer from a working-class background. Your formative years were probably spent in small towns or working-class communities of major cities, and you have extensive training in the industrial arts.

- Bonus Feat: Any Gear feat.
- You gain the Science (Fabrication) skill focus.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Mechanics and Profession checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Tribesman: You come from a primitive society, bringing a fresh set of eyes to the modern world.

- Bonus Feat: Any Melee Combat feat.
- You gain 1 additional Cultures skill focus.
- At the start of each mission, you gain 1 Caliber I or II melee weapon at no cost.
- You gain an additional +1 bonus to Defense when performing a Fight Defensively action *(see page 357)*. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Wanderer: You grew up on the road, perhaps in a tribal caravan or with parents who served overseas. Consequently, you acquired a deep-rooted wanderlust and were exposed to a wide array of foreign cultures at a young age.

- Bonus Feat: World Traveler.
- You gain 1 additional Cultures skill focus.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain 2 additional vitality points at Career Level 1, and 1 additional vitality point at each Career Level thereafter.

Warrior: You've dedicated yourself to the serious study of traditional fighting arts, becoming a living weapon against whom many opponents simply cannot defend themselves.

- Bonus Feat: Any Unarmed Combat feat.
- You gain the Hurled and Unarmed weapon proficiencies *(see page 28)*.
- You gain a +1 bonus with attack checks made as part of a Pummel action. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

STEP 3: CLASS

Your character's class determines the role he plays on his team. It represents his training and provides a number of special abilities that aid him and his team during missions. Many people choose their character's class before determining his attributes and origin, in order to tailor the "earlier" options to match.

BASE CLASSES

The core *Spycraft 2.0* release features 12 base classes, or team positions, as follows.

Advocate (Adv): The Advocate is a passionate believer whose tireless dedication offers his team unprecedented levels of community and NPC support. His incredible powers of persuasion are supported by the absolute focus that drives his activities.

Explorer (Exp): The Explorer reacts quickly to danger and possesses a knack for confronting the unknown. His seat-of-the-pants daring and enthusiasm ensures that his team can make the critical leaps beyond logic that often make all the difference.

Faceman (Fac): The Faceman fits in anywhere and anytime, and can talk his way out of nearly anything. A consummate manipulator, the Faceman is perfectly suited to slip in ahead of the team and gather information that may be unavailable to the Snoop's electronic ears.

Hacker (Hak): The Hacker lives on the cusp of progress, where the present meets the future in a binary blend of digital dominance and electronic subterfuge. He is the team's link to the vast Information Superhighway, and their resident expert with codes and electronics.

Intruder (Itr): The Intruder specializes in gear acquisition and covert field tactics. He's equal parts thief, street broker, and infiltrations expert.

Pointman (Ptm): The Pointman directly enhances his fellows, making the most of any team. He's also the most versatile member of any group, gaining a wide variety of benefits over the course of his career.

Scientist (Sci): The Scientist brings sharp technical assistance and innovative problem-solving skills to his team, ensuring they can discern the best course of action in even the most complicated situations.

Scout (Sco): The Scout is a master outdoorsman, expert with survival techniques and gear. He can track any prey through any terrain (and even through cities), and prepare devastating personal and team ambushes.

Sleuth (Slu): The Sleuth is the team's resident detective, blending a gift for astute interviews with precise reasoning. No one and nothing hides from a Sleuth for long.

Snoop (Snp): The Snoop is a career espionage professional, using espionage and surveillance gear to undermine his opponents' defenses and leave them helpless against his teammates.

Soldier (Sol): The Soldier is the muscle of any team, trained to do one thing extremely well — eliminate everyone and everything that stands in the way.

Wheelman (Whl): The Wheelman is an extremely accomplished vehicle specialist and secondary combatant. He's the team's fastest way in or out of a mission, and a strong support member for most other activities as well.

LEVEL-DEPENDENT BENEFITS

Most games will begin at Career Level 1, with each character possessing **1,000 Experience Points (XP)**. Some advanced games will begin at Career Level 0, with each character possessing 0 XP. Level 0 games are intended to focus on initial training, without the benefit of classes or other character options outside Origin.

As your character completes missions, he gains XP, and each time his total XP equals or exceeds a given threshold, he gains 1 level and all its associated benefits, as shown on Table 1.3: Level-Dependent Benefits *(see below)*. The character may apply his new level to either his current class or another class, gaining all the benefits of the new level according to the class chosen.

A character may only gain levels in between missions (adventures), and may not gain more than 1 level in between any two missions. If a character somehow earns enough XP to gain 2 levels at the same time, he instead gains only 1 level. The character retains the excess XP and gains another level after the next mission. This process continues so long as the character's total XP is high enough for him to continue leveling between missions.

Descriptions of each level-dependent benefit follow.

Action Dice: You may spend action dice during play to benefit your character. He can improve his chance of success at any task (or achieve spectacular outcomes with the proper rolls), escape harm, heal, and more. Table 1.3 lists the number of action dice your character possesses at the start of each play session. The die type your character rolls when he is asked to generate a result follows in parentheses.

Action dice not spent by the end of a play session are lost. Each character begins with a fresh pool of action dice at the start of every play session.

For more information about action dice, see page 61.

Maximum Skill Rank: This is the maximum number of ranks your character may possess in any skill *(see Chapter 2)*.

Bonus Feat: Each time your character gains a level that has a "Y" in this column, he gains 1 additional feat. This feat may be chosen from any feat tree *(see Chapter 3)*.

Attribute Score Increase: Each time your character gains a level that has a "Y" in this column, he gains 1 additional attribute point. This point may be applied to any attribute.

Bonus Proficiency: Each time your character gains a level that has a "Y" in this column, he becomes proficient with 1 additional weapon category *(see pages 28 and 298, respectively)*.

Bonus Interest: Each time your character gains a level that has a "Y" in this column, he gains 1 additional Interest *(see page 53)*.

Subplots: The number to the left of the slash in this column is the maximum number of Subplots your character may simultaneously possess, and the titles to the right of the slash indicate the first level at which each Crossroads Subplot may be attempted *(see page 53)*.

TABLE 1.3: LEVEL-DEPENDENT BENEFITS

Level	XP	Action Dice	Maximum Skill Rank	Bonus Feat	Attribute Score Increase	Bonus Proficiency	Bonus Interest	Subplots*
0*	0	2(d4)	—	*	—	—	—	—
1†	1,000	3(d4)	4	Y*	—	Special**	—	1/—
2	3,000	3(d4)	5	—	—	—	Y	1/Seasoned
3	6,000	3(d4)	6	Y	—	Y	—	1/—
4	12,000	3(d4)	7	—	Y	—	—	1/—
5††	20,000	3(d4)	8	—	—	Y	—	1/—
6	35,000	4(d6)	9	Y	—	—	Y	1/—
7	55,000	4(d6)	10	—	—	Y	—	2/Weathered
8	80,000	4(d6)	11	—	Y	—	—	2/—
9	110,000	4(d6)	12	Y	—	Y	—	2/—
10Δ	150,000	4(d6)	13	—	—	—	Y	2/—
11	195,000	5(d8)	14	—	—	Y	—	2/—
12	250,000	5(d8)	15	Y	Y	—	—	2/—
13	310,000	5(d8)	16	—	—	Y	—	3/Hardened
14	380,000	5(d8)	17	—	—	—	Y	3/—
15	460,000	5(d8)	18	Y	—	Y	—	3/—
16	550,000	6(d10)	19	—	Y	—	—	3/—
17	650,000	6(d10)	20	—	—	Y	—	3/—
18	760,000	6(d10)	21	Y	—	—	Y	3/—
19	875,000	6(d10)	22	—	—	Y	—	4/Crafty
20	1,000,000	6(d10)	23	—	Y	—	—	4/—

* At Level 0, a character possesses 2d4 action dice, 2 Interests, and his Origin benefits (including his Specialty's bonus feat). He does *not* gain the benefits of a base class, skill points, weapon proficiencies, or Subplots. A Level 0 character possesses 6 vitality points.

** A character gains 2–6 proficiencies from his base class at Level 1 *(see page 28)*.

† A character may apply his 1st or later class level to a base class *(see page 26)*.

†† A character may apply his 5th or later class level to an expert class *(see page 64)*.

Δ A character may apply his 10th or later class level to a master class *(see page 85)*.

CAREER LEVELS VS. CLASS LEVELS

Throughout *Spycraft 2.0*, you'll encounter two important terms related to level.

Career Level: This is the sum number of levels the character possesses in all his classes. It's derived from his overall XP, and determines when generic level-dependent benefits are gained, as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*. For instance, a character with 5 levels in Soldier, 1 level in Sniper, and 1 level in Triggerman has a Career Level of 7.

Class Level: This is the number of levels a character possesses in one particular class. For instance, a character with 5 levels in Soldier, 1 level in Sniper, and 1 level in Triggerman is considered to have a Soldier class level of 5, a Sniper class level of 1, and a Triggerman level of 1.

Special Note: Unless otherwise specified, when a class description mentions "class level," it's always referring to class levels in the class being described.

CLASS DESCRIPTIONS

Each class description first offers a general summary of its function, on its own and as part of a character team. These are intentionally broad — individual characters vary from the stereotypes. Further insights into using base classes as part of a particular genre may be found in Chapter 7 *(see page 409)*.

Next is a paragraph that offers some advice about which attributes are most important for a member of this class. It isn't necessary to follow this advice, but beginners may want to assign their highest attribute scores accordingly until they become familiar with the *Spycraft 2.0* game system.

Finally, each class contains several pieces of game rule information, as follows.

VITALITY

This entry states how many vitality points a member of this class receives when he gains a class level. Typically a character gains 1d8, 1d10, or 1d12 vitality points per level, adjusted by his Constitution modifier (to a minimum of 1 per level). If the character was played at Career Level 0, his Career Level 1 vitality points *replace* his Career Level 0 vitality points.

Additionally, a character receives a number of wound points equal to his Constitution score.

For more information about vitality and wound points, see page 331.

CLASS SKILLS

This entry lists the skills that are considered "class skills" for your character each time he gains a level. Skills not listed in this section of any class in which your character possesses 1 or more levels are considered "cross-class" skills for him when he gains a level.

This section also lists the number of skill points a character receives each time he gains 1 level in the class. Typically a character gains 4, 6, or 8 skill points per level, adjusted by his Intelligence modifier (minimum 1 skill point per level). As shown in the class text, a character gains 4 times this amount at Career Level 1 to establish his initial pool of skills.

For more information about skill points, see page 87.

PROFICIENCIES

This entry lists the number of weapon proficiencies a member of the class gains at Career Level 1 (only). Typically, a character gains between 2 and 6 proficiencies from his base class at Level 1, to be divided as the character wishes between the available weapon proficiencies.

After Career Level 1, a character gains additional proficiencies from his Career Level, as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*.

The available proficiencies are Blunt, Edged, Exotic (Blunt), Exotic (Edged), Exotic (Hurled), Explosives, Guided, Handgun, Hurled, Indirect Fire, Rifle, Shotgun, Submachine Gun, Tactical, Unarmed, and Vehicle Weapon. Each proficiency negates one or more untrained attack penalties listed on Table 4.35: Weapon Basics *(see page 299)*.

Further, a character may sacrifice a new proficiency to gain a "forte" with a proficiency he already possesses. This grants the character a +1 bonus with all attack checks involving the forte proficiency.

For more information about weapon proficiencies, see page 298.

CORE ABILITIES

Each class bestows a single "core ability." A character may only ever gain the core ability of the first base class and the first expert class he chooses — the core abilities of all other classes are unavailable to him.

Example 1: Kevin begins play as a Soldier, gaining the *accurate* core ability at Level 1. Had he started as a Snoop who later gains a level as a Soldier, he would instead gain the *astute* ability from the Snoop class, and not gain the *accurate* ability.

Example 2: Kevin begins play as a Soldier and later becomes a Counter-Terrorist, gaining the *accurate* and *shoot first* core abilities. He may gain no other core abilities, no matter what other classes he enters.

CLASS ABILITIES

The bulk of any class consists of a number of abilities granted to the character as his class level rises. There are a number of special rules related to certain types of abilities.

Bonus Action Dice: A number of abilities provide the character with "bonus action dice" under certain conditions. If the ability does not specify die type, then these dice are of the same type the character gains at the beginning of each session (e.g. d4s at Career Levels 0–5, d6s at Career Levels 6–10, and so on). Characters **never** gain additional XP when they receive bonus action dice.

Doubled Action Dice: Some abilities allow the character to roll 2 dice when he spends 1 action die to boost certain types of rolls. Even if the character possesses two such abilities that apply to the same roll, he may not roll for more than 2 dice for each action die spent.

Location-Specific Abilities: Some abilities may only be used when the character is located in a specific area. The required area follows the names of all such abilities in parentheses (e.g. "(city)"). When an ability requires the character to be located in a city, the city must have a minimum population of 10,000 people, as well as a method of quick contact (e.g. phone, email, other communication technology).

Legacy Abilities: Some "legacy" abilities are shared by more than one class, and grow in stages as the character gains experience. A Roman numeral follows all legacy ability names (e.g. "*uncanny dodge I*," "*behind the scenes III*," and so on). When a character gains a legacy ability from two or more classes, the Roman numeral numbers are added together to determine the ability's overall effectiveness (to a maximum of the highest-numbered ability offered by any of the character's classes).

Example: Kevin is a 9th-level Explorer/5th-level Triggerman, possessing both *uncanny dodge II* from the Explorer class and *uncanny dodge I* from the Triggerman class. He may use *uncanny dodge III*.

When a character gains a non-legacy ability from two or more classes, the abilities are separate and their bonuses do *not* stack; the character must choose which of the same-named abilities he uses. If the ability specifies a number of times it may be used, each ability's uses are tracked separately.

NPC Tiers: Several class abilities refer to NPC "Tiers," which are used to balance them against the player characters and the current Threat Level. *For more information, see page 452.*

Starting Action Dice: Many abilities have a number of uses per mission or session or grant a bonus based on the number of action dice the character begins with each session. This is typically 3 times or +3 for a character with a Career Level of 0–5, 4 times or +4 for a character with a Career Level of 6–10, and so on.

Character options such as Origin may increase or decrease the number of dice with which a character begins each session. These effects *also* modify the uses or bonuses gained from these class abilities.

Game rules such as campaign qualities that alter a character's number of starting action dice do *not* affect these abilities *(see page 405)*.

"Teammates" vs. "Allies": Some abilities and other rules make reference to a character's "allies" and "teammates." There is a difference.

- Unless otherwise specified, when a character uses an ability that affects his teammates, the *character* chooses which other characters are affected.
- Unless otherwise specified, when a character uses an ability that affects his allies, the *Game Control* chooses which other characters are affected (though all targets must be on the character's side in the current conflict or scene).

Time-Reducing Abilities: Unless otherwise specified, no activity's required time may be reduced by more than one character option or game effect at a time.

Virtual Feats: Some abilities offer "virtual feats". Virtual feats of all kinds are discussed in detail in Chapter 3 *(see page 171)*.

CLASS TABLE

A class table accompanies each class description. It illustrates how a member of the class grows in power as his Class Level rises. Each class table includes the following information.

Level: The character's level in the class (his Class Level).

BAB: The character's base attack bonus *(see page 59)*.

Fort: The character's base Fortitude saving throw bonus *(see page 60)*.

Ref: The character's base Reflex saving throw bonus *(see page 60)*.

Will: The character's base Will saving throw bonus *(see page 60)*.

LEVEL VS. CHARACTER STATUS

The class system exists to let the Game Control balance the characters' relative experience against the challenges that he throws at the team. Without such a system, game balance is far more difficult to gauge and missions far more difficult for the GC to prepare.

However, the class system should **not** govern a character's in-game status. For example, a 1st-level Soldier with the Soldier of Fortune Specialty should not automatically start at the lowest rank possible, nor should a 20th-level Snoop automatically be considered his Faction's premier field man.

As in life, characters should be judged not solely by their level but also by their actions. That 1st-level Soldier may have been instrumental in a daring midnight raid, resulting in the capture of a prominent enemy encampment. Likewise, that 20th-level Snoop might have previously slandered someone who is now his superior, and might be in the home office "doghouse" as a result.

Do not allow your character's level to limit your imagination. *Spycraft* characters are the truest heroes of the modern age, even though their accolades are rarely public in the default espionage setting.

If you want to design a legendary Pointman whose exploits are renowned throughout your GC's setting, don't let your character's 1st-level status get in the way. Talk with your GC — he might let you design the character (and his background) for the cost of coming up with a number of NPCs named in your bio, or he might propose a compromise in which your character fled his homeland, starting over in a new territory.

Likewise, if a Wheelman famous throughout your setting's racing circuit is more your speed, you could simulate the proper strengths with a high Charisma score (and a little Dexterity to back it up), plus a well-chosen feat or two. The GC may be willing to offer you a few in-setting or in-story perks for your aspiring 1st-level character (e.g. an industrious pit crew, for example, or free travel expenses), in exchange for some details about your public career — or just the enjoyment of running a game involving a celebrity.

Characters don't need to be high-level to be impressive. Conversely, it's often a challenge to design a high-level character restricted by his conditions in the game. Ultimately, all that's important is that you play the character you want, pursuing the stories you want, and leave the mechanics to do they're meant to do — balance the game.

Def Bon: The character's class bonus to Defense *(see page 60)*. If the character wears armor, he gains damage reduction *(see page 284)*, but the armor also places a cap on the character's total Defense after his Dexterity modifier and all other modifiers are applied.

Init: The character's base Initiative bonus *(see page 60)*.

Wealth: The character's base Wealth *(see pages 211 and 215)*.

Gear: The character's base gear picks during the Intel Phase of each mission, listed as an alphanumeric code *(see page 211)*.

Abilities: The character's class abilities *(see page 28)*.

ADVOCATE

The Advocate's ideals are his greatest weapons, driving him to succeed where many might otherwise fail and gaining him legions of friends and allies in every quarter. He brings to his team a virtual army of fervent believers, ready and willing to support his endeavors.

Attributes: The Advocate is a tenacious mental and physical opponent. He benefits from high Charisma and Constitution scores, which grant him the staying power to see things through. Intelligence and Wisdom are also helpful, depending on the tactics the Advocate employs to advance his agenda.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 4.

CLASS SKILLS

The Advocate's class skills are Bluff, Bureaucracy, Cultures, Impress, Intimidate, Manipulate, Medicine, Networking, Notice, Profession, Resolve, and Science.

Skill Points at Level 1: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Persistent: Your great work must often be done over long periods of time, accomplished with dedication as much as aptitude. Before the first Challenge of any Complex Task *(see page 99)*, you may spend and roll 1 action die. You may then take 10 *(see page 97)* with a number of Challenges as part of this task equal to the action die result. Further, the amount of time required for each skill check with which you take 10 as part of this Complex Task is not doubled. This ability may only be used once per Complex Task.

CLASS ABILITIES

Absolute Certainty: You begin your task with a driving need to succeed, regardless of the challenges that lie before you. At Level 1, your class level is added to your Wisdom when calculating your stress damage thresholds *(see page 339)*. Further, any time you succeed with an opposed Resolve check (i.e. as part of a standard skill check), you gain a +2 morale bonus with all opposed skill checks against the same opponent until the end of the current scene.

Behind the Scenes I (city): You're connected. Whether it's arranging a social event to promote your favorite charity, slipping an opponent's indiscretions to the media, or arranging a flight to an important work site, you and your supporters make everything run smoothly — and look easy.

At Level 2, a number of times per mission equal to your starting action dice, you may devote 1 hour to informing your supporters of your needs, after which you may make any 1 Request check with a DC of 20 or less without spending action dice *(see pages 62 and 219)*. This check is automatically successful.

Behind the Scenes II (city): At Level 11, you may use this ability to make Request checks with a DC of 30 or less.

Behind the Scenes III (city): At Level 19, you may use this ability to make Request checks with a DC of 40 or less.

Networks: You're always developing your networks of contacts. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain either a new associate-grade contact or 1 additional Gear feat.



By Any Means: You favor a small number of personal tactics. At Level 4, you may choose any 1 skill. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the time required is not doubled. Finally, if you choose a cross-class skill, it becomes an Advocate class skill for you.

At Levels 8, 12, 16, and 20, you may choose 1 additional skill to receive this benefit. No skill may receive this benefit more than once.

Small Steps: You're always making small but important advances towards your ultimate objective. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Backers:* Your Spending Cash increases by 1 (maximum of 10).
- *Charm:* Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- *Cover-Up (city):* You may suppress information that might reveal your activities or those of your allies or Faction. Once per session, you may choose to cover up 1 event that occurs during the session (e.g. a kidnapping, a murder, a political maneuver).

You must spend 4 hours getting in touch with your supporters, after which the DCs of all Analysis, Investigation, Search, and Request checks made to collect information about the event are increased by an amount equal to your class level.

- *Favor for a Favor:* You may use your connections to elicit assistance from someone within an organization who is otherwise resistant to bribery. When you make any Bribe check, you may bribe honorable characters without penalty *(see pages 121 and 163)*. The skill check results and costs are determined as standard, except that the bribe money is not paid to the target but rather used to assist him in a way that he finds morally acceptable. You may use this ability a number of times per mission equal to your starting action dice.
- *Inner Drive:* Your personal willpower sustains you in times of crisis. Your maximum vitality points are increased by an amount equal to your class level, and your maximum wound points are increased by an amount equal to your Charisma modifier (minimum +1).
- *Media Personality:* You're known in the media or through another outlet, and the camera loves you. When you make a skill check with the Remote tag, you only suffer a –4 penalty *(see page 101)*.
- *Professional Recognition:* Your tireless efforts have earned the respect of your peers. The disposition toward you of any NPC with 8 or more ranks in the Profession skill and a focus that matches one of your Profession focuses is automatically improved by 1 grade.

Crusade: Your tireless dedication makes you eager to test yourself against your cause's opponents. At Level 10, once per session, instead of making an opposed skill check with any Advocate class skill, you may set your result to 1 higher than that of your opponent. This cannot result in an error or threat.

At Level 20, you may use this ability twice per session.

True Believer: You speak so passionately about your causes that those who hear them are inspired to act. At Level 14, once per session, you may, as a free action, urge others to do something. This ability initially targets you, your teammates, any willing special characters, and up to 10 standard characters with a disposition toward you of Neutral or better. As a free action, you may continue speaking, influencing an additional 10 standard characters per round (to a maximum number equal to your class level × 10).

For a number of minutes equal to your Charisma score, the disposition toward you of each standard character you're influencing is improved by 2 grades (maximum Helpful). Further, each affected character becomes immune to Morale checks and gains a +4 synergy bonus with all checks made using any skills chosen as part of your *by any means* ability.

EXPLORER

The Explorer finds himself equally at home uncovering secrets in the steaming rainforests of Borneo and the concrete jungles of downtown New York. Many organizations field these two-fisted researchers who circle the globe in search of places and phenomena beneath their technological colleagues' notice. Explorers have a wealth of experience with exotic locations, and a steady hand during even the most bizarre missions.

Attributes: Most Explorers fancy a bit of rough and tumble, so decent Strength and Dexterity are helpful. The most pressing attribute for any Explorer, however, is Intelligence, for he stakes his life upon his wits during every mission.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 4.

TABLE 1.4: THE ADVOCATE

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+2	+0	+2	2	—	Absolute certainty, *persistent*
2	+1	+2	+0	+3	+1	+3	3	1R	Behind the scenes I (DC 10)
3	+2	+2	+1	+3	+1	+4	3	1R	Networks
4	+3	+2	+1	+4	+2	+5	4	1R, 1T	By any means
5	+3	+3	+1	+4	+2	+5	4	1R, 1T	Networks
6	+4	+3	+2	+5	+2	+6	5	1R, 1T	Small steps
7	+5	+4	+2	+5	+3	+7	5	2R, 1T	Networks
8	+6	+4	+2	+6	+3	+8	6	2R, 1T	By any means
9	+6	+4	+3	+6	+4	+9	6	2R, 1T, 1V	Networks, small steps
10	+7	+5	+3	+7	+4	+10	7	2R, 1T, 1V	Crusade 1/session
11	+8	+5	+3	+7	+4	+10	7	2R, 1T, 1V	Behind the scenes II (DC 20), networks
12	+9	+6	+4	+8	+5	+11	8	2R, 2T, 1V	By any means, small steps
13	+9	+6	+4	+8	+5	+12	8	2R, 2T, 1V	Networks
14	+10	+6	+4	+9	+6	+13	9	3R, 2T, 1V	True believer 1/session
15	+11	+7	+5	+9	+6	+14	9	3R, 2T, 1V	Networks, small steps
16	+12	+7	+5	+10	+6	+15	10	3R, 2T, 1V	By any means
17	+12	+8	+5	+10	+7	+15	10	3R, 2T, 2V	Networks
18	+13	+8	+6	+11	+7	+16	11	3R, 2T, 2V	Small steps
19	+14	+8	+6	+11	+8	+17	11	3R, 3T, 2V	Behind the scenes III (DC 30), networks
20	+15	+9	+6	+12	+8	+18	12	3R, 3T, 2V	By any means, crusade 2/session

CLASS SKILLS

The Explorer's class skills are Athletics, Blend, Cultures, Drive, Investigation, Notice, Resolve, Science, Search, Security, Streetwise, and Survival.

Skill Points at Level 1: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Connected: You've come to know a wide variety of people in your travels. You may spend 1d6 hours and 1 action die seeking out an individual with whom you've dealt in the past. This NPC operates like an acquaintance-grade contact whose consultant possesses 1 skill of your choice *(see page 458)*. The contact's starting disposition toward you is Friendly, but he must be compensated for all services rendered at a cost of $100 per hour of assistance, plus the cost of any gear or materials belonging to him that are consumed or destroyed in the process *(though you may reduce this cost with a Streetwise/Haggle check — see page 164)*.

You may use this ability even in a remote area, so long as there are at least 40 people within a 25-mile radius at the time (e.g. the ability may even be used in an Antarctic research base near the South Pole, or a nomad camp in a vast desert, presuming the bases are occupied by 40 or more people, or there are native villages nearby).

CLASS ABILITIES

All Over the World: You're familiar with foreign lands — and have the skills to escape when your knowledge fails you. At Level 1, each time you fail an Athletics or Cultures check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If more than 1 grade of success is possible, you achieve only the lowest possible positive result.

If you gain the *all over the world* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.



TABLE 1.5: THE EXPLORER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+2	+1	+0	+1	+1	2	—	All over the world, *connected*
2	+1	+3	+2	+0	+1	+1	3	1S	Bookworm I (1/2)
3	+2	+3	+2	+1	+2	+2	3	1S	Bonus feat
4	+3	+4	+2	+1	+2	+2	4	1S, 1G	Uncanny dodge I
5	+3	+4	+3	+1	+3	+3	4	1S, 1G	Bonus feat
6	+4	+5	+3	+2	+4	+4	5	1S, 1G	Rugged +1
7	+5	+5	+4	+2	+4	+4	5	2S, 1G	Bonus feat
8	+6	+6	+4	+2	+5	+5	6	2S, 1G	Uncanny dodge II
9	+6	+6	+4	+3	+5	+5	6	2S, 1G, 1W	Bonus feat, rugged +2
10	+7	+7	+5	+3	+6	+6	7	2S, 1G, 1W	The notebook 1/session
11	+8	+7	+5	+3	+7	+7	7	2S, 1G, 1W	Bonus feat, bookworm II (1/4)
12	+9	+8	+6	+4	+7	+7	8	2S, 2G, 1W	Rugged +3, uncanny dodge III
13	+9	+8	+6	+4	+8	+8	8	2S, 2G, 1W	Bonus feat
14	+10	+9	+6	+4	+8	+8	9	3S, 2G, 1W	Lifeline
15	+11	+9	+7	+5	+9	+9	9	3S, 2G, 1W	Bonus feat, rugged +4
16	+12	+10	+7	+5	+10	+10	10	3S, 2G, 1W	Uncanny dodge IV
17	+12	+10	+8	+5	+10	+10	10	3S, 2G, 2W	Bonus feat
18	+13	+11	+8	+6	+11	+11	11	3S, 2G, 2W	Rugged +5
19	+14	+11	+8	+6	+11	+11	11	3S, 3G, 2W	Bonus feat, bookworm III (1/10)
20	+15	+12	+9	+6	+12	+12	12	3S, 3G, 2W	The notebook 2/session, uncanny dodge V

Bookworm I: You have unparalleled research skills and can just 'walk up to the right part of a library' or 'flip open a book to the right page' with spooky accuracy. At Level 2, you may reduce the amount of time required to make an Investigation/Research check to 1/2 standard (minimum 5 minutes).

Bookworm II: At Level 11, your research time decreases to 1/4 standard (minimum 5 minutes).

Bookworm III: At Level 19, your research time decreases to 1/10 standard (minimum 5 minutes).

Bonus Feat: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Basic Combat or Chance feat.

Uncanny Dodge I: Your senses are unnaturally sharp, allowing you to react to danger far faster than others. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed* or being attacked by an invisible adversary (though you still lose your Dexterity bonus to Defense when *held*).

Uncanny Dodge II: At Level 8, you never become *flanked*.

Uncanny Dodge III: At Level 12, you gain a +4 bonus with Reflex saves made to avoid security devices, as well as a +4 bonus to Defense against attacks made by security devices.

Uncanny Dodge IV: At Level 16, each time you suffer an attack or effect that reduces your Initiative Count, your Initiative Count decreases by only 1/2 the listed amount (rounded down). This does not affect Initiative penalties inflicted by your own actions.

Uncanny Dodge V: At Level 20, you never become flat-footed and may not be targeted with Coup de Grace actions unless you are held, paralyzed, or unconscious (in addition to the action's normal requirements). This does not prevent you from making skill checks possessing the Concentration tag *(see page 101)*.

Rugged: At Levels 6, 9, 12, 15, and 18, your Constitution score rises by 1.

The Notebook: You keep a record of every interesting fact and detail you encounter, often referring to this notebook — or PDA, or other small reference tool — to help solve difficult puzzles or suggest unseen courses of action. At Level 10, once per session as a full action, you may consult your notebook to reduce the number of Challenges remaining in a Complex Task by a number equal to your starting action dice. If this reduces the number of Challenges to 0 or less, the Task is immediately completed.

At Level 20, you may use this ability up to twice per session, but no more than once per Complex Task.

Lifeline: You and your teammates may slip out of even the most shocking circumstances (largely) unscathed. At Level 14, when you or an adjacent teammate has 1 or more vitality points remaining and suffers enough damage to lower these vitality points below 0, the target instead becomes *flat-footed* and suffers only enough damage to lower his vitality to 0.

Further, when you have 1 or more wound points remaining and suffer enough damage to lower your wound points below 0, you instead become *sprawled* and suffer only enough damage to lower your wounds to 0.

In both cases, all excess damage is ignored. This ability affects lethal damage from attacks, falls, poison, and all other sources of injury.

You may use this ability any number of times per round, though you may only use it a number of times per session equal to your class level.

FACEMAN

The Faceman is a master of disguise and gifted confidence man, trained for infiltration and sting operations. He excels at face-to-face deception, an all-important activity in the default espionage campaign and many other genres.

Attributes: Many of the Faceman's class skills are based on Charisma and Wisdom, which top his important attributes list.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 4.

CLASS SKILLS

The Faceman's class skills are Blend, Bluff, Bureaucracy, Cultures, Falsify, Impress, Manipulate, Networking, Notice, Profession, Search, and Sense Motive.

Skill Points at Level 1: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Doublespeak: As a free action, you may spend 1 action die to improve or worsen a target's disposition toward you and each of your allies by 1 grade for the duration of the current scene. This ability may not target any one character more than once per scene, nor improve any target's disposition toward your or any of your allies to better than Supportive.



CLASS ABILITIES

1,000 Faces: You can mimic nearly anyone. At Level 1, you gain the Flawless Identity feat *(see page 208)*. Further, a number of times per mission equal to your starting action dice, you may target any 1 special character as whom you have successfully disguised yourself (using the Falsify skill). Until the end of the current mission, the target is considered an additional persona provided by your Flawless Identity feat.

Cold Read: At Level 2, once per session when you first encounter a character, you may ask the GC a number of personal questions about the character equal to your starting action dice. This requires 1 free action. Sample questions include "What does the man in the suit do for a living?" and "What is the lady's favorite author?"

The target may conceal an answer by spending 1 action die per question ignored. Once a target has spent an action die to ignore a question, you may not re-ask that character that question using this ability for the duration of the current mission.

At Levels 11 and 19, you may use this ability 1 additional time per game session.

Quick Change: At Level 3, twice per session, you may make a Sneak/Hide or Falsify/Disguise check that would ordinarily require 2d4 minutes or less as a free action, ignoring any kit requirements.

At Levels 7, 11, 15, and 19, you may use this ability 2 additional times per session.

Masks: You're a master of deception, able to hide your motives and even your identity under layers of misdirection. At Levels 4, 8, 12, 16, and 20, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Convincing:* Once per session, you may spend 1 action die to force an opponent to re-roll a successful skill check that would penetrate your disguise or cover. You may not use this ability to force an opponent to re-roll a critical success.
- *Favor for a Favor:* You may use your connections to elicit assistance from someone within an organization who is otherwise resistant to bribery. When you make any Bribe check, you may bribe honorable characters without penalty *(see pages 121 and 163)*. The skill check results and costs are determined as standard, except that the bribe money is not paid to the target but rather used to assist him in a way that he finds morally acceptable. You may use this ability a number of times per mission equal to your starting action dice.
- *Fake It:* You may credibly pretend to possess a skill that you doesn't actually have, gaining a +20 bonus with Bluff/Deception checks made to feign its use. This does *not* actually allow you to use the skill — it merely allows you to *act like you can*. Thus, you could stand next to an operating surgeon and pretend to know what's going on, but you couldn't perform the surgery yourself. This effect lasts for 10 minutes. You may use this ability a number of times per session equal to your starting action dice.
- *Follow My Lead:* Through a mixture of fast-talk and convincing performance, you can shield your allies from scrutiny. Whenever you're present with a teammate who's in disguise, the teammate gains an insight bonus with his Falsify/Disguise check result equal to your Charisma modifier (minimum +1).
- *Old Debts:* Each friend summoned with your *backup* ability shows up in only 1d4 hours and possesses a starting disposition toward you of Helpful rather than Supportive.
- *Ready for the Worst:* As an experienced infiltrator, you know that your cover could be blown at any second. While in disguise, you gain a +5 synergy bonus with all checks made to determine surprise *(see page 323)*.
- *Schmooze*: Your network of supporters is always growing. You gain a new associate-grade contact.

TABLE 1.6: THE FACEMAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+1	+1	+2	2	—	1,000 Faces, *doublespeak*
2	+1	+2	+0	+2	+1	+3	3	1T	Cold read 1/session
3	+2	+2	+1	+2	+2	+4	3	1T	Quick change 2/session
4	+3	+2	+1	+2	+2	+5	4	1T, 1R	Masks
5	+3	+3	+1	+3	+3	+5	4	1T, 1R	Backup I
6	+4	+3	+2	+3	+4	+6	5	1T, 1R	Smooth operator (1 feat)
7	+5	+4	+2	+4	+4	+7	5	2T, 1R	Quick change 4/session
8	+6	+4	+2	+4	+5	+8	6	2T, 1R	Masks
9	+6	+4	+3	+4	+5	+9	6	2T, 1R, 1W	Backup II, smooth operator (2 feats)
10	+7	+5	+3	+5	+6	+10	7	2T, 1R, 1W	Bald-faced lie 1/session
11	+8	+5	+3	+5	+7	+10	7	2T, 1R, 1W	Cold read 2/session, quick change 6/session
12	+9	+6	+4	+6	+7	+11	8	2T, 2R, 1W	Masks, smooth operator (3 feats)
13	+9	+6	+4	+6	+8	+12	8	2T, 2R, 1W	Backup III
14	+10	+6	+4	+6	+8	+13	9	3T, 2R, 1W	Doppelganger 1/mission
15	+11	+7	+5	+7	+9	+14	9	3T, 2R, 1W	Quick change 8/session, smooth operator (4 feats)
16	+12	+7	+5	+7	+10	+15	10	3T, 2R, 1W	Masks
17	+12	+8	+5	+8	+10	+15	10	3T, 2R, 2W	Backup IV
18	+13	+8	+6	+8	+11	+16	11	3T, 2R, 2W	Smooth operator (5 feats)
19	+14	+8	+6	+8	+11	+17	11	3T, 3R, 2W	Cold read 3/session, quick change 10/session
20	+15	+9	+6	+9	+12	+18	12	3T, 3R, 2W	Bald-faced lie 2/session, masks

- *Skill Mastery:* Choose 1 of your Faceman class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

Backup I: You maintain contact with diverse friends who can help out in a pinch. At Level 5, once per session, you may call upon a friend to assist you. This friend's disposition toward you is Supportive. He shows up 1d6 hours after he's summoned and helps with 1 task that may be completed by the end of the current scene.

The friend is a Tier I standard NPC of any type, chosen when you summon him *(see page 453)*. He possesses a Grade VIII skill of your choice *(see page 443)*, as well as 1 Caliber I gear pick of your choice. This item leaves with the friend at the end of the current scene.

Backup II: At Level 9, you may use this ability up to 2 times per session and the friend is a Tier II standard NPC with a Caliber II item.

Backup III: At Level 13, you may use this ability up to 3 times per session and the friend is a Tier III standard NPC with a Caliber III item.

Backup IV: At Level 17, you may use this ability up to 4 times per session and the friend is a Tier IV standard NPC with a Caliber IV item.

Smooth Operator: You're tremendously versatile, able to effectively blend into any social situation. At Level 6, once per mission during the Intel Phase, you may gain 1 temporary Style feat of your choice until the end of the current mission.

At Levels 9, 12, 15, and 18, you may use this ability 1 additional time per mission.

Bald-Faced Lie: Starting at Level 10, once per session when you tell 1 lie to any NPC, the NPC believes it as truth for a number of minutes equal to your class level. After this time, the target may begin to question the lie, depending upon the current circumstances (and per the GC's discretion). This ability may not support any statement the target absolutely knows to be a lie (e.g. "the sky is green" when it's a clear day and you're both outdoors).

If you use this ability on a special character of equal or higher career level, the special character may make a Will save (DC 10 + your class level). With success, he sees through your deception when it's presented.

At Level 20, you may use this ability up to 2 times per session.

Doppelganger: At the top of your game, you may perform a *perfect* imitation. At Level 14, once per mission, you may choose 1 character targeted by your *1,000 faces* ability. While operating in this persona, you replace your character sheet with that of the target character, including all attribute scores, feats, and skills. If this results in a career level higher than yours, the persona's career level becomes equal to your class level, losing all associate statistics, abilities, and other character features (this does *not* reduce the target character's actual career level — only the Faceman's portrayal).

If this ability is used in a setting involving birthrights, mysticism, psionics, or other "powers," you may *not* replicate any of these powers. Likewise, you may not benefit from any implanted gear or permanent modifications possessed by the character being mimicked (such as implanted gadgets, augmentations, and chems), unless you actually posses such modifications yourself. Finally, you may not copy a character of a different species, nor may you copy another character's *doppelganger* ability.

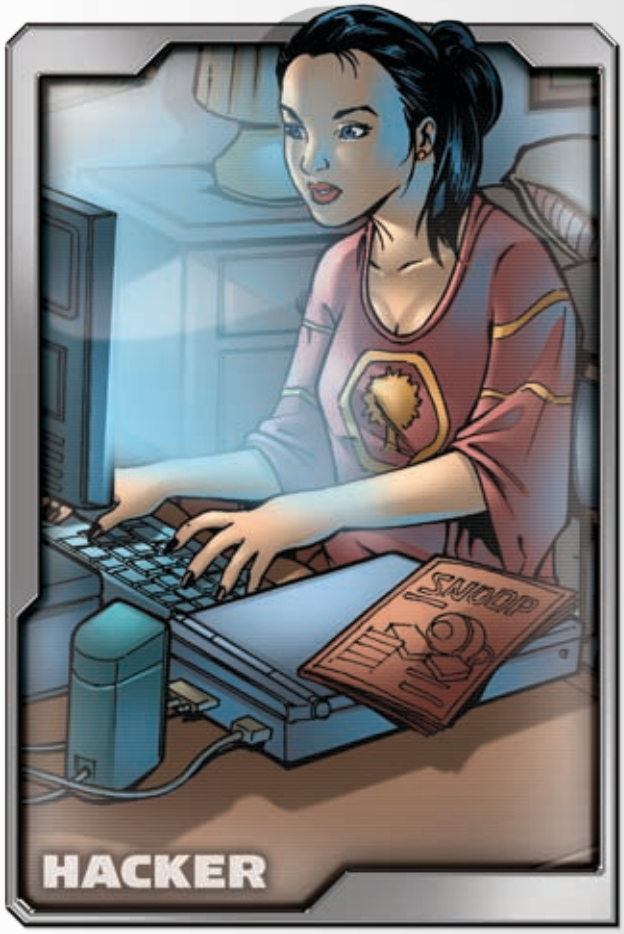
HACKER

The Hacker is an electronic bloodhound, capable of ferreting out any computer's most carefully hidden secrets. He's also a threat across digital channels, where his talents for mischievous programmed mayhem rise to the fore.

Attributes: While Intelligence forms the basis for the Hacker's most common activities, a good Dexterity score can assist the time sensitive, hands-on approach he sometimes requires to breach heavily secured systems.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 2.



CLASS SKILLS

The Hacker's class skills are Bureaucracy, Computers, Cultures, Drive, Electronics, Falsify, Investigation, Notice, Profession, Resolve, Science, Security, Sleight of Hand, Sneak, and Streetwise.

Skill Points at Level 1: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Custom 'Ware: You can tune your computer for maximum benefit, customizing it to the strengths of your personal style. Once per mission during the Intel Phase, you may designate 1 computer to be loaded with your personal software. Until the end of the current mission, the computer's Power Rating increases

by a number equal to your starting action dice (maximum Power Rating 10). Further, the computer is also considered to be running security software with a Power Rating equal to the computer's Power Rating. This software does not count against the maximum total software that may run on the system *(see page 276)*. If the computer is lost or destroyed, you must wait until your next Intel Phase to customize another computer.

CLASS ABILITIES

'L337: You're among the most gifted computer specialists on the planet. At Level 1, each time you fail a Computers or Falsify check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain the *'l337* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Master Key I: Swiping a file from a secure system is only the beginning; accessing its contents is often where the real challenge lies. You're prepared. At Level 2, your maximum ranks in the Computers and Science skills each increase to your career level + 6. Further, when you create, crack, or request any code, or create or request any software, its Power Rating is considered to be 1 lower for the purpose of determining skill and Request check DCs.

Master Key II: At Level 11, your maximum ranks in the Computers and Science skills each increase to your career level +7, and the Power Rating of any codes you try to create, crack, or request, or any software you create or request, is considered to be 2 lower for the purpose of determining skill and Request check DCs.

Master Key III: At Level 19, your maximum ranks in the Computers and Science skills each increase to your career level +8, and the Power Rating of any codes you try to create, crack, or request, or any software you create or request, is considered to be 3 lower for the purpose of determining skill and Request check DCs.

Trap Door: You're constantly compiling a dizzying array of secret loopholes in security programs that you might one day want to compromise. At Level 3, once per mission as a free action, you may gain 1 dossier or 1 cover identity with a Power Rating up to 1/2 your Class Level (rounded up).

At Levels 7, 11, 15, and 19, you may use this ability 1 additional time per session.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Gear or Advanced Skill feat.

Master Cracker: Your flair with decryption extends beyond the electronic realm. At Level 5, once per session, you may decipher any code with a decryption DC up to your class level + 20 without making a skill check. This action requires a number of rounds equal to the code's Power Rating. Further, during a hacking Conflict, you may use this ability to choose the Master Cracker Strategy *(see page 372)*.

At Levels 9, 13, and 17, the Hacker may use this ability 1 additional time per session.

Mad Skillz: You're deeply entrenched in the next-generation world beyond the screen. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Complex Substitution:* Your ciphers are inherently superior. The decryption DC of any code you create or request increases by 5.

TABLE 1.7: THE HACKER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+2	+1	+2	+0	+0	2	1E	*Custom 'ware*, 'l337
2	+1	+3	+2	+3	+1	+0	3	1E	Master key I
3	+1	+3	+2	+3	+1	+1	3	1E, 1R	Trap door 1/mission
4	+2	+4	+2	+4	+2	+1	4	1E, 1R	Bonus feat
5	+2	+4	+3	+4	+2	+1	4	2E, 1R	Master cracker 1/session
6	+3	+5	+3	+5	+2	+2	5	2E, 1R, 1G	Mad skillz
7	+3	+5	+4	+5	+3	+2	5	2E, 1R, 1G	Trap door 2/mission
8	+4	+6	+4	+6	+3	+2	6	2E, 2R, 1G	Bonus feat
9	+4	+6	+4	+6	+4	+3	6	2E, 2R, 1G	Mad skillz, master cracker 2/session
10	+5	+7	+5	+7	+4	+3	7	3E, 2R, 1G	Synchronized (1 teammate)
11	+5	+7	+5	+7	+4	+3	7	3E, 2R, 1G, 1T	Master key II, trap door 3/mission
12	+6	+8	+6	+8	+5	+4	8	3E, 2R, 1G, 1T	Bonus feat, mad skillz
13	+6	+8	+6	+8	+5	+4	8	3E, 2R, 2G, 1T	Master cracker 3/session
14	+7	+9	+6	+9	+6	+4	9	3E, 2R, 2G, 1T	Ghost in the machine
15	+7	+9	+7	+9	+6	+5	9	3E, 3R, 2G, 1T	Mad skillz, trap door 4/mission
16	+8	+10	+7	+10	+6	+5	10	4E, 3R, 2G, 1T	Bonus feat
17	+8	+10	+8	+10	+7	+5	10	4E, 3R, 2G, 1T	Master cracker 4/session
18	+9	+11	+8	+11	+7	+6	11	4E, 3R, 2G, 2T	Mad skillz
19	+9	+11	+8	+11	+8	+6	11	4E, 3R, 2G, 2T	Master key III, trap door 5/mission
20	+10	+12	+9	+12	+8	+6	12	4E, 3R, 3G, 2T	Bonus feat, synchronized (all teammates)

- *Digital Fingerprints:* You recognize other users' work at a glance. Each time you encounter the effect of a Computers skill use, you may make a Knowledge check (DC 10 + the skill user's total Computers skill bonus). With success, you immediately learn the character's total Computer's skill bonus and may identify all other effects you've encountered that were produced by the same character.
- *Electronics Familiarity:* You are *familiar* with all types of electronic devices, even control consoles found deep within enemy lairs. You gain a +1 bonus with all Electronics checks.
- *Hacker Culture:* Your tireless efforts have earned you the respect of other code slingers. The disposition toward you of any NPC with 8 or more ranks in the Computers skill and the Science (Mathematics) focus is automatically improved by 1 grade.
- *Hard-Wired:* While at work, you concentrate so deeply that nothing can shake you. You may choose 3 Hacker class skills. When making a check with any of these skills, you never suffer penalties from ability damage, stress, or the *fatigued* condition.
- *Ice Man:* When you plug into a security system, it becomes your domain. While you're the Prey during a hacking Conflict, the Computer Power Rating or Security Power Rating of your system increases by 2 (maximum 10).
- *Intelligence Analysis:* You may quickly sift through large amounts of data. The time required for you to perform research using a computer decreases to 1/2 standard (rounded up, minimum 1 minute).
- *Skill Mastery:* Choose 1 of your Hacker class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

Synchronized: Your multi-tasking strength allows you to constantly support your teammates' actions. At Level 10, at the start of any round, you may declare that you're supporting 1 teammate who can hear or see you. Until the end of the current round, the target teammate's threat range with all skill checks increases by 2, and his Initiative Count rises by 5. You may not perform any non-free actions during a round in which you support a teammate, and each character may only benefit from 1 *synchronized* ability at any time.

At Level 20, you may simultaneously grant these benefits to any number of teammates able to hear or see you.

Ghost in the Machine: Your incredible ability to manipulate computers leaves others mystified as you rampage through their system. At Level 14, when you win an opposed skill check during a hacking Conflict, you may force your opponent to choose the same Strategy during the following Conflict (even when your opponent cannot typically choose the same Strategy twice in a row during a Dramatic Conflict).

INTRUDER

The Intruder is the team's "acquisitions expert." He finds what's needed, when it's needed, through any means necessary. He's also exceptionally skilled at breaking and entering, and adapting to unexpected situations, making him a team's most effective stealth asset.

Attributes: No matter what path the Intruder pursues, Dexterity lies at the heart of his skill set. A larcenous career requires a high Wisdom score as well, while a focus on deal-making and gear acquisition demands a high Charisma.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 3.

CLASS SKILLS

The Intruder's class skills are Acrobatics, Athletics, Blend, Bluff, Drive, Electronics, Mechanics, Notice, Science, Search, Security, Sleight of Hand, Sneak, Streetwise, and Tactics.

Skill Points at Level 1: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Dexterous: You excel at activities requiring nimble fingers and precise eye-hand coordination. Each time you spend 1 action die to boost a Dexterity-based skill check, you roll and add the results of 2 dice (e.g. a Level 1 Intruder's bonus of 1d4 becomes 2d4).

CLASS ABILITIES

Gear Prep: You always seem to have the best tools for the job at hand. At Level 1, you may choose 1 mission gear pick as if the mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades up to your starting action dice that may be applied to any of your mission gear picks.

Evasion I: You can escape many sources of immediate harm. At Level 2, whenever you aren't *flat-footed* and may make a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you instead suffer *no* damage with a *successful* save.

Evasion II: At Level 11, whenever you aren't *flat-footed* and may make a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you instead suffer *1/2* damage with a *failed* save (rounded down).

Evasion III: At Level 19, you may take 10 with any Reflex save.

Bonus Feat: You are a focused, cunning combatant. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Basic Combat or Covert feat.

Uncanny Dodge I: Your senses are unnaturally sharp, allowing you to react to danger far faster than others. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed* or being attacked by an invisible adversary (though you still lose your Dexterity bonus to Defense when *held*).

Uncanny Dodge II: At Level 8, you never become *flanked*.

Uncanny Dodge III: At Level 12, you gain a +4 bonus with Reflex saves made to avoid security devices, as well as a +4 bonus to Defense against attacks made by security devices.

Uncanny Dodge IV: At Level 16, each time you suffer an attack or effect that reduces your Initiative Count, your Initiative Count decreases by only 1/2 the listed amount (rounded down). This does not affect Initiative penalties inflicted by your own actions.

Uncanny Dodge V: At Level 20, you never become flat-footed and may not be targeted with Coup de Grace actions unless you are held, paralyzed, or unconscious (in addition to the action's normal requirements). This does not prevent you from making skill checks possessing the Concentration tag *(see page 101)*.

Criminal Mind: You're an adept thief and procurement specialist. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Booby Trap:* You can make fast adjustments to complex devices. The time required for you to perform any Electronics or Mechanics check to sabotage an item, or any Security check to set a trap, decreases to 1/2 standard (rounded down, min. 1 half action).
- *Improvisation:* You may, as a full action, improvise any 1 Common Item out of whatever's lying around without making a Gear check *(see page 219)*. For instance, even stripped naked and thrown into a cell, you could fashion a lockpick out of some hair stiffened with a bit of dried blood. You may use this ability a number of times per mission equal to your starting action dice.
- *Master Thief:* You've dedicated yourself to perfecting your craft. Once per session, instead of making an opposed skill check with any Intruder class skill in which you possess 4 or more ranks, you may set your result to 1 higher than that of your opponent. This cannot result in an error or threat.
- *Procure (city):* You maintain a number of back channels through which you can quickly acquire gear. These channels may exist within your Faction, Freelance network, another organization, or a street market. During the Intel Phase of each mission, you may hold an additional 2 Reserve gear picks and/or Common Items (even if your Wisdom modifier is +0 or lower). Further, the delivery time for each Reserve gear pick decreases to 1/2 standard (rounded up). Finally, you may make Request checks as if the mission's Caliber were 1 higher (maximum Caliber IV).



TABLE 1.8: THE INTRUDER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+0	+2	+1	1	1G	*Dexterous*, gear prep
2	+1	+0	+3	+0	+3	+1	2	1G	Evasion I (no damage with successful save)
3	+2	+1	+3	+1	+3	+2	2	1G, 1S	Bonus feat
4	+3	+1	+4	+1	+4	+2	2	1G, 1S	Uncanny dodge I
5	+3	+1	+4	+1	+5	+3	3	2G, 1S	Bonus feat
6	+4	+2	+5	+2	+6	+4	3	2G, 1S, 1T	Criminal mind
7	+5	+2	+5	+2	+6	+4	4	2G, 1S, 1T	Bonus feat
8	+6	+2	+6	+2	+7	+5	4	2G, 2S, 1T	Uncanny dodge II
9	+6	+3	+6	+3	+8	+5	4	2G, 2S, 1T	Bonus feat, criminal mind
10	+7	+3	+7	+3	+9	+6	5	3G, 2S, 1T	Wildcard gear 1/session
11	+8	+3	+7	+3	+9	+7	5	3G, 2S, 1T, 1W	Bonus feat, evasion II (1/2 damage with failed save)
12	+9	+4	+8	+4	+10	+7	6	3G, 2S, 1T, 1W	Criminal mind, uncanny dodge III
13	+9	+4	+8	+4	+11	+8	6	3G, 2S, 2T, 1W	Bonus feat
14	+10	+4	+9	+4	+12	+8	6	3G, 2S, 2T, 1W	The great escape
15	+11	+5	+9	+5	+12	+9	7	3G, 3S, 2T, 1W	Bonus feat, criminal mind
16	+12	+5	+10	+5	+13	+10	7	4G, 3S, 2T, 1W	Uncanny dodge IV
17	+12	+5	+10	+5	+14	+10	8	4G, 3S, 2T, 1W	Bonus feat
18	+13	+6	+11	+6	+15	+11	8	4G, 3S, 2T, 2W	Criminal mind
19	+14	+6	+11	+6	+15	+11	8	4G, 3S, 2T, 2W	Bonus feat, evasion III (take 10)
20	+15	+6	+12	+6	+16	+12	9	4G, 3S, 3T, 2W	Uncanny dodge V, wildcard gear 2/session

- *Skill Mastery:* Choose 1 of your Intruder class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.
- *Sprint:* Your Speed increases by 10 ft.
- *Stash It:* You build ways to quickly and discreetly hide objects into your clothing, and practice ways to pocket or palm objects. As a full action, you may make a Sleight of Hand/Conceal Item check targeting 1 object weighing up to 1 lb. Even a successful inspection of your person fails to find this object unless the inspector also scores a threat.
- *Tricky:* You're slippery in combat, often tripping opponents up with their own attacks. Once per round, when an adjacent opponent's attack misses you by 5 or more, you may immediately take a Tire action against the opponent as a free action. Further, you may substitute your Acrobatics (Dex) skill bonus in place of your Resolve (Con) skill bonus when taking this action.

Wildcard Gear: At Level 10, once per session as a free action, you may reveal that you have in your possession any 1 piece of Combat, Electronic, or Tradecraft gear, or a Gadget containing 1 Mechanism with a Caliber less than or equal to that of the mission. This item must be Tiny or smaller. It is assumed to have been in your possession all along, having been requested during the Intel Phase with the rest of your standard mission gear. A 'wildcard gear item' may not be found in any search until it is revealed, and it is removed from play at the end of the current mission, along with the rest of your mission gear.

At Level 20, you may use this ability up to 2 times per session, and reveal wildcard items of up to Small size.

The Great Escape: At Level 14, any time you're the Prey during a chase and beat your opponent's result by 4 or more, you automatically escape as if you had chosen the Victory Advantage *(see page 367)*.

POINTMAN

The Pointman rigorously cross-trains to obtain the insight necessary to enhance or assist his teammates' endeavors. He's the most flexible team member available, capable of adopting nearly any combination of character options, though not to the focused degree that many of his fellows can achieve.

Attributes: No single attribute is most important for the Pointman, though Charisma and Wisdom are key for most of his pre-set class skill uses. They often come into play when he interacts with other people — something a good Pointman does a lot.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 4.

CLASS SKILLS

The Pointman's class skills are Cultures, Drive, Notice, Profession, Science, and Tactics.

Skill Points at Level 1: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Generous: Your attention to team tactics allows you to supplement your colleagues' successes and make up for their failings. So long as a teammate can hear or see you when he makes a roll, you may spend and roll 1 of your action dice to boost the teammate's result. When you use this ability, you *always* roll the die and add your own action die modifiers; the teammate's modifiers are *never* applied. No single roll may benefit from this ability more than once, even if multiple Pointmen are present on the team.

CLASS ABILITIES

Versatility: One of your greatest strengths is your facility with new skill sets. At Level 1, you may choose 4 cross-class skills to become Pointman class skills for you.

TABLE 1.9: THE POINTMAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+1	+1	+0	+1	1	1R, 1S	*Generous*, versatility (4 skills)
2	+1	+2	+2	+2	+1	+1	2	2R, 1S	Assistance (1/2)
3	+2	+2	+2	+2	+1	+2	2	2R, 1S	Lead 1/session
4	+3	+2	+2	+2	+2	+2	2	2R, 1S, 1W	Orders I
5	+3	+3	+3	+3	+2	+3	3	2R, 2S, 1W	Lead 2/session, versatility (5 skills)
6	+4	+3	+3	+3	+2	+4	3	3R, 2S, 1W	Cross-class ability
7	+5	+4	+4	+4	+3	+4	4	3R, 2S, 1W	Lead 3/session
8	+6	+4	+4	+4	+3	+5	4	3R, 2S, 1W, 1T	Orders II
9	+6	+4	+4	+4	+4	+5	4	3R, 2S, 2W, 1T	Cross-class ability, lead 4/session
10	+7	+5	+5	+5	+4	+6	5	3R, 3S, 2W, 1T	Improved fortune (1 die), versatility (6 skills)
11	+8	+5	+5	+5	+4	+7	5	3R, 3S, 2W, 1T	Assistance (1/4), lead 5/session
12	+9	+6	+6	+6	+5	+7	6	4R, 3S, 2W, 1T	Cross-class ability, orders III
13	+9	+6	+6	+6	+5	+8	6	4R, 3S, 2W, 1T, 1G	Lead 6/session
14	+10	+6	+6	+6	+6	+8	6	4R, 3S, 2W, 2T, 1G	Serendipity 1/session
15	+11	+7	+7	+7	+6	+9	7	4R, 3S, 2W, 2T, 1G	Cross-class ability, lead 7/session, versatility (7 skills)
16	+12	+7	+7	+7	+6	+10	7	4R, 3S, 3W, 2T, 1G	Orders IV
17	+12	+8	+8	+8	+7	+10	8	4R, 4S, 3W, 2T, 1G	Lead 8/session
18	+13	+8	+8	+8	+7	+11	8	5R, 4S, 3W, 2T, 1G	Cross-class ability
19	+14	+8	+8	+8	+8	+11	8	5R, 4S, 3W, 2T, 1G	Assistance (1/10), lead 9/session
20	+15	+9	+9	+9	+8	+12	9	5R, 4S, 3W, 2T, 2G	Improved fortune (2 dice), orders V, versatility (8 skills)



At Levels 5, 10, 15, and 20, you may choose 1 additional cross-class skill to become a Pointman class skill for you.

Assistance I: You can streamline any group activity, though at some risk. At Level 2, you may increase the error range of a teammate's skill check by 1 to reduce the time required to make the check to 1/2 standard (rounded up, minimum 5 minutes). This ability may target any skill check except one made as part of a Dramatic Conflict *(see page 362)*. Further, you may assist only 1 teammate at a time. You may not perform any other non-free actions when using this ability.

Assistance II: At Level 11, you may increase the error range of a teammate's skill check by 2 to reduce the time required to make the check to 1/4 standard (rounded up, minimum 5 minutes).

Assistance III: At Level 19, you may increase the error range of a teammate's skill check by 3 to reduce the time required to make the check to 1/10 standard (rounded up, minimum 1 round).

Lead: You're a born leader whose tutoring ability can bring out the best in anyone. At Level 3, once per session when making a team skill check, you may choose which teammate makes the check. Alternately, as a half action, you may share any focus or weapon proficiency you possess with one of your teammates or allies until the end of the current session.

At Levels 5, 7, 9, 11, 13, 15, 17, and 19, you may use this ability 1 additional time per session.

Orders I: Your commands carry incredible weight. At Level 4, once per session as a free action, you may advise a number of allies up to your Charisma modifier + 1 (minimum 1). These instructions must be specific, such as "Cover Molly while she gets the door open!" as opposed to "Help Molly!" While carrying out this order, each teammate and ally who can see or hear you gains a +1 synergy bonus with all skill checks made in support of the order (per the GC's discretion).

You also gain this bonus when making a skill check that supports your own order. If you're the *only* character to benefit, you need not speak to use this ability.

Orders II: At Level 8, the synergy bonus increases to +2 and you may use this ability up to 2 times per session.

Orders III: At Level 12, the synergy bonus increases to +3 and you may use this ability up to 3 times per session.

Orders IV: At Level 16, the synergy bonus increases to +4 and you may use this ability up to 4 times per session.

Orders V: At Level 20, the synergy bonus increases to +5 and you may use this ability up to 5 times per session.

Cross-Class Ability: Your diverse training allows you to pick up parts of other classes along the way. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following base class abilities. Most abilities may be chosen only once; each that is followed by 2 or more grades, however, may be taken multiple times, offering 1 grade each time it's taken (e.g. "×1, ×2").

- *Advocate: Absolute certainty*; *behind the scenes I*; *networks*; *by any means*.
- *Explorer: All over the world*; *bookworm I*; *bonus feat*; *uncanny dodge I*.
- *Faceman: 1,000 faces; cold read* 1/session; *quick change* 2/session; *masks*.
- *Hacker: 'L337*; *master key I*; *trap door* 1/session; *bonus feat*.
- *Intruder: Gear prep*; *evasion I*; *bonus feat*; *uncanny dodge I*.
- *Scientist: Intense study* ×1, ×2; *Ph.D.* (1 skill); *bright idea* 1/session.
- *Scout: Stalker*; *rough living* +1; *bonus feat*; *sneak attack* 1 die.
- *Sleuth: Human nature*; *sources I*; *little details* 1/session; *bonus feat*.
- *Snoop: Flawless search*; *intuition I*; *intercept communication* 1/session; *bonus feat*.
- *Soldier: Fight on* ×1, ×2; *fortunes of war I*; *armor use I*.
- *Wheelman: Custom ride*; *manual adjustment I*; *driving school*; *vehicle familiarity* +1.

You may *not* choose a cross-class ability you've already gained from the class you're trying to emulate. If you later gain a class ability you already possess as a cross-class ability (e.g. you possess the cross-class ability "*Soldier: bonus feat* ×1" and gain your first level as a Soldier), you do *not* gain the ability a second time, nor is your cross-class ability enhanced. Instead, you may make another cross-class ability choice.

When you gain a cross-class ability that uses "class level" to determine its effectiveness, you are considered to possess the minimum class level required to gain the ability in the class emulated. Actual levels you possess in the emulated class do *not* stack with this "assumed class level," but if you gain a number

BEHIND THE CURTAIN: SERENDIPITY

The Pointman's *serendipity* ability is one of the most powerful — and most easily misinterpreted — abilities in the game. The key to applying it well is to remember that it exists to keep the Pointman from *losing* — not necessarily to let him *win*. The GC should not allow the ability to circumvent important confrontations or (worse) entire scenes, nor should he allow it to redirect or throw off his storyline (these actions should be the purview of the players themselves, not their abilities). Rather, *serendipity* lets the GC to "play ahead," at once clearing the way to keep the mission on track and illustrating the Pointman's role as an essential part of the team. The ability to automatically succeed with a skill check, for instance — especially one the Pointman didn't know he needed to make — opens up thousands of mission-saving possibilities.

of actual levels in the emulated class equal to or greater than this "assumed class level," your actual levels in the class take over, becoming your class level when using the chosen ability.

If the Game Control rules that a base class is not available in his campaign, then all Pointmen in that campaign lose access to cross-class abilities listed for that class. Likewise, if the GC approves the use of additional base classes from other *Spycraft* products, other options may become available.

Improved Fortune: You bring out the best in yourself and your teams. At Level 10, you and each of your teammates start with 1 additional action die of the type determined by your career level *(see page 27)*. This improves any of a target character's class abilities that are affected by starting action dice. No character's starting action dice may increase by more than 3 as a result of this ability, no matter how many Pointmen are involved.

At Level 20, the number of action dice with which you and your teammates start each mission increases by an additional 1 (for a total increase of 2 dice).

Serendipity: You're a wellspring of good fortune; people, lucky breaks, and bouts of inspiration come to your rescue just when they're needed most. At Level 14, once per session during any time of crisis, the GC may, without prompting from you, introduce something to help your team. Sample assistance includes the appearance of a partner-grade contact, the introduction of a major hint, a 4-die event that plagues your team's opponents, or an automatic success with a skill check (even if the target character is untrained or doesn't make a skill check). In this last example, you may then use your *lead* ability to share the result of this lucky break with teammates and allies (e.g. while on the ground, you might use *serendipity* to produce a successful Drive check, then use *lead* to transmit the result to your teammate who's in the pilot seat of an out-of-control plane above you).

Further, once per session, you may *ask* to use this ability, suggesting a fortuitous event to the Game Control. The GC may refuse by offering you 4 action dice. You gain no XP for accepting these action dice, nor does the GC gain additional action dice for handing them out. If you accept the dice, you're assumed to have used your *serendipity* ability for the current session.

SCIENTIST

The Scientist has unprecedented access to the most current data and theories, and can apply them to nearly any situation. A master thinker, the Scientist is the ultimate field intellect.

Attributes: The Scientist contributes to his team's exploits with the strength of his mind, and a high Intelligence is therefore key. Wisdom is also beneficial, supporting the analytical skills required to apply this vast knowledge.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 2.

CLASS SKILLS

The Scientist's class skills are Analysis, Bureaucracy, Computers, Cultures, Drive, Electronics, Falsify, Mechanics, Medicine, Notice, Profession, Resolve, Science, Search, and Tactics.

Skill Points at Level 1: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Professor: You keep your teammates up to date on all the latest research, and while most of your techno-babble goes over their heads, some lingers. At the start of each session, you may choose a number of your Basic Skill feats up to your starting action dice. Each of your teammates may gain the chosen feats as temporary feats until the end of the current session.



CLASS ABILITIES

Intense Study: Scientists are always seeking new data. At Levels 1, 4, 8, 12, 16, and 20, you gain 1 additional Basic Skill or Advanced Skill feat. You must satisfy all of each feat's prerequisites before choosing it, but your career level is considered to be up to 2 higher when doing so.

Ph.D.: You earn degrees like most people buy clothes. At Levels 2, 11, and 19, you may choose 1 Scientist class skill. Your maximum rank in the chosen skill increases to your career level + 8. This new maximum skill rank may *not* be further increased by feats or other abilities (though it rises naturally with your career level). Further, you gain a synergy bonus with Knowledge checks relevant to each Ph.D. skill equal to 1/2 your ranks in the skill (rounded down).

Bright Idea: At Level 3, twice per session, you may make any Intelligence- or Wisdom-based skill check twice, keeping the result you prefer.

At Levels 7, 11, 15, and 19, you may use this ability 2 additional times per session.

Research Project: Your work spans a variety of fields, allowing you to develop unique specialties. At Levels 5, 9, 13, and 17, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Elbow Grease:* You gain a +4 gear bonus with each Electronics and Mechanics check made to repair an item.
- *Electronics Familiarity:* You are *familiar* with all types of electronic devices, even control consoles found deep within enemy lairs. You gain a +1 bonus with all Electronics checks.
- *Faculty (city):* Once per mission, you may summon a number of faculty assistants equal to your starting action dice. Each assistant is a Tier II academic *(see page 453).* Per the GC's discretion, the faculty team helps you in any non-combat endeavor for which they're skilled and equipped until the end of the following scene, or until one of them fails a Damage save or Morale check, or suffers a critical injury, at which point the entire team leaves. If these standard NPCs make any skill check that requires a kit while helping you, they're assumed to possess 1 appropriate grade I kit *(see page 213)*.
- *Improvisation:* Every piece of scrap is a treasure trove of possibility for you. You may, as a full action, improvise any 1 Common Item out of whatever's lying around without making a Gear check *(see page 219)*. For instance, even on the run through a desert outside a criminal mastermind's headquarters, you could fashion a mirror to signal passing planes, using loose crystals cupped in your palm. You may use this ability a number of times per mission equal to your starting action dice.
- *No Worries:* Each time you make a skill check using a piece of Electronic gear, your error range decreases by 2 (minimum 0).
- *Professional Recognition:* Your great advances have earned the respect of your peers. The disposition toward you of any NPC with 8 or more ranks in the Science skill and a focus that matches one of your Science focuses is automatically improved by 1 grade.
- *Schmooze*: Your network of supporters is always growing. You gain a new associate-grade contact.
- *Skill Mastery:* Choose 1 of your Scientist class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

Brilliant: At Levels 6, 9, 12, 15, and 18, your Intelligence score rises by 1.

Know It All: You often surprise teammates with your extensive knowledge of obscure topics. At Level 10, once per mission as a free action, you may gain any 2 temporary Advanced Skill feats of your choice until the end of the current mission.

At Level 20, you may use this ability 1 additional time per mission.

TABLE 1.10: THE SCIENTIST

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+0	+2	+2	+0	2	1G, 1E	Intense study, *professor*
2	+1	+0	+0	+3	+3	+0	3	2G, 1E	Ph.D. (1 skill)
3	+1	+1	+1	+3	+3	+1	3	2G, 1E	Bright idea 2/session
4	+2	+1	+1	+4	+4	+1	4	2G, 1E, 1S	Intense study
5	+2	+1	+1	+4	+5	+1	4	2G, 2E, 1S	Research project
6	+3	+2	+2	+5	+6	+2	5	3G, 2E, 1S	Brilliant +1
7	+3	+2	+2	+5	+6	+2	5	3G, 2E, 1S	Bright idea 4/session
8	+4	+2	+2	+6	+7	+2	6	3G, 2E, 1S, 1R	Intense study
9	+4	+3	+3	+6	+8	+3	6	3G, 2E, 2S, 1R	Brilliant +2, research project
10	+5	+3	+3	+7	+9	+3	7	3G, 3E, 2S, 1R	Know it all 1/mission
11	+5	+3	+3	+7	+9	+3	7	3G, 3E, 2S, 1R	Bright idea 6/session, Ph.D. (2 skills)
12	+6	+4	+4	+8	+10	+4	8	4G, 3E, 2S, 1R	Brilliant +3, intense study
13	+6	+4	+4	+8	+11	+4	8	4G, 3E, 2S, 1R, 1V	Research project
14	+7	+4	+4	+9	+12	+4	9	4G, 3E, 2S, 2R, 1V	10-second solution 1/session
15	+7	+5	+5	+9	+12	+5	9	4G, 3E, 2S, 2R, 1V	Bright idea 8/session, brilliant +4
16	+8	+5	+5	+10	+13	+5	10	4G, 3E, 3S, 2R, 1V	Intense study
17	+8	+5	+5	+10	+14	+5	10	4G, 4E, 3S, 2R, 1V	Research project
18	+9	+6	+6	+11	+15	+6	11	5G, 4E, 3S, 2R, 1V	Brilliant +5
19	+9	+6	+6	+11	+15	+6	11	5G, 4E, 3S, 2R, 1V	Bright idea 10/session, Ph.D. (3 skills)
20	+10	+6	+6	+12	+16	+6	12	5G, 4E, 3S, 2R, 2V	Intense study, know it all 2/mission

10-Second Solution: The team can usually count on you for last-minute solutions... *that work*. At Level 14, once per session, you may make 1 Intelligence-based skill check with which you're considered to automatically roll a natural 20. This roll is considered a threat and may be activated as a critical success. Further, you may not be forced to re-roll this natural 20. Finally, the target skill check is accomplished in 1/2 the standard amount of time (rounded down, minimum 1 full action). You must declare that you're using this ability *before* you make a roll for the chosen activity. This ability may not be applied to any skill check made as part of a Complex Task or Dramatic Conflict.

SCOUT

The Scout dominates the outdoor arena, finding uses for terrain and natural conditions visible to none of his teammates. He's also a superb guerilla fighter, capable of luring his targets into powerful traps and team assaults.

Attributes: The Scout must be able to survive in hostile environments without logistical support. Thus, his Wisdom and Constitution scores are of paramount importance.

Vitality: 1d12 + Con modifier per level.

Starting Weapon Proficiencies: 5.

CLASS SKILLS

The Scout's class skills are Athletics, Cultures, Drive, Notice, Resolve, Search, Sneak, Survival, and Tactics.

Skill Points at Level 1: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CORE ABILITY

Trailblazer: Your primary responsibility is ensuring that every member of your team survives in hostile environments. At the start of each session, you may choose a number of your Terrain feats up to your starting actions dice. Each of your teammates gains the chosen feats as temporary feats until the end of the current session.

CLASS ABILITIES

Stalker: You have a near-perfect sense of your environment at all times. At Level 1, each time you fail a Survival or Tactics check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain the *stalker* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Rough Living: Your time in the wild has toughened you. At Level 2, you gain a +2 bonus to Defense, as well as with saves made to resist cold, fire, and heat damage, starvation, thirst, underwater dangers, and the effects of nature's fury *(see pages 333, 349, and 400)*.

At Levels 11 and 19, these bonuses increase by an additional +2.

Bonus Feat: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Basic Combat or Terrain feat.



Sneak Attack: At Level 4, you may inflict 1 die of sneak attack damage with any successful attack *(see page 338)*.

At Levels 8, 12, 16, and 20, you may inflict an additional 1 die of sneak attack damage with any successful attack.

Huntsman: Your options in the wild are numerous. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Game Hunter:* You're highly skilled at hunting animals, able to drop even big game with a single shot. When you attack an animal, your threat range increases by 3.
- *Keen Senses:* Your sense of smell is so keen that you may detect opponents purely by their typically undetectable odor. Your visual, hearing and scent ranges are each increased by 20 ft.
- *Low-Light Vision:* You ignore all vision penalties applied by low ambient light except 'None' *(see page 350)*.

- *Rough Riding:* Your experience with off-road travel is such that any ground vehicle you control is considered to have the *off-road* quality *(see page 294)*.
- *Silent Rush:* While moving through any terrain covered by one of your Terrain feats, your Speed increases by 10 ft.
- *Skill Mastery:* Choose 1 of your Scout class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.
- *Trail Signs:* You may making Survival/Tracking checks while moving at up to your full Speed with no error range penalty *(see page 167)*.
- *Woodcraft:* You possess a huge arsenal of tricks and techniques for use during outdoor operations. The insight bonus granted by any Terrain feat you possess increases by an additional +1.

Master Tracker: At Level 10, once per session, you may make a Hide check with a DC up to your class level + 20 without making a skill check. Alternately, during a manhunt Conflict, you may choose the "Take Him" Strategy *(see page 384)*.

At Level 20, you may use this ability up to 2 times per session.

Overrun: You know that the first few seconds of any fight are critical. At Level 14, once per session as a free action, you may state that you are "overrunning." This may only happen at the start of the first round of combat; thereafter, the option is no longer available. While you're overrunning, if one of your attacks, or an attack made by a teammate who can see or hear you, reduces an opponent's wounds to 0 or less, the attacking character may immediately make another final attack with the same weapon against another opponent. This continues until you and your teammates gain a combined number of final attacks equal to your class level. This ability may only be used in a terrain covered by one of your Terrain feats.

SLEUTH

All factions seek the clearest possible picture of the world, relying upon ground personnel for questionable dirt from the street. Enter the Sleuth, a character with solid investigative skills and an intimate understanding of the human mind.

Attributes: The Sleuth needs a high Wisdom score to identify clues and an above-average Intelligence score to determine their significance. Charisma is also helpful when dealing with witnesses and the potential intervention of local authorities. Because Sleuths rarely back down from the confrontations their discoveries can provoke, they must also maintain reasonable physical attributes.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 3.

CLASS SKILLS

The Sleuth's class skills are Analysis, Bureaucracy, Drive, Intimidate, Investigation, Networking, Notice, Profession, Resolve, Science, Search, Security, Sense Motive, Sneak, and Streetwise.

Skill Points at Level 1: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Sympathetic: Your primary focus is personal investigation and detective work. Each time you spend 1 action die to boost a Charisma- or Wisdom-based skill check, you roll and add the results of 2 dice (e.g. a Level 1 Sleuth's bonus of 1d4 becomes 2d4).

CLASS ABILITIES

Human Nature: You can read most people like an open book. At Level 1, each time you fail an Investigation or Sense Motive check and don't suffer an error, you still succeed as long as the

TABLE 1.11: THE SCOUT

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+2	+2	+0	+1	+2	0	—	Stalker, *trailblazer*
2	+1	+3	+3	+0	+1	+3	0	1S	Rough living +2
3	+2	+3	+3	+1	+2	+4	1	1S	Bonus feat
4	+3	+4	+4	+1	+2	+5	1	1S, 1W	Sneak attack +1d6
5	+3	+4	+4	+1	+3	+5	1	1S, 1W	Bonus feat
6	+4	+5	+5	+2	+4	+6	2	1S, 1W	Huntsman
7	+5	+5	+5	+2	+4	+7	2	2S, 1W	Bonus feat
8	+6	+6	+6	+2	+5	+8	2	2S, 1W	Sneak attack +2d6
9	+6	+6	+6	+3	+5	+9	3	2S, 1W, 1V	Bonus feat, huntsman
10	+7	+7	+7	+3	+6	+10	3	2S, 1W, 1V	Master tracker 1/session
11	+8	+7	+7	+3	+7	+10	3	2S, 1W, 1V	Bonus feat, rough living +4
12	+9	+8	+8	+4	+7	+11	4	2S, 2W, 1V	Huntsman, sneak attack +3d6
13	+9	+8	+8	+4	+8	+12	4	2S, 2W, 1V	Bonus feat
14	+10	+9	+9	+4	+8	+13	4	3S, 2W, 1V	Overrun 1/session
15	+11	+9	+9	+5	+9	+14	5	3S, 2W, 1V	Bonus feat, huntsman
16	+12	+10	+10	+5	+10	+15	5	3S, 2W, 1V	Sneak attack +4d6
17	+12	+10	+10	+5	+10	+15	5	3S, 2W, 2V	Bonus feat
18	+13	+11	+11	+6	+11	+16	6	3S, 2W, 2V	Huntsman
19	+14	+11	+11	+6	+11	+17	6	3S, 3W, 2V	Bonus feat, rough living +6
20	+15	+12	+12	+6	+12	+18	6	3S, 3W, 2V	Master tracker 2/session, sneak attack +5d6

check DC (or your opponent's check result) is equal to or less than your class level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain the *human nature* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Sources I: You have access to a large network of street informants, criminal snitches, journalists, and other information sources. At Level 2, you may spend 1 hour consulting these sources — in person or by phone — to make a Request check for a dossier without spending action dice. Further, your class level is added to the roll instead of your career level. This Request check takes place outside Faction channels and ignores all Faction restrictions, such as the organization's Tools Rating *(see page 394)*. You may use this ability a number of times per session equal to your starting action dice.

Sources II: At Level 11, you may also use this ability to make Request checks for skill training — even outside the Intel Phase *(see page 282)*.

Sources III: At Level 19, you may also use this ability to make Request checks for legal immunity *(see page 288)*.

Little Details: Your uncanny awareness of your surroundings is a striking advantage in combat. At Level 3, once per session, you may make an Athletics/Smash check, or a Disarm, Feint, or Tire action, as a free action.

At Levels 7, 11, 15, and 19, you may use this ability 1 additional time per session, though you may never use it more than once during any single round.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Basic Skill or Style feat.



TABLE 1.12: THE SLEUTH

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+2	0	1R	Human nature, *sympathetic*
2	+1	+0	+2	+3	+1	+3	0	1R	Sources I (dossier)
3	+2	+1	+2	+3	+2	+4	1	1R, 1W	Little details 1/session
4	+3	+1	+2	+4	+2	+5	1	1R, 1W	Bonus feat
5	+3	+1	+3	+4	+3	+5	1	2R, 1W	It's elementary
6	+4	+2	+3	+5	+4	+6	2	2R, 1W, 1T	Perceptive +1
7	+5	+2	+4	+5	+4	+7	2	2R, 1W, 1T	Little details 2/session
8	+6	+2	+4	+6	+5	+8	2	2R, 2W, 1T	Bonus feat
9	+6	+3	+4	+6	+5	+9	3	2R, 2W, 1T	It's elementary, perceptive +2
10	+7	+3	+5	+7	+6	+10	3	3R, 2W, 1T	Global search 1/mission
11	+8	+3	+5	+7	+7	+10	3	3R, 2W, 1T, 1E	Little details 3/session, sources II (skill training)
12	+9	+4	+6	+8	+7	+11	4	3R, 2W, 1T, 1E	Bonus feat, perceptive +3
13	+9	+4	+6	+8	+8	+12	4	3R, 2W, 2T, 1E	It's elementary
14	+10	+4	+6	+9	+8	+13	4	3R, 2W, 2T, 1E	Final deduction 1/session
15	+11	+5	+7	+9	+9	+14	5	3R, 3W, 2T, 1E	Little details 4/session, perceptive +4
16	+12	+5	+7	+10	+10	+15	5	4R, 3W, 2T, 1E	Bonus feat
17	+12	+5	+8	+10	+10	+15	5	4R, 3W, 2T, 1E	It's elementary
18	+13	+6	+8	+11	+11	+16	6	4R, 3W, 2T, 2E	Perceptive +5
19	+14	+6	+8	+11	+11	+17	6	4R, 3W, 2T, 2E	Little details 5/session, sources III (legal immunity)
20	+15	+6	+9	+12	+12	+18	6	4R, 3W, 3T, 2E	Bonus feat, global search 2/session

It's Elementary: Your mind is constantly analyzing every situation, looking for new data. At Levels 5, 9, 13, and 17, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Alertness:* You're extraordinarily aware of the actions and behavior of others, and as such, are rarely taken by surprise. You gain a +4 bonus with all skill checks made to determine surprise.
- *Friends on the Force (city):* Once per mission, you may summon a number of police equal to your starting action dice. Each of these NPCs is a Tier II police officer *(see page 453)*. Per the GC's discretion, they help you in any non-combat endeavor for which they're skilled and equipped until the end of the following scene, or until one of them loses more than 1/2 his vitality points (rounded down), loses 1 or more wound points, fails a Morale check, or suffers a critical injury, at which point the entire group withdraws.
- *The Game is Afoot:* Before Strategies are chosen during each Conflict round of a manhunt *(see page 382)*, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if he has no other option available to him. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.
- *Inner Drive:* Your willpower sustains you in times of crisis. Your maximum vitality points increase by an amount equal to your class level, and your maximum wound points increase by an amount equal to your Charisma modifier (minimum +1).
- *Keen Senses:* Your sense of smell is so keen that you may detect opponents purely by their typically undetectable odor. Your visual, hearing, and scent ranges each increase by 20 ft.
- *Skill Mastery:* Choose 1 of your Sleuth class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.
- *The Truth Will Set You Free:* Before Strategies are chosen during each Conflict round of an interrogation *(see page 380)*, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if he has no other option available to him. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.
- *Trail Signs:* You may make Survival/Tracking checks while moving at up to your full Speed with no error range penalty *(see page 167)*.

Perceptive: At Levels 6, 9, 12, 15, and 18, your Wisdom score rises by 1.

Global Search: You can locate anyone, anywhere, anytime. At Level 10, once per mission, you may determine the city or 20-mile × 20-mile area in which any special character is located. This requires a number of hours equal to the target character's level × 8. You may not perform any other non-free actions when using this ability.

At Level 20, you may use this ability up to 2 times per mission and must only dedicate a number of hours to each search equal to the target character's level × 4.

Final Deduction: You instinctively study the behavior and appearance of everyone around you. At Level 14, once per session, you may make a study of any 1 special character you've observed in person or by audio or visual recording for at least 1 round.

After 1 full round of study, you learn the target's attribute scores.

After 2 full rounds of study, you learn the target's Specialty.

After 3 full rounds of study, you learn the target's Talent and 1 Subplot of the GC's choice (if any).

After 4 full rounds of study, you learn the name of the target's highest-level class, as well as the number of levels the target has invested in it.

After each subsequent round of study, you learn the name of each next highest-level class and the number of levels the target has invested in it, until all classes and class levels are known. The GC decides which classes are learned in the case of a tie.

Thereafter, each subsequent round of study reveals one of the target's skill names and ranks (in order from the skill with the highest number of ranks to the lowest), until all skill names and ranks are known. The GC decides which skills are learned in the case of a tie.

Finally, each round of study after all skill ranks are known reveals the target's remaining Subplots and proficiencies (in an order determined by the GC).

If your observation is interrupted, it may resume at any time during the same session. If the observation is interrupted between sessions, you must begin the process again.



SNOOP

Big Brother is real, and he's on the team. The Snoop is the modern-day knight of the espionage profession, gathering clues with cutting-edge technology and derailing opponents' carefully devised plots.

Attributes: To function as an effective espionage operative, the Snoop must possess a full array of mental abilities. Each Snoop's particular blend of Intelligence, Wisdom, and Charisma is different, catering to his personal style.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 2.



CLASS SKILLS

The Snoop's class skills are Analysis, Blend, Bluff, Bureaucracy, Computers, Cultures, Electronics, Investigation, Manipulate, Networking, Notice, Science, Search, Sense Motive, and Sleight of Hand.

Skill Points at Level 1: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Astute: Your keen observational skills are matched only by your superior mind. Each time you spend 1 action die to boost an Intelligence- or Wisdom-based skill check, you roll and add the results of 2 dice (e.g. a Level 1 Snoop's bonus of 1d4 becomes 2d4).

CLASS ABILITIES

Flawless Search: Snoops are rarely fooled. At Level 1, each time you fail an Analysis or Search check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain the *flawless search* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Intuition I: Your instincts provide you with the same benefits that many modern technologies provide others. At Level 2, as a 1-minute action, you may request a hint from the GC for which the GC gains no action dice *(see page 398)*. If the GC refuses, you gain 1 bonus action die. You may use this ability a number of times per mission equal to your starting action dice.

Intuition II: At Level 11, if the GC refuses to provide a hint, you gain 2 action dice.

Intuition III: At Level 19, if the GC refuses to provide a hint, you gain 3 action dice.

Intercept Communication: You have eyes and ears everywhere. At Level 3, once per session, you may choose 1 specific location of which you're aware. You clandestinely intercept the next telephone call, email, or other communication to or from the target without making a skill check (though if it's encrypted, you must still decipher it). You also learn the address, phone number, or frequency from which the message was sent.

At Levels 7, 11, 15, and 19, you may use this ability 1 additional time per session.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Covert or Gear feat.

Spookshow: Your experience in the espionage arena has taught you many ways to outwit your opponents. At Levels 5, 9, 13, and 17, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Complex Substitution:* Your ciphers are inherently superior. The decryption DC of any code you create or request increases by 5.
- *Current Dossier:* Each time you successfully build or request a dossier of a special character, you also gain a complete list of the target's current mission gear *(see page 218)*.
- *Intelligence Analysis:* You may quickly sift through large amounts of data. The time required for you to perform research using a computer decreases to 1/2 standard (rounded up, minimum 1 minute).
- *No Worries:* Each time you make a skill check using a piece of Tradecraft gear, your error range decreases by 2 (minimum 0).
- *Schmooze*: Your network of supporters is always growing. You gain a new associate-grade contact.
- *Skill Mastery:* Choose 1 of your Snoop class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

- *Spy vs. Spy:* You may choose 1 Tradecraft gear pick as if the mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Tradecraft mission gear picks.
- *Subvert:* Before Strategies are chosen during each Conflict round of a brainwash *(see page 368)*, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if he has no other option available to him. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.
- *Wired for Sound:* You're incredibly skilled at concealing items on people. As a full action, you may make a Sleight of Hand/Conceal Item check targeting 1 object weighing up to 1 lb. Even a successful inspection of the character upon whom the item is concealed fails to find this object unless the inspector also scores a threat.

Black Hat: You command the espionage field. At Level 6, once per mission during the Intel Phase, you gain 1 temporary Tradecraft feat of your choice until the end of the current mission.

At Levels 12 and 18, you may use this ability 1 additional time per mission.

"Abort!": You possess a keen sense for when an operation will fall apart, and can take steps to avoid the worst consequences. At Level 9, once per session when you or a teammate who can see or hear you suffers an error, you may "take the action back." The acting character may instead take any *other* action requiring at least the same amount of time (he may *not* try the same action again until after this new action is taken). You must declare that you're using this ability before the GC or an opposing player spends action dice to activate the error as a critical failure.

Example: Kevin rolls a 1 when making a 1-minute Security check, suffering an error. Fearing a possible catastrophe, the Snoop in his team aborts the action, taking that check back. Kevin may now choose a different action — such as checking his tools for 1 minute — or wait for 1 minute before making the Security check again.

At Level 15, you may use this ability up to 2 times per session.

Big Brother: Your eyes and ears are omnipresent. At Level 10, once per mission, you may cover 1 single area — a building, a park, a street, etc. — so thoroughly with bugs that every single event that transpires therein is monitored, recorded, and analyzed for future use. This area may be any size and shape up to 4000 cubic ft. per class level.

If you can physically enter the target area, preparation requires 1 minute per 10-ft. × 10-ft. zone; otherwise, the process requires 15 minutes per 10-ft. × 10-ft. zone.

Once the area is prepared, all visual, audio, and electronic communication into or out of it is automatically recorded and relayed to a location of your choosing, where you may review it at your leisure. Further, the quality of the feed grants a +2 gear bonus with all Investigation, Search, Security, and Sense Motive checks targeting an individual or event through the feed.

The Notice and Search DC to find your bugs is equal to your class level + 30, and removing them requires the same amount of time as placing them.

At Level 20, you may use this ability up to 2 times per mission, and the feed's bonus increases to +4.

Eye in the Sky: Your most prized resource is your very own spy satellite. At Level 14, you gain permanent, continuous, unlimited access to a Caliber V keyhole reconnaissance resource *(see page 282)*.

TABLE 1.13: THE SNOOP

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+1	+2	+2	+1	1	1T, 1G	*Astute*, flawless search
2	+1	+2	+2	+3	+3	+1	2	2T, 1G	Intuition I
3	+1	+2	+2	+3	+3	+2	2	2T, 1G	Intercept communication 1/session
4	+2	+2	+2	+4	+4	+2	2	2T, 1G, 1R	Bonus feat
5	+2	+3	+3	+4	+5	+3	3	2T, 2G, 1R	Spookshow
6	+3	+3	+3	+5	+6	+4	3	3T, 2G, 1R	Black hat (1 feat)
7	+3	+4	+4	+5	+6	+4	4	3T, 2G, 1R	Intercept communication 2/session
8	+4	+4	+4	+6	+7	+5	4	3T, 2G, 1R, 1E	Bonus feat
9	+4	+4	+4	+6	+8	+5	4	3T, 2G, 2R, 1E	"Abort!" 1/session, spookshow
10	+5	+5	+5	+7	+9	+6	5	3T, 3G, 2R, 1E	Big brother 1/mission
11	+5	+5	+5	+7	+9	+7	5	3T, 3G, 2R, 1E	Intercept communication 3/session, intuition II
12	+6	+6	+6	+8	+10	+7	6	4T, 3G, 2R, 1E	Black hat (2 feats), bonus feat
13	+6	+6	+6	+8	+11	+8	6	4T, 3G, 2R, 1E, 1V	Spookshow
14	+7	+6	+6	+9	+12	+8	6	4T, 3G, 2R, 2E, 1V	Eye in the sky
15	+7	+7	+7	+9	+12	+9	7	4T, 3G, 2R, 2E, 1V	"Abort!" 2/session, intercept communication 4/session
16	+8	+7	+7	+10	+13	+10	7	4T, 3G, 3R, 2E, 1V	Bonus feat
17	+8	+8	+8	+10	+14	+10	8	4T, 4G, 3R, 2E, 1V	Spookshow
18	+9	+8	+8	+11	+15	+11	8	5T, 4G, 3R, 2E, 1V	Black hat (3 feats)
19	+9	+8	+8	+11	+15	+11	8	5T, 4G, 3R, 2E, 1V	Intercept communication 5/session, intuition III
20	+10	+9	+9	+12	+16	+12	9	5T, 4G, 3R, 2E, 2V	Big brother 2/session, bonus feat

SOLDIER

An unmitigated powerhouse in any combat, the Soldier is a team's martial backbone, providing the firepower necessary to bring down any menace. Other characters may become competent fighters, but the Soldier was bred and trained for war. It's his calling, and he answers without hesitation.

Attributes: Strength, Dexterity, and Constitution are the Soldier's most important attributes. They ensure superiority in combat, and for a Soldier, nothing is more vital.

Vitality: 1d12 + Con modifier per level.

Starting Weapon Proficiencies: 6.

CLASS SKILLS

The Soldier's class skills are Athletics, Drive, Intimidate, Notice, Profession, Resolve, Search, Survival, and Tactics.

Skill Points at Level 1: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.



CORE ABILITY

Accurate: Your finely honed physique is your deadliest weapon. Each time you spend 1 action die to boost an attack check, you roll and add the results of 2 dice (e.g. a Level 1 Soldier's bonus of 1d4 becomes 2d4).

CLASS ABILITIES

Fight On: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 2 additional weapon proficiencies or 1 additional Basic, Melee, Ranged, or Unarmed Combat feat.

Fortunes of War I: Through a combination of luck and skill, you shrug off most minor damage. At Level 2, you gain 1 point of damage reduction (DR 1/—).

Further, as a free action, you may double the DR granted by this ability for 1 full round *(see page 346)*. You may boost your DR in this fashion a number of times per session equal to your starting action dice.

Fortunes of War II: At Level 11, your DR increases to 2/— (or 4/— when doubled).

Fortunes of War III: At Level 19, your DR increases to 3/— (or 6/— when doubled).

Armor Use I: You're at home in armor. At Level 4, you gain a +1 bonus to Defense while wearing armor. Further, your armor check penalty decreases by 1 (minimum 0). Finally, you gain 1 piece of Caliber I armor at no cost as part of your mission gear during the Intel Phase of each mission.

Armor Use II: At Level 8, your Defense bonus while wearing armor increases to +2 and your additional piece of armor may be chosen from Calibers I or II.

Armor Use III: At Level 12, your Defense bonus while wearing armor increases to +3 and your additional piece of armor may be chosen from Calibers I to III.

Armor Use IV: At Level 16, your Defense bonus while wearing armor increases to +4 and your additional piece of armor may be chosen from Calibers I to IV.

Armor Use V: At Level 20, your Defense bonus while wearing armor increases to +5 and your additional piece of armor may be chosen from any Caliber.

Weapon Specialist: You have trained with some of the world's foremost weapon masters, developing your own unique strengths. At Level 6, you may choose 1 weapon proficiency you possess *and* 1 of the following abilities that apply only with weapons covered by the chosen proficiency.

At Levels 9, 12, 15, and 18, you may choose *either* 1 additional ability *or* 1 additional weapon proficiency you possess. At any time, all weapons covered by all chosen proficiencies gain all abilities earned to date.

Each of these abilities may be chosen only once.

- *Big Stick:* You may choose 1 Weapon gear pick covered by your chosen proficiencies as if the current mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Weapon mission gear picks.
- *Foibles:* You gain a +1 dodge bonus to Defense and an additional DR 1/— against attacks made with weapons covered by your chosen proficiencies.
- *Killer Instinct:* You inflict an additional +1d4 damage with each attack using a weapon covered by one of your chosen proficiencies. If making a ranged attack, this bonus damage applies only when the target is located within CQB range *(see page 327)*.
- *Most Deadly:* The number of action dice required for you to activate a critical hit with a weapon covered by one of your chosen proficiencies decreases by 1 (minimum 0).

- *Mow Down:* Once per round, you may make 1 additional final attack against a standard character with a weapon covered by one of your chosen proficiencies.
- *No Worries:* When using a weapon covered by one of your chosen proficiencies, your error range decreases by 2 (minimum 0).
- *Showdown:* You may take a Stand Off action with a weapon covered by one of your chosen proficiencies without spending an action die. You may use this ability a number of times per session equal to your starting action dice.

Portable Cover: You make the most of any terrain, even improvising cover from objects kicked, knocked, or thrown into the path of incoming attacks. At Level 10, you and all of your teammates within 10 ft. are considered to benefit from 1/4 scenery cover at all times, even when standing out in the open. If you become *flat-footed*, you and all your teammates lose this benefit until the start of your next action.

At Level 20, this ability provides 1/2 scenery cover to you and each of your teammates within 15 ft.

One in a Million: You can turn nearly any battlefield opportunity into savage amounts of pain. At Level 14, once per session, you may make 1 attack check, Fortitude save, or skill check for which Strength or Constitution is the key ability. You are considered to automatically roll a natural 20 with this check. This roll is considered a threat and may be activated as a critical success. Further, you may not be forced to re-roll this natural 20. You must declare that you're using this ability *before* you make a roll for the chosen activity.

WHEELMAN

The Wheelman is a calculating combat driver, a precision pilot, and a daring naval specialist. He is most at home behind the wheel of a powerful vehicle, running circles around opponents who find it impossible to keep up.

Attributes: Dexterity is unquestionably the Wheelman's defining attribute, but being something of a showman, he also uses many Charisma-based skills.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 5.

CLASS SKILLS

The Wheelman's class skills are Acrobatics, Athletics, Drive, Electronics, Impress, Intimidate, Mechanics, Notice, Profession, Security, Streetwise, and Tactics.

Skill Points at Level 1: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Driven: Your nerves must be refined to exact standards to survive at top speed. Each time you spend 1 action die to boost a Maneuver or Mechanics/Repair check, you roll and add the results of 2 dice (e.g. a Level 1 Wheelman's bonus of 1d4 becomes 2d4).

Additionally, when you suffer an error with a Maneuver or Mechanics/Repair check, the GC must spend 1 additional action die to activate it as a critical failure.

CLASS ABILITIES

Daredevil: At Level 1, you gain the Daredevil feat.

Custom Ride: Your garage is always stocked with the best toys. At Level 1, you may choose 1 Vehicle gear pick as if the current mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Vehicle mission gear picks.

Manual Adjustment: You're so adept at mechanical repairs, grease flows through your veins. At Level 2, when you fail a Mechanics check that may be re-tried, you may spend 1 half action to give the target device a whack in frustration. As long as the check DC is equal to or less than your class level + 20,

TABLE 1.14: THE SOLDIER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+1	+0	+2	+0	+2	0	1W	*Accurate*, fight on
2	+2	+2	+0	+3	+1	+3	0	1W	Fortunes of war I
3	+3	+2	+1	+3	+1	+4	1	1W, 1S	Fight on
4	+4	+2	+1	+4	+2	+5	1	1W, 1S	Armor use I
5	+5	+3	+1	+4	+2	+5	1	2W, 1S	Fight on
6	+6	+3	+2	+5	+2	+6	2	2W, 1S, 1V	Weapon specialist
7	+7	+4	+2	+5	+3	+7	2	2W, 1S, 1V	Fight on
8	+8	+4	+2	+6	+3	+8	2	2W, 2S, 1V	Armor use II
9	+9	+4	+3	+6	+4	+9	3	2W, 2S, 1V	Fight on, weapon specialist
10	+10	+5	+3	+7	+4	+10	3	3W, 2S, 1V	Portable cover (1/4 cover)
11	+11	+5	+3	+7	+4	+10	3	3W, 2S, 1V, 1R	Fight on, fortunes of war II
12	+12	+6	+4	+8	+5	+11	4	3W, 2S, 1V, 1R	Armor use III, weapon specialist
13	+13	+6	+4	+8	+5	+12	4	3W, 2S, 2V, 1R	Fight on
14	+14	+6	+4	+9	+6	+13	4	3W, 2S, 2V, 1R	One in a million 1/session
15	+15	+7	+5	+9	+6	+14	5	3W, 3S, 2V, 1R	Fight on, weapon specialist
16	+16	+7	+5	+10	+6	+15	5	4W, 3S, 2V, 1R	Armor use IV
17	+17	+8	+5	+10	+7	+15	5	4W, 3S, 2V, 1R	Fight on
18	+18	+8	+6	+11	+7	+16	6	4W, 3S, 2V, 2R	Weapon specialist
19	+19	+8	+6	+11	+8	+17	6	4W, 3S, 2V, 2R	Fight on, fortunes of war III
20	+20	+9	+6	+12	+8	+18	6	4W, 3S, 3V, 2R	Armor use V, portable cover (1/2 cover)

the whack reverses the failure. If several grades of success are possible, you achieve only the lowest possible positive result. You may use this ability a number of times per session equal to your starting action dice. You may use this ability even if your initial check results in an error, but you must declare its use *before* action dice are spent to activate a critical failure.

If you gain the *manual adjustment* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

At Level 11, you may apply this ability to Electronics checks.

At Level 19, you may apply this ability to Security checks.

Crash Course: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 2 Drive skill focuses or vehicle fortes. Alternately, you may gain 1 Chase feat.

Vehicle Familiarity I: At Level 4, at the start of each mission, you may choose 1 specific vehicle or mount to be considered *familiar*. If the vehicle or mount is part of your mission gear, you must have previously operated it for a minimum number of hours equal to twice the highest Caliber of the vehicle or mount, or any vehicle weapon or gadget installed. If the vehicle or mount is part of your Lifestyle or chosen with the Favored Gear feat, this time requirement is waived.

You may only be *familiar* with 1 specific vehicle or mount at a time. The chosen conveyance gains a +1 bonus to Defense and Damage saves, and you gain the same bonus with Initiative and Maneuver checks made using it, and Electronics, Mechanics, and Medicine checks made to repair or heal it, as appropriate.

Vehicle Familiarity II: At Level 8, this bonus increases to +2 and the time required to become *familiar* with any vehicle or mount decreases to 1/2 standard (rounded down).

Vehicle Familiarity III: At Level 12, this bonus increases to +3. Further, you may become *familiar* with a second vehicle or mount.

Vehicle Familiarity IV: At Level 16, this bonus increases to +4 and the time required to become *familiar* with any vehicle or mount decreases to 1 hour.

Vehicle Familiarity V: At Level 20, this bonus increases to +5. Further, you may become *familiar* with a third vehicle or mount.

Drivers Only: Your driving and combat style is a carefully balanced collection of well-practiced abilities both behind and beneath the wheel. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Elbow Grease:* You gain a +4 gear bonus with all Electronics and Mechanics checks made to repair an item.
- *Gunnery:* You require only 1 half action to fire any vehicle-mounted weapon that typically requires 1 full action or 2 half actions to operate.
- *Most Lethal:* The number of action dice required for you to activate a critical hit with a vehicle-mounted weapon decreases by 1 (minimum 0).
- *Pit Crew (city):* Once per mission, you may summon a number of mechanics experts equal to your starting action dice. Each assistant is a Tier II tool-pusher *(see page 454)*. Per the GC's discretion, the pit crew helps you in any non-combat endeavor for which they're skilled and equipped until the end of the following scene, or until one of them fails a Damage save or Morale check, or suffers a critical injury, at which point the entire crew leaves. If these standard NPCs make any skill check that requires a kit while helping you, they're assumed to possess 1 appropriate grade I kit *(see page 213)*.



- *Rough Riding:* Your experience with off-road travel is such that any mount or ground vehicle you control is considered to have the *off-road* quality *(see page 294)*.
- *Skill Mastery:* Choose 1 of your Wheelman class skills. Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.
- *Spare Keys:* Once per mission, when a vehicle or mount with which you're *familiar* is lost, killed, or destroyed, you may reveal that you have a second, identical vehicle or mount available. Regardless of your current location, it takes 1d4 hours to retrieve this vehicle or mount. You are also considered *familiar* with this duplicate vehicle or mount.
- *Trade-In:* Once per mission, you may return a vehicle or mount with which you're *familiar* to your Faction or a street buyer. You regain all mission gear picks used to obtain the vehicle or mount and must immediately request a new vehicle or mount

costing up to the same number of picks. All unspent picks are lost. The new vehicle or mount is ready at a location of your choosing in 1 hour. You are also considered *familiar* with the new vehicle or mount. If you use this ability to trade a vehicle or mount from your Lifestyle or Possessions, it is returned at the end of the current mission.

- *Vehicular Instinct:* You inflict an additional +1d4 damage with each attack using a vehicle-mounted weapon. With a ranged attack, this bonus damage applies only when the target is located within 1 range increment.

"That's Impossible!": You can force a vehicle or mount to utterly defy physics. At Level 10, once per session when operating any vehicle or mount, you may make a Maneuver check with a DC up to your class level + 20 without making a skill check. Alternately, during a chase Conflict, you may choose the "That's Impossible!" Strategy *(see page 367)*.

At Level 20, you may use this ability up to 2 times per session.

Soup Her Up: Your modifications can nudge a vehicle past its standard limits. At Level 14, you may make improvements to any vehicle with which you're *familiar*. You may make a total number of improvements to all *familiar* vehicles equal to your class level. Each improvement increases the vehicle's Acceleration, Turning, Defense, *or* Damage save by 1, *or* increases its top speed by 1/10 (rounded up). No single statistic may benefit from more than 1/2 the total number of improvements made to the vehicle (rounded down). These improvements only apply when you're in control of the vehicle. Each improvement requires 30 minutes to make, and 30 minutes to change. You may not make improvements to a mount.

TABLE 1.15: THE WHEELMAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+0	+2	+0	+1	+1	1	1V	Custom ride, daredevil, *driven*
2	+2	+0	+3	+0	+1	+1	2	1V	Manual adjustment (Mechanics)
3	+3	+1	+3	+1	+2	+2	2	1V, 1W	Crash course
4	+4	+1	+4	+1	+2	+2	2	1V, 1W	Vehicle familiarity I (bonus)
5	+5	+1	+4	+1	+3	+3	3	2V, 1W	Crash course
6	+6	+2	+5	+2	+4	+4	3	2V, 1W, 1E	Drivers only
7	+7	+2	+5	+2	+4	+4	4	2V, 1W, 1E	Crash course
8	+8	+2	+6	+2	+5	+5	4	2V, 2W, 1E	Vehicle familiarity II (1/2 time)
9	+9	+3	+6	+3	+5	+5	4	2V, 2W, 1E	Crash course, drivers only
10	+10	+3	+7	+3	+6	+6	5	3V, 2W, 1E	"That's Impossible!" 1/session
11	+11	+3	+7	+3	+7	+7	5	3V, 2W, 1E, 1T	Crash course, manual adjustment (Electronics)
12	+12	+4	+8	+4	+7	+7	6	3V, 2W, 1E, 1T	Drivers only, vehicle familiarity III (second vehicle)
13	+13	+4	+8	+4	+8	+8	6	3V, 2W, 2E, 1T	Crash course
14	+14	+4	+9	+4	+8	+8	6	3V, 2W, 2E, 1T	Soup her up
15	+15	+5	+9	+5	+9	+9	7	3V, 3W, 2E, 1T	Crash course, drivers only
16	+16	+5	+10	+5	+10	+10	7	4V, 3W, 2E, 1T	Vehicle familiarity IV (1 hour)
17	+17	+5	+10	+5	+10	+10	8	4V, 3W, 2E, 1T	Crash course
18	+18	+6	+11	+6	+11	+11	8	4V, 3W, 2E, 2T	Drivers only
19	+19	+6	+11	+6	+11	+11	8	4V, 3W, 2E, 2T	Crash course, manual adjustment (Security)
20	+20	+6	+12	+6	+12	+12	9	4V, 3W, 3E, 2T	"That's Impossible!" 2/session, vehicle familiarity V (third vehicle)



STEP 6: INTERESTS

Your character is more than a collection of numbers. He's a person with opinions, quirks, and... interests. By defining hobbies, sports, and other pastimes, you give him things to care for, and in the process you produce a handy list of personal details you can use when roleplaying.

Spycraft 2.0 goes a step further. At Class Level 0, each character gains 2 Interests (plus any Interests generated by his Origin). After Level 1, each character gains additional Interests as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*. A character may choose to give up an Interest at any time, loosing that 'slot' permanently. The interest is not replaced, but may be chosen again at a later time when the character gains a new Interest.

Interests have a number of effects in play, as follows.

- When the GC and a player agree that an Interest relates to the topic of a Knowledge check the player's character is making, the character gains a +1 bonus with the check.
- When the GC and a player agree that an Interest relates to a skill check the player's character is making, the character gains a +1 bonus with action die rolls made to boost the check.
- When the GC determines that a character and an NPC share a related Interest that applies to the current situation or discussion, the character and NPC each gain a +1 bonus with all skill checks made to improve the other's disposition toward him.
- When a character spends 1 or more hours indulging in one or more of his Interests, he heals stress damage at 2 × the standard rate *(see page 339)*.

No combination of Interests may grant a character more than a +2 bonus with any 1 check, and no character may benefit from a greater number of Interest-given bonuses per session equal to his starting action dice.

Each Interest must be broad enough to find periodic use in the GC's setting and story, but narrow enough not to enter every conversation. The specific depth of Interests is left to the GC to define, allowing him to tailor their use as he sees fit, though all Interests in the same campaign should have roughly the same utility. The GC and each player must agree on all of a character's Interests before they enter play.

Some sample Interests include board games, classic cars, clubbing, conspiracy theory, creative writing, criminology, fine cuisine, fishing, forensics, formal dancing, gambling, gardening, golf, guns, hiking, hunting, Internet surfing, jogging, literature, playing tourist, politics, puzzle solving, religion, role-playing games, shopping, schmoozing, stamp collecting, weight lifting, wine tasting, woodworking, any sport in the world, professional or otherwise, and specific gear by type (computers, antique cars, etc.).

STEP 7: SUBPLOTS

The lives of *Spycraft* characters are often peppered with private concerns and lingering business. Much of this "personal baggage" is simulated with Subplots. Unlike main missions (which the Game Control creates), Subplots are voluntary character options that allow you to tailor your character's history, enemies, and challenges to your liking, and receive some extra experience in the process.

You may choose Subplots when you create your character and between missions. There is no cost to choose a Subplot, but your character may only have a limited number of Subplots in play at any given time, as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*. Further, each time you choose a Subplot, you must define the plot details listed in the Subplot's description (usually simple information like the name and occupation of a person hunting you). The GC determines the rest of the Subplot details during play.

At the start of each mission, the GC secretly decides which Subplots to activate. He may activate no more than 1 Subplot per character, or 3 Subplots per mission. For each Subplot activated, the GC gains 1 bonus action die.

When a Subplot is activated, the team's current Threat Level usually determines its effect, as outlined in its description. Before the mission begins, however, the GC may voluntarily increase any active Subplot's Threat Level by up to 2, gaining 1 additional action die per level increase.

At the conclusion of each mission, each character with an active Subplot gains additional XP as follows.

- If the character does *not* meet the requirements listed in the Subplot's "Completion" entry, he retains the Subplot and gains an additional 25 XP × the mission's Threat Level (or the Subplot's Threat Level, if it's different).
- If the character meets the requirements listed in the Subplot's "Completion" entry, he loses the Subplot and checks the "Completed" column on his character sheet *(see page 496)*. Thereafter, he may choose another Subplot to replace it (though only between missions, as standard). Additionally, he gains an additional 100 XP × the mission's Threat Level (or the Subplot's Threat Level, if it's different).

Subplots **never** produce more than this amount of XP, even if they introduce NPCs, objectives, and other mission elements that typically produce XP.

Inactive Subplots: All Subplots the GC chooses not to activate at the start of a mission are "inactive" during that mission and do not come into play or have any effect on the characters or the game (i.e. no one gains action dice or XP for them). This is the case even with Subplots that are always logically lingering in the background, like Discredited. Though a character possessing the Discredited Subplot is always dealing with his shame and fighting for the respect of others, the storyline involving his struggle — and the mechanics supporting that storyline — only come into play when the GC decides they do. At all other times, the Subplot is a footnote in the character's lingering background with no effect on the current mission.

Special Note: The GC may reject any Subplot if he feels it isn't a suitable test of your character or his team. All Subplots should involve an element of personal risk, lest they become mere background noise.

CROSSROADS SUBPLOTS

Beginning at Level 2, your character may undertake a "Crossroads Subplot," a far more difficult version of a standard Subplot that tests and strengthens your character, making him more effective during future missions. There are four Crossroads Subplots, each of which grants a corresponding Crossroads Title — and several impressive benefits — when completed.

Before your character may undertake a Crossroads Subplot, he must achieve a minimum Career Level, complete a minimum number of standard Subplots, and already possess all lower-level Crossroads Titles, as shown on Table 1.16: Crossroads Subplots *(see page 54)*. A Crossroads Subplot is counted toward the maximum number of Subplots a character may possess at any time, and may be chosen from the standard Subplots. It operates in all ways like a standard Subplot, except that each time it's activated, its Threat Level increases as shown on Table 1.16.

Once a character completes a Crossroads Subplot, he gains the associated Crossroads Title and the standard Subplot's XP bonus. Further, beginning with the next session and mission, he gains the benefits listed in the "XP Gain" and "Bonus Action Dice" columns of Table 1.16. These benefits are permanent, remaining with the character so long as he retains the Crossroads Title that grants them.

Characters possessing a Crossroads Title are often the most accomplished heroes of their setting, even when their deeds go unsung. The GC is encouraged to further incorporate a character's Crossroads Titles into the campaign's ongoing missions and stories.

STORY-SPAWNED SUBPLOTS

Some players will choose a Subplot at character creation, incorporating it into their character's background or to using it to bridge their character into the GC's campaign. Others might find it useful to hold off, waiting to link their Subplot choices directly to the storyline. For instance, when a player likes a particular villain, he might use him as the basis for his next "Long Term Mission" or "Mystery" Subplot.

Likewise, if the campaign goes in a direction for which the GC isn't prepared, he might suggest the characters take "Amnesia," allowing him to launch the campaign forward a bit. Then he can simply go back and fill in the intervening time at his leisure, revealing it through the characters' Subplots as the campaign unfolds.

This kind of collaboration is what Subplots are all about. They develop story and setting and help characters and GCs grow all at the same time.

SUBPLOT DESCRIPTIONS

The following is just a sampling of the most common Subplot options in a modern game. Players may wish to try out their own, in which case they should explain the basic concept to the Game Control and let him develop the rules to go along with it.

AMNESIA

Your character has forgotten something... but it hasn't forgotten him.

Required Plot Details: Period of undefined location and/or activity lasting at least 1 day.

Effect: This Subplot has no impact on your character's attributes, skill ranks, or other statistics. It simply means that he can't remember anything during a certain period or before a certain point. It also means something important happened during the missing time — something defined by a second Subplot chosen by the GC.

Your character must recover his memory before he can complete the second Subplot. This process is a Complex Task with 3–7 Challenges, as determined by the GC when he chooses the second Subplot. Generally, the number of Challenges should correspond to a number of important revelations the GC plans to impart upon your character, like a trail of breadcrumbs gradually leading him back to the truth about his missing time. This structure is similar to that of a mission's clue chain, which is further explored in Chapter 7 *(see page 430)*.

Completing each Challenge requires a successful Resolve (Wis) check against a DC equal to the Threat Level + 15. Your character may attempt only 1 Challenge at the end of each mission during which this Subplot is active (i.e. at the end of each mission during which he's been exposed to the Subplot's threat). The GC may instead call for a Challenge check earlier during an active mission, especially when it corresponds with something your character discovers about his missing time (the discovery prompting a new memory, rather than the other way around). The GC should not increase the number of Challenge checks made in each active mission, however, unless you and he have already decided that the Subplot should end quickly.

Completion: If your character completes the Complex Task's final Challenge, he recovers his memory and may undertake the second Subplot per its standard rules.

If he fails the Complex Task, however, he may never recover his memory. This Subplot ends without granting any additional XP and the second Subplot chosen by the GC must either be abandoned or introduced later.

COMPULSION

Your character is drawn to something, compelled to indulge whenever he can.

Required Plot Details: The focus of your character's compulsion (e.g. chases, combat, romantic entanglement). This focus *must* be a category of activities that regularly draw your character into dangerous or dramatic circumstances.

Effect: The GC doesn't activate this Subplot; rather it becomes active and he gains action dice for it becoming active the first time during any mission when your character encounters the focus of his compulsion. Each time the focus is encountered, your character must make a Will save (DC Threat Level + 10). With success, he may act without restriction. With a critical success, your character

TABLE 1.16: CROSSROADS SUBPLOTS

Title	Minimum Level/ Completed Subplots	Threat Level	XP Gain Per Mission	Bonus Action Dice Per Session
Seasoned	2/2	+2	—	+1
Weathered	7/4	+3	+5%	—
Hardened	13/8	+4	—	+2*
Crafty	19/16	+5	+10%*	—

* These benefits replace the lower benefits granted by earlier Titles in the same column (thus, a character may never gain more than +10% XP per mission, or +2 action dice per session, from Crossroads Titles).

becomes immune to his compulsion until the end of the current mission (this also means, however, that he can't make any more Will saves against it, and therefore cannot achieve successes toward completing the Subplot).

With failure, your character must engage in an activity related to his compulsion for a minimum number of rounds equal to the difference between the DC and his save result. With a critical failure, he must engage in such an activity for a minimum number of minutes equal to the difference between the DC and his save result. During this time, he may not perform *any* actions unrelated to his compulsion activity, and all actions related to his compulsion activity requires twice the standard amount of time.

Completion: Your character makes 10 successful Will saves to resist his compulsion.

DEBT

Every character's funds can run dry, even when he's technically rich. Problems arise that demand fast liquid cash — business ventures go south, personal possessions are trashed, and friends and relatives are kidnapped and ransomed. No matter how careful someone is, misfortune is always lurking just around the corner.

Special Note: A character *never* gains money from a Debt Subplot. All money owed is automatically spent or committed when the Subplot is acquired, for reasons jointly defined by the player and the GC.

Required Plot Details: Name of character and/or organization owed, nature of the debt (e.g. monetary loan, compensation for property or honor loss, or other slight or indiscretion).

Effect: At any time, your character's debt is equal to your career level × $50,000 (it rises with your career level due to interest applied by the collectors). During each mission when this Subplot is active, the collectors harass your character, inflicting 2d4 stress damage at the end of each scene. The GC chooses how this harassment comes into play, possibly blending it with the mission's storyline. For instance, during a mission to carry a valued package across country, the collectors might sabotage your team's transportation.

When your character owes a great deal, the collectors also send 2 Tier II thugs to "check in" with him. These thugs are equipped with 1 weapon each, chosen from any Caliber up to the current mission's Caliber. Further, the GC may spend action dice to increase the number of thugs who arrive (by 1 per action die spent, maximum 5), or increase the Tier of all thugs who arrive (by 1 per action die spent, maximum Tier IV). The GC may spend no more than 4 action dice invoking both of these additional effects.

The thugs arrive at a time of the GC's choosing, trying to corner your character and demand their employers' money. Unless paid, they attack until your character falls unconscious or suffers 1 or more wounds or critical injuries, at which point they withdraw, warning that it will happen again unless they're paid... soon.

Completion: Your character ends a mission with an amount of cash in his possession equal to the debt. Remember that stealing prompts exposure *(see page 435)*.

DISCREDITED

Your character has been shamed, due to his own actions or those of another. Regardless, he's operating more and more on his own these days, and will have to keep his nose clean and rebuild some bridges if he wants to re-establish himself.

Required Plot Details: The reason for your character's dishonor (e.g. a botched mission, the accidental or intentional insult of a Faction or Freelance network superior, a rival casting aspersions).

Effect: Your character's Reputation or Net Worth decreases by an amount chosen when you gain this Subplot (minimum 10 Reputation or $500,000 Net Worth). Net Worth may only be decreased in $50,000 increments (e.g. $50,000, $100,000, $150,000, and so on).

Completion: Your character's Reputation or Net Worth increases to its value when this Subplot was chosen.

Example: Your character loses 10 Reputation at the start of his career (when his Reputation is 2). His Reputation drops to –8 and this Subplot lingers until it rises to 2 or higher.

FEAR

Your character is unnerved or perhaps even chilled by something that affected him deeply. This Subplot is particularly common among spies, whose frantic, paranoid lifestyles spawn all manner of mental ailments.

Required Plot Details: The focus of your character's fear (e.g. shadows, crowds, cameras, intimacy). This focus *must* be something that can potentially come into play in any common mission.

Effect: The GC doesn't activate this Subplot; rather it becomes active and he gains action dice for it becoming active the first time during any mission when your character encounters the focus of his fear. Each time the focus is encountered, your character must make a Will save (DC Threat Level + 10). With success, he may act without restriction. With a critical success, your character becomes immune to his fear until the end of the current mission (this also means, however, that he can't make any more Will saves against it, and therefore cannot achieve successes toward completing the Subplot).

With failure, your character becomes *frightened*, and with a critical failure, he becomes *terrified (see page 342)*.

Completion: Your character makes 10 successful Will saves to resist his fear.

GAME CONTROL FIAT

By choosing this Subplot, you're letting the GC know that you'd like to be surprised. Sometime when you least expect it, he'll spring a new storyline on you. Until then, you'll have to wonder... is it something in this section, or something entirely new?

Required Plot Details: None.

Effect: Per chosen Subplot.

Completion: Per chosen Subplot.

Impending Doom

Your character faces some lingering threat, such as a relentless tracker, an illness, a kidnapped ally, or a time bomb or other danger to his Faction or personal life.

Required Plot Details: The nature of the threat *(see next)*.

Effect: Your character, his team, his Faction, or a friend, relative, or contact is in danger. The nature of the threat is left to your imagination, but commonly involves one of the following.

- An ongoing threat in the form of an enemy force seeking to kill or capture your character and his friends. In this case, at the start of each mission in which this Subplot is active, the GC gains 1 action die + 1 action die per mission in which this Subplot has been active since the first, and must use these dice to trigger Surprise Chase and Surprise Combat events *(see page 403)*.

- An ongoing threat in the form of a deadly contagion that threatens your character's health. In this case, the GC may choose or create a disease or poison with a Complexity DC of up to 50 + (the current Threat Level × 3). Your character makes 1 save against this contagion's Secondary Phase DC at the end of each mission and may not recover from any of its effects until the Subplot is completed.
- A time limit before your character loses something he cares for or relies upon, such as a part of his Wealth or Faction (in this case, the stake is generally 1 point or grade, as described at the end of this section), or a friend or contact (in this case, the friend or contact remains out of play until the Subplot is created, and dies if time runs out before they're saved). A time limit can also be attached to a contagion, after which death is certain.

As always, the GC may reject any Subplot he feels is inappropriate or lacks the necessary elements to challenge your character, and all details must be worked out before the Subplot may come into play.

During each mission when this Subplot is active, your character faces a test in the form of 1 or more scenes of the GC's design. These scenes are constructed following the standard mission design rules, not to exceed the standard per-scene XP limit *(see page 440)*, and involve the crux of the impending doom (e.g. the person or group trying to kill or capture your character, the source of the contagion plaguing him, or the forces behind the time limit). These scenes may overlap or intersect a standard mission's scenes in any way the GC feels is appropriate, but should never occlude the primary mission.

Example: During a mission to track several stolen nukes, the team might capture and interrogate a group of smugglers who recognize the Subplot character from one of their recent jobs (for the villain group behind the Subplot). This sparks a sideline scene in which the team helps the character track down the people who hired the smugglers and learn what they can about the persistent threat to one of their own. Unless this is the final mission for the Subplot *(see next)*, this doesn't lead to a final showdown, but rather reveals some critical piece of information about the character's personal storyline, as defined by the GC.

Completion: Most of the time, the scenes sparked by this Subplot represent advancements in your character's personal storyline, but every story must eventually come to an end, and sooner or later one of these inserted scenes becomes the Subplot's conclusion. Determining when and how an Impending Doom Subplot ends is a tricky proposition, primarily due to the different venues in which *Spycraft* is played.

In a home game (where the same group meets session after session), the GC may secretly choose a set number of missions across which the Subplot will play out, intentionally developing the final confrontation scene(s) ahead of time. This works especially well for Impending Doom Subplots with a time limit (e.g. kidnappers threaten to kill the character's friend or contact if an unreasonable demand isn't met by a certain day and time).

Alternately, the GC can leave the climax up to fate, rolling 1d20 at the start of each mission when this Subplot is active. With a result equal to less than twice the number of missions during which the Subplot has been active, the current mission becomes the Subplot's climax.



Example: An Impending Doom Subplot makes an appearance for the second time. If the GC rolls a 1–4, the Subplot reaches its conclusion in the current mission.

This second option works best in global campaigns, in which many GCs and players come together with little bookkeeping between them. GCs playing home games may also find it an intriguing option, though planners and detail-oriented GCs are likely to find it too unpredictable.

Regardless of how the final scene(s) are identified, they must include the Subplot's ultimate trial — a final race against time, showdown with the Subplot's villains, or another finale suitable to the storyline. The Subplot's Threat Level consequently increases by 1. Also, unlike all of this Subplot's previous scenes, this offers your character the chance to end the lingering threat, and promises dire consequences for failure. In the case of an ongoing threat, this likely means death (by murder or succumbing to the contagion), while a failed time limit scenario may result in 1 point of lost Wealth, one of a Faction's Ratings being reduced by 1, or even death (in the case of a timed contagion).

Regardless of the outcome, your character earns the Subplot's full completion XP reward, whether he's successful in ending the threat or not (though if he dies as a result, it only matters if the campaign features the *revolving door* quality).

LIAISON

Your character is a negotiator, intermediary, or political bridge. His work can bring people together — or tear them viciously apart.

Required Plot Details: The scale of the parties for whom your character is a liaison (e.g. individuals, organizations, nations). The scale need not be consistent between parties (i.e. your character might be a liaison between an individual and an organization, between two nations, or any other combination). While you may introduce a Subplot in which your character is a liaison among three or more parties, it's strongly discouraged, as it drastically reduces the chance that the Subplot will resolve in your favor, or at all.

Effect: The process of forging a permanent truce or agreement between the parties is a Complex Task with 3–7 Challenges, as determined by the GC when you choose this Subplot. Generally, the number of Challenges should correspond to the antipathy between the parties.

During each mission when this Subplot is active, a flare-up occurs between the chosen parties. This flare-up must involve a dispute of some kind and must affect the current mission in some fashion. The dispute is decided and introduced by the GC, and must present goals for each party. Except during this Subplot's final mission, these goals should not be mutually exclusive.

Example: A character is liaison between two rival intelligence branches. An appropriate flare-up for any but the Subplot's final mission might involve both branches taking an interest in the character's current mission to prevent a criminal mastermind from sparking war in a neutral territory between their nations. In this scenario, both parties can be contented with mission success. Conversely, the branches shouldn't both desire the same prototype gadget in any but the Subplot's final mission, as this is a situation that may only be resolved to one party's satisfaction.

At the end of each mission when this Subplot is active, your character may attempt 1 Challenge with a Networking/Mediation check targeting all parties in the dispute, including any who weren't part of the flare-up. This check's DC is determined by the intensity of the flare-up, as shown on Table 2.36: Mediation Checks *(see page 145)*. The character's result increases by 4 when compared to the result of any party whose goal was met during the current mission.

Completion: If your character completes the Complex Task's final Challenge, he forges a lasting truce.

If he fails the Complex Task, however, he may never forge a truce. This Subplot ends without granting any additional XP.

LONG-TERM MISSION

Your character has been assigned a secondary mission that often overlaps with other orders. This Subplot differs from a Personal Mission in that your character is almost always detached from the goals and details of the secondary mission (since he's working for someone else).

Required Plot Details: The nature of your character's long-term mission (e.g. bringing a villain to justice, finding a stolen object, determining the motives or whereabouts of a criminal organization). Also, the Control through whom the long-term mission was assigned (this character need not be your character's standard mission Control). Finally, at least three preferred objective types, of your creation or chosen from Table 7.6: Sample Objectives *(see page 431)*.

Effect: During each mission when this Subplot is active, your character faces a test in the form of 1 or more scenes of the GC's design. These scenes are constructed following the standard mission design rules, not to exceed the standard per-scene XP limit *(see page 440)*, and involve the long-term mission and 1 or more of your preferred objectives. These scenes may overlap or intersect a standard mission's scenes in any way the GC feels is appropriate, but should never occlude the primary mission *(see Impending Doom for an example)*.

Completion: A Long-Term Mission Subplot is resolved like an Impending Doom Subplot, except that the consequences of failure are decided by the nature of the mission (per the GC's discretion).

MISTAKEN/TRUE IDENTITY

Somehow, people keep mistaking your character for someone he's not. Alternately, you've assumed your current identity to run from your former life, or to achieve a long-term goal (perhaps to complete a "deep cover" mission).

Required Plot Details: The person for whom your character is mistaken, or your character's real identity. This confusion *must* potentially lead to comedic, dramatic, or lethal situations for your character (per the GC's discretion). Ideally, a mistaken identity involves your character bring mistaken for someone in the GC's setting, or a famous (or infamous) NPC you create for him to include.

Effect: During each mission when this Subplot is active, one or more NPCs mistake your character's identity or accurately guess or realize his true identity, leading to confusion or added drama.

Example 1: Your character might be mistaken for a missing scientist when asking about him, leading all the other parties looking for him to target you instead. Also, if the scientist was remotely working with others toward some incredible action or discovery, those people might come out of the woodwork as well, seeking information from you that only the scientist knows.

Example 2: During a previous mission in the same string of deep-cover ops within a criminal organization, your character might have arranged for the death of a henchman working for the faction's mastermind. When the henchman dodges the bullet and confronts your character about the set-up, your character must somehow convince him that he's mistaken about your true loyalties.

In both cases, the process of correcting the misunderstanding is a Complex Task with 3–7 Challenges, as determined by the GC when you choose this Subplot. Generally, the number of Challenges should correspond to the proliferation of the mistake, or the certainty, obstinacy, or ignorance of those making it.

At any point during the mission, your character may attempt 1 Challenge with an Impress/Persuasion check (DC 15 + Threat Level). With success, he convinces everyone in this mission of his true identity, preventing the Subplot from surfacing again until at least the start of the following mission. With failure, the confusion continues and your character may not attempt the same Challenge again until the start of the following scene (if this is the last scene, the confusion does not abate and the current Challenge may not be completed during this mission). The Game Control is encouraged to permit this skill check only after your character has accomplished something that helps to prove his claim.

Completion: If your character completes the Complex Task's final Challenge, he convinces everyone everywhere that he is who he says he is.

If he fails the Complex Task, however, he must live with the fallout of the mistaken or true identity for the duration of his career (though it only comes into play per GC discretion). This Subplot ends without granting any additional XP.

MYSTERY

Your character is trapped in a web of intrigue. Worse, he can't see the spider — at least, not yet.

Required Plot Details: One nagging question (e.g. "Who murdered the Black Dahlia?" or "How did Beowulf escape death... again?"). Additionally or alternately, up to three starting clues (which need not have any obvious connection).

Effect: Unlike most Subplots, a mystery doesn't pit your character against the rules, but rather pits you against the Game Control. When you choose this Subplot, you're offering the GC the chance to create a puzzle of interconnecting clues and leads, beginning with those you provide him but ending... wherever he wants.

The GC begins by deciding on two things — whether there's an ultimate, perhaps shocking realization to the mystery (e.g. "*Beowulf* murdered the Black Dahlia!? But that means..."), and how the climax will test your character's team. Commonly, this test will take the form of a self-contained scene developed ahead of time, per the standard mission design rules, and not to exceed the standard per-scene XP limit *(see page 440)*. Occasionally, it may become a collection of elements that drop into any existing scene (e.g. a main villain and his underlings who can make a surprise appearance, or a device or weapon that can conveniently wind up in the hands of the current mission's villain).

At some point during each mission when this Subplot is active, the GC introduces 1–2 new clues leading to the mystery's climax. These clues may be direct or indirect, as telling or obscure as the GC likes, based on his desired length for the mystery and his desire to toy with you or your character before it concludes.

Completion: Your character confronts the mystery's scripted finale, either heading to the GC's scripted scene or keying into enough of the puzzle that the GC introduces the finale elements into the current scene.

NEMESIS

One of your character's enemies rises above the rest, threatening to disrupt his life, or worse.

Required Plot Details: The name of your character's nemesis, at least three background details about him, and the reason for his privileged status (e.g. responsible for your character's humiliating defeat during a previous mission, for the death of a loved one).

Effect: Your character's nemesis begins as a Tier III NPC of the GC's choice, chosen from the sample special NPCs in this book *(see page 454)*, or designed as a full special character whose career level is 2 higher than that of your character *(see page 28)*. In the former case, his Tier increases by 1 for every 3 missions in which this Subplot is active. In the latter case, his career level increases with that of your character (so he is always 2 levels higher than your character).

During each mission when this Subplot is active, the GC may introduce the nemesis in one of two different ways.

- The nemesis makes a guest appearance. In this case, the GC gains 1 action die + 1 action die per mission in which this Subplot has been active since the first to trigger Surprise Chase and Surprise Combat events *(see page 403)*.
- The nemesis is the true threat behind the current mission. In this case, the GC replaces the mission's ultimate villain with the nemesis, leaving all other elements of the mission as is.

Completion: At the end of the mission, the nemesis is killed or captured **and** the GC does not spend action dice to ensure his survival or escape *(see page 398)*.

PERSONAL MISSION

Your character has taken on a secondary mission that often overlaps with other orders. This Subplot differs from a Long-Term Mission in that your character is almost always personally connected to the goals and details of the secondary mission.

Required Plot Details: The nature of your character's personal mission (e.g. finding a lost love, fulfilling a vow to protect a dead friend's relative, avenging the death of a friend). Also, at least three preferred objective types, of your creation or chosen from Table 7.6: Sample Objectives *(see page 431)*.

Effect: During each mission when the Subplot is active, your character faces a test in the form of 1 or more scenes of the GC's design. These scenes are constructed following the standard mission design rules, not to exceed the standard per-scene XP limit *(see page 440)*, and involve the personal mission and 1 or more of your preferred objectives. These scenes may overlap or intersect a standard mission's scenes in any way the GC feels is appropriate, but should never occlude the primary mission *(see Impending Doom for an example)*.

Completion: A Personal Mission Subplot is resolved like an Impending Doom Subplot, except that the consequences of failure are decided by the nature of the mission (per the GC's discretion).

ROMANCE/RELATIONSHIP

Your character desires someone he can't have (possibly because the love is forbidden, or because the object of his affections isn't interested — at least, not initially). Alternately, he's already found the love of his life and now things are getting rocky. Either way, the entanglement affects other parts of his life — including his missions.

Required Plot Details: The name and gender of the NPC with whom your character is entangled, and up to 3 details about that person's background. If this is a Relationship Subplot, also provide the trouble afflicting your character's relationship (e.g. discontentment, resentment, a rival for his or her affections, emotional turmoil in one or both partners, loneliness — perhaps because the character is always away on missions).

Effect: The process of winning or keeping an NPC's heart is a seduction Conflict *(see page 387)*. The NPC makes an appearance in each mission during which this Subplot is active, triggering a Conflict round. Conflict rounds happen only during missions in which this Subplot is active.

Ideally, the GC should further develop the NPC, establishing a strong personality so that the Conflict rounds can be described as fluid parts of the ongoing storyline. The GC should avoid romantic Subplots simply becoming a string of meaningless conquests (unless that's the point, and a Compulsion Subplot is looming on the horizon). Rather, the key to each NPC's emotions should lie in

the details. Is the NPC aloof? Your character might have to get his or her attention. Is the NPC guarded? The Subplot might become a game of gradually wearing down his or her defenses. The meat of the Conflict lies in removing obstacles and convincing the NPC of your character's respect and devotion (or, in the conquest model, your character's strength and magnetism). Either way, the process should be as complex and engaging as any mission to be worthy of an ongoing Subplot.

Completion: If your character wins the seduction Conflict, he enchants the NPC or reminds the NPC why the relationship started.

If your character fails the Conflict, he loses the object of his affections and may never win over the NPC (unless the GC later decides to allow a new Romance Subplot focusing on them). In this case, the Subplot ends without granting any additional XP.

WANTED

Your character is wanted for a crime that he may or may not have committed.

Required Plot Details: The crime for which your character is wanted.

Effect: During each mission when this Subplot is active, your character becomes the focus of a Wanted event *(see page 404)*.

Completion: Your character recovers or fabricates the evidence required to clear his name, as determined by the GC when this Subplot is chosen.

CREATING NEW SUBPLOTS

Many Subplots exist beyond those listed in this section, and the GC and players are encouraged to develop new options to suit their personal tastes and the flavor of their campaigns. Two types of Subplots are problematic, however.

First, any Subplot that fails to complicate the character's missions or inflict penalties of some kind is open to abuse. Many players are perfectly capable of roleplaying such Subplots, accepting that a Subplot is intended to present challenges for them to surmount, but just as many would simply gloss over the effect of a roleplaying-heavy Subplot in order to gain the additional XP and Crossroads Title benefits.

Second, no Subplot should ever promote negative or antisocial behavior. For instance, an "Personal Mission" Subplot would require the character to spend much of his time away from the action. Worse, a "Wanted" Subplot could prompt a character to suspect everyone around him — even his teammates and allies — driving a wedge into the fundamental unit required to make the game function.

Subplots should personalize the game's excitement, not give players a method to exploit the rules or an excuse to ignore the game's social element. The GC must be ever vigilant to ensure that neither of these things happen, and firm in any decision made to prevent them.

STEP 8: DERIVED VALUES

Once your character's attributes, origin, and class are set, and any desired Subplots are chosen, you're ready to calculate the majority of his remaining statistics.

VITALITY AND WOUND POINTS

Your character's **vitality points** represent his ability to *avoid injury*, ducking, weaving, and otherwise evading harm. As these points drop, your character is being worn down, inching toward the moment he'll suffer real pain. At Career Level 1, your character's vitality points are equal to the maximum number possible on his base class' vitality die +/– his Constitution modifier. Each time the character rises in level thereafter, he gains an additional number of vitality points equal to the result of the new class level's vitality die +/– his Constitution modifier (minimum 1).

Your character's **wound points** represent his ability to *sustain injury*. As these points drop, your character is suffering greater and greater physical harm, and comes closer to falling unconscious or dying. At every level, your character's wound points are equal to his Constitution score.

For more information about injury, see page 331.

STRESS AND SUBDUAL DAMAGE THRESHOLDS

Your character's **stress damage thresholds** represent his ability to withstand the rigors of combat and other tense situations. Each is equal to your character's Wisdom score. As your character's stress damage exceeds each of these thresholds, he grows more mentally and emotionally unstable.

Your character's **subdual damage thresholds** represent his ability to withstand knockout attacks and effects. Each is equal to your character's Constitution score. As your character's subdual damage exceeds each of these thresholds, there's a higher chance that he'll fall unconscious.

For more information about stress and subdual damage, see page 339.

ATTACK BONUSES

Your character's **unarmed attack bonus** is used when he attacks without a weapon. It is equal to the sum of the base attack bonuses he gains from each class level + his Strength modifier. This number may be negative.

Your character's **melee attack bonus** is used when he attacks with a melee weapon. It is equal to the sum of the base attack bonuses he gains from each class level + his Strength modifier. This number may be negative.

Your character's **ranged attack bonus** is used when he attacks with a hurled weapon, firearm, or ranged tactical weapon. It is equal to the sum of the base attack bonuses he gains from each class level + his Dexterity modifier. This number may be negative.

For more information about attacking, see page 327.

SAVING THROW BONUSES

Your character's **Fortitude saving throw** is used when he resists physical attack or influence, such as a contagion, critical injury, or the concussive force of some powerful attacks. It is equal to the sum of the Fortitude bonuses he gains from each class level + his Constitution modifier. This number may be negative.

Your character's **Reflex saving throw** is used when he evades explosions and certain traps, or tries to react quickly to an event. It is equal to the sum of the Reflex bonuses he gains from each class level + his Dexterity modifier. This number may be negative.

Your character's **Will saving throw** is used when he resists mental attack or influence, such as interrogation and brainwashing. It is equal to the sum of the Will bonuses he gains from each class level + his Wisdom modifier. This number may be negative.

For more information about making saving throws, see page 347.

DEFENSE

Your character's base Defense is used when he's attacked. It is equal to 10 + the sum of the Defense bonuses he gains from each class level + his Dexterity modifier.

If the character wears armor, he suffers a Defense penalty *(see page 284)*.

Your character's Defense may also be affected by unusual Size *(see page 347)*, dodge bonuses *(see page 328)*, and other factors.

INITIATIVE BONUS

Your character's Initiative Bonus is used to determine when he acts in combat. It is equal to the sum of the Initiative bonuses he gains from each class level + his Dexterity modifier. This number may be negative.

For more information about the sequence of combat, see page 323.

SPECIAL CHECK BONUSES

Your character's **Knowledge check bonus** is used to determine whether he knows something that you, the player, do not. It is equal to his Career Level + his Intelligence modifier. This number may be negative. *For more information about Knowledge checks, see page 99.*

Your character's **Request check bonus** is used when he wants to acquire gear picks outside a mission's Intel Phase. It is equal to his Career Level + his Charisma modifier. *For more information about Request checks, see page 219.*

Your character's **Gear check bonus** is used when he wants to acquire Common Items outside a mission's Intel Phase. It is equal to his Career Level + his Wisdom modifier. *For more information about Gear checks, see page 219.*

REPUTATION AND NET WORTH

Only Faction characters gain Reputation, and only Freelancers gain Net Worth. These statistics represent the character's standing with his respective supporters (i.e. the Faction, or a Freelance network). Each character begins with either 2 Reputation or $100,000 in Net Worth, as appropriate. This is the case no matter the character's starting level.

A character acquires more from each mission he completes (whether he successfully accomplishes the mission's objectives or not), and may spend it to gain gear and other benefits from his Faction without a Request check (or after a Request check has been failed). Certain gear and benefits may only be acquired by spending Reputation or Net Worth, and Freelance characters may only gain gear in the field by spending Net Worth.

Reputation and Net Worth may be lost for failing critical mission objectives and exposing the character's Faction or supporters to unwanted attention or negative consequences. If one of these statistics drops too low, your character may even be cut off or hunted by his former allies.

For more information about Reputation and Net Worth, see pages 439, and for more information about exposure, see page 435.

LANGUAGES

Unlike characters in *Spycraft 1.0* and many other RPGs, your character doesn't learn languages one by one. Rather, he simply gains the ability to communicate with the inhabitants of various regions as he purchases ranks in the Cultures skill. At Level 1, your character gains 1 Cultures skill focus at no cost, allowing him to identify his native region and communicate with natives of his homeland and surrounding territories.

For more information about the Cultures skill, see page 123, and for more information about skill focuses, see page 98.

STEP 9: DESCRIPTION

Once you're happy with all of your character's statistics, you should flesh him out a bit — give him a name, decide what he looks and acts like, and give him a purpose in life.

NAME

Pick a name appropriate to your character's nationality and culture (or their parallels in a bizarre setting). A good name helps you form a mental image of your character. Is he named after someone famous? Someone infamous? An object? A time or place? A weird uncle? If you're having trouble thinking of a name, check a phonebook or website for the proper area, or pick up a book of baby names.

CODE NAME

If playing as an Agency operative in the default *Spycraft* setting — or any character who goes by a themed alias — choose a code name. You should be very comfortable with your character's code name, as it's likely to be used more often than his real name in some campaigns. Common code names are based on a character's personality or skills (e.g. "Wheels" or "Scope"), or chosen from mythology or literature (e.g. "Perseus" or "Porthos"). A good code name should be short, easy to pronounce, and catchy.

AGE

Your character may begin play at any age, though characters younger than 16 or older than 40 endure additional modifiers to their attributes, as shown on Table 1.17: Aging Effects *(see page 61)*. If you want to randomly determine your character's age, roll 2d6 and add the result to 22 (or, for those of you who want a broader random range, roll 4d6 and add the result to 16).

As with all background details, be sure to check with your Game Control to make sure your age is appropriate for his campaign.

TABLE 1.17: AGING EFFECTS

Age	Age Category	Attribute Modifiers*
1–11	Child	–3 to Str and Con, –1 Dex, Int, Wis, and Cha**
12–15	Young Adult	–1 to Str, Dex, Int, Wis, Con, and Cha
16–40	Adult	No modifiers
41–59	Middle Age	–1 to Str, Dex, and Con, +1 to Int, Wis, and Cha
60–79	Old	–2 to Str, Dex, and Con, +1 to Int, Wis, and Cha
80+	Venerable	–3 to Str, Dex, and Con, +1 to Int, Wis, and Cha

* These modifiers are *not* cumulative. An old character who becomes venerable, for instance, only suffers an additional –1 to Strength, Dexterity, and Constitution.

** Additionally, all children are Small characters *(see page 347)*.

HEIGHT AND WEIGHT

Your character may be any height and weight, though characters of abnormal proportions should be cleared with the GC before entering play. Alternately, you can randomly determine your character's height and weight as shown on Table 1.18: Random Height and Weight *(see next)*.

TABLE 1.18: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Roll	Base Weight	Multiplier*
Male	4 ft. 10 in.	+2d12 in.	120 lbs.	×2d4 lbs.
Female	4 ft. 5 in.	+2d12 in.	85 lbs.	×2d4 lbs.

* To generate the character's weight, roll the dice listed and multiply the result by the *height roll* before adding it to the base weight.

APPEARANCE

Using your character's attribute scores as a general guide, decide what he looks like. A character with a high Strength score might be heavily muscled (or he might just be well toned), while a character with a low Charisma score could be ugly, have a nasty scar along his face, or might simply be surly. Decide what color the character's eyes and hair are, and the style in which he wears his hair. What kind of clothes does your character favor? Answering these sorts of questions can help you visualize your character more clearly, and help you describe him to others when they first meet him in play.

HISTORY

Decide your character's past. Who raised him? If he belongs to the Agency, how did he join? What were the two most important events of his life? Start simple and build from there. Pick one or two pivotal events that shaped your character and explore them. As you become more familiar with him, you'll find new ways to expand his basic background.

GOALS

A goal or a driving motivation can help determine how your character reacts to a given situation. Is he a patriot? Then it's unlikely he would betray his country except under extreme circumstances. Is he driven by revenge? Then he might drop everything to seek vengeance when someone wrongs him. As always, start small and build up.

ACTION DICE

Every *Spycraft* character has access to a pool of action dice that represent the cinema hero's knack for seemingly superhuman actions, or the lucky breaks he enjoys as his enemy's weapons fail or miraculously miss. Action dice are one of the most powerful tools in your character's arsenal, but just as you're armed with your own special reserve of good fortune, so is the Game Control...

ACTION DICE BASICS

At the start of each game session, your character receives a number of action dice determined by his Career Level, as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*. Further, when the current mission's Threat Level exceeds the team's average Career Level, you gain 1 additional action die per 2 points of difference *(see page 423 for more about Threat Levels)*.

You may spend these dice in any of the following ways, and as your class, feat, and other abilities allow.

Further, some abilities grant a bonus to action die results. Such bonuses apply to each action die rolled, regardless of the number of action dice spent to prompt the rolls.

All action dice not spent by the end of a gaming session are lost.

1. BOOST A DIE ROLL

You may add the result of 1 or more of your action dice to any die roll you make (e.g. any 1 attack check, 1 damage roll, 1 skill check, 1 saving throw, and so on). There are a few exceptions, as follows.

- You may spend only 1 action die to boost each damage result.
- You may not boost any roll made to increase an attribute score, nor may you boost any roll made to increase vitality points (these restrictions apply whether the increases are temporary or permanent).
- Some abilities may disallow the use of action dice to boost one or more rolls, as noted in each relevant ability description.
- Action dice may *never* be spent to boost a result for which no die roll is made (e.g. when your character "takes 10" with a skill check).

You may declare that you wish to boost a die roll at any time, even *after* making the roll. Also, you may spend any number of action dice to boost 1 die roll, so long as you have action dice left to spend. You may *not* continue to spend action dice to boost a roll, however, after the GC describes the outcome of the action associated with it (typically, if you're unaware of your DC, the GC should ask you whether you're happy with your result before describing what happens).

Each time you spend 1 action die to boost a roll, and you roll the highest number possible on the action die (e.g. you roll a natural 6 on a d6 action die), it "explodes." In this case, you roll the action die again, adding the new result to the previous result.

Example: Kevin rolls a 6 on a d6 action die. He rolls it again, getting a 4. His action die's total result is 10.

An action die keeps exploding as long as you keep rolling its maximum value.

Example: Kevin rolls a 6 on a d6 action die. He rolls it again, getting another 6. Rolling a third time, he gets a 5. His action die's total result is 17.

Here's an example of spending action dice to boost a die roll.

Example: At Level 6, Kevin generates an attack check result of 12 against a target's Defense of 20. He spends 1 action die and rolls 1d6, getting a 6. The die explodes, so he rolls again, this time getting a 1. This action die result brings Kevin's attack check result to only 19, not enough to beat the target's Defense. Kevin spends a second action die, rolling a 4. This brings his attack check result to 23, enough to hit the target.

2. BOOST YOUR DEFENSE

At the start of any combat round, as a free action, you may spend 1 action die to boost your character's Defense by 2 for a number of rounds equal to the action die's result. This action die may explode as described under Option 1: Increasing a Die Roll *(see page 61)*.

Your character may not benefit from more than 1 action die spent to increase his Defense at any time.

3. ACTIVATE A THREAT

When you roll a natural 20 with any skill check (i.e. the 20 is showing on the die), it usually means that you've scored a **threat** *(see page 96)*.

When you score a threat, you may spend 1 action die to activate it as a **critical success**, gaining the benefits described under the ability, feat, or skill description, or as determined by the Game Control (if the GC determines that no critical success is possible, you receive your action die back).

Example: Kevin rolls a natural 20 when making an Athletics/Jump check to leap over a table. He spends 1 action die to activate the threat as a critical success, which in this case means that he clears the maximum possible distance *(see page 107)*.

In combat, when you score a threat with an attack check, you may spend 1 action die to activate the threat as a **critical hit**. This can have a variety of effects, based on the target hit and his current state of injury *(see page 329)*. The decision to activate a critical hit during combat must be made before damage is rolled.

Example: Kevin fires on a conscious henchman, rolling a natural 20. He spends 1 action die to activate the threat and rolls damage, determining that his attack inflicts 12 points of damage. The henchman loses 12 wounds instead of 12 vitality.

4. ACTIVATE AN OPPONENT'S ERROR

When your character's opponent rolls a natural 1 with any skill check (i.e. a 1 is showing on the die), it usually means that he's suffered an **error** *(see page 96)*.

When your character's opponent suffers an error, you may spend 1 action die to activate it as a **critical failure**, prompting the effects described under the ability, feat, or skill description, or as determined by the Game Control (if the GC determines that no critical failure is possible, you receive your action die back).

Example: While chasing Kevin, a henchman makes an Athletics/Jump check to leap over a table. The GC rolls a 1. One of the other players spends 1 action die to activate the error as a critical failure, so the henchman trips and lands on the table (likely shattering it in the process). His movement ends, he suffers 1d4+1 subdual damage, and he becomes *flat-footed (see page 108)*.

In combat, when your character's opponent suffers an error with an attack check, you may spend 1 or more action dice to activate the error as a **critical miss**. This can have a variety of effects, as shown on Table 5.4: Critical Miss Effects *(see page 330)*.

Example: When rolling to see if a henchman's rifle shot hits Kevin, the Game Control rolls a natural 1. Kevin spends 1 action die and the henchman's weapon fails to fire (with the same mechanical effects as a dud round). Kevin could have spent 1 additional action die to cause the weapon to malfunction (with the same mechanical effect as a jam), or more dice for other effects, as desired and based on the attack's error range.

The choice as to whether an error is activated as a critical failure must be made before the acting character may spend action dice to boost the result. If the error is activated as a critical failure, the acting character may **not** spend action dice to boost the result.

Special Note: You may spend action dice to activate the critical failures and critical misses of opponents within your character's line of sight *only*.

5. HEAL YOUR CHARACTER

Outside combat, you may spend any number of action dice to regain vitality or wound points. For each action die you spend, your character regains either a number of vitality points equal to the action die's result or 2 wound points.

Example: After fighting off the henchman, in a moment of calm after the combat, Kevin spends 1 action die to heal some vitality. Being Level 3, he rolls d4 action dice. He spends 1 action die and rolls a 4, then a 3. He recovers 7 vitality points.

During combat, your character must take the Refresh action before you may spend action dice to regain vitality or wound points *(see page 359)*. At the end of a round during which your character performs a Refresh action, you may spend **only 1 action die** to recover either a number of vitality points equal to the action die's result or 2 wound points. However, if your character is the target of 1 or more attacks during the same round (even if they're unsuccessful), you may not spend an action die to heal, and your character's actions for the round are forfeit.

6. MAKE A REQUEST CHECK

At any time other than the Intel Phase, you may spend 1 or more action dice to make an appeal to your Faction or Freelance network for any single item or option listed in Calibers I–IV. A Request check is only possible with a method of rapid communication (e.g. phone, email, satellite radio, etc.). It requires 1 full minute of communication.

To make a Request check, you spend a number of action dice equal to the Caliber of the item or option desired, then you roll 1d20, adding your Request check bonus to the result (the result of the action dice spent to make the request is *not* added to this). A Request check has no error or threat range. Each Request check consumes 1 Reserve gear pick, whether it's successful or not *(see page 219)*.

If the result equals or exceeds the item or option's Request DC — 10 × the item's Caliber — it becomes available to you in an amount of time determined by your character's current location, as shown on Table 4.3: Gear Delivery Time *(see page 219)*. A Request check may be re-tried, but costs additional action dice and consumes an additional Reserve gear pick with each attempt.

Two or more players may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Faction characters are subject to certain gear benefits and restrictions *(see page 389)*.

Finally, Request checks may never be made for picks whose Caliber is higher than that of the current mission.

7. PRAY FOR A "HAIL MARY"

At a cost of 1 action die, your character may make any 1 untrained skill check without the standard error range modifier *(see page 92)*.

At a cost of 3 action dice, your character may make any 1 skill check with no result cap *(see page 88)*.

At a cost of 4 action dice, your character may make any 1 passive or secret skill check as an active check *(see page 89)*.

In all cases, these dice must be spent before making the roll.

ACTION DICE RESTRICTIONS

Unless otherwise stated, you may not spend action dice to affect another character in any way. You may not spend action dice to boost another character's die rolls or Defense, activate another character's critical successes, or heal another character. You may *only* spend action dice to gain these benefits for yourself.

Further, some abilities — such as the Soldier's core ability, *accurate* — allow you to roll 2 action dice when you spend 1, increasing the target die roll by both action die results. Even if you somehow benefit from more than one such ability, or another combination of abilities and effects that might indicate that you should roll more than 2 action dice when you spend 1, you may **never** roll more than 2 action dice per 1 action die spent.

GAINING ACTION DICE

Your Game Control may award you 1 or more action dice when he feels that you've roleplayed your character exceptionally well, exhibited leadership or problem-solving ability, entertained the group, or otherwise improved the gaming experience. Should you feel that another player deserves an action die for something that the GC doesn't reward, you may nominate that player and explain your reasoning, but recognize that the GC is the final arbiter of who gains action dice and why.

Any action dice the GC awards to you are added to your pool and may be spent at any time, up to the end of the current session (when they go away, with all your other action dice).

Further, each time the GC awards you 1 action die, you also gain 25 XP at the end of the current serial. No matter how many action dice you're awarded, however, you may **only** gain up to 25 × your current Career Level in XP during any single serial from action die awards.

Example 1: Kevin is 3rd-level and gains 2 action dice during the current serial. At the serial's end, he gains an additional 50 XP.

Example 2: Kevin is 3rd-level and gains 4 action dice during the current serial. At the serial's end, he gains an additional 75 XP.

Feel free to spend all the action dice you gain, as they vanish at the end of each game session. Spending action dice does not affect the amount of experience points you gain from them.



THE MULTI-CLASS CHARACTER

As your character advances in level, he may add new classes to his repertoire. This gives him a broader range of abilities at the expense of progressing — and reaching maximum level — in any of his other classes. You might find this a helpful way to round your character out or better match your concept. For example, your Scientist might gain a level in the Soldier class to increase his fighting skills or show that he's more of a field operative.

When your character possesses levels in two or more classes, the following rules apply.

Base Attack Bonus, Saving Throw Bonuses, Defense Bonus, Initiative Bonus, Wealth, and Gear Picks: Each of these statistics is determined by simply adding together the numbers provided by each of the character's Class Levels.

Attribute Increases, Feats, and Starting Action Dice: As shown on Table 1.3, your character gains these increases according to his Career Level, regardless of individual Class Levels.

Vitality: You must randomly determine your character's vitality points for every level of his second and each subsequent class (even the first level of each of these classes). A character only gains maximum possible vitality points at his first *Career Level*.

Skills: Your character gains the number of skill points listed for "each additional level" of his second and each subsequent class (even the first level of each of these classes). A character only gains quadruple skill points at his first *Career Level*. These points are spent 1:1 on class skills and 2:1 on cross-classed skills as determined by the class granting the skill points.

Core Abilities: Your character *only* gains the core ability of his first base class and his first expert class. The core abilities of all other classes in which he gains levels are ignored.

Class Abilities: Except for restricted core abilities, a character gains access to all abilities offered by all of his class levels. In some cases, the effects of these abilities stack; in others, they don't. Specific instructions are provided in each ability description, and under Legacy Abilities *(see page 29)*.

Special Note: There are no experience point penalties for multi-classing in *Spycraft 2.0*.

EXPERT CLASSES

Where base classes provide a broad range of training, allowing characters to remain adaptable, expert classes are focused exclusively on one or two types of training. Most expert classes are story-specific specialized occupations, while some are themed archetypes. Some are obvious extensions of base classes (like the Guide, an extension of the Scout), while others are entirely new concepts.

The core *Spycraft 2.0* release features eighteen expert classes.

Brawler (Brwl): The Brawler is a master unarmed and melee combatant. His furious, no-holds-barred attack style can give his team the edge in any close-quarters situation.

Cleaner (Clnr): The Cleaner's focus is eliminating all evidence of an event — even a botched mission — making him one of a team's most valuable assets.

Con Artist (Cona): The Con Artist wraps people around his fingers and wears them like rings, baubles he collects over the course of his career. This makes him an excellent first man, slipping in ahead of the team and preparing the targets for their last goodbye.

Counter-Terrorist (Cntr): The Counter-Terrorist owns the urban battleground, and indeed any close-quarters battleground. He is the first man in during any time-critical strike, and the last man out during any tense hostage situation.

Field Analyst (Flda): Mystery solver extraordinaire, the Field Analyst brings a focused mind and crack intuition to his team.

Grunt (Grnt): The Grunt is his team's combat powerhouse, a heavy weapons expert with the ability and tools to level any opposition, no matter how formidable.

Guide (Guid): The Guide is any team's best bet when the keys to mission success lie in knowing the terrain and manipulating the locals. He's every group's eyes and ears in unfamiliar locales.

Illuminatus (Ilum): Initiated into the grandest secret designs of the modern enterprise, the Illuminatus can tap any organization like most heroes tap their own bank accounts. If the team requires a master manipulator, they need look no further.

Inventor (Invt): The Inventor stuns and amazes with a seemingly endless supply of ingenious devices, each somehow tailor-made for the task at hand. How does he do it? He'll never tell...

Politico (Pltc): The Politico wages war on the field of government intrigue, swimming with the setting's biggest sharks in an effort to change the face of the entire world, one vote at a time.

Raptor (Rptr): The Raptor blends martial arts mastery with high-tech enhancement, achieving a modern combat synergy few other classes can match. He is among the most adept at melee and unarmed combat on any team.

Schemer (Schm): The Schemer's precision focus, exalted intellect, and near-unparalleled skill versatility make him any team's strongest planner — and its best chance when only an insane option can bring everyone out alive.

Sniper (Snpr): The Sniper's uncanny accuracy at nearly any range allows him to dominate any battlefield from on high, and his secondary emphasis on stealth provides his team with a nice backup when covert action is called for.

Stuntman (Stnt): A connoisseur of ludicrous mayhem, the Stuntman brings a sense of irreverent danger to his team, reminding them that they're alive — even when they'd rather be dead.

Tactician (Tact): The Tactician is one of a team's strongest strategic assets, making the most of every opportunity and exploiting every weakness in the enemy. In any small-squad situation, the Tactician towers above all others.

Transporter (Trns): The Transporter's natural vigilance helps out in any battle, but his defensive combat and counter-pursuit abilities are the true boon, especially to any team with delicate characters or gear.

Triggerman (Trgr): The Triggerman dominates battles at close range, outclassing most in unarmed and short-range handgun warfare.

Virtuoso (Vrtu): The Virtuoso is the ultimate skill maestro, wielding ideas like formidable weapons. He makes an excellent code breaker, intelligence analyst, or occult investigator, or even an eccentric hobbyist.

GAME CONTROL ALERT!

Expert classes are *always* optional. Some may not meet the tone or power level the Game Control has set for his campaign, and so he may choose not to include some or all of them in his game. Classes banned for characters should also be banned for NPCs unless the GC creates a valid setting or storyline reason for the discrepancy.

ENTERING AN EXPERT CLASS

As shown on Table 1.3, the first opportunity for your character to enter an expert class is Career Level 5. *No character may enter an expert class when he gains Career Levels 1, 2, 3, or 4.*

Further, several "requirements" are listed in each expert class description. Your character must meet all of these requirements *before* he may gain his first level in the class. He may *not* spend an expert class's skill points, bonus feats, and other benefits to qualify to enter the class.

Once your character meets all of an expert class' requirements, he may enter the class freely, following the standard rules for multi-classing *(see page 64)*.

LOSING REQUIREMENTS

Sometimes, a character gains 1 or more levels in an expert class and then loses one or more of its requirements. For example, a Sniper might enter old age, causing his Dexterity to fall below the minimum required score. When this happens, the character retains the base attack bonus, save bonus, Initiative bonus, Defense bonus, Wealth, and gear picks granted by the class, as well as any skills and feats he may have acquired while a member of the class. He loses all of the abilities granted by the class, however, and does not regain them until and unless he once again meets the class requirements.

EXPERT CLASS CORE ABILITIES

As discussed earlier, each character may benefit only from the core abilities of his first base and first expert class. Master classes never possess core abilities *(see page 28)*. No additional core abilities may be gained, no matter how many times the character multi-classes thereafter.

EXPERT

BRAWLER



REQUIREMENTS

Base Attack Bonus: +3 or higher.

Intimidate: 6+ ranks.

Feats: Improvised Weapon Basics.

Savage bar room bouncer or honorable hand-to-hand champion, the Brawler wades in and mixed it up with opponents at close range. He fights to win, not to show off, his close-combat skills inspiring comrades and terrifying foes. He uses anything within his reach to gain an advantage — broken bottles, trashcans, pool cues — and his superb physical conditioning minimizes the effects of the blows he takes along the way.

Attributes: Strength and Constitution are the Brawler's essential attributes; the only questions he needs to ask of himself are "Can I dish it?" and "Can I take it?"

Vitality: 1d12 + Con modifier per level.

CLASS SKILLS

The Brawler's class skills are Athletics, Drive, Impress, Intimidate, Notice, Resolve, Sense Motive, Sleight of Hand, and Streetwise.

Skill Points at Each Additional Level: 4 + Int modifier.

CORE ABILITY

Ferocious: Each time you spend 1 action die to boost a damage roll when using an unarmed or improvised weapon, you roll and add the results of 2 dice (e.g. the bonus of a Career Level 8 Brawler, ordinarily 1d6, becomes 2d6).

CLASS ABILITIES

Whatever's Handy: At Level 1, you gain a +1 bonus to damage and Defense while using an improvised weapon.

At Level 5, this bonus increases to +2.

At Level 9, this bonus increases to +3.

TABLE 1.19: THE BRAWLER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+2	+1	+0	+1	+2	0	—	*Ferocious*, whatever's handy +1
2	+2	+3	+2	+0	+1	+3	0	1W	Cheap shot I (damage)
3	+3	+3	+2	+1	+2	+4	1	1W	Ploy
4	+4	+4	+2	+1	+2	+5	1	1W, 1S	Bonus feat, shrug it off
5	+5	+4	+3	+1	+3	+5	1	1W, 1S	Ploy, whatever's handy +2
6	+6	+5	+3	+2	+4	+6	2	1W, 1S	Buff
7	+7	+5	+4	+2	+4	+7	2	2W, 1S	Cheap shot II (flat-footed), ploy
8	+8	+6	+4	+2	+5	+8	2	2W, 1S	Bonus feat, fight club
9	+9	+6	+4	+3	+5	+9	3	2W, 1S, 1V	Ploy, whatever's handy +3
10	+10	+7	+5	+3	+6	+10	3	2W, 1S, 1V	Juggernaut

Cheap Shot I: At Level 2, if you score a threat with an unarmed or melee attack (but do not activate it as a critical hit), you inflict the maximum possible damage, as if you rolled the highest value possible with each of your damage dice. If you benefit from any bonus dice to this attack (e.g. action dice, sneak attack damage, etc.), they are rolled as standard.

Cheap Shot II: At Level 7, any time you score a threat with an unarmed or improvised weapon attack (but do not activate it as a critical hit), the target becomes *flat-footed* after the attack.

Ploy: At Levels 3, 5, 7, and 9, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Backhand:* You may choose to inflict subdual damage with an unarmed attack to gain a +4 morale bonus with all Intimidate checks targeting the same opponent for 1 minute.
- *Beat Down:* Each time you make a successful unarmed or melee attack, the target suffers 1 point of stress damage in addition to any other damage inflicted by the attack.
- *Provoke:* You gain a +4 synergy bonus with any skill check made as part of a Taunt or Trick action.
- *Quake Strike:* As a full action, you may take 1 Trip action targeting all adjacent opponents. You roll once for this action, while each opponent rolls to resist separately. If you suffer a critical failure or any opponent scores a critical success, you automatically become sprawled.
- *Smack Down:* When you make a Standard Unarmed Attack without applying any tricks, your attack gains the *takedown* quality.
- *Stare Down:* When you render an opponent unconscious or dead, you may take a Threaten action against another opponent within CQB Range as a free action, even if you have not yet injured that character.
- *Still Standing:* You gain a +8 bonus with Fortitude saves made to remain standing after being hit by an attack with the *takedown* quality. Additionally, you gain a +4 bonus with skill checks made to resist Bull Rush and Trip actions.
- *Strut:* After scoring a threat or critical hit with an unarmed or melee attack, you may spend your next half action posturing, at which point you gain 1 bonus action die (without the accompanying XP bonus). If not used by the end of the current combat, this action die is lost.

Bonus Feat: At Levels 4 and 8, you gain 1 additional Melee Combat or Unarmed Combat feat.

Shrug It Off: At Level 4, your class level is added to your Constitution score when calculating your subdual damage thresholds *(see page 339)*.

Buff: At Level 6, your Strength and Constitution scores rise by +1.

Fight Club: At Level 8, once per combat as a free action, you may choose a Melee Combat or Unarmed Combat feat you possess. Each of your teammates may gain the chosen feat as a temporary feat until the end of the current combat.

Juggernaut: At Level 10, when you suffer 1 or more points of lethal damage, you may choose to convert up to 1/2 of any damage that overcomes your damage reduction to subdual damage (rounded down).

EXPERT

CLEANER



REQUIREMENTS

Falsify: 6+ ranks.

Manipulate: 4+ ranks.

Feats: Hustler.

Appearances are vital for people in power, from politicians to kingpins, but botched missions, ambitious extortionists, and skeletons in one's closet can threaten that image. When these threats must be eliminated, a Cleaner is called in. This character is trained to destroy all risks to his employers, as well as all evidence that the risk even existed (or that he was ever involved). Though a Cleaner's methods can be violent, he avoids bloodshed when he can; after all, blood stains.

Attributes: A Cleaner employs a variety of stratagems, making most attributes useful, but a high Intelligence score is imperative. Also, Wisdom and Charisma help him spot problems and talk his way out of them.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Cleaner's class skills are Analysis, Blend, Bluff, Falsify, Intimidate, Investigation, Manipulate, Notice, Search, Security, Sleight of Hand, and Tactics.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Face in the Crowd: You're outwardly unremarkable and rarely noticed. The error range of each Notice and Search check made to locate you, or reveal evidence of your presence, increases by 1/2 your class level (rounded up).

CLASS ABILITIES

Glib Explanation: You're an expert at explaining things away in an offhanded, unhurried manner, and when necessary, you're the scariest person an inconvenient witness will ever meet. At Level 1, you gain the Advanced Skill Mastery (Hustler) feat and your Hustler feat also affects Intimidate checks.

At Level 5, you gain the Grand Skill Mastery (Hustler) feat.

At Level 9, you gain the Perfect Skill Mastery (Hustler) feat.

Priority Request: The importance of your work ensures that you receive superb support. At Level 2, your Request check bonus increases by an additional amount equal to your class level when you request items from the Vehicle or Weapon gear tables.

At Level 7, your Request check bonus increases by an additional amount equal to your class level when you request items from the Gadget or Tradecraft gear tables.

Status Quo: At Level 3, once per mission, you may attempt to convince witnesses to disregard what they've seen. You may use this ability to target 1 special NPC or a number of standard NPCs equal to your career level. You must be in direct verbal contact with these targets (in person, by phone, or otherwise). Make a Manipulate (Int) check (DC equal to the highest of the targets' Wisdom scores). This check possesses the Bribe, Crowd, Disposition, and Language tags *(see page 101)*. With success, the targets disregard the event as "normal" and take no special action in response to it for a number of days equal to the difference between the DC and the check result. With a critical success, the targets overlook the event entirely, disregarding it even in the face of overwhelming evidence.

At Levels 5, 7, and 9, you may use this ability one extra time per mission.

Red Herrings: You're versed in forensic techniques — and how to foil them. At Level 4, you may spend 1 full round spoiling a 5-ft. square. This increases the DC of each skill check made to examine the target area or locate physical clues within it by 15. Further, you may spend action dice to activate critical failures with these skill checks, even when you aren't present.

Executioner: When you're forced to kill, you do so with remarkable speed and efficiency. At Level 4, you gain the Executioner feat.

Merciless: At Level 8, you gain the Merciless feat.

Cleaning Crew: At Level 6, you and each of your teammates within 30 ft. of you gains a synergy bonus with Blend checks equal to 1/2 your class level (rounded down).

Must Complete the Mission: You complete your missions even in the face of horrific injury. At Level 8, when you suffer an injury that would typically leave you *stunned*, you are instead *nauseated*. Further, you do not fall *unconscious* when reduced to 0 or fewer wound points, though you still lose wound points if not stabilized, and die if reduced to –10 wound points as standard.

Fatal Attack: At Level 10, you may spend 1 action die when attacking a *vulnerable* opponent to perform a "fatal" Standard Attack. If the opponent loses 1 or more vitality or wound points after damage reduction is applied, he must immediately make a Fortitude save (DC 10 + the damage inflicted). With failure, he is immediately reduced to –9 wound points.

EXPERT

CON ARTIST



REQUIREMENTS

Bluff: 6+ ranks.

Feats: Mark, any style feat.

Grifter, confidence man, scam artist — the Con Artist goes by many different names, none reputable. He is the modern-day snake oil salesman, a shifty rogue always ready to part a rube from his hard-earned cash. The Con Artist plies his trade behind a wink and a smile, all the while scheming for his next big score. Despite his universally reviled profession, he makes an excellent friend or ally, his gift of gab making him an outstanding deceiver, information gatherer, and 'front man' for teams of all stripes.

Attributes: The Con Artist lives and dies by his ability to understand and manipulate people, making high Charisma and Wisdom scores essential.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Con Artist's class skills are Blend, Bluff, Bureaucracy, Falsify, Impress, Investigation, Manipulate, Notice, Search, Sense Motive, Sleight of Hand, and Streetwise.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Two-Faced: You're a masterful deceiver, skilled at manipulating everyone around you. You make all Bluff checks as active checks *(see page 89)*.

TABLE 1.20: THE CLEANER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+1	+1	+2	1	1T	*Face in the crowd*, glib explanation (Advanced)
2	+1	+2	+0	+2	+1	+3	2	1T	Priority request (Vehicle or Weapon)
3	+2	+2	+1	+2	+2	+4	2	1T, 1W	Status quo 1/mission
4	+3	+2	+1	+2	+2	+5	2	1T, 1W	Red herrings, Executioner
5	+3	+3	+1	+3	+3	+5	3	2T, 1W	Glib explanation (Grand), status quo 2/mission
6	+4	+3	+2	+3	+4	+6	3	2T, 1W, 1R	Cleaning crew
7	+5	+4	+2	+4	+4	+7	4	2T, 1W, 1R	Priority request (Gadget or Tradecraft), Status quo 3/mission
8	+6	+4	+2	+4	+5	+8	4	2T, 2W, 1R	Must complete the mission, Merciless
9	+6	+4	+3	+4	+5	+9	4	2T, 2W, 1R	Glib explanation (Perfect), status quo 4/mission
10	+7	+5	+3	+5	+6	+10	5	3T, 2W, 1R	Fatal attack

CLASS ABILITIES

Short Con I: You begin cons by creating a sense of urgency in your target, and consequently close many deals in just one sitting. At Level 1, you may increase your error range by 1 to decrease the time required to make any Impress, Intimidate or Manipulate check to 1/2 standard (rounded down, minimum 1 round).

Short Con II: At Level 5, you may increase the error range by 2 to decrease the time required to make any Impress, Intimidate or Manipulate check to 1/4 standard (rounded down, minimum 1 round).

Short Con III: At Level 9, you may increase the error range by 3 to decrease the time required to make any Impress, Intimidate or Manipulate check to 1/10 standard (rounded down, minimum 1 round).

A Sucker Born Every Minute I: You have a keen sense about others, and can quickly pick the rubes out of the crowd. At Level 2, when you target someone with the Mark feat, your error ranges with Bluff and Manipulate checks made against that person decrease by 1 for the duration of the current mission.

A Sucker Born Every Minute II: At Level 7, when you target someone with the Mark feat, your threat ranges with Bluff and Manipulate checks made against that person increase by 1 for the duration of the current mission.

No Hard Feelings: You smooth ruffled feathers in such as way that you retain your good name even after you've run roughshod over someone. At Level 3, each time a character's disposition toward you is worsened, the disposition shift decreases by 1 grade.

At Level 7, no character's disposition toward you may be worsened permanently in any way (i.e. all negative disposition shifts are reversed at the end of each mission).

Cool Customer: Through careful planning and artful negotiation, you ensure that potentially sticky situations don't get out of hand. At Level 4, once per session at the beginning of a scene, you may impose the *mellow* campaign quality until the end of the scene *(see page 407)*. If the quality is already in play, all stress damage decreases to 1/4 standard (rounded down, minimum 1).

At Level 8, when you use this ability, this scene is also considered standard, and may not be converted to a dramatic scene by any means *(see page 424 for more about dramatic scenes)*.

Shill: You're a valuable ally when deceiving others. At Level 4, when you successfully make any cooperative Charisma-based skill check (as a helper or leader), you may reduce the number of action dice required to activate a critical success with that check by 1 (minimum 0). You may use this ability a number of times per session equal to your starting action dice.

Bait and Switch: People can never be sure that anything they discover about you isn't just what you want them to know. At Level 5, each time an opponent succeeds with an Investigation or Sense Motive check targeting you, you gain 1 bonus d4 action die. If this die is not spent by the end of the current scene, it is lost.

At Level 9, each time an opponent succeeds with an Investigation or Sense Motive check targeting you, he suffers a –2 insight penalty with all attack and skill checks targeting you until the end of the current scene.

Shortest Way to the Heart: You worm your way into people's good graces with a variety of ploys. At Level 6, before Strategies are chosen during each Conflict round of a seduction *(see page 387)*, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if they have no other option available to them. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.

Long Con: While many Con Artists work the short term, most consider the ability to run a long con — sometimes over weeks or months — to be the mark of a true master. At Level 8, when you must make a Charisma-based skill check as part of a Complex Task or Dramatic Conflict, you may set your result to the check's DC + 1. This may not result in an error or threat. Further, if you have successfully seduced the check's target, the starting Lead or the number of Challenges decreases by your Wisdom bonus (minimum 1). You may use this ability a number of times per Task or Conflict equal to your Charisma modifier (minimum 1).

100 Moves Ahead: The confidence game is like chess — the best players can see the end of the game after they've played the opening moves. At Level 10, when an opponent targets you with an Investigation or Sense Motive check, that opponent's threat range decreases by 2 and the check becomes passive *(see page 89)*. Further, if the check fails, you decide what information is revealed about you and your activities (if any), and none of this information needs to be accurate. You may use this ability even if you're unaware that you're being targeted with the skill check.

TABLE 1.21: THE CON ARTIST

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+2	+1	+1	1	1T	Short con I (1/2 time), *two-faced*
2	+1	+0	+3	+3	+1	+1	2	1T	A sucker born every minute I
3	+1	+1	+3	+3	+2	+2	2	1T, 1R	No hard feelings
4	+2	+1	+4	+4	+2	+2	2	1T, 1R	Cool customer (*mellow*), shill
5	+2	+1	+4	+4	+3	+3	3	2T, 1R	Bait and switch, short con II (1/4 time)
6	+3	+2	+5	+5	+4	+4	3	2T, 1R, 1S	Shortest way to the heart
7	+3	+2	+5	+5	+4	+4	4	2T, 1R, 1S	A sucker born every minute II, no hard feelings
8	+4	+2	+6	+6	+5	+5	4	2T, 2R, 1S	Cool customer (standard scene), long con
9	+4	+3	+6	+6	+5	+5	4	2T, 2R, 1S	Bait and switch, short con II (1/10 time)
10	+5	+3	+7	+7	+6	+6	5	3T, 2R, 1S	100 moves ahead

EXPERT

COUNTER-TERRORIST



REQUIREMENTS

Base Attack Bonus: +3 or higher.

Feats: Ambush Basics, CQB Basics.

If terrorists are the boogeymen of the 21st century, the Counter-Terrorist is the latter-day monster hunter. Possessed of above-average situational awareness and consummate skill in close-range firefights, this CQB specialist is trained in a wide array of intelligence tasks. This expertise allows him to locate and neutralize quarry even in the complex urban jungle, where one false move can strand him in a sea of crossfire.

Attributes: As with any combatant, the Counter-Terrorist's physical abilities are important, but due to the chaotic environment in which he often operates, Wisdom is vital. Charisma is helpful when dealing with large crowds of panicking civilians.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Counter-Terrorist's class skills are Analysis, Athletics, Blend, Intimidate, Investigation, Notice, Resolve, Search, Security, Sense Motive, Sneak, and Tactics.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Shoot First: Each time you spend 1 action die to boost any attack check, skill check, damage roll, or save result during the surprise round or first standard round of any combat, you roll and add the results of 2 dice (e.g. the bonus of a Career Level 8 Counter-Terrorist, ordinarily 1d6, becomes 2d6).

CLASS ABILITIES

Crowd Control: You get immediate results in a crisis — usually by ordering uncooperative civilians to get out of the way. At Level 1, as a full action, you may issue instructions to non-combatant standard NPCs who can hear or see you numbering up to 10 times your Charisma score. These instructions must be clear, concise, and possible with 1 round of activity. They may not include any attack actions. Further, no more than 1 set of instructions may be provided (i.e. a single crowd cannot be broken into smaller groups, each receiving separate instructions). Assuming all these conditions are met, the NPCs act according to the instructions during the following round. If 2 or more Counter-Terrorists simultaneously target the same NPCs with this ability and contradictory commands, the abilities are all used and canceled.

You may use this ability a number of times per session equal to your starting action dice.

Precision Takedown I: You frequently engage in combat in cramped spaces like airliners, subways, and even private homes, and must deal with panicked crowds and human shields all too often. At Level 2, each opponent with less than total personal or scenery cover is considered to possess 1 grade less cover against your attacks (e.g. a target with 3/4 cover is considered to have 1/2 cover).

Precision Takedown II: At Level 7, each opponent with less than total personal or scenery cover is considered to possess 2 grades less cover against your attacks (e.g. a target with 3/4 cover is considered to have 1/4 cover).

CQB Mastery: At Level 3, the Counter-Terrorist gains the CQB Mastery feat.

Armor Use I: You're at home in armor. At Level 4, you gain a +1 bonus to Defense while wearing armor. Further, your armor check penalty decreases by 1 (minimum 0). Finally, you gain 1 piece of Caliber I armor at no cost as part of your mission gear during the Intel Phase of each mission.

Armor Use II: At Level 8, your Defense bonus while wearing armor increases to +2 and your additional piece of armor may be chosen from Calibers I to II.

Safe Attack: At Level 4, your opponent must spend 2 additional action dice to cause one of your attacks to strike any character other than your intended target. Further, when you attack a character benefitting from cover provided by a human shield, the Defense bonus granted by the human shield decreases to 1/2 standard (rounded down).

TABLE 1.22: THE COUNTER-TERRORIST

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+0	+2	+1	+0	+2	0	1W, 1S	Crowd control, *shoot first*
2	+2	+0	+3	+2	+1	+3	0	2W, 1S	Precision takedown I
3	+3	+1	+3	+2	+1	+4	1	2W, 1S	CQB Mastery
4	+4	+1	+4	+2	+2	+5	1	2W, 1S, 1R	Armor use I, safe attack
5	+5	+1	+4	+3	+2	+5	1	2W, 2S, 1R	SWAT
6	+6	+2	+5	+3	+2	+6	2	3W, 2S, 1R	Hostile negotiator
7	+7	+2	+5	+4	+3	+7	2	3W, 2S, 1R	CQB Supremacy, precision takedown II
8	+8	+2	+6	+4	+3	+8	2	3W, 2S, 1R, 1V	Armor use II, tactical commander
9	+9	+3	+6	+4	+4	+9	3	3W, 2S, 2R, 1V	SWAT
10	+10	+3	+7	+5	+4	+10	3	3W, 3S, 2R, 1V	First strike

SWAT: At Level 5, once per mission during the Intel Phase, you gain 1 temporary covert feat until the end of the current mission.

At Level 9, once per mission during the Intel Phase, you gain 2 temporary covert feats until the end of the current mission.

Hostile Negotiator: You can broker deals under the tensest of circumstances. At Level 6, you may substitute your Intimidate skill bonus for your standard skill bonus when making Manipulate or Networking checks against targets whose disposition toward you is Neutral or worse.

CQB Supremacy: At Level 7, you gain the CQB Supremacy feat.

Tactical Commander: At Level 8, once per combat, you may lead a Joint Action that includes any number of your teammates without making a Tactics check.

First Strike: At Level 10, once per combat at the beginning of any combat round in which you would typically be able to act, you may take your standard 1 full action or 2 half actions before any other characters act and before any event occurs during the round. When making any attack or skill check during this round, you may roll twice, keeping the result you prefer. Further, none of your attack or skill checks made during this round may cause an opponent to cease being *flat-footed*, nor may they trigger a Ready action. You may not act in any way during the round after you use this ability.

If 2 or more Counter-Terrorists use this ability during the same round, they act in order from highest to lowest Initiative Count, with Initiative bonus and Dexterity breaking any ties (in that order).

EXPERT

FIELD ANALYST



REQUIREMENTS

Analysis: 6+ ranks.

Investigation: 4+ ranks.

Feats: Examiner.

The Field Analyst uses forensic evidence, dedicated investigation, and careful consideration to unravel even the most tangled mysteries. He takes many forms — intelligence specialist digesting data on the fly, crime scene investigator tapping the specifics of murder, even a forensic archeologist committed to unearthing man's oldest puzzles. Whatever his interest, the Field Analyst is exceptionally well equipped to answer the world's most perplexing questions.

Attributes: The Field Analyst relies equally upon education and instinct, making Intelligence and Wisdom key to his success.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Field Analyst's class skills are Analysis, Bureaucracy, Computers, Cultures, Drive, Electronics, Investigation, Mechanics, Medicine, Notice, Profession, Resolve, Science, Search, and Sense Motive.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Keen: You're eerily aware of your environment at all times. You make all Notice checks as active checks *(see page 89)*.

CLASS ABILITIES

CSI: Your painstaking attention to detail when collecting and interpreting evidence is unmatched. At Level 1, you gain the Advanced Skill Mastery (Examiner) feat.

At Level 5, you gain the Grand Skill Mastery (Examiner) feat.

TABLE 1.23: THE FIELD ANALYST

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+2	+1	+0	1	1E, 1T	CSI (Advanced), *keen*
2	+1	+2	+0	+3	+1	+0	2	2E, 1T	Priority request (Electronic or Resources)
3	+2	+2	+1	+3	+2	+1	2	2E, 1T	All the right questions I (1/2 time)
4	+3	+2	+1	+4	+2	+1	2	2E, 1T, 1R	Bright idea 2/session, plan of action
5	+3	+3	+1	+4	+3	+1	3	2E, 2T, 1R	CSI (Grand)
6	+4	+3	+2	+5	+4	+2	3	3E, 2T, 1R	All the right answers
7	+5	+4	+2	+5	+4	+2	4	3E, 2T, 1R	All the right questions II (1/4 time), priority request (Tradecraft or Vehicle)
8	+6	+4	+2	+6	+5	+2	4	3E, 2T, 1R, 1G	Bright idea 4/session, eye for detail
9	+6	+4	+3	+6	+5	+3	4	3E, 2T, 2R, 1G	CSI (Perfect)
10	+7	+5	+3	+7	+6	+3	5	3E, 3T, 2R, 1G	Sum up 1/mission

At Level 9, you gain the Perfect Skill Mastery (Examiner) feat.

Priority Request: The importance of your work ensures that you receive superb support. At Level 2, your Request check bonus increases by an additional amount equal to your class level when you request items from the Electronic or Resources gear tables.

At Level 7, your Request check bonus increases by an additional amount equal to your class level when you request items from the Tradecraft or Vehicle gear tables.

All the Right Questions I: At Level 3, when making any Analysis, Investigation, or Search check, you may increase your error range by 1 to decrease the time required to 1/2 standard (rounded down, minimum 1 round).

All the Right Questions II: At Level 7, when making any Analysis, Investigation, or Search check, you may increase your error range by 2 to decrease the time required to 1/4 standard (rounded down, minimum 1 round).

Bright Idea: At Level 4, twice per session, when making any Intelligence- or Wisdom-based skill check, you may roll twice, keeping the result you prefer.

At Level 8, you may use this ability 2 additional times per session.

Plan of Action: You weave diverse details together to avoid mistakes. At Level 4, once per session as a free action, you may implement a plan. Until the end of the current scene, it costs 1 additional action die to activate any error suffered by you or any of your teammates.

All the Right Answers: At Level 6, when you undertake a Complex Task for which Analysis, Investigation, or Search is the key skill, the starting number of Challenges decreases by your Wisdom modifier (minimum 1).

Eye for Detail: At Level 8, each time you make a Search check, you may roll twice, keeping the result you prefer.

Sum Up (city): Your gift for producing condensed data briefs ensures your team can always take proper stock and plan accordingly. Once per mission, you may spend 1 hour to create an additional Intel Phase, during which you may exchange any or all gear choices you've made during the current mission. This does **not** allow you to gain new gear, only replace existing gear. Any abilities targeting the Intel Phase may apply, however, even if they were used during the mission's standard Intel Phase. Further, this Intel Phase is considered the beginning of a new session, resetting many abilities — and all action dice.

EXPERT

GRUNT



REQUIREMENTS

Strength: 15+.

Weapon Proficiency: Tactical.

Base Attack Bonus: +4 or higher.

The Grunt is the heavy hitter on any battlefield, renowned for his skill with heavy weapons and masterful command of fully automatic mayhem. Every Grunt lives for battle, gracefully wielding the largest and most dangerous weapons. The Grunts makes an excellent teammate, his unmatched ability and ever-present support weapons backing the team up in any dangerous circumstance.

Attributes: Because the Grunt wrangles very large weapons with heavy recoil, Strength is crucial. It is followed closely by the raw toughness of a high Constitution score.

Vitality: 1d12 + Con modifier per level.

CLASS SKILLS

The Grunt's class skills are Athletics, Drive, Intimidate, Mechanics, Notice, Resolve, Search, Survival, and Tactics.

Skill Points at Each Additional Level: 4 + Int modifier.

CORE ABILITY

Hot-Blooded: You thrill to the life-and-death intensity of battle. At the beginning of each combat, you gain 1 bonus action die (during a standard scene) or 2 bonus action dice (during a dramatic scene). You may immediately give 1 die to a teammate involved in the same battle (this must happen at the start of combat — you may not give the die to a teammate after the combat begins). A character may receive only 1 action die from a Grunt at the beginning of each combat, even if multiple Grunts are present on the team. If not used by the end of the combat, these bonus action dice are lost.

TABLE 1.24: THE GRUNT

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+1	+0	+2	+0	+2	0	1S	Alpha strike, *hot-blooded*
2	+2	+2	+0	+3	+1	+3	0	1S	Dead to rights +1d4
3	+3	+2	+1	+3	+1	+4	1	1S, 1W	Bonus feat
4	+4	+2	+1	+4	+2	+5	1	1S, 1W	Cool-headed, fire team (Autofire Basics)
5	+5	+3	+1	+4	+2	+5	1	2S, 1W	Heavily armed (1 pick)
6	+6	+3	+2	+5	+2	+6	2	2S, 1W, 1V	"Put your backs into it!"
7	+7	+4	+2	+5	+3	+7	2	2S, 1W, 1V	Bonus feat, dead to rights +2d4
8	+8	+4	+2	+6	+3	+8	2	2S, 2W, 1V	Fire team (Autofire Mastery), overkill
9	+9	+4	+3	+6	+4	+9	3	2S, 2W, 1V	Heavily armed (2 picks)
10	+10	+5	+3	+7	+4	+10	3	3S, 2W, 1V	Battle cry

CLASS ABILITIES

Alpha Strike: At Level 1, once per round, you may take an Autofire or Strafe action as a half action.

Dead to Rights: You use tactical weapons to their maximum potential. At Level 2, when you inflict damage with a tactical weapon, you may inflict an additional +1d4 damage directly to 1 target's wounds (if you use this ability in conjunction with an attack that damages multiple opponents, only 1 opponent of your choice suffers this additional damage). You may use this ability a number of times per combat equal to your starting action dice, but never more than once per attack.

At Level 7, the additional damage inflicted by this ability increases to +2d4.

Bonus Feat: At Levels 3 and 7, you gain 1 additional Basic Combat or Ranged Combat feat.

Cool-Headed: You're prepared for the most stressful of battlefield conditions. At Level 4, you gain an amount of damage resistance against stress and subdual damage equal to your Constitution modifier.

Fire Team: You're a veteran of squad-level assaults, skilled with massed fire and crossfire tactics. At Level 4, at the beginning of each combat, you and each of your teammates involved in the combat gain the Autofire Basics feat as a temporary feat for the duration of the current combat.

At Level 8, you and each of your teammates involved in the combat also gain the Autofire Mastery feat as a temporary feat for the duration of the current combat.

Heavily Armed: At Level 5, you may choose 1 Weapon gear pick as if the current mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Weapon mission gear picks.

At Level 9, this ability targets 1 additional Weapon gear pick.

"Put Your Backs Into It!": You're a paragon of raw physical power. At Level 6, if you fail an Athletics/Power Lift or Athletics/Forced March check but don't suffer an error, you succeed as long as the check's DC is equal to or less than your class level + 20.

Further, whenever one of your adjacent teammates makes an Athletics/Power Lifting or Athletics/Forced March check, you may make the same check. If your teammate's result is lower than yours, the teammate may substitute your result in place of his own.

Overkill: At Level 8, the number of action dice required for you to activate a critical hit with a tactical or indirect weapon decreases by 1 (minimum 0).

Battle Cry: At Level 10, once per session as a free action, you may unleash a fearsome battle cry. Until the end of the current combat, any opponent attempting to attack you must immediately make a Will save (DC equal to your readied weapon's maximum damage, not including non-weapon bonuses). With success, the attack continues as standard. With failure, the opponent's attack inflicts subdual damage instead of lethal damage.

EXPERT

GUIDE



REQUIREMENTS

Cultures: 6+ ranks.

Streetwise: 4+ ranks.

Feats: Safe House.

At home in civilization as much as the wilderness, the rough and ready Guide is a person of the world. This intrepid individual travels extensively, often as a cultural attaché or long-term observer for an intelligence and military outfit, setting up contacts and paving the way for regional operations. His uncanny skill at navigating the dangerous streets of the world's largest cities and the world's most remote countries makes him a highly valued asset to any mission team, particularly one operating in unfamiliar places or circumstances.

Attributes: Wisdom and Charisma are vital for the Guide, helping him navigate new terrain and work effectively with others.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Guide's class skills are Athletics, Blend, Bluff, Cultures, Drive, Falsify, Impress, Investigation, Medicine, Networking, Notice, Sense Motive, Sneak, Streetwise, and Survival.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Cultured: You pick up all the little details most people miss — even when you're overwhelmed in a foreign land. You make all Notice checks as active checks *(see page 89)*.

CLASS ABILITIES

Friends in Low Places I: You can quickly plug into any local network, scouting the lay of the land. Soon, it's as if you've been operating there forever. At Level 1, the time and money required for you to perform any Canvass Area check are reduced to 1/2 standard (rounded down, minimum 10 minutes and $10). Further, at any time during the same mission after you've made a successful Canvass Area check, the time required for you to make a Black Market check in the same area is reduced to 1/2 standard (rounded down, minimum 1 hour).

Friends in Low Places II: At Level 5, the time and money required for you to perform any Canvass Area check are reduced to 1/4 standard (rounded down, minimum 10 minutes and $10). Further, at any time during the same mission after you've made a successful Canvass Area check, the time required for you to make a Black Market check in the same area is reduced to 1/4 standard (rounded down, minimum 1 hour).

Friends in Low Places III: At Level 9, the time and money required for you to perform any Canvass Area check are reduced to 1/10 standard (rounded down, minimum 10 minutes and $10). Further, at any time during the same mission after you've made a successful Canvass Area check, the time required for you to make a Black Market check in the same area is reduced to 1/10 standard (rounded down, minimum 1 hour).

Home Turf: At Level 2, you gain the Home Turf feat.

Forage: You find useful items in the unlikeliest places. At Level 3, once per session, you may spend 1 hour scouring a 500 ft. × 500 ft. area for useful gear or other items. At the end of this time, you may make a Gear check. With success, you find 1 Common Item of your choice. Unless the GC determines otherwise, the chosen item must be native to the surrounding terrain (i.e. a flashlight may not be found in an unexplored jungle, and a roll of tape may not be found in a sealed Mayan temple).

At Level 7, with a successful Gear check, you find either 2 Common Items or 1 Caliber I gear pick, with the same restrictions.

"Any Time, Any Place": At Levels 4 and 8, once per mission as a free action you gain a temporary terrain feat of your choice until the end of the current mission.

Interpreter: You often act as a cultural attaché for their team. At Level 4, when you're part of a team Cultures, Streetwise, or Survival check, you may substitute your skill bonus for the bonus identified by the situation at hand *(see page 91)*. If more than 1 character possesses this ability, the character with the highest applicable bonus may use it.

Backup I: You maintain a vast circle of diversely qualified friends who can help out in a pinch. At Level 5, once per session, you may call upon a friend to assist you. This friend's disposition toward you is Supportive. He shows up 1d6 hours after he's summoned and helps with 1 task that may be completed by the end of the current scene.

The friend is a Tier I NPC of any type, chosen when you summon him *(see page 453)*. He possesses a Grade VIII skill of your choice *(see page 443)*, as well as 1 Caliber I gear pick of your choice. This item leaves with the friend at the end of the current scene.

Backup II: At Level 9, you may use this ability up to 2 times per session and the friend is a Tier II standard NPC with a Caliber II item.

Overland Shortcut: At Level 6, you may always take 10 with Knowledge checks made to navigate or determine your current position.

Further, when your team travels over overland, it moves as if the terrain were 1 grade less rugged (i.e. you move through jungle/swamp/mountain as if it's arctic/forest, arctic/forest as if it's plains/desert, and plains/desert at your base travel rate). For more information about overland travel, consult Table 2.22: Overland Travel *(see page 115)*.

Local Hero: At Level 7, you gain the Local Hero feat.

Go Native: At Level 8, when you make a Cultures check, you may roll twice and keep the result you prefer.

Master of Camouflage: At Level 10, any time you're considered *hidden* in an area that you've designated as your home turf, or within non-urban terrain for which you possess the matching terrain feat, you're instead considered *invisible*. This ability is negated for 1 minute when you move faster than 1/2 your standard speed (rounded up), take any attack action, or otherwise draw attention to yourself (e.g. shouting, drawing a weapon).

TABLE 1.25: THE GUIDE

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+1	+0	+1	+2	1	1T	*Cultured*, friends in low places I
2	+1	+2	+2	+0	+1	+3	2	1T	Home Turf
3	+2	+2	+2	+1	+2	+4	2	1T, 1V	Forage (item)
4	+3	+2	+2	+1	+2	+5	2	1T, 1V	"Any time, any place", interpreter
5	+3	+3	+3	+1	+3	+5	3	2T, 1V	Backup I, friends in low places II
6	+4	+3	+3	+2	+4	+6	3	2T, 1V, 1R	Overland shortcut
7	+5	+4	+4	+2	+4	+7	4	2T, 1V, 1R	Forage (gear), Local Hero
8	+6	+4	+4	+2	+5	+8	4	2T, 2V, 1R	"Any time, any place", go native
9	+6	+4	+4	+3	+5	+9	4	2T, 2V, 1R	Backup II, friends in low places III
10	+7	+5	+5	+3	+6	+10	5	3T, 2V, 1R	Master of camouflage

EXPERT

ILLUMINATUS



REQUIREMENTS

Blend: 6+ ranks.

Bureaucracy: 4+ ranks.

Feats: Superior Documentation.

Conspiracy buffs believe that secret societies have privately ruled the world for generations — societies like the Bavarian Power Brokerage, the Priory of Scion, even Cold War scientists working with unspeakable alien horrors. One theme is common to all these string-pullers: whoever they are, they exert control over world figures using knowledge no one should possess. The Illuminatus — literally "illuminated one" — has been initiated with this power. He moves invisibly through any organization he targets, destroying it slowly from within.

Attributes: Wisdom is essential to the Illuminatus, granting him the patience and foresight to execute long-term plans. Charisma is also important, allowing him to exploit a wide range of personalities in his crafty infiltrations and underhanded dealings.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Illuminatus' class skills are Analysis, Blend, Bluff, Bureaucracy, Computers, Cultures, Falsify, Investigation, Manipulate, Networking, Profession, Search, Sense Motive, Sleight of Hand, and Streetwise.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Perfect Cover: You never go anywhere without an ironclad cover identity. As a free action, you may spend and roll 1 action die, adding the result to the Power Rating of any 1 cover identity you possess (maximum Power Rating 10). This effect lasts until the end of the current scene.

CLASS ABILITIES

Plausible Deniability I: You excel at contingency planning, leaving a trail of red herrings and scapegoats. You gain 1 additional skill point per level, which must be spent to purchase ranks in the Bureaucracy skill.

Further, at Level 1, the error range of each attempt to research you or your activities — including any Analysis, Investigation, or Knowledge check — increases by 2.

Plausible Deniability II: At Level 5, the error range of each attempt to research you or your activities increases by 3.

Plausible Deniability III: At Level 9, the error range of each attempt to research you or your activities increases by 4.

Permanent Record: Everyone has secrets, and they're all written down somewhere. You have an uncanny knack for finding them. At Level 2, each time one of your Advantages *(see page 363)* or other options decreases a cover identity's Power Rating, that Power Rating decreases by an additional number equal to your Wisdom modifier (minimum –1).

At Level 7, whenever you request or otherwise gain a dossier, its Power Rating increases by +1 *(see page 286)*.

Usual Suspects I: At Level 3, whenever you use a cover identity, each of your teammates also gains a cover identity with a Power Rating 1 lower than yours. These cover identities must identity your teammates as relatives, employees, or colleagues of your cover identity, or otherwise link them directly to your cover identity.

Usual Suspects II: At Level 7, each of your teammates benefits from the Flawless Identity feat with the cover identity provided by this ability. Any teammate who already possesses the Flawless Identity feat gains this persona in addition to his standard choices.

Bonus Feat: At Levels 4 and 8, you gain 1 additional Covert or Tradecraft feat.

Terminally Harmless: You're sufficiently innocuous that all but the most hardened opponents dismiss you out of hand. At Level 4, before Initiative checks are made during each combat, you may make a Blend/Stealth check opposed by a Sense Motive (Wis) check made by each opponent. This Sense Motive check possesses the Vision tag *(see page 101)*. Each opponent who fails this check may not target you with any attack action for a number of rounds equal to your class level, or until you take any attack action, ready a weapon, or make an Intimidate skill check during the combat, whichever comes first.

TABLE 1.26: THE ILLUMINATUS

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+2	+2	+0	2	1R	*Perfect cover*, plausible deniability I
2	+1	+2	+0	+3	+3	+0	3	1R	Permanent record
3	+1	+2	+1	+3	+3	+1	3	1R, 1T	Usual suspects I
4	+2	+2	+1	+4	+4	+1	4	1R, 1T	Bonus feat, terminally harmless
5	+2	+3	+1	+4	+5	+1	4	2R, 1T	plausible deniability II
6	+3	+3	+2	+5	+6	+2	5	2R, 1T, 1G	Circumstantial evidence
7	+3	+4	+2	+5	+6	+2	5	2R, 1T, 1G	Permanent record, usual suspects II
8	+4	+4	+2	+6	+7	+2	6	2R, 2T, 1G	Bonus feat, filed in triplicate
9	+4	+4	+3	+6	+8	+3	6	2R, 2T, 1G	plausible deniability III
10	+5	+5	+3	+7	+9	+3	7	3R, 2T, 1G	Shadow cabinet

Circumstantial Evidence: You slither out of blame, so you can attempt progressively more audacious schemes. At Level 6, whenever you use a cover identity, you benefit from a legal immunity Resource pick with a Power Rating equal to that of your cover identity.

Filed in Triplicate: At Level 8, each time you make a Bureaucracy check, you roll twice and keep the result you prefer.

Shadow Cabinet: Your roots are sunk so deeply into your Faction that even your superiors can't dislodge them. At Level 10, each exposure penalty you suffer decreases to 1/2 standard (rounded up). Further, once per session, you may reduce 1 exposure penalty suffered by a teammate by 1 Reputation or $50,000 Net Worth (minimum penalty 1 Reputation or $50,000 Net Worth).

EXPERT

INVENTOR



REQUIREMENTS

Intelligence: 15+.

Mechanics or Science: 4+ ranks.

Feats: Techie.

The Inventor is a modern-day mad scientist, pushing the envelopes of conventional wisdom and current technology. His bizarre affinity for machinery is unparalleled — he can construct useful replicas of manufactured gear out of any collection of mismatched parts. Despite his notorious eccentricities, the Inventor is a worthy ally, his innovative gizmos and solutions frequently the difference between victory and defeat.

Attributes: Ingenuity is key for the Inventor. Intelligence underpins most of his skills and abilities.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Inventor's class skills are Analysis, Computers, Cultures, Drive, Electronics, Mechanics, Medicine, Resolve, Science, Search, Security, and Sleight of Hand.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Technophile: You're an avid collector of technological miscellanea, with a penchant for bleeding-edge technology. You may spend 1 action die to automatically succeed with any Gear check, or any Electronic or Gadget Request check.

CLASS ABILITIES

Utility Belt: You're always building doohickeys and gizmos. At Level 1, you gain an additional number of Reserve Common Items equal to your class level.

Further, you're assumed to have made 'improvements' to all everyday items you carry. Whenever you make a successful Gear check to gain a Reserve Common Item in the field, you gain a +1 bonus with all skill checks made using the item.

At Level 5, your bonus with Common Items gained through successful Gear checks increases to +2.

At Level 9, your bonus with Common Items gained through successful Gear checks increases to +3.

Field Test: At Level 2, when you request gear during the Intel Phase, you may declare that a single pick is an experimental device and 'under test.' Your error range with each attack and skill check made using the item decreases by 1 (minimum 0).

At Level 7, you may either declare that 2 picks are 'under test' or decrease the error range with attack and skill checks made with 1 pick by 2 (minimum 0). You must make this decision during the Intel Phase.

Assembly: You're an ingenious tinker, routinely creating devices on the fly. At Level 3, you may choose 1 gear table. Once per session, you may assemble any pick of Medium or smaller Size listed on this table. This requires a number of Reserve Common Items equal to the target pick's Caliber and a number of minutes equal to the pick's Request DC. The pick's maximum Caliber may not exceed 1/2 your class level (rounded up).

Once assembled, the gear pick operates in all ways according to its standard statistics, except that the error range of each attack and skill check made using it increases by 2.

TABLE 1.27: THE INVENTOR

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+0	1	1G, 1E	*Technophile*, utility belt +1
2	+1	+0	+2	+3	+1	+0	2	2G, 1E	Field test (1 item)
3	+2	+1	+2	+3	+2	+1	2	2G, 1E	Assembly (1 table)
4	+3	+1	+2	+4	+2	+1	2	2G, 1E, 1R	Breakdown, Mark of a Professional
5	+3	+1	+3	+4	+3	+1	3	2G, 2E, 1R	Assembly (2 tables), utility belt +2
6	+4	+2	+3	+5	+4	+2	3	3G, 2E, 1R	Wildcard gadget 1/session
7	+5	+2	+4	+5	+4	+2	4	3G, 2E, 1R	Assembly (3 tables), field test (2 items)
8	+6	+2	+4	+6	+5	+2	4	3G, 2E, 1R, 1S	Practice Makes Perfect, smartgun
9	+6	+3	+4	+6	+5	+3	4	3G, 2E, 2R, 1S	Assembly (4 tables), utility belt +3
10	+7	+3	+5	+7	+6	+3	5	3G, 3E, 2R, 1S	Edison, wildcard gadget 2/session

You may cannibalize gear assembled with this ability by spending a number of minutes equal to the item's Request DC. Once the item is cannibalized, you gain a number of Reserve Common Items equal to 1/2 the item's Caliber (rounded down, minimum 1).

An item assembled using this ability is lost at the end of the mission, as standard.

At Levels 5, 7, and 9, you may choose 1 additional gear table to which this ability applies.

Breakdown: You disable devices as easily as you build them. At Level 4, when making a Disable check, the item's Complexity is considered 10 lower for the purpose of determining the time required. Further, your error range decreases by 2.

Mark of a Professional: At Level 4, you gain the Mark of a Professional (Techie) feat.

Wildcard Gadget: At Level 6, once per session as a free action, you may reveal that you have in your possession any 1 gadget with a Caliber less than or equal to that of the mission. This device may possess only 1 gadget Mechanism *(see page 278)*, and its Housing must be Tiny or smaller. It is assumed to have been in your possession all along, having been requested during the Intel Phase with the rest of your standard mission gear. A 'wildcard gadget' may not be found in any search until it is revealed, and it is removed from play at the end of the current mission, along with the rest of your mission gear.

At Level 10, you may use this ability up to 2 times per session, and reveal wildcard items of up to Small size.

Practice Makes Perfect: At Level 8, you gain the Practice Makes Perfect (Techie) feat.

Smart Gun: Through careful tuning and personalizing, you make weapons that function as if they're part of you. At Level 8, when making an attack using any Medium or smaller non-tactical weapon built or modified using your *assembly* ability, or designated under test using your *field test* ability, your base attack bonus is considered to be equal to your career level.

Edison: At Level 10, you're a font of technical ingenuity and creativity. The time required to build any device using your *assembly* ability decreases to 1/2 standard (rounded down, minimum 1 minute).

EXPERT

POLITICO



REQUIREMENTS

Charisma: 13+.

Feats: Diplomat, Political Clout.

Despite popular faith in fair and open political processes, power generally remains in the hands of a select few, the Politico among them. This master of the political arena navigates the intricate and deceptive world of government with grace and skill. He's especially helpful to teams that regularly tangle with the law and foreign governments, both for his legal know-how and talent for acquiring necessary resources.

Attributes: Charisma is vital to the Politico, helping him navigate and control social situations. Since he requires a keen insight into the motivations of others, Wisdom is important as well.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Politico's class skills are Bluff, Bureaucracy, Cultures, Falsify, Impress, Intimidate, Investigation, Manipulate, Networking, Notice, Profession, Resolve, Science, Search, and Sense Motive.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Halls of Power: As a master networker, you can curry favor at a moment's notice. Each time you spend an action die to make a Request check, you also roll the die and add its result to your Request check result.

CLASS ABILITIES

Statesman: In the dog-eat-dog world of politics, you're leader of the pack. At Level 1, you gain the Advanced Skill Mastery (Diplomat) feat, and your Diplomat feat also effects Profession checks.

TABLE 1.28: THE POLITICO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+0	2	1R, 1T	Statesman (Advanced), *halls of power*
2	+1	+0	+2	+3	+1	+0	3	2R, 1T	Political Favors
3	+1	+1	+2	+3	+2	+1	3	2R, 1T	War chest (self)
4	+2	+1	+2	+4	+2	+1	4	2R, 1T, 1V	Behind closed doors, no hard feelings
5	+2	+1	+3	+4	+3	+1	4	2R, 2T, 1V	Statesman (Grand)
6	+3	+2	+3	+5	+4	+2	5	3R, 2T, 1V	Security detail
7	+3	+2	+4	+5	+4	+2	5	3R, 2T, 1V	Political Immunity, war chest (team)
8	+4	+2	+4	+6	+5	+2	6	3R, 2T, 1V, 1G	Diplomatic solution, no hard feelings
9	+4	+3	+4	+6	+5	+3	6	3R, 2T, 2V, 1G	Statesman (Perfect)
10	+5	+3	+5	+7	+6	+3	7	3R, 3T, 2V, 1G	Executive decision 1/mission

At Level 5, you gain the Grand Skill Mastery (Diplomat) feat.

At Level 9, you gain the Perfect Skill Mastery (Diplomat) feat.

Political Favors: At Level 2, you gain the Political Favors feat.

War Chest: You have access to great financial resources, perhaps from former campaign coffers, perhaps from special interest groups and lobbies still interested in your activities. At Level 3, during the Intel Phase, you may spend and roll a number of action dice up to your Charisma modifier, gaining an amount of cash equal to the total result × $500.

At Level 7, when you use this ability, each of your teammates gains an equal amount of cash.

No Hard Feelings: Through media management and sheer force of personality, your reputation is always pristine — no matter what skeletons you toss in your closet. At Level 4, each time a character's disposition toward you is worsened, the disposition shift decreases by 1 grade.

At Level 8, no character's disposition toward you may be worsened permanently in any way (i.e. all negative disposition shifts are reversed at the end of each mission).

Behind Closed Doors: As many of your deals are made in public as in back rooms. At Level 4, each time you make an opposed Charisma-based skill check, you may increase your error range by 3 to increase your threat range by 3. If the check is successful, you complete 2 Challenges instead of 1.

Further, each time you make a Charisma-based skill check as part of a Dramatic Conflict, you may increase the error range by 3. If the check is successful, you gain 1 additional Advantage.

Security Detail: Your work generates many enemies, but you come well prepared with a handpicked security detail. At Level 6, during the Intel Phase, you gain a number of Tier II bodyguards equal to your Charisma modifier +2 *(see page 453)*.

Each bodyguard's disposition toward you is Supportive, and toward each of your teammates is Friendly. Unless instructed otherwise, the bodyguards remain within 30 ft. of you at all times, moving to protect you at the first sign of trouble. They use any force necessary to ensure your safety.

Should you dismiss your bodyguards, or should they all be killed or captured, you may attempt to summon a new security detail with a Request check (DC 15 + 10 per time you've summoned a new squad during the current mission). With success, a new set of identical bodyguards arrives in 2d6 hours.

Political Immunity: At Level 7, you gain the Political Immunity feat.

Diplomatic Solution: Your powers of persuasion are so great you can talk people out of anything, including open hostility. At Level 8, once per scene, you may choose a number of standard NPCs equal to your career level × your Charisma modifier. As a full action, you may target these NPCs with an Impress check (DC 10 + the highest Will save among the targets). With success, a number of targets equal to twice the amount by which you beat the DC immediately halt all hostile action towards you, your teammates, and one another, and take no new hostile action against these people for a number of minutes equal to your class level, so long as you continue to speak calmly and no one makes hostile or threatening actions toward them (e.g. drawing or raising a weapon).

If a placated NPC group includes all opponents present during a combat, the combat ends (though a new combat may begin once the ability ends). Further, if you or any of your teammates attacks a target you have talked down, your team benefits from a standard surprise round, but your credibility is damaged and you may never again use this ability on the same target.

You may use this ability a number of times per session equal to your starting action dice.

Executive Decision: You possess enough clout to use government assets without supervision. At Level 10, you may choose 1 Resource gear pick as if the mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Resource mission gear picks.

Further, once per mission, you may make an 'executive decision', allowing you to automatically succeed with any 1 Request check that can be fulfilled by your Faction or Freelance network (see Tools, page 394). This check has no action die cost and can be performed regardless of mission Caliber.



The Raptor is a next generation "tech-ninja," a synthesis of martial arts expertise and advanced technology. His unique combination of skills makes him a master infiltrator and assassin, ready to wage war in any 21st-century shadow.

Attributes: The Raptor's combat and stealth techniques make Dexterity his most important attribute. Strength is helpful as well, supporting his unarmed and melee attacks.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Raptor's class skills are Acrobatics, Athletics, Computers, Drive, Electronics, Falsify, Notice, Science, Security, Sleight of Hand, Sneak, and Tactics.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Nimble: Once per round, you may spend 1 action die to make a half-action Acrobatics check or a Feint action as a free action.

CLASS ABILITIES

Secret Weapon: At Level 1, you may choose 1 type of melee or hurled weapon as your "secret weapon" (e.g. you may choose "survival knife" or "fragmentation grenade"). You gain the Favored Gear feat for this weapon type.

At Level 5, you gain the Signature Gear feat for the chosen weapon type.

At Level 9, you gain the Trademark Gear feat for the chosen weapon type.

Wuxia I: At Level 2, your horizontal and vertical Acrobatics/Jump check results are no longer limited by your height. Further, the distance you travel when making a Jump check increases by 50%.

Wuxia II: At Level 7, the distance you travel when making a Jump check increases by an additional 50% (for a total increase of 100%). Further, you are considered to weigh only 1 lb. when determining if a surface or object can support your weight.

Cutting Edge: At Level 3, you may choose 1 Gadget gear pick as if the mission's Caliber were 1 higher. If the mission is Caliber V, you instead gain a number of additional upgrades equal to your starting action dice that may be applied to any of your Gadget mission gear picks.

Cyclone I: At Level 4, when you aren't bound or *held* and are armed with one of your signature weapons, you may make a "cyclone attack" as a full action. This attack is centered on your square and inflicts your standard damage with the weapon and has a blast increment of 1 square *(see page 343)*. Neither you nor any of your teammates are affected by this attack. Following the attack, you become *flat-footed*.

Cyclone II: At Level 8, your cyclone attack gains the *takedown* quality and inflicts the maximum possible damage within the first and second blast increments. Damage decreases as standard outside this area.

Wolf Pack Mastery: At Level 4, you gain the Wolf Pack Mastery Feat.

Armor Grace: At Level 6, while you're wearing partial armor, the armor's Defense modifier increases by your starting action dice.

Outrider: At Level 7, once per mission during the Intel Phase, you gain 1 temporary Chase feat until the end of the current mission.

Wolf Pack Supremacy: At Level 8, you gain the Wolf Pack Supremacy feat.

Fleeting Shadow: You excel at sudden escapes. At Level 10, when you are attacked by a character who has been *flat-footed* at any time during the current round, your Defense against that attack increases by your base Reflex save.

EXPERT

SCHEMER



REQUIREMENTS

Intelligence: 15+.

Tactics: 4+ ranks.

Feats: I Can Swim.

Left idle, the brilliant mind is a wellspring of devious ideas, but what comes out of the Schemer's mind chills the most cunning military strategist to the core. The Schemer's exacting attention to detail and ability to simply outthink opponents makes him one of the most coveted members of any task force, especially one repeatedly faced with the unexpected.

Attributes: The Schemer focuses on planning and preparation, making Intelligence and Wisdom his most valued attributes.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Schemer's class skills are Blend, Bluff, Bureaucracy, Computers, Electronics, Falsify, Manipulate, Networking, Notice, Profession, Science, Search, Security, Sense Motive, and Tactics.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Calculating: You rarely rely on luck. After rolling 1 or more action dice to boost a check result, saving throw result, or damage roll, you may replace the value shown on the single lowest action die with your Intelligence modifier (before any other modifiers are applied to the action die's result).

CLASS ABILITIES

Mental Leap: At Level 1, once per session, you may add a bonus to your Dexterity, Intelligence, or Wisdom score equal to your starting action dice. This effect lasts 10 rounds, though you may voluntarily end it as a free action during your Initiative Count.

TABLE 1.29: THE RAPTOR

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+1	+2	+0	0	1G, 1V	*Nimble*, secret weapon (Favored)
2	+1	+0	+3	+2	+3	+0	0	2G, 1V	Wuxia I
3	+2	+1	+3	+2	+3	+1	1	2G, 1V	Cutting edge
4	+3	+1	+4	+2	+4	+1	1	2G, 1V, 1W	Cyclone I, Wolf Pack Mastery
5	+3	+1	+4	+3	+5	+1	1	2G, 2V, 1W	Secret weapon (Signature)
6	+4	+2	+5	+3	+6	+2	2	3G, 2V, 1W	Armor grace
7	+5	+2	+5	+4	+6	+2	2	3G, 2V, 1W	Outrider, wuxia II
8	+6	+2	+6	+4	+7	+2	2	3G, 2V, 1W, 1S	Cyclone II, Wolf Pack Supremacy
9	+6	+3	+6	+4	+8	+3	3	3G, 2V, 2W, 1S	Secret weapon (Trademark)
10	+7	+3	+7	+5	+9	+3	3	3G, 3V, 2W, 1S	Fleeting shadow

When this effect ends (whether you end it voluntarily or not), you become *exhausted* for twice the number of rounds it was active.

At Levels 5 and 9, you may use this ability 1 additional time per session.

Cunning Plan: You always have a plan. At Level 2, once per scene as a free action, you may reduce the error range of any 1 of your checks by your Intelligence modifier (minimum 0).

At Level 7, you may use this ability up to 2 times per scene.

Renaissance Man: At Level 3, once per mission as a free action, you gain 1 temporary Basic Skill feat until the end of the current mission.

At Level 7, you may use this ability up to 2 times per mission.

All According to Plan: At Level 4, when making any 1 skill check, you may substitute your Intelligence for the check's key attribute. You may use this ability a number of times per session equal to your starting action dice.

Cross-Class Ability: Your inquisitive and eclectic mind allows you to pick up parts of other classes along the way. At Levels 4 and 8, you gain 1 cross-class ability as described in the Pointman class *(see page 39)*.

Evolved Mind: At Level 6, you gain an additional 12 skill points. Further, all skills are now considered Schemer class skills for you.

Master Plan: At Level 8, once per mission as a free action, you gain a number of bonus d4 action dice equal to your Intelligence modifier. If these dice are not spent by the end of the current scene, they are lost.

Hyperconscious: Your intellect is without peer. At Level 10, you gain an additional 24 skill points. Further, when you take 10 with any Intelligence-based skill, the time required is not doubled.

EXPERT

SNIPER



REQUIREMENTS

Dexterity: 15+.

Base Attack Bonus: +3 or higher.

Feats: Marksmanship Basics.

From the fields of World War II to the grassy knoll, master marksmen have commanded worldwide attention for decades. Capable of impossible shots over incredible range, these lethal individuals offer their teams an advantage in any but the closest quarters, allowing the characters to forge contingency plans involving nothing more than a single bullet and a set of crosshairs.

Attributes: With the Sniper's reliance on stealth and long-ranged weaponry, Dexterity is his most prized attribute. Wisdom's emphasis on accurate perception and patience is important, but secondary.

Vitality: 1d10 + Con modifier per level.

TABLE 1.30: THE SCHEMER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+1	+1	+0	2	1R	*Calculating*, Mental leap 1/session
2	+1	+0	+3	+2	+1	+0	3	1R	Cunning plan 1/session
3	+2	+1	+3	+2	+2	+1	3	1R, 1G	Renaissance man 1/session
4	+3	+1	+4	+2	+2	+1	4	1R, 1G	All according to plan, cross-class ability
5	+3	+1	+4	+3	+3	+1	4	2R, 1G	Mental leap 2/session
6	+4	+2	+5	+3	+4	+2	5	2R, 1G, 1V	Evolved mind
7	+5	+2	+5	+4	+4	+2	5	2R, 1G, 1V	Cunning plan 2/session, renaissance man 2/session
8	+6	+2	+6	+4	+5	+2	6	2R, 2G, 1V	Cross-class ability, master plan
9	+6	+3	+6	+4	+5	+3	6	2R, 2G, 1V	Mental leap 3/session
10	+7	+3	+7	+5	+6	+3	7	3R, 2G, 1V	Hyperconscious

TABLE 1.31: THE SNIPER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+0	+1	+0	+1	+2	1	1W	*Eagle eye*, expert sharpshooter (Basics)
2	+2	+0	+2	+0	+1	+3	2	1W	Surprise shot +1
3	+3	+1	+2	+1	+2	+4	2	1W, 1S	Bonus feat
4	+4	+1	+2	+1	+2	+5	2	1W, 1S	Ranged sneak attack +1d6, perfect killer
5	+5	+1	+3	+1	+3	+5	3	2W, 1S	Expert sharpshooter (Mastery), magic touch
6	+6	+2	+3	+2	+4	+6	3	2W, 1S, 1T	Perfect killer
7	+7	+2	+4	+2	+4	+7	4	2W, 1S, 1T	Bonus feat, surprise shot +2
8	+8	+2	+4	+2	+5	+8	4	2W, 2S, 1T	Ranged sneak attack +3d6, perfect killer
9	+9	+3	+4	+3	+5	+9	4	2W, 2S, 1T	Expert sharpshooter (Supremacy), magic touch
10	+10	+3	+5	+3	+6	+10	5	3W, 2S, 1T	Million dollar skill

CLASS SKILLS

The Sniper's class skills are Athletics, Blend, Drive, Falsify, Notice, Profession, Resolve, Search, Security, Sneak, Survival, and Tactics.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Eagle Eye: Once per scene, you may spend and roll 1 action die, adding the result × 10 to the range increment of any 2-handed firearm or hurled weapon you use for the duration of the current scene.

CLASS ABILITIES

Expert Sharpshooter: At Level 1, you gain the Sharpshooter Basics feat.

At Level 5, you gain the Sharpshooter Mastery feat.

At Level 9, you gain the Sharpshooter Supremacy feat.

Surprise Shot: At Level 2, when you make a ranged attack with a 2-handed firearm or hurled weapon against a *flat-footed* opponent, your threat range increases by 1.

At Level 7, when you make a ranged attack with a 2-handed firearm or hurled weapon against a *flat-footed* opponent, your threat range increases by an additional 1 (for a total increase of 2).

Bonus Feat: At Levels 3 and 7, you gain 1 additional Covert or Terrain feat.

Perfect Killer: At Levels 4, 6, and 8, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Nest:* So long as you benefit from at least 1/2 cover, you may substitute your Tactics skill bonus when making any Sneak check to avoid being spotted.
- *Low-Light Vision:* You ignore all vision penalties applied by low ambient light except "None" *(see page 350)*.
- *One Shot:* Your error range with all ranged attacks when using a 2-handed firearm or hurled weapon decreases by 2 (minimum 0).
- *Sprint:* Your Speed increases by 10 ft.
- *Tunnel Vision:* When making a ranged attack with a 2-handed firearm or hurled weapon, you ignore the effects of the *fatigued* condition, as well as attribute and stress damage.

Ranged Sneak Attack: At Level 4, when bracing a 2-handed firearm or hurled weapon , you may inflict 1 die of sneak attack damage with each successful attack. Further, when using a 2-handed firearm or hurled weapon, you may inflict sneak attack damage to targets within a number of range increments equal to your class level, even if they are beyond CQB range.

At Level 8, when bracing a 2-handed firearm or hurled weapon, you may inflict 2 additional dice of sneak attack damage with each successful attack (for a total of 3 sneak attack dice).

Magic Touch: At Level 5, your base attack bonus is considered to be +1 higher when making any ranged attack with a 2-handed firearm or hurled weapon, or meeting the prerequisites of any Ranged Combat feat.

At Level 9, your attack bonus is considered to be an additional +1 higher when making any ranged attack under these circumstances (for a total of +2 higher).

Million Dollar Skill: At Level 10, once per round, when attacking with a 2-handed firearm or hurled weapon against a *vulnerable* opponent, you may roll twice, keeping the result you prefer.

EXPERT

STUNTMAN



REQUIREMENTS

Athletics: 6+ ranks.

Feats: Equilibrium Basics, any 1 Chance feat.

Daring. Macho. Reckless. All of these words describe the Stuntman, a death-defying daredevil whose eerie luck and raw athletic skill permit him to regularly engage in mind-boggling acts and over-the-top bedlam. Often the last man standing, the Stuntman makes an excellent forward agent, leading his team into and through the most astounding confrontations with absolute calm.

Attributes: The Stuntman regularly faces life-and-death situations. Quick reflexes (Dexterity) and physical endurance (Constitution) are critical.

Vitality: 1d12 + Con modifier per level.

CLASS SKILLS

The Stuntman's class skills are Acrobatics, Athletics, Drive, Impress, Mechanics, Medicine, Resolve, Sleight of Hand, and Survival.

Skill Points at Each Additional Level: 4 + Int modifier.

TABLE 1.32: THE STUNTMAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+2	+2	+0	+1	+0	0	1V	*Adrenaline junkie*, life on the edge
2	+1	+3	+3	+0	+1	+0	0	1V	No fear I (thresholds)
3	+2	+3	+3	+1	+2	+1	1	1V, 1S	Bonus feat
4	+3	+4	+4	+1	+2	+1	1	1V, 1S	Fall guy, "Trust me..."
5	+3	+4	+4	+1	+3	+1	1	2V, 1S	Insane stunt 1/session
6	+4	+5	+5	+2	+4	+2	2	2V, 1S, 1W	It's all relative
7	+5	+5	+5	+2	+4	+2	2	2V, 1S, 1W	Bonus feat, no fear II (resistance)
8	+6	+6	+6	+2	+5	+2	2	2V, 2S, 1W	"...I know what I'm doing," school of hard knocks
9	+6	+6	+6	+3	+5	+3	3	2V, 2S, 1W	Insane stunt 2/session
10	+7	+7	+7	+3	+6	+3	3	3V, 2S, 1W	Cheat death 1/session

CORE ABILITY

Adrenaline Junkie: You live for danger, and life-or-death situations inspire you to great accomplishments. Each time you lose 1 or more wound points due to an opponent's attack, falling damage, or explosive damage, you gain 1 bonus action die. If this die is not spent by the end of the current scene, it is lost. You may gain only 1 bonus action die per attack or instance of falling or explosive damage, no matter how many wound points you lose. Further, this ability may grant a maximum number of bonus action dice per session equal to your starting action dice.

CLASS ABILITIES

Life on the Edge: At Level 1, your maximum wound points increase by the number of Chance feats you possess. Further, your maximum vitality points increase by your class level.

No Fear I: You regularly stare death in the face — and laugh. At Level 2, your class level is added to your Wisdom when calculating your stress damage thresholds *(see page 339)*.

No Fear II: At Level 7, once per session, you gain an amount of damage resistance against stress damage equal to your class level for a number of rounds equal to your Wisdom modifier + 1 (minimum 1 round).

Bonus Feat: At Levels 3 and 7, you gain 1 additional Chance or Chase feat.

Fall Guy: You routinely walk away from crashes and falls with nary a scratch. At Level 4, each time you suffer falling or collision damage, it decreases by 2 points per die (minimum 1 point per die).

"Trust Me...": Your unwavering confidence inspires your teammates to do the impossible. At Level 4, when you're part of a team Acrobatics, Athletics, or Drive check, you may substitute your skill bonus for the bonus identified by the situation at hand *(see page 91)*. If more than 1 character possesses this ability, the character with the highest applicable bonus may use it.

Insane Stunt: As a committed thrill-seeker, you routinely push your body to its limits. At Level 5, once per session, while on foot or driving a personal vehicle, you may make a Maneuver check with a DC up to your class level + 20 without making a skill check. Alternately, during a chase Conflict while on foot or driving a personal vehicle, you may choose the "That's Impossible!" Strategy *(see page 367)*.

At Level 9, you may use this ability up to 2 times per session.

It's All Relative: You quickly acclimate to new vehicles. At Level 6, you may spend 3 full actions getting a feel for a vehicle by playing with the controls, studying the cockpit, turning knobs, etc. Thereafter, for the duration of the current mission, all penalties you suffer when driving that vehicle because you don't possess the appropriate skill focus are reduced to 1/2 standard (rounded down).

"...I Know What I'm Doing.": You have the confidence to pull off the impossible, and the skill to back it up. At Level 8, once per scene when making a Strength- or Dexterity-based skill check with a DC more than 20 higher than your career level, you gain 1 bonus d10 action die, which must be spent to increase the check's result.

School of Hard Knocks: You learn as much by failing as you do from succeeding. At Level 8, whenever you suffer an error and an opponent activates it as a critical failure, you gain 1 bonus action die.

Cheat Death: At Level 10, once per session, whenever you fail a check or save that would result in mission failure or your own death (e.g. dropping a crucial hostage to his death, failing to escape a villain's deathtrap, etc.), you are instead considered to have beat the check or save's DC by 1. This does *not* prevent you from having to make further checks or saves in order to survive — it merely enables you to succeed with this particular check. The GC is encouraged to be creative with his descriptions of this ability in action, and to reward players with creative descriptions or ideas for how this ability might apply to any given situation.



On any celebrated team, at least one character excels at small-scale maneuvers, producing remarkable results from thin air. This is where the Tactician is most in his element, offering any team a chance against seemingly impossible odds. His words carry the wisdom of countless successful missions and his actions are a guiding light to his teammates.

Attributes: The Tactician outwits and outmaneuvers his enemies while encouraging his allies. This makes his mental attributes — Intelligence, Wisdom, and Charisma — most critical.

Vitality: 1d10 + Con modifier per level.

CLASS SKILLS

The Tactician's class skills are Bluff, Bureaucracy, Cultures, Notice, Resolve, Search, Security, Sense Motive, Sleight of Hand, Streetwise, Survival, and Tactics.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Wily: Once per round, you may spend 1 action die to take a Joint Action or Regroup action as a free action.

CLASS ABILITIES

Tempo: At Level 1, you may use your Surge of Speed feat ability an additional number of times per session equal to your class level.

At Level 5, each time you gain an additional action from your Surge of Speed feat, one teammate of your choice who can see or hear you also gains 1 additional non-attack half action as a free action. This additional action takes place during your Initiative Count, *not* the teammate's, immediately after your additional action.

At Level 9, you may use the additional actions from your Surge of Speed feat to take final attack actions *(see page 329)*.

Stratagem: At Level 2, at the start of each round, your Initiative Count, and that of each of your teammates who can hear or see you, increases by +1.

At Level 7, at the start of each round, your Initiative Count, and that of each of your teammates who can hear or see you, increases by an additional +1 (for a total increase of +2).

Art of War: At Level 3, once per mission during the Intel Phase, you gain 1 temporary Basic Combat Feat until the end of the current mission.

At Level 7, once per mission during the Intel Phase, you gain 2 temporary Basic Combat feats until the end of the current mission.

Orders I: Your commands carry incredible weight in the field. At Level 4, once per session as a free action, you may advise a number of allies up to your Charisma modifier + 1 (minimum 1). Theses instructions must be specific, such as "Cover Molly while she gets the door open!" as opposed to "Help Molly!" While carrying out this order, each teammate and ally who can see or hear you gains a +1 synergy bonus with all skill checks made in support of the order (per the GC's discretion).

You also gain this bonus when making a skill check that supports your own order. If you're the *only* character to benefit, you need not speak to use this ability.

Orders II: At Level 8, the synergy bonus increases to +2 and you may use this ability up to 2 times per session.

Blood of Heroes: At Level 4, at the beginning of each combat, you and all of your teammates who can see or hear you gain a number of temporary vitality points equal to your class level.

Commanding Presence: At Level 6, your Intelligence and Charisma scores rise by +1.

Ten Against Ten Thousand: At Level 8, you and each of your teammates who can see or hear you may never be *flanked* or outnumbered.

Seize the Moment: At Level 10, once per combat at the beginning of any round, you may declare this round to be your "critical moment." If the current scene is dramatic, it is considered standard during this round (and vice-versa). Further, you and each of your teammates who can see or hear you gain 2 bonus d6 action dice. If these dice are not spent by the end of the current scene, they are lost.

EXPERT

TRANSPORTER



REQUIREMENTS

Wisdom: 13+.

Drive: 6+ ranks.

Feats: Defensive Driving.

Part bodyguard, part courier, all professional, the Transporter is called in when something fragile or sensitive absolutely, positively must get from Point A to Point B in one piece. Trained to protect his cargo at any cost, the Transporter is the ideal smuggler in any threatening terrain.

Attributes: Dexterity and Wisdom are of highest importance to the Transporter, who needs swift reflexes and keen senses to avoid trouble before it starts. Constitution is also highly valued for times when the Transporter needs to shield his cargo from harm.

Vitality: 1d10 + Con modifier per level.

TABLE 1.33: THE TACTICIAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+0	+1	+1	+1	+2	1	—	Tempo (self), *wily*
2	+2	+0	+2	+2	+1	+3	2	1R	Stratagem +1
3	+3	+1	+2	+2	+2	+4	2	1R	Art of war
4	+4	+1	+2	+2	+2	+5	2	1R, 1W	Blood of heroes, orders I
5	+5	+1	+3	+3	+3	+5	3	1R, 1W	Tempo (teammate)
6	+6	+2	+3	+3	+4	+6	3	1R, 1W	Commanding presence
7	+7	+2	+4	+4	+4	+7	4	2R, 1W	Art of war, stratagem +2
8	+8	+2	+4	+4	+5	+8	4	2R, 1W	Orders II, ten against ten thousand
9	+9	+3	+4	+4	+5	+9	4	2R, 1W, 1E	Tempo (attack)
10	+10	+3	+5	+5	+6	+10	5	2R, 1W, 1E	Seize the moment

TABLE 1.34: THE TRANSPORTER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+0	+2	+2	0	1T	Protect the package (Initiative/Reflex saves), *watchful*
2	+1	+0	+3	+0	+3	+3	0	1T	Take the hit I
3	+2	+1	+3	+1	+3	+4	1	1T, 1V	You better think again (Will saves)
4	+3	+1	+4	+1	+4	+5	1	1T, 1V	Bonus feat, the getaway 1/session
5	+3	+1	+4	+1	+5	+5	1	2T, 1V	Protect the package (cover ID)
6	+4	+2	+5	+2	+6	+6	2	2T, 1V, 1W	Evasion I
7	+5	+2	+5	+2	+6	+7	2	2T, 1V, 1W	Take the hit II, you better think again (stand offs)
8	+6	+2	+6	+2	+7	+8	2	2T, 2V, 1W	Bonus feat, the getaway 2/session
9	+6	+3	+6	+3	+8	+9	3	2T, 2V, 1W	Protect the package (Defense)
10	+7	+3	+7	+3	+9	+10	3	3T, 2V, 1W	The switcheroo

CLASS SKILLS

The Transporter's class skills are Acrobatics, Athletics, Cultures, Drive, Impress, Intimidate, Mechanics, Notice, Profession, Search, Sense Motive, and Streetwise.

Skill Points at Each Additional Level: 6 + Int modifier.

CORE ABILITY

Watchful: Whenever you spend 1 action die to boost your Defense, you may roll the action die and add its result to your Initiative Count.

CLASS ABILITIES

Protect the Package: At Level 1, once per session, you may designate any 1 other character, animal, or Medium or smaller item as your "cargo." Whenever a human or animal cargo is within 15 ft. of you and its Initiative Count and/or Reflex save is lower than yours (before cover and other effects are applied), whichever of these statistics is lower than yours become equal to yours.

At Level 5, whenever you receive a cover identity, your cargo gains a cover identity — or false shipping papers — with an identical game effect. This benefit is lost if your cover identity is blown or you designate a new cargo.

At Level 9, whenever your cargo is within 15 ft. of you and its Defense is lower than yours (before cover and other effects are applied), its Defense becomes equal to yours.

Take the Hit I: At Level 2, when an adjacent character, animal, or Medium or smaller item is hit with a melee or unarmed attack, you may make a Reflex save (DC equal to 1/2 the attack check result, rounded up). With success, you and the attack's original target switch physical places and the attack hits you instead.

Take the Hit II: At Level 7, when an adjacent character, animal, or Medium or smaller item is hit with a ranged attack, you may make a Reflex save (DC equal to the attack check result). With success, you and the attack's original target switch physical places and the attack his you instead.

You Better Think Again: At Level 3, when your cargo is within 15 ft. of you, you gain a bonus with Resolve checks made during a Stand Off equal to 1/2 your class level (rounded up).

At Level 7, when your cargo is attacked while within 15 ft. of you, you may take a Stand Off action targeting the attacker as a free action (thus canceling the attack). You need not spend an action die to take this action.

For more information about the Stand Off action, see page 359.

Bonus Feat: At Levels 4 and 8, you gain an additional Basic Combat or Chase feat.

The Getaway: At Level 4, once per session during a chase Conflict in which you're the Prey, you may choose the "That's Impossible!" Strategy. Further, if you win the Conflict round with this Strategy, you gain 2 additional Advantages *(see page 367)*.

At Level 8, you may use this ability up to 2 times per session. Further, if you win the Conflict round with the "That's Impossible!" Strategy, you gain a total of 3 additional Advantages.

Evasion I: You can escape many sources of immediate harm. At Level 6, whenever you aren't *flat-footed* and may make a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you instead suffer *no* damage with a *successful* save.

The Switcheroo: At Level 10, once per session if your cargo is somehow stolen, kidnapped, destroyed, killed, or otherwise removed from your presence or eliminated without your consent, you may declare that you had previously replaced it with a reasonably convincing forgery, duplicate, mannequin, or disguised NPC (as appropriate). The decoy may be identified with a successful Analysis (Wis) check (DC 15), though no sooner than 1 minute after you use this ability. After you use this ability, you must spend 1 hour retrieving the actual cargo from its hiding place (usually a safe house or an innocuous location like an airport locker).

EXPERT

TRIGGERMAN



REQUIREMENTS

Weapon Proficiency: Handgun.

Feats: Combat Expertise, Two-Weapon Basics.

The Triggerman is a whirlwind of gunfire, recognized by his trademark fighting style — a pistol in each hand and a non-stop spray of lead hissing through the air. He combines rapid attacks with lithe defense, making him frighteningly effective in close quarters and any situation where heavy weapons cannot be brought to bear.

Attributes: Dexterity is by far the Triggerman's most critical attribute, providing accuracy and defense during firefights.

Vitality: 1d12 + Con modifier per level.

CLASS SKILLS

The Triggerman's class skills are Acrobatics, Athletics, Impress, Intimidate, Investigation, Notice, Resolve, Sleight of Hand, and Streetwise.

Skill Points at Each Additional Level: 4 + Int modifier.

CORE ABILITY

Trigger-Happy: Once per round as a free action during your Initiative Count, you may spend 1 action die to make a final attack with a readied handgun.

CLASS ABILITIES

Two-Weapon Mastery: At Level 1, you gain the Two-Weapon Mastery feat.

Gunplay: At Level 2, each time you hit an opponent with a handgun, your Initiative Count increases by 1.

At Level 7, each time you hit an opponent with a handgun, your Initiative Count increases by an additional 1 (for a total increase of 2).

Gun-Fu: At Level 3, when you successfully disarm an adjacent opponent of a firearm, you may ready the weapon yourself. Further, you may make a final attack against the same opponent as a free action, using the disarmed weapon. Finally, you may pick up and ready any firearm within 5 ft. as a free action.

At Level 7, after you're hit by an opponent's attack, you may inflict the same amount of damage against the same opponent with your next attack. Your next attack must hit with an unarmed strike or handgun to benefit from this ability.

Eye of the Storm: You're at your best in the thick of the fray, surrounded by opponents and weaving between obstacles. At Level 4, you gain a +3 dodge bonus against attacks made by adjacent opponents.

At Level 8, you gain a +6 dodge bonus against attacks made by adjacent opponents, as well as a +3 dodge bonus against all other attackers.

Uncanny Dodge I: Your senses are unnaturally sharp, allowing you to react to danger far faster than others. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed* or being attacked by an invisible adversary (though you still lose your Dexterity bonus to Defense when *held*).

Uncanny Dodge II: At Level 8, you never become *flanked*.

Bonus Feat: At Levels 5 and 9, you gain an additional Ranged or Unarmed Combat feat.

Bag Full of Guns: At Level 6, once per mission, you may produce 1 bag full of guns Resource gear pick *(see page 281)*. This pick is considered mission gear and is therefore lost at the end of the current mission.

Both Guns Blazing: At Level 10, you suffer no penalty with attack or skill checks, or to your Initiative Count, when making multiple attacks or final attacks with a handgun.

EXPERT

VIRTUOSO



REQUIREMENTS

Intelligence: 15+.

Key Skill: 6+ ranks *(see Field of Expertise, page 85)*.

Feats: Any 1 Advanced Skill feat.

Through intense study and enormous talent, the Virtuoso possesses unmatched knowledge of a particular subject. This profound understanding offers a number of impressive benefits, from precise and rapid skill use to explosive innovations and advancements. Many of these benefits extend to the Virtuoso's teammates.

Attributes: Intelligence is far and away the Virtuoso's most key attribute, providing him critical skill points and powering many of his class skills.

Vitality: 1d8 + Con modifier per level.

TABLE 1.35: THAE TRIGGERMAN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+0	+1	+1	+1	+2	1	—	*Trigger-happy*, Two-Weapon Mastery
2	+2	+0	+2	+2	+1	+3	2	1W	Gunplay +1
3	+3	+1	+2	+2	+2	+4	2	1W	Gun-fu (disarm)
4	+4	+1	+2	+2	+2	+5	2	1W, 1R	Eye of the storm ×2, uncanny dodge I
5	+5	+1	+3	+3	+3	+5	3	1W, 1R	Bonus feat
6	+6	+2	+3	+3	+4	+6	3	1W, 1R	Bag full of guns
7	+7	+2	+4	+4	+4	+7	4	2W, 1R	Gun-fu (vengeance), gunplay +2
8	+8	+2	+4	+4	+5	+8	4	2W, 1R	Eye of the storm ×3, uncanny dodge II
9	+9	+3	+4	+4	+5	+9	4	2W, 1R, 1T	Bonus feat
10	+10	+3	+5	+5	+6	+10	5	2W, 1R, 1T	Both guns blazing

TABLE 1.36: THE VIRTUOSO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+0	2	1E	Field of expertise, *meticulous*
2	+1	+0	+2	+3	+1	+0	3	1E	Versatility (2 skills)
3	+1	+1	+2	+3	+2	+1	3	1E, 1R	Field of expertise (Advanced)
4	+2	+1	+2	+4	+2	+1	4	1E, 1R	Brain trust, professional courtesy (1 grade)
5	+2	+1	+3	+4	+3	+1	4	2E, 1R	Field of expertise (Grand)
6	+3	+2	+3	+5	+4	+2	5	2E, 1R, 1G	Ph.D.
7	+3	+2	+4	+5	+4	+2	5	2E, 1R, 1G	Field of expertise (False Start), versatility (4 skills)
8	+4	+2	+4	+6	+5	+2	6	2E, 2R, 1G	Bamboozle, professional courtesy (2 grades)
9	+4	+3	+4	+6	+5	+3	6	2E, 2R, 1G	Field of expertise (Perfect)
10	+5	+3	+5	+7	+6	+3	7	3E, 2R, 1G	Breakthrough 1/scene

CLASS SKILLS

The Virtuoso's class skills are Analysis, Bureaucracy, Computers, Cultures, Impress, Investigation, Medicine, Notice, Profession, Resolve, Science, and Search.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Meticulous: Perfectionism informs everything you do. The error range of each skill check made using your key skill decreases by 2 (minimum 0). Further, once per scene, you may spend 1 action die to re-roll a check using your key skill, even if the result is an error. *For more information about a Virtuoso's key skill, see below.*

CLASS ABILITIES

Field of Expertise: At Level 1, you may choose 1 skill with which you possess at least 6 ranks. This skill becomes your "key skill" and is always a class skill for you. If it is a focus skill, all key skill effects apply only to 1 of its focuses chosen when you gain this ability.

At Level 1 and for each class level gained thereafter, you gain 1 additional skill point that must be spent to purchase ranks in your key skill. Further, you gain the virtual basic skill feat, "Field of Expertise," which grants you a +2 insight bonus with all checks made with your key skill and a related Profession focus of your choice. This virtual feat also permits you to set the threat range of each check you make with your key skill to 19–20.

Example: Kevin gains his first level as a Virtuoso and selects Science (Engineering) as his key skill and "Architect" as his related Profession focus. Science is always considered a class skill for him and he gains 1 skill point that must be spent to purchase a rank in his Science skill.

Further, Kevin's Field of Expertise virtual feat increases the result of each Science (Engineering) check and Profession (Architect) check he makes by +2. It also allows him to set his threat range with these checks to 19–20.

At Level 3, you gain the Advanced Skill Mastery (Field of Expertise) feat.

At Level 5, you gain the Grand Skill Mastery (Field of Expertise) feat.

At Level 7, you gain the False Start (Field of Expertise) feat.

At Level 9, you gain the Perfect Skill Mastery (Field of Expertise) feat.

Versatility: One of your greatest strengths is your ability to pick up new skill sets with minimal effort. At Level 2, you may choose 2 cross-class skills to become class skills for you.

At Level 7, you may choose an additional 2 cross-class skills to become class skills for you.

Brain Trust: At Level 4, each time you make a successful directed check using one of the skills covered by your Field of Expertise feat, the instructed characters may use your bonus when making their next check (instead of gaining the standard +2 synergy bonus).

Further, when you're part of a team skill check using any skill covered by your Field of Expertise feat, you may substitute your skill bonus for the bonus identified by the situation at hand *(see page 91)*. If more than 1 character possesses this ability, the character with the highest applicable bonus may use it.

Professional Courtesy: Your talent has earned you the respect of your peers around the world. At Level 4, the disposition toward you of any NPC with 8 or more ranks in your key skill is automatically improved by 1 grade.

At Level 8, the disposition toward you of any NPC with 10 or more ranks in your key skill is automatically improved by 1 additional grade (for a total increase of 2 grades).

Ph.D.: At Level 6, you may choose 1 Virtuoso class skill. Your maximum rank in the chosen skill increases to your career level + 8. This new maximum skill rank may *not* be further increased by feats or other abilities (though it rises naturally with your career level). Further, you gain a synergy bonus with Knowledge checks relevant to each Ph.D. skill equal to 1/2 your ranks in the skill (rounded down).

Bamboozle: Your understanding of your field is deep enough that others take what you say as dogma — whether it's true or not. At Level 8, when you spend 1 or more free action, or any number of other actions speaking on an issue related to your field of expertise, you gain a synergy bonus with Bluff checks equal to 1/2 your key skill rank (rounded down).

Further, as a full action, you may pontificate at length about the nuances of your field of expertise, after which each willing listener must make a Will save (DC equal to your Profession skill bonus) or become *fixated* for a number of rounds equal to your Intelligence bonus.

Breakthrough: You sit at the peak of your field, developing revolutionary theories and breaking down the barriers between disciplines. At Level 10, once per scene when making an Intelligence- or Wisdom-based skill check, or a Knowledge check, you may substitute your total skill bonus with your key skill for your total bonus with the skill being used.

MASTER CLASSES

Beyond expert classes are master classes, far more specialized occupational and archetypical courses a character may enter for the first time as he gains Career Level 10. Master classes present the most exclusive and focused abilities in the *Spycraft* game. They are the pinnacle of natural character development and a symbol of a character's preeminence in a given field.

Master classes — and many other new character options — will make their first appearance in *World on Fire: The Official Spycraft Espionage Setting and Toolkit.*

ACCESSING DATABASE...

CHAPTER 2>>SKILLS_



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INTRODUCTION

Spycraft 2.0 features a brand new skill list and many new skill rules, including a strictly defined set of checks for nearly every common modern activity.

This chapter begins with general rules related to skills, including how to purchase skill ranks and how to make skill checks, then introduces Focus skills and a streamlined and universal Knowledge check. Finally, every skill and every skill check in the game receives a detailed description.

PURCHASING SKILL RANKS

Skills are purchased in **ranks.** Each rank represents an increment of training in a skill's use. Your character begins with 0 ranks in every skill, but you may begin purchasing skill ranks during character creation at a cost of 1 skill point per rank (for a class skill) or 2 skill points per rank (for cross-class skills). Your character's class determines his skill points and class skills *(see page 28)*.

The maximum number of ranks your character may possess in any skill — whether it's a class skill or a cross-class skill — is equal to his career level + 3.

Example: Kevin is Level 2. He may purchase up to 5 ranks in any skill, whether it is a class skill or a cross-class skill.

Special Note: Experienced d20 players will notice the absence of 1/2 skill ranks and maximum ranks for cross-class skills. This is an intentional simplification.

SKILL BONUS

Each skill has either one or two **key attributes** — the attributes that provide the modifiers for each of the skill's uses, or "checks."

Example: The Acrobatics skill's key attributes are Strength and Dexterity. When making a Jump check, the key attribute is Strength. When making a Skydiving check, however, the key attribute is Dexterity.

For each skill, your character has a **skill bonus** for each key attribute. Each skill bonus is equal to his ranks in the skill + modifiers from the key attribute + any modifiers gained from character options or gear. For convenience, when a skill has two key attributes, the skill bonuses for both are listed together on your character sheet, separated by a slash.

Example: Kevin has a Strength score of 14, a Dexterity score of 12, and 2 ranks in the Acrobatics skill. His skill bonus with Strength-based Acrobatics checks is +4 and his skill bonus with Dexterity-based Acrobatics checks is +3, so his skill bonus is listed on his character sheet as +4/+3.

For a quick list of class skills by base class, refer to Table 2.1: Purchasing Skills — Base Classes *(see page 88)*. For expert classes, refer to Table 2.2: Purchasing Skills — Expert Classes *(see page 89)*. Each table also lists the most fundamental feat supporting each skill.

SKILLS VS. SKILL CHECKS

Skills and **skill checks** are two different things. A character purchases skill ranks in a skill, which in turn offers him one or more named skill checks he can make with those ranks, using one or two key attributes. For example, the Acrobatics skill governs Balance, Falling, Jump, Maneuver (Personal Vehicle), Skydiving, and Tumble checks.

This helpfully provides a shorthand way to refer to any skill *check* in the game, but with 30 skills and almost 100 skill checks, it can become confusing. To ease the burden, we often refer to skill checks after their parent skill name when they're first introduced in each section (e.g. "Acrobatics/Skydiving").

Occasionally, the rules call for an undefined skill check. This is a check without a scripted description — for example, "Falsify (Int)." In such cases, the check follows all standard skill rules, using the key attribute in the parentheses, but no scripted check description applies.

If you ever get confused or don't know where to find the rules for a skill check, simply refer to Table 2.3: Skill Check References *(see page 90)*.

LICENSE TO IMPROVISE!

Spycraft 2.0 aspires to model the most common situations and actions encountered in the modern genre, and does so with precise detail in order to provide the most comprehensive overview possible. On the other hand, skill descriptions are often described in broad terms to support a variety of genres, time periods, and settings. This dichotomy may leave some players confused about how to handle situations and actions that aren't immediately covered.

Don't panic! As with any RPG, the Game Control may always change or delete rules as he wishes. Many aspects of the skill system — such as Knowledge checks — already allow him to do this. When a skill check isn't scripted just the right way to handle a situation, or a player tries to do something outside the scope of these rules, the GC should feel free to call for one or more skill checks of any type, using any skill and attribute combination, with any modifiers and special rules he likes.

As an example, tailing someone in a vehicle might require a Drive check with a synergy bonus from Sneak (despite the fact that the scripted rules don't mention this relationship).

Ultimately, it's more important that the game match *your* vision than the other way around.

SKILL CHECKS

When a character uses a skill, he makes a "skill check." Most of the time, the process of determining success or failure is straightforward *(see below)*; other times, additional rules are required. This section covers the basic rules for all types of skill checks.

THE STANDARD SKILL CHECK

Most of the time, when a character simply tries to accomplish a set task, he makes a "standard skill check" against a difficulty number set by the Game Control. This number is referred to as a Difficulty Class (DC), and it generally falls between 10 and 60.

The player rolls 1d20 and adds his character's skill bonus to obtain a **skill check result**. If the result equals or exceeds the task's DC, the character succeeds; otherwise, he fails.

Some skill checks do not have DCs; instead, the result determines an effect as noted in the check's description.

RESULT CAPS

At any time, a character's skill rank determines the maximum result he may achieve with the skill, otherwise known as his "result cap," as shown on Table 2.4: Result Caps *(see page 91)*. This is a hard limit that may not be exceeded with any character option, modifier, or other rule, except as follows.

- The result cap is lifted with a threat *(see page 96)*.
- When a character spends one or more action dice to boost a result that begins above the standard result cap, the combined action die result is added to the result cap to determine the check result.
- If the character scores a total result of 75 or higher, no matter what his skill rank is, he scores a "Triumph" *(see page 97)*.

Example 1: Kevin has an Analysis skill rank of 8. He rolls a 19 and has +14 in miscellaneous modifiers — including his attribute, insight, synergy, gear, and other bonuses — so his check result adds up to 41. His result cap is 40, however, so his final result is reduced to 40.

Example 2: Following Example 1, Kevin spends a number of action dice, adding the total action die result to 40, *not* 41. If Kevin's total result breaks 75, he achieves a skill Triumph.

Result caps are occasionally modified by character options and other rules. If a character's result cap with any check ever drops below 5, he may not use the check under the scripted circumstances until it once again rises to 5 or higher.

TABLE 2.1: PURCHASING SKILLS — BASE CLASSES

Skill	Basic Skill Feat	Adv	Exp	Fac	Hak	Itr	Ptm	Sci	Sco	Slu	Snp	Sol	Whl
Acrobatics	Burglar					X							X
Analysis	Examiner							X		X	X		
Athletics	Survivalist		X			X			X			X	X
Blend	World Traveler		X	X		X					X		
Bluff	Actor	X		X		X					X		
Bureaucracy	Scholar	X		X	X			X		X	X		
Computers	Techie				X			X			X		
Cultures*	World Traveler	X	X	X	X		X	X	X		X		
Drive*	Speed Demon		X		X	X	X	X	X	X			X
Electronics	Techie				X	X		X			X		X
Falsify	Hustler			X	X			X					
Impress	Actor	X		X									X
Intimidate	Officer	X								X		X	X
Investigation	Private Eye		X		X					X	X		
Manipulate	Hustler	X		X							X		
Mechanics	Speed Demon					X		X					X
Medicine	Examiner	X						X				X	
Networking	Diplomat	X		X						X	X		
Notice	Observer	X	X	X	X	X	X	X	X	X	X	X	X
Profession*	Advisor	X		X	X		X	X		X		X	X
Resolve	Advisor	X	X		X			X	X	X		X	
Science*	Scholar	X	X		X	X	X	X		X	X		
Search	Observer		X	X		X		X	X	X	X	X	
Security	Private Eye		X		X	X				X			X
Sense Motive	Diplomat			X						X	X		
Sleight of Hand	Fence				X	X					X		
Sneak	Burglar				X	X			X	X			
Streetwise	Fence		X		X	X				X			X
Survival	Survivalist		X						X			X	
Tactics	Officer					X	X	X	X			X	X

* These are focus skills *(see page 98)*.

ACTIVE VS. SECRET VS. PASSIVE SKILL CHECKS

Each skill check is defined in its description as either "active," "secret," or "passive." Active skill checks represent the character intentionally doing something that quickly reveals failure (e.g. trying to leap over a wide crevasse), while secret skill checks represent him deliberately doing something with which failure isn't immediately evident (e.g. attempting to influence someone), and passive skill checks represent him doing something subconsciously (e.g. noticing someone sneaking up on him).

When a character makes an **active skill check**, *the player* rolls the die to determine success, and the result is therefore obvious to him. He may gain a synergy bonus and spend action dice to boost the result *(see page 96 for information about synergy bonuses)*. Further, an active skill check always requires a set amount of time to complete, as noted in the skill description. Finally, the character may have the option to "take 10" or "take 20" with an active skill check, as defined in the skill description *(see page 102)*.

When a character makes a **secret skill check**, *the GC* rolls the die to determine success, and the player is not informed of the result until and unless it becomes obvious (when a presumably sabotaged item is found to function properly, for instance). The character may gain a synergy bonus with a secret check. Further, a character *may* spend action dice to boost a secret check result, but does so at his own risk, as he isn't aware of the result before he boosts it. If a secret check results in a threat, the GC is obliged to ask whether the character wants to activate it. Finally, like an active check, every secret check requires a set time to complete, and the character may have the option to "take 10" or "take 20," as defined in the skill description.

When a character makes a **passive skill check**, *the GC* rolls the die to determine success, and the player is not informed of the result unless its success informs him of something (depending upon the GC, the character may not even realize that a failed check, or a check that provides no information, has occurred). The character may *not* spend action dice to boost a passive skill check result, though some specific passive checks allow for critical successes (in which case, the GC will ask the character if he wishes to activate any threat rolled). The character *never* gains a synergy bonus from other skills when making a passive skill check. Further, passive skill checks are commonly, but not always, free actions (taking no time to perform and happening as a matter of course). Finally, unless the GC or a rule states otherwise, the character may *not* "take 10" or "take 20" with a passive skill check.

TABLE 2.2: PURCHASING SKILLS — EXPERT CLASSES

Skill	Basic Skill Feat	Brwl	Clnr	Cona	Cntr	Flda	Grnt	Guid	Ilum	Invt	Pltc	Rptr	Schm	Snpr	Stnt	Tact	Trns	Trgr	Vrtu
Acrobatics	Burglar				X							X		X	X		X	X	
Analysis	Examiner		X			X			X	X									X
Athletics	Survivalist	X			X		X	X				X		X	X		X	X	
Blend	World Traveler		X	X	X			X	X				X	X					
Bluff	Actor		X	X				X	X		X		X			X			
Bureaucracy	Scholar			X		X			X		X		X			X			X
Computers	Techie					X			X	X		X	X						X
Cultures*	World Traveler					X		X	X	X	X					X	X		X
Drive*	Speed Demon	X				X	X	X		X		X			X		X		
Electronics	Techie					X				X		X	X						
Falsify	Hustler		X	X				X	X		X	X	X	X					
Impress	Actor	X		X				X			X				X		X	X	X
Intimidate	Officer	X	X		X		X				X						X	X	
Investigation	Private Eye		X	X	X	X		X	X		X							X	X
Manipulate	Hustler		X	X					X		X		X						
Mechanics	Speed Demon					X	X			X					X		X		
Medicine	Examiner					X		X		X					X				X
Networking	Diplomat			X				X	X		X		X						
Notice	Observer	X	X		X	X	X	X			X	X	X	X		X	X	X	X
Profession*	Advisor					X			X		X		X	X			X		X
Resolve	Advisor	X			X	X	X			X	X			X	X	X		X	X
Science*	Scholar					X				X	X	X	X						X
Search	Observer		X	X	X	X	X		X	X	X		X	X		X	X		X
Security	Private Eye		X		X					X		X	X	X		X			
Sense Motive	Diplomat	X		X	X	X		X	X		X		X			X	X		
Sleight of Hand	Fence	X	X	X					X	X		X			X	X		X	
Sneak	Burglar		X		X			X				X		X					
Streetwise	Fence	X		X				X	X							X	X	X	
Survival	Survivalist						X	X						X	X	X			
Tactics	Officer		X		X		X					X	X	X		X			

* These are focus skills *(see page 98)*.

TABLE 2.3: SKILL CHECK REFERENCES

Skill Check	Skill	Reference
Accomplishment	Profession	*See page 146*
Ambush	Tactics	*See page 168*
Animal Training	Survival	*See page 165*
Appraise	Analysis	*See page 110*
Authenticate	Analysis	*See page 110*
Awareness	Notice	*See page 146*
Balance	Acrobatics	*See page 106*
Bind	Athletics	*See page 113*
Black Market	Streetwise	*See page 162*
Bribe*	Bureaucracy	*See page 121*
	Streetwise	*See page 163*
Build*	Electronics	*See page 126*
	Mechanics	*See page 139*
Canvass Area	Investigation	*See page 136*
Chemistry	Science	*See page 149*
Climb	Athletics	*See page 113*
Coercion	Intimidate	*See page 134*
Communication	Cultures	*See page 123*
Conceal Action	Sleight of Hand	*See page 159*
Concentration	Resolve	*See page 147*
Contact	Networking	*See page 144*
Cover Up	Falsify	*See page 129*
Deception	Bluff	*See page 120*
Decipher	Analysis	*See page 111*
Detect Search	Investigation	*See page 137*
Detect Lie	Sense Motive	*See page 158*
Disable*	Electronics	*See page 126*
	Mechanics	*See page 139*
	Security	*See page 156*
Disguise	Falsify	*See page 129*
Domination	Intimidate	*See page 134*
Endorsement	Networking	*See page 144*
Engineering	Science	*See page 151*
Escape	Athletics	*See page 114*
Examine Media	Analysis	*See page 111*
Fabrication	Science	*See page 152*
Falling	Acrobatics	*See page 106*
First Aid	Medicine	*See page 141*
Foraging	Survival	*See page 166*
Forced March	Athletics	*See page 114*
Forecast Weather	Survival	*See page 166*
Forensics	Analysis	*See page 112*
Forgery	Falsify	*See page 130*
Gambling	Streetwise	*See page 163*
Genetics	Science	*See page 152*
Haggle	Streetwise	*See page 164*
Harassment	Manipulate	*See page 138*
Hide	Sneak	*See page 161*
Hotwire	Security	*See page 157*
Influence	Impress	*See page 132*
Innuendo	Sense Motive	*See page 158*
Jump	Acrobatics	*See page 107*
Maneuver (Animal)	Survival	*See page 166*
Maneuver (Crewed Vehicle)	Tactics	*See page 168*
Maneuver (Foot)	Athletics	*See page 115*

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PLAYERS AND DICE

Some players may rebel against passive and secret checks, citing that when they stop rolling dice, they stop having fun. This is a fair argument, and the Game Control is well within bounds to allow the players to roll their own dice for either or both check types, though he does so at some risk. Passive checks are frequently made without the *character's* knowledge, and it's a difficult roleplaying task to ignore their occurrence at the table. Likewise knowing one's approximate result in either case (sans discretionary modifiers).

TABLE 2.3: SKILL CHECK REFERENCES CONT.

Skill Check	Skill	Reference
Maneuver (Personal Vehicle)	Acrobatics	*See page 108*
Maneuver (Vehicle)	Drive	*See page 125*
Mathematics	Science	*See page 152*
Mediation	Networking	*See page 145*
Modify*	Electronics	*See page 127*
	Mechanics	*See page 140*
Morale	Resolve	*See page 147*
Optimize	Computers	*See page 122*
	Electronics	*See page 127*
	Mechanics	*See page 140*
Perception	Search	*See page 156*
Performance	Impress	*See page 132*
Persuasion	Impress	*See page 132*
Pharmacology	Science	*See page 154*
Power Lifting	Athletics	*See page 116*
Programming	Science	*See page 155*
R&R	Resolve	*See page 149*
Repair*	Electronics	*See page 127*
	Mechanics	*See page 141*
Research	Investigation	*See page 137*
Resist Impress	Resolve	*See page 149*
Resist Intimidate	Resolve	*See page 149*
Resist Manipulate	Sense Motive	*See page 159*
Sabotage*	Electronics	*See page 128*
	Mechanics	*See page 141*
Skydiving	Acrobatics	*See page 108*
Slander	Manipulate	*See page 138*
Smash	Athletics	*See page 116*
Speed Push	Athletics	*See page 117*
Sports	Athletics	*See page 117*
Stash Item (Person)	Sleight of Hand	*See page 159*
Stash Item (Scenery)	Sneak	*See page 161*
Stealth	Blend	*See page 118*
Super-Science	Science	*See page 155*
Surgery	Medicine	*See page 142*
Swim	Athletics	*See page 117*
Therapy	Medicine	*See page 143*
Tracking	Survival	*See page 167*
Treatment	Medicine	*See page 143*
Tumble	Acrobatics	*See page 109*

* This check is made using the ranks in one of 2–3 different skills, as demanded by the situation at hand. Each skill check description defines when and how to use the ranks in each skill.

But there is an upside. With the GC rolling fewer dice and consulting character sheets less often, the game is likely to speed up a bit. This is a tradeoff every Game Control must weigh, factoring in house rules and his own unique tricks of the trade. GCs intending to roll all passive and secret checks themselves might benefit from taking down at the start of the evening each character's skill bonuses in one or several skills he expects to use. A worksheet is provided on page 491 for this purpose.

Regardless of the GC's decision concerning who rolls the dice, all other rules for active, passive, and secret checks are critical to game balance.

OPPOSED SKILL CHECKS

When a character vies or competes against someone else with a skill, he makes an "opposed skill check." Each character involved makes a standard skill check with his most relevant skill (e.g. Athletics for everyone in a foot race, Notice for one person and Sleight of Hand for another when the second character is trying to secretly swipe something off a table in the first character's line of sight, etc.).

The character with the highest skill check result wins the competition. Equal results are considered a tie unless this provides no clear result, in which case the winner is the character with the highest skill bonus. If the characters possess equal skill bonuses, a random 1d20 die roll determines the winner.

Example 1: Kevin and five others are racing toward a closing security door. Each makes an Athletics/Maneuver (Foot) check. The character with the highest result reaches the door first, the character with the second-highest result arrives next, the character with the third-highest result comes after that, and so on. If two or more characters' results are equal, they reach the door simultaneously.

Example 2: Kevin tries to slip past a minion. He makes a Sneak/Hide check and the minion (who is on guard and watchful) makes a Search/Perception check. If Kevin's result exceeds the minion's, he slips by unnoticed; otherwise, the minion spots him. In this case, since equal results produce an unclear result, comparing skill bonuses breaks the tie.

One last restriction: when making an opposed check, the character may not take 10 or take 20 *(see pages 97 and 98)*.

COOPERATIVE SKILL CHECKS

When multiple characters work together to perform one task, the GC may ask for a "cooperative check." In this case, one character performing the task must be chosen as the **leader** of the attempt. Each other character is called a **helper**. Determine all characters involved in a cooperative check and their roles in the task before rolling any dice.

First, the leader makes the skill check relevant to the task, generating the base check result.

Then, each helper makes the same skill check with a DC determined as follows.

- If the skill check has a set DC, each helper's DC is 15.
- If the skill check has no set DC, each helper's DC is equal to the leader's check result minus 10 (minimum 15).

TABLE 2.4: RESULT CAPS

Ranks in Skill	Result Cap
0	15
1–3	20
4–6	30
7–9	40
10–12	50
13+	60

The leader gains a synergy bonus to his check result equal to the number of successful helpers (to a maximum +5 bonus per check, no matter how many helpers are involved). For each helper who scores a critical success, the leader gains an additional +1 bonus with his check result (this bonus is unnamed and can exceed the +5 limit).

If even one helper's skill check results in a critical failure, the entire task is ruined and must be started again.

The leader's final skill check result — after all helper bonuses are applied — determines the cooperative check's outcome.

Two additional restrictions: first, only so many characters may work together to perform each check, as shown in each skill description and on Table 2.9: Using Skills *(see page 103)*; second, when making a cooperative check, neither the leader nor any helper may take 10 or take 20 *(see pages 97 and 98)*.

TEAM SKILL CHECKS

Sometimes, the entire team performs one task as a unit and individual success is irrelevant. Alternately, allowing each team member to make his own check might increase the chance of success above the scripted odds. In these cases, the GC may ask for a "team check."

Each time the players ask to make a cooperative check, the GC may instead force them to make a team check. This is most common with Investigation, Notice, Search, and other exploratory skills, when it is more balanced to simply make one roll instead of many.

A team check operates like a standard skill check, except that *only one character makes the check for the entire team*. The situation at hand determines the character to make the check, as follows.

- If only one character must succeed for the entire team to reap the benefit (e.g. one character can make a team Notice/Awareness check and inform the others of what he finds), the character with the *highest* relevant skill bonus makes the check.
- If every member of the team must succeed to reap the benefit (e.g. every member of a team must succeed with simultaneous Security/Disable checks at different locations), the character with the *lowest* relevant skill bonus makes the check.

In either case, if two or more characters qualify to make the check, the team may jointly choose which of the characters makes it.

DIRECTED SKILL CHECKS

When there's time, it's often a good idea for a character with a high skill bonus to offer some pointers to the rest of his team. This is a "directed skill check."

A directed check operates like a standard skill check, except that it takes 10 times as long and the GC makes the roll for the player, in secret *(see page 89)*.

With success, each other character who watched the entire directed check without interruption — and without taking any actions of his own — gains a +2 synergy bonus with the next identical skill check he makes (e.g. producing the same item, performing the same task, etc.). This bonus lasts until the end of the current scene, or for a number of minutes equal to the tutoring character's ranks in the relevant skill (whichever ends first).

With a threat, the GC informs the player of the result and asks him whether he wishes to activate it as a critical success. With a critical success, the bonus lasts until the end of the following scene, or for a number of minutes equal to 2 × the tutoring character's ranks in the relevant skill (whichever ends first).

With failure, the time is wasted and none of those watching gain any bonus.

With an error, the GC may secretly spend a number of action dice to inflict a –1 penalty per die spent upon all identical skill checks until the end of the current scene.

A character may only benefit from a directed check if the tutor's ranks in the relevant skill exceed his own by 4 or more.

Example: Kevin tries to tutor his three teammates in the finer points of the Analysis skill's Authenticate check. He possesses 8 ranks in the skill and his teammates respectively possess 0, 3, and 7 ranks in it. Only the first two teammates benefit from Kevin's directed check.

SKILL CHECK MODIFIERS

Unless otherwise stated, the following modifiers may apply to any skill check of any type.

UNTRAINED SKILL CHECKS

When a character possesses 0 ranks in a skill, he is considered "untrained" with it. Any character may make an untrained skill check, simply making the check with a skill bonus calculated with 0 skill ranks. His error range increases by 2.

SKILL SYNERGY

When a character possesses two skills that work well together, such as Athletics and Acrobatics, his knowledge of one may assist him when he makes a skill check with the other. This is handled with a "synergy bonus."

All synergy bonuses work the same. For every 5 ranks the character possesses in a skill, he gains a +1 synergy bonus with each skill *check* listed in the skill's description (maximum +5).

Example 1: Kevin possesses 7 ranks in the Falsify skill. He gains a +1 synergy bonus with Ambush, Appraise, Authenticate, Harassment, and Tracking checks.

Example 2: Kevin possesses 14 ranks in the Analysis skill. He gains a +2 synergy bonus with the Chemistry, Detect Search, Forgery, Haggle, Mathematics, Modify, Programming, Research, and Sabotage checks.

STACKING MODIFIERS

There are a number of modifiers in *Spycraft 2.0*, but all of them are either named or unnamed. This determines whether one bonus **stacks** with others — that is, whether the modifiers are added together before they're applied to a character's attack check, skill check, statistic, etc.

Synergy bonuses are granted by skills with passive checks, but they are never granted to passive skill checks (remember that the player — who typically keeps track of his own synergy bonuses — is often unaware when a passive skill check is being made).

Table 2.5: Skill Synergies lists all the skills that typically grant synergy bonuses to each check, though a player may make a case to his GC to allow a synergy bonus not listed in a skill's description. The GC should only allow synergy bonuses he finds logical and supportive of the situation at hand.

Like all named bonuses, synergy bonuses do *not* stack, so only the best available synergy bonus applies to each skill check *(see Stacking Modifiers, above)*.

For a quick reference list of every available skill synergy, see Table 2.5: Skill Synergies *(see page 93)*.

DISCRETIONARY MODIFIERS

The Game Control can apply a "discretionary modifier" to reflect miscellaneous situations at hand. This modifier may range from –4 (for the most abject conditions) to +4 (for the most favorable).

Example: Kevin climbs a cliff in a light wind, so the GC applies a –2 discretionary penalty.

No more than one discretionary modifier may apply to any single skill check. When multiple circumstances apply to a single check, the GC should factor them all into a single discretionary modifier that doesn't fall outside the –4 to +4 range.

Example: Kevin climbs a cliff in a light wind (–2) during a tremor (–2), so the GC applies a –4 discretionary penalty.

With interpersonal skills like Impress, the GC is encouraged to factor good roleplay into his discretionary modifiers, though he should err on the side of caution. As a rule of thumb, no roleplaying bonus should exceed +2 (total).

Special Note: Discretionary modifiers replace circumstance modifiers in *Spycraft 2.0*. Circumstance modifiers don't exist in this edition, nor do discretionary modifiers stack with one another, as circumstance modifiers did in *Spycraft 1.0*. *For more information, see Stacking Modifiers, above.*

NAMED MODIFIERS

When a character benefits from more than one named modifier of the same type (discretionary, synergy, etc.), only the best of the bonuses and the worst of the penalties with the same name apply.

Example: When making a skill check, Kevin gains a +1 synergy bonus from one skill and a +2 synergy bonus from another. He gains only a +2 synergy bonus with the skill check.

TABLE 2.5: SKILL SYNERGIES

Skill /Checks	Skills That Grant a Synergy Bonus
Acrobatics	
Balance	Athletics, Resolve, Sneak
Falling	Athletics, Sneak, Survival
Jump	Athletics, Sneak, Survival
Maneuver (Personal Vehicle)	Drive, Sense Motive, Streetwise (in a city)
Skydiving	Athletics, Resolve, Survival
Tumble	Athletics, Blend, Sneak
Analysis	
Appraise	Falsify, Investigation, Streetwise (when appraising something offered on the black market).
Authenticate	Falsify, Investigation, Science (Chemistry)
Decipher	Computers (when using a computer), Investigation, Science (Mathematics)
Examine Media	Computers, Investigation, Sense Motive (when gaining clues about people seen on media).
Forensics	Investigation, Medicine (when the mystery involves biological evidence), Science (Chemistry) (when the mystery involves chemical evidence), Science (Fabrication) (when the mystery involves gear remnants), Search, Sense Motive
Athletics	
Bind	Notice, Sleight of Hand, Survival
Climb	Mechanics (when using climbing gear), Resolve, Survival
Escape	Acrobatics, Bluff (when trying to escape unnoticed), Sleight of Hand
Forced March	Resolve, Survival, Tactics
Maneuver (Foot)	Acrobatics, Streetwise (in a city), Survival (in the wild)
Power Lifting	Resolve
Smash	Resolve
Speed Push	Resolve
Sports	Resolve, Sense Motive, Tactics
Swim	Resolve, Survival
Blend	
Stealth	None
Bluff	
Deception	Bureaucracy (in a corporate or government environment), Cultures (in a focus area), Impress (when being positive), Intimidate (when being negative), Sense Motive, Streetwise (in a city)
Bureaucracy	
Bribe	Impress, Networking, Science (Economy)
Computers	
Optimize	Electronics, Science (Programming), Science (Super-Science)
Cultures	
Communication	Impress, Networking, Sense Motive
Drive	
Maneuver (Vehicle)	Intimidate, Notice, Sense Motive, Streetwise (in a city)
Electronics	
Build	Computers, Science (Super-Science), Security (when building a security device)
Disable	Computers, Science (Super-Science), Security (when disabling a security device)
Modify	Analysis, Computers, Science (Super-Science), Security (when modifying a security device)
Optimize	Computers, Science (Fabrication), Science (Super-Science)
Repair	Computers, Science (Super-Science), Security (when repairing a security device)
Sabotage	Analysis, Computers, Science (Super-Science), Security (when sabotaging a security device)
Falsify	
Cover Up	Bluff, Streetwise (in a city), Survival (in the wild)
Disguise	Blend, Bluff, Bureaucracy (in a corporate or government environment), Sneak, Streetwise (in a city)
Forgery	Analysis, Bureaucracy (when creating any document, cover identity, or art object native to a corporate or government environment), Cultures (when creating any document, cover identity, or art object native to a focus area), Electronics (when creating a simulation of an electronic device), Mechanics (when creating a simulation of a mechanical device), Science (when creating any simulation of an item created with a Science focus), Streetwise (when creating any document, cover identity, or art object native to a city)

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TABLE 2.5: SKILL SYNERGIES CONTINUED

Skill /Checks	Skills That Grant a Synergy Bonus
Impress	
Influence	Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Sense Motive, Streetwise (when targeting any urban character)
Performance	Bureaucracy (when targeting any crowd consisting of corporate or government characters), Cultures (when targeting any crowd from a focus area), Streetwise (when targeting any crowd consisting of urban characters)
Persuasion	Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Resolve, Streetwise (when targeting any urban character)
Intimidate	
Coercion	Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Manipulation, Resolve, Streetwise (when targeting any urban character)
Domination	Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Manipulation, Resolve, Streetwise (when targeting any urban character)
Investigation	
Canvass Area	Bureaucracy (when in a corporate or government environment), Cultures (when in a focus area), Impress, Networking, Sense Motive, Streetwise (when in a city)
Detect Search	Analysis, Notice, Search
Research	Analysis, Computers (when using a computer), Investigation, Notice, Search
Manipulate	
Harassment	Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Falsify (when the harassment involves physical props), Streetwise (when targeting any urban character)
Slander	Impress, Sense Motive
Mechanics	
Build	Drive (when building a vehicle), Science (Fabrication), Security (when building a security device)
Disable	Drive (when disabling a vehicle), Science (Fabrication)
Modify	Analysis, Drive (when modifying a vehicle), Science (Fabrication)
Repair	Drive (when repairing a vehicle), Science (Fabrication), Security (when repairing a security device)
Sabotage	Analysis, Drive (when sabotaging a vehicle), Science (Fabrication)
Medicine	
First Aid	Science (Pharmacology), Search, Survival
Stabilize	Resolve, Science (Pharmacology), Search, Survival
Surgery	Notice, Science (Chemistry), Science (Genetics), Search
Therapy	Manipulate, Science (Pharmacology), Sense Motive
Treatment	Notice, Resolve, Science (Pharmacology), Sense Motive
Networking (Contacts)	
Contact	Bureaucracy (when targeting any corporate or government contact), Cultures (when targeting any character from a focus area), Streetwise (when targeting any urban contact), Survival (when targeting any wilderness contact)
Endorsement	Impress, Manipulate, Sense Motive
Mediation	Bureaucracy (when targeting any NPCs from a corporate or government environment), Sense Motive, Streetwise (when targeting any NPCs from an urban environment), Tactics
Notice	
Awareness	None
Profession	
Accomplishment	None
Resolve	
Concentration	None
Morale	None
R&R	None
Resist Impress	None
Resist Intimidate	None

Continued on page 95

Example: When making a skill check, Kevin gains a +1 synergy bonus and suffers a –3 synergy penalty. He suffers a –2 synergy penalty with the skill.

If two or more like-named or same-source modifiers with time limits affect a character at the same time, the best of each bonus and the worst of each penalty apply until each duration ends, after which the next best bonus or penalty takes its place. This process continues until no bonuses or penalties with durations remain.

TABLE 2.5: SKILL SYNERGIES CONTINUED

Skill /Checks	Skills That Grant a Synergy Bonus
Science	
Chemistry	Analysis, Medicine, Science (Mathematics)
Economy	Bureaucracy, Networking, Profession
Engineering	Electronics, Mechanics, Science (Fabrication)
Fabrication	Electronics, Mechanics, Science (Engineering)
Genetics	Medicine, Science (Chemistry), Science (Pharmacology)
Mathematics	Analysis, Computers, Manipulate, Science (Super-Science)
Pharmacology	Medicine, Science (Chemistry), Science (Genetics)
Programming	Analysis, Computers, Science (Mathematics), Science (Super-Science)
Super-Science	Computers, Electronics, Mechanics, Science (Fabrication), Science (Mathematics)
Search	
Perception	None
Security	
Disable	Computers (when targeting any computerized security device), Electronics (when disabling any electronic security device), Mechanics (when disabling any mechanical security device), Science (Chemistry) (when disabling any explosive security device), Science (Fabrication) (when disarming any security weapon)
Hotwire	Computers (when targeting any computerized ignition), Electronics (when targeting any electronic ignition), Mechanics (when targeting any mechanical ignition), Streetwise
Installation	Computers (when installing any computerized security device), Electronics (when installing any electronic security device), Mechanics (when installing any mechanical security device), Science (Fabrication) (when installing any security weapon)
Sense Motive	
Detect Lie	None
Innuendo	Blend, Impress, Networking
Resist Manipulate	None
Sleight of Hand	
Conceal Action	Blend, Bluff, Impress
Stash Item (Person)	Blend, Bluff, Search
Sneak	
Hide	None
Stash Item (Scenery)	Blend, Bluff, Search
Streetwise	
Black Market	Cultures (in focus area), Investigation, Networking
Bribe	Impress, Networking, Resolve, Science (Economy)
Gambling	Bluff (in a competitive game), Science (Mathematics), Sense Motive (in a competitive game)
Haggle	Analysis, Networking, Sense Motive
Survival	
Animal Training	Impress, Resolve, Sense Motive
Foraging	Cultures (in focus area), Notice, Search
Forecast Weather	Cultures (in focus area), Science (Mathematics)
Maneuver (Animal)	Impress, Resolve, Sense Motive
Tracking	Athletics, Bureaucracy (in a corporate or government environment), Cultures (in focus area), Falsify, Notice, Search, Streetwise (in a city)
Tactics	
Ambush	Blend (when striking from a crowd), Falsify (when using a disguise), Sense Motive, Sneak, Streetwise (when preparing an ambush in a city), Survival (when preparing an ambush in the wild)
Maneuver (Crewed Vehicle)	Intimidate, Networking, Resolve
Rally	Impress, Intimidate, Resolve

UNNAMED MODIFIERS

Unless otherwise stated in their description, unnamed modifiers stack with all other modifiers all the time.

MODIFIER TYPES

For your convenience, here's a complete list of *Spycraft 2.0* modifier types, their ranges, and when they come into play.

Discretionary: The GC applies these modifiers to reflect miscellaneous circumstances in the situation and environment *(see page 92)*. Discretionary modifiers range from –4 to +4.

Insight: Origins and special skill checks offer these bonuses, which represent keen understanding. Insight bonuses range from +1 to +6.

Gear: Gear and gadgets offer or trigger these modifiers, which range from –4 to +4.

Morale: Class abilities and other effects that bolster or shake confidence apply these modifiers, which range from –4 to +4.

Size: The Size of a character or object affects its Defense and attack checks (with modifiers ranging from –16 to +16), as well as Blend/Stealth and Sneak/Hide checks (with modifiers ranging from –20 to +20).

Synergy: Complementary skills and special skill checks offer these modifiers, which represent interlocking utility. Synergy modifiers range from –5 to +5.

BEHIND THE CURTAIN: SKILL CHECKS

The skill result scale in *Spycraft 2.0* is far from arbitrary. The first edition introduced a great many skill check bonuses, some named and therefore limited and others unnamed and completely open to abuse. This edition carefully controls bonuses by establishing a small pool of strictly limited bonus types.

In general, the 10 to 60 scale produces three tiers of skill specialty: 10–20 for low-level results, 21–40 for mid-level results, and 41–60 for high-level results. From a character's viewpoint, this roughly corresponds to the average and extreme progress he might see on the way to Level 20, where he can theoretically max out with +23 from skill ranks and +25 in miscellaneous modifiers (at most, +10 from attribute modifiers, +6 from insight bonuses, +5 from synergy bonuses, +4 from gear bonuses, and +4 from GC-controlled discretionary bonuses).

This produces a smooth scale in which a character gains access to more and more spectacular skill use outcomes over the course of his career. For example, when combined with a random 1d20 roll, the scale's upper end sees a maximum skill yield of +68 — 8 higher than the topmost common DC seen in the game. That's a 60% chance of the most capable Level 20 character achieving the most incredible outcome possible — a more conservative but far more manageable ceiling than before.

Of course, this assessment doesn't take action dice into account. By Level 20, characters are starting each session with an additional 6d10 in potential skill boosts, which translates to roughly 33 more result points. Certainly, no character is expected to spend all of his action dice boosting his skill results, but this side pool is one more tool in his arsenal, another way to circumvent the system and manage the impossible.

For more information about skill check DCs, see page 88.

SPECIAL RESULTS

Unless otherwise stated, three special results are possible with every skill check, as follows.

THREATS AND CRITICAL SUCCESSES

Every skill possesses a threat range. The threat range of all skills begins at 20, though it may increase or decrease due to feats, conditions, and other factors.

When a character succeeds with a skill check *and* rolls a natural number within his threat range (an actual roll of the number on a d20), he scores a **threat**. His result cap is lifted for this check. Further, he scores a potential critical success.

If a threat range is "reduced beyond" 20, the attacker may not score a threat with the skill check.

Example 1: A character with the Diplomat feat makes a Networking/Contact check, which increases his threat range by 1. The character's threat range with the check is 19–20.

Example 2: A character makes a Sense Motive/Detect Lie check targeting a Con Artist with the *100 moves ahead* ability, which reduces the acting character's threat range by 2. The acting character has no threat range with this skill check and may therefore not score a threat.

To activate a threat as a **critical success**, the character must spend 1 or more action dice. A critical success overrides a threat, negating the threat's effects and replacing them with the effects of a critical success. A critical success also lifts the check's result cap.

If the character chooses to spend no dice, the skill check remains a threat.

Unlike in *Spycraft 1.0* and most d20 games, a natural 20 is **not** an automatic success; a character's skill result must still equal or exceed the DC in order to succeed.

Special Note: When a standard NPC scores a threat with a skill check, it may only be activated as a critical success if the NPC possesses the *prodigy* quality *(see page 448)*.

ERRORS AND CRITICAL FAILURES

Every skill possesses an error range. The error range of all skills begins at 1, though it may increase or decrease due to feats, conditions, and other factors. An error range may not decrease below 0.

When a character fails a skill check *and* rolls a natural number within his error range (an actual roll of the number on a d20), he suffers an **error** — a potential critical failure.

Example 1: A character makes an untrained skill check, which increases his error range by 2. The character's error range with the check is 1–3.

Example 2: A Snoop with the *no worries* ability makes a Search/Perception check while using Tradecraft gear. The ability decreases his error range by 2. The Snoop's error range with the check is 0.

To activate an error as a critical failure, the character's opponent — usually the GC — must spend one or more action dice. A critical failure overrides an error, negating the error's effects and replacing them with the effects of a critical failure.

If the GC chooses to spend no dice, the skill check remains an error. Many rules have additional effects when an error is suffered.

Unlike in *Spycraft 1.0* and most d20 games, a natural 1 is not an automatic failure; a character's skill result must be lower than the DC in order to fail.

Special Note: Any negative skill check result operates like an error and may be activated as a critical failure.

TRIUMPHS

When a character succeeds with a skill check *and* scores a total result of 75 or higher, he scores a "Triumph." This is a defining accomplishment on the order of an Olympic record or a history-making speech. Scoring a Triumph is the highest possible accolade in *Spycraft 2.0* and reason for reverent celebration.

No Triumph should go by unnoticed; neither should one fade quickly. Triumphs are the stuff of legend and should find an honorable home in the GC's setting — perhaps as a recurring NPC-driven story growing more and more outlandish over time, maybe as something for which high-ranking NPCs commend the team when they meet for the first time. The Game Control should always strive to pay tribute in his own way, using each Triumph as the gateway to greater roleplaying potential.

But Triumphs are not merely flavor. They also offer the entire team a number of significant benefits, as follows.

- Once per mission *only*, the character scoring the Triumph *and each of his teammates* gains an additional +10% XP for the current mission, rounded up (this bonus is applied *after* the mission's base XP reward is multiplied by the character's career level or the team's Threat Level). This bonus stacks with any Crossroads Title benefits each character may already gain *(see page 53)*.
- Each time a Triumph occurs, the disposition toward the skill user of each standard character who witnesses the Triumph as it happens — including each standard villain — increases by 2 grades until the end of the current mission *(see Disposition, page 457)*.
- Once per session *only*, the disposition of each special character toward the skill user who witnesses the Triumph as it happens — not including villains — increases by 1 grade until the end of the current mission.

Special Note: During an opposed check when both participants score results of 75 or greater, only the highest (winning) result may generate a Triumph.

RETRIES

Some skill checks may be tried over and over again; others offer the character only one chance to succeed. Refer to each skill check description for the specific circumstances under which it may be retried.

TAKING 10

If the character is reasonably confident in his abilities and under only marginal pressure, he may choose to "take 10." Instead of rolling 1d20 when making his skill check, he calculates it as though he's rolled a 10.

Taking 10 requires twice the time listed in each skill description.

Example: Kevin has an Analysis skill bonus of +9. When he takes 10 with a 1-minute Analysis check, it takes 2 minutes and his check result is 19.

A few restrictions apply when taking 10.

- The character may not take 10 when he's distracted or endangered (per the GC's discretion).
- The character may not take 10 when his error range is 1–2 or worse (after all modifiers are applied).
- The character may not take 10 with any skill check possessing the Concentration tag *(see page 101)*.
- The character's result cap still applies when he takes 10.
- The character may not score a threat when taking 10.
- The character may not spend action dice to boost a skill check result when taking 10.



TAKING 20

If a character has plenty of time, he may choose to "take 20." Instead of rolling 1d20 when making his skill check, he calculates it as though he's rolled a 20.

Taking 20 requires 20 × the time listed in each skill description.

Example: Kevin has an Analysis skill bonus of +9. When he takes 20 with a 1-minute Analysis check, it takes 20 minutes and his check result is 29.

A few restrictions apply when taking 20.

- The character may not take 20 when he's distracted or endangered (per the GC's discretion).
- The character may not take 20 when his error range is 1–2 or worse (after all modifiers are applied).
- The character may not take 20 with any skill check possessing the Concentration tag *(see page 101)*.
- The character's result cap still applies when he takes 20.
- The character may not score a threat when taking 20.
- The character may not spend action dice to boost a skill check result when taking 20.

MULTI-TASKING

Sometimes a character must complete more than one action at once — simultaneously performing two computer-related tasks or opening a lock while standing on a precarious surface. In these situations, he may choose to perform up to two actions during the same time period. At least one of these skill checks must require at least one full round to complete, and the character must be able to plausibly complete both tasks together, per the GC's discretion (e.g. he may not attempt two skill checks that each require both hands, nor may he drive two vehicles at once).

While multi-tasking, the character may make one additional half action skill check per round, albeit with the following penalties.

- The character suffers a –5 synergy penalty with each skill check he makes while multi-tasking, including each of the two skill checks that prompts the use of these rules. For every 5 ranks the character possesses in the Resolve skill, this penalty is reduced by 1 (to a minimum penalty of –2).
- The error range of each skill check made while multi-tasking increases by 3.
- If the character scores a threat with any skill check made while multi-tasking, he must spend one additional action die to activate it as a critical success.

FOCUS SKILLS

Four skills — Cultures, Drive, Profession, and Science — are sufficiently broad that a character must specify one or more "focuses" when he acquires ranks in them. Except for Profession, each of these skills' descriptions includes an exclusive list of available focuses (in the case of Drive, these focuses correspond directly to the vehicle categories). A character may *not* choose a focus outside these options without GC approval.

Focuses are not tracked separately of their parent skill. Further, a character never gains ranks in a focus. He either has one or he doesn't. Check boxes are provided on the character sheet to record each character's skill focuses.

At Career Level 1, the character automatically gains one focus for each focus skill. His Cultures choice must correspond to his homeland, while his other choices simply represent his personal background and preferences.

Also at Career Level 1, the character gains an additional number of focuses equal to his Intelligence modifier (if positive), which may be distributed between his focus skills as he wishes.

Thereafter, the character gains one additional focus for every 4 ranks he purchases in each parent focus skill.

A character may also gain additional focuses from his Origin, his class, or other options.

"FORTE" FOCUSES

A forte represents dedicated study of only a part of an existing focus.

When a character who already possesses one or more focuses gains one, he may instead flag one part of a previously chosen focus as a "forte." The division of each focus differs by skill, as follows.

Cultures: Each forte represents dedicated study of one country within the focus region.

Drive: Each forte represents dedicated study of one vehicle type within the focus vehicle category (e.g. sports car).

Profession: Each forte represents dedicated study of one task within the focus profession (e.g. murals within the painting profession).

Science: Each forte represents dedicated study of one gear type within the focus science (e.g. plastic explosive).

This grants the character a +1 bonus with all skill checks involving the forte focus. Further, when taking 10 with a skill check involving the forte focus, the time required is *not* doubled.

Special Note: A character may never benefit from more than one forte when making any skill check.

FOCUS SKILL CHECKS

When a character makes a skill check with any focus skill, the GC chooses which focus is most appropriate. Only one focus may apply to each check.

If the character possesses the appropriate focus, he applies his full skill rank.

If the character does *not* possess the appropriate focus, he applies only 1/2 his full skill rank (rounded down). The character's result cap is nevertheless calculated using his full skill rank. Further, he is considered untrained *(see page 92)*.

FOCUS SKILLS AND SYNERGY BONUSES

A character's ranks in a focus skill grant a synergy bonus *only* if he possesses the focus listed in the target skill description.

- *Example:* Kevin has an Intelligence of 10 and 7 ranks in Cultures, with focuses in Northern America and Oceania. His Cultures skill grants a +1 synergy bonus only with skill checks related to these regions.

KNOWLEDGE CHECKS

Spycraft 2.0 features no Knowledge skill. Any character may make a Knowledge check at any time about any topic. Knowledge checks are made to determine if a character knows something that the player doesn't (though the GC is within his rights to call for a Knowledge check even if a player does know something, if he believes the character might not). Knowledge checks are called for during simple tasks driven by basic knowledge, such as navigating through an area. The GC may also call for a Knowledge check when the player forgets something that his character has been told, representing the character's ability to remember things.

Each Knowledge check must focus on one question or simple task. It operates like a standard skill check, except that each character's Knowledge "skill bonus" is equal to his career level + his Intelligence modifier. This number may be negative.

The base error range of any Knowledge check is 1 and the base threat range is 20. All Knowledge checks are free actions. Even though a character may call for one, a Knowledge check is always passive.

Each Knowledge check gains a synergy bonus from any one skill in the game — whichever skill the GC rules to be most appropriate. For instance, Security grants the synergy bonus when asking a question about common alarm systems, while Drive grants the synergy bonus when navigating in a vehicle.

The DC of any Knowledge check is determined by the complexity or obscurity of the question asked or task undertaken, as shown on Table 2.6: Knowledge Checks *(see below)*. With success, the character knows the question's answer or performs the desired task. In the case of information, the character may then relate the information to someone else by spending the relay time shown on Table 2.6.

With a critical success, the character gains more information than he asked for, at the rate of one additional question answered per action die spent. When navigating, the character finds a shortcut, reducing the travel time by 10% per action die spent (to a minimum of 60% standard travel time, rounded up). Other Knowledge check critical success results should follow this same basic pattern of +1 question or increment per action die spent.

With a critical failure, the GC provides the character with false information, or a simple task goes astray (e.g. to the wrong destination when navigating). If one or more characters rely upon this false information when making another skill check, each suffers a –2 discretionary modifier per action die spent.

Knowledge checks made to determine if a character has information may never be retried, nor may they become opposed, directed, team, or cooperative checks.

Task-based Knowledge checks may only be retried with GC permission, and only once every 5 minutes. These checks may become opposed, directed, team, or cooperative checks

Skill tags have no effect upon Knowledge checks *(see page 99)*.

COMPLEX TASKS

Certain activities require a long and variable period to complete or demand segmented progress, possibly against a time limit or while under fire. In the *Spycraft 2.0* system, these are called "Complex Tasks." Disarming a bomb is an example of a Complex Task — especially if the bomb is set to go off in a matter of minutes or rounds. Though less tense, conducting a thorough study of the type of mud found at a crime scene is another example. In both cases, the activity is lengthy enough that a single skill check is inappropriate, and intricate enough that having several manageable objectives along the way is helpful.

CHALLENGES

Each Complex Task is comprised of 2 to 10 "Challenges" (potentially more, in the case of *extremely* involved activities) — the higher the number of Challenges, the lengthier and more intricate the activity.

A Challenge handles 1 discrete objective or step in a Complex Task activity with 1 skill check. Each Challenge operates exactly like a skill check, and is subject to all the rules for a standard skill check, except that it's linked to a larger project, and must be completed before the character may move on to the Complex Task's next Challenge.

With each successful Challenge, a character completes 1 objective in his Complex Task.

With failure, he makes no progress. Further, the error range often rises — usually by 1 or 2 — as the pressure of the Complex Task mounts and the seeds of doubt take root.

Complex Task skills are described throughout this chapter, along with additional rules, Challenge modifiers, and result effects.

BREAKTHROUGHS

Each time a Challenge results in a threat, the Task takes a turn for the better. Often, the current Challenge's cost or time requirement is reduced. The specific effect of each threat is detailed in the relevant skill check description, or determined by the Game Control.

A critical success with a Challenge always has a set effect — the character finds a shortcut or other way to skip a step, completing 2 Challenges with the current skill check.

SETBACKS

Each time a Challenge results in an error, the character hits a serious complication. Often, the character's tools are ruined, money is squandered, or the project careens down the wrong track. The specific effect of each error is detailed in the relevant skill check description, or determined by the Game Control.

TABLE 2.6: KNOWLEDGE CHECKS

Question/Task	DC	Relay Time
Common/Easy (e.g. information about home security systems/navigating through Las Vegas)	10	Free action
Uncommon/Basic (e.g. information about corporate security systems/navigating through London)	20	1 full action
Rare/Involved (e.g. information about military security systems/navigating through Venice)	30	1d4+1 full actions
Obscure/Complex (e.g. information about black box security systems/navigating through Boston)	40	2d4+2 full actions
Presumed Lost/Mind-Bending (e.g. information about gadget-based security systems/navigating through Hong Kong)	50	3d4+3 full actions






A critical failure with a Challenge always has a set effect — a number of completed Challenges equal to the number of action dice spent to activate the critical failure are undone and must be retried. Should this reduce the number of completed Challenges below 0, the Complex Task fails and may not be reattempted.

DESCRIBING CHALLENGES

Suggestions for describing each Challenge and its completion are included in each relevant check description, but the GC is encouraged to adapt each step to the situation at hand. For example, when a character is disarming a bomb featuring 5 Challenges, he might have to a) disable the auto-detonator on the bomb's housing, b) remove the housing, c) identify the bomb's core mechanism, d) locate the bomb's ground wire, and e) clip the bomb's "heart line." When Challenges are defined in this fashion, *the players* are much more likely to become invested in the Complex Task, improving the experience for everyone.

Some GCs may decide to take this a step further, choosing a separate relevant skill for each Challenge. This greatly enhances play value and heightens the sense of surprise along the way — especially if the GC doesn't inform the players of the nature of each Challenge until they reach it. It also reduces the chance that the players become bored with the process, but it increases the preparation required and makes the Complex Task more difficult for a poorly rounded team to accomplish.

PRESSURE

Each time a character begins a Complex Task, the GC may decide the character is "under pressure." Any palpable threat to the character's chance of success should prompt this decision. Combat is considered pressure for nearly all tasks, while other pressures are conditional. It's commonplace to hear constant nearby shouting when erecting a building, for instance, but it's distracting when coding computer software.

When under pressure, any character wishing to attempt a Challenge must first make a successful Resolve (Con) check against the Challenge DC. With success, he staves off the strain of the process and proceeds with the Challenge, suffering no ill effects. With a critical success, he need not make Resolve (Con) checks again during the same Complex Task.

With failure, the character suffers 1d6 stress damage, and with a critical failure, the error range of each Challenge he attempts during the current Complex Task is increased by 1.

COMPLETING A COMPLEX TASK

When a character completes the final Challenge before the Complex Task's time limit (if any) elapses, he completes the Complex Task, with an effect noted in the appropriate section of this chapter, the appropriate skill check description, or per the GC's discretion.

BEHIND THE CURTAIN: COMPLEX TASKS

Standard skill checks are often abstract, summarizing hours or even weeks of effort in a single roll. Thus, some players might question the necessity of Complex Tasks, believing the same activity could be accomplished in one step.

There are several reasons for them. First, Complex Tasks establish a unified system for tense skill use, a way for the Game Control to inject prolonged uncertainty into the game.

Second, by requiring multiple checks, a Complex Task prevents a character from simply running over a critical or lengthy segment of a mission, forcing him to settle in for a bit and get familiar with an important element of the storyline or setting.

Third, Complex Tasks mitigate some potential abuses of the action die system. When a mission's climactic skill resolution is spread over several checks, the characters can't simply hoard their action dice for one obvious high point; they are encouraged to spend their dice regularly throughout the game instead of trying to break one otherwise balanced trial.

Fourth, and perhaps most importantly, Complex Tasks establish parity between the combat system — which typically involves a large number of rolls — and the skill system, which is traditionally handled with one roll per activity. It increases the chance that the GC and team become invested in skill use, and decreases the chance that one poor roll sends the characters wildly off course or randomly hampers their progress. Finally, it rewards skillful and persistent characters over lucky ones, encouraging strong, well-rounded character design.

The GC may refrain from using the Complex Task system when he feels a series of checks will undermine the pacing of his story or needlessly bore the players. Likewise, when he needs to extend a plot point or simply wants to give the players more chances to roll dice, he can convert any standard skill check into 2 or more Challenges. In either case, the time required to complete the activity remains static — it is either condensed down to the time requirement for 1 skill check or divided between Challenges as the GC sees fit.

SKILL DESCRIPTIONS

Each skill's key attributes are listed in parentheses next to its name, followed by a summary of the way the skill is used. This section includes an overview of common character archetypes that are most likely to call upon the skill, and how they typically use it.

Each focus skill description includes a list of available focuses immediately after its description.

Next is a listing of each combat action and Dramatic Conflicts made in whole or in part with the skill, along with any relevant page references. This is followed by a list of the types of Knowledge checks with which the skill offers a synergy bonus *(see page 99)*. This is far from a complete list and GCs and players are encouraged to establish their own Knowledge check synergy bonuses as circumstances warrant.

Finally, each skill contains one or more checks, each with the following information.

SKILL CHECK NAME

Each skill check's key attribute follows its name in parentheses. After that comes "Active," "Passive," or "Secret" (the basic check type), and possibly one or more "skill tags." Each skill tag has an effect upon the skill check's use, as follows.

Armor Check Penalty (ACP): When making this check, a character suffers the highest armor check penalty listed for any armor he wears *(see page 284)*.

Bribe (BRB): Instead of making this check, a character may make a Bribe check to achieve the same outcome. In a corporate, government, or similar environment, the Bureaucracy skill is used to make the Bribe check; otherwise, it defaults to the Streetwise skill.

Complex Task (CMT): This check is a Complex Task *(see page 99)*.

Concentration (CNC): The character must dedicate absolute attention to this check. The following effects apply for the entire time required to make the check.

- The character may not take 10 nor take 20.
- The character is *flat-footed (see page 342)*. If the character somehow loses this condition, the skill check is interrupted.
- If the character loses 5 or more vitality, or 1 or more wounds, the skill check is interrupted.
- If the check requires more than 8 hours, the character must spend a minimum of 8 hours on the task each day until it is completed *(see page 349 for the effects of sleep deprivation)*. All rules for this skill tag apply during this period.

If interrupted, the character may attempt to pick up where he left off by making a Resolve/Concentration check *(see page 147)*. With success, the character may continue his check without losing any progress (outside the round during which he was interrupted, which is not counted toward the check's time requirement). With failure, the character must begin the check again from the start.

You cannot attempt more than 1 skill check with the Concentration tag at any time, even by multi-tasking.

Cross-Check (XCK): This check is typically secret *(see page 89)*, but if the character takes triple the time required, he may instead make it as an active check.

Crowd (CWD): This check may target 10 or more standard NPCs as a "crowd." Each crowd possesses a single skill bonus and error range, as shown on Table 2.7: Crowds *(see page 102)*. Every crowd has a base threat range of 20. A crowd also possesses a minimum bribe value that is used when it's targeted by a Bribe check *(see pages 121 and 163)*.

Disposition (DSP): This check is influenced by the target's disposition toward the character *(see page 457)*.

Flat-Footed (FLT): If a character fails this skill check, or suffers an error or critical failure when making it, he becomes *flat-footed (see page 342)*.

Gear (GER): This check uses one or more pieces of gear — commonly one or more kits — as noted in parentheses following this tag. Making the check without all of the required gear imposes a –4 gear penalty. All gear options are described in Chapter 4.

Gear Only (GRO): This check requires one or more pieces of gear — commonly one or more kits — to complete, as noted in parentheses following this tag. Any attempt to make this check without all of the required gear automatically fails. All gear options are described in Chapter 4.

Grasp (GSP): This check requires the character to handle a target object. When there's a chance that he might not be able to touch the object (e.g. it's moving, or out of his reach), he must make a successful unarmed attack before he may make the skill check. The object's Defense is equal to 5 + its Size modifier (if stationary), 10 + its Size modifier (if moving), or the holder's Defense + the item's Size modifier (if carried). In all cases, applicable combat modifiers apply, and the attack inflicts no damage.

Hands-On (HDO): This check requires the character to use both his hands. The character suffers a –4 penalty when he uses only one hand to make the check.

Hearing (HER): This check requires the character to listen to the target or his surroundings. All modifiers for the *deafened* condition and limited hearing range apply *(see pages 340 and 350, respectively)*.

Language (LNG): This check is difficult unless the character and his target share at least one language, or the character speaks the tongue of the area in which the check is being made. If this is not the case, the character's result cap is reduced by 20.

Project Investment (PJI): This check requires a variable investment of time and money based on its complexity and scope, as shown on Table 2.8: Project Investments *(see page 102)*. When the check involves building a Large or bigger item, the skill check DC, time required, and money required are each multiplied by 2 (if the desired item is Large), by 4 (if the desired item is Huge), by 8 (if the desired item is Gargantuan), by 16 (if the desired item is Colossal), by 32 (if the desired item is Enormous), or by 64 (if the desired item is Vast).

Finally, if the check is a Complex Task, this time and money is spent per Challenge. All time and money spent is assumed to be lost unless the check result determines otherwise.

Remote (RMT): This check may affect its targets remotely (e.g. through media, intermediaries, etc.), but when the character isn't able to communicate directly with his target(s), he suffers a –6 penalty.

Vision (VIS): This check requires the character to see what he's doing. All modifiers for the *blinded* condition and limited visual range apply *(see pages 340 and 350, respectively)*.

TIME AND BASE ERROR RANGE

The skill check's time requirement and error range are listed in bold beneath its name. A check requiring more than 8 hours is broken into 8-hour increments. The character completes one 8-hour increment each day until the skill check activity is finished. The second and each additional 8-hour increment during any single day counts as 1 full day without sleep *(see page 349)*.

Additional notes follow the time requirement if the character may take 10 or take 20 with the skill check; without these tags, the character may *not* take 10 or take 20 with the check under any circumstances.

Special Note: Many character options and other game effects reduce time. Unless otherwise specified, no skill check's required time may be reduced by more than one character option or game effect at a time.

CHECK DESCRIPTION

This section describes the skill check in play — the conditions under which it is performed, any special modifiers that apply, and the DC against which the check result is compared.

Each check description contains the following common entries.

Cooperative: This entry indicates whether the skill check may be attempted as a cooperative check *(see page 91)*, and if so, the maximum number of helpers who may support the acting character (who is assumed in the check description to be the leader).

Synergy Skills: This entry lists each skill that offers a synergy bonus to the check, in alphabetical order. Remember that only one skill at a time may offer a synergy bonus to any check.

Retry: This entry indicates whether the skill check may be retried when failed, and if so, describes the circumstances and modifiers of each subsequent check. Unless stated otherwise, you may *not* retry a skill check until the time required for the previous check has expired. Also, many skill checks become more difficult after you fail. Many skill checks are impossible after a critical failure.

Threat: This entry describes special results that may be achieved simply by scoring a threat when making the skill check. All threat effects are subject to GC approval.

Critical Success: This entry describes the effects of a critical success when making the skill check.

Error: This entry describes special results that may be achieved by scoring an error when making the skill check. All error effects are subject to GC approval.

Critical Failure: This entry describes the effects of a critical failure when making the skill check.

At any time, the Game Control may substitute his own threat, error, critical success, and critical failure outcomes for those listed in each description, hopefully to enhance the action or drama, or to better match the skill use with the situation at hand.

Special Note: Unless specifically stated in its entry, no error, threat, critical success, or critical failure effect is cumulative.

TABLE 2.7: CROWDS

Number of People	Size Rating	Skill Bonus	Error Range Modifier*	Minimum Bribe**
Fewer than 10	0	per individual	per individual	as individual
10–25	1	+5	+0	$500
26–50	2	+10	+0	$1,500
51–100	3	+15	+1	$2,500
101–500	4	+20	+1	$5,000
501–1,000	5	+25	+1	$25,000
1,001–5,000	6	+30	+2	$50,000
5,001–25,000	7	+35	+2	$250,000
25,001–100,000	8	+40	+2	$1,000,000
100,001–500,000	9	+45	+3	$5,000,000
500,000+	10	+50	+3	$10,000,000

* This error range applies to skill checks made by the crowd *and* targeting the crowd.

** Per average career level (rounded down).

TABLE 2.8: PROJECT INVESTMENTS

Complexity DC	Low Investment	Medium Investment	High Investment
15	1 round/$5	1 hour/$100	1 week//$2,500
20	1d4 rounds/$10	1d4 hours/$250	1d3 weeks/$5,000
25	2d4 rounds/$25	2d4 hours/$1,000	2d4 weeks/$10,000
30	3d4 rounds/$50	3d4 hours/$2,500	3d4 weeks/$25,000
40	1d4 minutes/$100	1d4 days/$5,000	1d4 months/$50,000
45	2d4 minutes/$250	2d4 days/$10,000	2d4 months/$100,000
50	3d4 minutes/$500	3d4 days/$25,000	3d4 months/$250,000
60+	4d4 minutes/$1,000	4d4 days/$50,000	4d4 months/$500,000

TABLE 2.9: USING SKILLS

Skill /Checks	Key Attribute	(A)ctive/ (P) Passive/ (S)ecret	Time	Take 10	Take 20	Base Error Range	Tags	Cooperative	Retry
Acrobatics									
Balance	Dex	A	1 half action	Y	Y	1	ACP, FLT, HER, VIS	N	N
Falling	Dex	A	1 free action	N	N	1–3	ACP, VIS	N	N
Jump	Str	A	1 half action	Y	N	1	ACP, FLT, VIS	N	Y*
Maneuver (Personal Vehicle)	Dex	A	1 half action	Y**	N	1	ACP, FLT, GRO (Vehicle), HDO, VIS	N	Y*
Skydiving	Dex	A	Varies	N	N	1–3	ACP, FLT, GRO (Parachute), HDO, VIS	N	N
Tumble	Dex	A	1 half action	N	N	1	ACP, FLT, VIS	N	N
Analysis									
Appraise	Int	S	1 minute	Y	Y	1	GER (Appraisal Kit), HDO, VIS	Y (max. 5)	N
Authenticate	Int	S	1 minute	Y	Y	1	GER (Authentication Kit), HDO, VIS	Y (max. 5)	N
Decipher	Int	A	Per Challenge	N	N	Per Code	CMT, CNC, GER (Computer), VIS	YΩ	YΔ
Examine Media	Wis	S	1 hour	N	N	1	CNC, VIS	Y (max. 5)	Special
Forensics	Wis	A	1 hr. per Challenge	N	N	1	CMT, CNC, GER (Forensics Kit), VIS	Y (max. 5)	YΔ
Athletics									
Bind	Str	S	1 full action	Y	Y	1	HDO, GRO (Bindings), XCK	N	Y
Climb	Con	A	1 half action	N	N	1	ACP, FLT, GER (Climbing Kit), HDO, VIS	N	N
Escape	Str	A	Varies	Y	Y	1	None	N	YΔ
Forced March	Con	A	1 hour	N	N	1	None	N	Special
Maneuver (Foot)	Str	A	1 half action	Y**	N	1	ACP, VIS	N	Y*
Power Lifting	Str	A	1 free action	N	N	1–2	FLT	N	Special
Smash	Str	A	1 half action	Y	Y	1	GSP	Y (max. 8)†	YΔ
Speed Push	Con	A	1 free action	N	N	1–2	ACP, FLT	N	Special
Sports	Str or Con	A	Varies	N	N	1	ACP, GRO (Per Sport), HDO, VIS	Y	N
Swim	Con	A	1 half action	Y	Y	1	ACP, FLT	N	N
Blend									
Stealth	Dex or Cha	P	1 free action	N	N	1	ACP, DSP, FLT	N	N
Bluff									
Deception	Cha	S	1 full action	Y	Y	1	BRB, CWD, DSP, LNG	YΩ	N
Bureaucracy									
Bribe	Cha	A	1 full action	N	N	Per Original Check	CWD, DSP	N	Y
Computers									
Optimize	Int	A	Varies	Y**	Y**	1	GRO (Electronics Kit), HDO, PJI (Low)	Y (max. 1)	Special
Cultures									
Communication	Int	S	Varies	Y**	N	1–2	DSP, HER	N	N
Drive									
Maneuver (Vehicle)	Dex	A	1 half action	Y**	N	1	GRO (Vehicle), HDO, VIS	N	Y*
Electronics									
Build	Int	A	Per Challenge	N	N	1	CMT, CNC, GER (Electronics Kit), HDO, PJI (Medium), VIS	YΩ†	Y†
Disable	Int	S	Varies	N	N	1	CNC, GER (Electronics Kit), GSP, HDO, PJI (Low), VIS, XCK	YΩ†	YΔ
Modify	Wis	A	Per Challenge	N	N	1	CNC, GRO (Upgrade), GER (Electronics Kit), HDO, VIS	YΩ†	Y†
Optimize	Int	A	Varies	Y**	Y**	1	GRO (Electronics Kit), HDO, PJI (Low)	Y (max. 1)	Special
Repair	Int	A	Varies	N	N	1	CNC, GER (Electronics Kit), HDO, PJI (Medium), VIS	YΩ†	YΔ
Sabotage	Wis	S	Varies	N	N	1	CNC, GER (Electronics Kit), GSP, HDO, PJI (Low), VIS, XCK	YΩ†	YΔ

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TABLE 2.9: USING SKILLS CONTINUED

Skill /Checks	Key Attribute	(A)ctive/ (P) Passive/ (S)ecret	Time	Take 10	Take 20	Base Error Range	Tags	Cooperative	Retry
Falsify									
Cover Up	Wis	S	1 minute	N	N	Per Forensic Mystery	CNC, GER (Cleaner Kit), VIS	Y (max. 5)	Y
Disguise	Wis	S	Varies	Y	Y	1	GER (Disguise Kit), HDO, VIS, XCK	YΩ	Y
Forgery	Int	S	Varies	N	N	1	CNC, GER (Forgery Kit), HDO, VIS, XCK	YΩ	Y
Impress									
Influence	Cha	S	Varies	Y	Y	1	BRB, DSP, LNG, RMT	YΩ	YΔΔ
Performance	Cha	S	Varies	N	N	1	BRB, CNC, CWD, DSP, LNG, RMT	YΩ	YΔΔ
Persuasion	Cha	A	Varies	Y	Y	1	BRB, CWD, DSP, LNG, RMT	YΩ	YΔΔ
Intimidate									
Coercion	Str or Wis	A	1 full action	N	N	1–2	DSP, GER (weapon), LNG	YΩ	YΔΔ
Domination	Str or Wis	S	Varies	Y	Y	1	DSP	YΩ	YΔΔ
Investigation									
Canvass Area	Cha	S	Varies	Y	Y	1	LNG	Y (max. 5)	YΔ
Detect Search	Wis	S	Varies	Y	Y	1	VIS	Y (max. 5)	YΔΔ
Research	Wis	S	Varies	N	N	1	CNC, LNG, VIS	Y (max. 5)	N
Manipulate									
Harassment	Wis or Cha	A	1 day	Y	Y	1	RMT	YΩ	N
Slander	Wis or Cha	A	1 hour	Y	Y	1	BRB, CWD, LNG, RMT	YΩ	YΔΔ
Mechanics									
Build	Int	A	Per Challenge	N	N	1	CMT, CNC, GER (Mechanics Kit), PJI (Medium), HDO, VIS	YΩ†	Y††
Disable	Int	S	Varies	N	N	1	CNC, GER (Mechanics Kit), GSP, HDO, PJI (Low), VIS, XCK	YΩ†	YΔ
Modify	Wis	A	Per Challenge	N	N	1	CNC, GRO (Upgrade), GER (Mechanics Kit), HDO, VIS	YΩ†	Y††
Optimize	Int	A	Varies	Y**	Y**	1	GRO (Mechanics Kit), HDO, PJI (Low)	Y (max. 1)	Special
Repair	Int	A	Varies	N	N	1	CNC, GER (Mechanics Kit), HDO, PJI (Medium), VIS	YΩ†	YΔ
Sabotage	Wis	S	Varies	N	N	1	CNC, GER (Mechanics Kit), GSP, HDO, PJI (Low), VIS, XCK	YΩ†	YΔ
Medicine									
First Aid	Wis	A	1 minute	N	N	1	CNC, GRO (First Aid Kit), HDO, VIS	Y (max. 1)	N
Stabilize	Wis	A	1 full action	N	N	1–2	CNC, GRO (First Aid Kit), HDO, VIS	Y (max. 1)	Y
Surgery	Int	A	8 hours	N	N	1–4	CNC, GRO (Surgery Kit), HDO, VIS	Y (max. 1)	N
Therapy	Wis	A	4 hours	N	N	1	CNC, DSP	N	YΔΔ
Treatment	Wis	A	5 minutes	N	N	1	GER (First Aid Kit), HDO, VIS	YΩ	Special
Networking (Contacts)									
Contact	Cha	A	Varies	N	N	1	None	N	Special
Endorsement	Wis or Cha	S	Varies	Y	Y	1	BRB, CWD, DSP, LNG, RMT	YΩ	YΔΔ
Mediation	Wis or Cha	A	Varies	N	N	1–2	BRB, CWD, DSP, LNG, RMT	YΩ	YΔΔ
Notice									
Awareness	Wis	P	1 free action	N	N	1	HER, VIS	N	N
Profession									
Accomplishment	Cha	A	1 free action	N	N	1–2	None	N	N
Resolve									
Concentration	Con	A	1 free action	N	N	1	None	N	N
Morale	Wis	P	1 free action	N	N	1	CWD	N	N
R&R	Con	A	1 hour	N	N	1	CNC	N	N
Resist Impress	Wis	P	1 free action	N	N	1	None	N	N
Resist Intimidate	Wis	P	1 free action	N	N	1	None	N	N

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TABLE 2.9: USING SKILLS CONTINUED

Skill /Checks	Key Attribute	(A)ctive/ (P) Passive/ (S)ecret	Time	Take 10	Take 20	Base Error Range	Tags	Cooperative	Retry
Science									
Chemistry	Int	A/S	Varies	N	N	1	CMT, CNC, GER (Demolitions Kit), HDO, PJI (by Mechanics check), VIS	Special	Special
Economy	Int	A	1 month	Y	Y	1	None	YΩ	Y††
Engineering	Int	A	Varies	N	N	1	CMT, CNC, GER (Architect's Kit), HDO, VIS	YΩ	Y††
Fabrication	Int	A/S	Varies	N	N	1	CMT, CNC, GER (Construction Kit), HDO, VIS	Special	Special
Genetics	Int	A	Per Challenge	N	N	1–2	CMT, CNC, HDO, PJI (High)	YΩ	Y††
Mathematics	Int	A	Per Challenge	N	N	1–2	CMT, CNC, GER (Computer), PJI (High), VIS	YΩ	Special
Pharmacology	Int	A	Varies	N	N	1	CMT, CNC, HDO, PJI (Low)	YΩ	Y††
Programming	Int	A	Per Challenge	N	N	1	CMT, CNC, GER (Computer), HDO, PJI (Medium)	Special	Y
Super-Science	Int	A	Per Challenge	N	N	1	CMT, CNC, HDO, PJI (High)	YΩ	Y††
Search									
Perception	Int	A	1 full action	N	N	1	HER, VIS	N	N
Security									
Disable	Int	S	Varies	N	N	1	CNC, GER (Electronics or Mechanics Kit), GSP, HDO, PJI (Low), VIS, XCK	YΩ†	Y
Hotwire	Int	A	4 full actions	Y	Y	1	HDO	N	YΔΔ
Installation	Int	A	Varies	N	N	1	CNC, GER (Electronics or Mechanics Kit), HDO, PJI (Medium), VIS	YΩ	Y
Sense Motive									
Detect Lie	Wis	P	1 free action	N	N	1	HER, VIS	N	N
Innuendo	Cha	S	Varies	Y**	N	1	DSP, LNG, VIS	N	Special
Resist Manipulate	Wis	P	1 free action	N	N	1	None	N	N
Sleight of Hand									
Conceal Action	Dex	S	1 free action	N	N	1–2	None	YΩ	YΔΔ
Stash Item (Person)	Dex	A	1 half action	N	N	1	HDO	N	N
Sneak									
Hide	Dex or Cha	A	1 full action	N	N	1	ACP, FLT	N	N
Stash Item (Scenery)	Dex	A	1 half action	N	N	1	HDO	N	N
Streetwise									
Black Market	Cha	S	Varies	Y	Y	1	BRB, LNG	Y (max. 5)	Special
Bribe	Cha	A	1 full action	N	N	Per Original Check	CWD, DSP	N	Y
Gambling	Wis or Cha	A	Varies	N	N	1	None	N	N
Haggle	Wis	A	1 minute	Y	Y	1	DSP, LNG	N	N
Survival									
Animal Training	Cha	A	Varies	Y	Y	1	None	Y (max. 5)	YΔ
Foraging	Wis	A	4 hours	Y	Y	1	None	Y (max. 5)	N
Forecast Weather	Wis	S	1 full action	N	N	1–3	None	N	N
Maneuver (Animal)	Cha	A	1 half action	Y**	N	1	ACP, GRO (Mount), HDO, VIS	N	Y*
Tracking	Wis	S	Varies	N	N	1	VIS	YΩ	Special
Tactics									
Ambush	Wis	S	Varies	Y**	Y**	1	VIS	Y (max. 5)	N
Maneuver (Crewed Vehicle)	Cha	A	1 half action	Y**	Y**	1	GRO (Vehicle)	N	Y*
Rally	Cha	A	1 full action	Y	N	1	DSP	N	Y

* The GC must approve any attempt to retry this skill check; also, the circumstances of the check may change with each attempt, as noted in each skill description.

** The GC must approve any take 10 or take 20 use with this skill check.

† This skill check may only become cooperative if the target item is Small Size or bigger.

†† The cost of the build must be paid again with each retry.

Δ This skill check may not be retried after a critical failure. If the skill check is a Complex Task, it may not be retried after any critical failure that reduces the number of Completed Challenges below 0.

ΔΔ This skill check's error range increases by 2 each time it is retried.

Ω A maximum number of helpers may cooperate with this skill check equal to the leader's Charisma bonus (minimum 0).

ACROBATICS (STR/DEX)

The Acrobatics skill is a measure of your learned physical agility, as opposed to the application of raw physical power seen in Athletics. It's used to keep one's balance on a narrow, uneven, or unstable surface, reduce falling damage, leap great distances, maneuver personal vehicles guided by a character's equilibrium and body weight distribution, skydive, and tumble through chaotic scenes (such as combat). This skill is common to agile, slippery characters, such as sky-rise thieves and melee and unarmed fighters. It's also extremely useful to many military types, especially paratroopers.

Combat Actions: Trip *(see page 361)*.

Dramatic Conflict: Chases *(see page 364)*.

Sample Knowledge: Personal vehicle specs; the best path over shaky terrain; packing a parachute; general information about various martial arts styles.

BALANCE CHECK

(Dex; Active; Armor Check Penalty, Flat-Footed, Hearing, Vision)

1 Half Action (Take 10/Take 20) • Base Error Range 1

With one successful Balance check, you may move across a precarious surface at up to 1/2 your Speed (rounded down). To move at your full Speed or faster, you must make two Balance checks. Each Balance check's DC and error range are determined by the surface upon which you're standing, as shown on Table 2.10: Balance Checks *(see below)*.

If any Balance check results in a failure, you lose your balance and must spend the rest of the current round regaining it.

Being Attacked While Off-Balance: Someone who attacks you while you're off-balance gains a +2 bonus with his attack check. Additionally, unless you possess 5 or more ranks in Acrobatics, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from an attack while off balance (after damage reduction and other modifiers are applied), you must immediately make another Balance check, adding 5 to your DC.

Cooperative: No.

Synergy Skills: Athletics, Resolve, Sneak.

Retry: No.

Threat: You find your bearings. Your error range with each Balance check made on the same surface decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Balance check (whichever comes first).

Critical Success: You may move up to twice your standard balancing Speed.

Error: You cramp up or lose your bearings. Your DC with each Balance check made on the same surface increases by 5. This effect lasts until the end of the current scene or until you succeed with a Balance check (whichever comes first).

Critical Failure: You fall and become *sprawled*. If you're positioned on a surface from which you might conceivably fall at least 10 ft. unless you land precisely, you must make a second Balance check with the same DC or fall from your perch in a random direction determined by the Deviation Diagram *(see page 346)*, suffering damage for the distance fallen *(see Falling, below)*.

Alternately, if you suffer this critical failure within a square from which you may fall at least 10 ft., the GC may spend 2 action dice to force you freeze up, after which one of the following conditions must be met before you can perform another action.

- Someone must move into an adjacent square. Then, both of you must move up to the other character's Speed in feet toward the nearest square without a potential fall on any side. This reduces both your Initiative Counts to the lowest initiative count between you.
- You must succeed with 1 Resolve/Concentration check *(see page 147)*.

FALLING CHECK

(Dex; Active; Armor Check Penalty, Vision)

1 Free Action • Base Error Range 1–3

With a successful Falling check (DC 20), you land on your feet. Further, your falling damage is reduced by an amount equal to 1/4 your result (rounded down), to a minimum damage equal to 1 point per damage die.

With failure, you suffer the full impact of the fall and become *sprawled (see page 342)*.

For more information about falling damage, see page 336.

TABLE 2.10: BALANCE CHECK

Surface/Circumstance	DC/DC Modifier	Error Range Increase
Flat, normal surface	5	+0
Uneven floor (10°–20° angle)	15	+0
Uneven floor (21°–35° angle)	20	+1
Uneven floor (36°–45° angsle)	25	+1
Uneven floor (46°–60° angle)	30	+2
Uneven floor (61°+ angle)	Climbing check (see page 113)	—
Narrow walkway (7–12 in. wide)	15	+0
Narrow walkway (3–6 in. wide)	20	+1
Narrow walkway (1-3 in. wide)	25	+1
Narrow walkway (less than 1 in. wide)	30	+2
Buckled, rolling, or sagging surface	+5*	+0
Slippery surface, or knee-deep water	+10*	+1*
You're moving more than 1/2 Speed (rounded up), up to full Speed	+5	+0
You're moving more than full Speed, up to double Speed	+10	+1

* These modifiers are cumulative.

Falling Duration: Hitting the ground is instantaneous, but the fall itself may take some time.

Any fall up to 150 ft. happens instantly (i.e. the fall begins and ends during the same Initiative Count).

Any fall from 151 to 600 ft. takes 1 full round *(see page 346)*.

Any fall over 600 ft. takes 1 additional full round per additional 400 ft. fallen.

Cooperative: No.

Synergy Skills: Athletics, Sneak, Survival.

Retry: No.

Threat: Your falling damage is reduced by an amount equal to 1/2 your result (rounded down, minimum damage equal to 1 point per damage die).

Critical Success: Your falling damage decreases by an amount equal to your result (minimum 1 point of damage per fall).

Error: You suffer a –2 penalty with any Fortitude save made to resist the effects of a critical injury resulting from your fall *(see page 331)*.

Critical Failure: Your falling damage increases by 1 point per die rolled. This may increase the amount of damage inflicted by each die beyond its typical maximum.

JUMP CHECK

(Str; Active; Armor Check Penalty, Flat-Footed, Vision)
1 Half Action (Take 10) • Base Error Range 1

With a successful Jump check (DC 10), you clear the distance shown on Table 2.11: Jump Checks *(see below)*. To calculate the distance jumped, find the difference between your check result and the DC, then divide that number by the jump interval listed on Table 2.11 (rounding down). Finally, add this result to the minimum distance listed on Table 2.11 to find the actual jump distance.

When leaping between two moving surfaces (such as two moving vehicles), you suffer a –4 penalty with your Jump check.

If this distance exceeds the maximum distance listed on Table 2.11, then you jump the listed maximum distance.

Example: Kevin leaps from the outside of a slow-gliding scout plane to a helicopter hovering nearby (a 20-ft. jump). He has a 20-ft. running start over the scout plane's hull and therefore covers a base distance of 5 ft. with a jump interval of 1.

He scores a Jump check result of 27, which translates to an additional 17 ft. (17 over his DC, divided by a jump interval of 1). Added to his base distance of 5 ft., we find that Kevin jumps 22 ft. — just enough to reach the helicopter's strut.

The distance you jump is counted against your movement for the round.

Example: In the example above, Kevin jumped 22 ft. If he were in a position to move after grabbing hold of the helicopter's landing gear, he might still move 8 additional feet as part of the same movement action.



TABLE 2.11: JUMP CHECKS

Jump Type	Min. Distance	Jump Interval	Max. Distance	Error Range Increase
Running jump*	5 ft.	1	Height × 6	+0
Standing jump	3 ft.	2	Height × 2	+0
Running high jump*	2 ft.	4	Height × 1.5 (rounded up)	+0
Standing high jump	2 ft.	8	Height × 1	+0
Backward jump	1 ft.	8	Height × 1	+1

* You must move 20 ft. before you may make a running jump. You cannot make a running jump with a heavy load or when you're wearing heavy armor *(see page 284)*.

Character Speed: The distances listed here assume you have a Speed of 30 ft. per round. If feats, abilities, or other conditions cause you to move faster or slower than that, your jump distances should be modified proportionally (always rounding down).

Example: Kevin gains the Sprint feat, which increases his base Speed to 40 ft. per round. He makes a running jump that clears a total distance of 10 ft. As his Speed is 1/3 higher than average now, the actual distance he jumps is increased by 1/3 (rounded down), or 3 ft. In this case, Kevin jumps a total of 13 ft.

If, for any reason, your jump distance is not limited by your height and exceeds your standard Speed, your jump movement replaces your standard Speed-granted movement during the current round, and you move the full jump distance in a single leap.

All horizontal jumps involve an arc, the highest point of which is equal to 1/3 the jump distance (rounded down).

With a failed Jump check, you land poorly and skid to a halt, suffering 1 point of subdual damage. If you're jumping over a gap, you skid to a halt just short of the gap's edge, suffering 1 point of subdual damage.

A jump always begins and ends during the same Initiative Count.

Cooperative: No.

Synergy Skills: Athletics, Sneak, Survival.

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a jump may change with each attempt (if you fail a long jump and fall into a pit, for instance, you may have to make a high jump to get out).

Threat: The distance you leap increases by the minimum distance for your type of jump as listed on Table 2.11: Jump Checks, over and above the standard calculated distance.



Critical Success: You leap the maximum possible distance for your type of jump, or the distance indicated by the result (even if it exceeds this maximum possible distance), whichever is greater.

Error: In addition to the standard effects of failure described above, you become *flat-footed*.

Critical Failure: If leaping across a gap, you fall in, suffering damage per the distance fallen. If leaping over solid ground, you land badly and skid to a halt, suffering 1d4+1 subdual damage and becoming *flat-footed*.

MANEUVER CHECK

(Dex; Active; Armor Check Penalty, Flat-Footed, Gear Only (Vehicle), Hands-On, Vision)

1 Half Action (Take 10 with permission) • Base Error Range 1

This skill check is used to control any personal vehicle *(see page 289)*; non-personal vehicles are controlled with the Drive skill, vehicles with the *crew* quality are controlled with the Tactics skill, animals are controlled with the Survival skill, and foot maneuvers are handled with the Athletics skill.

No skill check is required to take a standard vehicle move, but a risky one — made during combat, or other threatening circumstances — requires a skill check.

The DC and error range of each Maneuver check are determined by the driving task you're attempting to perform, as shown on Table 2.28: Maneuver Checks *(see page 125)*.

With success, you perform the desired maneuver without mishap; otherwise, you fail to perform the desired maneuver and your vehicle travels at its current Speed in a random direction determined by the Deviation Diagram *(see page 346)*. If the result causes the vehicle to travel in any of the three directions opposite its original facing, it spins in place instead, coming to a stop at the end of the current round.

Additional Untrained Penalty: All personal vehicle focuses are gained with the Drive skill *(see page 124)*. When you make this check untrained, you suffer an additional penalty as described in Chapter 4 *(see page 289)*.

Cooperative: No.

Synergy Skills: Drive, Sense Motive, Streetwise (in a city).

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a maneuver may change with each attempt (if the vehicle becomes *broken* after a maneuver, for instance, you won't be able to use it again until it's repaired).

Threat: Your error range with the next Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: Your error range with each Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Maneuver check in the same vehicle (whichever comes first).

Error: The vehicle collides with another object or is badly strained by the maneuver and must make a Damage save against damage equal to your Maneuver check DC minus 10.

Critical Failure: The vehicle collides with another object or suffers catastrophic strain from the maneuver and must make a Damage save against your Maneuver check DC + 5 per action die spent to activate the critical failure (maximum +20).

SKYDIVING CHECK

(Dex; Active; Armor Check Penalty, Flat-Footed, Gear Only (Parachute), Hands-On, Vision)

Time Varies • Base Error Range 1–3

No skill check is required to leap from a plane, but landing — and doing so unnoticed — require special rules. There are three ways you may skydive, each with its own merits and flaws.

- A standard skydive begins at a high altitude and keeps you in the sky a long time, providing your enemies ample opportunity to spot you.
- A High-Altitude/Low-Opening (HA/LO) dive begins at a higher altitude (where the aircraft is less likely to be detected) and hurtles you toward the ground using special gear that only deploys at the last possible second, decreasing your time beneath an open parachute and improving the chance that you won't be spotted. It requires more expertise.
- A base dive begins at a very low altitude and also requires special training, in exchange for high speed and stealth.

At the start of any dive, you must choose a 5-ft. × 5-ft. (1 square) landing zone. Upon landing, you automatically deviate from this zone by a distance determined by the type of dive you're attempting, as shown on Table 2.12: Skydiving Checks *(see page 109)*. You may voluntarily increase your Skydiving check's DC to reduce this deviation distance at the rate of +5

to the DC per 1 deviation die lost (minimum 1 deviation die per character per dive). Further, you may increase your DC by + 10 to choose a deviation direction; otherwise, it is determined randomly when you land, using the Deviation Diagram *(see page 346)*.

The amount of time required to skydive varies by dive type, as shown on Table 2.12. At a random point when your parachute is open, each person or group on the ground with line of sight to you may make a Notice or Search check to spot you, against the DC listed on Table 2.12.

Assuming you survive until the last round of your dive time, you reach the ground and must make a Skydiving check against your Modified Landing DC (the Base Landing DC listed on Table 2.12 + any DC increases you accepted at the start of your dive).

With success, you land without incident, suffering only 1d6 subdual damage. Further, you suffer 1 stress damage per 1,000 ft. fallen instead of the standard 1 stress damage per 100 ft. fallen.

With failure, you land badly, suffering 1d6 lethal damage per 5 points by which your skill check result is short of the DC (or fraction thereof).

Cooperative: No.

Synergy Skills: Athletics, Resolve, Survival.

Retry: No.

Threat: Your modified deviation distance is reduced to 1/2 standard (rounded down).

Critical Success: You land precisely in your landing zone and suffer no lethal or stress damage.

Error: Your modified deviation distance is doubled. Further, you suffer 1d6 lethal damage per 5 points by which your skill check result is short of the DC (or fraction thereof), and become *sprawled* when you land.

Critical Failure: Your modified deviation distance is tripled. Further, you become *sprawled* when you land and you suffer 2d6 lethal damage per 5 points by which your skill check result is short of the DC (or fraction thereof).

TUMBLE CHECK

(Dex; Active; Armor Check Penalty, Flat-Footed, Vision)
1 Half Action • Base Error Range 1

Typically, you're unable to move through an occupied square unless the occupant is a teammate, an ally, *dead*, *helpless*, *stunned*, Size Tiny or smaller, or 3 or more Size categories smaller than you. Also, you must typically end movement whenever you enter a square that's adjacent to an enemy. Using this skill, however, you may attempt to tumble through one or more occupied squares and move past squares adjacent to enemies without ending your movement.

Each time you make a half action Tumble check, you may move up to a number of feet equal to your standard Speed minus 10. Your DC and error range to accomplish this are determined by the occupancy of squares through which you wish to move, as well as enemy-occupied squares adjacent to them, as shown on Table 2.13: Tumble Checks *(see below)*.

With success, you move along the desired path, bypassing all occupied squares along the way.

With failure, you stop in the first empty square adjacent to an enemy along your path and lose your Dexterity bonus to Defense, if any, until the start of your Initiative Count during the following round.

Cooperative: No.

Synergy Skills: Athletics, Blend, Sneak.

Retry: No.

Threat: You tumble a number of feet equal to your standard Speed minus 5.

Critical Success: You tumble a number of feet equal to your standard Speed.

Error: In addition to the effects of failure, you trip and become *sprawled*.

Critical Failure: In addition to the effects of an error, each adjacent enemy gains 1 final attack against you *(see page 329)*.

TABLE 2.12: SKYDIVING CHECKS

Standard Skydive	HA/LO Dive	Base Dive	Dive Time	Base Landing DC	Base Notice/ Search DC*	Base Deviation
1,001+ ft.	—	—	Fall time† + 3d4 minutes††	15	20	8d20 ft.
—	1,000 ft.	800 ft.	Fall time† + 3d4 rounds††	20	30	5d20 ft.
—	750 ft.	500 ft.	Fall time† + 2d4 rounds††	25	35	4d20 ft.
—	500 ft.	300 ft.	Fall time† + 1d4 rounds††	30	40	3d20 ft.
—	250 ft.	200 ft.	End of current round	40	50	2d20 ft.

* Applicable DC modifiers within the relevant skill description may further modify this number.
† *See Falling Duration, page 107.*
†† This second time increment represents the time during which the parachute is open and the character is drifting to earth.

TABLE 2.13: TUMBLE CHECKS

Square Occupancy	DC/DC Modifier	Error Range Increase
Your path takes you through one square adjacent to an enemy*	15	+0
Your path takes you through one square occupied by an enemy*	25	+1
Per enemy-occupied square beyond the first adjacent to your path	+5	+0
Per enemy-occupied square beyond the first in your path	+5	+1 (max. +4)

* For this purpose, any square targeted by enemy suppressive fire is considered to be occupied by an enemy.

ANALYSIS (INT/WIS)

The Analysis skill focuses on dedicated evaluations and qualified critical inquiry. Unlike Investigation and Search, which are used to find things under different circumstances, this skill is about working with what you have, further defining and intensely codifying and qualifying every aspect of an item or scene. Analysis is used to determine the value of objects and offers, determine the authenticity of documents and other objects, decipher codes, pick apart film, video, and other media for clues, and perform forensic tests. This skill is common to investigative and sharp-thinking characters, such as criminologists and detectives.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Common cryptographic, forgery, and forensics techniques; origin points of media based on format, processing, and printing.

APPRAISE CHECK

(Int; Secret; Gear (Appraisal Kit), Hands-On, Vision)
1 Minute (Take 10/Take 20) • Base Error Range 1

With a successful Appraise check, you can estimate the value or importance or an item or offer within 1d10% of its actual value, up or down. Your DC and error range are determined by the item or offer's obscurity, as shown on Table 2.14: Appraise Checks *(see below)*.

With failure, however, your estimation is off as shown on Table 2.14.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Falsify, Investigation, Streetwise (when appraising something offered on the black market).

Retry: No.

Threat: The amount by which your estimate is off is reduced to 1d6%.

Critical Success: Your estimate is perfect — you understand the item or offer's precise value or importance.

Error: The amount by which your estimate is off is doubled.

Critical Failure: The amount by which your estimate is off is multiplied by 3d4.

AUTHENTICATE CHECK

(Int; Secret; Gear (Authentication Kit), Hands-On, Vision)
1 Minute (Take 10/Take 20) • Base Error Range 1

With a successful Authenticate check, you determine whether a document or object is genuine. If the item is genuine, your DC and error range are determined by the item's obscurity, as shown on Table 2.15: Authenticate Checks *(see below)*. If the item is fake, your Authenticate result opposes that of the Falsify/Forgery check made to create it.

With failure, you are unable to verify the item's authenticity.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Falsify, Investigation, Science (Chemistry).

Retry: No.

Threat: You may ask one question about the person who created the document or item (e.g. "What was the creator's true emotional state when he made the item?").

Critical Success: You may ask one additional question about the person who created the document or item per action die spent to activate the critical success (maximum five questions).

Error: You incorrectly verify the item (determining it to be a fake if genuine and vice-versa).

Critical Failure: Your mistake leaves you feeling falsely secure. You incorrectly verify the item (determining it to be a fake if genuine and vice-versa), and your error range with all Authenticate checks increases by 3. This effect lasts until the end of the current scene or until you succeed with an Authenticate check (whichever comes first).

TABLE 2.14: APPRAISE CHECKS

Item or Offer Obscurity/Circumstance	DC	Error Range Increase	Failed Estimate
Common (e.g. cut diamond, favor from famous NPC, etc.)	15	+0	(2d4+5 x 10)% of actual value
Uncommon (e.g. uncut diamond, favor from noted NPC, etc.)	20	+1	(2d6+3 x 10)% of actual value
Rare (e.g. private collection gem, favor from reclusive NPC, etc.)	30	+2	(2d8+1 x 10)% of actual value
Obscure (e.g. previously unseen gem, favor from unknown NPC, etc.)	40	+3	(1d20 x 10)% of actual value
Item has succeeded with 1 or more Damage saves since last repair	+5	+0	—
Item is *broken* or vehicle is *broken*	+10	+1	—
Item is *destroyed* or vehicle is *destroyed*	+20	+3	—

TABLE 2.15: AUTHENTICATE CHECKS

Item Obscurity/Circumstance	DC	Error Range Increase
Common (e.g. cut diamond, well-known NPC's journal, etc.)	15	+0
Uncommon (e.g. uncut diamond, noted NPC's journal, etc.)	20	+1
Rare (e.g. private collection gem, reclusive NPC's journal, etc.)	30	+2
Obscure (e.g. previously unseen gem, unknown character's journal, etc.)	40	+3
Item has succeeded with 1 or more Damage saves since last repair	+5	+0
Item is *broken* or vehicle is *broken*	+10	+1
Item is *destroyed* or vehicle is *destroyed*	+20	+3

DECIPHER CHECK

(Int; Active; Complex, Concentration, Gear (Computer), Vision)

Varies Per Challenge • Base Error Range Per Code

Deciphering a code is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the algorithms, analogues, and other tricks woven into the script. The number of Challenges is determined when each code is created. Overcoming each Challenge requires a successful Decipher check with a DC and error range set by the Science (Mathematics) check or checks made to create the code *(see page 153)*. The time required for each check is based on the difference between the code's Power Rating and the Power Rating of the computer used to break it, as shown on Table 2.16: Decipher Time *(see below)*.

Once the last Challenge is overcome, the code is completely deciphered.

The Game Control is encouraged to plan each code in advance, so that he can give away a little about its background, its creator, and other ways it connects to the setting and storyline with each Challenge you overcome. After you overcome the first Challenge of four, for instance, you might learn that the code was scripted in Germany (recognizing some electronic parlance common to German hackers). The second successful Challenge might reveal a location where the code was scripted (pointing to a pre-planned scene where your team might discover other important information). The third might reveal the hacker's signature, identifying him, and the fourth might lead to his new lair.

TABLE 2.16: DECIPHER TIME

Difference	Time Required
Computer greater by 5 or more	15 minutes
Computer greater by 4	30 minutes
Computer greater by 3	1 hours
Computer greater by 2	2 hours
Computer greater by 1	4 hours
Power Ratings equal	1 day
Code greater by 1	3 days
Code greater by 2	10 day
Code greater by 3	1 month
Code greater by 4	3 months
Code greater by 5 or more	1 year per point of difference

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers (when using a computer), Investigation, Science (Mathematics).

Retry: Yes, unless a critical failure reduces the number of Challenges completed below 0.

Threat: You begin to see patterns in the code. Your error range with each Decipher check targeting the same code decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Decipher check (whichever comes first).

Critical Success: Today you made several breakthroughs *(see Complex Tasks, page 99)*.

Error: You begin to see patterns in the code — but they're wrong. Your DC with each Decipher check targeting the same code increases by 5. This effect lasts until the end of the current scene or until you succeed with a Decipher check (whichever comes first).

Critical Failure: Today you were frustrated by the code's elegance — and the fact that you've been attacking it in entirely the wrong way *(see Complex Tasks, page 99)*.

EXAMINE MEDIA CHECK

(Wis; Secret; Concentration, Vision)

1 Hour • Base Error Range 1

With this check, you can glean clues from audio, video, or still pictures. This requires 1 hour per 1 hour of audio or video, or 1 hour per 60 pictures. If the media is genuine (i.e. it hasn't been doctored), your DC and error range are determined by the quality of the recording gear, as shown on Table 2.17: Examine Media Checks *(see below)*. If the media has been doctored, your Examine Media result opposes that of the Falsify/Forgery check made to modify it.

With success, you glean one remaining clue from the media.

With failure, you gather no intelligence from the media.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Computers, Investigation, Sense Motive (when gaining clues about people seen on media).

Retry: Yes, but only after enhancing the image by successfully making an additional Examine Media check. This check requires 1 hour, has a DC equal to your original check DC + 10, and provides no clues if successful. Should you fail an analysis check to enhance an image, you may gain no further information from the media.

TABLE 2.17: EXAMINE MEDIA CHECKS

Recording Gear	DC/DC Modifier*	Error Range Increase
Professional-grade media (e.g. movie studio or military security camera)	15	+0
Commercial-grade media (e.g. TV field recorder private security camera)	20	+0
Consumer-grade media (e.g. camcorder)	30	+1
Infrared filter	+0**	+0
Black and white film	+5	+1
Grainy audio	+5	+1
Archaic media	+5 per 10 years old (max. +20)	+1 per 10 years old (max. +4)
Recorder in motion as it collected data	+5	+1

* All visual and hearing range limitations also apply *(see page 350)*.

** An infrared camera ignores visual range limitations due to darkness, but doesn't allow identification of individuals.

Threat: The time required to complete the examination is reduced to 1/2 standard (rounded down, minimum 30 minutes).

Critical Success: You glean one additional remaining clue from the media per action die spent to activate the critical success (maximum 5 clues).

Error: You glean an inaccurate clue from the media (per the GC's discretion).

Critical Failure: Your mistake leaves you feeling falsely secure. You glean an inaccurate clue from the media (per the GC's discretion), and your error range with all Examine Media checks increases by 3. This effect lasts until the end of the current scene or until you succeed with an Examine Media check (whichever comes first).

FORENSICS CHECK

(Wis; Active; Complex, Concentration, Gear (Forensics Kit), Vision)

1 Hour Per Challenge • Base Error Range 1

Piecing together recent events at a location is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the smaller puzzles and clues that lead to the truth. The GC sets the number of Challenges when he plans each mystery. Overcoming each Challenge requires a successful Forensics check with a DC and error range set by the scale and complexity of each Challenge, as shown on Table 2.18: Forensics Checks *(see below)*. Your DC and error range may be further modified if someone tries to cover the mystery up, as described in the Falsify/Cover Up skill check *(see page 129)*.

Once the last Challenge is overcome, the mystery is completely solved.

The Game Control is encouraged to plan each forensic mystery in advance, so that he can let a little of the truth unfold with each Challenge you overcome. After you overcome the first Challenge of four, for instance, ballistics might reveal the number of people involved at a gunfight and the weapons they used. The second successful Challenge might be blood work proving two of those present were brothers, while the third might identify them through AFIS (the Automated Fingerprint Identification System). Finally, the last successful Challenge might reveal the nature of a special gadget weapon they used during the combat — information useful when preparing against the next attack, and for tracking the gunmen.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Investigation, Medicine (when the mystery involves biological evidence), Science (Chemistry) (when the mystery involves chemical evidence), Science (Fabrication) (when the mystery involves gear remnants), Search, Sense Motive.

Retry: Yes, unless a critical failure reduces the number of Challenges completed below 0.

Threat: You begin to see patterns in the mystery. Your error range with each Forensics check made during the same inquiry decreased by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Forensics check (whichever comes first).

Critical Success: The day's inquiries were fruitful *(see Complex Tasks, page 99)*.

Error: You begin to see patterns in the mystery — but they're wrong. Your DC with each Forensics check made on the same surface increases by 5. This effect lasts until the end of the current scene or until you succeed with a Forensics check (whichever comes first).

Critical Failure: The day was spent chasing red herrings *(see Complex Tasks, page 99)*.



TABLE 2.18: FORENSICS CHECKS

Scale/Complexity of Challenge	DC/DC Modifier	Error Range Increase
One room or smaller	15	+0
One house	20	+1
One city	30	+2
More than one city	40	+3
Simple (e.g. ballistics test involving 1 shooters, identifying globally common substance, etc.)	+0	+0
Basic (e.g. ballistics test involving 2–4 shooters, identifying regionally common substance, etc.)	+5	+0
Involved (e.g. ballistics test involving 5–8 shooters, identifying locally common substance, etc.)	+10	+1
Convoluted (e.g. ballistics test involving 9 or more shooters, identifying exotic or unique substance, etc.)	+15	+2

ATHLETICS (STR/CON)

The Athletics skill is used to scale vertical surfaces, tie people up, escape bonds and holds, maneuver on foot, damage doors and other objects, play sports games, and swim. This skill is common to physically sturdy characters like military frontline grunts, powerful henchmen, endurance runners, and wrestlers.

Combat Actions: Bull Rush *(see page 354)*, Grapple *(see page 357)*.

Dramatic Conflicts: Chases *(see page 364)*.

Sample Knowledge: The best path up any vertical surface; the strength of a door, wall, or other scenery; preparing a SCUBA tank for use; sports rules; regurgitating sports statistics.

BIND CHECK

(Str; Secret; Cross-Check, Hands-On, Gear Only (Bindings))
1 Full Action (Take 10/Take 20) • Base Error Range 1

This skill check is used to blindfold, gag, or tie up a character (handcuffing a character or using other static restraints doesn't require this skill check — it merely takes 1 half action).

Your Bind check has no DC; instead, your result +10 becomes the DC opposed by the bound character's subsequent Athletics/Escape checks. A blindfolded character gains the *blinded* condition and a gagged character gains the *mute* condition. A character whose hands are tied character gains the *entangled* condition and a character whose hands and feet are tied gains the *bound* condition *(see page 340)*.

Cooperative: No.

Synergy Skills: Notice, Sleight of Hand, Survival.

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: The time required to blindfold, gag, or tie the character up is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: When tying a character up, your knot is expertly tied. The error range of each Escape check made to slip out of the binding is increased by +2.

Error: The target appears to be *bound*, but is in fact free.

Critical Failure: In addition to the effects of an error, your mistake leaves you feeling falsely secure. You automatically fail any Notice/Awareness or Search/Perception check made to spot the target trying to free himself.

CLIMB CHECK

(Con; Active; Armor Check Penalty, Flat-Footed, Gear (Climbing Kit), Hands-On, Vision)
1 Half Action • Base Error Range 1

With a successful Climb check, you may move up, down, or across any surface with an incline greater than 60° at up to 1/4 your Speed (rounded down). Your Climb check's DC is determined by the surface to be scaled and the climbing conditions, as shown on Table 2.19: Climb Checks *(see below)*.

If any Climb check results in a failure, you make no progress (you may still move your bonus 5-ft. step without a skill check — but only to move down). If you fail a Climb check by 5 or more, you fall from your current height, and may attempt to catch yourself as described later in this section.

Rappelling: With a climbing kit, a character may rappel down a vertical surface at up to his full speed. A Climb check is required as standard, but the DC is 10.

Being Attacked While Climbing: Someone who attacks you while you're climbing gains a +2 bonus with the attack check. Additionally, unless you possess at least 5 ranks in Athletics, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from this attack (after damage reduction and other modifiers are applied), you must immediately make another Climb check, adding 5 to your DC.

TABLE 2.19: CLIMB CHECKS

Scale/Climbing Challenge	DC/DC Modifier	Error Range Increase
Surface provides ample hand- and footholds and opportunities to brace (e.g. climbing a knotted rope up through a narrow pit with rugged walls)	10	+0
Surface provides ample hand- and footholds or opportunities to brace (but not both) (e.g. climbing an unknotted rope up through a narrow pit with rugged walls or the same pit without a rope)	15	+0
Surface provides ledges to climb between and hand- and footholds (e.g. climbing scaffolding or balconies with gaps no larger than 10 ft. across, or a rock face with outcroppings where you can rest at intervals of less than 20 ft.)	20	+1
Surface provides ledges to climb between without hand- and footholds (e.g. climbing scaffolding or balconies with gaps larger than 10 ft. across, or a rock face with outcroppings where you can rest at intervals of 20 ft. or more)	25	+1
Surface provides no ledges, but does provide hand- and footholds (e.g. climbing a large tree, an unknotted rope, or a rough natural rock face)	30	+2
Surface provides no ledges or hand- or footholds (e.g. climbing a mostly smooth rock face or a brick wall)	35	+2
Surface is unusual and precarious, with handholds and footholds (e.g. climbing across an overhang or ceiling)	40	+3
Surface is smooth, flat, and vertical, providing absolutely no clinging method (e.g. climbing a polished steel wall)	Impossible*	
Frequent jagged obstacles (e.g. razor wire)	+5	+1
Slippery surface	+10	+2

* Without a climbing kit.

Catching Yourself When Falling: It's impossible to catch yourself while falling alongside a surface with a DC of 30 or higher (i.e. a surface without ledges). Otherwise, catching yourself requires a successful free action Climb check (DC per the wall's surface/conditions + 10). With success, you come to a stop at a random point between where you fell and the ground below (per the GC's discretion). In the process, you suffer 1d6 subdual damage that is *not* reduced by damage reduction.

Lifting Others: As a full action, you may raise or lower one or more people and/or cargo, up to a weight limit equal to double your maximum heavy load *(see page 217)*. You may raise or lower the load a distance equal to 1/4 your Speed per round (rounded down). If the person being raised helps (making use of any available handholds and bracing options), the distance raised or lowered is increased to 1/2 your Speed per round (rounded down).

Cooperative: No.

Synergy Skills: Mechanics (when using climbing gear), Resolve, Survival.

Retry: No.

Threat: Your error range with the next Climbing check made on the same surface decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: You may move up to 1/2 your Speed, instead of 1/4.

Error: You cramp up or lose your bearings. Until the end of the current scene, your DC with each Climb check made on the same surface increases by 5.

Critical Failure: You fall, suffering damage for the distance fallen *(see pages 106 and 336)*.

Alternately, the GC may spend 2 action dice to force you freeze up, after which one of the following conditions must be met before you can perform another action.

- Someone must move into an adjacent square, after which both of you must move up to the other character's Speed toward the nearest square without a potential fall on any side. This reduces both your Initiative Counts to the lower initiative count between you.
- You must succeed with 1 Resolve/Concentration check *(see page 147)*.

ESCAPE CHECK

(Str; Active)
Time Varies (Take 10/Take 20) • Base Error Range 1

With a successful Escape check, you may lose the *bound* condition or break or slip out of a tied bond or static restraint (e.g. handcuffs, a blindfold, a gag). Your DC, error range, and the time required to make the escape are based on the nature of your restraints, as shown on Table 2.20: Escape Checks *(see below)*.

Escaping Under Observation: When you try to escape a tied bond or static restraint without someone spotting you, you may also make a Sleight of Hand/Conceal Action check opposed by a Notice/Awareness or Search/Perception check made by each person with line of sight to you, as appropriate. If the Conceal Action check is successful, the observers don't notice your attempt.

Cooperative: No.

Synergy Skills: Acrobatics, Bluff (when trying to escape unnoticed), Sleight of Hand.

Retry: Yes, unless you suffer a critical failure.

Threat: You escape your bonds in 1/2 the standard time (rounded up, minimum 1 half action).

Critical Success: If attempting to escape under observation, you gain 1 half action surprise round during which you may act before your observers; otherwise, you escape as a free action.

Error: You cramp up or tighten your bonds. Your error range with each Escape check made against the same hold or restraint increases by 2. This effect lasts until the end of the current scene or until you succeed with an Escape check (whichever comes first).

Critical Failure: You're trapped and may make no further Escape checks to slip out of your current bonds. Someone else must free you.

FORCED MARCH CHECK

(Con; Active)
1 Hour • Base Error Range 1

This skill check is used to temporarily increase your overland movement limit.

Each Forced March check has a base DC of 20. DC and error range modifiers are based on how much you're carrying, as shown on Table 2.21: Forced Marches *(see page 115)*.

With success, your overland travel Speed is boosted by +5 ft. for 1 hour for the purpose of determining overland travel *only*, as shown on Table 2.22: Overland Travel *(see page 115)*. Additionally, for every 10 by which your check result exceeds the DC (to a maximum of 50), you may apply one of the following two bonuses.

- Your overland Speed is boosted by an additional +5 ft. for the same time period.
- The time before your increased Speed wears off is boosted by 1 additional hour.

At the end of every hour or portion thereof during which your overland Speed is boosted, you suffer 1d6 subdual damage per 5 ft. of Speed boost.

TABLE 2.20: ESCAPE CHECKS

Type of Restraint	Time Required	DC	Error Range Increase
Duct Tape/Rope	10 rounds*	Athletics/Bind check result	+0
Net	1 full action	20	+1
Zip ties	5 rounds*	25	+2
Handcuffs	10 rounds*	30	+2

* This time requirement is reduced by a number of rounds equal to the difference between your Escape check result and the DC (minimum 1 round/full action).

Example: Kevin manages to boost his Speed by +10 ft. for 2 hours for the purpose of determining overland travel. At the end of the first hour, he suffers 2d6 subdual damage, and at the end of the second hour, he suffers an additional 2d6 subdual damage.

This subdual damage is not recovered until you spend at least 1 hour *sleeping (see page 342)*.

Cooperative: No.

Synergy Skills: Resolve, Survival, Tactics.

Retry: Yes, though you may only benefit from one Forced March check to boost your overland Speed at any time. If you make a second check to boost your overland Speed when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.

Threat: You suffer only 1d4 subdual damage at the end of each hour during which your overland Speed is boosted.

Critical Success: Your base overland Speed boost is increased to +10 ft. This base Speed boost is not counted when figuring the subdual damage you suffer at the end of each hour.

Error: You suffer 1d6 subdual damage with no benefit.

Critical Failure: You suffer 1d6 subdual damage *and* 1d6 lethal damage with no benefit.

TABLE 2.21: FORCED MARCHES

Circumstance	DC Modifier	Error Range Increase
*Encumbrance**		
Light load	+0	+0
Medium load	+10	+2
Heavy load	+20	+4
Extreme load	Impossible	Impossible
Overloaded	Impossible	Impossible

* If your encumbrance is pushed higher than usual when you make your Forced March check, use the increased numbers to determine these DC and error range modifiers.

MANEUVER CHECK

(Str; Active; Armor Check Penalty, Vision)
1 Half Action • Base Error Range 1

This skill check is used to maneuver on foot. No skill check is required to take a Standard Move action *(see page 354)*, but a risky one — made during a chase or other threatening circumstances — requires a skill check.

The DC and error range of each Maneuver check are determined by the activity you're attempting, as shown on Table 2.28: Maneuver Checks *(see page 125)*.

With success, you perform the desired maneuver without mishap; otherwise, you fail to perform the desired maneuver and you become *sprawled* in your current square.

Additional Untrained Penalty: When you make this check untrained, you suffer an additional penalty as described in Chapter 4 *(see page 289)*.

Cooperative: No.

Synergy Skills: Acrobatics, Streetwise (in a city), Survival (in the wild).

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a maneuver may change with each attempt (if you become trapped somehow, you may not be able to continue moving).

Threat: Your error range with your next Maneuver check made on foot decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: Your error range with each Maneuver check made on foot decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Maneuver check on foot (whichever comes first).

Error: You collide with something or strain yourself. You must make a Fortitude save against damage equal to your Maneuver check DC minus 10 or suffer 1d6 subdual damage.

Critical Failure: You collide with something or strain yourself. You must make a Fortitude save against your Maneuver check DC + 5 per action die spent to activate the critical failure (maximum +20). With failure, you suffer 1d6 subdual *and* 1d6 lethal damage.

TABLE 2.22: OVERLAND TRAVEL

Speed	Base Travel Rate*	Plains/Desert*	Arctic/Forest*	Jungle/Swamp/Mountains*
5 ft.	0.5/4	0.4/3	0.3/2	0.2/1
10 ft.	1.0/8	0.8/6	0.6/4	0.4/2
15 ft.	1.5/12	1.2/9	0.9/6	0.6/3
20 ft.	2.0/16	1.6/12	1.2/8	0.8/4
25 ft.	2.5/20	2.0/15	1.5/10	1.0/5
30 ft.	3.0/24	2.4/18	1.8/12	1.2/6
35 ft.	3.5/28	2.8/21	2.1/14	1.4/7
40 ft.	4.0/32	3.2/24	2.4/16	1.6/8
45 ft.	4.5/36	3.6/27	2.7/18	1.8/9
50 ft.	5.0/40	4.0/30	3.0/20	2.0/10
55 ft.	5.5/44	4.4/33	3.3/22	2.2/11
60 ft.	6.0/48	4.8/36	3.6/24	2.4/12
+5 ft.	+0.5/+4	+0.4/+3	+0.3/+2	+0.2/+1

* The number to the left of the slash is miles per hour, while the number to the right of the slash is miles per day.



POWER LIFTING CHECK

(Str; Active, Flat-Footed)
1 Free Action • Base Error Range 1–2

This skill check is used to increase your encumbrance limit temporarily.

Each Power Lifting check has a base DC of 20. With success, your Strength score is boosted by +2 for 1 minute — for the purposes of determining encumbrance *only*. Additionally, for every 10 by which your check result exceeds the DC (to a maximum of 50), you may apply one of the following two bonuses.

- Your Strength score is boosted by an additional +2 for the same time period.
- The time before your increased encumbrance Strength wears off is boosted by 1 additional minute.

At the end of every minute or portion thereof during which your encumbrance Strength is boosted, you suffer 1d6 subdual damage per +2 of Strength boost.

Example: Kevin manages to boost his encumbrance Strength by +4 for 2 minutes. At the end of the first minute, he suffers 2d6 subdual damage, and at the end of the second minute, he suffers an additional 2d6 subdual damage.

This subdual damage is not recovered until you spend at least 1 hour *sleeping (see page 342)*.

Cooperative: No.

Synergy Skills: Resolve.

Retry: Yes, though you may only benefit from one Power Lifting check to boost your encumbrance Strength at any time. If you make a second check to boost your encumbrance Strength when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.

Threat: You suffer only 1d4 subdual damage at the end of each minute during which your encumbrance Strength is boosted.

Critical Success: Your base encumbrance Strength boost is increased to +4. Further, this base encumbrance Strength boost is not counted when figuring the subdual damage you suffer at the end of each minute.

Error: You suffer 1d6 subdual damage with no benefit.

Critical Failure: You suffer 1d6 subdual *and* 1d6 lethal damage with no benefit.

SMASH CHECK

(Str; Active; Grasp)
1 Half Action (Take 10/Take 20) • Base Error Range 1

This skill check represents your brute ability to break one item or self-contained piece of scenery within a single square (such as a door), or one 5-ft. piece of scenery (such as part of a wall).

A Smash check can only target an item within your reach with a Damage save bonus equal to your Strength score or lower; any item with higher Damage save bonus cannot be broken by brute force and must be attacked. When an attack is made to smash an item, the time required to make the attack *becomes* the time required to make this check (the Smash check becomes a free action made with a successful hit).

Your Smash check has no DC; instead, your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If an item or self-contained piece of scenery fails its save, it is *broken* or *destroyed*, per the Damage save rules *(see page 224)*. Either way, the item or scenery is rendered useless until repaired with the Electronics or Mechanics skill *(see pages 127 and 141, respectively)*. If a 5-ft. piece of scenery fails its save, you punch a hole through it just large enough for one person of your Size to get through per half action (usually 5-ft. × 5-ft for a Medium character).

Cooperative: Yes, but only if the target item is Small or larger (maximum 7 helpers).

Synergy Skills: Resolve.
Retry: Yes, unless you suffer a critical failure.
Threat: Your skill check result is doubled.
Critical Success: The item automatically fails its Damage save.
Error: The item is unaffected and you suffer 1d4 subdual damage.
Critical Failure: You cannot break the item or scenery (though someone uninvolved in the current check may try to do so). Further, you suffer 1d4 subdual *and* 1d4 lethal damage.

SPEED PUSH CHECK

(Con; Active; Armor Check Penalty, Flat-Footed)
1 Free Action • Base Error Range 1–2

This skill check is used to increase your standard tactical Speed temporarily.

Each Speed Push check has a base DC of 20. With success, your Speed is boosted by +5 ft. for 1 minute. Additionally, for every 10 by which your check result exceeds the DC (to a maximum of 50), you may apply one of the following two bonuses.

- Your Speed is boosted by an additional +5 ft. for the same time period.
- The time before your increased Speed wears off is boosted by 1 additional minute.

At the end of every minute during which your Speed is boosted, you suffer 1d6 subdual damage per 5 ft. of Speed boost.

Example: Kevin manages to boost his Speed by +10 ft. for 2 minutes. At the end of the first minute, he suffers 2d6 subdual damage, and at the end of the second minute, he suffers an additional 2d6 subdual damage.

This subdual damage is not recovered until you spend at least 1 hour *sleeping (see page 342)*.

Cooperative: No.
Synergy Skills: Resolve.
Retry: Yes, though you may only benefit from one Speed Push check to boost your Speed at any time. If you make a second check to boost your Speed when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.
Threat: You suffer only 1d4 subdual damage at the end of each minute during which your Speed is boosted.
Critical Success: Your base Speed boost is increased to +10 ft. Further, this base Speed boost is not counted when figuring the subdual damage you suffer at the end of each minute.
Error: You suffer 1d6 subdual damage with no benefit.
Critical Failure: You suffer 1d6 subdual *and* 1d6 lethal damage with no benefit.

TABLE 2.23: SPORTS CHECKS

Sport	Error Range Increase
Largely safe (e.g. golf, tennis, track and field)	+0
Mildly dangerous (e.g. baseball, basketball, gymnastics)	+1
Moderately dangerous (e.g. football, soccer, wrestling)	+2
Violently dangerous (e.g. hockey, jai-alai, rugby)	+3

SPORTS CHECK

(Str or Con; Active; Armor Check Penalty, Gear Only (Per Sport), Hands-On, Vision)
Time Varies • Base Error Range 1

This skill check is used to resolve competitive sports, from baseball to football to soccer to golf. The GC sets the time required for any Sports check, which can range from a single shot in golf to a single inning in baseball to an entire game of either. He also sets the key attribute for the competition, based on whether the sport in question primarily requires speed (Strength) or endurance (Constitution).

The error range for each Sports check is determined by the game being played, as shown on Table 2.23: Sports Checks *(see below)*.

Any number of participants or participating teams may compete with 1 Sports check each by using the standard opposed check rules *(see page 91)*.

Finally, the GC may determine that some sports — for instance, some track and field events — do not require the use of your hands. This removes the Hands-On skill tag.

Cooperative: Yes — in many cases, it's mandatory (any number of helpers, but always the same number on both sides in any competition).
Synergy Skills: Resolve, Sense Motive, Tactics.
Retry: No.
Threat: Whether you win or lose the competition, your showing is stellar, improving the dispositions of each onlooker toward you or your team by 1 grade. This effect lasts until the end of the current scene, or until you fail a Sports check (whichever comes first).
Critical Success: If making a standard skill check, you set a personal record (e.g. fastest 200-yd. dash time, most RBIs, or most yards gained during one game of football). If making a cooperative skill check, your team sets the record.
Error: Whether you win or lose the competition, your showing is poor, worsening the dispositions of each onlooker toward you or your team by 1 grade until the end of the current scene, or until you succeed with a Sports check (whichever comes first).
Critical Failure: If making a standard skill check, you're hurt during the game, suffering 1d8 lethal damage per die spent to activate the critical failure (maximum 4d8). If making a cooperative skill check, the GC determines the character injured at random.

SWIM CHECK

(Con; Active; Armor Check Penalty, Flat-Footed)
1 Half Action (Take 10/Take 20) • Base Error Range 1

With one successful Swim check, you may move up, down, or through a body of water at 1/4 your Speed (rounded down). Each Swim check's DC and error range are determined by the water conditions and how much you're carrying, as shown on Table 2.24: Swim Checks *(see page 118)*.

If any Swim check results in a failure, you make no progress (you may still move your bonus 5-ft. step without a skill check — but only to move toward the surface). If you fail a Swim check by 5 or more, you slip another 5 ft. under the surface and must begin holding your breath *(see page 349)*.

Being Attacked While Swimming: Someone who attacks you while you're swimming gains a +2 bonus with the attack check. Additionally, unless you possess 5 or more ranks in Athletics, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from an attack while swimming (after damage reduction and other modifiers are applied), you must immediately make another Swim check, adding 5 to your DC.

Dragging Others: You may swim with up to 2 people in tow, up to a weight limit equal to double your maximum heavy load *(see page 217)*. You may drag the load a distance equal to 1/8 your Speed per round (rounded down). A character held in tow may not help you move faster.

Treading Water: A character can dog paddle in place for a number of hours equal to his Constitution score. At the start of each hour thereafter, he must make a Fortitude save (DC 10 + 5 per previous save). With failure, he begins to drown *(see Suffocation, page 349)*.

Long-Term Swimming: After every 30 minutes you spend swimming or 1 hour you spend treading water, you must make a Swim check (DC 20) or suffer 1d4 points of subdual damage as a result of growing exhaustion. This subdual damage is not reduced by damage reduction, and only heals while you're out of the water.

Cooperative: No.

Synergy Skills: Resolve, Survival.

Retry: No.

Threat: You find your rhythm. Your error range with each Swim check made in the same body of water decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Swim check (whichever comes first).

Critical Success: You may move up to 1/2 your Speed, instead of 1/4.

Error: You cramp up or lose your bearings. Your DC with each Swim check made in the same body of water increases by 5. This effect lasts until the end of the current scene or until you succeed with a Swim check (whichever comes first).

TABLE 2.24: SWIM CHECKS

Water Conditions/ Circumstance	DC/DC Modifier	Error Range Increase
Water		
Calm water	10	+0
Rough water	20	+1
Stormy water	30	+2
Whitewater rapids	40	+3
Encumbrance		
Light load	+0	+0
Medium load	+5	+0
Heavy load	+10	+1
Extreme load	Impossible	Impossible
Overloaded	Impossible	Impossible
Other Modifiers		
Dragging 1 other character	+5	+0
Dragging 2 other characters	+10	+1
Per round you've spent underwater beyond 3 minutes	+1	+1 per minute after 3 minutes

Critical Failure: You become tangled up in some obstruction and begin to drown *(see page 349)*.

Alternately, the GC may spend 2 action dice to force you freeze up. One of the following conditions must be met in order for you to perform another action.

- Someone must move into an adjacent square, after which both of you must move up to the other character's swimming Speed toward the nearest solid ground. This reduces both your Initiative Counts to the lower initiative count between you.
- You must succeed with a Resolve/Concentration check *(see page 147)*.

BLEND (DEX/CHA)

The Blend skill is used to avoid being *noticed*. Unlike Sneak (which is an active skill requiring you to dedicate time to avoiding detection), Blend is passive and therefore used by default unless specified otherwise. Blend's only check is a free action, making this the default skill of choice for those who want to be sneaky without trying.

Characters with a high Blend rank tend to fade into crowds, unconsciously concealing traces of their presence and otherwise consistently avoiding attention. This skill is common to spies, who often spend long periods quietly collecting information in a region before their latest mission launches. It's also common to socially unobtrusive sorts, such as quiet diplomats and con artists.

Special Note: Unless you spend one full action actively hiding with the Sneak/Hide check *(see page 161)*, you **must** use this skill check when determining whether someone or something detects you.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: None (all synergy bonuses to Knowledge concerning covert tactics are derived from the Sneak skill alone).

STEALTH CHECK

(Dex or Cha; Passive; Armor Check Penalty, Disposition, Flat-Footed)

1 Free Action • Base Error Range 1

Stealth represents your ability to lurk in and out of a crowd. In any 30-ft. × 30-ft. area occupied by fewer than 10 people, your key attribute with this check is Dexterity; in a more populated area, it's Charisma.

If an observer actively seeks something in your area (whether it's you or not), your Stealth result opposes his Search/Perception result; otherwise, your Stealth result opposes his Notice/Awareness result.

Your check result and error range — as well as those of the observer — are modified as shown on Table 2.25: Character Detection *(see page 119)*.

If your Stealth result exceeds the observer's check result, you escape detection, gaining the *hidden* condition against him *(see page 342)*.

If your Stealth result *fails* to exceed the observer's check result, the observer becomes aware of your presence (and any *hidden* condition is lost). If you're within his visual or hearing range, as appropriate, he also learns your location. Further, the observer may spend 1 free action communicating your location, after which you lose the *hidden* condition against the people whom he tipped off.

TABLE 2.25: CHARACTER DETECTION

Situation	Check Modifier	Error Range Increase
Actions		
Covert character using passive Stealth and observer using active Perception	–4/+0	+1/+0
Covert character using active Hide and observer using passive Awareness	+0/–4	+0/+1
Covert character speaking in a whisper	+0/+0	+0/+0
Covert character speaking in regular voice	–4/+0	+1/+0
Covert character screaming	–8/+0	+3/+0
Covert character using a hurled weapon within 50 ft.	–4/+0	+1/+0
Covert character firing a gun or tactical weapon within 1,001–2,500 ft.	–6/+0	+2/+0
Covert character firing a gun or tactical weapon within 501–1,000 ft.	–8/+0	+3/+0
Covert character firing a gun or tactical weapon within 51–500 ft.	–10/+0	+4/+0
Covert character firing a gun or tactical weapon within 50 ft.	**	**
Covert character using autofire, strafe, or burst actions	–8/+0	+3/+0
Distance		
See Vision and Hearing, page 350		
Distraction		
Minor (e.g. nearby explosion inflicting up to 20 damage; Ground Zero within 30 ft., or 10-ft. × 10-ft. fire)	+0/–2	+0/+0
Moderate (e.g. nearby explosion inflicting 21–40 damage; Ground Zero within 30 ft., or 30-ft. × 30-ft. fire)	+0/–4	+0/+1
Major (e.g. nearby explosion inflicting 41 or more damage; Ground Zero within 30 ft., or 60-ft. × 60-ft. fire)	+0/–8	+0/+3
Movement		
Covert character is moving up to 1/2 his Speed (rounded down)†	+0/+0	+0/+0
Covert character is moving faster than 1/2 his Speed, up to his full Speed†	–4/+0	+1/+0
Covert character is moving faster than his full Speed (e.g. charging, running, etc.)†	–8/+0	+3/+0
Covert character is balancing in place (without moving)	–2/+0	+0/+0
Covert character is balancing at any Speed	–4/+0	+1/+0
Covert character is climbing up to 1/2 his Speed (rounded down)	–4/+0	+1/+0
Covert character is climbing faster than 1/2 his Speed	–8/+0	+3/+0
Covert character is swimming up to 1/4 his Speed (rounded down)	–4/+0	+1/+0
Covert character is swimming faster than 1/4 his Speed	–4/+0	+1/+0
Covert character is entering or leaving water	–6/+0	+2/+0
Scenery		
Obscuring terrain (e.g. thick forest, creative office, busy party)	+0/–6	+0/+2
Cluttered terrain (e.g. thin forest, efficient office)	+0/–4	+0/+1
Sparse terrain (e.g. well lit, with few obstructions)	–4/+0	+1/+0
Barren terrain (e.g. desert or open snowfield during daytime)	–8/+0	+3/+0
Quiet terrain (e.g. plush carpet, sound-proofed room)	+0/–2	+0/+0
Loud terrain (e.g. dry leaves, gravel, metal plates)	–2/+0	+0/+0
Covert character blends with background scenery	+0/–2	+0/+0
Covert character clashes with background scenery	–2/+0	+0/+0
Observer does not have line of sight to covert character	+0/–6	+0/+2
Scenery between observer and covert character is 1 in. thick	+0/–4	+0/+1
Scenery between observer and covert character is 2–6 in. thick	+0/–6	+0/+2
Scenery between observer and covert character is 7–11 in. thick	+0/–8	+0/+3
Scenery between observer and covert character is 1–2 ft. thick	+0/–10	+0/+4
Scenery between observer and covert character is more than 2 ft. thick	††	††
Senses		
Covert character is *blinded* **or** *deafened*	–4/+0	+1/+0
Covert character is *blinded* **and** *deafened*	–6/+0Δ	+2/+0Δ
Observer is *blinded* **or** *deafened*	+0/–6	+0/+2
Observer is *blinded* **and** *deafened*	††	††
Size		
Covert character's Size is not Medium	Per Table 5.13: Size *(see page 349)*	
Team		
Observer is *blinded* **and** *deafened*	††	††
Covert character is alone	+0/+0	+0/+0
Covert team of 2 characters	–2/+0	+0/+0
Covert team of 3 or more characters	–4/+0	+1/+0

* Apply the modifiers to the left of each slash to the covert character, and the modifiers to the right of each slash to the observer.
** The observer automatically detects the covert character. No skill check is required.
† These modifiers assume the covert character is not balancing, climbing, or swimming.
†† The covert character automatically escapes detection. No skill check is required.
Δ If the covert character moves out of his starting square while making this check, these modifiers become –12/+0 and +4/+0, respectively.

The Stealth skill check may *not* be used to escape detection once someone knows your location, even if they're only casually paying attention to you. That may be attempted only with the Sneak/Hide skill check, and only under special circumstances.

Since making a Stealth check is a free action, you may also use your remaining standard actions to move or perform other activities, though they may increase the chance of detection, as shown on Table 2.25. Further, when you're moving, you must make a Stealth check once per round. When you're stationary (i.e. you don't leave your current square), your first successful Stealth check allows you to avoid detection for 1 minute, and each subsequently successful Stealth check allows you to avoid detection for twice as long as the last one.

Example: Kevin feverishly works to open a security door as guards patrol the area. He escapes detection for 1 minute with his first successful Stealth check, for 2 minutes with his second, for 4 minutes with his third, for 8 minutes with his fourth, and so on.

Finding Multiple People: If more than one character is hidden in one 30-ft. × 30-ft. area, the same Notice/Awareness or Search/Perception result is compared against each Stealth result in turn, from lowest to highest (i.e. the observer finds the item with the lowest Stealth result first).

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain a keen sense of your surroundings. When making a Stealth or Hide check, your result cap increases by 5 and your error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, until you move more than 30 ft. away from the position where you scored your threat, or until you fail a Stealth or Hide check (whichever comes first).

Critical Success: You're a ghost. When moving, you keep your current Stealth result for 1 minute per action die spent (maximum 4 minutes per critical success); when stationary, you avoid detection until the end of the current scene.

Error: A fumble attracts attention to your vicinity. You suffer a –4 penalty with Stealth and Hide checks, and your error ranges with these checks are increased by 1, until the end of the current scene, or until you succeed with a Stealth or Hide check (whichever comes first).

Critical Failure: Everyone with line of sight to you, or within hearing range of you, automatically learns your location. You may not attempt another Stealth or Hide check until you move out of each of these characters' lines of sight and hearing ranges *(see page 350)*, or until the end of the current scene, whichever comes first.

BLUFF (CHA)

The Bluff skill is used to lie. Unlike Manipulate, which represents calculated and concerted effort to control the actions of others, Bluff checks are reflexive and defensive actions used to conceal the truth. This skill is common to characters relying upon false trust, such as double agents and other undercover personnel, and those whose professions demand a dubious approach, such as bureaucrats and politicians.

Combat Actions: Diversion *(see page 356)*.

Dramatic Conflict: None.

Sample Knowledge: Common deceptions through the ages (e.g. famous military ploys, popular grifts, etc.), and their impact upon any number of typical social dynamics.

DECEPTION CHECK

(Cha; Secret; Bribe, Crowd, Disposition, Language)
1 Full Action (Take 10/Take 20) • Base Error Range 1

You must make a Deception check each time you try to convince an NPC that a false statement or action is legitimate. Alternately, you may simply bribe the NPC to remain quiet about it. If you opt to convince him, you make a Deception check opposed by your target's Sense Motive/Detect Lie check.

Your check result and error range — as well as those of the target — are modified as shown on Table 2.26: Character Deception *(see page 121)*.

With success, the target buys into your deception; with failure, he sees through it.

This check does *not* allow you to look like someone else — that requires a Falsify/Disguise check *(see page 129)*.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (in a corporate or government environment), Cultures (in a focus area), Impress (when being positive), Intimidate (when being negative), Sense Motive, Streetwise (in a city).

Retry: No.

Threat: The target's trust in you soars. Your error range of each Deception check made against the same target decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Deception check (whichever comes first).

Critical Success: The target's trust in you skyrockets. His disposition toward you improves by 1 grade until the end of the current scene or until you fail a Deception check (whichever comes first).

Error: The target's trust in you wavers. Your error range with each Deception check made against the same target increases by 2. This effect lasts until the end of the current scene or until you succeed with a Deception check against the same target (whichever comes first).

Critical Failure: The target's trust in you plummets. His disposition toward you worsens by 1 grade until the end of the current scene or until you succeed with a Deception check against the same target (whichever comes first).

TABLE 2.26: CHARACTER DECEPTION

Situation	Check Modifier*	Error Range Increase*
Apparent Benefit to Target		
None (e.g. saves the target no time or money)	–6/+0	+2/+0
Slight (e.g. saves the target 5 minutes or $20)	+0/+0	+0/+0
Moderate (e.g. saves the target 1 hour or $100)	+0/–4	+0/+1
Enormous (e.g. saves the target 1 day or more, or $1,000 or more)	+0/–6	+0/+2
Apparent Risk to Target		
None	0/–6	+0/+2
Slight (may prompt ridicule or social sanction)	+0/+0	+0/+0
Moderate (may prompt mild retribution or minor criminal charges)	–4/+0	+1/+0
Extreme (may prompt a personal vendetta or moderate criminal charges)	–6/+0	+2/+0
Deadly (may prompt attacks or major criminal charges on self, friends, and family)	–10/+0	+4/+0
Apparent Nature of Deception		
Trustworthy (e.g. "Backed by the FDIC")	+0/–6	+0/+2
Believable (e.g. "Backed by the FDA")	+0/–4	+0/+1
Unremarkable (e.g. "Subject to some restrictions")	+0/0	+0/+0
Questionable (e.g. "You get a free toaster with that")	–4/+0	+1/+0
Suspect (e.g. "All you have to do to earn your money back is get 3 others into the program")	–6/+0	+2/+0

* Apply the modifiers to the left of each slash to the deceiving character, and the modifiers to the right of each slash to his target.

BUREAUCRACY (INT/CHA)

The Bureaucracy skill is used to compromise organizations and those who work for organizations. This skill is common to spy handlers and corporate pirates who insert fleets of moles into enemy groups, hoping to bring the groups down or leave them vulnerable to takeover. Infiltrators and other subversive characters find it equally helpful.

Combat Actions: None.

Dramatic Conflicts: Infiltration *(see page 375)*.

Sample Knowledge: Law enforcement techniques and protocols; the 'book answers' for budgeting, staffing, and running any organization; profit and loss projections and calculations; common human resources and procedural techniques.

BRIBE CHECK

(Cha; Active; Crowd, Disposition)

1 Full Action • Base Error Range Per Original Check

You may attempt to bribe any NPC who is the target of a skill check with the "bribe" tag. When bribing someone in a corporate, government, or other organizational environment, you use this Bribe check; otherwise, you use the one under the Streetwise skill.

If the Bribe check targets 1 or more special NPCs, each must be bribed with a minimum of $250 × his Wealth (minimum $100).

If the Bribe check targets up to 10 standard NPCs, each must be bribed with a minimum of $50 × his career level.

If the Bribe check targets 10 or more standard NPCs (a "crowd"), the entire crowd must be bribed as one unit, with the minimum amount of money shown on Table 2.7: Crowds *(see page 102)*.

If you can't provide this base value or higher, in cash or gear the target wants, the bribe automatically fails and the time spent attempting it is wasted.

The Bribe check's DC is equal to the original skill check's DC + 10, though you may reduce this by 5 each time you increase the money dedicated to the bribe by the base minimum. This may not reduce the DC by more than 25.

Example 1: When bribing one standard NPC, reducing the Bribe check DC by 5 requires a bribe of $100 × the target's career level; reducing it by 10 requires a bribe of $150 × the target's career level; reducing it by 15 requires a bribe of $200 × the target's career level; reducing it by 20 requires a bribe of $250 × the target's career level; and reducing it by 25 requires a bribe of $300 × the target's career level.

Example 2: When bribing an NPC crowd of 50 characters, reducing the Bribe check DC by 5 requires a bribe of $1,500 × the crowd's average career level; reducing it by 10 requires a bribe of $3,000 × the crowd's average career level; reducing it by 15 requires a bribe of $4,500 × the crowd's average career level; reducing it by 20 requires a bribe of $6,000 × the crowd's average career level; and reducing it by 25 requires a bribe of $7,500 × the crowd's average career level.

With success, the target accepts your offer and you achieve the effects of the original check's success.

With failure, however, the target refuses your offer and his minimum bribe value is multiplied by 5 until the end of the current mission, or until you succeed with a Bribe check.

Honorable NPCs: Unless otherwise specified, all NPCs are susceptible to bribes, though the GC may make any one character immune by spending 1 action die (for a special character) or

2 action dice (for a standard character). The DC to bribe an immune character, or a crowd containing an immune character, rises by 15 and the error range increases by 2. With a failed Bribe check against an immune NPC or his crowd, the target's disposition toward you drops by 1 grade until the end of the current mission or until you succeed with a Bribe check, and with a critical failure, the target's disposition toward you permanently drops by 1 grade.

Cooperative: No.

Synergy Skills: Impress, Networking, Science (Economy).

Retry: Yes, though the target's minimum bribe value may have changed.

Threat: You score the original skill's threat result.

Critical Success: You score the original skill's critical success result.

Error: The target views you as a tightwad. His minimum bribe value is multiplied by 20 until the end of the current mission, or until you succeed with a Bribe check. Further, if the request involves a crime, the target informs the authorities if questioned.

Critical Failure: The target views you as a miser. His minimum bribe value is multiplied by 50 until the end of the current mission, or until you succeed with a Bribe check. Further, if the request involves a crime, the target informs the authorities at the first reasonable opportunity.



COMPUTERS (INT)

The Computers skill is used to access computer systems — after which they may be used to achieve many incredible effects — and to upgrade computers. This skill is common to hackers and electronic investigators, and to a lesser degree most anyone living in the modern age.

Combat Actions: None.

Dramatic Conflicts: Hacking *(see page 371)*.

Sample Knowledge: Important dates, events, and figures in computer and Internet history; general Internet facts (how domain names work, HTTP protocols, helpful sites, etc.); information about various computer architectures, operating systems, and programming languages; computer component specs, information about large manufacturers of computer parts; software data (including current and landmark viruses); hacker culture; computer gaming information.

Accessing a System: When a user or security software protects a system, the hacking rules are **always** used *(see page 371)*; otherwise, the rules for accessing a system are found under Core Commands *(see page 374)*.

Computer Searches: Searching a computer for information is **not** handled with the Computers skill, but rather with an Investigation/Research check *(see page 137)*. However, searching a computer's files, or searching the Internet through a computer, requires you to have access, which **is** a facet of the Computers skill, and part of a hacking Dramatic Conflict *(see page 371)*. This makes most common "break in and steal the files off the machine" missions at least a 3-skill check procedure (and given the Dramatic Conflict rules, often more).

Building, Repairing, and Sabotaging Computers: All of these activities are covered by the Electronics skill *(see page 126)*.

OPTIMIZE CHECK

(Int; Active; Gear Only (Electronics Kit), Hands-On, Project Investment (Low))

Time Varies (Take 10/Take 20 with permission) • Base Error Range 1

This skill check is used to boost a computer past its standard processing limit.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Each Optimize check has a base DC of 15 + (the computer's original Power Rating × 3). With success, the computer's Power Rating is boosted by +1 (maximum 10). This boost lasts until the computer is powered down, until you restore the system's standard processing level, or until the end of the current scene (whichever comes first). However, following each check made using the optimized Power Rating, the computer must make a Damage save with a DC of 15 + (the computer's original Power Rating × 3).

If your check result exceeds the DC by 10 or more, you may apply one of the following two benefits.

- After the computer succeeds with 1 Damage save forced by use at the optimized Power Rating, it need no longer make Damage saves for the same reason until the end of the current scene.
- The computer's Power Rating is boosted by an additional +1 for the same time period (maximum 10).

You may *not* apply both of these bonuses without a critical success.

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Electronics, Science (Programming), Science (Super-Science).

Retry: Yes, though a computer may only benefit from one Optimize check at any time. If you make a second check to boost the same computer's Power Rating when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.

Threat: If your check result exceeds the DC by up to 9, you gain 1 benefit listed for exceeding the DC by 10 or more; otherwise, the time required is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: You gain *both* benefits listed for exceeding the DC by 10 or more.

Error: The computer must immediately make a Damage save (DC 15 + (the computer's original Power Rating × 3)).

Critical Failure: The computer suffers a system failure that reduces its Power Rating by 2 (minimum 0). Though it can still be used, the computer is considered *broken*. If the computer is repaired with the Electronics skill, its full Power Rating is restored *(see page 127)*.

CULTURES (INT — FOCUS SKILL)

The Cultures skill tracks the cultures — and associate languages — with which you're familiar. Except for automatic language gain, this skill combines all the benefits of *Spycraft 1.0's* Cultures and Languages skills, allowing you to adopt a culture and communicate with its natives. This skill is common to traveling characters, as well as explorers and adventurers of all types.

Focus Options: Central America, Eastern Asia (including China), Eastern Europe (including Russia), Northern Africa, Northern America (including Greenland), Oceania (including Australia), South America, Southern Africa, Southern Asia (including Southeast Asia), Western Asia (including the Middle East), Western Europe.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Clothing, art, music, literature, and traditions common to each focus culture; political and social history; subculture and community information (e.g. hackers, gamers, truckers, or terrorists within a given region).

COMMUNICATION CHECK

(Int; Secret; Disposition, Hearing)
Time Varies • Base Error Range 1–2

Each time you interact with a character or group that doesn't share at least one of your Cultures focuses, you must make a Communication check. The DC and error range of this check are determined by the listener's home region and the complexity of the information you want to convey, as shown on Table 2.27: Communication Checks *(see below)*.

With success, you manage to convey the message in the time listed on Table 2.27.

With failure, the message is lost in the translation.

Per the GC's discretion, Communication checks are not required when the characters speaking share a language, even if they're from different regions (e.g. an American, a UK national, and an Australian are speaking English).

Relative Linguistics: Individual languages are never tracked; instead, communication is handled by region, with a character possessing a focus in a region able to adequately communicate with any other character possessing the same focus. Further, the modifiers presented on Table 2.27 do not presume that anyone making or

TABLE 2.27: COMMUNICATION CHECKS

Circumstance	Time Required	DC	Error Range Increase
Message Complexity			
Simple message ("The mercenary has a radio.")	1 half action	15	+0
Average message ("There are three assassins — one behind each pillar in the room.")	1 full action	20	+1
Detailed message ("Get the hostages to the life rafts. I'm going to the bridge to take down Fa'la")	2 full actions	30	+2
Monologue	3+ full actions*	40	+3
Listener's Home Region			
Africa, Northern	—	+10	+2
Africa, Southern	—	+10	+2
America, Central	—	+0	+0
America, North	—	+0	+0
America, South	—	+5	+1
Asia, Eastern	—	+5	+1
Asia, Southern	—	+10	+2
Asia, Western	—	+0	+0
Europe, Eastern	—	+5	+1
Europe, Western	—	+10	+2
Oceania	—	+10	+2

* A monologue requires a number of full actions equal to the seconds required to recite it divided by 6 (rounded up).

targeted by a Communication check speaks English. Instead, regions with fewer recognized languages tend to present less difficulty than those where dozens — or even hundreds — are in common use. For example, North America has a +0 DC modifier as the vast majority of the region speaks only one language, while Northern Africa has a +10 DC modifier due to its many native languages.

Cooperative: No.

Synergy Skills: Impress, Networking, Sense Motive.

Retry: No.

Threat: If the message is a monologue, the number of full actions required to convey it is reduced to 1/2 standard (rounded down, minimum 1 full action). Otherwise, you convey the message as if its complexity grade were 1 lower (i.e. you convey an average message with 1 free action, a complex message with 1 half action, etc.).

Critical Success: You discover a rhythm with those in the conversation and need not make further Communication checks to speak with them for the remainder of the current scene, no matter how complex your messages.

Error: The message is lost in the translation, but comes out as another plausible — and humorous or distracting — statement (per the GC's discretion).

Critical Failure: The message is lost in the translation, but comes out as another plausible — and insulting — statement (per the GC's discretion).

DRIVE (DEX — FOCUS SKILL)

The Drive skill is used to pilot any non-personal vehicle *(see page 289)* — basically, any conveyance with an interface rather than direct control through balance or animal empathy — in the air, on the ground, or through the water. This skill is common to racers, pilots, and sailors of all types, from reckless superspies to air force, armored, and naval personnel, and many others.

Focus Options: Personal Ground Vehicles, Standard Ground Vehicles, Heavy Ground Vehicles, Mounts and Animal-Drawn Vehicles, Personal Aircraft, Performance Aircraft, Service Aircraft, Rotary-Wing Aircraft, Personal Watercraft, Standard Watercraft, Ships, and Submarines.

When you use a vehicle for which you don't possess the appropriate focus, you suffer an additional penalty as described in Chapter 4 *(see page 289)*.

Combat Actions: None.

Dramatic Conflicts: Chases *(see page 364)*.

Sample Knowledge: (Non-personal) vehicle specs, including the limits and tolerances of vehicles for which the character possesses the appropriate focus; travel routes such as highway systems, flight paths, and ship routes; information about large vehicle part manufacturers; identifying a common or obscure vehicle.

UNLIMITED LANGUAGES

Spycraft 1.0 featured a Languages skill check that allowed agents to retroactively know the native language in each area they visited. This is ideal for the superspy genre, but strains plausibility in most other genres. Thus it was left out of the core *Spycraft 2.0* design, which presents a broader foundation for any modern or near future setting.

We expect that many people will still want to include this rule in their games, however, so here it is, updated to fit into *Spycraft 2.0's* Cultures skill. We strongly recommend that if you use this check in your game, you track cultures and languages separately. Thus, each character is familiar with the cultures defined by his skill focuses, but doesn't arbitrarily gain the associated languages. Instead, each character begins play with a number of languages equal to his Intelligence bonus + 1, and gains new languages only with the following skill check.

This adjustment to the system requires many languages (at least 20). The division is left up to the Game Control and players, though excellent lists are available in both the *Spycraft 1.0 Espionage Handbook* and the *Stargate SG-1 Rulebook*.

LINGUISTICS CHECK

(Int; Active)

1 Free Action • Base Error Range 1

Each time you come across a foreign language that you don't already know and that you haven't encountered in the course of your missions to date, you may make a Linguistics check to see if you can 'get by' using it. The DC and error range for this check is determined by how common the language is across the globe — in the real world, as shown on the Linguistics Table *(see right)*.

With success, you may adequately communicate in the language for the duration of the current scene.

With failure, you're unfamiliar with the language and must make Communication checks each time you try to speak it.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You may adequately communicate in the language for the duration of the current mission.

Critical Success: You gain the language permanently.

Error: For the duration of the current scene, your messages are lost in the translation, but come out as other plausible — and humorous or distracting — statements (per the GC's discretion).

Critical Failure: For the duration of the current mission, your messages are lost in the translation, but come out as other plausible — and insulting — statements (per the GC's discretion).

LINGUISTICS TABLE

Language Commonality	DC	Error Range Increase
Common (e.g. English, Spanish, etc.)	15	+0
Uncommon (e.g. Croatian, Swahili, etc.)	20	+1
Rare (e.g. Basque, Navajo, etc.)	30	+2
Obscure/Specialized (e.g. Ancient Greek, Aramaic, etc.)	40	+3

MANEUVER CHECK

(Dex; Active; Gear Only (Vehicle), Hands-On, Vision)
1 Half Action (Take 10 with permission) • Base Error Range 1

This skill check is used to control any non-personal vehicle without the *crew* quality; personal vehicles are controlled with the Acrobatics skill, vehicles with the *crew* quality are controlled with the Tactics skill, animals are controlled with the Survival skill, and foot maneuvers are handled with the Athletics skill.

This skill check is also used to control any drone, using the appropriate vehicle focus (e.g. fixed-wing air vehicles for a drone plane, submarines for an underwater drone, etc.). When you make a Maneuver check with any drone, your result cap is reduced by 10 and your error range increases by 1.

No skill check is required to take a standard vehicle move, but a risky one — made during combat, or other threatening circumstances — requires a skill check.

The DC and error range of each Maneuver check are determined by the driving task you're attempting to perform, as shown on Table 2.28: Maneuver Checks *(see below)*.

With success, you perform the desired maneuver without mishap; otherwise, you fail to perform the desired maneuver and your vehicle travels at its current Speed in a random direction determined by the Deviation Diagram *(see page 346)*. If the result causes the vehicle to travel in any of the three directions opposite its original facing, it spins in place instead, coming to a stop at the end of the current round.

Cooperative: No.

Synergy Skills: Intimidate, Notice, Sense Motive, Streetwise (in a city).

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a maneuver may change with each attempt (if the vehicle becomes *broken* after a maneuver, for instance, you won't be able to use it again until it's repaired).

TABLE 2.28: MANEUVER CHECKS

Task/Circumstance	DC/DC Modifier	Error Range Increase
Maneuvering Room		
Open (e.g. swerving around one vehicle in traffic, flying through a narrow canyon, etc.)	15	+0
Close (e.g. swerving around multiple vehicles in traffic, flying under a bridge, etc.)	20	+1
Crowded (e.g. moving down a crowded sidewalk, flying through a small dogfight, etc.)	30	+2
Tight (e.g. moving through a crowded shopping mall, flying through a major dogfight, etc.)	40	+3
Stunt		
Minor stunt (e.g. moving down a rocky creek or flight of stairs, riding a water vehicle over a sand bar, etc.)	+5	+0
Moderate stunt (e.g. performing a motorcycle wheelie, an aerial barrel roll, making a jump*, etc.)	+10	+1
Major stunt (e.g. balancing a ground vehicle on half its wheels, riding a water vehicle over a waterfall, etc.)	+15	+2
Death-defying stunt (e.g. riding an animal through fire, flying an aircraft sideways through a crevasse, etc.)	+20	+3
Speed		
Vehicle is moving at up to 1/2 the vehicle's top MPH (rounded down)	+0	+0
Vehicle is moving more than 1/2 the vehicle's top MPH (rounded down)	+5	+0
*Cargo/Encumbrance***		
Light load/no cargo	+0	+0
Medium load/up to 1/2 cargo volume full	+5	+0
Heavy load/more than 1/2 cargo volume full	+10	+1
Extreme load	Impossible	Impossible
Overloaded	Impossible	Impossible
Animal		
Animal passing within 10 ft. of any open flame	+5	+0
Animal passing within 5 ft. of any open flame	+10	+1
Animal passing through any open flame	+20	+3

* The vehicle must travel at least 30 ft. in a straight line approaching something that can be used as a ramp before its driver may attempt a jump. With a successful check, the vehicle clears a distance based on the preparation before the jump. If the vehicle traveled in a straight line during the entire round before the jump, it clears a distance equal to 1/5 its current Speed (rounded up). For every 3 by which the character's check result exceeds the DC, the vehicle travels an additional distance equal to 1/10 its current Speed (rounded up).
If the vehicle didn't travel in a straight line during the entire round before the jump, it clears a distance equal to 1/10 its current Speed (rounded up). For every 5 by which the character's check result exceeds the DC, the vehicle travels an additional 1/10 its current Speed (rounded up).

** Vehicles possess a cargo volume *(see page 224)*. Animals and people are subject to encumbrance *(see page 217)*. If a vehicle's cargo is higher than usual, or an animal or character's encumbrance is higher than usual when a Maneuver check is made, use the increased numbers to the DCs and error range modifiers.

Threat: Your error range with the next Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: Your error range with each Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Maneuver check in the same vehicle (whichever comes first).

Error: The vehicle collides with another object or is badly strained by the maneuver and must make a Damage save against damage equal to your Maneuver check DC minus 10.

Critical Failure: The vehicle collides with another object or suffers catastrophic strain from the maneuver and must make a Damage save against your Maneuver check DC + 5 per action die spent to activate the critical failure (maximum +20).

ELECTRONICS (INT/WIS)

This skill offers a basic understanding of electronic principles and how to apply them. It is used to build, modify, and repair most electronic items, and when needed, to disable or sabotage them. Electronics is common among gear-oriented characters, especially those relying on the technological cutting edge to survive.

Electronic Security: This skill allows you to build, modify, and repair electronic security devices, but *not* to disable them. This activity is handled with the Security/Disable check *(see page 156)*. Further, setting security is handled with the Security/Installation check *(see page 157)*.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Safety when working with or near electronic devices; determining the power requirements of any gear item; components required for any electronic construction; famous pioneers in the electronics field.

BUILD CHECK

(Int; Active; Complex, Concentration, Gear (Electronics Kit), Hands-On, Vision, Project Investment (Medium))
Time Varies Per Challenge • Base Error Range 1

You may use this skill check to build any electronic item in any *Spycraft 2.0* product, except for items covered by a Science skill focus. Doing so is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the many smaller projects involved in the construction. The number of Challenges is equal to twice the item's Caliber (e.g. a Caliber I item involves 2 Challenges, a Caliber II item involves 4 Challenges, etc.). Overcoming each Challenge requires a successful Build check with a DC and error range determined by the item's complexity, as shown on the gear tables in Chapter 4 *(see Gear Complexity, page 224)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Once the last Challenge is overcome, the item is completely built and ready to use.

The Game Control is encouraged to describe each build as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the growing number of materials, tools, and helpers arriving on site. After the first successful Challenge, the item's shell or casing might appear, while the second and each subsequently successful Challenge might reveal a new addition to the design. This process is especially effective when the desired item is Large or bigger.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers, Science (Super-Science), Security (when building a security device).

Retry: Yes, though if an error destroys your materials, you must pay for them again before you retry.

Threat: You find a cost-cutting measure, gaining back 1/2 of the money invested in the current Challenge (rounded down, minimum $50 per Challenge).

Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.

Error: Through trial and error, or simple mishap, you destroy some of your materials. To continue the current construction, you must pay an additional amount of money equal to 1/2 the money invested in the current Challenge (rounded up).

Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*.

DISABLE CHECK

(Int; Secret; Concentration, Cross-Check, Gear (Electronics Kit), Grasp, Hands-On, Project Investment (Low), Vision)
Time Varies • Base Error Range 1

You may use this skill check to disable any electronic item in any *Spycraft 2.0* product, except for items covered by a Science skill focus or the Security skill.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Disable check, the monetary investment is $0.

When an attack is made to disable an item, the time required to make the attack *is added to* the time required to make this check (the Disable check is made once you have your hands on the device).

Your Disable check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4. There is no DC; your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If the item fails its save, it is disabled (though not *broken*).

Finally, when disabling an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers, Science (Super-Science), Security (when building a security device).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You disable the device in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You disable the device in 1/4 the standard time (rounded down, minimum 1 half action).

Error: The item need not make a Damage save against the result of your check.

Critical Failure: You cannot disable the item. Any attempts you make to test whether the item is disabled show that you have succeeded in disabling the device, until an opponent successfully uses the item or until the end of the scene.

MODIFY CHECK

(Wis; Active; Complex, Concentration, Gear (Electronics Kit), Gear Only (Upgrade), Hands-On, Project Investment (Low), Vision)

Time Varies Per Challenge • Base Error Range 1

Unless otherwise specified, you may use this skill check to attach any upgrade to any electronic item in any *Spycraft 2.0* product, except for items covered by a Science skill focus. The DC and error range modifier are determined by the item or upgrade's complexity, whichever DC and error range are higher *(see Gear Complexity, page 224)*. The cost and time required are listed with each upgrade.

Non-Integral Upgrades: Some upgrades — like weapon holsters — are used with an item instead of attaching or interlocking with it. These upgrades require no skill check to use.

Combining Electronic and Mechanical Items and Upgrades: When you add an electronic upgrade to a mechanical item or vice-versa, you use either your Electronics or Mechanics skill bonus *(whichever is higher)*.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Computers, Science (Super-Science), Security (when building a security device).

Retry: Yes, though if a critical failure damages your upgrade, it must be repaired or replaced beforehand.

Threat: You complete the modification in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You complete the modification in 1/4 the standard time (rounded down, minimum 1 half action).

Error: Through trial and error, or simple mishap, you destroy some of your materials. To continue the current modification, you must pay an additional amount of money equal to 1/2 the cost of the upgrade (rounded up).

Critical Failure: You destroy the upgrade materials and must pay for them again in full before you may re-try the modification.

Alternately, the GC may spend 1 or more action dice to worsen the item's performance, increasing its error range by a number equal to the action dice spent (maximum error range increase +4). Though it can still be used, the item is considered *broken*. If it is repaired, its original error range is restored *(see right)*.

OPTIMIZE CHECK

(Int; Active; Gear Only (Electronics Kit), Hands-On, Project Investment (Low))

Time Varies (Take 10/Take 20 with permission) • Base Error Range 1

This skill check is used to boost an electronic item with a Power Rating past its standard limits. This check may *not* be used to optimize a computer *(see page 122)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Each Optimize check has a base DC of 15 + (the item's original Power Rating × 5). With success, the item's Power Rating is boosted by +1 (maximum 10). This boost lasts until the item is powered down, until you restore the item's standard functionality, or until the end of the current scene (whichever comes first). However, following each check made using the optimized Power Rating, the item must make a Damage save with a DC of 15 + (the item's original Power Rating × 3).

If your check result exceeds the DC by 10 or more, you may apply one of the following two benefits.

- After the item succeeds with a Damage save forced by use at the optimized Power Rating, it need no longer make Damage saves for the same reason until the end of the current scene.
- The item's Power Rating is boosted by an additional +1 for the same time period (maximum 10).

You may *not* apply both of these bonuses without a critical success.

Further, if an item possesses more than one Power Rating, only one of its Power Ratings may be optimized at any time.

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Computers, Science (Fabrication), Science (Super-Science).

Retry: Yes, though an item may only benefit from 1 Optimize check at any time. If you make a second check to boost the same item's Power Rating when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.

Threat: If your check result exceeds the DC by up to 9, you gain 1 benefit listed for exceeding the DC by 10 or more; otherwise, the time required is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: You gain both benefits listed for exceeding the DC by 10 or more.

Error: The item must immediately make a Damage save (DC 15 + (the item's original Power Rating × 3)).

Critical Failure: The item suffers damage that reduces its Power Rating by 2 (minimum 0). Though it can still be used, the item is considered *broken*. If the item is repaired with the Electronics skill, its full Power Rating is restored *(see below)*.

REPAIR CHECK

(Int; Active; Concentration, Gear (Electronics Kit), Hands-On, Project Investment (Medium), Vision)

Time Varies • Base Error Range 1

You may use this skill check to repair any electronic item or scenery in any *Spycraft 2.0* product, except for items covered by a Science skill focus. The item must be *broken* — an item that is *destroyed* cannot be repaired *(see page 224)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Your Repair check's DC and error range are also determined by the item's complexity, as shown on the item tables in Chapter 4.

With success, the item is no longer broken and regains its full functionality.

With failure, you've merely wasted your time.

Finally, when repairing an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers, Science (Super-Science), Security (when repairing a security device).

Retry: Yes, unless you suffer a critical failure.

Threat: You repair the device in 1/2 the standard time (rounded down, minimum 30 minutes).

Critical Success: You repair the device in 1/4 the standard time (rounded down, minimum 15 minutes).

Error: The item must make a Damage save (DC 10 + 3 per Caliber beyond the first).

Critical Failure: You cannot repair the item. Alternately, if 3 action dice are spent to activate this critical failure, the item is accidentally *destroyed*.

SABOTAGE CHECK

(Wis; Secret; Concentration, Cross-Check, Gear (Electronics Kit), Grasp, Hands-On, Project Investment (Low), Vision)

Time Varies • Base Error Range 1

You may use this skill check to sabotage any electronic item in any *Spycraft 2.0* product, except for items covered by a Science skill focus or the Security skill.

When an attack is made to sabotage an item, the time required to make the attack *is added to* the time required to make this check (the Sabotage check is made once you have your hands on the device). This attack inflicts no damage.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Sabotage check, the monetary investment is $0.

Your Sabotage check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4. There is no DC; your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If the item fails its save by up to 4, your sabotage is unsuccessful but you may still leave the item disabled if you like, in which case it is considered *broken* until someone makes a successful Repair check to restore its function *(see page 127)*.

If the item fails its save by 5 or more, the following effects apply.

- For every 2 by which the item failed its Damage save, the error range with each skill check made using the device increases by +1 (maximum +10).
- If the device's operator suffers an error when using it, you may spend 1 or more action dice to activate the critical failure, even if you aren't present.
- At your discretion, you may designate a specific time the device stops working, after which it is considered *broken* until someone makes a successful Repair check to restore its function *(see page 127)*. As you may not be aware that you failed this secret check, the GC should always ask you if and when you want the device to shut down.

Your Sabotage result becomes the DC for any Notice/Awareness checks made near the device, or any Search/Perception checks focusing on the device. If any such check is successful, the character making the check spots the sabotage and may attempt to reverse it with a successful Repair check.

Finally, when sabotaging an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Computers, Science (Super-Science), Security (when sabotaging a security device).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You sabotage the device in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You sabotage the device in 1/4 the standard time (rounded down, minimum 1 half action).

Error: Your attempt fails, and your efforts are immediately apparent to any opponent who attempts to use the device.

Critical Failure: You cannot sabotage the item. Any attempts you make to test whether the item is sabotaged show that you have succeeded in sabotaging the device, until an opponent successfully uses the item or until the end of the scene.

FALSIFY (INT/WIS)

The Falsify skill is used to manufacture counterfeit scenery and cover up physical truths, rather than to personally lie (which is the province of Bluff). This skill is used to cover up evidence at a location, create physical disguises, and forge documents, cover identities, and other items. This skill is common among street criminals and those who prefer to travel discreetly — and not under their own names.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Watermarks, holograms, and other signature facets of international IDs, money, and documents (and the ways used to duplicate them); things forensic experts look for at a scene (and how to thwart them).

COVER UP CHECK

(Wis; Secret; Concentration, Gear (Cleaner Kit), Vision)
1 Minute • Base Error Range Per Forensic Mystery

With a successful Cover Up check against any Analysis/Forensics Challenge DC, you make it harder for someone to determine what happened in the area. For every 5 by which your result exceeds the DC, you may apply one of the following effects to the Challenge.

- You may add 1 Challenge to the mystery (maximum +2 Challenges, or 10 Challenges per mystery).
- You may increase the Challenge's DC by 5 (maximum increase +20).
- You may increase the Challenge's error range by 1 (maximum increase +4).

Your result also becomes the Notice/Awareness or Search/Perception DC for someone to spot your tampering.

Covering Your Tracks: You may also make a Cover Up check to cover your tracks, your result opposing any subsequent Survival/Tracking checks made to trail behind you *(see page 167)*.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Bluff, Streetwise (in a city), Survival (in the wild).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You're thorough. You may apply two listed effects to the Challenge.

Critical Success: You're meticulous. You may apply all three listed effects to the Challenge.

Error: You're sloppy. The GC may apply one of the following effects: 1 fewer Challenge (minimum 1 Challenge per mystery), decrease the DC by 5 (minimum DC 10), decrease the error range by 1 (minimum error range 1).

Critical Failure: You're careless. The GC applies may apply 1 additional error effect per action die spent to activate the critical failure (maximum 4 error effects).

DISGUISE CHECK

(Wis; Secret; Cross-Check, Gear (Disguise Kit), Hands-On, Vision)
Time Varies (Take 10/Take 20) • Base Error Range 1

You may use this skill check to change your appearance or that of someone else, adjusting features, adding or covering distinguishing marks, altering basic body shape, and the like. This check does *not* allow you to act like someone else — that requires a Bluff/Deception check *(see page 120)*.

The time required to build any Disguise is listed on Table 2.29: Disguises *(see below)*.

TABLE 2.29: DISGUISES

Disguise/Situation	Time Required*	Check Modifier**	Error Range Increase**
Mimicking a Specific Person			
Changes moderate details (e.g. buy wig, change all clothes, etc.)	2d4 minutes	+0/+0	+0/+0
Changes major details (e.g. adopt accent, change walk, etc.)	3d4 minutes	–4/+0	+1/+0
Changes height (up to 5% taller or shorter)†	+2d6 minutes	–4/+0	+1/+0
Changes weight (up to 5% heavier or lighter)	+2d6 minutes	–4/+0	+1/+0
Changes age (per age category of difference) †	+2d6 minutes	–4/+0	+1/+0
Changes skin color†	+2d6 minutes	–4/+0	+1/+0
Changes sex	+3d6 minutes	–6/+0	+2/+0
Observer			
Doesn't know the character or specific person being mimicked	—	+0/+0	+0/+3
Knows the character or specific person being mimicked by sight or as an acquaintance	—	+0/+0	+0/+0
Knows the character or specific person being mimicked as a friend or associate	—	+0/+2	+0/+0
Knows the character or specific person being mimicked as a close friend or partner	—	+0/+6	+0/+0
Knows the character or specific person being mimicked as family	—	+0/+10	+0/+0
Paid to observe, but doesn't really care what he finds	—	+0/–4	+0/+1
Suspicious that someone might be disguised	—	+0/+4	+0/+0

* These random times simulate materials at hand in any given situation. The GC may divide the result by 2 in a well-stocked area or multiply it by 2 or more in a location with few or no options.

** Apply the modifiers to the left of the slash to the character creating the disguise, and to the right of each slash to the observer.

† These options require a disguise kit.

Your Disguise check has no DC; instead, your result becomes the DC for anyone to realize you are disguised. Your check modifiers and error range — as well as those of the target — are modified as shown on Table 2.29.

Until you do something to draw attention to yourself while disguised, or move through an observed location (such as an area under surveillance or anywhere with an active security force), no one may make a skill check to realize you are disguised. Once there's a chance that someone might spot your disguise, the person or group may make a Notice/Awareness or Search/Perception check opposed by your Disguise result. The skill used depends on whether the observer is spending actions to pay attention or not *(see pages 145 and 156, respectively)*.

If the observer succeeds, he realizes you are disguised; otherwise, he buys your façade — for the moment. The observer makes another check after he spends 1 hour in the disguise's presence, then another after 2 hours in the disguise's presence, then another after 4 hours in the disguise's presence, and so on, until he realizes you are disguised or suffers a critical failure.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Blend, Bluff, Bureaucracy (in a corporate or government environment), Sneak, Streetwise (in a city).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: The time required to prepare the disguise is reduced to 1/2 standard (rounded down, minimum 30 seconds).

Critical Success: Your disguise is highly convincing. The error range of each skill check made to see through it increases by +2.

Error: At a point of the GM's choosing while the character wears the disguise, one opponent sees through the façade and gains 1 half action surprise round against the character.

Critical Failure: Your disguise is highly suspect. The threat range of each skill check made to see through it increases by +2.

FORGERY CHECK

(Int; Secret; Concentration, Cross-Check, Gear (Forgery Kit), Hands-On, Vision)

Time Varies • Base Error Range 1

You may use this skill check to create a cover identity, false document, simulated object, or piece of doctored media. The time required to do any of these things is listed on Table 2.30: Forgeries *(see page 131)*.

When creating a cover identity, your Forgery check's DC is based on the identity's Power Rating, as shown on Table 2.30. When making any other forgery, your Forgery check has no DC; instead, your result becomes the DC for anyone to see through the façade, and your check modifiers and error range — as well as those of the target — are shown on Table 2.30.

Until the forgery comes under scrutiny, or passes through an observed location (such as the postal service of any government installation), no one may make a skill check to see through the façade. Once there's a chance that someone might see through your forgery, the person or group may make a Notice/Awareness or Search/Perception check opposed by your Forgery result. The skill used depends on whether the observer is spending actions to pay attention or not *(see pages 145 and 156, respectively)*.

If the observer succeeds, he sees through the façade; otherwise, he buys it — for the moment. The observer makes another check after he spends 1 day in the forgery's presence, then another after 2 days in the forgery's presence, then another after 4 days in the forgery's presence, and so on, until he sees through the façade or suffers a critical failure. Also, if the forgery can be used to do something (e.g. a false katana may be used to attack), the observer may make an additional check each time someone uses the forgery.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Bureaucracy (when creating any document, cover identity, or art object native to a corporate or government environment), Cultures (when creating any document, cover identity, or art object native to a focus area), Electronics (when creating a simulated electronic device), Mechanics (when creating a simulated mechanical device), Science (when creating any simulated item typically created with a Science focus), Streetwise (when creating any document, cover identity, or art object native to a city).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: The time required to complete the forgery is reduced to 1/2 standard (rounded down, minimum 20 minutes).

Critical Success: Your forgery is highly convincing. The error range of each skill check made to see through it increases by +2.

Error: At a point of the GM's choosing while the character uses the forgery, one opponent sees through the façade and gains 1 half action surprise round against the character.

Critical Failure: Your forgery is highly suspect. The threat range of each skill check made to see through it increases by +2.

TABLE 2.30: FORGERIES

Forgery/Situation	Time Required*	DC/Check Modifier**	Error Range Increase**
Cover Identity			
Power Rating +1	4d6×10 minutes	15	+0
Power Rating +2	1d6 hours	20	+1
Power Rating +3	2d6 hours	25	+1
Power Rating +4	4d6 hours	30	+2
Power Rating +5†	1d6 days	35	+2
Power Rating +6†	2d6 days	40	+3
Power Rating +7†	4d6 days	45	+3
Power Rating +8†	1d6 weeks	50	+4
Power Rating +9†	2d6 weeks	55	+4
Power Rating +10†	4d6 weeks	60	+5
Doctored Media			
Single minor alteration (e.g. adding a stationary object of Small Size or smaller to a video or picture)	1d4 hours	+0/+0	+0/+0
Multiple minor alterations (e.g. adding several stationary objects of Small Size or smaller to a video or picture)	2d4 hours	–2/+0	+0/+0
Single moderate alteration (e.g. swapping one character for another of same Size and body proportions in video or picture, changing one word of dialogue spoken away from the camera)	3d4 hours	–4/+0	+1/+0
Multiple moderate alterations (e.g. swapping multiple characters for others of same Size and body proportions in video or picture, changing multiple words of dialogue spoken away from the camera)	1d4 days	–6/+0	+2/+0
Single major alteration (e.g. changing who shot first, changing one word spoken directly at the camera, adding one person to a picture)	2d4 days	–8/+0	+3/+0
Multiple major alterations (e.g. adding a CGI character, changing more than 10 words of dialogue, adding two or more people to a picture)	3d4 days	–10/+0	+4/+0
Forged Document or Item††			
Complexity DC 15 (e.g. a signature)	1d4 hours	+0/+0	+0/+0
Complexity DC 16–20 (e.g. 1-page letter)	2d4 hours	–2/+0	+0/+0
Complexity DC 21–30 (e.g. legal contract, federally-issued badge or uniform, etc.)	3d4 hours	–4/+0	+1/+0
Complexity DC 31–40 (e.g. federally issued ID card, etc.)	1d4 days	–6/+0	+2/+0
Complexity DC 41–50 (e.g. unique document or relic, etc.)	2d4 days	–8/+0	+3/+0
Character Acquaintance With Cover ID/Media/Document/ItemΔ			
No knowledge of document or object (Knowledge check result up to 10 or less than 1 hour spent studying the original document/object)	4 × base timeΔΔ	–10/+0	+4/+0
Fair knowledge of document or object (Knowledge check result of 11–20 or 1–2 hours spent studying the original document/object)	2 × base time	–6+0	+2/+0
Strong knowledge of document or object (Knowledge check result of 21–30 or 3–5 hours spent studying the original document/object)	—		
Extensive knowledge of document or object (Knowledge check result of 31–40 or 6–8 hours spent studying the original document/object)	1/2 base timeΔΔ	+0/–6	+0/+2
Intimate knowledge of document or object (Knowledge check result of 41+ or more than 8 hours spent studying the original document/object)	1/4 base timeΔΔ	+0/–10	+0/+4
Observer			
Knows a specific item being forged by sight	—	+0/+0	+0/+0
Knows a specific item being forged as a friend's belonging	—	+0/+2	+0/+0
Knows a specific item being forged as a close friend's belonging	—	+0/+6	+0/+0
Knows a specific item being forged as a personal item	—	+0/+10	+0/+0
Paid to observe, but doesn't really care what he finds	—	+0/–4	+0/+1
Suspicious that something might be forged	—	+0/+4	+0/+0

* These random times simulate materials at hand in any given situation. The GC may halve the result in a well-stocked area or multiply it by 2 or more in a location with few or no options.

** Apply the modifiers to the left of each slash to the character creating the forgery, and the modifiers to the right of each slash to the observer.

† These options require a forgery kit.

†† The character must understand the language in which he is forging any document.

Δ When forging a document or item, you must either spend a minimum of 1 minute studying the original or thinking on the concept (with more time spent during this stage of the design translating into a greater chance of success), or make a Knowledge check about the document or object to determine what you know about it (and therefore what level of success you can achieve).

ΔΔ Rounded down.

IMPRESS (CHA)

The Impress skill is used to influence characters, alone and in groups, convincing them to do things for you, or seducing them. This skill is common to politicians, playboys, celebrities, and other inherently likable or highly respected archetypes.

Player Character Immunity: The *Spycraft* game system assumes that all player characters are in charge of their own opinions, never gaining dispositions and never feeling their effects. Unless otherwise specified with another rule, Impress checks may target player characters, but the PCs are not compelled to respond to them — the GC should instead inform players of the 'typical' reaction most observers would experience based on the check's result before allowing players to dictate their own reactions.

Combat Actions: None.

Dramatic Conflicts: Seduction *(see page 387)*.

Sample Knowledge: Ways to invoke loyalty, confidence, and pride; behaviors that work best in trusting environments (like families, support groups, and small companies with strong, positive leaders), general information about moving speeches, art, and literature.

INFLUENCE CHECK

(Cha; Secret; Bribe, Disposition, Language, Remote)
Time Varies (Take 10/Take 20) • Base Error Range 1

This skill check is used to engender loyalty in one NPC. Alternately, you may simply shower the NPC with gifts to gain favor — a form of bribery.

A quick Influence check provides a fleeting benefit. With a successful 1-minute Influence check opposing the NPC's Resolve/Resist Impress check, his disposition toward you improves by 1 grade until the end of the current scene.

A slow Influence check provides a lasting benefit. With a successful 10-minute Influence check opposing the NPC's Resolve/Resist Impress check, his disposition toward you improves by 1 grade until the end of the current mission.

If you fail either type of Influence check, the target's disposition toward you remains unchanged.

This skill check may not improve any target's disposition toward you by more than 2 grades (maximum Supportive).

You may *not* influence more than one NPC at a time (improving the disposition of multiple people at once requires a Performance check).

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Sense Motive, Streetwise (when targeting any urban character).

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Influence error ranges reset at the start of each mission.

Threat: The time required to make an impression is reduced to 1/2 standard (rounded down, minimum 30 seconds).

Critical Success: With a quick Influence check, the NPC's disposition toward you is improved by 1 grade until the end of the current mission.

With a slow Influence check, the NPC's disposition toward you is improved by 2 grades until the end of the current mission. Alternately, you may spend 3 action dice to forge a lasting bond with him, permanently improving his disposition toward you by 1 grade.

Error: The NPC is annoyed. Your error range with each Influence check targeting him increases by 2. This effect lasts until the end of the current scene or until you succeed with an Influence check (whichever comes first).

Critical Failure: With either Influence check, the NPC's disposition toward you is worsened by 1 grade until the end of the current scene.

Alternately, the GC may spend 2 action dice to forge a lasting dislike of you, worsening the NPC's disposition toward you by 1 grade until the end of the current mission.

With 3 dice, this disposition shift becomes permanent.

PERFORMANCE CHECK

(Cha; Secret; Bribe, Concentration, Crowd, Disposition, Language, Remote)
Time Varies • Base Error Range 1

This skill check is used to engender loyalty in a crowd of NPCs, usually with a speech, musical performance, or another grand gesture. Alternately, you may simply shower the crowd with gifts — a form of bribery.

A quick Performance check provides a fleeting benefit. With a successful 10-minute Performance check opposing the crowd's Resolve/Resist Impress check, its disposition toward you improves by 1 grade until the end of the current scene.

A slow Performance check provides a lasting benefit. With a successful 1-hour Performance check opposing the crowd's Resolve/Resist Impress check, its disposition toward you improves by 1 grade until the end of the current mission.

If you fail either type of Performance check, the crowd's disposition toward you remains unchanged.

This skill check may not improve any target's disposition toward you by more than 2 grades (maximum Supportive).

You may *not* perform for more than 1 crowd at a time, though you may perform for a crowd of nearly any practical number, per the GC's discretion *(see page 102)*.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any crowd consisting of corporate or government characters), Cultures (when targeting any crowd from a focus area), Streetwise (when targeting any crowd consisting of urban characters).

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Performance error ranges reset at the start of each mission.

Threat: The time required to make an impression is reduced to 1/2 standard (rounded down, minimum 5 minutes).

Critical Success: With a quick Influence check, the crowd's disposition toward you is improved by 1 grade until the end of the current mission.

With a slow Influence check, the crowd's disposition toward you is improved by 2 grades until the end of the current mission. Alternately, you may spend 3 action dice to forge a lasting bond with each NPC in the crowd, permanently improving each of their dispositions toward you by 1 grade.

Error: The crowd is displeased. Your error range with each Performance check targeting it increases by 2. This effect lasts until the end of the current scene or until you succeed with a Performance check (whichever comes first).

Critical Failure: With either Performance check, the target crowd's disposition toward you is worsened by 1 grade until the end of the current scene.

Alternately, the GC may spend 2 action dice to forge a lasting dislike for you, worsening the crowd's disposition toward you by 1 grade until the end of the current mission.

With 3 dice, this disposition shift becomes permanent for each NPC in the crowd.

PERSUASION CHECK

(Cha; Active; Bribe, Crowd, Disposition, Language, Remote)

Time Varies (Take 10/Take 20) • Base Error Range 1

This skill check is used to convince one or more NPCs to do something. Alternately, you can simply bribe them to do it.

Persuasion involves tact, influence, social graces, and subtlety. Forcing an NPC to do something, on the other hand, is handled with an Intimidate/Coercion check *(see page 134)*.

With a successful Persuasion check opposing the target NPC's or crowd's Resolve/Resist Impress check, the target performs one action, or supports one of your actions. The time required to persuade the target is determined by the nature of the requested action and the number of people targeted, as shown on Table 2.31: Requesting Assistance *(see below)*. This table also provides check result and error range modifiers for both you and your target.

With failure, the target turns you down.

You may *not* persuade a target to endanger any life (including his own) — doing so requires an Intimidate/Coercion check *(see page 134)*.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Resolve, Streetwise (when targeting any urban character).

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Persuasion error ranges reset at the start of each mission.

Threat: The time required to persuade the target is reduced to 1/2 standard (rounded down, minimum 1 half action).

TABLE 2.31: REQUESTING ASSISTANCE

Circumstances	Time Required	Check Modifier**	Error Range Increase*
Number of Targets			
Any number up to your Charisma bonus × 2 (minimum 1)	1d4 full actions	+0/+0	+0/+0
Any number between your Charisma bonus × 2 and Charisma bonus × 3 (minimum 2)	2d4 full actions	–4/+0	+1/+0
Any number between your Charisma bonus × 3 and Charisma bonus × 4 (minimum 3)	3d4 full actions	–6/+0	+2/+0
Any number between your Charisma bonus × 4 and Charisma bonus × 5 (minimum 4)	4d4 minute	–8/+0	+3/+0
Any number more than your Charisma bonus × 5 (minimum 5)	5d4 minutes	–10/+0	+4/+0
Requested Action			
Action poses no inconvenience (e.g. help move something, directions or advice)	1/2 base time**†	+0/–4	+0/+1
Action poses minor inconvenience (e.g. switching seats on plane, letting you into a full restaurant or event, giving you up to $20)	—	+0/+0	+0/+0
Action poses moderate inconvenience (e.g. ignoring a misdemeanor, free ride across town, giving you $21–500)	+1 full action	–4/+0	+1/+0
Action poses major inconvenience (e.g. committing a misdemeanor, taking a morally questionable action, giving you $501–1,000)	+5 full actions	–6/+0	+2/+0
Action poses extreme inconvenience (e.g. ignoring a felony, taking a morally objectionable action, giving you $1,001–5,000)††	+1 minute	–8/+0	+3/+0
Action poses incredible inconvenience (e.g. committing a felony, taking an action directly opposing moral code, giving you more than $5,000)††	+5 minutes	–10/+0	+4/+0
Action requires up to 1 full action to complete	—	+0/–2	+0/+0
Action requires 2 full actions to 1 hour to complete	—	+0/+0	+0/+0
Action requires more than 1 hour, up to 8 hours to complete	+1 full action	–4/+0	+1/+0
Action requires more than 8 hours, up to 24 hours to complete	+5 full actions	–6/+0	+2/+0
Action requires more than 24 hours, up to 1 week to complete††	+1 minute	–8/+0	+3/+0
Action requires more than 1 week to complete††	+5 minutes	–10/+0	+4/+0
Size†			
Your Size is one or more categories larger than the target	—	+2Δ/+0	+0/+0

* Apply the modifiers to the left of each slash to the persuading character, and the modifiers to the right of each slash to the target.
** Rounded down.
† This modifier applies to Intimidate/Coercion checks only.
†† This action requires a weapon when demanded with an Intimidate/Coercion check.
Δ Per Size category of difference.

Critical Success: The target performs up to two actions, or supports up to two of your actions.

Error: The target views you as an opportunist. Your error range with each Persuasion check targeting him or it increases by 2. This effect lasts until the end of the current scene or until you succeed with a Persuasion check (whichever comes first).

Further, if the request involves a crime, the target informs the authorities if questioned.

Critical Failure: The target views you as a parasite. If the check modifier from Table 2.31 is –6 or less, you cannot attempt to persuade the target again for the remainder of the current scene; otherwise, you cannot persuade him again for the remainder of the current mission.

Further, if the request involves a crime, the target informs the authorities at the first reasonable opportunity.

INTIMIDATE (STR/WIS)

The Intimidate skill is used to bully characters and to force them to do things. It's also used to break someone's spirit, usually during an interview or interrogation. This skill is common to thugs, mercenaries, warlords, and other unforgiving or menacing archetypes.

Player Character Immunity: The *Spycraft* game system assumes that all player characters are in charge of their own opinions, never gaining dispositions and never feeling their effects. Unless otherwise specified, Coercion and Domination checks may target player characters, but they are not compelled to respond to them — the GC should instead inform players of the 'typical' reaction most observers would experience based on the check result before allowing players to dictate their own reactions.

Harassment and Interrogation checks may target player characters without modification.

Combat Actions: Threaten *(see page 361)*.

Dramatic Conflicts: Interrogation *(see page 380)*.

Sample Knowledge: Ways to invoke allegiance, fear, and anxiety; behaviors that work best in destructive environments (like dysfunctional families and relationships, and large companies with remote, uncaring leaders); historical acts of terror and oppression.

COERCION CHECK

(Str or Wis; Active; Disposition, Gear (weapon), Language)
1 Full Action • Base Error Range 1–2

This skill check is used to force one NPC to do something. Coercion involves leverage, physical presence, and threats. Politely convincing an NPC to do something is handled with an Impress/Persuasion check *(see page 133)*.

When you coerce someone with brute force and harsh physical threats, Strength is your key attribute. When you do so with clever reasoning or unspoken threats, Wisdom is your key attribute.

With a successful Coercion check opposing the target NPC's Resolve/Resist Intimidate check, the target performs one action, or supports one of your actions. A Coercion check always requires 1 full action, but your check result and error range — as well as those of your target — are modified by the nature of the requested action, as shown on Table 2.31: Requesting Assistance *(see page 133)*. The required time and number of people listed on this table are ignored when making a Coercion check.

With failure, the target turns you down.

Whether your Coercion check is successful or not, the target's disposition toward you is automatically reduced by 1 grade each time you target him with this check. This effect lasts until the end of the current scene, though once per mission, the GC may spend 2 action dice to make 1 grade shift imposed by a Coercion check permanent.

You *may* coerce an NPC to endanger any life (including his own), but you *cannot* coerce more than one NPC at a time.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Manipulation, Resolve, Streetwise (when targeting any urban character).

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Coercion error ranges reset at the start of each mission.

Threat: The time required to intimidate the target is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: The NPC is cowed, willing to perform any action for up to twice the time you originally specified. At this point, or at the first earlier opportunity, the NPC slips away, seeking to get as far away from you as possible, or to gain help to defend him against any continued persecution. Also, his disposition toward you permanently worsens by 2 grades.

Finally, the GC may spend 2 action dice to launch the target into a revenge campaign for the duration of the current season. This leaves an ideal opening for you to choose a Subplot *(see page 53)*.

Error: The NPC makes a stand. Your error range with each Coercion check targeting him increases by 1. This effect lasts until the end of the current scene or until you succeed with a Coercion check (whichever comes first).

Further, if the request involved a crime, the NPC informs the authorities if questioned.

Critical Failure: The NPC actively stonewalls you. If the total check modifier from Table 2.31 is –6 or less, he refuses to speak with you about any topic for the remainder of the current scene; otherwise, he refuses to speak with you until the end of the current mission.

Further, if the request involved a crime, the NPC informs the authorities at the first reasonable opportunity.

Finally, the GC may spend 3 action dice to reduce the NPC's disposition toward you to Adversarial and launch him into a revenge campaign for the duration of the current mission.

DOMINATION CHECK

(Str or Wis; Secret; Disposition)
Time Varies (Take 10/Take 20) • Base Error Range 1

This skill check is used to instill fear in one NPC. When you approach this goal with brute force and harsh physical threats, Strength is your key attribute. When you approach it with clever verbal jabs and calculated cruelty to undermine the target's self-esteem, Wisdom is your key attribute.

A quick Domination check provides a fleeting benefit. With a successful full-action Domination check opposing the NPC's Resolve/Resist Intimidate check, the NPC's disposition toward

you improves by 1 grade until the end of the current scene — at which point, it permanently worsens to 1 grade below its starting point.

Example: Kevin quickly dominates an NPC whose starting disposition toward him is Neutral. Until the end of the current scene, the NPC's disposition toward Kevin is Intrigued, after which it permanently drops to Aloof.

A slow Domination check provides a lasting benefit. With a successful 1-minute Domination check opposing the NPC's Resolve/Resist Intimidate check, his disposition toward you improves by 1 grade until the end of the current mission — at which point, it permanently worsens to 2 grades below its starting point.

Example: Kevin slowly dominates an NPC whose starting disposition toward him is Neutral. Until the end of the current mission, the NPC's disposition toward Kevin is Intrigued, after which it permanently drops to Unfriendly.

If you fail either type of Domination check, the NPC's disposition toward you worsens by 1 grade until the end of the current mission.

This skill check may not improve any target's disposition toward you by more than 2 grades (maximum Friendly).

You *cannot* dominate more than one NPC at a time.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Manipulation, Resolve, Streetwise (when targeting any urban character).

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Domination error ranges reset at the start of each mission.

Threat: The NPC is troubled. Your error range with each Domination check targeting him decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Domination check (whichever comes first).

Critical Success: With a quick Domination check, the NPC's disposition toward you is improved by 1 grade until the end of the current mission — at which point, it permanently worsens to 2 grades below its starting point.

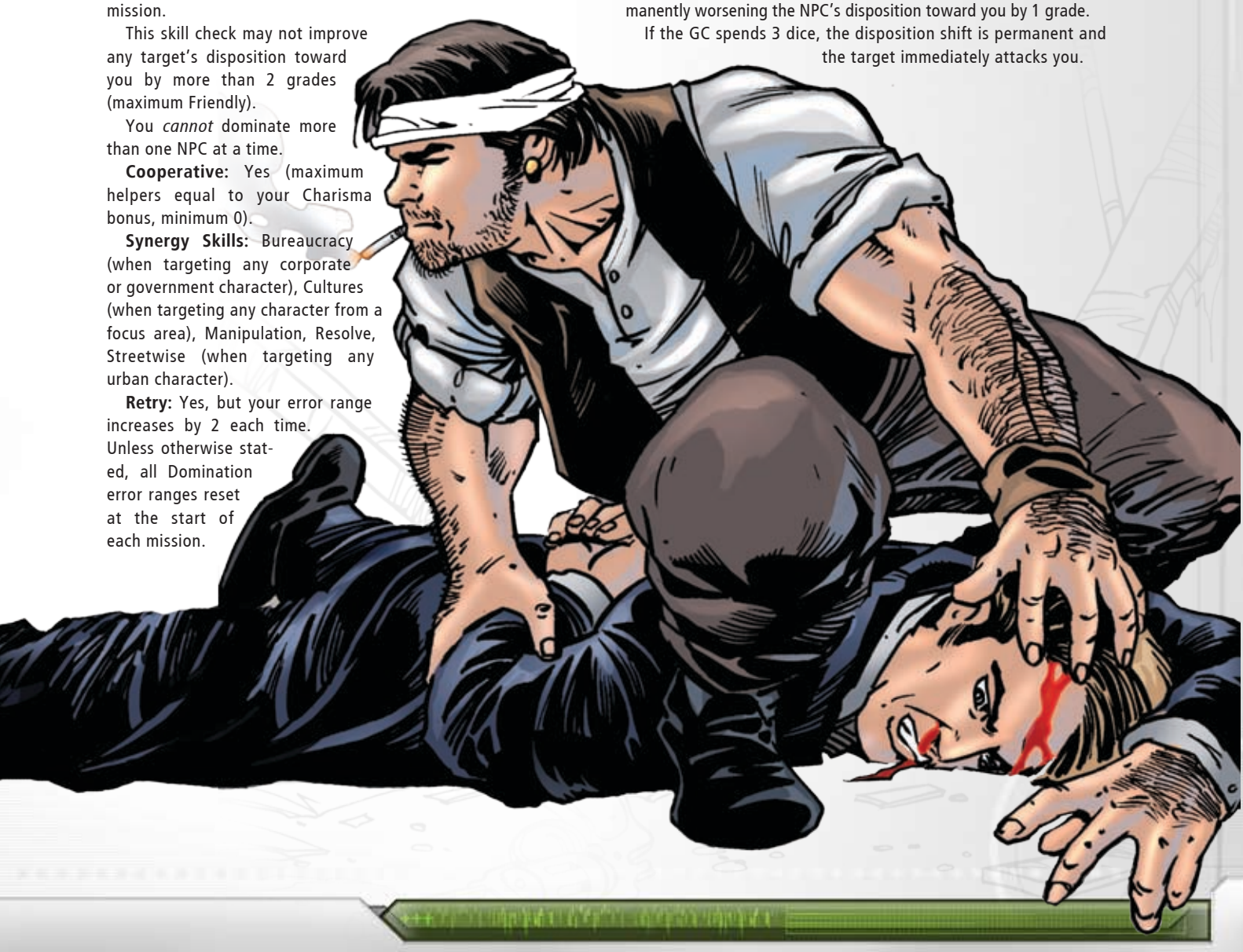
With a slow Domination check, the NPC's disposition toward you is improved by 2 grades until the end of the current mission. Alternately, you may spend 3 action dice to instill a lasting dread, permanently improving the NPC's disposition toward you by 1 grade.

Error: The NPC is amused. Your error range with each Domination check targeting him increases by 2. This effect lasts until the end of the current scene or until you succeed with a Domination check targeting him (whichever comes first).

Critical Failure: With either Domination check, the NPC's disposition toward you is worsened by 1 grade until the end of the current mission.

Alternately, the GC may spend 2 action dice to form a grudge, permanently worsening the NPC's disposition toward you by 1 grade.

If the GC spends 3 dice, the disposition shift is permanent and the target immediately attacks you.



INVESTIGATION (WIS/CHA)

The Investigation skill spotlights large-scale inspections, ranging from wide collections of interviews to long information tours. The Investigation skill is used to "canvass" an area (i.e. interview many people in a short time, seeking information about specific topics or suspicious behavior). It's also used to tell whether someone has searched an area or body before you, and to research topics. This skill is common among police, field operatives, amateur and professional researchers, and other inquisitive archetypes.

Combat Actions: None.

Dramatic Conflicts: Manhunts *(see page 382)*.

Sample Knowledge: Police procedure, criminology, information databases and think tanks around the world; mystery novels; effective web surfing and navigating the Dewey Decimal system.

CANVASS AREA CHECK

(Cha; Secret; Language)

Time Varies (Take 10/Take 20) • Base Error Range 1

This check is used to hit any area or gathering in search of information. When you make this check, you must define the area to be canvassed and whether you're seeking information about one or more topics or just general rumors (the latter would include a heads-up about suspicious behavior). This information, coupled with the danger the public faces for answering truthfully, determines the time required to make the Canvass Area check, as well as your DC and error range, as shown on Table 2.32: Canvass Area Checks *(see below)*.

You may reduce your Canvass Area DC by 5 and error range by 1 each time you increase the money dedicated to eliciting responses from the populace by its base minimum. This may not reduce the DC below 20 or the error range below 1.

Example 1: When canvassing a narrow area for general rumors and information that presents extreme danger to anyone who reveals it, the base DC is 40, the base error range is 1–5, and the base cost is $1,000. Reducing this to DC 35 and error range 1–4 costs $2,000, reducing it to DC 30 and error range 1–3 costs $3,000, and so on.

With success, you gain 1 statement from the people in the area. Further, for every 5 by which your result beats the DC, you gain 1 additional statement. These statements contain the most pressing or prevalent information about your specified topic or happenings in the area (from the public's perspective). The GC is encouraged to have a short list of statements and rumors on hand each time the action shifts to a new location, so he doesn't have to make these statements up on the fly.

Availability of Information: The Game Control or the mission outline determines whether any desired piece of information is available from a target area or gathering before this check is made. The GC never tells the players whether the information is available; they only find out for sure if it is *and* their check succeeds.

TABLE 2.32: CANVASS AREA CHECKS

Scope/Circumstance	Time Required	DC/DC Modifier	Error Range Increase	Cost
Area or Gathering				
Confined (e.g. 1 building)	4d6×10 minutes	40	+3	$20
Narrow (e.g. 1 city block)	1d6 hours	30	+2	$100
Open (e.g. 4 city blocks)	2d6 hours	20	+1	$500
Wide (e.g. 16 city blocks)	4d6 hours	15	+0	$3,000
City (e.g. New York, London)	1d6 days	20	+1	$20,000
Nation (e.g. U.S.A. or U.K.)	2d6 days	30	+2	$200,000
Continent (e.g. North America, Europe)*	4d6 days	40	+3	$2,000,000
Desired Information				
General rumors and sightings	1/4 base time**	+0	+0	—
Broad topic (e.g. information available to nearly everyone)	1/2 base time**	+0	+0	—
Focused topic (e.g. information available to many people)	Base time	+5	+1	—
Narrow topic (e.g. information available to few people)	2 × base time	+10	+2	—
Obscure topic (e.g. information available to select cadre)	5 × base time	+10	+2	—
Unique topic (e.g. information available to one person)	10 × base time	+20	+3	—
Risk of Answering				
None	—	–10	+0	1/4 base cost**
Slight (may prompt ridicule or social sanction)	—	+0	+0	1/2 base cost**
Moderate (may prompt mild retribution or minor criminal charges)	—	+5	+1	Base cost
Extreme (may prompt a personal vendetta or moderate criminal charges)	—	+10	+2	2 × base cost
Deadly (may prompt attacks or major criminal charges on self, friends, or family)	—	+20	+3	5 × base cost

* You may not make a Canvass Area check targeting more than one continent at a time.

** Rounded down.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Bureaucracy (when in a corporate or government environment), Cultures (when in a focus area), Impress, Networking, Sense Motive, Streetwise (when in a city).

Retry: Yes, unless you suffer a critical failure.

Threat: You gain a friend or two in the community. Your error range with each Canvass Area check made within the target area decreases by 1 (minimum 1). This effect lasts until the end of the current mission or until you fail a Canvass Area check in the same area (whichever comes first).

Critical Success: If you're asking about general information, you find all available information that won't put anyone at more than mild risk. If you're asking about a specific topic, you find all available information, even if it might threaten the public's lives.

Error: You gain a few enemies in the community. Your error range with each Canvass Area check made within the target area increases by 2. This effect lasts until the end of the current mission or until you succeed with a Canvass Area check in the same area (whichever comes first).

Critical Failure: You rub community leaders or busybodies the wrong way. You may not make a Canvass Area check within the target area for the duration of the current mission.

DETECT SEARCH CHECK

(Wis; Secret; Vision)
Time Varies (Take 10/Take 20) • Base Error Range 1

This skill check is used to look for signs that someone has searched one or more 5-ft. × 5-ft. squares or frisked one or more characters. It requires 1 full action + 1 additional full action per square or character to be inspected beyond the first.

With a successful Detect Search check, you determine whether the character or square was disturbed and if so, locate any relevant clues about who or what caused the disturbance. Your base DC for this check is 15 + 5 per square or character to be inspected beyond the first.

If the square or body was searched more than once, this check reveals only the most recent search.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Analysis, Notice, Search.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Detect Search error ranges reset at the start of each mission.

Threat: The time required to complete your inspection is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: You determine the time elapsed since the search — to the day (if the search occurred more than 1 day ago) or to the hour (if the search occurred within the last 24 hours).

Error: You incorrectly determine whether a search was made in the target area (determining there was a search if there wasn't and vice-versa).

Critical Failure: You're oblivious. You may not attempt another Detect Search check until the end of the current scene.

RESEARCH CHECK

(Wis; Secret; Concentration, Language, Vision)
Time Varies • Base Error Range 1

This check is used to scour remote, unused, or uncataloged parts of libraries, computers, and the Internet for information (i.e. clues). Any clue that the GC decides is easily found simply by sifting through the result of standard web and index searches requires no check, but is rather found using a core command *(see page 374)*, or with triple the same time using manual methods (e.g. paper, card, or book indexes).

TABLE 2.33: RESEARCH CHECKS

Scope/Circumstance	Time Required	DC/DC Modifier
Source of Information		
Personal library	2d6 × 10 minutes	15
Town library	4d6 × 10 minutes	20
City library	1d6 hours	30
National library	2d6 hours	40
Personal computer	1d6 minutes	15
Business network	2d6 minutes	20
Government network	1d6 × 10 minutes	30
Internet	2d6 × 10 minutes	40
Desired Information		
General information	1/4 base time*	+0
Broad topic (e.g. information related to many other topics)	1/2 base time*	+0
Focused topic (e.g. information related to several other topics)	Base time	+5
Narrow topic (e.g. information related to a few other topics)	2 × base time	+10
Obscure topic (e.g. information related to one other topic)	5 × base time	+10
Unique topic (e.g. information related to no other topics)	10 × base time	+20

* Rounded down.

The Game Control or the mission outline determines whether any desired piece of information is available from a target source before this check is made. The GC never tells the players whether the information is available; they only find out for sure if it is and their check succeeds.

With success, you glean one remaining clue from the information source.

With failure, you gather no intelligence from the information source.

Availability of Information: The Game Control or the mission outline determines whether any desired piece of information is available from a target source before this check is made. The GC never tells the players whether the information is available; they only find out for sure if it is *and* their check succeeds.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Analysis, Computers (when using a computer), Investigation, Notice, Search.

Retry: No (though you may attempt to find the same information from a different source).

Threat: The time required to complete the research is reduced to 1/2 standard (rounded down, minimum 10 minutes).

Critical Success: You glean 1 additional remaining clue from the information source per action die spent to activate the critical success (maximum 5 clues).

Error: You glean 1 inaccurate clue from the information source (per the GC's discretion).

Critical Failure: Your mistake leaves you feeling falsely secure. In addition to the effects of an error, your error range with all Research checks increases by 3. This effect lasts until the end of the current scene or until you succeed with a Research check (whichever comes first).

MANIPULATE (WIS/CHA)

The Manipulate skill is used to control opinion through ploys and complex mind games. It's also used to subvert a person's whims to your agenda. This skill is common to moles, "black widows," and other devious or controlling archetypes.

Player Character Immunity: The *Spycraft* game system assumes that all player characters are in charge of their own opinions, never gaining dispositions and never feeling their effects. Unless otherwise specified with another rule, Slander checks may target player characters, but they are not compelled to respond to them — the GC should instead inform players of the 'typical' reaction most observers would experience based on the result of the check before allowing players to dictate their own reactions. Brainwashing checks may target a player character without modification.

Combat Actions: Taunt *(see page 361)*.

Dramatic Conflicts: Brainwashing *(see page 368)*.

Sample Knowledge: Ways to invoke disconnection, fear, and loneliness; behaviors that work best in alienating environments (like high schools, clubs, and large "cube farm" companies with leaders who never appear to their subordinates); famous ploys and scams throughout history; taunts.

HARASSMENT CHECK

(Wis or Cha; Active; Remote)
1 Day (Take 10/Take 20) • Base Error Range 1

This skill check is used to slowly break a character, either using closed quarters "softening" techniques or by introducing persistent emotional turmoil into the target's life.

In order to target a character with this check, one of the following two conditions must be met during the entire time you're making this check.

- The target is trapped in a location with no apparent exit (e.g. a cell, an interrogation room, a house with bars on all the doors and windows, or a subterranean death maze with lethal traps at every turn).
- You must have absolute control over one aspect of the target's life (e.g. his finances, his identity, or his spouse or another loved one).

In both cases, you must also be able to access the target or make a showing of your control over his life at least once every 8 hours while making this check (e.g. visiting him in his cell, cleaning out his bank accounts, sending him a videotape of a kidnapped loved one).

When you harass a target remotely, Wisdom is your key attribute. When you visit him in captivity to harass him, Charisma is your key attribute.

With a successful Harassment check opposing the target's Resolve/Resist Manipulate check, he suffers an amount of stress damage equal to 1d6 + your key attribute modifier (minimum 1). The target may not heal this stress damage so long as the triggering condition persists (e.g. so long as he remains trapped in a location or a loved one isn't returned home). No more than one triggering condition may apply to any target at any time; when multiple triggering conditions exist simultaneously, only one must be removed in order for the target to heal all stress damage inflicted.

You *cannot* harass more than 1 NPC at a time.

Stress damage inflicted by a Harassment check is not recovered until no Harassment checks are made against the target for 3 days.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any corporate or government character), Cultures (when targeting any character from a focus area), Falsify (when the harassment involves physical props), Streetwise (when targeting any urban character).

Retry: No, though you may continue to make new checks as long as the triggering conditions continue to be met.

Threat: The target wallows in desperation. Your error range with each Harassment check targeting him decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Harassment check (whichever comes first).

Critical Success: The target begins to realize his awful predicament. He suffers an amount of stress damage equal to 2d6 + twice your key attribute modifier (minimum 3).

Error: The target is defiant. Your error range with each Harassment check targeting him increases by 2. This effect lasts until the end of the current scene or until you succeed with a Harassment check targeting him (whichever comes first).

Critical Failure: The target finds his emotional center. You cannot target him with Harassment checks for the duration of the current mission.

SLANDER CHECK

(Wis or Cha; Secret; Bribe, Crowd, Language, Remote)
1 Hour (Take 10/Take 20) • Base Error Range 1

This skill check is used to prompt one NPC or crowd of NPCs to dislike another. When you approach this goal with trickery, Wisdom is your key attribute. When you approach it with open anger, Charisma is your key attribute.

Alternately, you may simply shower the first target with money or gifts in exchange for a promise to support your slander — a form of bribe.

Slander doesn't work quickly. With a successful Slander check opposing the first target's Sense Motive/Resist Manipulate check, the first target's disposition toward the second worsens by 1 grade until the end of the current mission.

With failure, the first target's disposition toward the second remains unchanged.

This skill check may not worsen any target's disposition toward another past Hostile.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Impress, Networking, Sense Motive.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Slander error ranges reset at the start of each mission.

Threat: Your tactic deeply penetrates the first target's psyche. Your error range with each Slander check targeting him or it decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Slander check (whichever comes first).

Critical Success: The first NPC or crowd's disposition toward the second is worsened by 2 grades until the end of the current mission, as desired. Alternately, you may spend 3 action dice to forge a lasting grudge, permanently worsening the first NPC or crowd's disposition toward the second by 1 grade.

Error: The first NPC or crowd shrugs off your feeble disparagement. Your error range with each Slander check targeting him or it increases by 2. This effect lasts until the end of the current scene or until you succeed with a Slander check (whichever comes first).

Critical Failure: The first NPC or crowd may not be targeted with another Slander check during the same mission.

MECHANICS (INT/WIS)

This skill offers a basic understanding of mechanical principles and how to apply them. It is used to build, modify, and repair most mechanical items, and to disable or sabotage some of them. Mechanics is common among maintenance staff, craftsmen, blue-collar tradesmen, and other gear-oriented characters, especially those relying on their weapons, armor, and other mechanical devices to survive.

Setting and Bypassing Mechanical Security: This skill allows you to build, modify, and repair mechanical security devices, but *not* to disable them. This activity is handled with the Security/Disable skill check *(see page 156)*. Further, setting security is handled with the Security/Installation check *(see page 157)*.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Safety when working with or near mechanical devices; reading mechanical blueprints; famous mechanical pioneers throughout the ages, tools and their manufacturers.

BUILD CHECK

(Int; Active; Complex, Concentration, Gear (Mechanics Kit), Hands-On, Vision, Project Investment (Medium))
Time Varies Per Challenge • Base Error Range 1

You may use this skill check to build any mechanical item in any *Spycraft 2.0* product, except for items covered by a Science skill focus. Doing so is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the many smaller projects involved in the construction. The number of Challenges is equal to twice the item's Caliber (e.g. a Caliber I item involves 2 Challenges, a Caliber II item involves 4 Challenges, etc.). Overcoming each Challenge requires a successful Build check with a DC and error range determined by the item's complexity, as shown on the gear tables in Chapter 4 *(see Gear Complexity, page 224)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Once the last Challenge is overcome, the item is completely built and ready for use.

The Game Control is encouraged to describe each build as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the growing number of materials, tools, and helpers arriving on site. After the first successful Challenge, the item's shell or casing might appear, while the second and each subsequently successful Challenge might reveal a new addition to the design. This process is especially effective when the desired item is Large or bigger.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Drive (when building a vehicle), Science (Fabrication), Security (when building a security device).

Retry: Yes, though if an error destroys your materials, you must pay for them again before you retry.

Threat: You find a cost-cutting measure, gaining back 1/2 of the money invested in the current Challenge (rounded down, minimum $50 per Challenge).

Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.

Error: You inadvertently destroy some of your materials. To continue the current construction, you must pay an additional amount of money equal to 1/2 the money invested in the current Challenge (rounded up).

Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*.

DISABLE CHECK

(Int; Secret; Concentration, Cross-Check, Gear (Mechanics Kit), Grasp, Hands-On, Project Investment (Low), Vision)
Time Varies • Base Error Range 1

You may use this skill check to disable any mechanical item in any *Spycraft 2.0* product, except for items covered by a Science skill focus or the Security skill.

When an attack is made to disable an item, the time required to make the attack *is added to* the time required to make this check (the Disable check is made once you have your hands on the device).

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Disable check, the monetary investment is $0.

Your Disable check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4. There is no DC; your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If the item fails its save, it is disabled (though not *broken*).

Finally, when disabling an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Drive (when disabling a vehicle), Science (Fabrication).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You disable the device in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You disable the device in 1/4 the standard time (rounded down, minimum 1 half action).

Error: The item need not make a Damage save against the result of your check.

Critical Failure: You cannot disable the item. Further, any attempts you make to test that the item is disabled show that you have succeeded in disabling the device until an opponent successfully uses the item, or until the end of the scene.

MODIFY CHECK

(Wis; Active; Complex, Concentration, Gear Only (Upgrade), Gear (Mechanics Kit), Hands-On, Project Investment (Low), Vision)

Time Varies Per Challenge • Base Error Range 1

Unless otherwise specified, you may use this skill check to attach any upgrade to any mechanical item in any *Spycraft 2.0* product, except for items covered by a Science skill focus. The DC and error range modifier are determined by the item or upgrade's complexity, whichever DC and error range are higher *(see Gear Complexity, page 224)*. The cost and time required are listed with each upgrade.

Non-Integral Upgrades: Some upgrades — like weapon holsters — are used with an item instead of attaching or interlocking with it. These upgrades require no skill check to use.

Combining Electronic and Mechanical Items and Upgrades: When you add a mechanical upgrade to an electronic item or vice-versa, you use either your Electronics or Mechanics skill bonus *(whichever is higher)*.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Drive (when modifying a vehicle), Science (Fabrication).

Retry: Yes, though if a critical failure damages your upgrade, it must be repaired or replaced beforehand.

Threat: You complete the modification in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You complete the modification in 1/4 the standard time (rounded down, minimum 1 half action).

Error: Through trial and error, or simple mishap, you destroy some of your materials. To continue the current modification, you must pay an additional amount of money equal to 1/2 the cost of the upgrade (rounded up).

Critical Failure: You destroy the upgrade materials and must pay for them again in full before you may re-try the modification.

Alternately, the GC may spend 1 or more action dice to worsen the item's performance, increasing its error range by a number equal to the action dice spent (maximum error range increase +4). Though it can still be used, the item is considered *broken*. If it is repaired, its original error range is restored *(see page 141)*.

OPTIMIZE CHECK

(Int; Active; Gear Only (Mechanics Kit), Hands-On, Project Investment (Low))

Time Varies (Take 10/Take 20 with permission) • Base Error Range 1

This skill check is used to boost a mechanical item with a Power Rating past its standard limits.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Each Optimize check has a base DC of 15 + (the item's original Power Rating × 5). With success, the item's Power Rating is boosted by +1 (maximum 10). This boost lasts until the item is shut off, until you restore the item's standard functionality, or until the end of the current scene (whichever comes first). However, following each check made using the optimized Power Rating, the item must make a Damage save with a DC of 15 + (the item's original Power Rating × 3).

If your check result exceeds the DC by 10 or more, you may apply one of the following two benefits.

- After the item succeeds with 1 Damage save forced by use at the optimized Power Rating, it need no longer make Damage saves for the same reason until the end of the current scene.
- The item's Power Rating is boosted by an additional +1 for the same time period (maximum 10).

You may *not* apply both of these bonuses without a critical success.

Further, if an item possesses more than 1 Power Rating, only 1 of its Power Ratings may be optimized at any time.

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Computers, Science (Fabrication), Science (Super-Science).

Retry: Yes, though an item may only benefit from one Optimize check at any time. If you make a second check to boost the same item's Power Rating when a previous boost is still active, the new check's outcome replaces that of the previous one — even if it's worse.

Threat: If your check result exceeds the DC by up to 9, you gain one benefit listed for exceeding the DC by 10 or more; otherwise, the time required is reduced to 1/2 standard (rounded down, minimum 1 half action).

Critical Success: You gain both benefits listed for exceeding the DC by 10 or more.

Error: The item must immediately make a Damage save (DC 15 + (the item's original Power Rating × 3)).

Critical Failure: The item suffers damage that reduces its Power Rating by 2 (minimum 0). Though it can still be used, the item is considered *broken*. If the item is repaired with the Mechanics skill, its full Power Rating is restored *(see page 141)*.

REPAIR CHECK

(Int; Active; Concentration, Gear (Mechanics Kit), Hands-On, Project Investment (Medium), Vision)
Time Varies • Base Error Range 1

You may use this skill check to repair any mechanical item or scenery in any *Spycraft 2.0* product, except for items covered by a Science skill focus. The item must be *broken* — an item that is *destroyed* cannot be repaired *(see page 224)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Your Repair check's DC and error range are also determined by the item's complexity, as shown on the item tables in Chapter 4.

With success, the item is no longer broken and regains its full functionality.

With failure, you've merely wasted your time.

Finally, when repairing an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Drive (when repairing a vehicle), Science (Fabrication), Security (when repairing a security device).

Retry: Yes, unless you suffer a critical failure.

Threat: You repair the device in 1/2 the standard time (rounded down, minimum 30 minutes).

Critical Success: You repair the device in 1/4 the standard time (rounded down, minimum 15 minutes).

Error: The item must make a Damage save (DC 10 + 3 per Caliber beyond the first).

Critical Failure: You cannot repair the item. Alternately, if 3 action dice are spent to activate this critical failure, the item is accidentally *destroyed*.

SABOTAGE CHECK

(Wis; Secret; Concentration, Cross-Check, Gear (Mechanics Kit), Grasp, Hands-On, Project Investment (Low), Vision)
Time Varies • Base Error Range 1

You may use this skill check to sabotage any mechanical item in any *Spycraft 2.0* product, except for items covered by a Science skill focus or the Security skill.

When an attack is made to sabotage an item, the time required to make the attack *is added to* the time required to make this check (the Sabotage check is made once you have your hands on the device).

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Sabotage check, the monetary investment is $0.

Your Sabotage check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4. There is no DC; your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If the item fails its save by up to 4, your sabotage is unsuccessful but you may still leave the item disabled if you like, in which case it is considered *broken* until someone makes a successful Repair check to restore its function *(see above)*.

If the item fails its save by 5 or more, the following effects apply.

- For every 2 by which the item fails its Damage save, the error range with each skill check made using the device increases by +1 (maximum +10).
- If the device's operator suffers an error when using it, you may spend 1 or more action dice to activate the critical failure, even if you aren't present.
- At your discretion, you may designate a specific time the device stops working, after which it is considered *broken* until someone makes a successful Repair check to restore its function *(see left)*. As you may not be aware that you failed this secret check, the GC should always ask you if and when you want the device to shut down.

Your Sabotage result becomes the DC for any Notice/Awareness checks made near the device, or any Search/Perception checks focusing on the device. If any such check is successful, the character making the check notices the sabotage and may attempt to reverse it with a successful Repair check.

Finally, when sabotaging an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Drive (when sabotaging a vehicle), Science (Fabrication).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You sabotage the device in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You sabotage the device in 1/4 the standard time (rounded down, minimum 1 half action).

Error: Your attempt fails, and your efforts are immediately apparent to any opponent who attempts to use the device.

Critical Failure: You cannot sabotage the item. Further, any attempts you make to test that the item is sabotaged show that you have succeeded in sabotaging the device until an opponent successfully uses the item, or until the end of the scene.

MEDICINE (INT/WIS)

The Medicine skill is used to provide emergency aid and assist long-term healing for both humans and animals. It is also used to create anti-toxins that help fight off poison and disease. This skill is common to doctors, veterinarians, medical researchers, chemical terrorists, and others focusing on human biology.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Human and animal anatomy; diagnosis; disease, drug and poison effects; medical ethics; famous physicians and medical crises through history; history of animal husbandry.

FIRST AID CHECK

(Wis; Active; Concentration, Gear Only (First Aid Kit), Hands-On, Vision)
1 Minute • Base Error Range 1

This check is used to quickly patch up another character or animal in the field, allowing him or it to quickly recover a small number of vitality and wound points. The type of character being healed determines your DC, as follows.



- When healing a standard character or animal, your DC is equal to 15 + the amount of damage accumulated *(see page 331)*.
- When healing a special character, your DC is equal to 15 + 1/2 the total number of vitality points the target has lost (rounded up, maximum 30). If the target has lost 1 or more wounds, this DC rises by 10.

Further, if you perform this check in combat, your error range increases by +2.

With success, a targeted standard character or animal recovers 1/2 his or its accumulated damage (rounded down); a targeted special character recovers 1d4+1 subdual damage, 1d4+1 wound points, and a number of vitality points equal to his career level.

With failure, the target makes no meaningful recovery.

A target must be stable before you may attempt this skill check.

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Science (Pharmacology), Search, Survival.

Retry: No. Each character or animal may be targeted by this check only once per scene, no matter how many characters are available to attempt it.

Threat: You complete your field triage in 1/2 the standard time (rounded down, minimum 30 seconds).

Critical Success: The targeted standard character or animal recovers all his or its accumulated damage; or the targeted special character recovers 2d4 wounds and a number of vitality points equal to twice his career level.

Error: The targeted standard character's or animal's accumulated damage rises by 1d8; or the targeted special character suffers 1 point of lethal damage *and* 1d6 subdual damage.

Critical Failure: The targeted standard character's or animal's accumulated damage rises by 1d8+2; or the targeted special character suffers 1d4 lethal damage *and* 1d6 subdual damage.

STABILIZE CHECK

(Wis; Active; Concentration, Gear Only (First Aid Kit), Hands-On, Vision)

1 Full Action • Base Error Range 1–2

This check is used to administer emergency aid to a dying or poisoned character.

When stabilizing a dying special character, your DC is 15. With success, the target stabilizes at 0 wound points (unconscious). With failure, the target continues to die.

When treating a poisoned standard or special character, your DC is equal to 5 + the poison's current save DC, as described in Chapter 4 *(see page 289)*. With success, the current onset time remains unchanged at the end of the current round and its save DC decreases by 1. You may stave off the effects of poison in this fashion up to 10 times (i.e. you may freeze the effects of a poison within a patient for up to 10 rounds), after which the patient must either be given an antidote or ride out the poison's remaining effects.

In both cases, if you perform this check in combat, your error range increases by +2.

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Resolve, Science (Pharmacology), Search, Survival.

Retry: Yes, unless the target dies.

Threat: If stabilizing a dying character, the target is restored to 1 wound point (conscious). If treating a poisoned character, the current onset time remains unchanged for a number of rounds equal to the difference between your result and the DC.

Critical Success: If stabilizing a dying character, he's restored to 1d4+1 wound points (conscious). If treating a poisoned character, your patient completely recovers; the poison is completely neutralized.

Error: If stabilizing a dying character, the target loses 1 additional wound point. If treating a poisoned character, the current onset time runs out at the end of the current round.

Critical Failure: If stabilizing a dying character, he goes into shock and immediately dies. If treating a poisoned character, the contagion spreads out of your control and you are exposed *(see page 335)*. You may make no further First Aid checks to stave off its effects.

SURGERY CHECK

(Int; Active; Concentration, Gear Only (Surgery Kit), Hands-On, Vision)

8 Hours • Base Error Range 1–4

This check is used to methodically patch another character up in a controlled environment, such as a hospital. This allows a target special character to heal quickly from attribute damage or a critical injury *(see page 332)*.

When performing surgery to help with attribute damage, your DC is equal to 10 + 5 per point of damage to one target attribute that the target character has suffered. With success, the target character heals 1d4 points of temporary damage to the target attribute, or 1 point of permanent damage to the target attribute.

When performing surgery to help with a critical injury, your DC is equal to the Surgery check DC listed on Table 5.5: The Table of Ouch *(see page 332)*. With success, the critical injury's healing time decreases by 2. If a critical injury's healing time decreases to 0 as a result, the critical injury is considered fully healed.

In both cases, if any combat occurs within your line of sight at any time during this check, your error range increases by +6.

After a Surgery check, the target remains *sickened* for a base 1d4+1 days. This time is reduced by 1 day per 5 by which your result beats the DC (minimum 1 day).

Cooperative: Yes (maximum 1 helper).

Synergy Skills: Notice, Science (Chemistry), Science (Genetics), Search.

Retry: No. Each attribute or critical injury may be targeted by this check only once per mission, no matter how many characters are available to attempt it.

Threat: The target recovers from surgery in 1/2 the standard time (rounded down, minimum 12 hours).

Critical Success: If helping with attribute damage, the target character heals all temporary damage to the target attribute, or 1d4+1 points of permanent damage to the target attribute. If helping with a critical injury, the critical injury's healing time is reduced to 0.

Error: The target recovers from surgery in twice the standard time.

Critical Failure: If helping with attribute damage, the target character suffers 1 point of permanent damage to the target attribute. If helping with a critical injury, the critical injury's healing time increases by 1 per action die spent to activate the critical failure.

THERAPY CHECK

(Wis; Active; Concentration, Disposition)
4 Hours • Base Error Range 1

This check is used to help another standard or special character recover from stress damage or mental conditioning. In order to perform this check, you must be located in a quiet, comforting location for the duration of your skill check (per the GC's discretion). This check may never be made during combat or while anyone is performing a Complex Task or Dramatic Conflict in your presence.

Your Therapy DC is determined by the target character's current stress or mental condition, as shown on Table 2.34: Mental Recovery *(see below)*.

With success, the target recovers from the effects of one mental conditioning episode (e.g. one brainwashing, seduction, etc.), or recovers an amount of stress damage equal to 1d6 + your Wisdom modifier (minimum 1). If the target is not *drained* and this reduces his stress damage below his current stress condition's minimum threshold, success also improves his stress condition by 1 grade (e.g. *shaken III* becomes *shaken II*).

With failure, the target has no meaningful recovery.

This check requires the target to concentrate as well *(see page 101)*.

Cooperative: No.

Synergy Skills: Manipulate, Science (Pharmacology), Sense Motive.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Therapy error ranges reset at the start of each scene.

Threat: You complete your session in 1/2 the standard time (rounded down, minimum 2 hours).

Critical Success: The target recovers from the effects of 2 mental conditioning episodes, or recovers an amount of stress damage equal to 2d6 + twice your Wisdom modifier (minimum 3).

Error: The target suffers an additional 1d6 stress damage.

Critical Failure: The target suffers an additional 2d6 stress damage.

TABLE 2.34: MENTAL RECOVERY

Stress or Mental Condition	DC	Error Range Increase
None	15	+0
Shaken I	20	+0
Mistaken belief (in lie)	20	+0
Shaken II	30	+1
Seduction	30	+1
Shaken III	40	+2
Brainwashing/forced loyalty	40	+2
Shaken IV	50	+3
Programmed Action	50	+3
Drained	60	+4

TREATMENT CHECK

(Wis; Active; Gear (First Aid Kit), Hands-On, Vision)
5 Minutes • Base Error Range 1

This check is used to provide long-term aid to an injured or diseased character.

When treating an injured special character, your DC is 15. With success, the target's natural healing rate is doubled for the current day. This check may not target a standard character.

When treating a diseased standard or special character, your DC is equal to the disease's current save DC, as described in Chapter 4 *(see pages 287–288)*. With success, the current onset time remains unchanged at the end of the disease's current increment and its save DC decreases by 1. You may stave off the effects of disease in this fashion up to 5 times (i.e. you may freeze the effects of a disease within a patient for up to 5 increments), after which the patient must either be given a vaccine or ride out the disease's remaining effects.

You may not perform this skill check in combat.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Notice, Resolve, Science (Pharmacology), Sense Motive.

Retry: Yes, but only once per hour.

Threat: If treating an injured character, the target's natural healing rate is tripled for the current day. If treating a diseased character, the current onset time remains unchanged for a number of days equal to the difference between your result and the DC.

Critical Success: If treating an injured character, the target's natural healing rate is quintupled (×5) for the current day. If treating a diseased character, your patient completely recovers; the disease is completely neutralized.

Error: If treating an injured character, the target cannot heal naturally during the current day. If treating a diseased character, the current onset time runs out immediately.

Critical Failure: If treating an injured character, he suffers 1d6+1 lethal damage. If treating a diseased character, the contagion spreads out of your control and you are exposed *(see page 335)*. You may make no further Treatment checks to stave off its effects.

NETWORKING (WIS/CHA)

The Networking skill tracks the contacts upon whom you regularly call for assistance. It can also be used to adjust one NPC group's opinion of another. This skill is common to characters with firmly established "favor" networks and those who rely upon their reputations.

Contacts: At Career Level 1, you automatically gain one standard contact — also known as an **acquaintance** — at no cost. Thereafter, you gain 1 additional contact, or improve your relationship with an existing contact, for every 4 ranks you purchase in the Networking skill.

You should describe each of your contacts in a few words (e.g. "Data Analyst," "Weapons Dealer," "Fence," etc.). These descriptions should support your character concept and background (e.g. a mercenary likely knows a weapons dealer, while a street thief likely knows a fence). They also help the GC determine what your contacts can do for you.

For more information about contacts, see page 458.

Favored Contacts: Each time you gain a new contact, you may instead improve your relationship with an existing contact. Improving an acquaintance makes him an **associate**, improving an associate makes him a **confederate**, and improving a confederate makes him a **partner**. As a contact improves, so does what he can offer you. Likewise, an improved contact takes a more prominent role in the setting, showing up more often and playing into more of the plot *(see page 458)*.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Street scenes across the world; places where every character type should go in a city (and where they shouldn't); clubs and other social groups.

CONTACT CHECK

(Cha; Active)

Time Varies • Base Error Range 1

In order to call upon a contact, you must first spend an amount of time "putting the word out" that you need to speak with him, as shown on Table 2.35: Approaching a Contact *(see below)*. Thereafter, you may make a Contact check to access any of your contact's consultants or specialists *(see page 458)*. The contact's grade and the current mission's conditions determine your DC and error range, also as shown on Table 2.35.

With success, the contact responds by phone or in person after the time listed on Table 2.35, offering the services of the requested consultant or specialist.

With failure, the contact either never receives word that you need him, or refuses to respond. He is unavailable for the duration of the current scene.

Cooperative: No.

Synergy Skills: Bureaucracy (when targeting any corporate or government contact), Cultures (when targeting any character from a focus area), Streetwise (when targeting any urban contact), Survival (when targeting any wilderness contact).

Retry: Yes, but only once per scene.

Threat: The contact returns your call in 1/2 the standard time (rounded down, minimum 15 minutes).

Critical Success: The contact returns your call in 1/4 the standard time (rounded down, minimum 5 minutes).

Error: The contact is dodging you. Your DCs with all checks made to contact him during the current mission increase by 5. Further, your error ranges with all checks made to contact him during the current mission increase by 1. This effect is cumulative.

Critical Failure: The contact is unavailable for the duration of the current mission.

ENDORSEMENT CHECK

(Wis or Cha; Secret; Bribe, Crowd, Disposition, Language, Remote)

1 Hour (Take 10/Take 20) • Base Error Range 1

This skill check is used to prompt one NPC or crowd of NPCs to like another. When you approach this task with trickery, Wisdom is your key attribute. When you approach it by exploiting the target's existing emotions, Charisma is your key attribute.

Alternately, you may simply shower the first target with money or gifts in exchange for a promise to support your endorsement — a form of bribe.

With a successful Endorsement check opposing the first target's Sense Motive/Resist Manipulate check, the first target's disposition toward the second improves by 1 grade until the end of the current mission. With failure, the first target's disposition toward the second remains unchanged.

This skill check may not improve any target's disposition toward another by more than 1 grade (maximum Supportive).

TABLE 2.35: APPROACHING A CONTACT

Contact Type/Circumstance	Summon Time	Approach DC/DC Mod	Error Range Increase	Response Time
Contact Grade				
Acquaintance	1 hour	30	+3	4d6 hours
Associate	30 minutes	25	+2	3d6 hours
Confederate	10 minutes	20	+1	2d6 hours
Partner	1 minute	15	+0	1d6 hours
Current Mission Conditions				
Mission's TL is lower than your career level	1/2 base time	–5	–1 (minimum 1)	1/2 base time
Mission's TL is equal to your career level	—	+0	+0	—
Mission's TL is higher than your career level	2 × base time	+5	+1	2 × base time

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Impress, Manipulate, Sense Motive.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Endorsement error ranges reset at the start of each mission.

Threat: Your tactic deeply penetrates the first target's psyche. Your error range with each Endorsement check targeting him or it decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail an Endorsement check (whichever comes first).

Critical Success: The first NPC or crowd's disposition toward the second is improved by 2 grades until the end of the current mission, as desired. Alternately, you may spend 3 action dice to forge a lasting bond, permanently improving the first NPC or crowd's disposition toward the second by 1 grade.

Error: The first NPC or crowd shrugs off your feeble endorsement. Your error range with each Endorsement check targeting him or it increases by 2. This effect lasts until the end of the current scene or until you succeed with an Endorsement check (whichever comes first).

Critical Failure: The first NPC or crowd may not be targeted with another Endorsement check during the same mission.

MEDIATION CHECK

(Wis or Cha; Active; Bribe, Crowd, Disposition, Language, Remote)

Time Varies • Base Error Range 1–2

This skill check is used to sell two or more NPCs or crowds of NPCs on the same decision or action. When you approach this goal with trickery, Wisdom is your key attribute. When you approach it with complements and compromise, Charisma is your key attribute.

Alternately, you may simply shower both targets with money or gifts to satisfy their concerns — a form of bribe.

With a successful Mediation check opposing each target's Sense Motive/Resist Manipulate check, the targets jointly perform 1 action, or support one action you propose. Your check modifier and error range are provided on Table 2.36: Mediation Checks *(see below)*.

When targeting fewer than 10 people *on both sides*, the time required to make a Mediation check is 15 minutes. Each side in a mediation consisting of fewer than 10 people makes one team check opposing your Mediation result, using the higher bonus between them.

When targeting 10 or more people (a "crowd") *on either side*, this check requires a number of hours equal to the crowd's skill bonus, as shown on Table 2.7: Crowds *(see page 102)*.

Each side in a mediation consisting of 10 or more people makes one check opposing your Mediation result using the skill bonus and error range provided by its Personnel Rating.

Unless you win this opposed check, no common ground is reached.

You may *not* use this check to convince an NPC or crowd to endanger any life (including his own).

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy (when targeting any NPCs from a corporate or government environment), Resolve, Sense Motive, Streetwise (when targeting any NPCs from an urban environment), Tactics.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Mediation error ranges reset at the start of each mission.

Threat: The talks are completed in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: The talks are completed in 1/4 the standard time (rounded down, minimum 1 half action).

Error: Both targets view you as an opportunist. Your error range with each Mediation check targeting either NPC or crowd increases by 2. This effect lasts until the end of the current scene or until you succeed with a Mediation check (whichever comes first).

Further, if the request involves a crime, one or both targets inform the authorities if questioned.

Critical Failure: The targets view you as a parasite. If the check modifier from Table 2.36 is –4 or less, you cannot target the same NPC or crowd with a Mediation check again for the remainder of the current scene; otherwise, you cannot do so again for the remainder of the current mission.

Further, if the request involves a crime, one or both targets inform the authorities at the first reasonable opportunity.

NOTICE (WIS)

Notice represents a character's situational awareness — a consistent sensitivity to sudden or subtle changes in his environment. Unlike Search, which demands deliberate attention to detail, the Notice skill is used to effortlessly to detect things. Notice is passive and therefore "on" all the time, making this the skill for those who want to be generally aware.

This skill is common to spies, who often spend long periods quietly collecting information in a region before their latest mission launches. It's also common to highly perceptive individuals like hunters or animals, trained observers such as surveillance specialists, and professional researchers such as photographers and journalists.

TABLE 2.36: MEDIATION CHECKS

Dispute	Check Modifier	Error Range Increase
Minor dispute (e.g. grudge match, human resource issue, diplomatic incident)	–0	+0
Moderate dispute (e.g. turf war, inter-office feud, civil strife)	–4	+1
Major dispute (e.g. cycle of retribution, union strike, border skirmish)	–8	+2
Extreme dispute (e.g. murder-spawned rivalry, hostile takeover, Superpower conflict)	–12	+3
Incredible dispute (e.g. generations-long blood feud, corporate espionage, Superpower crisis)	–16	+4

Special Note: Unless you spend 1 full action actively observing with the Search/Perception skill *(see page 156)*, you *must* use this skill when determining whether you detect someone or something.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: None (all synergy bonuses to Knowledge concerning detection techniques are derived from the Search skill alone).



AWARENESS CHECK

(Wis; Passive; Hearing, Vision)

1 Free Action • Base Error Range 1

When someone actively tries to escape your detection, your Awareness result opposes his Sneak/Hide result; otherwise, your Awareness result opposes his Blend/Stealth result.

When an item is hidden in the scenery within your line of sight, your Awareness result opposes the Sneak/Stash Item result generated when the item was concealed, as appropriate to the surrounding terrain.

When an item is hidden on the person of an adjacent character within your line of sight, your Awareness result opposes the Sleight of Hand/Stash Item result generated when the item was concealed.

When you encounter a disguised person or forged item (and pay at least marginal attention to it), your Awareness result opposes the Falsify/Disguise or Falsify/Forgery result generated when the disguise or forgery was created.

Refer to the skill description for the relevant opposing check to determine your Awareness check modifiers, error range, and the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain a keen sense of your surroundings. When making an Awareness or Perception check, your result cap increases by 5 and your error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail an Awareness or Perception check (whichever comes first).

Critical Success: You're a hawk, aware of everything around you. You keep your current Awareness result for the next minute (without rolling).

Error: You're distracted. Your Awareness and Perception result caps are decreased by 5 and your Awareness and Perception error ranges are increased by 1 until the end of the current scene, or until you succeed with an Awareness and Perception check (whichever comes first).

Critical Failure: You've oblivious. You may not attempt another Awareness or Perception check until the end of the current scene.

PROFESSION (CHA — FOCUS SKILL)

The Profession skill measures your competence in a career. Nearly everyone has this skill.

Focus Options: Unlike other focus skills, Profession doesn't have a dedicated list of options. Instead, you may define each of your focuses as any job or career you like (per the GC's discretion). Sample professions include computer technician, diplomat, hunter, mechanic, military officer, spy, teacher, terrorist, or web programmer.

Disguises and Cover Identities: When you assume a disguise or cover identity as a member of a profession in which you possess 1 or more ranks, you may use your Profession skill bonus in place of your Bluff/Deception or Falsify/Disguise bonus. Likewise, when attempting to detect someone using a disguise or cover identity as a member of a profession in which you possess 1 or more ranks, you may use your Profession skill bonus in place of your Notice/Awareness, Search/Perception, or Sense Motive/Detect Lie bonus.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Positions within each profession; tools and tasks common to each profession; professional etiquette; navigating work environments.

ACCOMPLISHMENT CHECK

(Cha; Active)

1 Free Action • Base Error Range 1–2

At the beginning of each mission, a Freelance character may make an Accomplishment check to negotiate his mission contract. Likewise, at the end of each mission, a Faction character may make an Accomplishment check to make the most of his mission reputation.

In both cases, the DC is equal to 15 + (2 × the mission's Threat Level).

With success, the character's Net Worth reward increases by $50,000 (if Freelance), or his Reputation reward increases by 1 (if Faction).

A character may voluntarily refuse to make this check.

Pushing Your Luck: Before making this check, a character may voluntarily increase his threat range by up to his Charisma bonus (minimum 1), but his error range increases by the same number.

Cooperative: No.

Synergy Skills: Bureaucracy (for a Faction character), Streetwise (for a Freelance character).

Retry: No.

Threat: The character's Net Worth reward increases by $100,000 (if Freelance), or his Reputation reward increases by 2 (if Faction).

Critical Success: At a cost of 2 action dice, the character's Net Worth reward increases by $200,000 (if Freelance), or his Reputation reward increases by 4 (if Faction). This critical success may not be activated with 1 action die.

Error: The character's Net Worth reward decreases by $100,000 (if Freelance), or his Reputation decreases by 2 (if Faction).

Critical Failure: None.

RESOLVE (WIS/CON)

The Resolve skill is used to focus under duress, remain cool during chaos, make the most of downtime, and resist social pressure. It is common to soldiers, craftsmen, hackers, and other characters whose methods require dedicated attention or personal focus.

Combat Actions: Tire *(see page 361)*.

Dramatic Conflict: None.

Sample Knowledge: Luxury vacation spots; meditation and time management techniques; how to handle troublesome friends and colleagues; speed-reading techniques.

CONCENTRATION CHECK

(Con; Passive)

1 Free Action • Base Error Range 1

You must make a Concentration check each time you're interrupted when making a skill check with the Concentration tag *(see page 101)*. The GC may demand a Concentration check any time you're interrupted during a delicate procedure.

Each Concentration check's DC is equal to 10 + 5 per consecutive round during which you've been interrupted + 1 per point of damage you've suffered during the last minute. Several DC and error range modifiers may apply, as shown on Table 2.37: Concentration Checks *(see right)*.

With success, the round during which you're interrupted does not count toward the check's time requirement, but you may continue where you left off during the following round.

With failure, you must begin the check again from the start.

Example: During combat, Kevin makes a delicate Electronics/Repair check. The GC decides that the check requires 1 full minute (10 rounds) to complete. During Round 5, Kevin is hit by enemy fire, losing 8 vitality points. His check is interrupted and he must make a Concentration check (DC 10 + 8 for damage, or 18). He scores a result of 21, enough to continue without losing his progress (though the check will now take 11 rounds to complete).

During the following round, Kevin is interrupted with another hit, this time losing 5 wounds. He must make a Concentration check (DC 10 + 5 for the second consecutive interruption + 13 for damage, or 28). He barely scrapes by with a result of 29, but his Electronics check will now take 12 rounds to complete.

Another round, another hit. This time, Kevin loses 12 vitality points, making his Concentration check DC a whopping 45 (10 + 10 for the third consecutive interruption + 25 for damage)! He scores a 22 — not enough to continue his Electronics check — so he falls back behind cover and waits for his teammates to lay down some suppressive fire before he tries again.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You've got blinders on. Each time you make a Concentration check during the current task, you ignore all damage not inflicted by the most recent injury.

Critical Success: You're a rock. You may ignore further interruptions during the same skill check.

Error: Your attention is shaky. Your error range with each Concentration check targeting him increases by 2. This effect lasts until the end of the current scene or until you succeed with a Concentration check (whichever comes first).

Critical Failure: You're completely distracted. You may not continue the current skill check (though someone else may do so, beginning from the start).

TABLE 2.37: CONCENTRATION CHECKS

Situation	DC Modifier	Error Range Modifier
Combat Condition		
Bleeding	+5	+0
Drunk	+5	+0
Shaken I	+5	+0
Fatigued	+10	+1
Shaken II	+10	+1
Exhausted	+15	+2
Shaken III	+15	+2
Shaken IV	+20	+3
Motion/Weather		
Mildly distracting (e.g. fighter cockpit during DC 20 Maneuver, moderate rain)	+5	+0
Moderately distracting (e.g. fighter cockpit during DC 30 Maneuver, heavy rain)	+10	+1
Extremely distracting (e.g. fighter cockpit during DC 40 Maneuver, storm)	+15	+2
Violently distracting (e.g. fighter cockpit during air combat, hurricane, tornado)	+20	+3
Distraction		
One person shouting or chanting within 20 ft.	+5	+0
Two or more people shouting or chanting within 20 ft.	+10	+1
Minor (e.g. nearby explosion inflicting up to 20 points of damage with Ground Zero within 30 ft., 10-ft. × 10-ft. fire)	+5	+0
Moderate (e.g. nearby explosion inflicting 21–40 points of damage with Ground Zero within 30 ft., 30-ft. × 30-ft. fire)	+10	+1
Major (e.g. nearby explosion inflicting 41 or more points of damage with Ground Zero within 30 ft., 60-ft. × 60-ft. fire)	+20	+3

MORALE CHECK

(Wis; Passive; Crowd)

1 Free Action • Base Error Range 1

You must make a morale check at the start of each round during which one or more triggering effects apply, as shown on Table 2.38: Morale Checks *(see page 148)*. Your DC and error range are determined by current events and your state of mind, as shown on Table 2.38.

With success, you suffer no impact.

With failure, however, you suffer one of the following effects, as determined by the difference between your result and the DC.

- *Reservation (Difference 1–5):* You suffer 1d6 stress damage.
- *Extraction (Difference 6–10):* Unless you spend 1 action die to suffer 1d6 stress damage, you must use one standard move action or your bonus 5-ft. step to close on a position that provides at least one-half cover, after which you may continue acting without restriction.
- *Retreat (Difference 11–15):* Unless you spend 1 action die to suffer 2d4 stress damage, you must take at least 1 standard move action during each round that you begin adjacent to any opponent, or within the first range increment of any opponent's ranged attack. This move action must take you away from all opponents; if this is not possible, this result elevates to surrender.
- *Rout (Difference 16–20):* Unless you spend 2 action dice to suffer 2d6 stress damage, you must dedicate every action to moving toward the nearest total cover.
- *Surrender (Difference 21+):* Unless you spend 3 action dice to suffer 2d6 stress damage, you may not perform any attack action targeting any opponent, nor take any move action.

Each morale effect lasts until the end of the combat, or until you succeed with a Morale check.

The GC may choose to have any NPC fail a morale check at any time.

Cooperative: No (though the GC may make one morale check for multiple NPCs, applying the same result to each).

Synergy Skills: None.

Retry: No.

Threat: You're as steady as they come. Your error range with each Morale check decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Morale check (whichever comes first).

Critical Success: You're unflappable. You need not make Morale checks for the duration of the current scene.

Error: You're a bundle of raw nerves. Your error range with each Morale check increases by 2. This effect lasts until the end of the current scene or until you succeed with a Morale check (whichever comes first).

Critical Failure: You're an emotional train wreck. You suffer the effect *and* the stress damage listed for the difference between your result and the DC.

TABLE 2.38: MORALE CHECKS

Circumstance	DC/DC Modifier	Error Range Increase
*Trigger Events**		
You're targeted by automatic fire from 2–7 opponents at the same time	15	+0
You're outnumbered by less than 2 to 1	15	+0
1/4 of your group is incapacitated (rounded down)	15	+0
You're outnumbered by 2 to 1 or more, but less than 3 to 1	20	+1
1/2 of your group is incapacitated (rounded down)	20	+1
Enemy force is using 1 tactical weapon	20	+1
You're targeted by automatic fire from 8 or more opponents at the same time	25	+2
You're outnumbered by 3 to 1 or more, but less than 4 to 1	25	+2
3/4 of your group is incapacitated (rounded down)	25	+2
You're outnumbered by 4 to 1 or more, but less than 5 to 1	30	+3
Your superior is incapacitated	30	+3
Enemy force is using 2 or more tactical weapons	30	+3
You're outnumbered by 5 to 1 or more	40	+4
Your superior gives you a suicidal order	40	+4
An opponent scores a Triumph *(see page 97 or 330)*	40	+4
You're surrounded or your situation seems hopeless	50	+5
Your Most Recent Morale Effect (During Same Combat/Scene)		
Success	–5	+0
Withdrawal	+0	+0
Retreat	+5	+0
Rout	+10	+1
Surrender	+20	+3
NPCs' Disposition Toward Their Leader		
Helpful	–20	+0
Supportive	–15	+0
Friendly	–10	+0
Intrigued	–5	+0
Neutral	+0	+0
Aloof	+5	+1
Unfriendly	+10	+2
Hostile	+15	+3
Adversarial	+20	+4

* Apply the base DC and error range modifier for only the most severe trigger event. The GC may rule that a Morale check isn't required when a triggering event poses no palpable threat (e.g. a team of characters in a tank is outnumbered by opponents on foot).

R&R CHECK

(Con; Active; Bribe, Concentration)
1 Hour • Base Error Range 1

This check is used to recover from stress damage on your own. In order to perform this check, you must be located in a quiet, comforting location for the duration of your skill check (per the GC's discretion). This check may never be made during combat or while anyone is performing a Complex Task or Dramatic Conflict in your presence. Alternately, you may splurge on personal amusements — a form of bribe.

Your R&R DC is determined by your current stress condition, as shown on Table 2.34: Mental Recovery *(see page 143)*.

With success, you recover 1d4 stress damage.

With failure, you recover no stress damage.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: None (though Interests are exceptionally helpful — the GC is encouraged to allow a +1 bonus from an Interest with each R&R check).

Retry: No.

Threat: Your skill check requires only 30 minutes.

Critical Success: You recover 2d4 stress damage.

Error: You're anxious, suffering an additional 1d4 stress damage.

Critical Failure: The experience is anything but restful. You suffer an additional 2d4 stress damage.

RESIST IMPRESS CHECK

(Wis; Passive)
1 Free Action • Base Error Range 1

When someone targets you with an opposed Impress skill check, your Resist Impress result opposes his check result. Refer to the relevant Impress skill check description for the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You shrug off the irksome advances. Your error range with each "Resist" check decreases by 2 (minimum 1). This effect lasts until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

Critical Success: You're dedicated to resisting temptation. You keep your current Resist Impress result for the next minute (without rolling). Further, it applies to any "Resist" check you make during this period.

Error: You're swept up in the excitement of the moment. This result operates as if your opponent scored a threat. He may activate this threat as a critical success per the standard rules.

Critical Failure: You're a puddle of shivering adoration. You suffer a –4 penalty with all "Resist" checks and your error range with each of these skill checks increases by 1 until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

RESIST INTIMIDATE CHECK

(Wis; Passive)
1 Free Action • Base Error Range 1

When someone targets you with any opposed Intimidate skill check, your Resist Intimidate result opposes his check result. Refer to the relevant Intimidate skill check description for the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain the strength to stand up for yourself. Your error range with each "Resist" check decreases by 2 (minimum 1). This effect lasts until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

Critical Success: You're dedicated to rising above the opposition. You keep your current Resist Intimidate result for the next minute (without rolling). Further, it applies to any "Resist" check you make during this period.

Error: Something breaks inside you. This result operates as if your opponent scored a threat. He may activate this threat as a critical success per the standard rules.

Critical Failure: You're a puddle of quivering angst. You suffer a –4 penalty with all "Resist" checks and your error range with each of these skill checks increases by 1 until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

SCIENCE (INT — FOCUS SKILL)

The Science skill represents your talent with a number of specialized disciplines, each of which allows you to create a specific type of gear. Each focus is common to anyone who regularly makes use of, or comes into contact with, its gear (e.g. the Super-Science focus is common to gadgeteers, while the Chemistry focus is common to demolitions experts).

Focus Options: Chemistry, Economy, Engineering, Fabrication, Genetics, Mathematics, Pharmacology, Programming, Super-Science.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Any information relating to the focus or the gear it creates (e.g. the Chemistry focus offers insight about the periodic elements as well as laboratory chemicals and bomb parts and techniques).

CHEMISTRY CHECK

(Int; Active or Secret; Complex, Concentration, Gear (Demolitions Kit), Hands-On, Project Investment (By Mechanics Check), Vision)
Time Varies • Base Error Range 1

This skill check may be used to build, modify, repair, or sabotage any acid or explosive (including any bomb), using the standard rules for the relevant Mechanics checks *(see page 139)*.

This check does *not* handle placing/setting explosives *(an attack check — see page 312)*, or disarming bombs *(a Security/Disable check — see page 156)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Cooperative: Per relevant Mechanics skill check.

Synergy Skills: Analysis, Medicine, Science (Mathematics).

Retry: Per relevant Mechanics skill check.

Threat: Per relevant Mechanics skill check.

Critical Success: Per relevant Mechanics skill check.

Error: Per relevant Mechanics skill check.

Critical Failure: Per relevant Mechanics skill check. Further, if the critical failure reduces the number of successful Challenges below 0, you spill the acid or set off the explosive, suffering its full effects.

ECONOMY CHECK

(Int; Active)

1 Month (Take 10/Take 20) • Base Error Range 1

You may use this skill check to build an organization. The base cost to build an organization is $100,000 per Economy check, though you may spend more to improve the chances that each expansion will thrive.

With each expansion (i.e. with each Economy check), your DC, check modifier, and error range are set by the amount of money you invest and the circumstances surrounding the effort, as shown on Table 2.39: Organization Expansion *(see below)*.

If this is the first check made to build any organization, its success establishes the following Ratings: Goals: 1, History: 1, Image: 1, Sites: 1, Tools: 1.

If this is the second or later check made a build any organization, you may increase any one of the organization's Ratings by 1 (e.g. you could raise the organization's Tools from 1 to 2, or its History from 5 to 6). Each organization may possess a maximum value of 10 in each Rating. *For details about using these Ratings in play, see page 389.*

TABLE 2.39: ORGANIZATION EXPANSION

Circumstance	DC/DC Modifier	Check Modifier	Error Range Increase
*Organization's Current Value**			
New organization	15	+0	+0
$50,000–250,000	20	+0	+1
$270,000–$500,000	30	+0	+2
$520,000–$750,000	40	+0	+3
$770,000–$1,000,000	50	+0	+4
Additional Investment			
$25,000	+0	+4	+0
$50,000	+0	+6	+0
$75,000	+0	+8	+0
$100,000	+0	+10	+0

* At any time, each organization has a market value (i.e. street value) equal to $20,000 × the sum of all its Ratings (e.g. an organization with an Goals of 1, a History of 3, an Image of 2, a Sites of 2, and a Tools of 1 has a market value of $180,000).



With failure, you do not create/advance your organization and you recover 1/2 your investment during this Economy check (rounded down).

The flavor of your organization(s) is yours to define, though the GC may prohibit certain options in order to make your organization a part of his setting.

Subsidiaries: When an organization has a minimum of 5 in each Rating, it may "spin off" a subsidiary organization. This reduces each of the organization's Ratings by 2 and creates a new organization that answers to the parent operation. This new organization begins with 1 in every Rating and is built up using the standard Economy check. For more information about organizations in play, consult Infiltration in Chapter 6 *(see page 375)*.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Bureaucracy, Networking, Profession.

Retry: Yes, though you have to pay $100,000 each time.

Threat: You find a cost-cutting measure, spending only 1/2 your investment during this Economy check (rounded down, minimum $50,000).

Critical Success: Your expansion is more effective than you expected. You may increase any two of the organization's statistics by 1 each. You may *not* increase any one Rating by 2.

Error: Through trial and error, you lose most of your investment, recovering only 1/4 your investment during this Economy check (rounded down).

Critical Failure: Your current expansion effort is deeply flawed. Your organization's highest Rating is reduced by 1 (in the case of a tie, you choose the affected rating), and you lose all money invested in the current expansion.



ENGINEERING CHECK

(Int; Active; Complex, Concentration, Gear (Architect's Kit), Hands-On, Vision)
Time Varies • Base Error Range 1

You may use this skill check to erect any structure, such as a trench, fortification, or building. Doing so is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the many smaller projects involved in the construction. The number of Challenges is equal to 1/10 the number of "floor" squares in the structure, including the second and subsequent levels, but not including staircases and other multi-floor surfaces (rounded down, minimum 1). Overcoming each Challenge requires a successful Engineering check with a DC and error range determined by the item's scope and construction, as shown on Table 2.40: Engineering Checks *(see right)*.

With a quick Engineering check, there is no cost to erect each structure but the GC must determine that the construction is possible given the materials available (e.g. you can dig an effective trench pretty much anywhere, but setting up a fortification in a wasteland likely isn't possible). Further, structures erected quickly are temporary, vanishing at the end of the current mission. The time required to quickly erect a structure is 1 minute per 5-ft. square.

With a slow Engineering check, the base cost to erect each structure is equal to $1,000 per 5-ft square. This cost includes all the miscellaneous things required of a structure (e.g. wiring and plumbing), as well as the cost of special equipment needed in the process (e.g. cement mixers and cranes). This cost must be paid only once per construction, unless you suffer an error. Structures erected slowly are permanent, but require 1 week per Challenge to complete.

In either case, once the last Challenge is overcome, the structure is completed.

The Game Control is encouraged to describe each construction as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the growing number of materials, tools, and helpers arriving on site. After the first successful Challenge, the superstructure might appear, while the second and each subsequently successful Challenge might reveal a new addition to the design.

Repairing a Structure: Some or all of a structure may be damaged by an attack or an Athletics/Smash check *(see page 116)*. Repairing a structure costs $250 per 5-ft. square and requires 4 hours per 5-ft. square. No skill check is required to repair a *broken* structure. However, when every 5-ft. square of a structure is *broken*, the structure is *destroyed* and may not be repaired; it must be rebuilt.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Electronics, Mechanics, Science (Fabrication).

Retry: Yes, though if an error destroys your materials, you must pay for them again before you retry.

Threat: You find a cost-cutting measure, gaining back an amount of money equal to 1/4 the structure's total cost (rounded down, minimum $1,000).

Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.

Error: Through trial and error, you destroy a small number of your materials. To continue the current construction, you must pay an additional amount of money equal to 1/4 the structure's total cost (rounded up).

Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*. Further, if the critical failure reduces the number of successful Challenges below 0, the materials are lost and must be replaced if you want to retry the Engineering check.

TABLE 2.40: ENGINEERING CHECKS

Structure	DC/DC Modifier	Error Range Increase
*Scope**		
Up to 10 5-ft. squares	15	+0
11–50 5-ft. squares**	20	+1
51–200 5-ft. squares**	25	+2
201–1,000 5-ft. squares**	30	+3
1,001+ 5-ft. squares**	35	+4
Construction Materials†		
Ice	+2	+3
Dirt	+3	+1
Clay	+4	+1
Glass	+4	+2
Drywall	+6	+0
Wood	+7	+0
Concrete	+12	+0
Stone	+14	+1
Iron	+16	+1
Reinforced Concrete	+18	+1
Steel	+20	+1

* With a multiple-floor structure, count every square on every floor, excluding staircases and other multi-floor surfaces.
** This structure may only be built using a slow Engineering check.
† *For Damage saves and other information about each construction material, see page 216.*

FABRICATION CHECK

(Int; Active or Secret; Complex, Concentration, Gear (Construction Kit), Hands-On, Project Investment (By Mechanics Check), Vision)
Time Varies • Base Error Range 1

This skill check may be used to build, disable, modify, repair, or sabotage any weapon, weapon upgrade, armor, or ammunition, using the standard rules for the relevant Mechanics checks *(see page 139)*.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Cooperative: Per relevant Mechanics skill check.
Synergy Skills: Electronics, Mechanics, Science (Engineering).
Retry: Per relevant Mechanics skill check.
Threat: Per relevant Mechanics skill check.
Critical Success: Per relevant Mechanics skill check.
Error: Per relevant Mechanics skill check.
Critical Failure: Per relevant Mechanics skill check. Further, if the critical failure reduces the number of successful Challenges below 0, you discharge or slip with the weapon, suffering its full damage (if this happens with armor or ammunition, you suffer no ill effect).

GENETICS CHECK

(Int; Active; Complex, Concentration, Hands-On, Project Investment (High))
Time Varies Per Challenge • Base Error Range 1–2

You may use this skill check to create any disease in any *Spycraft 2.0* product. Doing this is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the many smaller projects involved in the disease's development. The number of Challenges is equal to 1/3 the disease's highest save DC (rounded down, minimum 2). Overcoming each Challenge requires a successful Genetics check with a DC and error range determined by the disease's complexity, as described in Chapter 4 *(see page 224)*.

Alternately, you may use this skill check to create an original disease. This is also a Complex Task involving 2–10 Challenges, as shown on Table 2.41: Contagion Invention *(see page 153)*. Overcoming each Challenge requires a successful Genetics check with a base DC of 20 and error range of 1–2. The DC and error range are modified the by the desired effects, also as shown on Table 2.41.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

You may reduce your Genetics DC by 5 and error range by 1 each time you increase the money and time dedicated to the project by their minimums. This may not reduce your DC below 20 or your error range below 1–2.

Example: A new disease with a Primary Onset Time of 1d4 days, a Primary Save DC of 26, a Primary Damage/Effect of 1d2 Con damage, and a Secondary Damage/Effect of 1d4 Con damage has a DC of 70, an error range of 1–9, and takes 4d4 months and costs $500,000 per Challenge to culture. Reducing the Genetics DC to 65 and the error range to 1–8 takes 4d4 × 2 months and costs $1,000,000 per Challenge, reducing the Genetics DC to 60 and the error range to 1–7 takes 4d4 × 3 months and costs $1,500,000 per Challenge, and so on.

Once the last Challenge is overcome, the disease is completely developed. You must determine the delivery method upon completion. Each disease may be delivered by ingestion, contact/injury, or inhalation *(see page 335)*.

The Game Control is encouraged to describe each development as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the lab coming together. After the first successful Challenge, data and test evidence might appear, while the second and each subsequently successful Challenge might reveal new properties or side effects of the disease.

New Diseases as Gear: Once a disease is created, it becomes a new item on the Tradecraft gear table for the character who created it and each member of his team. The disease's Caliber is equal to 1/2 the number of Challenges required to culture it (rounded up).

Growing Food: You may also use this skill check to grow food. This is a 1-month Genetics check against no DC, the result of which is the number of man-days' worth of food produced. This check has no cost. With a threat, the check's time requirement drops to 2 weeks, and with an error, it rises to 2 months. With a critical success, you gain a number of man-days' worth of food equal to 2 × your result. With a critical failure, however, you waste the time with no yield.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).
Synergy Skills: Medicine, Science (Chemistry), Science (Pharmacology).
Retry: Yes, but the error range increases by 2 each time you try. Unlike most skill check error range modifiers, those for the Genetics check linger until each Challenge is accomplished.
Threat: You attempt the Challenge in 1/2 the standard time (rounded down, minimum 1 day).
Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.
Error: You are accidentally exposed to an early culture and suffer your contagion's lowest secondary damage effect. You may not save to avoid this injury.
Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*. Further, if the critical failure reduces the number of successful Challenges below 0, the materials are lost and must be replaced if you want to retry the Genetics check.

MATHEMATICS CHECK

(Int; Active; Complex, Concentration, Gear (Computer), Project Investment (High), Vision)
Time Varies Per Challenge • Base Error Range 1–2

You may use this skill check to create codes. Creating a code is a Complex Task *(see page 99)*, though instead of working to overcome Challenges, you're working to set them up, weaving algorithms, analogues, and other tricks into the code along the way.

Setting each Challenge up requires a Mathematics check with no DC and an error range of 1–2.

You may continue to set up Challenges until you score a result of 20 or less, suffer a critical failure, or settle on your last Challenge. However, your error range rises by 1 each time you retry a Challenge, or set up a new Challenge.

TABLE 2.41: CONTAGION INVENTION

Grade	Desired Effect	Number of Challenges	DC/DC Modifier	Error Range Increase
Primary Phase — Onset Time				
1	1d4 years (disease) or 1d4 days (poison)	0	+0	+0
2	3d4 months (disease) or 3d4 hours (poison)	1	+0	+0
3	2d4 months (disease) or 2d4 hours (poison)	1	+5	+0
4	1d4 months (disease) or 1d4 hours (poison)	1	+5	+1
5	2d4 weeks (disease) or 2d4 minutes (poison)	1	+10	+1
6	1d4 weeks (disease) or 1d4 minutes (poison)	1	+10	+2
7	3d4 days (disease) or 3d4 rounds (poison)	2	+15	+2
8	2d4 days (disease) or 2d4 rounds (poison)	2	+15	+3
9	1d4 days (disease) or 1d4 rounds (poison)	2	+20	+3
Primary Phase — Save DC				
1	DC 12	0	+0	+0
2	DC 14	1	+0	+0
3	DC 16	1	+5	+0
4	DC 18	1	+5	+1
5	DC 20	1	+10	+1
6	DC 22	1	+10	+2
7	DC 24	2	+15	+2
8	DC 26	2	+15	+3
9	DC 28	2	+20	+3
Primary and Secondary Phases — Damage/Effect				
1	1 attribute damage*Ω or 1d4 lethal damage	1	+0	+0
2	1d2 attribute damage* or 1d6 lethal damage	1	+5	+0
3	1d3 attribute damage* or 2d4 lethal damage	1	+5	+1
4	1d4 attribute damage* or 2d6 lethal damage	1	+10	+1
5	1d6 attribute damage* or 3d6 lethal damage	1	+10	+2
6	1d8 attribute damage* or 4d6 lethal damage	2	+15	+2
7	1d12 attribute damage* or 5d6 lethal damage	2	+15	+3
8	2d6 attribute damage* or 6d6 lethal damage	2	+20	+3
1	*Bleeding* (until stopped)**	1	+0	+0
1	*Fatigued* (until lost as standard)	1	+5	+0
2	*Drunk*†	1	+5	+1
2	*Frightened*†	1	+5	+1
3	*Fixated*†	1	+5	+1
3	*Deafened*†	1	+5	+1
4	*Baffled*†	1	+10	+1
4	*Blinded*†	1	+10	+1
5	*Nauseated*†	1	+10	+2
5	*Sickened*†	1	+10	+2
6	*Exhausted*†	2	+15	+2
6	*Paralyzed*†	2	+15	+2
7	*Dazed*†	2	+15	+3
7	*Enraged*†	2	+15	+3
7	*Stunned*†	2	+15	+3
7	*Incompetent*†	2	+20	+3
8	*Frenzied*†	2	+20	+3
8	*Unconscious*†Δ	2	+20	+3
9	*Drained* (1 level)Δ	4	+30	+4
Special Effects				
—	Contagious *(see page 335)*	0	+10	+2
—	Earned immunity (may only target a character once)	0	–10	–1

How To Use This Table: Four choices are made at the start of any Genetics Complex Task — Primary Onset Time, Primary Save DC, Primary Damage/Effect, and Secondary Damage Effect. Each contagion features only one Primary Onset Time and one Primary Save DC; any number of Damage/Effects may be included in either phase (minimum one per phase). The number of Challenges required to complete the Task, as well as each Challenge's DC and error range, is determined by summing the modifiers provided by each of these choices.

The Secondary Onset Time is automatically 2 grades higher (i.e. faster) than the Primary Onset Time (maximum grade 9). For each grade that you reduce the Secondary Onset Time, the Genetics check DC decreases by 5 and its error range decreases by 1.

The Secondary Save DC is automatically 1 grade higher than the Primary Save DC (maximum grade 9). For each grade that you reduce the Secondary Save DC, the Genetics check DC decreases by 5 and its error range decreases by 1.

No Genetics Complex Task may involve more than 10 Challenges. Contagions requiring more than 10 Challenges are theoretically impossible.

* You may make half of this damage permanent by adding +10 to the DC, +2 to the error range, and doubling the time required. You may make all of this damage permanent by adding +20 to the DC, +4 to the error range, and quadrupling the time required.

** Even after the bleeding is stopped, there is a 1 in 6 chance per hour thereafter that it begins again.

† The base duration for any condition inflicted by a contagion is 1d6 days (if a disease) or 1d6 rounds (if a poison). This duration may be increased to 1d6 weeks (if a disease) or 1d6 minutes (if a poison) by adding 2 Challenges and increasing the DC by +15; alternately, it may be increased to 1d6 months (if a disease) or 1d6 hours (if a poison) by adding 4 Challenges and increasing the DC by +30.

Δ These effects may not be chosen as part of the Primary Phase Damage/Effect.

Ω The second and each subsequent time this Damage/Effect is applied during the same Phase, the DC increases by 5 and the error range each increase by 1.

Example: Kevin scores a Mathematics result of 22 with his first Mathematics check. Wanting a higher result, he retries the check. This increases his error range to 1–3. After scoring a 31, he moves on to the second Challenge, for which his error range rises to 1–4. If he retries the second check as well, his error range rises to 1–5; if he sets up a third Challenge thereafter, his error range rises to 1–6, and so on.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

Once you're done creating a code, or at any time during its development, you may use it to encrypt something (e.g. a document, a radio transmission, etc.). A completed code's Power Rating is equal to the number of Challenges set up when creating it. Each person who tries to crack the code must make a number of Analysis/Decipher Challenges equal to the number of Mathematics checks made to create it. Each Decipher check is made against a DC equal to *the lowest single result you scored when creating the code*. Further, the base error range of each Decipher check is equal to 1/2 the number of Challenges you set up (minimum 1).

Example: Kevin closes his code out at 4 Challenges. His Mathematics results along the way were 32, 28, 25, and 18. When someone later tries to crack the code, they must make 4 successful Decipher checks (DC 18). Each of these checks has an error range of 1–2.

If a person trying to crack one of your codes suffers an error with any of his Decipher checks, you may always spend 1 action die to activate it as a critical failure, even when you're not present.

When making a Mathematics check, the monetary investment is $0.

New Codes as Gear: Once a code is created, it becomes a new item on the Tradecraft gear table for the character who created it and each member of his team. The code's Caliber is equal to 1/2 the number of Challenges required to create it (rounded up).

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Analysis, Computers, Manipulate, Science (Super-Science).

Retry: *See skill check description.*

Threat: You find new ways to confound potential code-crackers. Your error range with each Mathematics check made when creating the same code decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Mathematics check (whichever comes first).

Critical Success: You not only set up the current Challenge, you also set up the next, each with the same result (to a maximum of 10 Challenges, or your computer's Power Rating, whichever is lower). Further, at a cost of 2 additional action dice, you may spend 1 die and boost the lowest Mathematics result you've made to create the code by the action die's result.

Error: You think you find new ways to confound potential code-crackers — but you're wrong. Your error range with each Mathematics check made when creating the same code increases by 2.

Critical Failure: You can make no further progress with the same code — it's as secure as it's going to get.

PHARMACOLOGY CHECK

(Int; Active; Complex, Concentration, Hands-On, Project Investment (Low))

Time Varies Per Challenge • Base Error Range 1

You may use this skill check to create any drug or poison in any *Spycraft 2.0* product. Doing this is a Complex Task *(see page 99)*, requiring you to overcome 1–10 "Challenges" representing the many smaller projects involved in the drug or poison's development. The number of Challenges is equal to 1/3 the poison's highest save DC (rounded down, minimum 2). Overcoming each Challenge requires a successful Pharmacology check with a DC and error range determined by the drug or poison's complexity, as described in Chapter 4 *(see page 224)*.

Alternately, you may use this skill check to create an original poison. This is also a Complex Task involving 2–10 Challenges, as shown on Table 2.41: Contagion Invention *(see page 153)*. Overcoming each Challenge requires a successful Pharmacology check with a base DC of 20 and error range of 1. The DC and error range are modified by the by the desired effects, also as shown on Table 2.41.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

You may reduce your Pharmacology DC by 5 and error range by 1 each time you increase the money and time dedicated to the project by their minimums. This may not reduce your DC below 20 or your error range below 1–2.

Example: A new poison with a Primary Onset Time of 1d4 rounds, a Primary Save DC of 26, a Primary Damage/Effect of 1d2 Con damage, and a Secondary Damage/Effect of 1d4 Con damage has a DC of 70, an error range of 1–9, and takes 4d4 minutes and costs $1,000 per Challenge to develop. Reducing the Pharmacology DC to 65 and the error range to 1–8 takes 4d4 × 2 minutes and costs $2,000 per Challenge; reducing the Pharmacology DC to 60 and the error range to 1–7 takes 4d4 × 3 minutes and costs $3,000 per Challenge, and so on.

Once the last Challenge is overcome, the poison is completely developed. You must determine the delivery method upon completion. Each poison may be delivered by ingestion, contact/injury, or inhalation *(see page 335)*.

The Game Control is encouraged to describe each development as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the lab coming together. After the first successful Challenge, data and test evidence might appear, while the second and each subsequently successful Challenge might reveal new properties or side effects of the poison.

New Poisons as Gear: Once a poison is created, it becomes a new item on the Tradecraft gear table for the character who created it and each member of his team. The poison's Caliber is equal to 1/2 the number of Challenges required to brew it (rounded up). When a poison created by a team member is gained with a gear pick, the character choosing it acquires 3 uses of the poison.

Creating a Vaccine: Every vaccine targets a specific disease. Creating a vaccine is a Complex Task with the same DC, error range, and number of Challenges as the Science (Genetics) check made to create the target disease. All rules for making a Science (Genetics) check apply, but the Science (Pharmacology) focus is used instead. Using a vaccine automatically cures the target disease.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Medicine, Science (Chemistry), Science (Genetics).

Retry: Yes, but the error range increases by 2 each time you try. Unlike most skill check error range modifiers, those for the Pharmacology check linger until each Challenge is accomplished.

Threat: You attempt the Challenge in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.

Error: You are accidentally exposed to an early iteration of the drug or poison and suffer its lowest secondary damage effect. You may not save to avoid this injury. If you're developing a vaccine, you are instead exposed to the disease you're working to stop, suffering its lowest secondary damage effect.

Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*. Further, if the critical failure reduces the number of successful Challenges below 0, the materials are lost and must be replaced if you want to retry the Pharmacology check.

PROGRAMMING CHECK

(Int; Active; Complex, Concentration, Gear (Computer), Hands-On, Project Investment (Medium))

Time Varies Per Challenge • Base Error Range 1

This skill check may be used to script any computer software, using the standard rules for the Mechanics skill's Build check *(see page 139)*. The one exception to this check's rules is that there is no cost to program software other than time.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Programming check, the monetary investment is $0.

Cooperative: Per Mechanics/Build skill check.

Synergy Skills: Analysis, Computers, Science (Mathematics), Science (Super-Science).

Retry: Yes.

Threat: The time required to attempt the Challenge is reduced to 1/2 current (rounded down, minimum 1 hour).

Critical Success: Per Mechanics/Build check.

Error: The time required to attempt the Challenge is doubled.

Critical Failure: Per Mechanics/Build check.

SUPER-SCIENCE CHECK

(Int; Active; Complex, Concentration, Hands-On, Project Investment (High))

Time Varies Per Challenge • Base Error Range 1–2

You may use this skill check to create any gadget possible with the options in any *Spycraft 2.0* product. Doing this is a Complex Task involving 1–10 Challenges, representing the many smaller projects involved in the construction. The number of Challenges is equal to twice the item's Caliber (e.g. a Caliber I item involves 2 Challenges, a Caliber II item involves 4 Challenges, etc.). Overcoming each Challenge requires a successful Super-Science check with a base DC of 20 and error range of 1–2. Each housing option and desired effect may also modify this DC and error range. Housing options and effects are cumulative when calculating the number of Challenges, DC, and error range.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*.

You may reduce your Super-Science DC by 5 and error range by 1 each time you increase the money and time dedicated to the project by their minimums. This may not reduce your DC below 20 or your error range below 1–2.

Example: A new gadget whose combined options generate a Super-Science DC of 60 and error range of 1–6 takes 4d4 months and costs $500,000 per Challenge to develop. Reducing the Super-Science DC to 55 and the error range to 1–5 takes 4d4 × 2 months and costs $1,000,000 per Challenge; reducing the Pharmacology DC to 50 and the error range to 1–6 takes 4d4 × 3 months and costs $1,500,000 per Challenge, and so on.

Once the last Challenge is overcome, the gadget is completely developed.

You may attempt no more than 10 Challenges to build any gadget; gadgets requiring more than 10 Challenges are (theoretically) impossible. Further, no gadget constructed with this check may violate the basic rules and limitations for gadgets *(see page 278)*.

The Game Control is encouraged to describe each development as it happens, making it a backdrop item throughout the process. Leading up to the first successful Challenge, for instance, the GC might mention the lab coming together. After the first successful Challenge, data and test evidence might appear, while the second and each subsequently successful Challenge might gradually reveal the gadget's uses in action.

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers, Electronics, Mechanics, Science (Fabrication), Science (Mathematics).

Retry: Yes, but the error range increases by 2 each time you try. Unlike most skill check error range modifiers, those for the Super-Science check linger until each Challenge is accomplished.

Threat: The time required to attempt the Challenge is reduced to 1/2 standard (rounded up, minimum 1 week).

Critical Success: You make impressive progress *(see Complex Tasks, page 99)*.

Error: Even if your project involves no combustibles, you somehow manage to become Ground Zero for an explosion that inflicts 1d6 explosive damage per Challenge completed and a blast increment of 1.

Critical Failure: You realize your initial design is flawed in some fashion and have to backtrack a bit *(see Complex Tasks, page 99)*. Further, if the critical failure reduces the number of successful Challenges below 0, the materials are lost and must be replaced if you want to retry the Super-Science check.

SEARCH (INT)

The Search skill spotlights small-scale inspections, undertaken in a brief time solely with your primary physical senses. This skill is used to *intentionally* detect things. The word "intentionally" is critical here — unlike Notice (which is a passive skill requiring no time to use), Search offers more control at the expense of a time investment. The Perception check is a full action, but pays off with all the benefits of active skill use *(see page 89)*.

This skill is common to assassins, who practice a variety of techniques for locating their hapless prey. It is also common among special operations troops, whose strategic attacks are legendarily precise.

Special Note: Unless you spend 1 full action actively using this skill's Perception check, you **must** use the Notice/Awareness check when determining whether you detect someone or something.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Common methods someone might use to review an area (including the quickest); frisking techniques; the seven hiding places that will defeat a strip search; how to toss a room without letting anyone know you were there; invisible inks through history; last week's episode of *CSI*.

PERCEPTION CHECK

(Int; Active; Hearing, Vision)
1 Full Action • Base Error Range 1

When someone actively tries to escape your detection, your Perception result opposes his Sneak/Hide result; otherwise, your Perception result opposes his Blend/Stealth result.

When an item is hidden in any 30-ft. × 30-ft. area you're searching, your Perception result opposes the Sneak/Stash Item result generated when the item was concealed, as appropriate to the surrounding terrain.

When an item is hidden on the person of an adjacent character you're "frisking," your Perception result opposes the Sleight of Hand/Stash Item result generated when the item was concealed.

When you encounter a disguised person or forged item (and pay at least marginal attention to it), your Perception result opposes the Falsify/Disguise or Falsify/Forgery result generated when the disguise or forgery was created.

Refer to the skill description for the relevant opposing check to determine your Perception check modifier, error range, and the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain a keen sense of your surroundings. When making an Awareness or Perception check, your result cap increases by 5 and your error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail an Awareness or Perception check (whichever comes first).

Critical Success: You're a hawk, aware of everything around you. You keep your current Perception result for the next minute (without rolling).

Error: You're distracted. Your Awareness and Perception result caps are decreased by 5 and your Awareness and Perception error ranges are increased by 1 until the end of the current scene, or until you succeed with an Awareness and Perception check (whichever comes first).

Critical Failure: You've oblivious. You may not attempt another Awareness or Perception check until the end of the current scene.

SECURITY (INT)

The Security skill is used to install and disable security devices and traps (including locks and explosives). It is not used to collect information with these security devices, however, as this is almost always the purview of Notice and Search, as appropriate. This skill is common to guards, private investigators, and thieves.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Security systems (and their strengths, weaknesses, and limits); alarm and security procedures; privacy and surveillance laws; capabilities of non-alarm sensors (e.g. smoke detectors); camera and surveillance gear information (e.g. digital vs. film, SLR vs. dual-lens); framing effective shots.

DISABLE CHECK

(Int; Secret; Concentration, Cross-Check, Gear (Electronics or Mechanics Kit), Grasp, Hands-On, Project Investment (Low), Vision)
Time Varies • Base Error Range 1

You may use this skill check to disable any piece of electronic or mechanical security gear in any *Spycraft 2.0* product, including any explosive. When disabling (opening) a lock, a lockpicking kit is required. When disabling (disarming) a bomb, a demolitions kit is required. In all other cases, either an electronic or mechanics kit is required, as appropriate to the target device.

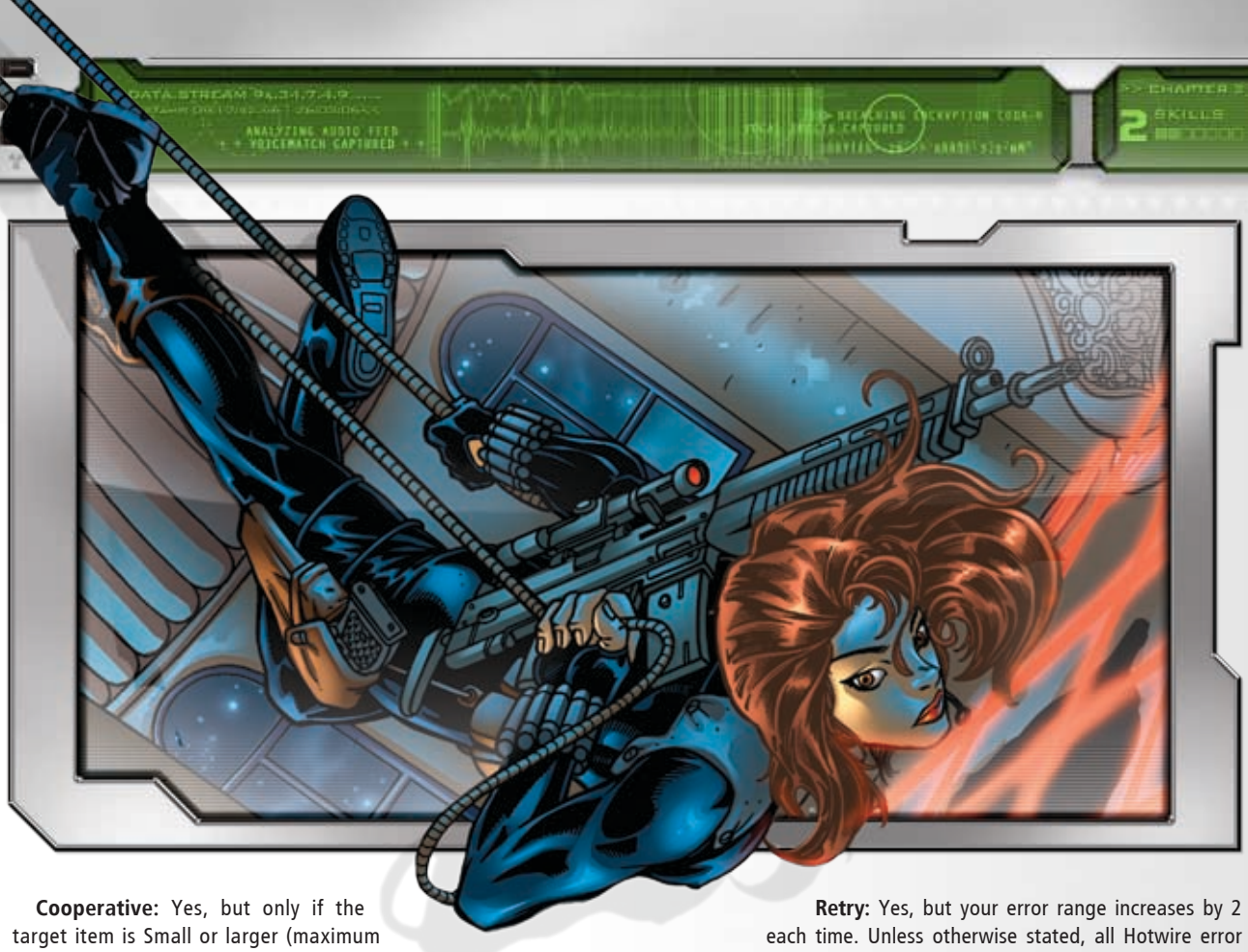
When an attack is made to disable an item, the time required to make the attack *is added to* the time required to make this check (the Disable check is made once you have your hands on the device).

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. When making a Disable check, the monetary investment is $0.

Your Disable check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4. There is no DC, however; instead, your result becomes the damage against which the target item must make a Damage save *(see page 224)*. If the item fails its save, it is disabled (though not *broken*).

Finally, when disabling an item is sufficiently risky or pivotal, the GC may opt to use the Complex Task rules instead of this streamlined check.

Security Power Ratings: When a security item has a Power Rating of 2 or more, a Disable check made against it becomes a Complex Task with a number of Challenges equal to the Power Rating.



Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers (when targeting any computerized security device), Electronics (when disabling any electronic security device), Mechanics (when disabling any mechanical security device), Science (Chemistry) (when disabling an explosive security device), Science (Fabrication) (when disarming a security weapon).

Retry: Yes, but because the check is secret, you may be replacing a better result.

Threat: You disable the device in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: You disable the device in 1/4 the standard time (rounded down, minimum 1 half action).

Error: The item need not make a Damage save against the result of your check. Also, if the device is linked to a security system, an alarm is triggered or security device is activated *(see page 437)*.

Critical Failure: In addition to the effects of an error, you cannot disable the item. Further, any attempts you make to test that the item is disabled show that you have succeeded in disabling the device until an opponent successfully uses the item, or until the end of the scene.

HOTWIRE CHECK

(Int; Active; Hands-On)
4 Full Actions (Take 10/Take 20) • Base Error Range 1

With a successful Hotwire check against a vehicle's Complexity DC, you start the vehicle.

Cooperative: No.

Synergy Skills: Computers (when targeting any computerized ignition), Electronics (when targeting any electronic ignition), Mechanics (when targeting any mechanical ignition), Streetwise.

Retry: Yes, but your error range increases by 2 each time. Unless otherwise stated, all Hotwire error ranges reset at the start of each scene.

Threat: You hotwire the car in 1/2 the standard time (rounded down, minimum 1 full action).

Critical Success: You hotwire the car in 1/4 the standard time (rounded down, minimum 1 half action).

Error: The ignition is damaged and the vehicle can no longer be started with the keys. The ignition must be taken apart, requiring a second Hotwire check with a DC equal to the first check's DC +10. This second check requires a base time of 1 minute.

Also, if the ignition is linked to a security system, an alarm is triggered or security device is activated *(see page 437)*.

Critical Failure: You may not attempt another Hotwire check targeting the same vehicle (though someone uninvolved in the current check may do so).

Also, if the ignition is linked to a security system, an alarm is triggered or security device is activated *(see page 437)*.

INSTALLATION CHECK

(Int; Active; Concentration, Gear (Electronics or Mechanics Kit), Hands-On, Project Investment (Medium), Vision)
Time Varies • Base Error Range 1

You may use this skill check to install any electronic or mechanical security device or system featured in any *Spycraft 2.0* product. This check does *not* handle placing/setting explosives — that activity requires an attack check *(see page 312)*.

An electronic or mechanics kit is required, as appropriate to the target device.

The item's complexity determines this check's time requirement and cost, as shown on Table 2.8: Project Investments *(see page 102)*. Your Installation check's error range is also determined by the item's complexity, as shown on the item tables in Chapter 4.

With success against the device's Complexity DC, the device is installed properly and ready for use. If the device is a sensor, you must determine where its alerts are issued and what happens when an alert is triggered *(see page 437)*.

With failure, you cannot install the device or system (though someone uninvolved in the current check may try to do so).

Finally, when a security installation is sufficiently invasive or labor-intensive, the GC may opt to use the Complex Task rules instead of this streamlined check.

Cooperative: Yes, but only if the target item is Small or larger (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Computers (when installing any computerized security device), Electronics (when installing any electronic security device), Mechanics (when installing any mechanical security device), Science (Fabrication) (when installing a security weapon).

Retry: Yes.

Threat: You complete the installation in 1/2 the standard time (rounded down, minimum 1 half action).

Critical Success: The security system's Power Rating is increased by 1 (maximum 10).

Error: Through trial and error, or simple mishap, you destroy some of your materials. To continue the current construction, you must pay an additional amount of money equal to 1/2 the money invested in the check (rounded up).

Critical Failure: The GC may spend 1 or more action dice to worsen the device or system's performance, increasing its error range by a number equal to the action dice spent (maximum error range increase +4). Though it can still be used, the item is considered *broken*. If it is repaired, its original error range is restored *(see page 141)*.

SENSE MOTIVE (WIS/CHA)

The Sense Motive skill focuses on second-guess people and pick up on subtle clues and inferences. It's used to detect lies, convey and understand hidden signals and brief messages, and resist manipulation. It is common to negotiators and those who rely upon a keen understanding of human behavior.

Combat Actions: Anticipate *(see page 354)*.

Dramatic Conflict: None.

Sample Knowledge: Common tells; basic behavioral science; psychology.

DETECT LIE CHECK

(Wis; Passive; Hearing, Vision)
1 Free Action • Base Error Range 1

When someone tries to lie to you, your Detect Lie result opposes his Bluff/Deception result. Refer to the Bluff skill description to determine your Detect Lie check modifier, error range, and the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain a keen sense of the target. When making a Detect Lie check against the same target, your base error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail a Detect Lie check against the same target (whichever comes first).

Critical Success: Nothing fishy is getting by you. You keep your current Detect Lie result for the next minute (without rolling). Further, you learn one thing the target fears, is protecting, or that otherwise motivates him (e.g. he's brainwashed or otherwise not in control of his own actions).

Error: You can't get a read on the target. When making a Detect Lie check against the same target, your base error range increases by 2. This effect lasts until the end of the current scene, or until you succeed with a Detect Lie check against the same target (whichever comes first).

Critical Failure: You've oblivious. You may not attempt another Detect Lie check against the same target until the end of the current scene. Further, you incorrectly identify one thing the target fears, is protecting, or that otherwise motivates him.

INNUENDO CHECK

(Cha; Secret; Disposition, Language, Vision)
Time Varies (Take 10 with permission) • Base Error Range 1

You may use this check to convey or receive (and understand) a secret message.

Conveying a message involves a combination of body language, doubletalk, hand signals, and your own personal code, and attaches the Hands-On tag to this skill check.

In order for a message to be conveyed and understood, the character sending it and each character to receive it must make an Innuendo check against the same DC and with the same error range, as shown on Table 2.42: Innuendo Checks *(see page 159)*.

With a successful Innuendo check to convey a message, every recipient with a successful Innuendo check understands the message. With failure, every recipient with a successful Innuendo check knows there was a message, but can't make sense of it.

Any potential recipient who fails his Innuendo check doesn't notice there was a message at all.

The GC may spend 1 or more action dice to prompt any NPC with line of sight to the conveying character (including hostile ones) to make an Innuendo check. With success against the DC, the NPC notices and understands the message.

Cooperative: No.

Synergy Skills: Blend, Impress, Networking.

Retry: Yes if communicating; no if receiving.

Threat: You discover a rhythm with the others making the Innuendo check. You keep your current Innuendo check when interacting with the same character for the next minute (without rolling).

Critical Success: You're inside the others' heads. You keep your current Innuendo check when interacting with the same character for the duration of the current scene (without rolling).

Error: The message is lost in the translation, but comes out as another plausible — and humorous or distracting — statement (per the GC's discretion).

Critical Failure: The message is lost in the translation, but comes out as another plausible — and insulting — statement (per the GC's discretion).

TABLE 2.42: INNUENDO CHECKS

Message Complexity	Required	Time DC	Error Range Increase
Simple message ("The mercenary has a radio.")	1 free action	15	+0
Average message ("There are three assassins — one behind each pillar in the room.")	1 half action	20	+1
Detailed message ("Get the hostages to the life rafts. I'm going to the bridge to take down Fa'la")	1 full action	30	+2
Monologue	Impossible	Impossible	Impossible

RESIST MANIPULATE CHECK

(Wis; Passive)

1 Free Action • Base Error Range 1

When someone targets you with an opposed Manipulate skill check, or as part of a crowd with an opposed Networking skill check, your Resist Manipulate result opposes his check result. Refer to the relevant Manipulate skill check description for the effects of standard success or failure. The results of a threat, critical success, error, or critical failure follow.

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You see the goading for what it is. Your error range with each "Resist" check decreases by 2 (minimum 1). This effect lasts until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

Critical Success: You're impervious to the endless personal attacks. You keep your current Resist Manipulate result for the next minute (without rolling). Further, it applies to any "Resist" check you make during this period.

Error: Something dark is growing within you, and one of your eyes has started to twitch. This result operates as if your opponent scored a threat. He may activate this threat as a critical success per the standard rules.

Critical Failure: You're a tower of rage. You suffer a –4 penalty with all "Resist" checks and your error range with each of these skill checks increases by 1 until the end of the current scene, or until you succeed with one of these checks (whichever comes first).

SLEIGHT OF HAND (DEX)

The Sleight of Hand skill is used to conceal actions (like picking a pocket), stash items on your person, and use items on another character's person. This skill is common to card sharks and other gamblers, as well as petty thieves and double agents.

Combat Actions: Feint *(see page 357)*.

Dramatic Conflict: None.

Sample Knowledge: Magic tricks; search and seizure laws; flashy but useless poker chip manipulation; siteswap terminology for juggling.

CONCEAL ACTION CHECK

(Dex; Secret)

1 Free Action • Base Error Range 1–2

This check is made simultaneously with one other action you wish to conceal (e.g. picking someone's pocket, dealing from the bottom of a deck, slipping a tracking device into another character's clothes, etc.). If the action involves an item, this check is only possible with an object at least 2 Size categories smaller than you (i.e. Tiny, assuming you're Medium).

If an observer is actively watching you or the 30-ft. × 30-ft. area in which you're located (whether they're looking for a concealed action or not), your Conceal Action result opposes the observer's Search/Perception result; otherwise, your Conceal Action result opposes his Notice/Awareness result.

Your check modifier and error range — as well as those of the observer — are modified as shown on Table 2.43: Action/Item Detection *(see page 160)*.

If your Conceal Action result exceeds the observer's check result, your action escapes detection; otherwise, the observer spots it.

Finding Multiple Items: If more than one action is concealed in the same 30-ft. × 30-ft. area, the same Notice/Awareness or Search/Perception result is compared against each Conceal Action result in turn, from lowest to highest (i.e. the observer finds the item with the lowest Conceal Action result first).

Cooperative: Yes (max. helpers equal to your Cha bonus, min. 0), but only when 2 or more characters are taking the action to be concealed (e.g. passing an object from one character to another).

Synergy Skills: Blend, Bluff, Impress.

Retry: Yes, but your error range increases by 2 each time. Also, because the check is secret, you may be replacing a better result.

Threat: You gain a sense of the location. When making a Conceal Action check in the same 30-ft. × 30-ft. area, your base error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail a Conceal Action check in the same 30-ft. × 30-ft. area (whichever comes first).

Critical Success: You keep your current Conceal Action result for the next minute (without rolling).

Error: Your fumbling costs you not only secrecy, but also success. The target action fails.

Critical Failure: You're all thumbs. The target action fails *and* you cannot make another Conceal Action check until you move at least 30 ft. from your current position, or until the end of the current scene (whichever comes first).

STASH ITEM CHECK

(Dex; Active; Hands-On)

1 Half Action • Base Error Range 1

This skill check is used to conceal an item on your person, or the person of another character. This is only possible with objects at least 1 Size category smaller than the target character (i.e. Small for most Medium *Spycraft* characters).

If an observer actively frisks or otherwise inspects the person concealing the item (whether they're looking for the item or not), your Stash Item result opposes the observer's Search/Perception result;

otherwise, your Stash Item result opposes his Notice/Awareness.

Your check result and error range — as well as those of the observer — are modified as shown on Table 2.43: Action/Item Detection *(see below)*.

If your Stash Item result exceeds the observer's check result, the item escapes detection, gaining the *hidden* condition against him *(see page 342)*; otherwise, the observer spots it (and any *hidden* condition is lost).

Finding Multiple Items: If more than one item is concealed on one person, the same Notice/Awareness or Search/Perception result is compared against each Stash Item result in turn, from lowest to highest (i.e. the observer finds the item with the lowest Stash Item result first).

Retrieving a Stashed Item: Once an item is stashed, a character must spend 1 full action to retrieve it.

Cooperative: No.

Synergy Skills: Blend, Bluff, Search.

Retry: No.

Threat: You locate an excellent hiding place. When making a Stash Item check to conceal an item on the same person, your base error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail a Stash Item check targeting the same character (whichever comes first).

Critical Success: You find the perfect hiding place in no time. Your Stash Item check requires only 1 free action.

Error: The attempt to hide the item fails with a result of 0.

Critical Failure: You can't seem to find a place to hide the object. You cannot make another Stash Item check to conceal an object in the same 30 ft. × 30 ft. area during the current scene.

TABLE 2.43: ACTION/ITEM DETECTION

Action/Situation	Check Modifier*	Error Range Increase*
*Action***		
Free action	+0/–4	+0/+1
Half action	+0/+0	+0/+0
Full action	–4/+0	+1/+0
More than 1 full action, up to a minute	–6/+0	+2/+0
1–4 minutes	–8/+0	+3/+0
5 or more minutes	–10/+0	+4/+0
Item Size†		
Not Medium	Per Table 5.13: Size Modifiers *(see page 347)*	
Scenery		
Obscuring terrain (e.g. thick forest, creative office, busy party)	+0/–6	+0/+2
Cluttered terrain (e.g. thin forest, efficient office)	+0/–4	+0/+1
Sparse terrain (e.g. well lit, with few obstructions)	–4/+0	+1/+0
Barren terrain (e.g. desert or open snowfield during daytime)	–8/+0	+3/+0
Quiet terrain (e.g. plush carpet, sound-proofed room)	+0/–2	+0/+0
Loud terrain (e.g. dry leaves, gravel, metal plates)	–2/+0	+0/+0
Stashed item blends with background scenery	+0/–2	+0/+0
Stashed item clashes with background scenery	–2/+0	+0/+0
Observer does not have line of sight to stashed item	+0/–10	+0/+2
Scenery between observer and noisy stashed item is 1 in. thick	+0/–4	+0/+1
Scenery between observer and noisy stashed item is 2–6 in. thick	+0/–6	+0/+2
Scenery between observer and noisy stashed item is 7–11 in. thick	+0/–8	+0/+3
Scenery between observer and noisy stashed item is 1–2 ft. thick	+0/–10	+0/+4
Scenery between observer and noisy stashed item is more than 2 ft. thick	††	††
Distance		
Per 30 ft. between observer and closest concealed action or item	+0/–2	+0/+0
Senses		
Observer is *deafened*	+/–2	+0/+0
Observer is *blinded*	+0/–6	+0/+2
Observer is *blinded* **and** *deafened*	††	††
Distraction		
Minor (e.g. nearby explosion inflicting up to 20 points of damage with Ground Zero within 30 ft.; 10-ft. × 10-ft. fire)	+0/–2	+0/+0
Moderate (e.g. nearby explosion inflicting 21–40 points of damage with Ground Zero within 30 ft.; 30-ft. × 30-ft. fire)	+0/–4	+0/+1
Major (e.g. nearby explosion inflicting 41 or more points of damage with Ground Zero within 30 ft.; 60-ft. × 60-ft. fire)	+0/–8	+0/+3

* Apply the modifiers to the left of each slash to the concealing character, and the modifiers to the right of each slash to the observer.
** This modifier applies only when concealing an action.
† This modifier applies only when stashing an item.
†† The action automatically goes unnoticed.

SNEAK (DEX/CHA)

The Sneak skill is used to avoid being *seen* or *heard*, and to hide objects in the surrounding scenery. Unlike Blend (which is a passive skill requiring no time to use), Sneak offers more control at the expense of a time investment. Sneak's primary check is a full action, but pays off with all the benefits of active skill use *(see page 89)*.

This skill is common to assassins, who practice a variety of techniques for lingering just out of sight until they can bring their lethal talents into play. It is also common among Special Forces troops, whose strategic attacks are legendarily silent.

Special Note: Unless you spend 1 full action actively using this skill's Hide check, you **must** use the Blend/Stealth check when determining whether someone or something detects you.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: The best hiding places in any given location; common methods someone might use to remain unnoticed in an area; how to light an area to create optical illusions useful for hiding.

HIDE CHECK

(Dex or Cha; Active; Armor Check Penalty, Flat-Footed)
1 Full Action • Base Error Range 1

Hide represents your ability to consciously lurk in and out of a crowd. In any 30-ft. × 30-ft. area occupied by fewer than 10 people, your key attribute with this check is Dexterity; in a more populated area, it's Charisma.

If an observer actively seeks something in your area (whether it's you or not), your Hide result opposes his Search/Perception result; otherwise, your Hide result opposes his Notice/Awareness result.

Your result cap and error range — as well as those of the observer — are modified as shown on Table 2.25: Character Detection *(see page 119)*.

If your Hide result exceeds the observer's check result, you escape detection, gaining the *hidden* condition against him *(see page 342)*.

If your Hide result *fails* to exceed the observer's check result, the observer becomes aware of your presence (and any *hidden* condition is lost). If you're located within his visual or hearing range, as appropriate, he also learns your location. Further, the observer may spend 1 free action communicating your location, after which you lose the *hidden* condition against the people whom he tipped off.

The Hide skill check *may* be used to escape detection even if someone knows where you are, though only if there's an opportunity to duck away when they look in another direction, speak to another character, or otherwise become distracted (e.g. with the Diversion action).

Since making a Hide check is a full action, you may *not* take additional actions. However, *as part of any Hide check*, you may also move a number of feet up to your Speed (though doing so may make you easier to detect, as shown on Table 2.25). When you're moving, you must make a Hide check once per round. When you're stationary (i.e. you don't leave your current square), your first successful Hide check allows you to avoid detection for 1 minute, and each subsequently successful Hide check allows you to avoid detection for twice as long as the last one.

Example: Kevin remains still beneath a staircase in a mastermind's lair, waiting for the new guard shift to start. He escapes detection for 1 minute with his first successful Hide check, for 2 minutes with his second, for 4 minutes with his third, for 8 minutes with his fourth, and so on.

Finding Multiple People: If more than one character is hidden in one 30-ft. × 30-ft. area, the same Notice/Awareness or Search/Perception result is compared against each Hide result in turn, from lowest to highest (i.e. the observer finds the item with the lowest Hide result first).

Cooperative: No.

Synergy Skills: None.

Retry: No.

Threat: You gain a keen sense of your surroundings. When making a Stealth or Hide check, your result cap increases by 5 and your error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, until you move more than 30 ft. away from the position where you scored your threat, or until you fail a Stealth or Hide check (whichever comes first).

Critical Success: You're a ghost. When moving, you keep your current Hide result for 1 minute per action die spent (maximum 4 minutes per critical success); when stationary, you keep it for 1 hour per action die spent (maximum 4 hours per critical success).

Error: A fumble attracts attention to your vicinity. You suffer a –4 penalty with Stealth and Hide checks, and your error ranges with these checks are increased by 1, until the end of the current scene, or until you succeed with a Stealth or Hide check (whichever comes first).

Critical Failure: Everyone with line of sight to you, or within hearing range of you, automatically learns your location. You may not attempt another Stealth or Hide check until you move out of each of these characters' lines of sight and hearing ranges *(see page 350)*, or until the end of the current scene, whichever comes first.

STASH ITEM CHECK

(Dex; Active; Hands-On)
1 Half Action • Base Error Range 1

This skill check is used to conceal a vehicle or item within the local scenery. This is only possible in an area with scenery larger than the vehicle or item to be concealed.

If an observer actively seeks something in the square concealing the item (whether he's looking for the item or not), your Stash Item result opposes the observer's Search/Perception result; otherwise, your Stash Item result opposes his Notice/Awareness result.

Your check result and error range — as well as those of the observer — are modified as shown on Table 2.43: Action/Item Detection *(see page 160)*.

If your Stash Item result exceeds the observer's check result, the item escapes detection, gaining the *hidden* condition against him *(see page 342)*; otherwise, the observer spots it (and any *hidden* condition is lost).

Finding Multiple Items: If more than one item is concealed in one 30-ft. × 30-ft. area, the same Notice/Awareness or Search/Perception result is compared against each Stash Item result in turn, from lowest to highest (i.e. the observer finds the item with the lowest Stash Item result first).

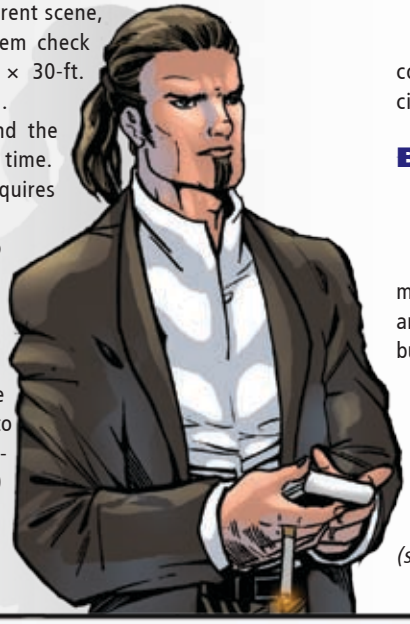
Retrieving a Stashed Item: Once an item is stashed, a character must spend 1 full action to retrieve it.

Cooperative: No.

Synergy Skills: Blend, Bluff, Search.

Retry: No.

Threat: You gain a feel for the location. When making a Stash Item check in the same 30-ft. × 30-ft. area, your base error range decreases by 1 (minimum 1). This effect lasts until the end of the current scene, or until you fail a Stash Item check targeting the same 30-ft. × 30-ft. area (whichever comes first).



Critical Success: You find the perfect hiding place in no time. Your Stash Item check requires only 1 free action.

Error: The attempt to hide the item fails with a result of 0.

Critical Failure: You can't seem to find a place to hide the object. You cannot make another Stash Item check to conceal an object in the scenery until you move at least 30 ft. from your current position, or until the end of the current scene (whichever comes first).

STREETWISE (WIS/CHA)

Streetwise is the definitive skill for getting along in both the big city and criminal underworld. This skill is used to access the black market, bribe people outside organizations, gamble, and haggle. Streetwise is common to gangsters, cops, street urchins, and anyone else who spends a good deal of time in cities.

Combat Actions: None.

Dramatic Conflict: None.

Sample Knowledge: Districts, police, crime, and merchandise common in most cities; street personalities common in each specific city; hideouts and smuggling routes.

BLACK MARKET CHECK

(Cha; Secret; Bribe, Language)

Time Varies (Take 10/Take 20) • Base Error Range 1

This skill check is used to locate a buyer or seller on the black market. Your base DC with a Black Market check is determined by the area you sweep, which also sets the upper Caliber limit in gear that a buyer or seller may traffic, as shown on Table 2.44: Black Market Checks *(see below)*. This table also provides the base cost, error range modifier, and time required for each Black Market check.

Alternately, you may bribe the locals to find a convenient black market dealer.

In either case, with success, you find a dealer. Negotiating a purchase or sale is handled with the Streetwise/Haggle check *(see page 164)*.

TABLE 2.44: BLACK MARKET CHECKS

Area/Circumstance	Time Required	DC/DC Modifier	Max. Caliber	Error Range Increase	Cost
Area or Gathering					
Confined (e.g. 1 building)	1d6 hours	40	II	+3	$100
Narrow (e.g. 1 city block)	2d6 hours	30	II	+2	$500
Open (e.g. 4 city blocks)	4d6 hours	20	III	+1	$2,500
Wide (e.g. 16 city blocks)	1d6 days	15	III	+0	$15,000
City (e.g. New York, London)	2d6 days	20	IV	+1	$100,000
Nation (e.g. U.S.A. or U.K.)	4d6 days	30	IV	+2	$1,000,000
Continent (e.g. North America, Europe)*	1d6 weeks	40	V	+3	$10,000,000
*Item Rarity***					
Common (i.e. mass produced — 10,000+ in the world)	1/4 base time†	-5	—	–1	—
Uncommon (i.e. 1,000–10,000 in the world)	1/2 base time†	+0	—	+0	—
Limited (i.e. 101–1,000 in the world)	—	+5	—	+1	—
Rare (i.e. up to 100 in the world)	2 × base time	+10	—	+2	—
Unique (i.e. one-of-a-kind)	5 × base time	+15	—	+3	—
Risk of Trafficking					
None	—	–10	—	+0	1/4 base cost**
Slight (breaks "trade agreements" between local criminals)	—	+0	—	+0	1/2 base cost**
Moderate (may prompt mild retribution or minor criminal charges)	—	+5	—	+1	Base cost
Extreme (may prompt a personal vendetta or moderate criminal charges)	—	+10	—	+2	2 × base cost
Deadly (may prompt attacks or major criminal charges on self, friends, or family)	—	+20	—	+3	5 × base cost

* You may not make a Black Market check targeting more than 1 continent at a time.

** This modifier applies only for the most rare item to be bought or sold.

† Rounded down.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Cultures (in focus area), Investigation, Networking.

Retry: No. Each team may make only 1 Black Market check per scene.

Threat: You gain a friend or two among the local dealers. Your error range with each Black Market check made in the same area decreases by 1 (minimum 1). This effect lasts until the end of the current mission or until you fail a Black Market check within the same area (whichever comes first).

Critical Success: You locate a dealer in 1/2 the standard time (rounded down, minimum 1 hour).

Error: You bother the local dealers. The error range of Black Market checks made within the area searched increases by 2. This effect lasts until the end of the current mission or until you succeed with a Black Market within the same area (whichever comes first).

Critical Failure: You seriously irritate prominent local dealers. You may not make a Black Market check within 100 miles of your current position for the duration of the current mission.

BRIBE CHECK

(Cha; Active; Crowd, Disposition)

1 Full Action • Base Error Range Per Original Check

You may attempt to bribe any NPC who is the target of a skill check with the "Bribe" tag. When bribing someone in an urban environment, you use this Bribe check; otherwise, you use the one under the Bureaucracy skill.

If the Bribe check targets 1 or more special NPCs, each must be bribed with a minimum of $250 × his Wealth (minimum $100).

If the Bribe check targets up to 10 standard NPCs, each must be bribed with a minimum of $50 × his career level.

If the Bribe check targets 10 or more standard NPCs (a "crowd"), the entire crowd must be bribed as one unit, with the minimum amount of money shown on Table 2.7: Crowds *(see page 102)*.

If you can't provide this base value or higher, in cash or gear the target wants, the bribe automatically fails and the time spent attempting it is wasted.

The Bribe check's DC is equal to the original check DC + 10, though you may reduce this by 5 each time you increase the money dedicated to the bribe and the time spent to perform the check by their base minimums. This may not reduce the DC by more than 25.

Example 1: When bribing one standard NPC, reducing the Bribe check DC by 5 requires a bribe of $100 × the target's career level; reducing it by 10 requires a bribe of $150 × the target's career level; reducing it by 15 requires a bribe of $200 × the target's career level; reducing it by 20 requires a bribe of $250 × the target's career level; and reducing it by 25 requires a bribe of $300 × the target's career level.

Example 2: When bribing an NPC crowd of 50 characters, reducing the Bribe check DC by 5 requires a bribe of $1,500 × the crowd's average career level; reducing it by 10 requires a bribe of $3,000 × the crowd's average career level; reducing it by 15 requires a bribe of $4,500 × the crowd's average career level; reducing it by 20 requires a bribe of $6,000 × the crowd's average career level; and reducing it by 25 requires a bribe of $7,500 × the crowd's average career level.

With success, the target accepts your offer and you achieve the effects of the original check's success.

With failure, the target refuses your offer and his minimum bribe value is multiplied by 5 until the end of the current mission, or until you succeed with a Bribe check.

Honorable NPCs: Unless otherwise specified, all NPCs are susceptible to bribes, though the GC may make any one character immune by spending 1 action die (for a special character) or 2 action dice (for a standard character). The DC to bribe an immune character, or a crowd containing an immune character, rises by 15 and the error range rises by 2. With a failed Bribe check against an immune NPC of his crowd, the target's disposition toward you drops by 1 grade until the end of the current mission or until you succeed with a Bribe check, and with a critical failure, the target's disposition toward you permanently drops by 1 grade.

Cooperative: No.

Synergy Skills: Impress, Networking, Resolve, Science (Economy).

Retry: Yes, though the target's minimum bribe value may have changed.

Threat: You benefit from the original skill's threat result.

Critical Success: You benefit from the original skill's critical success result.

Error: The target views you as a tightwad. His minimum bribe value is multiplied by 20 until the end of the current mission, or until you succeed with a Bribe check.

Further, if the request involves a crime, the target informs the authorities if questioned.

Critical Failure: The target views you as a miser. His minimum bribe value is multiplied by 50 until the end of the current mission, or until you succeed with a Bribe check.

Further, if the request involves a crime, the target informs the authorities at the first reasonable opportunity.

GAMBLING CHECK

(Wis or Cha; Active)

Time Varies • Base Error Range 1

This skill check is used to gamble against "the House" or one or more opponents. The game sets the key attribute, based on whether it's a House game (Wisdom) or a competitive game (Charisma).

Each Gambling check corresponds to one "round" of play, with one payout. The time required for one round of play in most common real-world games is provided on Table 2.45: Gambling Checks *(see page 164)*.

When playing any house game (e.g. baccarat, craps, roulette), each character's Gambling result opposes a result generated by the GC ("the House"). The House has a total Streetwise/Gambling skill bonus equal to the mission's Threat Level + 15, a result cap equal to its skill bonus + 20, and an error range of 1. The House's error range does *not* change due to the game played, but each *player's* error range is modified as shown on Table 2.45. Each character whose result exceeds that of the House wins the game's standard payout (in addition to recouping his bet).

When playing any competitive game (e.g. billiards, chemin de fer, poker), each character's Gambling result opposes each other opponent's Gambling result. Each player's error range is modified as shown on Table 2.45, and the highest result wins the game's standard payout (in addition to recouping his bet). The House claims 5% of every payout (rounded down) as "rent" for the table.

TABLE 2.45: GAMBLING CHECKS

Game	Key Attribute	Time Per Round	Error Range Increase	Payout	Critical Payout
Competitive Games					
Billiards	Charisma	20 minutes	+0	1 × bet	2 × bet
Chemin de Fer	Charisma	5 minutes	+1	1 × bet	8 × bet
Poker*	Charisma	5 minutes	+3	†	††
House Games					
Baccarat	Wisdom	5 minutes	+0	1 × bet	8 × bet
Blackjack	Wisdom	1 minute	+1	1 × bet	2.5 × bet**
Boule	Wisdom	2 minutes	+1	1 × bet	7 × bet
Craps	Wisdom	5 rounds	+1	1 × bet	5 × betΔ
Horse Racing	Wisdom	20 minutes	+2	1 × bet	5 × betΔΔ
Roulette	Wisdom	2 minutes	+2	1 × bet	2 × betΔ

* In a no-limit game, everyone's result cap increases by 20, but the error range increases by 4 as well.
** Rounded down.
† The payout is your bet × the number of other players at the table.
†† The payout is your bet × twice the number of other players at the table, though you may spend 2 or more action dice to activate this critical, achieving a larger payout: 2 × critical payout (2 action dice), 4 × critical payout (3 action dice), 8 × critical payout (4 action dice).
Δ You may spend 2 or more action dice to activate this critical, achieving a larger payout: 8 × your bet (2 action dice), 17 × your bet (3 action dice), or 35 × your bet (4 action dice).
ΔΔ You may spend 2 or more action dice to activate this critical, achieving a larger payout: 10 × your bet (2 action dice), 20 × your bet (3 action dice), or 30 × your bet (4 action dice).

Bluffing: At the start of each Gambling check during a competitive game, you may declare that you're bluffing. In this case, you make a Bluff/Deception check in place of your Gambling check. Further, you may voluntarily increase your check's threat range by a number up to your Charisma modifier (minimum 1), but your error range increases by the same amount.

Each time you suffer an error when bluffing, the maximum amount by which you may increase your threat range is reduced by 1. With a critical failure when bluffing, this amount is reduced by 2. If your maximum threat range increase amount is reduced to 0, you may not bluff again at the same table during the same scene.

Cheating: At the start of each Gambling check, you may declare that you're cheating. In this case, you make a Sleight of Hand/Conceal Action check in place of your Gambling check. Further, you may voluntarily increase your check's threat range by a number up to your Wisdom modifier (minimum 1), but your error range increases by the same amount.

Each time you suffer an error when cheating, the maximum amount by which you may increase your threat range is reduced by 1. With a critical failure when cheating, this amount is reduced by 2. If your maximum threat range increase is reduced to 0, you are found out by the House or the other players (per the GC's discretion).

Cooperative: No.

Synergy Skills: Bluff (in a competitive game), Science (Mathematics), Sense Motive (in a competitive game).

Retry: No.

Threat: You're hot. Your error range with each Gambling check made at the same table decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Gambling check at the same table (whichever comes first).

Critical Success: You hit the game's ultimate jackpot (e.g. a 21 in blackjack, a single number in roulette, a 'natural' in chemin de fer, the best hand after heavy betting in poker, etc.). You earn the game's critical payout (in addition to recouping your bet), and in some cases, you may spend more than 1 action die to yield an even more impressive win.

Error: You're cold. Your error range with each Gambling check made at the same table increases by 2. This effect lasts until the end of the current scene or until you succeed with a Gambling check at the same table (whichever comes first).

Critical Failure: You lose big. Not only do you lose your bet, but you also owe an additional amount equal to 3 × your bet per action die the GC spends to activate your critical failure (maximum 12 × your bet — unless you cheated, in which case no maximum applies).

HAGGLE CHECK

(Wis; Active; Disposition, Language)
1 Minute (Take 10/Take 20) • Base Error Range 1

This skill check is used to convince one character to sell you something at less than his asking cost, or to buy something from you for more than he's initially willing to pay. Your Haggle result is opposed by the target NPC's Haggle result.

After a Haggle check, each character agrees that the asking price is fair as modified by the check. Player characters need not move forward with the transaction, but NPCs do, unless they can't afford the modified asking price.

Buying/Selling Multiple Items: When you want to buy and/or sell multiple items as a lot, you make only 1 Haggle check with a –1 penalty per item beyond the first. The buying or selling price of each item is set by the one Haggle check made.

Selling Possessions and Mission Gear: Selling personal Possessions decreases the character's Wealth. Selling items that are to be returned at the end of the mission hurts the character's Reputation with his organization or his Net Worth within his Freelance network. *For full details, see the Liquidating Assets section, page 220.*

Restricted Items: When the characters try to sell one or more Restricted items *(see page 225)*, they must first make a team Impress (Cha) check opposed by the potential buyer's Resolve/Resist Impress skill. The characters suffer a –5 penalty per Caliber of gear they're trying to sell (minimum –5). Only the highest Caliber gear amongst all restricted items is factored into this penalty.

With success, the characters may attempt the Haggle check, but there is no base asking price; instead, the final asking price is determined by the Haggle check result, as shown on Table 2.46.

With failure, the characters cannot attempt a Haggle check with the current buyer.

Cooperative: No.

Synergy Skills: Analysis, Networking, Sense Motive.

Retry: No.

Threat: If the seller, the final asking price is doubled. If the buyer, the final asking price is reduced to 1/2 standard (rounded down).

Critical Success: If the seller, the final asking price is quadrupled. If the buyer, the final asking price is reduced to 1/4 standard (rounded down).

Error: If the seller, the price is the final asking price is reduced to 1/2 standard (rounded down). If the buyer, the final asking price is doubled.

Critical Failure: If the seller, the final asking price is the price is reduced to 1/4 standard (rounded down). If the buyer, the final asking price is quadrupled.

TABLE 2.46: HAGGLING RESULTS

Check Result	Cost*
Buyer wins by 10+	50%
Buyer wins by 6–9	60%
Buyer wins by 4–5	80%
Buyer wins by less than 3	90%
Tie	100%
Seller wins by less than 3	110%
Seller wins by 4–5	125%
Seller wins by 6–9	166%
Seller wins by 10+	200%

* As a percentage of the item's street value. If an item doesn't possess a street value, it cannot be bought with this check (more than likely, it must be bartered, per the GC's discretion).

SURVIVAL (WIS/CHA)

The Survival skill focuses on exclusively outdoor activities. It is used to train and care for animals, forage in the wild, predict the weather, ride animals, and track prey. It is common to most military units (especially Special Forces troops), as well as hunters and other outdoorsmen.

Healing Animals: The Survival skill is used to train and ride animals; healing animals is a facet of the Medicine skill *(see page 141)*.

Combat Actions: None.

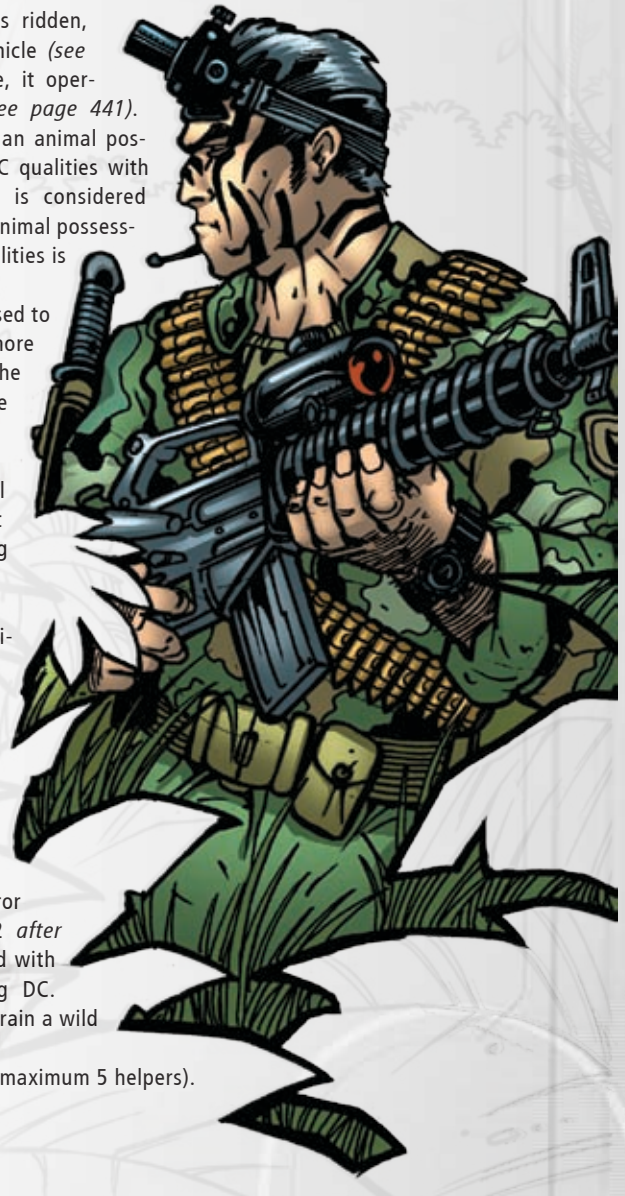
Dramatic Conflicts: Chases *(see page 364)*.

Sample Knowledge: Flora and fauna by territory; geography; hunting laws and methods; trail signs; animal psychology.

ANIMAL TRAINING CHECK

(Cha; Active)

Time Varies (Take 10/Take 20) • Base Error Range 1



When an animal is ridden, it operates like a vehicle *(see page 289)*; otherwise, it operates like an NPC *(see page 441)*. In either case, when an animal possesses 1 or more NPC qualities with the 'trained' tag, it is considered "domesticated." An animal possessing none of these qualities is considered "wild."

This skill check is used to grant an animal 1 or more NPC qualities with the 'trained' tag. Each time you want to grant an animal a new quality, you make an Animal Training check against the animal's Training DC *(see page 445)*.

When targeting a domesticated animal, your error range is only modified as listed with the animal's Training DC. The time required to train a domesticated animal is 2 weeks.

When targeting a wild animal, your error range increases by 2 *after* it is modified as listed with the animal's Training DC. The time required to train a wild animal is 4 weeks.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Impress, Resolve, Sense Motive.

Retry: Yes, unless you suffer a critical failure.

Threat: You gain a rapport with the animal. Your error range with each Animal Training check targeting the same animal decreases by 1 (minimum 1). This effect lasts until the end of the current mission or until you fail an Animal Training check targeting the same animal (whichever comes first).

Critical Success: The training time is reduced to 1/2 standard (rounded down, minimum 1 week).

Error: You earn the animal's fear or anger. Your error range with each Animal Training check targeting the same animal increases by 2. This effect lasts until the end of the current mission or until you succeed with an Animal Training check targeting the same animal (whichever comes first).

Critical Failure: Some animals simply never learn. The target animal may never gain additional trained qualities. If the animal possesses no trained qualities, it remains wild forever.

FORAGING CHECK

(Wis; Active)

4 Hours (Take 10/Take 20) • Base Error Range 1

You may make a Foraging check at the end of each day during which you're traveling through the wilderness without food and shelter. Your DC and error range are determined by the local terrain, your movement rate, and the number of people for whom you're responsible, as shown on Table 2.47: Foraging Checks *(see below)*.

With success, each character in your party has the food and shelter necessary to heal at his standard rate for the day.

With failure, each character in your party is undernourished and poorly sheltered, healing at 1/2 the standard rate (rounded down). If this result occurs 3 days in a row, and no alternate supplies are available, each character in the party begins to starve *(see page 349)*.

Cooperative: Yes (maximum 5 characters).

Synergy Skills: Cultures (in focus area), Notice, Search.

Retry: No.

Threat: Each character in your party has the food and shelter necessary to heal at his standard rate for both today and tomorrow.

Critical Success: Each character in your party has the food and shelter necessary to heal at his standard rate for the next 7 days.

Error: Your overland travel drops to 1/2 standard (rounded down).

Critical Failure: Your overland travel is reduced to 1/4 standard (rounded down).

FORECAST WEATHER CHECK

(Wis; Secret)

1 Full Action • Base Error Range 1–3

With a successful Forecast Weather check (DC 20), you accurately predict the weather within the next 24 hours (per the GC's discretion).

Cooperative: No.

Synergy Skills: Cultures (in focus area), Science (Mathematics).

Retry: No.

Threat: You accurately predict the weather within the next 36 hours (per the GC's discretion).

Critical Success: You accurately predict the weather within the next 72 hours (per the GC's discretion).

Error: You *inaccurately* predict the weather within the next 24 hours (per the GC's discretion).

Critical Failure: Your inaccurate prediction leads you to plan poorly. Your error range with all Survival checks increases by 2 for the next 24 hours.

MANEUVER CHECK

(Cha; Active; Armor Check Penalty, Gear Only (Mount), Hands-On, Vision)

1 Half Action (Take 10 with permission) • Base Error Range 1

This skill check is used to control any animal you are riding *(see page 289)*. Personal vehicles are controlled with the Acrobatics skill, non-personal vehicles are controlled with the Acrobatics skill, vehicles with the *crew* quality are controlled with the Tactics skill, and foot maneuvers are handled with the Athletics skill.

No skill check is required to take a standard animal move, but a risky one — made during combat, or other threatening circumstances — requires a skill check.

TABLE 2.47: FORAGING CHECKS

Terrain/Circumstance	DC/DC Modifier	Error Range Increase
Terrain		
Fertile (i.e. forest, jungle)	+0	+0
Moderate (i.e. aquatic, mountain, swamp)	+5	+1
Barren (i.e. arctic, desert, plains)	+10	+2
Movement Speed		
Up to standard overland movement rate	15	+0
Standard overland movement rate	20	+1
Forced march (faster than standard overland movement rate)	30	+2
Number of Characters in Party		
Per character other than you	+5	+0

The DC and error range of each Maneuver check are determined by the riding task you're attempting to perform, as shown on Table 2.28: Maneuver Checks *(see page 125)*.

With success, you perform the desired maneuver without mishap; otherwise, you fail to perform the desired maneuver and your animal travels at its current Speed in a random direction determined by the Deviation Diagram *(see page 346)*. If the result causes the animal to travel in any of the three directions opposite its original facing, it wheels in place instead, coming to a stop at the end of the current round.

Additional Untrained Penalty: The Mounts and Animal-Driven vehicles focus is gained with the Drive skill *(see page 124)*. When you ride a mount or use an animal-driven vehicle without this focus, you suffer an additional penalty as described in Chapter 4 *(see page 289)*.

Morale: Mounts are subject to morale checks *(see page 147)*. The rules for animal skill checks are found in Chapter 7 *(see page 445)*.

Cooperative: No.

Synergy Skills: Impress, Resolve, Sense Motive.

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a maneuver may change with each attempt (e.g. due to weather, combat, and similar circumstances).

Threat: Your error range with the next Maneuver check made on the same animal decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: Your error range with each Maneuver check made in the same animal decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Maneuver check while riding the same animal (whichever comes first).

Error: The animal collides with another object or is badly strained by the maneuver and must make a Damage save against damage equal to your Maneuver check DC minus 10.

Critical Failure: The animal collides with another object or suffers catastrophic strain from the maneuver and must make a Damage save against your Maneuver check DC + 5 per action die spent to activate the critical failure (maximum +20).

TRACKING CHECK

(Wis; Secret; Vision)
Time Varies • Base Error Range 1

This skill check is used to follow any prey across nearly any terrain.

When following a target outside buildings or structures, you must succeed with 1 Tracking check per mile. When tracking a target inside a building or vessel, you must succeed with 1 Tracking check every 300 feet. A Tracking skill check is also required each time the target's tracks become more difficult to follow (e.g. when the target deliberately tries to cover his trail, when other tracks cross the target's trail, when the target backtracks, etc.).

While following someone, you must move no faster than 1/2 your Speed (rounded down), unless you accept a +2 error range penalty with all skill checks made at the same time.

Your DC and error range are determined by the trail surface and other conditions, as shown on Table 2.48: Tracking Checks *(see below)*.

With success, you may continue to follow the target; with failure, you temporarily lose him.

Concealing Tracks: When a target makes an effort to conceal his tracks, your result is opposed by his Falsify/Cover Up result *(see page 129)*. The effects of success and failure remain unchanged, except that if you fail two opposed Tracking checks in a row, you lose the target and may not make any further Tracking checks targeting him. When concealing his tracks, a target may move no faster than 1/2 his Speed (rounded down).

Cooperative: Yes (maximum helpers equal to your Charisma bonus, minimum 0).

Synergy Skills: Athletics, Bureaucracy (in a corporate or government environment), Cultures (in focus area), Falsify, Notice, Search, Streetwise (in a city).

Retry: Yes, but only after 1 hour of additional searching (outdoors), or 10 minutes of additional searching (indoors). If you fail three Tracking checks in a row, you lose the target and may not make any further Tracking checks targeting him.

TABLE 2.48: TRACKING CHECKS

Terrain/Circumstance	DC/DC Modifier	Error Range Increase
Target		
Largest target character's Size is not Medium	Per Table 5.13: Size Modifiers *(see page 349)*	
More than 3 characters in target group	–5 (minimum 15)	–1 (min. +0)
Terrain		
Very Soft (e.g. sand, mud, snow)	15	+0
Soft (e.g. loose dirt, very wet grass, gravel)	20	+1
Firm (e.g. lawns, fields, packed earth, woods, thick rugs, dusty floors)	30	+2
Hard (e.g. rock, concrete, tile)	40	+3
Time		
Per 24 hours since tracks were left	+5 (max. +15)	+1 (max. +3)
Per hour of rain or snow since tracks were left	+5 (max. +25)	+1 (max. +5)

Threat: You have the target directly in your sights. Your error range with each Tracking check targeting the same character or group decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Tracking check targeting the same character or group (whichever comes first).

Critical Success: The target isn't losing you anytime soon. You keep your current Tracking result for the next 10 miles (without rolling).

Error: You find the target slippery. Your error range with each Tracking check targeting the same character or group increases by 2. This effect lasts until the end of the current scene or until you succeed with a Tracking check targeting the same character or group (whichever comes first).

Critical Failure: The local terrain confuses you. You may not make a Tracking check within 10 miles of your current position for the duration of the current scene.

TACTICS (WIS/CHA)

The Tactics skill is used to prepare ambushes, improve team actions, command crewed vehicles (like aircraft carriers and submarines), and rally troops suffering from adverse morale effects. It is common to military and non-military leaders, as well as urban and other close-quarters combatants.

Combat Actions: Joint Action *(see page 358)*.

Dramatic Conflicts: Chases *(see page 364)*.

Sample Knowledge: Military history; famous battles and military tactics; war games; crewed vehicle statistics.

AMBUSH CHECK

(Wis; Secret; Vision)

Time Varies (Take 10/Take 20 with permission) • Base Error Range 1

This skill check is used to prepare an ambush. You may prepare an ambush quickly or slowly. Preparing an ambush quickly increases your error range by 2.

A quick Ambush check provides a minor benefit. With a successful 1-minute Ambush check opposing the NPC's Notice/Awareness or Search/Perception check, as appropriate, you and each helper benefit from a standard half action surprise round *(see page 323)*. Further, you and each helper gain a +2 bonus to Initiative. Finally, each attack made by you or any helper during the surprise round gains 1d6 sneak attack damage *(see page 338)*. These benefits apply to helpers even if they fail their part of the cooperative check.

A slow Ambush check provides a major benefit. With a successful 10-minute Ambush check opposing the NPC's Notice/Awareness or Search/Perception check, as appropriate, you and each helper benefit from a standard half action surprise round. Further, you and each helper gain a +5 bonus to Initiative. Finally, each attack made by you or any helper during the surprise round gains 2d6 sneak attack damage. These benefits apply to helpers even if they fail their part of the cooperative check.

If you fail either type of Ambush check, Initiative is determined and combat commences as standard.

You may take this action during combat only if you and all helpers are *hidden (see page 342)*. With success, this action creates 1 additional surprise round at the beginning of the following combat round.

Cooperative: Yes (maximum 5 helpers).

Synergy Skills: Blend, Falsify, Sense Motive, Sneak, Streetwise (when preparing an ambush in a city), Survival (when preparing an ambush in the wild).

Retry: No.

Threat: The Initiative bonus granted to you and each helper is doubled.

Critical Success: You and each helper may take 2 free or half actions during the surprise round.

Error: The enemy is on to you. Each member of the target group benefits from a standard half action surprise round.

Critical Failure: The enemy is on to you — and they're using your tactics against you. Each member of the target group benefits from a standard half action surprise round. Further, each member of the target group gains a +5 bonus to Initiative.

MANEUVER CHECK

(Cha; Active; Gear Only (Vehicle))

1 Half Action (Take 10 with permission) • Base Error Range 1

This skill check is used to command any vehicle with the *crew* quality *(see page 292)*. Non-personal vehicles are controlled with the Drive skill, personal vehicles are controlled with the Acrobatics skill, animals are controlled with the Survival skill, and foot maneuvers are handled with the Athletics skill.

No skill check is required to take a standard vehicle move, but a risky one — made during combat, or other threatening circumstances — requires a skill check.

The DC and error range of each Maneuver check are determined by the piloting task you're attempting to perform, as shown on Table 2.28: Maneuver Checks *(see page 125)*.

With success, you perform the desired maneuver without mishap; otherwise, you fail to perform the desired maneuver and your vehicle continues to travel at its current Speed in its current direction.

Additional Untrained Penalty: Vehicle focuses are gained with the Drive skill *(see page 124)*. When you use a vehicle for which you don't possess the appropriate focus, you suffer an additional penalty as described in Chapter 4 *(see page 289)*.

Cooperative: No.

Synergy Skills: Intimidate, Networking, Resolve.

Retry: Yes, with GC permission (some maneuvers are impossible a second time). Also, the circumstances of a maneuver may change with each attempt (if the vehicle becomes *broken* after a maneuver, for instance, you won't be able to use it again until it's repaired).

Threat: Your error range with the next Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect is lost at the end of the current scene if unused.

Critical Success: Your error range with each Maneuver check made in the same vehicle decreases by 1 (minimum 1). This effect lasts until the end of the current scene or until you fail a Maneuver check in the same vehicle (whichever comes first).

Error: The vehicle collides with another object or is badly strained by the maneuver and must make a Damage save against damage equal to your Maneuver check DC minus 10.

Critical Failure: The vehicle collides with another object or suffers catastrophic strain from the maneuver and must make a Damage save against your Maneuver check DC + 5 per action die spent to activate the critical failure (maximum +20).

RALLY CHECK

(Cha; Active; Crowd, Disposition)
1 Full Action (Take 10) • Base Error Range 1

When you're free of adverse morale effects, you may make a Rally check to help others suffering from an adverse morale effect. Except for opponents, you may *not* selectively target certain characters within hearing range of you — you must target all of them or none.

Your base Rally check DC is equal to 10 + the crowd's skill bonus, as shown on Table 2.7: Crowds *(see page 102)*. This DC and your error range are modified by the crowd's current morale effect, as shown on Table 2.49: Rally Checks *(see below)*.

TABLE 2.49: RALLY CHECKS

Morale Effect	DC	Error Range Modifier
Withdrawal	+0	+0
Retreat	+5	+0
Rout	+10	+1
Surrender	+20	+3

With success, each target may immediately make a Morale check against a reduced DC. The DC is reduced by an amount equal to 1/2 the difference between your result and your DC (rounded down). This modifier applies to this check only; any and all subsequent Morale checks are made against the standard DCs, with the standard modifiers *(see page 147)*.

This bonus Morale check may *not* result in a worse morale effect than that from which the targets are currently suffering (e.g. if the targets are currently suffering from a withdrawal effect, this bonus Morale check cannot result in a retreat or worse effect).

Cooperative: No.

Synergy Skills: Impress, Intimidate, Resolve.

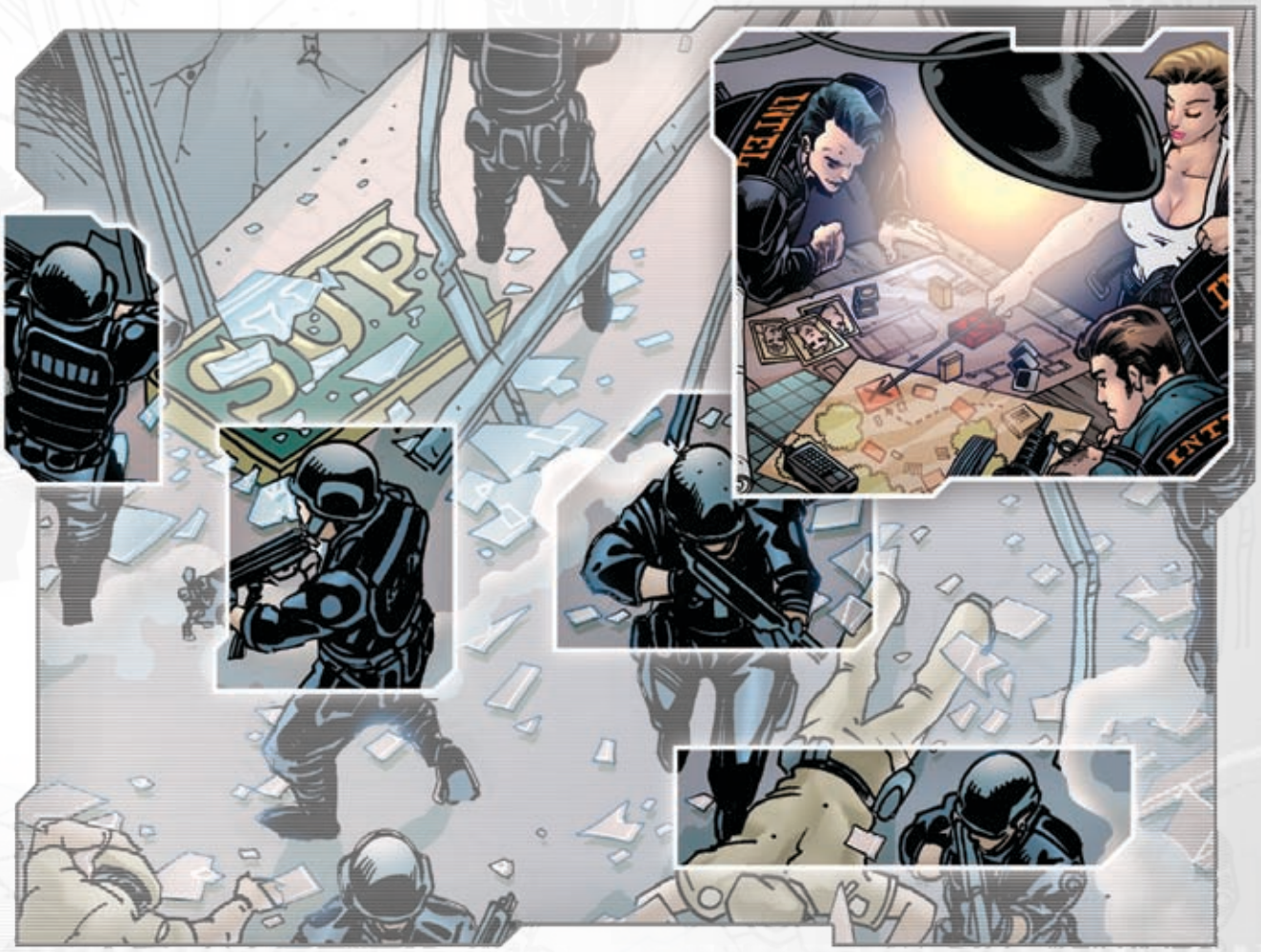
Retry: Yes.

Threat: The targets' bonus Morale check DC is reduced by a number equal to the full difference between your Rally check result and DC.

Critical Success: Each target automatically succeeds with his bonus Morale check, shrugging off all adverse morale effects.

Error: The targets' error ranges with Morale checks increase by 2. This effect lasts until the end of the current scene or until you succeed with a Morale check (whichever comes first).

Critical Failure: The targets do not make a bonus Morale check; instead, their morale effect immediately worsens by 1 grade (e.g. a withdrawal effect becomes a retreat result).





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INTRODUCTION

Feats are special abilities or enhancements to existing abilities. They're one of your most powerful tools for becoming highly proficient at specific tasks. Feats have no rank or grade; a character either possesses a feat or he doesn't.

ACQUIRING FEATS

Many feats have other, less powerful, feats as prerequisites. This ensures that a character's feat ability improves as he specializes.

Your character may gain feats from 3 sources.

- A character gains 1 feat from his Specialty *(see page 21)*. This feat may be specific or chosen from a designated feat tree, as noted in the Specialty description.
- Level-granted feats are gained as a character's career level increases, as shown on Table 1.3: Level-Dependent Benefits *(see page 27)*. These may be chosen from any feat tree.
- Many classes grant bonus feats. These are usually specific feats.

Unless otherwise specified, no feat may be gained more than once.

PREREQUISITES

A character must meet a feat's prerequisites before he may choose it. A feat may be gained immediately after its prerequisites are met (e.g. as a character applies the effects of a new level).

Example: As Kevin applies the effects of Level 12, he raises his Strength score to 13. If he also gains a Melee Combat feat, he may take the All-Out Attack feat.

If a character loses one or more prerequisites for one of his feats — due to attribute damage, for example — he keeps the feat but may not benefit from it or use its abilities again until he regains all of its prerequisites.

TEMPORARY FEATS

Some class abilities grant a character one or more "temporary feats." Unless otherwise specified, a character must meet all prerequisites for a temporary feat before he may benefit from it or use its abilities.

Further, while a temporary feat may be used to meet the prerequisites of another *temporary* feat, it may **never** be used to meet the prerequisites for any permanent or virtual feat. Neither may a temporary feat be used to meet expert class requirements.

Finally, if another character's ability grants you a temporary feat that you already possess, you gain no additional benefit — even if the feat in question may be chosen multiple times.

VIRTUAL FEATS

Some feats and class abilities grant a character one or more "virtual feats." All virtual feats feature some restriction (e.g. its abilities apply only to attacks with a specific weapon, or to skill checks with a specific vehicle).

A virtual feat *may* be used to meet the prerequisites of other feats, but any restrictions that apply to a virtual feat also apply to each feat for which it is fulfilling a prerequisite.

Virtual feats may **never** be used to meet expert class requirements.

FEATS AS CLASS ABILITIES

When a class ability grants a choice of feats (usually from a feat tree), the character must meet all of a feat's prerequisites before choosing it.

When a class ability grants a specific feat, the feat's prerequisites are waived. If the character already possesses a feat granted by a newly acquired class ability, he may choose 1 feat from the same tree. He must meet all of this feat's prerequisites before choosing it.

Example: At Career Level 8, Kevin multi-classes as a Faceman. This typically grants him the Flawless Identity feat, but since he already chose that feat at Career Level 6, he instead gains any 1 Tradecraft feat for which he meets all listed prerequisites. He chooses Career Agent.

FEATS AND ACTION DICE

When a feat grants a character 1 or more action dice, the character **never** gains XP as a result.

FEAT TREES

Spycraft 2.0 breaks feats into categories, or "trees:" Combat (further broken down into Basic Combat, Melee Combat, Ranged Combat, and Unarmed Combat), Chance, Chase, Covert, Gear, Skill (further broken down into Basic Skill and Advanced Skill), Style, Terrain, and Tradecraft.

In the following sections, all feat tree page references are listed in parentheses.

Basic Combat Feats (pages 172–176): These feats focus on combat fundamentals, and are often prerequisites for feats in other categories.

Melee Combat Feats (pages 176–180): These feats focus on fighting with knives, axes, and other hand-held weapons.

Ranged Combat Feats (pages 180–183): These feats focus on the use of firearms and hurled weapons.

Unarmed Combat Feats (pages 183–189): These feats focus on brawling and Hong Kong "wire fu" martial arts.

Chance Feats (pages 189–191): These feats focus on extraordinary luck: good (for you) and bad (for others).

Chase Feats (pages 191–193): These feats focus on vehicle and chase expertise.

Covert Feats (pages 193–196): These feats focus on stealth, evasion, and subterfuge.

Gear Feats (pages 196–198): These feats focus on the acquisition and use of equipment.

Basic Skill Feats (pages 198–199): These feats focus on small clusters of related skills, granting bonuses with their use and increasing their threat ranges.

Advanced Skill Feats (pages 199–201): These feats focus on broad skill applications, granting large bonuses and special abilities with small clusters of skills, or supporting many skills at once.

Style Feats (pages 201–205): These feats focus on *savoir-faire* and social interaction.

Terrain Feats (pages 206–207): These feats focus on manipulating and surviving in specific environments.

Tradecraft Feats (pages 208–209): These feats focus on many activities common to world of espionage.

FEAT DESCRIPTIONS

Each feat description includes the following information. Not all feat descriptions contain every entry.

FEAT NAME

This section presents a general summary of the feat's function.

Prerequisites: This entry, if present, lists the requirements a character must meet before he may choose the feat.

Benefit: This entry describes how the feat affects a character, or what it allows him to do.

Special: This entry contains any important information about the feat not covered elsewhere in its description.

BASIC COMBAT FEATS

These feats feat represent a broad array of essential combat training and knowledge.

Special Note: When a feat ability requires a character to possess a numerical advantage (e.g. a "2-to-1 advantage"), it is only triggered if the character and his teammates and allies *physically* outnumber their opponents by at least the listed ratio.

ARMOR BASICS

You've trained with body armor and are quite comfortable in it, even during combat.

Benefits: Choose 1 armor type: partial, moderate, or full. While you wear armor of the chosen type, its statistics are adjusted as follows.

- *Partial Armor:* DR vs. melee weapons increases by 1, Defense penalty decreases by 2 (minimum 0), ACP decreases by 1 (minimum 0), Notice/Search DC increases by 4.
- *Moderate Armor:* DR vs. ranged weapons increases by 1, ACP decreases by 2 (minimum 0), Speed penalty decreases by 5 ft.
- *Full Armor:* DR vs. melee *and* ranged weapons increases by 2, ACP decreases by 1 (minimum 0).

ARMOR MASTERY

You're casually comfortable in body armor, instinctively moving to protect your vulnerable points.

Prerequisites: Base Defense bonus +3 or higher, Armor Basics.

Benefits: Choose 1 additional armor type to be affected by your Armor Basics feat. Further, while wearing armor of any chosen type, your Defense increases by 1 and you may not be targeted with a Coup de Grace action unless you're *helpless*, even if other character options would typically allow you to be so targeted.

ARMOR SUPREMACY

You wear body armor more comfortably than a turtle wears his shell, and probably receive more benefits, too.

Prerequisites: Base Defense bonus +6 or higher, Armor Mastery.

Benefits: You gain the benefits of Armor Basics and Armor Mastery with all armor types. Further, the DR of any armor you wear increases by 1 against melee and ranged attacks. Finally, you're immune to sneak attack damage while wearing armor.

BANDAGE

You spent some time learning first aid.

Benefit: Medicine is always considered a class skill for you. Further, your Medicine/First Aid and Medicine/Stabilize checks do not possess the Gear (First Aid Kit) tag. If you do possess a first aid kit when you succeed with one of these checks, your career level is added to the target special character's career level when determining how many vitality points he recovers. Finally, your error range with Medicine checks made during combat increases by only 1/2 the standard amount (+1 for First Aid and Stabilize checks, and +3 for Surgery checks).

BATTLE HARDENED

You're not the least bit shaken by bullets speeding past you. In fact, that's when you feel most at home.

Benefit: You gain 2 points of stress damage resistance, and suffer only a –1 penalty when you're the target of a Cover Fire or Suppressive Fire action.

COMBAT EXPERTISE

You handle fights with consummate grace and skill.

Prerequisites: Base Defense bonus +1 or higher.

Benefit: During your Initiative Count, as a free action, you may accept a penalty with all your attack and skill checks up to your base Defense bonus to gain an equal dodge bonus to your Defense for 1 full round (maximum +6).

COMBAT INSTINCTS

You react instinctively when opportunities present themselves in combat.

Benefit: Once per round, if you aren't *flat-footed* when an adjacent opponent's attack roll misses you by 5 or more, you may immediately make a final attack against that opponent as a free action.

COMBAT MOBILITY

You're always in the right place for just the right attack or defense in combat.

Benefit: You may take Standard Move actions away from adjacent opponents during combat. Further, when taking a Total Defense action, you may move up to twice your Speed with a Standard Move. Finally, when taking a Run action, you may make a number of turns equal to your Dexterity modifier (minimum 1). None of these turns may exceed 90 degrees.

CONTAINMENT BASICS

There is no better way to start a fight than with a nasty surprise.

Benefit: When you or any of your teammates benefit from a successful Ambush check, the check benefits apply during the surprise round *and* the first 3 rounds of combat. You must possess a 2-to-1 or greater advantage to use this ability.

CONTAINMENT MASTERY

Nobody's leaving yet. This party's just getting started!

Prerequisites: Containment Basics.

Benefit: Once per round, you may take a Diversion or Taunt action as a free action. You must possess a 2-to-1 or greater advantage to use this ability.

BASIC COMBAT FEATS

- **ARMOR BASICS**
  - **ARMOR MASTERY** — BDB +3
    - **ARMOR SUPREMACY** — BDB +6
- **BANDAGE**
- **BATTLE HARDENED**
  - **SUPERIOR COVER** — BDB +3
- **COMBAT EXPERTISE** — BDB +1
  - **EXPERT DISARM**
- **COMBAT INSTINCTS**
  - **OPPORTUNIST** — BAB +6
- **COMBAT MOBILITY**
  - **MOBILE DEFENSE** — BDB +1
    - **MOBILE OFFENSE** — BAB +1
- **CONTAINMENT BASICS**
  - **CONTAINMENT MASTERY**
    - **CONTAINMENT SUPREMACY**
- **CONTEMPT** — Level 6+
- **EXPLOSIVE BASICS** — Proficiency (Explosives)
- **FIRE-TEAM BASICS**
  - **FIRE-TEAM MASTERY**
    - **FIRE-TEAM SUPREMACY**
- **GREAT FORTITUDE**
- **GUTS**
  - **QUICK HEALER**
- **HORDE BASICS**
  - **HORDE MASTERY**
    - **HORDE SUPREMACY**
- **IRON WILL**
- **LIGHTNING REFLEXES**
- **QUICK DRAW**
  - **SNAKE STRIKE** — BAB +6
- **SURGE OF SPEED**
- **TAC-SQUAD BASICS**
  - **TAC-SQUAD MASTERY**
    - **TAC-SQUAD SUPREMACY**
- **TACTICAL ADVANTAGE** — Tactics 3+ ranks
- **TOUGHNESS**
- **TWO-WEAPON BASICS** — BAB +3
  - **TWO-WEAPON MASTERY** — BAB +9
- **WEAPON FOCUS**
- **WOLFPACK BASICS** — Level 1+
  - **WOLFPACK MASTERY** — Level 6+
    - **WOLFPACK SUPREMACY** — Level 12+





CONTAINMENT SUPREMACY

You keep your opponents off balance and disoriented.

Prerequisites: Containment Mastery.

Benefit: The Speed of each opponent within your line of sight decreases to 1/2 standard (rounded up to the nearest 5 ft.). You must possess a 2-to-1 or greater advantage to use this ability.

CONTEMPT

You have no time for lesser foes.

Prerequisite: Career Level 6+.

Benefit: Once per round, you may make a final attack against a standard character as a free action. You may use this ability a number of times per combat equal to your starting action dice.

EXPERT DISARM

An unarmed opponent is so much easier to handle...

Prerequisites: Combat Expertise.

Benefit: You gain a +2 bonus with all attack checks made as part of a Disarm action. Further, if you lose a Disarm attack check, you do not become *flat-footed* and your opponent does not gain a bonus Disarm action against you. Finally, your action die cost to activate a critical hit as part of a Disarm action decreases by 1 (minimum 0).

EXPLOSIVE BASICS

You have little trouble finding just the right spot for your explosive creations.

Prerequisites: Weapon proficiency (Explosives).

Benefit: The DC to locate mines and other explosives you place increases by 4. Further, your error ranges with attack checks made to set a mine or other explosive decreases by 2 (minimum 1). Finally, the DCs of Reflex saves made to avoid damage from mines and other explosives you place increase by 2.

FIRE-TEAM BASICS

Your friends always have your back.

Benefit: Once per round, you may take a Cover Fire action as a free action. You must possess a 2-to-1 or greater advantage to use this ability.

FIRE-TEAM MASTERY

You always watch out for your own.

Prerequisites: Fire-Team Basics.

Benefit: Once per round, you may make a Medicine/Stabilize check as a free action. Further, if you successfully leave a combat, each of your injured and dead teammates is automatically brought with you. You must possess a 2-to-1 or greater advantage to use this ability.

FIRE-TEAM SUPREMACY

Your team finishes off foes with swift professionalism.

Prerequisites: Fire-Team Mastery.

Benefit: Once per round, you may make 1 final attack as a free action. You must possess a 2-to-1 or greater advantage to use this ability.

GREAT FORTITUDE

You're much tougher than usual.

Benefit: You gain 3 extra wound points and your base Fortitude save bonus increases by +3.

GUTS

You push yourself hard and shake off incredible damage effects.

Benefit: You gain a +4 bonus with all Forced March, Power Lifting, and Speed Push checks, and ignore all *fatigued* condition penalties. Further, when directed to the Table of Ouch, you roll 1d10 + the damage suffered *(see page 332)*. Finally, if you're killed in a game featuring the *revolving door* campaign quality, you return to play 2d10 rounds after the start of the next dramatic scene, rather than at the beginning of the next mission *(see page 408)*.

HORDE BASICS

You often overwhelm your enemies with sheer numbers.

Benefit: You and each of your teammates gain 1/4 personal cover when you possess a 2-to-1 advantage, and 1/2 personal cover when you possess a 3-to-1 or greater advantage. Any attack that hits this cover is ignored.

HORDE MASTERY

Your enemies are driven before you and crushed beneath your allies' heels.

Prerequisites: Horde Basics.

Benefit: Once per round, you and each of your teammates may take a Pummel action as a half action. Further, you and each of your teammates gain a +1 morale bonus with all skill checks made as part of a Grapple action. You must possess a 2-to-1 or greater advantage to use this ability.

HORDE SUPREMACY

When you show up in force, you show up *in force!*

Prerequisites: Horde Mastery.

Benefit: You and each of your teammates gain a +2 morale bonus with the damage of each attack made within CQB Range. Further, if the Initiative Count of an opponent within your line of sight increases, the increase is reduced to 1/2 standard (rounded down). You must possess a 2-to-1 or greater advantage to use this ability.

IRON WILL

You have a legendary strength of will.

Benefit: Your base Will save bonus increases by +3. Further, your Constitution and Wisdom scores are each considered 3 higher when determining your subdual and stress damage thresholds.

LIGHTNING REFLEXES

Your reflexes are much faster than most people's.

Benefit: Your base Reflex save bonus increases by +3. Further, when you make an Initiative check, you may roll twice, keeping the result you prefer.

MOBILE DEFENSE

Duck and weave, man, duck and weave!

Prerequisites: Base Defense bonus +1 or higher, Combat Mobility.

Benefit: You do not become *flat-footed* when you take a Run action. Further, each time you take a Standard Move or Run action, you may decrease your Initiative Count by 2 to gain a +2 dodge bonus to Defense for 1 full round.

MOBILE OFFENSE

You're always on the go in a fight.

Prerequisites: Base attack bonus +1 or higher, Combat Mobility.

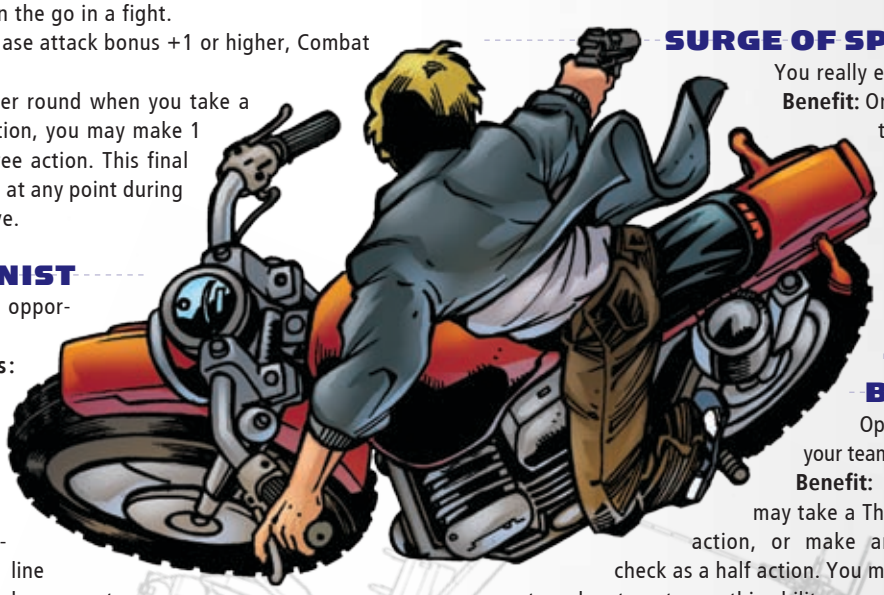
Benefit: Once per round when you take a Standard Move action, you may make 1 final attack as a free action. This final attack may happen at any point during your Standard Move.

OPPORTUNIST

You seize every opportunity in a fight.

Prerequisites: Base attack bonus +6 or higher, Combat Instincts.

Benefit: Once per round when you and an opponent both possess line of sight to a second opponent who becomes *stunned* or whose wound points become negative, you may immediately make 1 final attack against the first opponent as a free action. If this attack hits, it inflicts only 1/2 standard damage (rounded up).



QUICK DRAW

You handle your weapons with amazing speed.

Benefit: Twice per round, you may take a Draw Weapon, Holster Weapon, Pick Up Weapon, or Reload action as a free action.

QUICK HEALER

You bounce back from injury very quickly.

Prerequisites: Guts.

Benefit: The time required for you to recover vitality points or wound points, and to lose stress damage or subdual damage, decreases to 1/2 standard (rounded down).

SNAKE STRIKE

You often take deadly advantage of an opponent's surprise.

Prerequisites: Base attack bonus +6 or higher, Quick Draw.

Benefit: Once per opponent per combat, as a free action, you may draw 1 weapon you have not yet used during the current combat and take a Feint action. If this action is successful, you also inflict 1 die of sneak attack damage with your next successful attack against the opponent using the weapon drawn. This benefit is lost at the end of the current round.

SUPERIOR COVER

You're adept at staying out of harm's way.

Prerequisites: Base Defense bonus +3 or higher, Battle Hardened.

Benefit: When you benefit from cover during your Initiative Count, you may accept a –2 penalty with all attack and skill checks for 1 full round to gain an amount of DR equal to your cover Reflex save bonus for 1 full round or until you no longer benefit from cover, whichever comes first.

SURGE OF SPEED

You really excel under pressure.

Benefit: Once per round, you may take 1 additional non-attack half action as a free action. You may use this ability a number of times per session equal to your starting action dice.

TAC-SQUAD BASICS

Opponents often submit to your team's superior numbers.

Benefit: Once per round, you may take a Threaten action as a free action, or make an Intimidate/Coercion check as a half action. You must possess a 2-to-1 or greater advantage to use this ability.

TAC-SQUAD MASTERY

You can pin down enemies for ages.

Prerequisites: Tac-Squad Basics.

Benefit: Once per round, you may take a Suppressive Fire action as a half action. You must possess a 2-to-1 or greater advantage to use this ability.

TAC-SQUAD SUPREMACY

Your foes often find themselves caught in vicious crossfires.

Prerequisites: Tac-Squad Mastery.

Benefit: All opponents within your CQB Range and line of sight are considered *flanked*. You must possess a 2-to-1 or greater advantage to gain this benefit.

TACTICAL ADVANTAGE

You're a veteran of way too many one-sided engagements.

Prerequisites: Tactics skill 3+ ranks.

Benefit: You and each of your teammates count as if you were exactly 2 characters when determining numerical advantage *(see page 172)*. This effect does **not** stack when multiple characters in a team possess this feat, and has no effect when a character already counts as 2 or more characters due to another feat or ability.

Further, the DC of any Joint Action in which you participate decreases by 10 (minimum 0).

Finally, you may lead a Joint Action as a half action.

TOUGHNESS

You soak up hits like a sponge.

Benefit: Your vitality points increase by your base Fortitude save bonus.

Special: You may choose this feat up to 3 times.

TWO-WEAPON BASICS

You fight effectively with a weapon in each hand.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You only suffer a –2 penalty when you use 1 hand with a skill check possessing the Hands-On tag. Further, at the start of your Initiative Count when you're armed with two different 1-handed weapons, you may choose to gain 1 final attack with the weapon you've used to attack the least number of times during the current round (your choice in the case of a tie). If you do so, you suffer a –2 penalty with all attack and skill checks — including the final attack — for 1 full round.

TWO-WEAPON MASTERY

You're especially deadly with a weapon in each hand.

Prerequisites: Base attack bonus +9 or higher, Two-Weapon Basics.

Benefit: When you use your Two-Weapon Basics feat ability to gain 1 final attack, you may increase your attack and skill check penalty to –4 in order to gain 1 additional final attack with the weapon you've used to attack the least number of times during the current round (your choice in the case of a tie).

WEAPON FOCUS

You've put in extra hours with your favorite weapons.

Benefit: Choose 1 weapon proficiency you possess other than Unarmed. You gain the forte for that weapon proficiency and the DCs for all Build, Modify, and Repair checks made targeting weapons covered by the proficiency decrease by 10 (minimum 5).

Special: You may choose this feat multiple times, each time gaining its benefits with 1 additional weapon proficiency.

WOLF PACK BASICS

You work well with a combat partner.

Prerequisites: Career Level 1+.

Benefit: When attacking a *flanked* opponent, you gain an additional +2 bonus (for a total bonus of +4).

WOLF PACK MASTERY

You're an expert at close-combat teamwork.

Prerequisites: Career Level 6+, Wolf Pack Basics.

Benefit: An adjacent opponent becomes *flanked* so long as you and at least 1 of your teammates are adjacent to him in any configuration. Further, when you hit a *flanked* character, you inflict 1 die of sneak attack damage.

WOLF PACK SUPREMACY

Your close-combat teamwork is unmatched.

Prerequisites: Career Level 12+, Wolf Pack Mastery.

Benefit: When attacking a *flanked* opponent, your threat range increases by 1. Further, when you hit a *flanked* character, you inflict 1 additional die of sneak attack damage (for a total of 2 dice).

MELEE COMBAT FEATS

Melee weapon have fallen out of favor in the modern age, but some melee experts own the battlefield.

Stances: Many Melee Combat feats allow a character to enter a named "stance." A character may benefit from only one stance at a time. Characters without a Stance feat, or not using a stance feat ability, are considered to be in "normal stance," which offers no special benefits or modifiers. Entering a stance requires 1 half action, while returning to normal stance is a free action. Characters who become *helpless*, *prone*, or *sprawled*, or who make any attack other than a melee attack, immediately return to normal stance.

Tricks: Many Melee Combat feats grant additional tricks that the character may use in conjunction with certain attack actions *(see Actions, page 352)*. Unlike standard tricks, a character may benefit from only 1 trick granted by a Melee Combat feat at any time. Further, you may only apply 1 trick granted by a Melee Combat or Unarmed Combat feat to each action. This includes the Full Defense Action.

ALL-OUT ATTACK

You hit hard. Really hard.

Prerequisites: Str 13+.

Benefit: Before making a melee attack, you may accept a penalty with your attack check up to your Strength modifier + 2 to gain a bonus to the attack's damage equal to twice that number. If the attack misses, you become *flat-footed*.

AXE BASICS

You're formidable with any sort of axe.

Prerequisites: Weapon proficiency (Edged).

Benefit: While you hold a readied axe, the weapon gains the *armor-piercing* (2) quality and you gain a +1 gear bonus with skill checks made as part of a Trip action and melee attack checks made as part of a Disarm action. Further, you gain the following stance and trick.

Menacing Stance (Stance): While you're in this stance, each of your melee attacks inflicts 2 points of stress damage (in addition to any other damage inflicted).

Chop! (Trick): You may make a full-action Standard Attack with an axe, gaining a +3 bonus with your attack check and damage. This attack gains the *takedown* quality.

BATTERING BLOWS

You can unleash a devastating combo if you can get close to your opponent.

Benefit: You gain the following grapple trick.

Clobber (Grapple Trick): While you hold a readied melee weapon, you may make an Athletics (Str) check with a –2 penalty if the weapon is 1-handed, or a –4 penalty if the weapon is 2-handed. With success, you inflict your standard unarmed damage, followed by the weapon's standard damage. If you also possess the Darting Weapon feat, you inflict the weapon's damage a second time. If you also possess the Flashing Weapon feat, you inflict the weapon's damage a third time. Further, each time the target suffers the weapon's damage, he is subject to the *takedown* quality. Finally,

your opponent is moved into any adjacent unoccupied square (of your choice). Whether your Athletics check is successful or not, the grapple immediately ends and you may not target the same opponent with attack actions for the duration of the current round.

CLEAVE BASICS

Your blows can be terrifyingly powerful.

Prerequisites: Base attack bonus +1 or higher.

Benefit: Once per round, if one of your melee attacks renders an opponent *unconscious* or *dead*, you may immediately make 1 "cleave" melee attack with the same weapon against another opponent.

CLEAVE MASTERY

"Surrounded" is just another way of saying "you're about to get yours."

Prerequisites: Base attack bonus +6 or higher, Cleave Basics.

Benefit: Any number of times per round, if one of your melee attacks renders an opponent *unconscious* or *dead*, you may immediately make 1 "cleave" melee attack with the same weapon against another opponent. Further, your threat range with melee attacks against standard characters increases by 1.

CLEAVE SUPREMACY

You casually mow down lesser foes.

Prerequisites: Base attack bonus +12 or higher, Cleave Mastery.

Benefit: You may move 5 ft. before each "cleave" attack you make, so long as the total distance you travel does not exceed your Speed. Further, your action die cost to activate a critical hit with a melee attack against a standard character decreases by 1 (minimum 0).

CLUB BASICS

You're here to administer some severe blunt trauma.

Prerequisites: Weapon proficiency (Blunt).

Benefits: When holding a readied club, you may convert lethal damage to subdual damage and vice versa at no penalty. Further, you may use an improvised club without suffering the standard –2 penalty with your attack checks. Finally, you gain the following stance and trick.

Furious Stance (Stance): At the end of each round while you're in this stance, your Initiative Count increases by the number of melee attacks you made during the round.

MELEE COMBAT FEATS

- **ALL-OUT ATTACK** — Str 13+
- **AXE BASICS** — Proficiency (Edged)
- **BATTERING BLOWS**
- **CLEAVE BASICS** — BAB +1
  - **CLEAVE MASTERY** — BAB +6
    - **CLEAVE SUPREMACY** — BAB +12
- **CLUB BASICS** — Proficiency (Blunt)
- **DARTING WEAPON** — BAB +3, 1 other Melee Combat feat
  - **FLASHING WEAPON** — BAB +12, 2 other Melee Combat feats
- **DUELING BASICS** — BDB +1
  - **DUELING MASTERY** — BDB +2
    - **DUELING SUPREMACY** — BDB +4
- **FENCING BASICS** — Proficiency (Edged)
- **FINESSE BASICS** — BAB +1
  - **FINESSE MASTERY** — BAB +6
    - **FINESSE SUPREMACY** — BAB +12
- **FLAIL BASICS** — Proficiency (Exotic Blunt)
- **GARROTE BASICS** — Proficiency (Blunt)
- **GREAT SWORD BASICS** — Proficiency (Exotic Edged)
- **HAMMER BASICS** — Proficiency (Blunt)
- **IMPROVISED WEAPON BASICS**
  - **IMPROVISED WEAPON MASTERY** — BAB +3
- **KNIFE BASICS** — Proficiency (Edged)
- **POLEARM BASICS** — Proficiency (Exotic Edged)
- **SPEAR BASICS** — Proficiency (Exotic Edged)
- **STAFF BASICS** — Proficiency (Exotic Blunt)
- **SWORD BASICS** — Proficiency (Edged)
- **WHIP BASICS** — Proficiency (Exotic Blunt)

Out of the Park (Trick): You may make a full-action Standard Attack with a club, gaining a +2 bonus with your attack check and damage. Your threat range with this attack increases by 2.

DARTING WEAPON

Your strikes are almost too fast to follow.

Prerequisites: Base attack bonus +3 or higher, at least 1 other Melee Combat feat.

Benefit: At the start of your Initiative Count, you may choose to gain 1 final melee or hurled attack. If you do so, you suffer a –2 penalty with all attack and skill checks — including the final attack — for 1 full round.

DUELING BASICS

You're a master of one-on-one combat.

Prerequisites: Base Defense bonus +1 or higher.

Benefit: During your Initiative Count, you may choose 1 opponent of whom you're aware. You gain a +2 dodge bonus to Defense against all attacks made by that opponent for 1 full round. If you do not choose an opponent, you gain a +1 dodge bonus against all attacks for 1 full round. Further, once per round when making a melee attack, you may target an opponent 5 ft. beyond your Reach. If the attack misses, however, you become *flat-footed*.

DUELING MASTERY

Your weapon is an extension of your body, and you incorporate it into your martial arts techniques.

Prerequisites: Base Defense bonus +2 or higher, Dueling Basics.

Benefit: You gain a +1 bonus to Defense while you hold a readied melee weapon. Further, any time an adjacent opponent misses you with an attack, his Initiative Count decreases by 2. Finally, you may attack with a melee weapon while benefiting from an unarmed combat stance.

DUELING SUPREMACY

Your melee weapon attacks are fluid and flawless.

Prerequisites: Base Defense bonus +4 or higher, Dueling Mastery.

Benefit: You gain a +2 dodge bonus to Defense. Further, any time you hit an opponent with a melee weapon, your Initiative Count increases by 1.

FENCING BASICS

You're as graceful and poised as your blade.

Prerequisites: Weapon proficiency (Edged).

Benefit: While holding a readied 1-handed sword possessing the *finesse* quality, you gain a +2 gear bonus with skill checks made as part of a Feint action, and with melee attack checks made as part of a Disarm action. Further, you gain the following stance and trick.

Side Stance (Stance): While in this stance, you gain 1 die of sneak attack damage with your next attack against an opponent upon whom you've successfully performed a Feint action. However, your Defense decreases by 1 and you may not move farther than 20 ft. during any round.

Remiss (Trick): When you miss with a Standard Attack action using a 1-handed sword possessing the *finesse* quality, but do not suffer an error, you may immediately make 1 final attack against the same opponent with the same weapon.

FINESSE BASICS

Your control of melee weapons is exceptional.

Prerequisites: Base attack bonus +1 or higher.

Benefit: Any 1-handed melee weapon you use may gain the finesse quality. Further, when attacking with a 2-handed melee weapon possessing the *massive* quality, your Initiative Count does not decrease as standard.

FINESSE MASTERY

You're quite good at hitting tiny targets.

Prerequisites: Base attack bonus +6 or higher, Finesse Basics.

Benefit: Your threat range with melee attacks increases by 1.

FINESSE SUPREMACY

When you draw steel, people have a tendency to die abruptly.

Prerequisites: Base attack bonus +12 or higher, Finesse Mastery.

Benefit: Your threat range with melee attacks increases by an additional 1 (for a total increase of 2). Further, your action die cost to activate a critical hit with a melee attack decreases by 1 (minimum 0).

FLAIL BASICS

Your opponents have to watch *really* closely to see the swing that takes them out.

Prerequisites: Weapon proficiency (Exotic (Blunt)).

Benefit: While holding a readied flail, you gain a +2 gear bonus with melee attack checks made as part of a Cheap Shot trick, or skill checks made as part of a Feint action. Further, you gain the following stance and trick.

Punishing Stance (Stance): While you're in this stance, each of your melee attacks inflicts 2 points of subdual damage (in addition to any other damage inflicted).

Double Twirl (Trick): When you miss with a Standard Attack action using a flail, but do not suffer an error, you may immediately make 1 final attack against the same opponent with the same weapon.

FLASHING WEAPON

Your weapon is a blur.

Prerequisites: Base attack bonus +12 or higher, Darting Weapon, at least 2 other Melee Combat feats.

Benefit: When you use your Darting Weapon feat ability to gain 1 final attack, you may increase your attack and skill check penalty to –4 in order to gain 1 additional final melee or hurled attack (for a total of 2 final attacks).

GARROTE BASICS

You've choked the life from your strongest enemies.

Prerequisites: Weapon proficiency (Blunt).

Benefit: While you hold a readied garrote, your threat range with skill checks made as part of a Grapple action increase by 2. Further, each opponent you successfully hold automatically becomes *mute*. Finally, you gain the following stance and grapple trick.

Stalking Stance (Stance): While in this stance, you gain a +3 bonus with Sneak checks made in combat. However, you may not move farther than 20 ft. during any round.

Tighten the Noose (Grapple Trick): If you score a threat or critical hit against one of your *held* opponents, the target must immediately begin making Fortitude saves as if he'd already held his breath for a number of rounds equal to twice his Constitution score *(see page 349)*. This continues until you release him, until he escapes the hold, or until the target dies.

GREAT SWORD BASICS

You swing the mightiest of weapons with ease.

Prerequisites: Weapon proficiency (Exotic (Edged)).

Benefit: While holding a readied 2-handed sword, you gain a +2 gear bonus to Defense against melee attacks, and with skill checks made to defend against a Trip action. Further, you gain the following stance and trick.

Power Stance (Stance): While in this stance, your Initiative Count increases by your Strength score. However, you may not move farther than 10 ft. during any round.

Hack! (Trick): You may make a full-action Standard Attack with a 2-handed sword, gaining a +1 bonus with your attack check and a +4 bonus with damage. Your threat range with this attack increases by 1.

HAMMER BASICS

You often finish enemies with one crushing blow.

Prerequisites: Weapon proficiency (Blunt).

Benefit: While you hold a readied hammer, the weapon gains the *armor-piercing* (2) quality and you gain a +2 gear bonus with Intimidate checks. Further, you gain the following stance and trick.

Driving Stance (Stance): Each time you hit with a melee attack while in this stance, your opponent is pushed 5 ft. away from you (unless the square is occupied or blocked, in which case he suffers 1d4 subdual damage). If your opponent is pushed back, you may move 5 ft. toward him.

Crush! (Trick): You may make a full-action Standard Attack with a hammer, gaining a +2 bonus with your attack check and a +5 bonus with damage.

IMPROVISED WEAPON BASICS

You can turn almost anything into a deadly weapon.

Benefit: You gain a +3 bonus with Gear checks made to find improvised weapons. Further, you suffer no gear penalty with attack checks or damage when using an improvised weapon.

IMPROVISED WEAPON MASTERY

Your ability to find and exploit improvised weapons is so impressive, it's a wonder you even *carry* weapons.

Prerequisites: Base attack bonus +3 or higher, Improvised Weapon Basics.

Benefit: When you make a successful Gear check to find an improvised weapon, you may choose the improvised weapon type found, and the weapon is always located in an adjacent square. Further, you may make a Gear check to find an improvised weapon once per combat without spending an action die.

KNIFE BASICS

Knives *dance* in your hands.

Prerequisites: Weapon proficiency (Edged).

Benefit: You may draw a knife as a free action, and any knife on your person is always considered readied. Further, you gain the following stance and trick.

Circling Stance (Stance): While you're in this stance, if at least 1 square adjacent to you is unoccupied, and you make a melee attack, your target's dodge bonus to Defense decreases to 1/2 standard (round up). Following this attack, you automatically move into an unoccupied adjacent square of your choice.

Between the Ribs (Trick): You may make a full-action Standard Attack with a knife, inflicting 1 die of sneak attack damage with a hit.

POLEARM BASICS

You twirl polearms with deadly velocity.

Prerequisites: Weapon proficiency (Exotic (Edged)).

Benefit: While holding a readied polearm, you gain a +1 gear bonus to Defense. Further, you may attack adjacent opponents with a polearm without suffering the standard –5 penalty. Finally, you gain the following stance and trick.

Striking Stance (Stance): Once per round while you're in this stance, you may make 1 melee final attack against any opponent who moves into a square adjacent to you. However, you may not move farther than 5 ft. during any round.

Fend (Trick): You may immediately move 5 ft. after any Standard Attack action with a polearm, whether the attack is successful or not.

SPEAR BASICS

You're a master spear combatant.

Prerequisites: Weapon proficiency (Exotic (Edged)).

Benefit: While holding a readied spear, you gain a +2 gear bonus with skill checks made as part of a Bull Rush or Trip action. Further, you gain the following stance and trick.

Gripping Stance (Stance): While in this stance, you may use 2-handed weapons with 1 hand, but you suffer a –2 penalty with attack checks when doing so.

Spear Charge (Trick): You may make a full-action Standard Attack with a spear. You may move up to your Speed — and *must* move at least 10 ft. toward your target — immediately before making this attack. You suffer a –2 penalty with this attack check, but your threat range increases by 3 and you gain a +3 bonus with damage.

STAFF BASICS

A simple stick is transformed into a brutal weapon in your hands.

Prerequisites: Weapon proficiency (Exotic (Blunt)).

Benefit: While holding a readied staff, you gain a +3 gear bonus with Acrobatics/Jump checks. Further, you gain the following stance and trick.

Whirling Stance (Stance): While in this stance, you may not become *flanked* by characters with lower career levels.



Thread the Needle (Trick): You may make a Standard Attack using a staff. With a hit, the target suffers the weapon's standard damage and becomes *held*, retaining this condition until he escapes, you release him, or you move farther than 5 ft. from him.

SWORD BASICS

All swords are sweeping arcs of death in your hands.

Prerequisites: Weapon proficiency (Edged).

Benefit: After hitting an opponent using a 1-handed sword without the *finesse* quality, you may immediately move to the opposite side of the opponent (though only if the square is unoccupied). Further, you gain the following stance and trick. If a weapon you're wielding ever gains the *finesse* quality, all of this feat's benefits are immediately lost until the weapon loses the *finesse* quality.

Unbeatable Stance (Stance): While in this stance, you gain a +1 morale bonus with all attack checks made against opponents who have suffered damage from one of your melee weapons during the current combat.

Impale (Trick): You may make a Standard Attack with a 1-handed sword without the *finesse* quality, inflicting 1 additional point of damage per 2 points by which your attack result exceeds your opponent's Defense.

WHIP BASICS

You do a fine job of keeping up with the Joneses.

Prerequisites: Weapon proficiency (Exotic (Blunt)).

Benefit: While holding a readied whip, you gain a +2 gear bonus with Acrobatics/Jump checks and skill checks made as part of a Trip action. Further, you gain the following stance and trick.

Intense Stance (Stance): While in this stance, you may make no attack checks for 1 full round to gain a +2 bonus with all melee attack checks and damage during the following full round.

Entwine (Trick): You may make a Standard Attack using a whip. With a hit, the target suffers the weapon's standard damage and becomes *held*, retaining this condition until he escapes, you release him, or you move farther than 10 ft. from him. Further, at the end of each round during which the target remains *held*, you may shift him into an unoccupied square adjacent to him.

RANGED COMBAT FEATS

These feats concentrate on the use of hurled weapons, firearms, and many heavy weapons.

AUTOFIRE BASICS

You've got a light touch with automatic weapons.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You may use a "Two-Shot Burst" trick when firing a weapon in Single-Shot or Burst modes. This trick is identical to the standard Burst trick, except that it increases the shots used by only 1, and you don't hit a third time if your attack result exceeds your target's Defense by 10 or more. Further, once per round, you may take the Cover Fire action as a half action.

AUTOFIRE MASTERY

You lead by example during firefights.

Prerequisites: Base attack bonus +3 or higher, Autofire Basics.

Benefit: Once per round per opponent, when you hit an opponent with a ranged attack, each of your teammates gains a +2 bonus with ranged attack checks against the same opponent for 1 full round. Further, your error range does *not* increase when you use a Burst or Two-Shot Burst trick.

AUTOFIRE SUPREMACY

Your automatic weapons are devastating at full tilt.

Prerequisites: Base attack bonus +9 or higher, Autofire Mastery.

Benefit: When taking an Autofire action, you score 1 additional hit per 3 points by which your attack result exceeds the target's Defense. When taking a Strafe action, each target gains a cumulative +1 bonus to Defense rather than the standard cumulative +2 bonus to Defense.

BOMBARD

You can plot indirect fire in your sleep.

Prerequisites: Weapon proficiency (Indirect).

Benefit: When you make an indirect attack, your range increment is doubled and your error range decreases by 1 (minimum 1). Further, the DC to reduce damage inflicted by your indirect attacks increases by 2. Finally, if you miss with an indirect attack, you may roll deviation twice, keeping the result you prefer.

BULLSEYE

Your flamboyant shots are especially lethal.

Prerequisites: Dex 13+.

Benefit: Before making a ranged Standard Attack that uses only 1 shot, you may accept a penalty with your attack check of up to your Dexterity modifier + 2 to gain an equal bonus to damage. If the attack misses, you become *flat-footed*.

CQB BASICS

You've trained extensively with "up close and personal" weapons.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You gain a +1 bonus with ranged attack checks and damage against targets within CQB Range. Further, when you hold a readied ranged weapon, you gain a +2 gear bonus with skill checks made as part of a Threaten action. Finally, you don't suffer the standard –4 penalty and your error range does not increase when making a ranged attack out of melee.

CQB MASTERY

You can seize control of any CQB situation.

Prerequisites: Base attack bonus +6 or higher, CQB Basics.

Benefit: Your threat range with ranged attack checks made against opponents within CQB Range increases by 1. Further, when you hold a readied ranged weapon, you may take a Threaten action against an uninjured target. Also, if your Intimidate (Wis) check fails, the target's bonus when next attacking you is negated, and if it results in a critical failure, the target's bonus when next attacking you decreases to +1. Finally, you don't suffer the standard –4 penalty and your error range does not increase when making a ranged attack into melee.

RANGED COMBAT FEATS

- **AUTOFIRE BASICS** — BAB +1
  - **AUTOFIRE MASTERY** — BAB +3
    - **AUTOFIRE SUPREMACY** — BAB +9
- **BOMBARD** — Proficiency (Indirect)
- **BULLSEYE** — Dex 13+
- **CQB BASICS** — BAB +1
  - **CQB MASTERY** — BAB +6
    - **CQB SUPREMACY** — BAB +12
- **FLAMETHROWER BASICS** — Proficiency (Tactical)
- **FOLLOW-UP SHOT** — BAB +3, 1 other Ranged Combat feat
  - **HAIL OF FIRE** — BAB +12, 2 other Ranged Combat feats
- **GRENADE BASICS** — Proficiency (Hurled)
- **GUIDED WEAPON BASICS** — Proficiency (Guided)
- **GUNSLINGER'S EYE** — 2 other Ranged Combat feats
- **MARKSMANSHIP BASICS** — BAB +1
  - **MARKSMANSHIP MASTERY** — BAB +3
    - **MARKSMANSHIP SUPREMACY** — BAB +6
- **REVOLVER BASICS** — Proficiency (Handgun)
- **ROCK AND ROLL!** — Proficiency (Rifle or Tactical)
- **SHARPSHOOTER BASICS** — BAB +3
  - **SHARPSHOOTER MASTERY** — BAB +9
    - **SHARPSHOOTER SUPREMACY** — BAB +15
- **SNAP SHOT** — BAB +3
- **STEEL RAIN** — Proficiency (Hurled)
- **STYLE OVER CALIBER** — Proficiency (Handgun)
- **"THIS... IS MY BOOM STICK!"** — Proficiency (Shotgun)
- **TRICK SHOT** — Proficiency (Hurled)

CQB SUPREMACY

Everyone wants you watching their back in a room-to-room fight.

Prerequisites: Base attack bonus +12 or higher, CQB Mastery.

Benefit: When you make a ranged attack against an opponent within CQB Range who benefits from up to 3/4 cover, his cover decreases by 1/4 against your attack. Further, you gain a +5 bonus with Initiative checks when holding a readied ranged weapon. Finally, if you hold a readied ranged weapon when you fail a skill check made as part of a Threaten action, you may immediately make 1 final attack with that weapon against the opponent targeted by the Threaten action.

FLAMETHROWER BASICS

You do wonderful, horrible things with flamethrowers.

Prerequisites: Weapon proficiency (Tactical).

Benefits: Each of your attacks with a flamethrower ignores the *imprecise* quality and consumes only 1/2 the standard number of shots (rounded up). Further, you may apply the Bounce trick when attacking with a flamethrower.

FOLLOW-UP SHOT

You fire guns with startling speed.

Prerequisites: Base attack bonus +3 or higher, at least 1 other Ranged Combat feat.

Benefit: At the start of your Initiative Count, you may choose to gain 1 final attack with a firearm or heavy weapon. If you do so, you suffer a –2 penalty with all attack and skill checks — including the final attack — for 1 full round.

GRENADE BASICS

You're quite handy with grenades.

Prerequisites: Weapon proficiency (Hurled).

Benefits: Your range increment with any thrown grenade increases by 5 ft., and your error range with a thrown grenade decreases by 2 (minimum 1). Further, when using the Bounce trick, your attack check penalty decreases by 2. Finally, you gain 1 additional grenade each time you request any number of grenades.

GUIDED WEAPON BASICS

You play video games pretty well, too.

Prerequisites: Weapon proficiency (Guided).

Benefit: When you make a guided attack, your range increment is doubled and your error range decreases by 1 (minimum 1). Further, each time you request a guided weapon or guided weapon ammo, the number of shots you gain is doubled. Finally, if you miss with a guided attack, you may roll deviation twice, keeping the result you prefer.



GUNSLINGER'S EYE

As a professional shooter, you can quickly evaluate opponents.

Prerequisites: At least 2 other Ranged Combat feats.

Benefit: You may "size up" any character as a free action, learning his ranged attack bonus, Initiative bonus, and the number of Ranged Combat feats he possesses (though the target may spend 1 action die per detail he wishes to conceal). You may use this ability a number of times per session equal to the number of Ranged Combat feats you possess, but you may not target the same character with it more than once per mission.

HAIL OF FIRE

You routinely fill the air with incredible amounts of lead.

Prerequisites: Base attack bonus +12 or higher, Follow-Up Shot, at least 2 other Ranged Combat feats.

Benefit: When you use your Follow-Up Shot feat ability to gain 1 final attack, you may increase your attack and skill check penalty to –4 in order to gain 1 additional final attack with a firearm or heavy weapon (for a total of 2 final attacks).

MARKSMANSHIP BASICS

You're well versed with the fundamental use of firearms.

Prerequisites: Base attack bonus +1 or higher.

Benefit: Each time you take an Aim action, you may also Brace as a free action. Further, you may take a Brace action even when no obvious surface is available to brace against. Finally, you suffer only a –1 penalty with Reflex saves while braced instead of the standard –4.

MARKSMANSHIP MASTERY

Your ranged combat technique is carefully honed.

Prerequisites: Base attack bonus +3 or higher, Marksmanship Basics.

Benefit: Your attack check bonuses from the Aim action increases by +1. Further, your range increment with any firearm or heavy weapon increases by 50% (rounded up to the nearest 5 ft.). Finally, your range increment with any hurled weapon is doubled.

MARKSMANSHIP SUPREMACY

Your ranged attacks break records.

Prerequisites: Base attack bonus +6 or higher, Marksmanship Mastery.

Benefits: Your CQB Range extends to 60 ft. Further, your range increment with any firearm or heavy weapon is doubled and your range increment with any hurled weapon is tripled (these benefits replace those of Marksmanship Mastery).

REVOLVER BASICS

People shudder every time you spin that cylinder.

Prerequisites: Weapon proficiency (Handgun).

Benefit: When you hold a readied revolver, it may be fired in Burst mode. Further, you gain a +4 gear bonus with all Intimidate checks when you hold a readied revolver containing only 1 shot. Finally, once per round, you may completely reload a revolver as a free action.

ROCK AND ROLL!

Your control over Full Auto weapons is extraordinary.

Prerequisites: Weapon proficiency (Rifle or Tactical).

Benefit: When taking an Autofire or Strafe action, each of your volleys uses only 2 shots, and the maximum number of volleys you may fire is equal to 1/2 the ammunition remaining in your weapon (rounded down). Further, you may use a rifle or machine gun with 1 hand, but suffer a –2 penalty with all attack checks when doing so. Finally, each time you request a weapon that may be used in Autofire mode, or ammunition for such a weapon, the number of shots you gain is doubled.

SHARPSHOOTER BASICS

Your shots are precise and accurate.

Prerequisites: Base attack bonus +3 or higher.

Benefit: When you make a ranged attack against an opponent benefiting from up to 3/4 cover, his cover decreases by 1/4 against your attack. Further, when you make a ranged attack against an opponent whose Size grants a bonus to Defense, that bonus decreases to 1/2 standard (rounded down).

SHARPSHOOTER MASTERY

All of your shots count.

Prerequisites: Base attack bonus +9 or higher, Sharpshooter Basics.

Benefit: When you make a braced ranged attack, your threat range increases by 1. Further, when you use the Called Shot trick, your attack check penalty decreases by 3 (minimum 0).

SHARPSHOOTER SUPREMACY

Right between the eyes...

Prerequisites: Base attack bonus +15 or higher, Sharpshooter Mastery.

Benefit: When you make an aimed ranged attack, your threat range increases by 2. Further, your action die cost to activate a critical hit with a ranged attack decreases by 1 (minimum 0).

SNAP SHOT

Shoot first, ask questions later. Maybe.

Prerequisites: Base attack bonus +3 or higher.

Benefit: Once per round, if one of your ranged attacks renders an opponent *unconscious* or *dead*, you may immediately make 1 "snap shot" ranged attack with the same weapon against another opponent.

STEEL RAIN

You tend to put a *lot* of blades in the air.

Prerequisites: Weapon proficiency (Hurled).

Benefit: You may draw a hurled weapon as a free action, and any hurled weapon on your person is always considered readied. Further, you may use the Burst trick and take Cover Fire and Suppressive Fire actions with hurled weapons. Finally, you gain a +4 gear bonus with Stash Item checks targeting hurled weapons. This feat's effects may not be applied to any weapon possessing a blast increment or any weapon containing ammunition that possesses a blast increment.

STYLE OVER CALIBER

People tend to underestimate your punch with small firearms.

Prerequisites: Weapon proficiency (Handgun).

Benefit: When attacking with any pistol, you may choose to inflict 1d10+2 damage instead of the weapon's standard damage. This effect replaces **only** the weapon's standard damage; all other damage, qualities, and special effects, such as sneak attack damage and the *takedown* quality, are retained.

Further, when you use a Cheap Shot trick with a pistol, you suffer only a –2 penalty with your attack check as opposed to the standard –4, and if you miss, you do not become *flat-footed*.

Finally, each time you request a pistol or pistol ammunition, the number of shots you gain is doubled.

"THIS... IS MY BOOM STICK!"

You cut your teeth on a shotgun barrel.

Prerequisites: Weapon proficiency (Shotgun).

Benefit: When holding a readied shotgun, you may make a melee attack with it using the heavy club statistics. Further, you may use a shotgun with 1 hand, but suffer a –2 penalty with all attack checks when doing so. Also, the DCs of any Damage or Fortitude saves prompted by your shotgun attacks increase by 4. Finally, each time you hit with a shotgun, your opponent is pushed 5 ft. away from you (unless the square is occupied or blocked, in which case he suffers 1d4 subdual damage).



TRICK SHOT

You pull off amazing stunts with thrown weapons.

Prerequisites: Weapon proficiency (Hurled).

Benefit: With a successful attack using a non-grenade hurled weapon that inflicts lethal damage, you may cause an opponent to become *held* instead of inflicting damage. The target may only escape with a half-action Athletics (Str) check (DC equal to your attack's damage). If a character suffers this feat effect multiple times during the same round, he must make only 1 Athletics (Str) check to resist all of these feat effects. This check's base DC is determined by the total damage inflicted by all successful attacks made using this feat ability during the same round.

Further, you may take Strafe actions with any non-grenade hurled weapon, but the damage with each hit decreases to 1/2 standard (rounded up). Further, the attack uses only 1 shot regardless of the number of targets.

UNARMED COMBAT FEATS

Whether you are a basic brawler, a square-jawed pugilist, or a martial arts master, these feats hone your body into a living weapon, enhancing your unarmed attacks and grappling abilities.

Stances: Many Unarmed Combat feats allow a character to enter a named "stance." A character may benefit from only one stance at a time. Characters without a Stance feat, or not using a stance feat ability, are considered to be in "normal stance," which offers no special benefits or modifiers. Entering a stance requires 1 half action, while returning to normal stance is a free action. Characters who become *helpless*, *prone*, or *sprawled*, or who make any attack other than an unarmed attack, immediately return to normal stance.

Tricks: Many Unarmed Combat feats grant additional tricks that the character may use in conjunction with certain attack actions *(see Actions, page 352)*. Unlike standard tricks, a character may benefit from only 1 trick granted by an Unarmed Combat feat at any time. Further, you may only apply 1 trick provided by a Melee Combat or Unarmed Combat feat to each action. This includes the Full Defense Action.

BERSERKER BASICS

When you see red, wise men run!

Prerequisites: Base attack bonus +1 or higher.

Benefit: As a full action, you may work yourself into a "berserker rage" for 2d4+2 rounds, during which your Strength and Constitution scores rise by 3 each and you gain the *enraged* condition. You may choose to end your rage at any time by taking 1 half action to calm down. Immediately following your rage, you become *exhausted* for a number of minutes equal to the number of rounds you were *enraged*. You may enter a berserker rage a number of times per session equal to your starting action dice.

BERSERKER MASTERY

Your fury is as deadly as any gun.

Prerequisites: Base attack bonus +6 or higher, Berserker Basics.

Benefit: You may enter a "berserker rage" as a free action. Further, your rages may last for up to 3d4+3 rounds. Also, your Strength and Constitution scores rise by 5 each during your rage

UNARMED COMBAT FEATS

BERSERKER BASICS
BAB +1

BERSERKER MASTERY
BAB +6

BERSERKER SUPREMACY
BAB +12

BOXING BASICS

BOXING MOVES
BAB +3

BOXING SUPREMACY
BAB +12, Boxing Basics, Boxing Moves

BRAWLING BASICS

BRAWLING MOVES
BAB +3

BRAWLING SUPREMACY
BAB +12, Brawling Basics, Brawling Moves

DIRTY FIGHTING BASICS

DIRTY FIGHTING MOVES
BAB +3

DIRTY FIGHTING SUPREMACY
BAB +12, Dirty Fighting Basics, Dirty Fighting Moves

KICKING BASICS

KICKING MOVES
BAB +3

KICKING SUPREMACY
BAB +12, Kicking Basics, Kicking Moves

MARTIAL ARTS
Level 6+, proficiency (Unarmed), 1 other Unarmed Combat feat

MASTER'S ART
Level 15+, 2 other Unarmed Combat feats

ROLLING BASICS

ROLLING MOVES
BAB +3

ROLLING SUPREMACY
BAB +12, Rolling Basics, Rolling Moves

SPIRIT BASICS

SPIRIT MOVES
BAB +3

SPIRIT SUPREMACY
BAB +12, Spirit Basics, Spirit Moves

SUBMISSION BASICS

SUBMISSION MOVES
BAB +3

SUBMISSION SUPREMACY
BAB +12, Submission Basics, Submission Moves

TWO-HIT COMBO
BAB +3, 1 other Unarmed Combat feat

WARRIOR'S GRACE
BAB +12, 2 other Unarmed Combat feats

VITAL POINTS BASICS

VITAL POINTS MOVES
BAB +3

VITAL POINTS SUPREMACY
BAB +12, Vital Points Basics, Vital Points Moves

WRESTLING BASICS

WRESTLING MOVES
BAB +3

WRESTLING SUPREMACY
BAB +12, Wrestling Basics, Wrestling Moves

(this replaces the Berserker Basics benefit). Finally, while in a rage, you may make Intimidate checks as if you were armed with a deadly weapon.

BERSERKER SUPREMACY

Your legendary fury gives even the sternest combatants pause.

Prerequisites: Base attack bonus +12 or higher, Berserker Mastery.

Benefit: You may end a "berserker rage" as a free action. Further, your rages may last for up to 4d4+4 rounds. Also, while in a rage, you gain a +4 bonus with all saves made to resist becoming *frenzied*. Finally, when your rage ends, you become *fatigued* instead of *exhausted*.

BOXING BASICS

You're a formidable pugilist, able to dish out and absorb incredible punishment.

Benefit: You gain 2 additional wound points and the following stance and trick.

Closed Stance (Stance): While in this stance, you may end your movement in an opponent's square. While you and your opponent remain in the same square, you are considered adjacent to each other. Further, while you remain in the same square as your opponent, you gain DR 2/— against the opponent's attacks, as well as a +2 bonus with your unarmed damage against the opponent. Finally, the opponent may not take bonus 5-ft. steps.

Double Jab (Trick): As a half action, you may make 2 unarmed Standard Attacks, suffering a –2 penalty with each attack check and inflicting 2 fewer points of damage per die rolled (minimum 1 point of damage per die).

BOXING MOVES

When people call you "champ," they mean it.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Knock Out (Trick): If one of your unarmed Standard Attacks inflicts more damage upon a standard character than his Constitution score, he becomes *unconscious* for 1d4 minutes.

Wallop (Trick): With a successful unarmed Standard Attack, your opponent must also make a Reflex save (DC 10 + the damage inflicted) or become *drunk* for 1d4 rounds.

Weather the Storm (Trick): Twice per round when benefiting from a Total Defense action, you may take a Tire action as a free action against any opponent who attacks you (whether the attack hits or not).

BOXING SUPREMACY

Comparisons to Ali are inevitable.

Prerequisites: Base attack bonus +12 or higher, Boxing Basics, Boxing Moves.

Benefit: Your Constitution score increases by 1. Further, you gain the following tricks.

Driving Punch (Trick): You may make a full-action unarmed Standard Attack, moving up to your Speed — and you *must* move at least 10 ft. toward your target — immediately before the attack. Your threat range increases by 2, but if the attack misses, you become *flat-footed*.

Turning Punch (Trick): You may make a full-action unarmed Standard Attack, against which the target's dodge bonus to Defense, if any, is doubled. If the attack hits, you inflict triple damage.

BRAWLING BASICS

You learned how to fight on the streets, and benefit from a bizarre mish-mash of abilities.

Benefit: You gain a +2 bonus with all Initiative checks. Further, you gain the following stance and grapple trick.

Coiled Stance (Stance): While in this stance, you gain a +2 bonus with unarmed attack checks against opponents with lower Reflex save bonuses. Further, you may take a second bonus 5-ft. step during each round.

Head Butt (Grapple Trick): When you inflict unarmed damage upon an opponent currently *held* or *pinned* by you, you may also inflict twice the same amount of flash damage. Further, when *pinned*, you may take 1 full action to inflict an amount of flash damage upon your grappler equal to double your standard unarmed damage.

BRAWLING MOVES

You're a true street scrapper, crushing opponents with simple, powerful moves.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Body Slam (Trick): With a successful Trip action, you may become *sprawled* to inflict an additional amount of subdual damage upon the target equal to double your standard unarmed damage.

Fake Out (Trick): When you make a successful Feint action, your Defense against the target's attacks increases by 2 for 1 full round.

Haymaker (Trick): When you make a successful unarmed Standard Attack, your target must make a Fortitude save (DC 10 + the damage inflicted) or become *nauseated* for 1 round.

BRAWLING SUPREMACY

You're a legend in fight clubs and street brawling communities.

Prerequisites: Base attack bonus +12 or higher, Brawling Basics, Brawling Moves.

Benefit: When you hit an opponent with 2 or more non-final unarmed attacks during a single round, you may immediately make 1 final attack against that opponent. Further, you gain the following tricks.

One-Two (Trick): When you make a successful unarmed Standard Attack with a result exceeding the target's Defense by 4 or more, you inflict double damage.

Sleeper Hold (Grapple Trick): As a free action, you may force 1 opponent currently *held* or *pinned* by you to make a Fortitude save (DC 15 + 1 per consecutive round you've used this ability). With failure, the target begins *sleeping* for a number of minutes equal to your Strength modifier + 1d6.

DIRTY FIGHTING BASICS

You're a wily, treacherous fighter who uses any advantage that presents itself.

Benefit: Any sneak attack damage you suffer decreases to 1/2 standard (rounded up). Further, you gain the following stance and trick.

Ready Stance (Stance): When you hit a target with 1 or more unarmed attacks while in this stance, the target suffers a –2 penalty with all attack checks made until the end of the current round.

Low Blow (Trick): When you make a successful unarmed Standard Attack, your target must make a successful Fortitude save (DC 10 + the damage inflicted) or become *sickened* for 1d4 rounds.

DIRTY FIGHTING MOVES

You hit foes where it hurts the most.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Eye Gouge (Trick): When you make a successful unarmed Standard Attack, your target must make a successful Reflex save (DC 10 + the damage inflicted) or become *blinded* for 1d4 rounds.

Mud in Your Eye (Trick): Once per opponent per combat, you may gain a +4 bonus with all skill checks made as part of 1 Feint action.

Rabbit Punch (Trick): You may make an unarmed Standard Attack, suffering a –4 penalty with your attack check. Your threat range increases by 1, and if you score a threat or critical success, the target becomes *nauseated* for 1 round.

DIRTY FIGHTING SUPREMACY

You make underhanded fighting look like high art.

Prerequisites: Base attack bonus +12 or higher, Dirty Fighting Basics, Dirty Fighting Moves.

Benefit: When you hit with an unarmed attack, you inflict 1 die of sneak attack damage. Further, you gain the following tricks.

Curb Stomp (Trick): You may make an unarmed Coup de Grace action, even against a *sprawled* target.

Work the Head (Grapple Trick): You may inflict double your standard unarmed damage against an opponent currently *pinned* by you.

KICKING BASICS

You use solid footwork and innate balance to pummel foes with your feet.

Benefit: Your Initiative Count does *not* decrease when you take a Kick action. Further, you gain the following stance and trick.

Shifting Stance (Stance): When you make an unarmed attack in this stance, your target's dodge bonus to Defense decreases to 1/2 standard (rounded up). Further, if you score a threat or critical hit with an unarmed attack while in this stance, you may immediately move to the opposite side of the opponent (though only if the square is unoccupied).

Sweep (Trick): You do *not* become *flat-footed* when you miss with an attack check made as part of a Trip action. You *do* become *flat-footed* if you suffer a critical failure, but your opponent may not take a Trip action against you as a free action.

KICKING MOVES

Your bone-shattering kicks propel you — and your opponents — about the battlefield.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Back Flip (Trick): You may take a Kick or unarmed Standard Attack action. With a hit, you may move 5 ft., and gain a +1 dodge bonus to Defense for 1 full round. With a miss, you become *flat-footed*.

Guillotine Kick (Trick): You may take a Kick action, suffering a –4 penalty with your attack check. Your threat range increases by 1, and if you hit, your target must make a Fortitude save (DC 10 + the damage inflicted) or be sent *reeling*.

Power Kick (Trick): You may take a Kick action. This attack gains the *armor-piercing* (2) and *takedown* qualities.

KICKING SUPREMACY

Your dizzying kicks mercilessly batter nearby opponents.

Prerequisites: Base attack bonus +12 or higher, Kicking Basics, Kicking Moves.

Benefit: Your Dexterity score increases by 1. Further, you gain the following tricks.

Hurricane Kick (Trick): Once per round, you may spend 1 full action to take 5 Kick attacks. These attacks may be divided among adjacent opponents in any combination. Each of these attacks suffers a –2 penalty with damage (minimum 1). After the last Kick attack is resolved, each opponent who was hit is pushed 5 ft. away from you (unless the square is occupied or blocked, in which case he suffers 1d4 subdual damage).

Thrust Kick (Trick): You may take a Kick action. With a hit, you may immediately take a Bull Rush action targeting the same opponent as a free action.

MARTIAL ARTS

You hand-to-hand fighting talents are black-belt caliber.

Prerequisites: Career Level 6+, Weapon proficiency (Unarmed), at least 1 other Unarmed Combat feat.

MARTIAL ARTS STYLES

Spycraft 2.0's unarmed combat feats are designed to provide a modular, interchangeable system for modeling many types of hand-to-hand fighting. The foundation of the system is the Unarmed weapon proficiency, which makes any character a passable fighter. After that, a character can easily mix and match various "basics" and "moves" feats to capture the feel of real world styles or create his own original blends.

By Career Level 3, most characters can easily combine 2 basics feats in any of 45 combinations. Characters with a high base attack bonus already have access to the moves feats by then, increasing their options to well over 100 two-feat combinations. Add in a feat or two from the melee combat tree for styles that also teach the use of weapons and the number of possibilities skyrockets. Dedicated martial artists can continue to build their feat pools or multiply the effectiveness of all of their unarmed combat feats by taking Martial Artist or Two-Hit Combo.

Because many, many different real world martial arts moves are grouped into unarmed Standard Attacks (most hand techniques), Bull Rushing (most overbearing techniques), Kicks (most foot techniques), Trips (a variety or sweeps and sudden take downs), or Grappling (including throws), it's important to remember that not every move requires a unique mechanic. Likewise, the many stances and tricks in this section may represent more than just the body positions and strikes for which they're named.

In general, when a real world style is examined for its signature moves and characteristics, its essentials can be reasonably presented in 4 feats or less. This flexibility allows even characters with non-combat classes to become formidable and stylish combatants in short order. Many unarmed combat supremacy feats represent extreme displays of skill, training, or ruthlessness. These feats only come into play when characters devote themselves to one particular aspect of unarmed combat, but they provide considerable advantages.

Several feat suggestions follow for those interested in modeling a real world martial arts style. These feats are listed in the order in which they might typically be taught (or chosen). They're only suggestions, as many styles — kung-fu in particular — include countless variations and sub-schools. GCs and players are actively encouraged to go beyond these lists to experience to full potential of this powerful system.

(Continued on pg. 187)

Benefit: Your base unarmed attack threat range becomes 19–20 and your unarmed combat damage increases to 1d6. Further, when you gain this feat, you may choose 1 attribute. If you choose Strength, your Strength modifier is applied to your Defense and Initiative bonuses in place of your Dexterity modifier. If you choose any other attribute, its modifier is applied to your unarmed attack bonus and unarmed damage rolls in place of the standard modifier. Finally, you're always considered to be armed with a deadly weapon when making Intimidate checks.

MARTIAL ARTS STYLES CONTINUED

Aikido: Wrestling Basics, Equilibrium Basics, Submission Moves, Martial Arts (Wisdom).

Capoeira: Rolling Basics, Kick Basics, Rolling Moves, Martial Arts (Dexterity).

Karate: Spirit Basics, Boxing Moves, Kicking Moves, Martial Arts (Strength)

Kung-Fu: Boxing Basics, Spirit Basics, Vital Point Basics, Two-Hit Combo.

Judo: Submission Basics, Submission Moves, Wrestling Moves, Two-Hit Combo.

Muay Thai (Kickboxing): Dirty Fighting Basics, Kicking Moves, Boxing Basics, Spirit Basics.

Pro-Boxing: Boxing Basics, Boxing Moves, Two-Hit Combo, Martial Arts (Constitution).

Pro-Wrestling: Wrestling Basics, Wrestling Moves, Brawling Moves, Spirit Moves.

Savate: Kicking Basics, Rolling Moves, Fencing Style, Dueling Basics.

Tae Kwon Do: Kicking Basics, Kicking Moves, Rolling Basics, Two-Hit Combo.

MASTER'S ART

Your fighting skills are the stuff of legend.

Prerequisites: Career Level 15+, Martial Arts, at least 2 other Unarmed Combat feats.

Benefit: Your base unarmed attack threat range becomes 17–20, and your unarmed damage increases by +1d6. Further, the attribute chosen as part of the Martial Arts feat is applied to your unarmed attack bonus and damage *in addition to* your Strength modifier. Finally, the attribute chosen as part of the Martial Arts feat is applied to your Defense and Initiative bonuses *in addition to* your Dexterity modifier. This may result in the same attribute modifier being applied twice.

ROLLING BASICS

Your twisting, swirling, acrobatic moves gracefully power your formidable attacks.

Benefit: The Stand Up action is a free action for you and does not cause you to become *flat-footed*. Further, you gain the following stance and trick.

Forward Stance (Stance): Each time you hit an opponent while in this stance, your Initiative Count increases by 1. However, you may not take move actions other than Acrobatics/Jump checks or your bonus 5-ft. step.

Roll (Trick): You may move 5 ft. before taking a Kick or unarmed Standard Attack action. Further, you gain a +1 bonus with this attack's damage.

ROLLING MOVES

You're a nimble, agile opponent who tends to avoid damage rather than soak it.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Circle (Trick): You may take a Kick or unarmed Standard Attack action. With a hit, you may move to any unoccupied square adjacent to that opponent.

Leap (Trick): Before you take a Kick or unarmed Standard Attack action, you may move up to your Speed, passing freely through squares adjacent to or occupied by opponents.

Sway (Trick): You may take a Kick or unarmed Standard Attack action. With a hit, you gain a +1 dodge bonus to Defense against attacks made by the target for 1 full round.

ROLLING SUPREMACY

Your speed and agility are unreal.

Prerequisites: Base attack bonus +12 or higher, Rolling Basics, Rolling Moves.

Benefit: Your Speed increases by 10 ft. Further, you gain the following tricks.

Sticky Fingers (Trick): When you take a Total Defense action, you also gain DR 5/— against all adjacent opponents.

Torpedo (Trick): You may take a full-action Bull Rush action, gaining a +2 bonus with your Athletics (Str) check and inflicting double your standard unarmed damage with a hit.

SPIRIT BASICS

Your martial arts channel internal power for great effects.

Benefit: Once per combat, you may decrease the lethal damage you suffer from 1 source by your base attack bonus (minimum 1 point). Further, you gain the following stance and trick. The benefits of this feat are *not* lost when you're forced to move (e.g. when you're the target of a successful Bull Rush action).

Rooted Stance (Stance): While in this stance, you gain a +1 bonus with all saves, but may not leave your current square.

Palm Strike (Trick): You may make an unarmed Standard Attack. With a hit, your opponent is pushed 5 ft. away from you (unless the square is occupied or blocked, in which case he suffers 1d4 subdual damage).

SPIRIT MOVES

It's not supernatural... it's just an awful lot of practice.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

One Warning (Trick): Once per opponent per combat, you may make a Threaten action targeting an uninjured target. With a success, you inflict an additional amount of stress damage equal to the amount by which your base attack bonus exceeds the target's base attack bonus (minimum 0).

Shatter Weapon (Trick): Once per round when benefiting from a Total Defense action, you may make an Athletics/Smash check targeting an adjacent opponent's weapon used to attack you. This Smash check occurs after the opponent's attack is resolved.

Vitalize (Trick): Once per teammate per scene, you may make an unarmed Standard Attack. With a hit, the target immediately recovers 1 wound point and 1d6 vitality points.

SPIRIT SUPREMACY

On the other hand, maybe it *is* supernatural.

Prerequisites: Base attack bonus +12 or higher, Spirit Basics, Spirit Moves.

Benefit: Your Wisdom score increases by 1. Further, you gain the following tricks.

Hand of God (Trick): Once per round when benefiting from a Total Defense action, you may inflict an adjacent opponent's damage upon him when he misses you with an attack.

Shadow Walk (Trick): Before you take a Pummel action, you may move up to your Speed, passing freely through squares adjacent to or occupied by opponents.

SUBMISSION BASICS

You're intimately familiar with ground fighting and savage pins.

Benefit: When you use a Cheap Shot trick as part of a successful unarmed attack, the target's penalties are doubled. Further, you gain the following stance and trick.

Prone Stance (Stance): While in this stance, you gain a +1 bonus with all skill checks made as part of a Grapple action and suffer no penalties with attack checks for being *prone*. Further, any effect that would cause you to become *sprawled* instead makes you *prone*. Finally, becoming *prone* does not return you to normal stance.

Snap! (Grapple Trick): When you inflict your standard unarmed damage upon an opponent currently *pinned* by you, you may also try to break a limb of your choice. The opponent must make a Fortitude save (DC 10 + 1/2 the damage inflicted) or suffer a broken limb critical injury *(see page 332)*.

SUBMISSION MOVES

If someone slips into your grasp, they never leave without something to show for their trouble.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following grappling tricks.

Bone Grind (Grapple Trick): You may inflict 1 point of temporary Strength or Dexterity damage upon 1 opponent currently *held* or *pinned* by you (your choice of attribute). This may not reduce the target attribute below 1/2 standard (rounded up).

Joint Lock (Grapple Trick): You may inflict a –4 penalty with all skill checks made to escape upon 1 *held* or *pinned* opponent.

Reversal (Grapple Trick): While *pinned*, you may become *held* to make your opponent *pinned*.

SUBMISSION SUPREMACY

Only the doomed know your grip.

Prerequisites: Base attack bonus +12 or higher, Submission Basics, Submission Moves.

Benefit: You may target an opponent with the Cheap Shot trick multiple times per scene, but must choose a different penalty each time. Further, you gain the following grappling tricks.

Death Grip (Grapple Trick): You may make a Coup de Grace action against an opponent currently *pinned* by you.

Breathtaking Hold (Grapple Trick): As a free action, you may cause an opponent currently *pinned* by you to suffocate until you release him, he escapes the pin, or he dies.

TWO-HIT COMBO

...and the hits just keep on coming.

Prerequisites: Base attack bonus +3 or higher, at least 1 other Unarmed Combat feat.

Benefit: At the start of your Initiative Count, you may choose to gain 1 final unarmed attack. If you do so, you suffer a –2 penalty with all attack and skill checks — including the final attack — for 1 full round.

VITAL POINTS BASICS

You've learned exotic techniques for striking and protecting the body's most vulnerable points.

Benefit: You gain 6 points of sneak attack damage resistance. Further, you gain the following stance and trick.

Guard Stance (Stance): While you're in this stance, the threat ranges of all hurled, melee, and unarmed attacks made against you decrease by 2 (minimum 20). However, you may not take Run actions or make Acrobatics/Tumble checks while in this stance.

Atemi (Trick): You may make an unarmed Standard Attack. With a hit, you inflict 1d6 subdual damage instead of your standard damage. With a threat or critical hit, the target also suffers 1 point of temporary Strength, Dexterity, or Wisdom damage until the end of the current scene (your choice of attribute). This may not reduce the target attribute below 1/2 standard (rounded up).

VITAL POINTS MOVES

You can strike nerve points, controlling your opponent's body for a short time.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Nerve Jam (Trick): You may make an unarmed Standard Attack, suffering a –4 penalty with your attack check. Your threat range increases by 1. If you score a threat or critical hit, the target becomes *stunned* for 1 full round.

One Finger (Trick): You may make an unarmed Standard Attack against a *flat-footed* opponent, suffering a –4 penalty with your attack check. Your threat range increases by 4.

Spike (Trick): You may make an unarmed Standard Attack, with which your threat range increases by 1.

VITAL POINTS SUPREMACY

You can stun or kill an opponent with a single touch... and that's when you're in a *good* mood.

Prerequisites: Base attack bonus +12 or higher, Vital Point Basics, Vital Point Moves.

Benefit: With a successful unarmed attack, you gain 1 die of sneak attack damage. Further, you gain the following tricks.

Bar the Gates (Trick): You may make an unarmed Standard Attack. With a hit, the target must make a Fortitude save (DC 10 + the damage inflicted) or become *paralyzed* for 1d4 rounds.

Black Palm (Trick): You may make an unarmed Standard Attack, with which your error range increases by 2. With a hit, you may spend 1 action die to expose the target to an exotic poison with the following statistics — Primary Phase Onset Time: Instant; Primary Phase Save DC: 20; Primary Phase Damage/Effect: 1d2 Con; Secondary Phase Onset Time: 12 hrs.; Secondary Phase Save DC: 20; Secondary Phase Damage/Effect: *drained* (1 level). A person may only suffer from 1 *black palm* poison at a time; a character suffering from this poison is immune to all *black palm* effects until he heals all damage, including the *drained* condition.

WARRIOR'S GRACE

When you kick butt, it's a thing of beauty.

Prerequisites: Base attack bonus +12 or higher, Two-Hit Combo, at least 2 other Unarmed Combat feats.

Benefit: When you use your Two-Hit Combo feat ability to gain 1 final attack, you may increase your attack and skill check penalty to –4 in order to gain 1 additional final unarmed attack (for a total of 2 final attacks).

WRESTLING BASICS

You prefer to tackle opponents at close range.

Benefit: You gain a +1 bonus to Defense against adjacent opponents. Further, you gain the following stance and trick.

Open Stance (Stance): Once per round while you're in this stance and an opponent within your Reach misses you with an attack, you may draw the opponent into your square and immediately target him with a Grapple or Trip action as a free action. However, you may not take Run actions while in this stance.

Brush (Trick): You may make an unarmed Standard Attack. With a hit, you inflict 1d6 subdual damage instead of your standard damage. The target's Initiative Count decreases by the amount of subdual damage inflicted.

WRESTLING MOVES

In the ring, in the dojo, or on the street, you've always got the moves to finish the job.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Clothesline (Trick): You may take an unarmed Standard Attack. This attack gains the *takedown* quality, the Fortitude save DC of which increases by 4.

Hip Toss (Trick): You may take a Trip action. With success, you also inflict your standard unarmed damage and the target must make a Fortitude save (DC 10 + the damage inflicted) or become *fatigued* for 1d4 rounds.

Fling (Grapple Trick): As your first grapple benefit during any grapple, you may throw a *held* character into an unoccupied square up to 15 ft. away, inflicting double your standard unarmed damage. The formerly *held* or *pinned* character becomes *sprawled*.

WRESTLING SUPREMACY

Your fight-ending moves are spectacular.

Prerequisites: Base attack bonus +12 or higher, Wrestling Basics, Wrestling Moves.

Benefit: Your Strength score increases by 1. Further, you gain the following tricks.

Double Hurl (Trick): You may take a Trip action. With success, you also inflict double your standard unarmed damage and an equal amount of *flash* and *bang* damage.

Back Breaker (Grapple Trick): As a free action, you may take a Coup de Grace action targeting an opponent currently *pinned* by you.

CHANCE FEATS

Some characters display extraordinary luck, often without their conscious control. Many of these feats simulate this phenomenon.

ALL OR NOTHING

Win or lose, life is never dull when you're around.

Benefit: Once per session, before making a roll, you may increase the roll's error and threat ranges by 5. If you suffer an error, your opponent may activate it as a critical failure or miss even if the result would normally be a success.

BETTER LUCK NEXT TIME

Lady Luck likes you — because you try so hard.

Prerequisites: All or Nothing.

Benefit: Whenever you spend and roll 1 action die to boost a die roll made as part of a skill check or save and the action die result is a natural 1, you gain the action die back after the action is resolved.

BLACK CAT

Strange and unfortunate accidents seem to plague your enemies.

Benefit: Once per scene as a free action, you may target a number of opponents within your line of sight up to the number of Chance feats you possess. The error ranges of all checks made by these opponents increase by 2 until the end of the current scene. No single character may be affected by more than 1 Black Cat feat at any time.

THE DICE ARE HOT

It's not a system — it's just luck.

Benefit: Your result cap is lifted with Streetwise/Gambling checks. Further, you gain a synergy bonus with Gambling checks equal to the number of action dice you currently possess. Finally, your Lifestyle increases by 1.

FORTUNATE

You always seem to luck out when you *really* need it.

Benefit: As a free action, you may request 1 additional d4 action die from the GC, at which point the GC or an opponent of the GC's choice also gains 1 additional d4 action die. These action dice are lost if not used by the end of the current scene. You may use this ability a number of times per session equal to the number of Chance feats you possess.

FORTUNE FAVORS THE BOLD

Your permanent address reads, "On the edge."

Prerequisites: Career level 3+, Fortunate.

Benefit: Each time you gain action dice from any source — including those you receive at the start of each session — the action die type improves by 1 (i.e. you gain 1d6 for every d4, 1d10 for every d8, etc.). If this increases your action die type above d12, you instead gain 2 separate 1d6 action dice.

FORTUNE'S FOOL

Sometimes you snatch victory from the very jaws of defeat.

Prerequisites: Better Luck Next Time.

Benefit: Each time you suffer an error and your opponent spends an action die to activate it as a critical failure, you may trade 1 of your action dice of any type for 1 of the action dice your opponent just spent to activate the error.

CHANCE FEATS

- ALL OR NOTHING
  - BETTER LUCK NEXT TIME
    - FORTUNE'S FOOL
- BLACK CAT
  - JINX (Level 3+)
    - TOUGH LUCK (Level 9+)
- THE DICE ARE HOT
  - FORTUNATE
    - FORTUNE FAVORS THE BOLD (Level 3+)
      - LADY LUCK'S SMILE (Level 9+)
- LUCKY BREAK
  - MISFORTUNE (Level 6+)
    - PECULIAR DODGE (Level 12+)
- MARK OF CONFLICT (Level 1 only)
- MARK OF STRIFE (Level 1 only)
- MARK OF TURMOIL (Level 1 only)
- TROUBLE MAGNET

JINX

You're a walking disaster area — for your enemies.

Prerequisites: Career level 3+, Black Cat.

Benefit: Your cost to activate an opponent's error as a critical failure decreases by 1 action die (minimum 0). You may use this ability a number of times per session equal to the number of Chance feats you possess.

LADY LUCK'S SMILE

Your winning streak is about a mile wide.

Prerequisites: Career level 9+, Fortune Favors the Bold.

Benefit: When you roll an action die, it explodes on its highest or second highest natural result (e.g. 5–6 on a d6, 9–10 on a d10, etc.).

LUCKY BREAK

Sometimes it's almost *too* easy.

Benefit: Once per scene, when an attack or skill check targeting you hits or succeeds by 1 or less, you may cause it to fail instead.

MARK OF CONFLICT

Your luck is considerable, but it always leads to violence.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: You gain a +1 bonus with each ranged damage roll. Further, your base attack bonus and career level are each considered 3 higher for the purpose of meeting Ranged Combat feat prerequisites. Finally, the starting disposition toward you of any character possessing 2 or more Ranged Combat feats worsens by 2 grades.

MARK OF STRIFE

You were born to punch people.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: You gain a +1 bonus with each unarmed damage roll. Further, your base attack bonus and career level are each considered 3 higher for the purpose of meeting Unarmed Combat feat prerequisites. Finally, the starting disposition toward you of any character possessing 2 or more Unarmed Combat feats worsens by 2 grades.

MARK OF TURMOIL

You've got a gift, but it really seems to piss people off.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: You gain a +1 bonus with each melee damage roll. Further, your base attack bonus and career level are considered 3 higher for the purpose of meeting Melee Combat feat prerequisites. Finally, the starting disposition toward you of any character possessing 2 or more Melee Combat feats worsens by 2 grades.

MISFORTUNE

Something bad is always happening around you, but rarely *to* you.

Prerequisites: Career level 6+, Lucky Break.

Benefit: Each time you score a threat with an attack check targeting a player or special character and don't activate it as a critical hit, you may spend 1 action die to force the target to discard 1 action die. If the target is an NPC, the GC must discard this die. You may use this ability a number of times per session equal to the number of Chance feats you possess.

PECULIAR DODGE

You come away from the most explosive conflicts oddly unscathed...

Prerequisites: Career level 12+, Misfortune.

Benefit: When you're hit by an attack but before any threat is activated, you may spend and roll 1 non-exploding action die. If its result is odd, the attack misses you instead. You may use this ability a number of times per session equal to the number of Chance feats you possess, and no more than once per hit.

CHASE FEATS

- **BABY IT**
- **DEMOLITION DERBY** — Level 3+
  - **DEATH RIDE** — Level 9+, Con 15+
- **BAIL OUT!** — Acrobatics 6+ ranks
- **DAREDEVIL** — Level 6+
- **CREW DOG** — Tactics 3+
- **LANE DANCER** — Drive focus (any 1 ground)
- **MOUNT UP** — Survival 3+
- **PHOTO FINISH**
- **WAVE RUNNER** — Drive focus (any 1 water)
- **WIND RUNNER** — Drive focus (any 1 air)

- **DASH** — Athletics 3+ ranks
  - **SPRINT**
- **DEFENSIVE DRIVING**
  - **JACKRABBIT START**
- **DRIVING INSTINCTS** — 1 other Chase feat
  - **PROFESSIONAL DRIVER — CLOSED COURSE** — Impress 6+ ranks, 2 other Chase feats

- **DUCT TAPE AND BUBBLEGUM** — Mechanics 3+ ranks
- **GET RADICAL!**
- **NEED FOR SPEED**
- **OFFENSIVE DRIVING**
  - **RELENTLESS PURSUIT**
- **ONE HAND ON THE WHEEL**
- **SIMULATOR JOCKEY** — Drive 4+ ranks

CHASE FEATS

Characters who choose Chase feats tend to own the road, or the airways, or the deep blue sea.

BABY IT

You can coax a damaged vehicle to continue beyond its logical limitations.

Benefit: Once per scene when a vehicle you're operating suffers a critical hit, you may cause it to ignore the hit's effects until the end of the current scene. Unless repaired, the vehicle suffers the critical hit result at the start of the following scene. This does not prevent the vehicle from suffering the same critical hit result a second time.

BAIL OUT!

You spare yourself the worst of any crash.

Prerequisites: Acrobatics 6+ ranks.

Benefit: When you succeed with a Reflex save made to reduce damage from a crash, you suffer only 1 point of damage per die. Even if you fail, the damage decreases by 1 point per die (minimum 1 point per die). Further, when you're the Prey in a chase, you may attempt the Long Gone strategy at any time, but automatically suffer a crash at the end of the current Conflict round.

CREW DOG

You're accustomed to working as part of a close-knit vehicle crew.

Prerequisites: Tactics 3+ ranks, Daredevil.

Benefit: Once per scene when you're in a vehicle requiring a crew of 3 or more, you gain 1 additional d6 action die. You may only spend this die to increase a result directly related to the

TOUGH LUCK

You're more than a jinx — you *attract* unlucky breaks.

Prerequisites: Career level 9+, Jinx.

Benefit: Each opponent you target with your Black Cat feat ability must spend 1 additional action die to activate each threat he scores.

TROUBLE MAGNET

You live in interesting times... according to the Chinese.

Benefit: You may undertake 1 additional Subplot at any time. Additionally, you must have at least 1 Subplot in play at any time.

Special: You may choose this feat up to 2 times.

vehicle (e.g. a Mechanics/Repair check targeting the vehicle, or an attack check with one of the vehicle's weapons). Alternately, you may give this die to another member of the vehicle's crew with the same restrictions. This die is lost when you exit the vehicle or the scene ends, whichever comes first.

DAREDEVIL

You're a wild man at any speed.

Prerequisites: Career level 6+.

Benefit: You may choose chase Strategies as if your vehicle's (or your own, if you're on foot) Acceleration and Turning Ratings were each 2 higher. Further, you may choose the Stunt Strategy *(see page 367)*.

DASH

Feet don't fail me now!

Prerequisites: Athletics 3+ ranks.

Benefit: When you take the Run action, you may move up to your Speed × 5. Further, when making a running jump, your jump distance increases by 25% (rounded up). Finally, while on foot in a chase, you may treat tight maneuvering room as close, or close maneuvering room as open, and gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

DEATH RIDE

There's no stopping you once you're behind the wheel.

Prerequisites: Career level 9+, Con 15+, Demolition Derby.

Benefits: While operating a vehicle or riding a mount, you gain DR equal to the number of Chase feats you possess. Further, if your wound points decrease to 0 or below while you're operating a vehicle or riding a mount, you remain alive and conscious until the vehicle or mount stops moving, until your wound points decrease to a negative total equal or higher than your Constitution score (at which point you are immediately killed), or until it's *destroyed* or killed (at which point you suffer the standard consequences of your injuries).

DEFENSIVE DRIVING

You're adept at losing pursuers.

Benefit: Each Maneuver check penalty you suffer due to a Prey chase Strategy decreases by 1/2 standard (rounded down). Further, once per chase, you may force 1 opponent to suffer the effects of a Crisis Advantage.

DEMOLITION DERBY

Your vehicles soak up damage without losing performance.

Prerequisites: Career level 3+, Baby It.

Benefit: When you're operating a vehicle, it gains a +2 bonus with Damage saves. Further, each time a vehicle you're operating suffers collision damage, the damage decreases by 1 point per die (minimum 1 point per die).

DRIVING INSTINCTS

You leave predictable drivers in the dust.

Prerequisites: At least 1 other Chase feat.

Benefit: During a chase, after Strategies are chosen but before they're revealed, you may guess which Strategy your opponent chose. If you're correct, your opponent suffers a penalty with his next Maneuver check equal to the number of Chase feats you possess.

DUCT TAPE AND BUBBLEGUM

You can patch any vehicle back together... while it's moving.

Prerequisites: Mechanics 3+ ranks.

Benefit: While you're piloting or inside a vehicle, the vehicle gains a bonus with Damage saves equal to 1/2 your ranks in the Mechanics skill (rounded up). Each vehicle may only benefit from 1 Duct Tape and Bubblegum feat ability at any time.

GET RADICAL!

You always push your ride's performance envelope.

Benefit: When you make a Maneuver check involving a stunt, your DC decreases by 5 and your error range decreases by 1. Further, when you make a Maneuver check to jump a vehicle, the vehicle's jump distance increases by 50% (rounded up). Finally, your vehicle suffers only 1/2 falling damage (rounded down).

JACKRABBIT START

When it's time to start running, you're already long gone.

Prerequisites: Defensive Driving.

Benefit: When you're the Prey in a chase or manhunt, the starting Lead increases by 2. Further, all chase and manhunt Strategies offer you the Lead Advantage.

LANE DANCER

Others see traffic. You see an opportunity.

Prerequisites: Drive skill focus (any 1 ground), Daredevil.

Benefit: While operating a ground or personal ground vehicle, you may treat tight maneuvering room as close, or close maneuvering room as open. Further, while operating a ground vehicle in a chase, you gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

MOUNT UP

You have a natural affinity with domesticated animals.

Prerequisites: Survival 3+ ranks, Daredevil.

Benefit: The Defense and Reflex save bonus of any mount you ride become equal to your own (if your bonuses are higher). Further, while mounted, you may treat tight maneuvering room as close, or close maneuvering room as open. Further, while mounted in a chase, you gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

NEED FOR SPEED

You like going fast... *really* fast. As fast as possible, really.

Benefit: You suffer no penalty with Maneuver checks for traveling faster than 1/2 your vehicle or mount's maximum MPH.

OFFENSIVE DRIVING

Very few opponents manage to escape you.

Benefit: Each Maneuver check penalty you suffer due to a Predator chase Strategy decreases to 1/2 standard (rounded down). Further, once per chase, you may ignore 1 Crisis without making a skill check or save.

ONE HAND ON THE WHEEL

You've had a lot of practice driving with only one hand.

Benefit: You suffer no Maneuver check penalty when operating a vehicle with only one hand. Further, you may make a Maneuver check as a free action a number of times per scene equal to the number of Chase feats you possess.

PHOTO FINISH

Sometimes leveling the playing field's plenty.

Prerequisites: Daredevil.

Benefit: During a chase, you may voluntarily decrease your Acceleration and Turning — or those of your vehicle — by 2, at which point the Acceleration and Turning of each other participant decreases by 2 as well.

PROFESSIONAL DRIVER — CLOSED COURSE

You make the impossible look positively... *commercial.*

Prerequisites: Impress 6+ ranks, Driving Instincts, at least 2 other Chase feats.

Benefit: You gain a synergy bonus from your Impress skill with Maneuver checks. Further, you gain a synergy bonus from your Acrobatics or Drive skills with your Impress skill, so long as your target has line of sight to you and your vehicle.

RELENTLESS PURSUIT

Once you're on the trail, you never give up the hunt.

Prerequisites: Offensive Driving.

Benefit: When you're the Predator in a chase or manhunt, the starting Lead decreases by 2. Further, all Strategies offer you the Lead Advantage.

SIMULATOR JOCKEY

You handle drones as if you were in them.

Prerequisites: Drive 4+ ranks.

Benefit: You ignore the standard penalty with attack and skill checks made through a drone. Further, you may take the Regroup action while operating a drone.

SPRINT

Your raw running speed is amazing.

Prerequisites: Dash.

Benefit: Your Speed increases by 10 ft.

WAVE RUNNER

You're completely undaunted on the high seas, in narrow channels, or in churning rapids.

Prerequisites: Drive skill focus (any 1 water), Daredevil.

Benefit: You Constitution increases by a number equal to the number of Chase feats you possess for the purpose of determining how long you can hold your breath. Further, while operating a water vehicle, you may treat tight maneuvering room as close, or close maneuvering room as open. Finally, while operating a water vehicle in a chase, you gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

WIND RIDER

You're a natural in the air, able to read the wind and ride turbulence like a gentle wave.

Prerequisites: Drive skill focus (any 1 air), Daredevil.

Benefit: Your Notice check penalty due to visual range decreases to 1/2 standard (rounded down). Further, when gliding, your lateral distance multiplier increases by 2. Also, while operating an air vehicle, you may treat tight maneuvering room as close, or close maneuvering room as open. Finally, while operating an air vehicle in a chase, you gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

COVERT FEATS

Covert feats focus on secretive activities, including surprise, stealth, unconventional movement, and precision attacks.

AMBUSH BASICS

When you get the drop on someone, you finish him quickly.

Prerequisites: Tactics 3+ ranks.

Benefit: You gain the ability to inflict 1 die of sneak attack damage *(see page 338)*. Further, when you're the leader or a helper in a Tactics/Ambush check, the check gains the Cross-Check tag.

AMBUSH MASTERY

You spring complex ambushes in mere moments.

Prerequisites: Tactics 9+ ranks, Ambush Basics.

Benefit: When making a Tactics/Ambush check, you gain a synergy bonus from your Sense Motive skill. Further, your threat range with Tactics/Ambush checks increases by 1. Finally, you may prepare a 1-minute ambush in 1 round, but your error range increases by 2.

AMBUSH SUPREMACY

You can turn any situation into a devastating ambush with only minimal preparation.

Prerequisites: Tactics 18+ ranks, Ambush Mastery.

Benefit: You gain the ability to inflict 1 additional die of sneak attack damage (for a total of 2 dice). Further, you may prepare a 1-hour ambush in 1 minute, but your error range increases by 2. Finally, your action die cost to activate a threat with a Tactics/Ambush check decreases by 1 (minimum 0).

BLUDGEON

You're extremely well versed in common subdual techniques.

Prerequisites: Ability to inflict 1 die of sneak attack damage.

Benefit: You may convert lethal damage to subdual damage or vice-versa without suffering the standard –4 attack check penalty. When converting lethal damage to subdual damage, you may also convert sneak attack damage to subdual damage.

CONCEALED CARRY

You're never without a weapon, even after you've been patted down by the best.

Benefit: When someone frisks you, each item stashed on your person is considered 2 Size categories smaller.

COVERT FEATS

- **AMBUSH BASICS** — Tactics 3+ ranks
  - **AMBUSH MASTERY** — Tactics 9+ ranks
    - **AMBUSH SUPREMACY** — Tactics 18+ ranks
- **BLUDGEON** — 1+ dice sneak attack
  - **WHACK** — 3+ dice sneak attack
- **CONCEALED CARRY**
- **DEADLY PRECISION** — Level 9+, 2+ dice sneak attack
  - **NO QUARTER** — Level 15+
- **CRIPPLING STRIKE** — 3+ dice sneak attack
- **EQUILIBRIUM BASICS** — Acrobatics 3+ ranks
  - **EQUILIBRIUM MASTERY** — Acrobatics 6+ ranks
    - **EQUILIBRIUM SUPREMACY** — Acrobatics 12+ ranks
- **EXECUTIONER** — Level 9+, 1+ dice sneak attack
  - **MERCILESS** — Level 15+
- **FACELESS** — Blend 3+ ranks
  - **TRACELESS** — Blend 6+ ranks
    - **ZEROED** — Blend 12+ ranks
- **GHOST BASICS** — Sneak 3+ ranks
  - **GHOST MASTERY** — Sneak 9+ ranks
    - **GHOST SUPREMACY** — Sneak 15+ ranks
- **MINGLING BASICS** — Blend 3+ ranks
  - **MINGLING MASTERY** — Blend 9+ ranks
    - **MINGLING SUPREMACY** — Blend 15+ ranks
- **SPIDER BASICS** — Athletics 3+ ranks
  - **SPIDER MASTERY** — Athletics 6+ ranks
    - **SPIDER SUPREMACY** — Athletics 12+ ranks

CRIPPLING STRIKE

You cripple foes with well-placed strikes.

Prerequisites: Ability to inflict 3 dice of sneak attack damage.

Benefit: When you successfully use the Cheap Shot trick against a *vulnerable* opponent, your opponent suffers an additional –1 penalty with all affected attack and skill checks, or an additional –5 ft. penalty with his Speed, as appropriate.

DEADLY PRECISION

You instinctively direct your attacks at vulnerable spots.

Prerequisites: Career level 9+, ability to inflict 2 dice of sneak attack damage.

Benefit: When you hit with an attack that inflicts sneak attack damage, you inflict 1 additional point of sneak attack damage per die.

EQUILIBRIUM BASICS

You're always poised and graceful.

Prerequisites: Acrobatics 3+ ranks.

Benefit: When taking the Total Defense action, you gain a dodge bonus to Defense equal to the number of Covert feats you possess. Further, you need to make only 1 Acrobatics/Balance check to move across a precarious surface at your full Speed or faster. Finally, any time you fall, the distance fallen is considered 20 ft. shorter (e.g. when you fall 30 ft., you only suffer damage for falling 10 ft.).

EQUILIBRIUM MASTERY

Precarious terrain isn't an obstacle — it's a dance partner!

Prerequisites: Acrobatics 6+ ranks, Equilibrium Basics.

Benefit: You gain a dodge bonus with all skill checks made to resist a Trip action equal to the number of Covert feats you possess. Further, when making an Acrobatics/Balance check on a narrow or uneven surface, you ignore the Vision tag, your DC decreases by 5, and your error range decreases by 1. Finally, you may move at full Speed while making an Acrobatics/Tumble check.

EQUILIBRIUM SUPREMACY

Pinning you down is next to impossible.

Prerequisites: Acrobatics 12+ ranks, Equilibrium Mastery.

Benefit: When Fighting Defensively, you gain a dodge bonus to Defense equal to 1/2 the number of Covert feats you possess (rounded up).

Further, you may move through squares adjacent to or occupied by opponents, and end your movement in a square occupied by an opponent. If the opponent has no adjacent allies, he becomes *flanked*.

EXECUTIONER

When necessary, you're as ruthless as they come.

Prerequisites: Career Level 9+, ability to inflict 1 die of sneak attack damage.

Benefit: Once per round, you may target a *helpless* character with a Coup de Grace action as a half action.

FACELESS

You're totally forgettable, a hole in the social landscape.

Prerequisites: Blend 3+ ranks.

Benefit: When making a Blend check, you gain a synergy bonus from your Sneak skill. Further, the time required for any class ability, skill check, Request check, or other character option to research your past or determine your current location, intentions, or motives is tripled.

GHOST BASICS

You use every available advantage when hiding.

Prerequisites: Sneak 3+ ranks.

Benefit: You may move a number of feet up to double your Speed as part of Hide/Sneak checks. Further, when making a Sneak/Hide check to evade a security sensor, you gain a synergy bonus from your Acrobatics skill. Also, when making a Hide check to evade a living opponent, you gain a synergy bonus from your Sense Motive skill. Finally, when making a Hide check while moving up to your full Speed, you suffer no penalty.

GHOST MASTERY

You're swift, silent, and difficult to pin down.

Prerequisites: Sneak 9+ ranks, Ghost Basics.

Benefit: When you make a Sneak/Hide check while moving faster than your full Speed, you suffer a –4 penalty instead of the standard –8. Further, if the observer is distracted, he suffers an additional –4 penalty with his Notice/Awareness or Search/Perception check. Finally, when you're *hidden* and benefit from 3/4 scenery cover against an opponent, you're considered *invisible* to that opponent.

GHOST SUPREMACY

You're almost literally a ghost, effortlessly slipping from shadow to shadow.

Prerequisites: Sneak 15+ ranks, Ghost Mastery.

Benefit: You may make Sneak/Hide checks without any apparent place to hide (e.g. in an open field with low grass, in an empty parking lot, etc.). Further, when you make a Sneak/Hide check while moving faster than your full Speed, you suffer no penalty. Finally, when you're *hidden* and benefit from 1/2 scenery cover against an opponent, you are considered *invisible* to that opponent.

MERCILESS

No mistake goes unnoticed or unpunished.

Prerequisites: Career level 15+, Executioner.

Benefit: Once per round, you may target a *helpless* character with a Coup de Grace action as a free action.

MINGLING BASICS

You fade into any crowd.

Prerequisites: Blend 3+ ranks.

Benefit: When making a Blend/Stealth check, you may always use Dexterity as your key attribute. Further, when making a Stealth check in public, you gain a synergy bonus equal to the crowd's Size Rating *(see page 102)*. Finally, if you fail this check, you do not become *flat-footed*.



MINGLING MASTERY

Weaving unnoticed through crowds is second nature to you.

Prerequisites: Blend 9+ ranks, Mingling Basics.

Benefit: When making a Blend/Stealth check, each penalty for balancing, moving, or speaking decreases to 1/2 standard (rounded down). Further, your Stealth checks lose the Disposition tag. Finally, when you're located in a crowd of 500 or more people, you become *invisible* instead of *hidden* with a successful Stealth check.

MINGLING SUPREMACY

One blink and you're lost in the crowd.

Prerequisites: Blend 15+ ranks, Mingling Mastery.

Benefit: When making a Blend/Stealth check, you suffer no penalty for balancing, moving, or speaking, and each penalty for your team, or sparse or barren terrain, decreases to 1/2 standard (rounded down). Further, when you're located in a crowd of 50 or more people, you become *invisible* instead of *hidden* with a successful Stealth check.

NO QUARTER

Your attacks are rarely forgiving.

Prerequisites: Career level 15+, Deadly Precision.

Benefit: Before you make an attack that inflicts sneak attack damage, you may sacrifice 1 or more sneak attack damage dice to increase your threat range by the number of dice sacrificed.

GEAR FEATS

- CLEAN AND POLISHED
  - MOTHER HEN
- EXTRA GEAR
  - ELECTRONIC WARRIOR (Extra Gear (Electronics))
  - MICRO-MINIATURIZED (Extra Gear (Gadgets))
  - TRAP MASTER (Extra Gear (Security))
- FAVORED GEAR
  - SIGNATURE GEAR (Level 6+)
    - TRADEMARK GEAR (Level 12+)
- HOME SWEET HOME
  - TOOL SHED
- PACK RAT
  - PERSONAL STASH
- SILVER SPOON
  - WELL-FUNDED

SPIDER BASICS

You're most at home a few inches away from a sheer vertical surface — and several hundred feet up.

Prerequisites: Athletics 3+ ranks.

Benefit: Opponents do not gain a bonus to attack you while you're climbing. Further, you suffer no penalty from the Hands-On or Vision tags, or when climbing without a kit. Finally, if you're climbing at the start of a combat, you gain a bonus with your Initiative check equal to the number of Covert feats you possess.

SPIDER MASTERY

Given a choice, you'd come in through the skylight every time.

Prerequisites: Athletics 6+ ranks, Spider Basics.

Benefit: When climbing, you may ascend at up to 1/2 your full Speed and descend at your full Speed. Further, you may attempt to catch yourself while falling along any surface with a DC of up to 40. Finally, all falling damage you suffer decreases by 1 point per die (minimum 1 point per die).

SPIDER SUPREMACY

Old school wall-crawling; no radioactive spider required.

Prerequisites: Athletics 12+ ranks, Spider Mastery.

Benefit: When climbing, you may ascend at up to your full Speed and descend at double your full Speed. Further, you are not required to make an additional Athletics/Climb check when you suffer damage. Also, when you possess a climbing kit, your Climb check DC decreases by 5 and your error range decreases by 1. Finally, if you're climbing at the start of a combat, each opponent suffers a morale penalty with skill checks made to determine the surprise round equal to number of Covert feats you possess.

TRACELESS

You habitually remove signs of your presence.

Prerequisites: Blend 6+ ranks, Faceless.

Benefit: When making any Falsify check, you gain a synergy bonus from your Blend skill.

Further, the DCs of all skill checks made to learn of your presence or passage increase by the number of Covert feats you possess. If you're no longer present and this increases the DC to 20 or more, the Tracking Basics feat is required to trace your steps.

Finally, the number of Challenges involved in any Complex Analysis Task undertaken to examine your actions increases by 2 (maximum 10).

WHACK

With one well-placed strike, you can bring down even the largest opponent.

Prerequisites: Bludgeon, ability to inflict 3 dice of sneak attack damage.

Benefit: When you hit with an attack that inflicts subdual damage against a *flat-footed* opponent, your target does not lose the *flat-footed* condition. Further, when you hit with an attack that inflicts subdual sneak attack damage (e.g. as converted by the Bludgeon feat), you inflict 1 additional point of damage per die.

ZEROED

Your permanent address is a cemetery plot, which tends to throw off background checks.

Prerequisites: Blend 12+ ranks, Traceless.

Benefit: All public records indicate that you're deceased; physical evidence to the contrary may only be found with an appropriate Analysis/Examine Media, Analysis/Forensics, Investigation/Canvass Area, or Investigation/Research check resulting in a threat or critical success. Further, the error ranges of all Analysis and Investigation checks targeting you increase by a number equal to the number of Covert feats you possess.

GEAR FEATS

These feats help characters make the most of their equipment.

CLEAN AND POLISHED

You spend a lot of downtime making sure your gear remains in perfect condition.

Benefit: The number of action dice required to activate an error with one of your Possessions (personal gear) increases by 1. If one of your Possessions leaves your person for more than 24 hours, it loses this benefit until you spend 1 hour cleaning and readjusting it.

ELECTRONIC WARRIOR

You can squeeze the most out of any signal.

Prerequisites: Extra Gear (Electronics).

Benefit: The Signal Rating of any item in your Possessions or mission gear increases by 2, and the range increment of any Electronic item in your Possessions or mission gear increases by 25% (rounded up).

EXTRA GEAR

You always load up on your favorite equipment.

Benefit: When you gain this feat, you may choose 1 gear category (Electronics, Gadgets, Resources, Security, Tradecraft, Vehicles, or Weapons). During each Intel Phase, you gain 1 additional gear pick from the chosen category.

Special: You may choose this feat multiple times, each time choosing 1 new gear category.

FAVORED GEAR

Your always keep your favorite equipment handy.

Benefit: You gain 1 additional Possession (personal gear). This item's Caliber may not exceed 1/3 your career level (rounded up).

- If the item's Caliber exceeds the current mission caliber, you must discard a number of action dice equal to the difference between these Calibers at the start of each session or you lose access to the item for the duration of the current mission.
- If the item's Caliber is lower than the current mission caliber, you gain a number of action dice equal to the difference between these Calibers at the start of each session. These bonus action dice may only be spent to boost skill checks and activate threats using your favored gear item.

You may re-choose your favored gear item each time you apply the benefits of a new level.

Special: You may choose this feat multiple times, each time gaining 1 piece of favored gear. Any action dice gained for 1 piece of favored gear may only be spent to boost skill checks and activate threats using that specific piece of favored gear, not any other.

HOME SWEET HOME

You've invested a lot in your home and appearance.

Benefit: Your Lifestyle increases by 2 (maximum 10).

MICRO-MINIATURIZED

You get the best gadgets taxpayer money can provide.

Prerequisites: Extra Gear (Gadgets).

Benefit: When you build or request a gadget, each Mechanism is 1 Size category smaller and you may include 1 additional Mechanism per gadget.

MOTHER HEN

You're extremely protective of all your gear.

Prerequisites: Clean and Polished.

Benefit: The Damage save bonus of each of your Possessions (personal gear) increases by +4. Further, when one of your Possessions suffers damage while you're in contact with it, you may make a Reflex save (DC equal to the damage inflicted) to transfer 1/2 the damage to yourself (rounded up). Your DR applies to this damage as standard unless the item is armor you're wearing.

PACK RAT

You accumulate lots and lots of stuff, some of it useful.

Benefit: Your Possessions increase by 2 (maximum 10).

PERSONAL STASH

Whatever your team needs, you might just have.

Prerequisites: Pack Rat.

Benefit: While in your home, you gain a bonus with Gear checks equal to the number of Gear feats you possess. Further, once per session while at home, you may make a Gear check without spending a Reserve Common Item.

SIGNATURE GEAR

You're starting to get a reputation — for the gear you use.

Prerequisites: Career level 6+, Favored Gear.

Benefit: Choose 1 item gained from your Favored Gear feat. You gain a +1 morale bonus with all skill checks and damage rolls made using that item. Further, the item cannot be destroyed due to a critical failure (though it may still be destroyed by damage).

Special: You may choose this feat multiple times, each time applying it to 1 different item gained from your Favored Gear feat.

SILVER SPOON

Through hard work or lineage, you've got money to burn.

Benefit: Your Spending Cash increases by 2 (maximum 10).

TOOL SHED

Rummaging around at home, you can find almost anything.

Prerequisites: Home Sweet Home.

Benefit: Once per mission as a 1-hour action at home, you may find any 1 Grade III kit. This kit is lost at the end of the current mission.

Special: You may choose this feat multiple times, each time gaining the ability to find 1 additional Grade III kit in your home per mission.

TRADEMARK GEAR

Everyone associates one specific item with you.

Prerequisites: Career level 12+, Signature Gear.

Benefit: Choose 1 item targeted by your Signature Gear feat. You gain an additional +1 morale bonus with all skill checks and damage rolls made using that item (for a total bonus of +2). Further, any time you spend action dice to boost one of these rolls, you roll 2 dice per action die spent, adding *both* to the result.

BASIC SKILL FEATS

ACTOR	FENCE	SCHOLAR
ADVISOR	HUSTLER	SPEED DEMON
BURGLAR	OBSERVER	SURVIVALIST
DIPLOMAT	OFFICER	TECHIE
EXAMINER	PRIVATE EYE	WORLD TRAVELER

TRAP MASTER

You are always building better mousetraps.

Prerequisites: Extra Gear (Security).

Benefit: The Power Rating of any lock, sensor, or trap in your Possessions or mission gear increases by 2, and any trap you install inflicts an additional 1 point of damage per die.

WELL-FUNDED

You squirrel money away for rainy days.

Prerequisites: Silver Spoon.

Benefit: Once per mission while at your home, you may come up with an additional $200 × your Wealth. Further, you may take 10 with a Bureaucracy/Bribe check, even if the error range is greater than 1.

BASIC SKILL FEATS

These feats dramatically improve skill utility and provide the foundation for greater benefits in the Advanced Skill feat tree. Every *Spycraft 2.0* skill may be enhanced by a feat in this tree.

ACTOR

You have a real talent for the stage, and other deceptions.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Bluff and Impress. Further, your base threat range with these skills becomes 19–20.

ADVISOR

Persistent and precise, you're the one they call in when there's a problem.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Resolve and Profession. Further, your base threat range with these skills becomes 19–20.

BURGLAR

Missing invitations have never been significant obstacles.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Acrobatics and Sneak. Further, your base threat range with these skills becomes 19–20.

DIPLOMAT

It's funny how they always think they got the better end of the bargain.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Networking and Sense Motive. Further, your base threat range with these skills becomes 19–20.

EXAMINER

You've been doing that 'CSI thing' for a while now.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Analysis and Medicine. Further, your base threat range with these skills becomes 19–20.

FENCE

You are always open for business, even when the goods are "hot."

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Sleight of Hand and Streetwise. Further, your base threat range with these skills becomes 19–20.

HUSTLER

You give them what they expect to see, and they rarely question it.

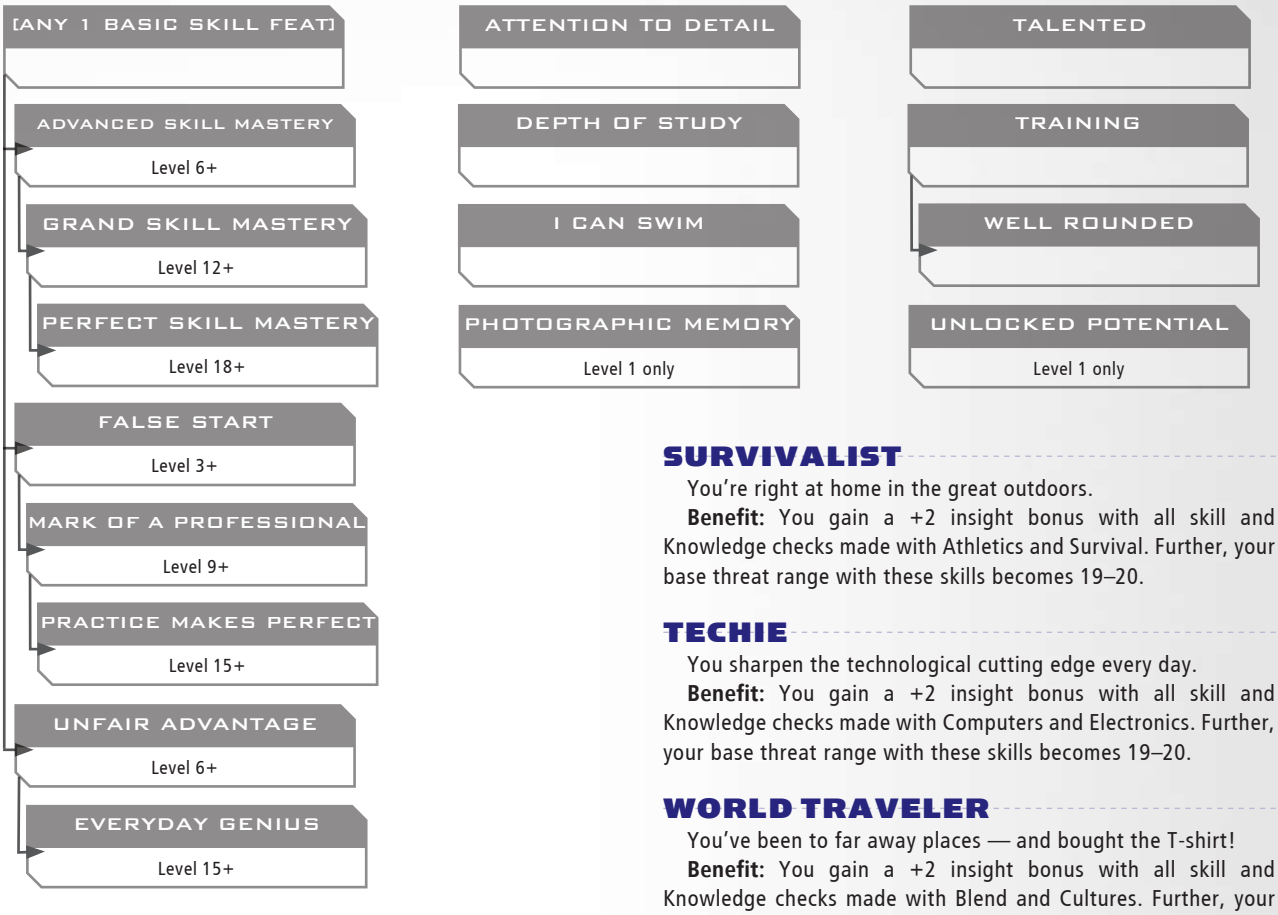
Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Falsify and Manipulate. Further, your base threat range with these skills becomes 19–20.

OBSERVER

Your Mark 1 Eyeball has always been pretty sharp.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Notice and Search. Further, your base threat range with these skills becomes 19–20.

ADVANCED SKILL FEATS



OFFICER

You say, "Jump!" They say, "How high, sir?"

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Intimidate and Tactics. Further, your base threat range with these skills becomes 19–20.

PRIVATE EYE

Why do they even try keeping secrets from you?

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Investigation and Security. Further, your base threat range with these skills becomes 19–20.

SCHOLAR

You're well versed with the academic world.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Bureaucracy and Science. Further, your base threat range with these skills becomes 19–20.

SPEED DEMON

You have a way with machines, especially those with velocity.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Mechanics and Drive. Further, your base threat range with these skills becomes 19–20.

SURVIVALIST

You're right at home in the great outdoors.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Athletics and Survival. Further, your base threat range with these skills becomes 19–20.

TECHIE

You sharpen the technological cutting edge every day.

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Computers and Electronics. Further, your base threat range with these skills becomes 19–20.

WORLD TRAVELER

You've been to far away places — and bought the T-shirt!

Benefit: You gain a +2 insight bonus with all skill and Knowledge checks made with Blend and Cultures. Further, your base threat range with these skills becomes 19–20.

ADVANCED SKILL FEATS

These feats either build upon Basic Skill feats or affect your skills in an unusual way.

Several of these feats require a Basic Skill feat as a prerequisite, improving the original feat's benefits. Some expert classes offer 'virtual' Basic Skill feats, which are valid prerequisites for these types of Advanced Skill feats.

ADVANCED SKILL MASTERY

You've worked diligently to improve several related activities.

Prerequisites: Career level 6+, any 1 Basic Skill feat.

Benefit: Choose 1 Basic Skill feat you possess. The insight bonus with skill and Knowledge checks granted by the chosen feat increases to +3, and the listed skills' base threat range becomes 18–20.

Further, once per session, you may choose to re-roll 1 failed check with one of the chosen Basic Skill feat's listed skills. You may not re-roll a critical failure.

Special: You may choose this feat multiple times, each time applying it to a different Basic Skill feat you possess.

ATTENTION TO DETAIL

You're meticulous when undertaking large projects.

Benefit: You may take 20 with any skill check possessing an error range of up to 1–2 (typically, you may only take 20 with skill checks possessing an error range of 1). Further, when taking 20, your result cap is lifted. Finally, all of your secret checks gain the Cross-Check tag.

DEPTH OF STUDY

You have multiple specialties.

Benefit: You gain 2 additional skill focuses, or 2 skill fortes, or 1 of each.

Special: You may choose this feat multiple times, each time gaining 2 additional skill focuses or fortes.

EVERYDAY GENIUS

There may still be a few things you haven't seen or done, but nothing surprises you anymore.

Prerequisites: Career level 15+, Unfair Advantage.

Benefit: As a full action, you may choose any 1 Basic Skill feat you do not possess (except a virtual Basic Skill feat). You gain the chosen feat as a temporary feat until the end of the current session. You may use this ability a number of times per mission equal to the number of Advanced Skill feats you possess.

FALSE START

You're so accustomed to using your skills that you automatically sense when your use of them is flawed.

Prerequisites: Career level 3+, any 1 Basic Skill feat.

Benefit: Choose 1 Basic Skill feat you possess. When you fail an unopposed check with a skill covered by the chosen feat that requires longer than 1 round to complete, you may stop mid-way through and begin again, as shown on Table 3.1: False Start Timing *(see below)*. If an aborted skill check requires money or materials, only 1/2 are spent or used up (rounded down). These materials must be replaced before you may restart the skill check.

Further, when you take 20 with any skill covered by the chosen Basic Skill feat, it requires only 15 × the skill's standard required time.

Special: You may choose this feat multiple times, each time applying it to a different Basic Skill feat you possess.

GRAND SKILL MASTERY

You excel with a particular set of related activities.

Prerequisites: Career level 12+, any 1 Advanced Skill Mastery feat.

TABLE 3.1: FALSE START TIMING

Standard Time Required	Restart Point
At least 1 round, up to 1 minute	Next round
More than 1 minute, up to 10 minutes	Next minute
More than 10 minutes, up to 1 hour	Next 10 minutes
More than 1 hour, up to 1 day	Next hour
More than 1 day, up to 1 week	Next day
More than 1 week, up to 1 month	Next week
More than 1 month, up to 1 year	Next month

Benefit: Choose 1 Advanced Skill Mastery feat you possess. The insight bonus with skill and Knowledge checks granted by the chosen feat increases from +3 to +4, and the listed skills' base threat range becomes 17–20.

Further, your action die cost to activate a threat as a critical success with one of the listed skills decreases by 1 (minimum 0).

Special: You may choose this feat multiple times, each time applying it to a different Advanced Skill Mastery feat you possess.

I CAN SWIM

You're just full of surprising talents.

Benefit: Beginning with the level at which you gain this feat, you need not spend skill points when you gain them. Instead, you may, as a free action before making any skill check, spend your remaining skill points to purchase ranks in the skill being used. This does **not** allow you to exceed your standard maximum skill rank. All unspent skill points must be spent before you gain each subsequent level.

MARK OF A PROFESSIONAL

You're not just good, you're fast!

Prerequisites: Career level 9+, False Start.

Benefit: Choose 1 False Start feat. Your error range with any check made using a skill covered by the chosen feat decreases by 1 (minimum 1). Further, the time required for any unopposed check using one of these skills decreases to 1/2 standard (minimum 1 round).

Special: You may choose this feat multiple times, each time applying it to a different False Start feat you possess.

PERFECT SKILL MASTERY

You're a leading expert in a particular field.

Prerequisites: Career level 18+, any 1 Grand Skill Mastery feat.

Benefit: Choose 1 Grand Skill Mastery feat you possess. The insight bonus with skill and Knowledge checks granted by the chosen feat increases from +4 to +5, and the listed skills' base threat range becomes 16–20.

Further, you may re-roll up to 3 failed checks per session, though you may not re-roll the same check more than once and you may not re-roll a critical failure.

Special: You may choose this feat multiple times, each time applying it to a different Grand Skill Mastery feat you possess.

PHOTOGRAPHIC MEMORY

Your mind captures and stores an amazing array of information.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: You may make Knowledge checks as active checks. Further, you gain a +2 insight bonus with all Knowledge checks, and your threat range with them becomes 19–20. Finally, you may spend 1 round to take 10, or 1 minute to take 20, with Knowledge checks.

PRACTICE MAKES PERFECT

You hardly know how to screw up anymore.

Prerequisites: Career level 15+, Mark of a Professional.

Benefit: Choose 1 Mark of a Professional feat. When making a check with any skill covered by the chosen feat, any natural roll below 10 that isn't an error becomes 10. Further, when you suffer an error with a skill covered by the chosen feat, your opponents' action die cost to activate it as a critical failure increases by 1.

TALENTED

Your skill mastery often takes people by surprise.

Benefit: Choose 1 Basic Skill feat (whether you possess it or not). Each skill covered by the chosen feat is always a class skill for you, and each time you purchase 1 rank with one of them, you also gain 1 rank with the other (not to exceed your maximum skill rank for either skill). Further, your result cap with each skill covered by the chosen feat increases by 5.

TRAINING

You devote much of your training and free time to various skills you might need in the field.

Benefit: You gain 5 skill points. When you spend these points to purchase skill ranks, you always gain 1 rank per skill point spent, even if the skill is typically cross-class for you.

Special: You may choose this feat multiple times, each time gaining 5 additional skill points with the same benefits.

UNFAIR ADVANTAGE

Your experience allows you to maximize every favorable break.

Prerequisites: Career level 6+, at least 1 Basic Skill feat.

Benefit: Each time you gain an insight bonus with a skill check, the bonus increases by +1.

UNLOCKED POTENTIAL

You possess a natural gift.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: Choose 1 skill. This skill is always a class skill for you, and your maximum rank with the skill increases by 3 (to your career level + 6). This skill's maximum rank may not be increased by any other character option or effect, however.

At Level 1 and each time you gain a level, you must increase your chosen skill to its maximum possible rank before you may spend skill points on any other skill.

WELL-ROUNDED

You've dabbled in many different fields.

Prerequisites: Training.

Benefit: Your result cap with each skill with which you possess 0 ranks increases by 5. Further, each time you spend 1 or more action dice to boost a skill check result, your check cap increases by 10 (maximum 60). Finally, your cost to purchase ranks 1, 2, and 3 in any skill is 1 skill point per rank, even if the skill is cross-class for you.

STYLE FEATS

These feats represent a character's social acumen, and allow him to influence people in a variety of powerful ways.

ACADEMIC CONTACTS

You've spent time in the ivory towers and met some of the finest minds in the world.

Prerequisites: Networking 3+ ranks, Scholar.

Benefit: You gain 1 associate-grade contact with an academic or scholastic theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with an academic or scholastic theme enters play as an associate instead of an acquaintance.

ANIMAL PARTNER

You have an indispensable pet, mount, or animal companion that accompanies you on missions.

Prerequisites: Survival 4+ ranks.

Benefit: You gain 1 animal with an XP reward no greater than 35 + 5 × the combined number of Style and Terrain feats you possess, chosen from the Sample Animals section *(see page 456)*. Alternately, with your GC's approval, you can design a custom animal for yourself using the standard NPC creation rules.

The animal is considered a special character and gains any 2 'trained' qualities. Further, its statistics are calculated with a 'Threat Level' equal to your career level minus 2 and its listed vitality grade increases by 1 (e.g. from III to IV). If the animal is Medium or larger, it gains the Wolf Pack Mastery feat. If it is Small or smaller, it gains the *evasion I* class ability. The animal possesses no action dice, but you may spend your action dice on its behalf.

The animal's disposition toward you is Helpful and it will never deliberately attack you.

Finally, should your animal partner die, you lose a number of Reputation equal to your career level, or an amount of Net Worth equal to this number × $50,000, as appropriate. The deceased partner is replaced at the start of the following mission by a new animal of your creation, following these rules.

Special: You may choose this feat multiple times, each time gaining 1 new animal partner built using the same rules.

BLOODSTAIN RESISTANT

You're never mussed by unsightly stains.

Prerequisites: Impress 3+ ranks.

Benefit: While dressed according to your Lifestyle, you gain a bonus to Defense equal to your Lifestyle appearance modifier (if positive). You lose this bonus any time you wear armor with a Notice/Search DC of 'obvious.'

BLUE COLLAR CONTACTS

You aren't afraid to get your hands dirty with a little honest work, and people respect that.

Prerequisites: Networking 3+ ranks, Speed Demon.

Benefit: You gain 1 associate-grade contact with a vehicular or tradesman theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a vehicular or tradesman theme enters play as an associate instead of an acquaintance.

CARD SHARK

You're a skilled gambler, often devouring lesser opponents.

Prerequisites: Streetwise 3+ ranks.

Benefit: Your Profession checks gain a synergy bonus from your Streetwise skill. Further, Knowledge checks about gambling rules, major gamblers (and their winnings and debts), and casinos

STYLE FEATS

ACADEMIC CONTACTS
Networking 3+ ranks, Scholar

ANIMAL PARTNER
Survival 4+ ranks

BLOODSTAIN RESISTANT
Impress 3+ ranks

BLUE COLLAR CONTACTS
Networking 3+ ranks, Speed Demon

CARD SHARK

CHARMER
Cha 13+

NOT THE FACE
Level 3+

CRIMINAL CONTACTS
Networking 3+ ranks, Burglar

FAN SERVICE
Cha 15+, Impress 4+ ranks

GLINT OF MADNESS
Intimidate 4+ ranks

GORGEOUS
Cha 13+, Impress 3+ ranks

THE LOOK
Impress 6+ ranks

SIMPLY IRRESISTIBLE
Cha 15+, Impress 9+ ranks

GOVERNMENT CONTACTS
Networking 3+ ranks, Diplomat

GRIFTER CONTACTS
Networking 3+ ranks, Hustler

HARD CORE
Cha 13+

TOO UGLY TO DIE
Level 3+

HIGH-TECH CONTACTS
Networking 3+ ranks, Techie

LOCAL CONTACTS
Networking 3+, World Traveler

MARK
Sense Motive 3+ ranks

MEDIA CONTACTS
Networking 3+ ranks, Actor

MEDICAL CONTACTS
Networking 3+ ranks, Examiner

MILITARY CONTACTS
Networking 3+ ranks, Officer

PERSONAL LIEUTENANT
Level 6+

POLICE CONTACTS
Networking 3+ ranks, Private Eye

POLITICAL CLOUT
Bureaucracy 6+ ranks

POLITICAL FAVORS
Bureaucracy 12+ ranks

POLITICAL IMMUNITY
Bureaucracy 18+ ranks

POLYGLOT
Cultures 4+ ranks

RESEARCH CONTACTS
Networking 3+ ranks, Observer

SILVER TONGUE
Cha 13+, Manipulate 3+ ranks

UNDERMINE
Manipulate 9+ ranks

VENOMOUS DIALOGUE
Cha 15+, Manipulate 18+ ranks

STONE COLD
Intimidate 4+ ranks

STREET CONTACTS
Networking 3+ ranks, Fence

WHITE COLLAR CONTACTS
Networking 3+ ranks, Advisor

WILDERNESS CONTACTS
Networking 3+ ranks, Survivalist

and other gaming locations are active checks for you. Finally, any time you spend action dice to boost a Streetwise/Gambling check, you roll 2 dice per action die spent, adding *both* to the result.

CHARMER

You have a way of bringing people around.

Prerequisite: Cha 13+.

Benefit: You may make a 1-minute Impress/Influence check as a full action when targeting an NPC whose disposition toward you is Neutral, Intrigued, or Friendly. Further, you may make a 10-minute Impress/Influence check in 1 minute when targeting these NPCs.

CRIMINAL CONTACTS

There is *some* honor among thieves.

Prerequisites: Networking 3+ ranks, Burglar.

Benefit: You gain 1 associate-grade contact with a criminal theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a criminal theme enters play as an associate instead of an acquaintance.

FAN SERVICE

You are a master of the double take.

Prerequisites: Cha 15+, Impress 4+ ranks.

Benefits: When taking a Diversion or Feint action, you may substitute your Impress (Cha) skill and synergy bonuses. Further, you may perform either action as a full action to simultaneously target all opponents within the action's listed range. You may not selectively target some of these opponents — you must target all or only 1. Each opponent makes a separate check to resist the action.

GLINT OF MADNESS

There's something deeply disturbing about you. Maybe it's the growling.

Prerequisites: Intimidate 4+ ranks.

Benefit: You may target with the Threaten action an opponent you have not injured. Further, each time one of your attacks reduces an opponent's wound points to 0 or less, you may immediately take a Threaten action as a free action. Finally, when you succeed with any Threaten action, the stress damage inflicted increases by your Charisma modifier (if positive).

GORGEOUS

Your good looks are extremely memorable.

Prerequisites: Cha 13+, Impress 3+ ranks.

Benefit: Your Charisma rises by 1. Further, you gain a +2 synergy bonus with all Impress and Networking checks, but suffer a –1 synergy penalty with all Blend/Stealth and Falsify/Disguise checks, as well as Blend checks made as the Prey during a manhunt.

GOVERNMENT CONTACTS

When you talk, people listen.

Prerequisites: Networking 3+ ranks, Diplomat.

Benefit: You gain 1 associate-grade contact with a legal or government theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a legal or government theme enters play as an associate instead of an acquaintance.

GRIFTER CONTACTS

You've got friends in the dog-eat-dog world of The Big Con.

Prerequisites: Networking 3+ ranks, Hustler.

Benefit: You gain 1 associate-grade contact with a grifter or con artist theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a grifter or con artist theme enters play as an associate instead of an acquaintance.

HARD CORE

Your fierce professionalism demands respect even from your worst enemies.

Prerequisite: Cha 13+.

Benefit: You may make a 1-minute Impress/Influence check as a full action when targeting an NPC whose disposition toward you is Aloof, Unfriendly, or Hostile. Further, you may make a 10-minute Impress/Influence check in 1 minute when targeting these NPCs.

HIGH-TECH CONTACTS

"Super geek" doesn't begin to cover it.

Prerequisites: Networking 3+ ranks, Techie.

Benefit: You gain 1 associate-grade contact with a computer or technological theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a computers or technological theme enters play as an associate instead of an acquaintance.

LOCAL CONTACTS

No matter where you go, there they are.

Prerequisites: Networking 3+ ranks, World Traveler.

Benefit: You gain 1 associate-grade contact with an exotic or traveling theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with an exotic or traveling theme enters play as an associate instead of an acquaintance.

THE LOOK

You possess devilishly handsome good looks, or a laugh that melts hearts, or all the right curves, or maybe a smile that makes people weak in the knees.

Prerequisites: Impress 6+ ranks, Gorgeous.

Benefit: Your Appearance modifier increases by 1 *(see Lifestyle, page 215)*. Further, you gain a +4 synergy bonus with all Impress and Networking checks, but suffer a –2 synergy penalty with all Blend/Stealth and Falsify/Disguise checks, as well as Blend checks made as the Prey during a manhunt. Further, your error range with these penalized checks increases by 1. These modifiers replace those applied by the Gorgeous feat.

MARK

You can size anyone up at a glance.

Prerequisites: Sense Motive 3+ ranks.

Benefit: As a free action, you may target 1 character within your line of sight and name 3 skills, learning the character's total bonus with each. You may use this ability a number of times per session equal to the number of Style feats you possess.

MEDIA CONTACTS

Biggest fan, Hollywood insider, or stalker, you've got a direct line to the stars.

Prerequisites: Networking 3+ ranks, Actor.

Benefit: You gain 1 associate-grade contact with an entertainment or media theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with an entertainment or media theme enters play as an associate instead of an acquaintance.

MEDICAL CONTACTS

For *you*... they'll make house calls.

Prerequisites: Networking 3+ ranks, Examiner.

Benefit: You gain 1 associate-grade contact with a medical or science theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a medical or science theme enters play as an associate instead of an acquaintance.

MILITARY CONTACTS

You still swap war stories with a few good men.

Prerequisites: Networking 3+ ranks, Officer.

Benefit: You gain 1 associate-grade contact with a military or mercenary theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a military or mercenary theme enters play as an associate instead of an acquaintance.

"NOT THE FACE!"

Your looks are everything. You protect them with your life.

Prerequisite: Career Level 3+, Charmer.

Benefit: While taking a Total Defense action or Fighting Defensively, you gain an amount of damage resistance against Charisma damage equal to your Charisma modifier. Further, you gain the same amount of DR against damage inflicted by melee and unarmed attacks.

PERSONAL LIEUTENANT

You have a right-hand man you trust with your life.

Prerequisites: Career level 6+.

Benefit: You may create 1 special character — your 'personal lieutenant' — with a career level equal to 1/2 your career level (rounded down, minimum 0). Your lieutenant's attribute scores are assigned using 32 points. He benefits from an Origin, classes, skill points, feats, and Wealth, but gains no Wealth, mission gear, core abilities, contacts, Interests, or Subplots, and may never shift mission Caliber with any of his character options. A personal lieutenant's starting number of action dice is always 1, and he may never gain additional action dice. Each time you gain 2 levels after taking this feat, your personal lieutenant gains 1 level. Your personal lieutenant may **never** gain the Animal Partner or Personal Lieutenant feats.

Your personal lieutenant is always considered one of your teammates and has a disposition toward you of Helpful.

Finally, should your personal lieutenant die, you lose a number of Reputation equal to your career level, or an amount of Net Worth equal to this number × $50,000, as appropriate. The deceased lieutenant is replaced at the start of the following mission by a new NPC of your creation, following these rules.

POLICE CONTACTS

No worries. The Man's got your back!

Prerequisites: Networking 3+ ranks, Private Eye.

Benefit: You gain 1 associate-grade contact with a law enforcement or security theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a law enforcement or security theme enters play as an associate instead of an acquaintance.

POLITICAL CLOUT

You've earned a certain latitude in the halls of power.

Prerequisites: Bureaucracy 6+ ranks.

Benefit: Once per mission, you may request 1 invitation Security pick without making a Request check or spending action dice. This pick is immediately available.

POLITICAL FAVORS

You know where all the bodies are buried, so your friends in high places go the extra mile for you.

Prerequisites: Bureaucracy 12+ ranks, Political Clout.

Benefit: Once per mission, you may request 1 extradition Resource without making a Request check. This Resource has a Power Rating of 6 and is immediately available.

POLITICAL IMMUNITY

It's not that you're *above* the law — more to the side of it, really.

Prerequisites: Bureaucracy 18+ ranks, Political Favors.

Benefit: Once per mission, you may request 1 legal immunity Resource without making a Request check. This Resource has a Power Rating of 6 and is immediately available.

POLYGLOT

Your language skills are remarkable.

Prerequisites: Cultures 4+ ranks.

Benefit: You gain 2 additional Cultures skill focuses. Further, each of your Impress and Networking checks gains a synergy bonus from your Cultures skill (even if the target is from a region for which you don't possess the appropriate focus).

RESEARCH CONTACTS

It's all right that you don't have eyes in the back of your head. A few extra pairs are always looking out for you.

Prerequisites: Networking 3+ ranks, Observer.

Benefit: You gain 1 associate-grade contact with a journalist, documentary, or librarian theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a journalist, documentary, or librarian theme enters play as an associate instead of an acquaintance.

SILVER TONGUE

Your most unbelievable lies sound like gentle truths.

Prerequisites: Cha 13+, Manipulate 3+ ranks.

Benefit: When making a Bluff or Impress check, you gain a synergy bonus from your Manipulate skill. Further, each time you win a seduction Conflict, you inflict 1 point of temporary Wisdom damage on your opponent (this cannot decrease the opponent's Wisdom score below 6). Also, your result cap with Impress/Persuasion checks decreases by only 5 when you and your target share no common language (ordinarily it decreases by 20). Finally, the error range of Sense Motive checks targeting you increase by an amount equal to your Charisma modifier.

SIMPLY IRRESISTIBLE

Your stunning good looks and well-honed charm bring you many gifts, and much unwanted attention.

Prerequisites: Cha 15+, Impress 9+ ranks, The Look.

Benefit: Your Charisma rises by 1. Further, you gain a +6 synergy bonus with all Impress and Networking checks and the time required to make these checks decreases to 1/2 standard (rounded down, minimum 1 round), but suffer a –4 synergy penalty with all Blend/Stealth and Falsify/Disguise checks, as well as Blend checks made as the Prey during a manhunt. Further, your error range with these penalized checks increases by 1 and your opponents' action die cost to activate your errors with these checks decreases by 1 (minimum 1). These modifiers replace those applied by The Look feat.

STONE COLD

Your steely demeanor projects an aura of calculated ruthlessness.

Prerequisites: Intimidate 4+ ranks.

Benefit: You're always considered armed when making an Intimidate check. Further, each time one of your attacks decreases an opponent's wound points to 0 or below, you gain a +1 bonus with all Intimidate checks made until the end of the current combat (maximum +4). Finally, you gain a +1 bonus with all Will saves made during combat.

STREET CONTACTS

Respect.

Prerequisites: Networking 3+ ranks, Fence.

Benefit: You gain 1 associate-grade contact with a street theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a street theme enters play as an associate instead of an acquaintance.

TOO UGLY TO DIE

People have *tried* to prove the saying wrong, but no one's yet succeeded.

Prerequisites: Career level 3+, Hard Core.

Benefit: You gain DR 2/—, but suffer a –4 synergy penalty with all Blend and Networking checks.

UNDERMINE

With a few well-chosen words, you can demolish a person's confidence.

Prerequisites: Manipulate 9+ ranks, Silver Tongue.

Benefit: When you succeed with a Taunt action, your target loses the ability to spend action dice and suffers a morale penalty with Initiative and skill checks equal to your Charisma modifier for a number of rounds equal to the number of Style feats you possess.

VENOMOUS DIALOGUE

Your soul-piercing declarations stop people dead in their tracks.

Prerequisites: Cha 15+, Manipulate 18+ ranks, Undermine.

Benefit: Once per scene after succeeding with a Taunt action, you may make a remark so staggering that the target is left completely at a loss. Instead of inflicting the Taunt action's standard result, you may force him not to make *any* attacks until he's attacked, or until the end of the current scene, whichever comes first.

WHITE COLLAR CONTACTS

The power players listen to you. Some take notes.

Prerequisites: Networking 3+ ranks, Advisor.

Benefit: You gain 1 associate-grade contact with a business theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a business theme enters play as an associate instead of an acquaintance.

WILDERNESS CONTACTS

You have friends in every corner of the globe, even some rarely visited by man.

Prerequisites: Networking 3+ ranks, Survivalist.

Benefit: You gain 1 associate-grade contact with a wilderness theme of your choice (per GC approval). Further, the time required for each Networking/Contact check calling upon this individual decreases to 1/2 standard (rounded down), and your error range with these checks decreases by 2 (minimum 0). Finally, with GC approval, each subsequent contact you gain from the Networking skill with a wilderness theme enters play as an associate instead of an acquaintance.

TERRAIN FEATS

ALWAYS GET YOUR MAN Investigate 3+ ranks	**FOREST TRAINING** Survival 3+ ranks	**NIGHT TRAINING** Notice 3+ ranks
AQUATIC TRAINING Athletics 3+ ranks	**HOME TURF** Search 3+ ranks	**SWAMP TRAINING** Survival 3+ ranks
ARCTIC TRAINING Survival 3+ ranks	**JUNGLE TRAINING** Survival 3+ ranks	**TRACKING BASICS** Survival 3+ ranks
DESERT TRAINING Survival 3+ ranks	**LOCAL HERO** Networking 4+ ranks	**TRACKING MASTERY** Survival 9+ ranks, Tracking Basics
ESCAPE AND EVASION TRAINING Bluff 3+ ranks	**MOUNTAIN TRAINING** Survival 3+ ranks	**URBAN TRAINING** Streetwise 3+ ranks
FIREFIGHTER TRAINING Science (Engineering) 3+ ranks		

TERRAIN FEATS

These feats focus on making the most of your environment.

Special Note: Darkness is **not** a terrain type and may **not** trigger terrain feat benefits.

ALWAYS GET YOUR MAN

No fugitive can hide from you for long.

Prerequisites: Investigation 3+ ranks.

Benefit: You gain a +3 synergy bonus with all Investigation checks made as the Predator in a manhunt. Further, your maximum synergy bonus with checks made as the Predator in a manhunt increases to (5 + the number of Terrain feats you possess). Finally, you gain a synergy bonus from your Investigation skill with all Maneuver checks made as the Predator in a chase.

AQUATIC TRAINING

You've spent a lot of time diving and otherwise growing accustomed to water's vicious temper.

Prerequisites: Athletics 3+ ranks.

Benefit: In aquatic terrain and while underwater, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, the number of rounds you can hold your breath increases by your ranks in the Athletics skill. Also, when you plan an ambush in aquatic terrain or underwater, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, when you benefit from up to 3/4 cover from being partially submerged, your cover increases by 1/4.

ARCTIC TRAINING

You know how to maneuver and fight in arctic conditions.

Prerequisites: Survival 3+ ranks.

Benefit: In arctic terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you gain a synergy bonus from your Survival skill with Acrobatics/Climb checks made to retain your footing on natural surfaces. Also, when you plan an ambush in arctic terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in arctic terrain is calculated as if your Speed were 10 ft. faster, and you gain 5 points of cold damage resistance.

DESERT TRAINING

You maneuver and fight extremely well in open and desert terrain.

Prerequisites: Survival 3+ ranks.

Benefit: In desert and plains terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you require only 1/2 the standard amount of water each day. Also, when you plan an ambush in desert or plains, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in desert or plains terrain is calculated as if your Speed were 10 ft. faster, and you gain 5 points of heat damage resistance.

ESCAPE AND EVASION TRAINING

You are very good, or very lucky, at eluding pursuit.

Prerequisites: Bluff 3+ ranks.

Benefit: You gain a +3 synergy bonus with all Blend checks made as the Prey in a manhunt. Further, all checks you make as the Prey in a manhunt gain a synergy bonus from your Falsify skill. Also, your maximum synergy bonus with checks made as the Prey in a manhunt increases to (5 + the number of Terrain feats you possess). Finally, you gain a synergy bonus from your Bluff skill with all Maneuver checks made as the Prey in a chase.

FIREFIGHTER TRAINING

You're unfazed by fire, facing it down with the bravest rescue heroes.

Prerequisites: Science (Engineering) 3+ ranks.

Benefit: When exposed to extreme heat, you must make Fortitude saves only half as often. Further, when you suffer stress damage from fire, the damage decreases to 1/2 standard (rounded down). Also, each visual range penalty you suffer due to smoke decreases to 1/2 standard (rounded down). Finally, you gain a +4 insight bonus with Reflex saves made to avoid catching fire, as well as with Fortitude saves made against smoke inhalation.

FOREST TRAINING

Every patch of dense forest is a welcome retreat for you — and a harrowing prison for your enemies.

Prerequisites: Survival 3+ ranks.

Benefit: In forest terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, your Security/Installation checks made to set traps in forest terrain gain a synergy bonus from your Survival skill. Also, when you plan an ambush in forest terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in forest terrain is calculated as if your Speed were 10 ft. faster, and clubs and spears are considered Common Items for you while you're located in a forest.

HOME TURF

You know your hometown like the back of your hand.

Prerequisite: Search 3+ ranks.

Benefit: Your "home turf" is defined as the area within a 5-block radius of your home (if it's located in an urban setting) or within a 1-mile radius of your home (if it's in a wilderness setting). In your home turf, your result caps with Investigation, Notice, Search, Sneak, Streetwise, and Survival checks increase by 5, and your action die cost to activate critical successes with these checks decreases by 1 (minimum 0). Further, if you benefit from up to 3/4 cover while in your home turf, your cover increases by 1/4.

JUNGLE TRAINING

You're a terrifying opponent in the wilds beneath a sheltering tree canopy.

Prerequisites: Survival 3+ ranks.

Benefit: In jungle terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you gain a synergy bonus from your Survival skill with Sneak/Hide checks made in any non-urban terrain. Also, when you plan an ambush in jungle terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in jungle terrain is calculated as if your Speed were 10 ft. faster.

LOCAL HERO

You're widely respected in your usual stomping grounds.

Prerequisites: Networking 3+ ranks.

Benefit: Your "home turf" is defined as the area within a 5-block radius of your home (if it's located in an urban setting) or within a 1-mile radius of your home (if it's in a wilderness setting). In your home turf, you may oppose any Investigation, Notice, Sneak, Streetwise, or Survival check targeting you with your Networking skill. Further, you gain a bonus with Request checks made in your home turf equal to the number of Terrain feats you possess.

MOUNTAIN TRAINING

You are highly trained to maneuver and fight in the mountains.

Prerequisites: Survival 3+ ranks.

Benefit: In mountain terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you gain a synergy bonus from your Survival skill with any Athletics/Climb checks made to scale a natural surface. Also, when you plan an ambush in mountain terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in mountain terrain is calculated as if your Speed were 10 ft. faster, and you gain 5 points of falling damage resistance.

NIGHT TRAINING

You rely on all your senses, functioning quite well in the dark.

Prerequisites: Notice 3+ ranks.

Benefit: All your visual range penalties for dawn, dusk, and night decrease to 1/2 standard (rounded down). Further, when you plan an ambush at night or in darkness, your opponents' checks to determine surprise suffer a –2 penalty. Also, your smell range increases to 3 ft. × your Wisdom score. Finally, as long as you aren't *deafened*, you are never considered *blinded* when targeting any character within 10 ft. of you.

SWAMP TRAINING

Most people see a high dry-cleaning bill; you see myriad chances to dominate your foes.

Prerequisites: Survival 3+ ranks.

Benefit: In swamp terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you gain a synergy bonus from your Survival skill with hearing Notice checks. Also, when you plan an ambush in swamp terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise. Finally, your overland speed in swamp terrain is calculated as if your Speed were 10 ft. faster, and you gain a +2 insight bonus with saves made to resist poisons.

TRACKING BASICS

No quarry's secrets are safe from your acute senses.

Prerequisites: Survival 3+ ranks.

Benefit: You may take 10 with Survival/Tracking checks, and the time to do so is not doubled. Further, you gain a synergy bonus with Survival/Tracking checks from your Analysis skill. Finally, when you succeed with a Tracking check, you also determine whether the target has lost any vitality or wound points, as well as any conditions he possessed when he made the trail.

TRACKING MASTERY

As a cool veteran hunter, you're rarely caught unawares.

Prerequisites: Survival 9+ ranks, Tracking Basics.

Benefit: You may take 20 with Survival/Tracking checks, even if your error range is greater than 1. Further, you gain a +5 insight bonus with skill checks made to determine surprise as you follow any physical trail. Finally, the number of Challenges you face during any Complex Analysis/Forensics Task decreases by 1 (minimum 1).

URBAN TRAINING

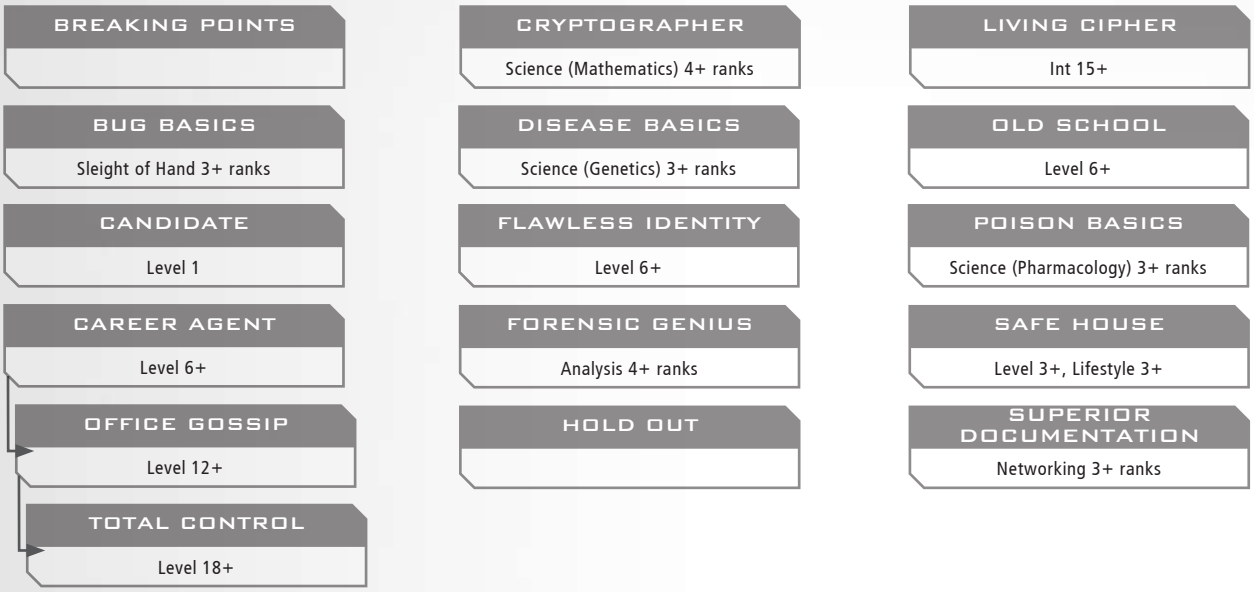
You're a predator of the concrete jungle.

Prerequisite: Streetwise 3+ ranks.

Benefit: In urban terrain, you gain a +2 insight bonus with Survival checks and checks made to navigate or determine surprise. Further, you gain a synergy bonus from your Streetwise skill when making a Survival check to track in a city of 10,000 or more people. Finally, when you plan an ambush in urban terrain, each of your opponents suffers a –2 penalty with checks made to determine surprise.



TRADECRAFT FEATS



TRADECRAFT FEATS

These feats represent specialized knowledge and abilities possessed by some of the world's premier espionage agents. Of the base classes, only the Snoop gains easy access to these feats — all others must gain them as level-based feats. GCs wishing to present a non-espionage setting should consider banning some or all of these feats from play.

BREAKING POINTS

You know how to get into people's heads and shake things up.

Benefit: When you're the Predator in a brainwash or interrogation, the starting Lead decreases by 1. Further, you may increase your Conflict skill check's error range by 1 to reduce the current round's duration to 1/2 standard. Finally, when you're the Predator in a brainwash or interrogation, you may choose any Predator Strategy even if you don't meet its requirements.

BUG BASICS

You are a whiz at planting and using bugs.

Prerequisite: Sleight of Hand 3+ ranks.

Benefit: You gain 1 bug as a Possession (personal gear). This bug's Caliber may not exceed 1/3 your career level (rounded up). Further, each time you request one or more bugs, you gain double the standard number. Also, you gain a +2 gear bonus with Sleight of Hand/Stash Item and Sneak/Stash Item checks made to conceal bugs. Finally, the range increment of each bug you plant is doubled.

CANDIDATE

Your hidden potential compensates for your natural weaknesses.

Prerequisites: Career level 1 only (when the feat is chosen).

Benefit: Your 2 lowest attributes each increase by 1 (your choice of attribute in the case of a tie).

CAREER AGENT

You've been poisoned, blown up, and tortured so many times that you've built up an immunity.

Prerequisites: Career level 6+.

Benefit: You gain a +1 insight bonus with all Fortitude, Reflex, and Will saves. Additionally, you gain an additional +1 Reputation or +$50,000 Net Worth at the end of each mission.

CRYPTOGRAPHER

You have a bizarre but fruitful relationship with codes.

Prerequisite: Science (Mathematics) 4+ ranks.

Benefit: You may break, write, or request any code as if its Power Rating were 2 lower.

DISEASE BASICS

You're practiced with the field application of deadly pathogens.

Prerequisites: Science (Genetics) 3+ ranks.

Benefit: You gain 1 disease sample as a Possession (personal gear), chosen from the options on Table 3.2: Disease Basics Options *(see below)*. Also, you cannot accidentally expose yourself when creating a disease, or preparing a disease for use. Finally, you gain a +2 bonus with saves made to resist diseases.

TABLE 3.2: DISEASE BASICS OPTIONS

Career Level	Disease Options
1+	Chicken pox, cold, E coli, minor infection
4+	Influenza (flu)
7+	Pneumonia
10+	Dengue fever, moderate infection
13+	Measles
16+	Hanta virus, typhus fever
19+	Marburg hemorrhagic fever

FLAWLESS IDENTITY

You compartmentalize your mind to support an elaborate fiction of multiple lives.

Prerequisites: Career level 6+.

Benefit: You gain a number of specific, named identities equal to your starting action dice. Each of these identities features complete background documentation equivalent to a cover identity with a Power Rating of 6. You must define these identities when you gain this feat; thereafter, you may only replace them during the Intel Phase of each mission.

Slipping into one of these identities — i.e. "getting into character" — requires 1 minute and 1 action die, while returning to your natural identity requires only 1 free action. While you're in character, your true personality is completely submerged but still controls your actions. You retain all of your main character's feats and skill ranks, but may voluntarily suppress or reduce any of them to better match the assumed identity. Further, each identity possesses 1 Profession focus and 2 Interests (chosen when this feat is gained, and when each identity is replaced), and you may use these focuses and Interests only while in the appropriate identity.

When questioned in character, you respond in character. You are *not* considered to be lying when you deny any knowledge of activities performed while not in character, or in a different identity. Each identity genuinely recalls innocuous and difficult-to-verify activities to cover gaps when you were out of character or in a different identity, and subconsciously avoids situations and actions that might call the identity into question (e.g. it avoids situations requiring skill checks for skills it doesn't actually possess).

While you're in character, your true personality may only be discovered with a successful brainwashing attempt (and even this only confirms that you aren't who you claim to be).

FORENSIC GENIUS

Your senses and keen mind shed brilliant light on the most elusive mysteries.

Prerequisites: Analysis 4+ ranks.

Benefit: The number of Challenges required during any Complex Analysis Task you undertake decreases by 2 (minimum 1). Further, you gain a synergy bonus from your Analysis skill with Search checks.

HOLD OUT

Not even the roughest mistreatment dents your composure.

Benefit: When you're the Prey in a brainwash or interrogation, the starting Lead increases by 1. Further, you may increase your Conflict skill check's error range by 1 to double the current round's duration. Finally, when you're the Prey in a brainwash or interrogation, you may choose any Prey Strategy even if you don't meet its requirements.

LIVING CIPHER

You possess an intuitive understanding of complex mathematical concepts.

Prerequisites: Int 15+.

Benefit: When writing or cracking a code without a computer, you're considered to be using a computer with a Power Rating equal to your Intelligence modifier. Further, when writing or cracking a code with a computer, its Power Rating is considered to be 1 higher (maximum 10).

OFFICE GOSSIP

You spend much of your time at the home office between ops, cultivating friends in high and low places.

Prerequisites: Career level 12+, Career Agent.

Benefit: You may make a Request check without spending an action die a number of times per mission equal to the number of Tradecraft feats you possess. Further, you may take 10 with Request checks.

OLD SCHOOL

You've been around the block more than a few times, and others can tell.

Prerequisites: Career level 6+.

Benefit: You gain a +4 bonus with all Charisma-based checks targeting characters that share at least 1 class ability or 3 feats with you if their Career/Threat level is less than or equal to the mission's Threat Level.

POISON BASICS

You're practiced with the field application of deadly toxins.

Prerequisites: Science (Pharmacology) 3+ ranks.

Benefit: You gain 1 gear item with the *injector* quality as a Possession (personal gear). This item's Caliber may not exceed 1/3 your career level (rounded up). Further, each time you request a poison, the number of doses gained increases by 1. Also, you cannot accidentally poison yourself when creating a poison, or preparing a poison for use. Finally, you gain a +2 bonus with saves made to resist poisons.

SAFE HOUSE

You maintain a network of secure locations around the world.

Prerequisites: Career level 3+, Lifestyle 3+.

Benefit: At the start of each scene when you're located in a city of 10,000 of more people, you may declare that you have a safe house within 10 miles; otherwise, you may declare that you have a safe house in the nearest city of 10,000 or more people (the GC determines its exact location). The nature of your safe house is equal to a home at your Lifestyle minus 2. You may use this ability a number of times per mission equal to the number of Tradecraft feats you possess. All safe houses are lost at the end of each mission.

SUPERIOR DOCUMENTATION

The boys at the home office look out for you, building strong cover identities.

Prerequisite: Networking 3+ ranks.

Benefit: You gain 1 cover identity as a Possession (personal gear). This item's Caliber may not exceed 1/3 your career level (rounded up). Further, each time you request a cover identity, its Power Rating increases by 1 (maximum 10). Finally, you gain a +1 gear bonus with all Bluff checks made while using a cover identity.

TOTAL CONTROL

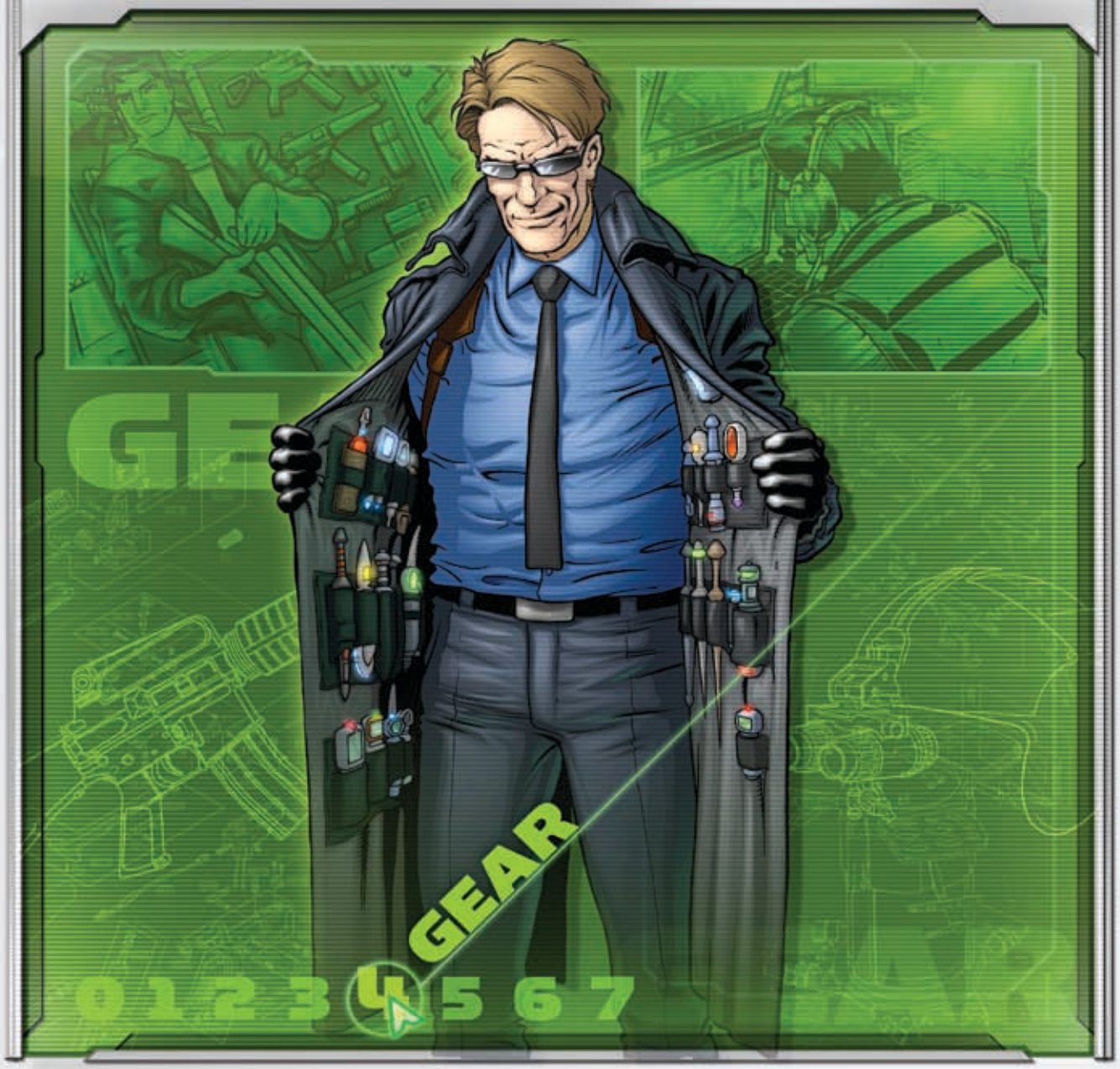
You work closely with your Control, and can count on his support when you need it.

Prerequisites: Career level 18+, Office Gossip.

Benefit: During the Intel Phase, one member of your team may choose to discard 2 action dice at the start of every session until the end of the mission to increase the mission's Caliber by 1. Further, you may make Request checks to acquire Caliber V gear options.

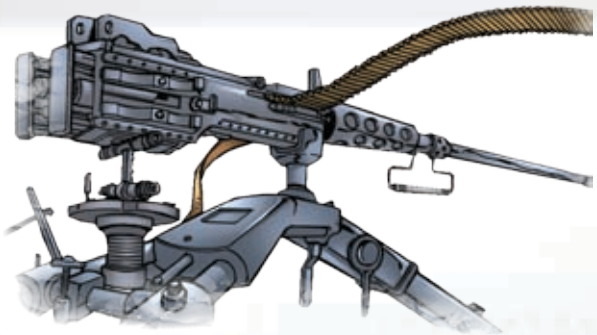
ACCESSING DATABASE...

CHAPTER 4>>GEAR_



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INTRODUCTION

Most modern RPGs produce ever-expanding equipment lists and have characters "shop" for gear, often by "paying" real-world prices — or prices appropriate to the setting — in the process. While *Spycraft 2.0* provides real-world modern prices for things and includes rules for buying and haggling during play (as described in Chapter 2), the system shifts the focus away from large gear stockpiles, emphasizing the few things that define each character in the field. In *Spycraft 2.0*, characters are encouraged to choose a small personal collection of gear that's important to them and their mission, and discouraged from keeping track of every item they might have handy in their closets and vehicle glove boxes. As in any cinematic game, the focus is on the items that matter right now, not the stuff that might matter tomorrow or the next day, or even after the mission is over.

For this reason, an abstract system is used to roughly describe each character's personal **Wealth** — his home, his clothes, and other aspects of his life away from the action. Also, instead of "buying" or "shopping for" gear, a character simply *chooses*, or "picks," items from a pool of available gear. This pool is determined by the importance of the mission (or the gravity of the scenario, if you're playing in a setting where adventures aren't defined as missions). The specific rationale for the gear made available to the characters is left to the GC. In a classic espionage game, in which the characters work for an Agency, it's easily explained as the gear made available by the characters' home office. In a mercenary game, it might represent the characters' expectations, or those of the characters' supporters. It may not even be explained at all, becoming just another offscreen detail left unaddressed. Regardless, the gear available at each degree, or **Caliber**, of play ensures the characters' gear choices don't throw off the game's balance, as so often happens in a mostly realistic modern setting where technology is rapidly overtaking the limits of humanity. Despite its exhaustive approach to equipment, *Spycraft 2.0* is **not** a gear-centric game — it's about characters and how *they* can change the world. This gear system reflects that philosophy.

This chapter is divided into five sections. The first section introduces the fundamentals of the gear system and how to choose gear. The second section, Using the Gear System, explains in step-by-step detail how to equip your character at creation, at the start of each mission, and when the character gains a level. The third section explains how to use the heart of the system — the gear tables — and the fourth section comprises the tables themselves. The fifth and final section contains descriptions and rules for using the items found on the gear tables.

THE BASICS

As stated above, the goal of the *Spycraft 2.0* gear system is **not** to define every possible item your character might possess or own, but rather to streamline the process of defining gear, keeping it specific enough to retain game balance and fluid enough to avoid cumbersome bookkeeping. Important and especially useful items are closely tracked and given detailed rules, while items with limited functions and complexity, as well as some broad elements of the characters' backgrounds, are largely left to the GC and players to define.

One thing that might throw veteran roleplayers is that the system intentionally limits the number of items characters can carry around. This isn't supposed to represent what characters *could* possess, or even what they *might plausibly* possess. Of course characters *can* carry around more, and in some cases they probably *would*, but two things happen when gear becomes this important. First, the characters become *less* important, and second, the game slows down. These issues are exacerbated in a modern day setting, where gear is ubiquitous, highly detailed, and so powerful that it frequently renders characters impotent in comparison.

Instead, the *Spycraft 2.0* gear system encourages players to think of gear in cinematic terms. Sure, secret agents, the police, and any number of other character archetypes are known to carry around car-fulls of high-tech gear in the movies, but how often is it actually *used*? Why spend half a session choosing dozens of pieces of gear, and waste hundreds of pages of rules detailing the most banal of functions, when most of it will never actually see play? This gear system focuses on the most complicated, the most useful (not necessarily the most used), and the most highlighted gear of the modern age and lets everything else fade into the background until and unless it's needed. It also limits the number of those highlighted items each character can take into the field, keeping each character focused on his specialties and his background. In these ways, gear becomes what it should be in an RPG — a tool rather than a crutch or an impediment.

GEAR OPTIONS

The *Spycraft 2.0* gear system handles equipment in three ways — with gear picks, Common Items, and Wealth.

Gear picks are the aforementioned "highlights" of modern gaming — the weapons, the vehicles, the gadgets, and the myriad other things that are too useful or complicated to hand-wave.

Common Items are all the other items a character might have on him at any time. They're not worthy of a full gear pick, usually — but not always — because they're inexpensive or so simple they don't deserve scripted rules. Common Items include things like lighters, cell phones, compasses, and the like.

Wealth is an abstract representation of a character's personal, holdings — the stuff he deals with when he's not on missions, like his home and his private vehicle. Some of a character's Wealth does spill into the mission, however, like his personal gear, his available cash, and his appearance, which includes his clothes, accessories, and general style.

Gear picks and Common Items are detailed in the following sections. Wealth is detailed in the Using the Gear System section, under At Character Creation and When You Gain a Level.

GEAR CATEGORIES

Spycraft 2.0 features seven categories of gear, each abbreviated on the class tables and elsewhere by its starting letter — (E)lectronic Gear, (G)adgets, (R)esources, (S)ecurity Gear, (T)radecraft Gear, (V)ehicles, and (W)eapons.

The alphanumeric codes on the class tables show the number of gear picks the character has in each category.

Example: A Level 10 Snoop's Gear column reads "3T, 3G, 2R, 1E." This translates to 3 Tradecraft gear picks, 3 Gadget picks, 2 Resource picks, and 1 Electronic gear pick.

MISSION CALIBER

Another major aspect of the gear system is a mission's **Caliber**. As discussed in the Mission Design section *(see page 429)*, a mission's Caliber defines its importance to the character, his organization, or his network, as appropriate to the character's Faction/Freelance choice and the current storyline. This in turn determines the character's investment, or that of his organization or network, in accomplishing the mission's objectives. It's assumed that neither the character nor his backers can throw their *entire* weight against most problems — the character probably doesn't have time to keep all of his gear prepped and his organization or network is usually working several missions at once. As in the case of Possessions *(see page 216)*, the game system also frequently assigns Caliber when granting a character additional gear. The GC and players may put forth additional reasons, though they're rarely important and usually aren't detailed in play.

In game terms, though, Caliber plays a vital, well-defined role. It establishes the available pool of gear in each category. A mission's Caliber ranges from I to V and as you can see on each of the gear tables on pages 226–275, all gear picks are divided into these five Calibers as well. How does it all come together, you ask? That brings us to...

GEAR PICKS

When a character is permitted to make a **gear pick**, he simply scans down the table corresponding to the appropriate gear category and chooses 1 item from that table in any Caliber up to the mission's current Caliber. There is no cost or spending involved — all that matters is the category in which the pick may be chosen and the mission's current Caliber.

Example: Kevin may choose 1 Electronic gear pick during a Caliber II mission. He may choose any 1 item in the Caliber I or Caliber II sections of the Electronic Gear table.

This process repeats for every gear pick the character is permitted to make.

UPGRADES

Some items — usually vehicles and weapons — come with 1 or more **upgrades**. These are special options that enhance the chosen piece of gear, such as improved handling or specialty tires for a ground vehicle or a targeting sight or specialty ammunition for a rifle.

Unless otherwise specified, each upgrade may be applied only once. Upgrades are not subject to mission Caliber. When a character chooses a gear pick that comes with 1 or more upgrades, he may simply choose each upgrade from the accompanying upgrade table.

Example: As shown on Table 4.36: Backup Pistol Picks *(see page 253)*, the Walther PPK backup pistol comes with 1 upgrade. Kevin might consult Table 4.60: Weapon Upgrades *(see page 272)*, gaining a suppressor or a concealed holster. Each of these options requires 1 upgrade. Alternately, he might consult Table 4.62: Ammunition *(see page 274)*, gaining 1 additional stockpile of FMJ ammunition, or converting his first stockpile to armor-piercing ammunition.

A character need not choose an upgrade just because an item comes with one. A cover operative's mission plan might call for an unmodified weapon, for instance, or a driver might find none of the available upgrades for his vehicle appealing. In all cases, unchosen upgrades confer no additional benefit; they are simply lost.

Upgrades may only be applied to the gear item with which they're gained.

Example: Kevin uses 1 Weapon gear pick to choose a Ruger Mark III (which comes with no upgrades) and a second Weapon gear pick to choose a Walther PPK (which comes with 1 upgrade). The upgrade gained with the Walther PPK may *only* be applied to the Walter PPK, *not* the Ruger.

When upgrades are available in a gear category, the character may trade in any number of gear picks to gain additional upgrades in that category. For each pick sacrificed, the character gains a number of same-category upgrades equal to twice the mission's current Caliber.

Example: During a Caliber III mission, Kevin trades in 1 Weapon gear pick to gain 6 Weapon upgrades.

Alternately, a character may trade in any number of gear picks to gain lower-Caliber items *and* upgrades in that category. For each pick sacrificed, the character gains 1 item whose Caliber is up to 1 less than the mission's current Caliber + 1 appropriate upgrade (if sacrificing a Caliber II or III pick) or 2 appropriate upgrades (if sacrificing a Caliber IV or V pick).

Example: During a Caliber III mission, Kevin trades in 1 Weapon gear pick to gain a Caliber I or II weapon with 1 Weapon upgrade.

COMMON ITEMS

Another fundamental of the *Spycraft 2.0* gear system, **Common Items** are equipment that isn't listed in any gear category, not worthy of a full gear pick. Some Common Items are inexpensive items readily affordable to the average person, while others have single, obvious functions. Others are simply not useful enough to warrant a gear pick.

All Common Items share the following limitations.

- A Common Item may not grant a gear bonus greater than +1 nor inflict a gear penalty greater than –1.
- A Common Item may not be used to attack as anything other than an improvised weapon *(see page 346)*.
- A Common Item may have no more than 1–2 very simple rules beyond its "common sense" application, as determined by the GC.

Some examples of popular Common Items include...

Binoculars: When a character uses this item, he ignores the penalties applied by his second and fourth visual range increments.

Fatigues: When wearing this outfit, the character benefits from a modified *camouflaged (CMF)* vehicle quality that grants only a +1 gear bonus with applicable skill checks in 1 terrain type. Note that the use of face paint does *not* increase this bonus.

Flashlight: This Tiny, 1-handed item improves a character's vision in dim or no lighting, and with a successful half-action ranged attack, may inflict a –1 penalty with all actions involving the Vision tag.

Tactical/Headset Radio, Basic: This Tiny, 1-handed item has a Signal Power Rating of 1, a range of 1/4 mile, a battery life of 4 hours, a Damage Save bonus of +5, a Complexity of 15/+1, and weighs 1 lb.

Torch: This Tiny, 1-handed item provides moderate illumination within a 10-ft. radius and dim illumination within an additional 10 ft. radius. A torch typically burns for 30 minutes.

The GC defines all uses and rules for Common Items, either as they're introduced or as they're used (at his discretion). The players are encouraged to make suggestions for uses and rules, but the GC has final say. Further, the GC must approve each character's Common Item choices before they enter play (in part making sure that none of them is already a gear pick, or that they shouldn't be a gear pick in his setting, and in part ensuring that they meet his interpretation of the criteria for Common Items).

SAMPLE COMMON ITEMS

Sample Common Items include altimeters, air conditioners, art supplies, batteries, binoculars, blankets, canes, camera tripods, camelbacks, canteens, caving ladders, cell phones, chemical body warmers, compasses, computer peripherals (AV feeds, black boxes, CD burners, DVD-ROM burners, fax machines, modems, printers, projectors, scanners, etc.), containers (attaché cases, backpacks, luggage, etc.), courier pouches, crowbars, dead drop spikes, depth gauges, dice, document shredders, duct tape, entrenching tools, face paint, fire extinguishers, flares, flashlights, Geiger counters, glass cutters, glow sticks, clear goggles, handcuffs, heaters, ionized water, Leatherman multitools, load-bearing gear, luggage, magnifying glasses, matches (1 box per Common Item), media (CDs, DVDs, film rolls, video tapes, paper, etc.), metal detectors, standard microphones, microscopes, MP3 players, MREs (Meals Ready to Eat), musical instruments, netting (including camouflage netting), notebooks, oven cleaner, padlocks, PDAs, pocket knives, radiation monitors, portable rams, RC car, road flares, ropes and chains, rollerblades, seismometers, signal mirrors, skates, skis and snowshoes, sleeping bags, slim jim car door openers, snacks and vices (chewing gum, cigars, cigarettes, lollipops, publicly available books, etc.), snorkels, snowboards, sports equipment, sunglasses, surfboards, stretchers, swimming fins and masks, Swiss Army knives, low-magnification telescopes, tents, torches (5 per Common Item), video game systems, watches, water filtration tablets, weight belts, wire (barbed, concertina, or razor), zip ties (20 per Common Item), and the vast majority of the Items listed under Kit Contents *(see below)*.

Special Note: Except for specialty clothing like fatigues, which offer a specific benefit under certain circumstances, a character's dress and accessories are *not* Common Items, but rather part of his Lifestyle *(see page 215)*.

KITS

The final fundamental of the *Spycraft 2.0* gear system, **kits** are professional gear packages that support skill checks in Chapter 2. Each kit is also a convenient collection of Common Items that a character can acquire with just 1 gear pick.

Each kit is presented in 3 grades, and though the contents of each set of kits varies widely, all kits share the same rules.

- *Grade I:* This bare essentials kit negates the –4 penalty with skill checks possessing the corresponding Gear tag.
- *Grade II:* This specialized field package confers the benefits of the Grade I kit and grants a +1 gear bonus with skill checks possessing the corresponding Gear tag.
- *Grade III:* This expert tool suite confers the benefits of the Grade I and II kits, and also increases the result cap with checks possessing the corresponding Gear tag by 5. Often, however, Grade III kits are too large or bulky for easy transport.

A character may gain a Grade I kit with any Caliber I or higher gear pick (of any category), he may gain any Grade II kit with any Caliber II or higher gear pick (of any category), and he may gain any Grade III kit with any Caliber III or higher gear pick (again, of any category).

The location of any non-mobile kit must be determined when it is introduced. If a character acquires the kit, he determines its location.

KIT CONTENTS

Appraisal Kit I (Small, 5 lbs.): Lighted magnifying glass, jeweler's loupe, tweezers, calipers, tape measure, UV flashlight (for detecting repairs and cracks), magnet (to test metals), sketch pad and pencils, linen and latex gloves.

Appraisal Kit II (Medium, 20 lbs.): Appraisal kit I + digital scale, high-intensity halogen lamp, black and white drop cloths (for a neutral photographic background), insulated airtight storage bags, auction catalogues (CD-ROM or hardcopy, for estimating relative values).

Appraisal Kit III (Large, non-portable): Appraisal kit II + microscope, spectrometer, nitrogen atmosphere storage case, illustrated art history textbooks (CD-ROM or hardcopy).

Architect's Kit I (Small, 6 lbs.): Drafter's sketchbook, vellum tablet, protractor, aluminum color-coded triangular scale, compass and bow dividers, straightedges of various lengths, clear plastic triangles of various sizes, various pencils, pens, and erasers, shading tools.

Architect's Kit II (Medium, 60 lbs.): Architect's kit I + drafting table with angling arm lamp, large white board with integral full-width straightedge.

Architect's Kit III (Large, 100 lbs.): Architect's kit II + CAD software (CD-ROM), laser printer, airbrusher, model building supplies (foam-core board, cutting and edging tools, and props like tiny trees and mirror pieces).

Authentication Kit I (Small, 10 lbs.): Hand-held microscope, magnifying glass, personal standard and black lights, infrared viewer.

Authentication Kit II (Medium, 75 lbs.): Authentication kit I + document scanner, chemical analyzer, 3D modeling and comparison software, signature analysis software (CD-ROM).

Authentication Kit III (Large, non-portable): Authentication kit II + video spectral comparator (with built-in microscope, video camera, and high-resolution color printer), back-illuminated comparison table.

Chemistry Kit I (Small, 30 lbs.): Personal microscope, scale, test tube stand, analytical and precision balances, multiple various-volume beakers and styrene cylinders, alcohol lamp, digital multimeter, 12-in. thermometer, ten shallow 4-in. dishes, plastic funnel, legal chemical samples.

Chemistry Kit II (Medium, 75 lbs.): Chemistry kit I + professional burner, professional microscope with integral camera, ultraviolet examination lamp, personal centrifuge, water bath, flash evaporator, licensed chemical samples.

Chemistry Kit III (Large, non-portable): Chemistry kit II + wide-angle dissection microscope, electric muffle furnace, draft and vacuum ovens, chromatogram viewer, professional centrifuge, illegal chemical samples.

Cleaner Kit I (Small, 10 lbs.): Jumpsuit, painter's drop cloth, paper towels, trash bags, commercial cleaning chemicals, latex gloves, cable ties, duct tape, super glue, cigarette lighter, pine-scented over cleaner spray (to remove fingerprints), spray bottle of ammonia solution (to destroy DNA evidence in blood).

Cleaner Kit II (Medium, 30 lbs.): Cleaner kit I + police scanner, entrenching tool, carpet knife, body bags, baling wire, tear gas powder (to prevent animals from digging up evidence), crowbar, hand-held vacuum cleaner, gasoline, road flares, map of local landfills and HAZMAT dump sites, USB flash drive with virus-infected software.

Cleaner Kit III (Large, 75 lbs.): Cleaner kit II + chainsaw, hacksaw, high-concentration nitric acid, charcoal briquettes, illegal drugs (false evidence), melee weapon linked to an unrelated local crime (more false evidence), chemical fire extinguisher, portable shower.

Climbing Kit I (Small, 15 lbs.): Backpack or butt-pack, rope (150 ft., rated for 1,200 lb.), wristwatch altimeter, backpack, climbing harness, leather gloves and finger tape, rock shoes or strap-on foot spikes, carabiners, various markers.

Climbing Kit II (Medium, 30 lbs.): Climbing kit I + belayers, cams, quickdraws, ascenders, cordlettes, chalk bag, pitons and hammer, crampons, ice axe and boots.

Climbing Kit III (Large, 180 lbs.): Climbing kit II contents for a team of 6.

Construction Kit I (Small, 50 lbs.): Sledgehammer, power drill, power saw, nail gun, chalking gun, shovel, hard hat, work gloves, safety goggles, tool belt, trowel, steel-toe boots, stud finder, duct tape, sand paper, tape measure, and building supplies (cement and drywall mix, lumber, glass, and so on, as needed), paint and painting supplies (brushes, mixing tins, etc.), Do-It-Yourself handbook.

Construction Kit II (Medium, 500 lbs.): Construction kit I + drill press, grinder, lathe, table saw, sawhorse, cutting torch, shop vacuum cleaner.

Construction Kit III (Large, 2,000 lbs.): Construction kit II + mini-bulldozer, cement mixer, portable generator, two-wheel transport trailer (for use with any non-personal ground vehicle).

Demolitions Kit I (Small, 5 lbs.): Dentist's mirror, non-conductive simple tools (sticks, tweezers, dull blades), wire crimper/cutter/stripper, needle-nose pliers, folding knife, cigarette lighter or waterproof matches, tape (duct, masking, and electrical), grease pencils, chem lights, flashlight, good-luck charm.

Demolitions Kit II (Medium, 40 lbs.): Demolitions kit I + hand-held blasting machine, blasting caps (10 each electric and non-electric), electrical wire (500 ft.), non-electric fuse (500 ft.), marker flags.

Demolitions Kit III (Large, 60 lbs.): Demolitions kit II + fiber-optic probe, spectrometer, Geiger counter, miscellaneous hand tools, explosives reference manuals (CD-ROM or hardcopy).

Disguise Kit I (Small, 20 lbs.): Makeup base (flesh tones, shadows, highlights, rouge, etc.), pigments, makeup binding compound (to prevent sweating off of the disguise), putty and liquid latex compound (for sculpting scars, boils, warts, etc.), spirit gum adhesive, clear adhesive surgical tape, assorted fake facial hair, makeup brushes and sponges, facial cleanser, general personal grooming items (hairbrush, comb, toothbrush, nail clippers, tweezers, razor), lighted makeup mirror.

Disguise Kit II (Medium, 35 lbs.): Disguise kit I + 2 or 3 changes of light street clothing, colored contact lenses, wigs, incidental props (eye patches, gold teeth, glasses, etc.), hair net or bandanna, soap and hand towels, hair dyes and colors (whitener, highlights, etc.).

Disguise Kit III (Large, 50 lbs.): Disguise kit II + wound and deformity prostheses with fake blood, full-face latex mask molds, detailed photographic records of potential subjects, minor props (canes, height-altering shoes, etc.), digital photo makeover software.

Electronics Kit I (Small, 20 lbs.): Wire crimper/cutter/stripper, screwdrivers (assorted small sizes), needle-nose pliers, soldering iron and roll of solder, electrical tape, epoxy glue, voltage meter, circuit tester, compressed air duster, wire (varying lengths and widths), assorted spare components (resistors, capacitors, screws, LEDs, etc.), assorted spare batteries, pocket reference of component color codes and mathematical conversions.

Electronics Kit II (Medium, 200 lbs.): Electronics kit I + electrostatic mat, de-soldering iron/vacuum, personal oscilloscope, signal generator, table arm lamp with magnifying glass, common schematic manuals.

Electronics Kit III (Large, non-portable): Electronics kit II + 2-person clean room, EPROM burner, oscilloscope, microscope, RF meter.

First Aid Kit I (Small, 5 lbs.): Adhesive bandages (various shapes and sizes), gauze (pads and rolls), elastic compress bandages, blister pads, wooden splints, tourniquets, latex gloves, thermometer, tweezers, razor blades, safety pins, cotton swabs (dry and alcohol-saturated), antibacterial soap, antiseptic solution, antibiotic cream, surgical tape, painkiller pills, antihistamine pills, antacid pills, salt tablets.

First Aid Kit II (Medium, 20 lbs.): First Aid kit I + CPR mask, stethoscope, shears, forceps, surgical needles and roll of suturing thread, burn gel, sedative pills, folding stretcher, antivenin solution, disposable syringes, blankets, stuffed animal, medical reporting forms and waterproof marker.

First Aid Kit III (Large, 80 lbs.): First Aid kit II + portable defibrillator, intravenous blood expander and fluid packs, oxygen tank and mask, backboard, cervical collar, local anaesthetic solution, field surgical tools (treat as a Surgery Kit I).

Forensics Kit I (Small, 10 lbs.): Latex gloves, plastic safety goggles, filter masks, chalk, pens, permanent markers, marking paint, calculator, distilled water, ballistic probes, protractor and compass, laser pointer, scalpel, box cutter, scissors, magnifying glass, hand mirror, thermometer, tweezers, ruler, tape measure, glass vials with rubber stoppers, microscope slides and slide protectors, plastic baggies (various sizes), tape (clear, masking, colored, and crime scene barricade), colored string, disinfectant solution, sterile gauze and swabs, sexual assault evidence supplies, fingerprint tools (powders, brushes, glue, lift cards, measurement scale), blank forms (incident report, search authorization, consent), sketch paper pad, flashlight.

Forensics Kit II (Medium, 20 lbs.): Forensics kit I + plastic tarp (to protect evidence from weather), gunshot and blood residue testing chemicals, narcotics test reagents, paper towels, garbage bags, ethanol, hand-held vacuum cleaner, UV flashlight.

Forensics Kit III (Large, 50 lbs.): Forensics kit II + coveralls, microscope, metal detector, casting kit (plaster mixes), wet-dry shop vacuum, portable floodlights, ballistic penetration probes, keyhole saw, forensics software (ballistic trajectory reconstruction, blood splatter calculation).

Forgery Kit I (Small, 15 lbs.): Fine-edge knife set, ink pads with various inks, blank stamps, colored pens, paint and fine brushes, stencils, magnifying glass, disposable camera, scale, calipers, tweezers, fine-grain sandpaper.

Forgery Kit II (Medium, 30 lbs.): Forgery kit I + document scanner, laminator, foil press, shrink wrapper, table arm lamp with magnifying glass, holographic film, currency/document manual, display case.

Forgery Kit III (Large, 400 lbs.): Forgery kit II + personal printing press, casting supplies and various molding materials (plaster, plastic, etc.).

Lockpicking Kit I (Tiny, 1 lbs.): Picks and shims (assorted sizes and shapes), tweezers, stethoscope, screwdrivers (assorted small sizes), penlight.

Lockpicking Kit II (Small, 25 lbs.): Lockpicking kit I + slim jim auto entry tools, keyhole saw, glass cutter, power drill, ball-peen hammer, metal files, stethoscope.

Lockpicking Kit III (Medium, 150 lbs.): Lockpicking kit II + key blanks, key grinder, lock samples (for practice, disassembly, and analysis), fiber optic probe, library of lock manufacturers' catalogues.

Mechanics Kit I (Small, 30 lbs.): Tool box, car jack, screwdrivers (assorted sizes), wrenches (assorted sizes), socket set, pliers (regular and needle-nose), metal file, hammer, measuring tape, flashlight, pressure gauge, waterproof markers, baling wire, epoxy glue, tape (duct, masking, and electrical), machine oil, wax, work gloves, safety goggles, professional solvents/cleaners, rubber gaskets, tarp, electrical wires and tubing, clamps, tap and die set, jerry can with 1 hour's fuel.

Mechanics Kit II (Medium, 100 lbs.): Toolkit I + diagnostic machine, timing light, electric drill, hacksaw, shop lights, hot glue gun, air blower, crowbar, snake light, paint sprayer.

Mechanics Kit III (Large, 4,000 lbs.): Toolkit II + 1-ton crane, hydraulic car lift, bench lathe, bench vise, rotary saw, welding torch, air compressor, angle grinder, block and tackle.

Surgery Kit I (Small, 15 lbs.): Latex gloves, surgical scissors, scalpels and extra blades, surgical needles and suturing thread, forceps, disposable syringes, gauze (pads and rolls), sponges, surgical tape, cotton swabs (dry and alcohol-saturated), disinfectant solution, sedative pills, head-mounted flashlight.

Surgery Kit II (Medium, 25 lbs.): Surgery kit I + surgical masks, sterile draping cloth, plastic safety goggles, surgical staple gun, local anesthetic (injected), antibiotics (injected), blood coagulant solution, suction bulb, clamps, intravenous blood expander and fluid packs.

Surgery Kit III (Large, 200 lbs.): Surgery kit II + rib spreader, bone saws, heart monitor, defibrillator, intravenous blood packs, anesthesia tank and mask, oxygen tank and mask.

USING THE GEAR SYSTEM

Your character's gear choices may change at three points — when the character is first created, during each mission, and when the character gains a level. Your character's options at each juncture are described in the following sections.

AT CHARACTER CREATION

When creating a character, you must perform the following steps to choose your character's gear.

Step 1: Distribute or Redistribute Wealth
Step 2: Define Lifestyle
Step 3: Choose Possessions (personal gear)
Step 4: Determine Spending Cash
Step 5: Choose Common Items
Step 6: Check Carrying Capacity
Step 7: Reputation and Net Worth

You must complete these steps before sitting down to play your character; otherwise, you lose access to any choices not made before play begins. You only lose access for the duration of the current mission, however, as you can repeat these steps between missions as many times as you like.

STEP 1: DISTRIBUTE OR REDISTRIBUTE WEALTH

The first thing you should do when determining your character's gear at character creation is to distribute the character's **Wealth**. This is a gauge of the character's social standing in the setting. It defines where he lives, how much of his savings he can bring into play, the personal possessions he can use during missions, and the limits of his personal flair.

Your character's starting Wealth score is equal to the amount granted by his base class + his Charisma modifier (if positive). You may distribute this number between 3 Wealth statistics: **Lifestyle**, **Possessions**, and **Spending Cash**. Each of these statistics begins at 1 and may not rise above 10 (though the GC may place additional starting limits on one or more of them to satisfy his setting and game balance needs).

Example: Kevin creates a Level 1 Snoop with a Charisma score of 15. This grants the character a Wealth score of 3, which Kevin distributes equally between his 3 Wealth statistics. His Lifestyle starts at 2, his Possessions start at 2, and his Spending Cash starts at 2.

Alternately, Kevin might start with Lifestyle 3/Possessions 1/Spending Cash 2, or Lifestyle 2/Possessions 3/Spending Cash 1, etc.

As mentioned above, you may redistribute Wealth between missions, though doing so requires you to sacrifice Wealth points at a 2–to–1 ratio.

Example: After a few missions, Kevin possesses a total Wealth of 12 — 4 points each in Lifestyle, Possessions, and Spending Cash. Between missions, he decides to liquidate 2 points of Possessions to gain some additional Spending Cash. His new Wealth statistics are Lifestyle 4, Possessions 2, Spending Cash 5.

This rule only applies to *re*-distributing Wealth. All Wealth points distributed for the first time are assigned at a 1–to–1 ratio.

STEP 2: DEFINE LIFESTYLE

Your character's Lifestyle establishes the size and splendor of his home and vehicle, as well as his basic appearance, which has a palpable effect upon social activities and getting ahead in his organization or network. These effects and possible definitions are summarized on Table 4.1: Lifestyle *(see page 216)*.

Home: A character's home includes not only the physical structure but also all of its permanent contents, such as furniture, appliances, entertainment devices, art, and other decoration. The number of people that may comfortably live in character's home is listed in parentheses following each set of example descriptions.

Per the GC's discretion, you may describe your character's home however you wish. Regardless of your description, however, the number of people that may comfortably live in his house does not change. The only way to comfortably house additional people in your character's home is to increase the character's Lifestyle.

You may voluntarily have your character live in a home listed at a lower Lifestyle, though this offers no additional benefit other than providing enough room to comfortably house the number of people listed with your character's actual Lifestyle.

Example: Using the first Wealth example, Kevin has a starting Lifestyle of 2. This allows him to live in a dormitory, trailer, 1-bedroom apartment, private quarters, or 2-bedroom apartment. His home can comfortably house up to 4 people no matter which of these options he chooses. Kevin wants his character to keep a low profile when not on missions, so he chooses to live in a 1-bedroom apartment.

Vehicle(s): A character's personal vehicle(s) are chosen with standard Vehicle gear picks as shown on Table 4.1 *(see page 212 for information about gear picks)*. All upgrade rules apply.

Unless your character's missions take place as part of, or intersect with, his personal life, his personal vehicle may *not* be used in missions. Instead, this vehicle is offered as additional detail about your character's life away from the field. The GC will determine when, and if, your character's personal vehicle may come into play.

You may voluntarily have your character own a vehicle listed at a lower Lifestyle, though this offers no additional benefit.

Example: With Kevin's Lifestyle of 2, he can choose any vehicle listed under Caliber I on any Vehicle gear table. Since he's looking for substance over flash, he chooses a light SUV, which can be found in the Caliber I area on Table 4.18: Standard Ground Vehicle Picks *(see page 237)*. This vehicle comes with 1 upgrade, which Kevin uses to gain a set of run-flat tires.

Appearance: A character's appearance is not limited to his clothes and accessories (e.g. watches, jewelry, etc.), but also defines all the little things that play into his overall look, such as his complexion, grooming, scent, tattoos, make-up, and the like. As shown on Table 4.1: Lifestyle *(see below)*, a character's appearance can range from streetworn, which is appropriate for a rough and rumble private eye or thug, all the way up to glamorous and trend-setting, befitting an international celebrity or business magnate.

The street value of a character's clothes and accessories is listed in parentheses in the Example Appearance column. Also, the modifier listed in Table 4.1's last column is applied to all Cultures, Impress, Networking, and Profession checks the character makes, representing the character's general flair and how it tends to affect those around him (whether the character is aiming for such a reaction or not).

Per the GC's discretion, you may describe your character's appearance however you wish. Regardless of the character's description, however, his Appearance modifier does not change. The only way to adjust your character's Appearance modifier is to increase the character's Lifestyle.

A character may voluntarily choose to adopt an appearance listed at a lower Lifestyle, though this offers no additional benefit.

Example: Kevin's Lifestyle of 2 gives him a rough street look, which well suits his background. He'd rather not deal with the –1 Appearance modifier, but he'll lose that with experience.

STEP 3: CHOOSE POSSESSIONS

Your character's Possessions are the items to which he always has access, during and outside missions. These items are only part of a larger amount of general "stuff" your character owns, but for simplicity and game balance, each character can only have so much of his total gear on him at any time. Also, a character's Possessions only represent the important or key items he carries — the items that are especially useful or require detailed rules. The remainder of the character's items — the items that have limited function or aren't especially complicated — are Common Items and handled during Step 5 *(see page 217)*.

Your character's Possessions, which are also referred to as his **personal gear**, consist of a number of gear picks as shown on Table 4.2: Possessions *(see page 217)*. In each case, the number before the slash is the number of gear picks you are permitted and the Roman Numeral after the slash is the Caliber up to which each pick may be chosen. Gear picks chosen as part of a character's Possessions may come from any gear category.

Example: Using the first Wealth example, Kevin has a starting Possessions of 2. This allows him to choose 1 Caliber II gear pick and 3 Caliber I picks.

The GC must approval all Possessions before they enter play. He'll be checking to make sure your character's Possessions match your character's background concept and that you're not using them to gain equipment that should legitimately be mission gear *(see During a Mission, page 217)*.

The GC may also provide any number of additional Possessions of his choice in order to satisfy the needs of his setting or storyline. These items will generally satisfy basic needs of an organization to which your character belongs, or a goal that you're assigned, and will generally be limited to a select few items, leaving your personal gear choices to round out the complement.

TABLE 4.1: LIFESTYLE

Lifestyle	Example Homes	Vehicle	Example Appearance	Appearance Modifier
1	Dormitory, trailer, 1-bedroom apartment (2)	Caliber I	Streetworn — gritty street look ($0)	–2
2	Private quarters, 2-bedroom apartment (4)	Caliber I	Crude — rough street look ($25)	–1
3	Private suite, loft, 1-bedroom house (6)	Caliber I	Average — common street look ($50)	+0
4	Condo, houseboat, 2-bedroom house (8)	Caliber II	Trendy — outdated high-end street look ($100)	+0
5	3-bedroom house, yacht (10) or any two*	Caliber II or any two*	Fashionable — constantly updated street look ($250)	+1
6	Penthouse, 4-bedroom house (15)	Caliber III	Executive — power player look ($500)	+1
7	Mountain aerie, 5-bedroom house (25)	Caliber III	Upscale — mogul look ($1,000)	+2
8	Private compound, hidden base (50)	Caliber IV	Designer — personalized and custom-fit look ($5,000)	+2
9	Mansion, chateaux, luxury liner (75)	Caliber IV	Select — limited edition look direct from creators ($10,000)	+3
10	Private island, palace (100) or any three*	Caliber IV or any three*	Unique — perfect made-to-order look ($25,000)	+4

* The character gains the listed number of options listed at a lower Lifestyle. He may not choose identical options, nor may he choose any option that grants additional options (i.e. with a Lifestyle of 10, he may not choose two Lifestyle 5 options to gain four Lifestyle 1–4 options).

STEP 4: DETERMINE SPENDING CASH

A character's Spending Cash represents the amount of his savings he can bring into play during each mission. It's assumed that much of a character's savings are in tied up in various ventures at any time and that he can only shift a limited amount during each mission without upsetting his portfolio. Shifting more is possible, but comes with some stiff penalties *(see Liquidating Assets in the During Each Mission section, page 220)*.

At the start of each mission, your character begins with $100 × his Spending Cash × his Spending Cash (his Spending Cash is factored in twice).

Example: Using the first Wealth example, Kevin has a starting Spending Cash of 2. This translates to $400 at the start of each mission ($100 × 2 × 2 = $400).

Spending Cash is fluid currency and may be used for any appropriate in-setting expense, from bribes to legal and black-market purchases based on an item's street value.

STEP 5: CHOOSE COMMON ITEMS

At creation, each character gains a number of Common Items equal to his Wisdom score. These Common Items become part of the character's personal gear. *For more information about Common Items, see page 213.*

STEP 6: CHECK CARRYING CAPACITY

Once you've chosen your character's Possessions and defined the rest of his Wealth, you should check to make sure your character can carry everything. Your character's **encumbrance** is determined by comparing his Strength score with the total weight of all items carried, including armor and weapons, as shown on Table 4.3: Carrying Capacity *(see page 218)*.

These capacities apply to a Medium character; the following modifiers are applied to characters of different Sizes — Nuisance (×1/16), Fine (×1/8), Diminutive (×1/4), Small (×1/2), Large (×2), Huge (×4), Gargantuan (×8), Colossal (×16), Enormous (×32), and Vast (×64).

When a character carries a medium or heavier load, he suffers the effects described on Table 4.4: Encumbrance Modifiers *(see page 218)*.

Additionally, a character may perform the following encumbrance-related activities.

- A character may lift up to his maximum heavy load over his head. He may lift twice this amount to his waist, but he may then only move 5 ft. per full action and loses his Dexterity bonus to Defense while doing so.
- A character may push or drag up to 5 × his maximum heavy load. He may push or drag twice this amount under good conditions (i.e. over a waxed floor, or when pushing or dragging a round object), and half this amount under poor conditions (e.g. up a hill, or when pushing or dragging an awkwardly-shaped object).
- Using only his hands, a character may clear an amount of rubble per minute equal to 5 × his heavy load. A character may clear twice this amount with a shovel or similar digging utensil. Each square may be filled with 1 ton of loose debris (2,000 lbs.).

STEP 7: REPUTATION AND NET WORTH

Finally, if your character belongs to a Faction, write "2" in the spot for Reputation on the character sheet. If he's Freelance, write "$100,000" in this spot.

TABLE 4.2: POSSESSIONS

Possessions	Personal Gear Picks
1	1/II, 2/I
2	1/II, 3/I
3	1/III, 1/II, 3/I
4	1/III, 2/II, 3/I
5	1/III, 2/II, 4/I
6	2/III, 2/II, 4/I
7	2/III, 3/II, 4/I
8	2/III, 3/II, 5/I
9	3/III, 3/II, 5/I
10	1/IV, 3/III, 3/II, 5/I

All characters begin with either 2 Reputation or $100,000 Net Worth, regardless of the setting, storyline, or their starting career level. The GC is advised not to lift this restriction, as it can seriously unbalance the game's character advancement rules.

DURING EACH MISSION

Once you've completed the previous 7 steps, your character is complete and ready to undertake his first mission! Missions are discussed in detail in Chapter 7, but in terms of gear they can be divided into three broad periods, as follows.

Intel Phase: Accept or Decline Mission Bundle, Choose Gear Picks (mission gear), Choose Common Items, Check Carrying Capacity, Determine Reserve Picks and Reserve Items

In the Field: Make Request Checks and Gear Checks, Liquidate Wealth, Spend Reputation and Net Worth, Caliber Changes

End of Mission: Return Bundle, Mission Gear, and Common Items

THE INTEL PHASE

As described in Chapter 7 *(see page 423)*, each mission features an **Intel Phase**, during which the characters learn about their objectives or the situation facing them, and plan accordingly. The Intel Phase can take many forms depending on the setting and storyline — from the classic meeting at the home office to the off-screen period when the characters scour the streets for initial clues to gain the adventure set-up to other situations of the GC's own creation. The Intel Phase can come right at the start of a mission or after a Bond-like opening scene *(see page 424)*. In all cases, however, the gearing up process remains the same.

All of the gear gained during the Intel Phase — including the mission bundle, gear picks, and Common Items — is provided by the Faction characters' organizations and Freelance characters' non-catalogued personal stashes, respectively. In the latter case, these personal stashes are **never** itemized and may **never** be augmented to increase the characters' class-granted gear picks. The source of Freelance gear is merely flavor; the rules for gaining gear during the Intel Phase don't change when the flavor does.

The Mission Bundle: First during the Intel Phase, the GC may offer the characters a mission bundle — a selection of gear the team's Faction or Freelance network feels is crucial to the mission's completion. This bundle is gained *in addition to* the characters' Possessions and mission gear. The characters may refuse the mission bundle, and if they accept it their mission's base XP reward decreases *(see page 429)*.

Example: Kevin's GC offers his team a mission bundle consisting of 1 Caliber I Electronic pick and 3 Caliber II Resources. If Kevin's team accepts the bundle, their mission's base XP reward decreases by 70.

Choose Gear Picks (mission gear): After considering the mission bundle, each character gains his **mission gear**, or class-granted gear picks. Each character adds up all the gear picks listed under "Gear" on his class tables to determine the maximum mission gear he may choose.

Example: Kevin is a Level 8 Advocate/Level 2 Con Artist. His combined gear picks are 2R, 2T. He gains 2 (R)esource picks and 2 (T)radecraft picks as mission gear.

Each character's Charisma modifier also applies to his gear picks. With a Charisma bonus, a character gains the same number of additional picks from any of the following categories.

TABLE 4.3: CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load	Extreme Load	Overloaded
1	up to 3 lbs.	4–6 lbs.	7–10 lbs.	11–20 lbs.	21+ lbs.
2	up to 6 lbs.	7–13 lbs.	14–20 lbs.	21–40 lbs.	41+ lbs.
3	up to 10 lbs.	11–20 lbs.	21–30 lbs.	31–60 lbs.	61+ lbs.
4	up to 13 lbs.	14–26 lbs.	27–40 lbs.	41–80 lbs.	81+ lbs.
5	up to 16 lbs.	17–33 lbs.	34–50 lbs.	51–100 lbs.	101+ lbs.
6	up to 20 lbs.	21–40 lbs.	41–60 lbs.	61–120 lbs.	121+ lbs.
7	up to 23 lbs.	24–46 lbs.	47–70 lbs.	71–140 lbs.	141+ lbs.
8	up to 26 lbs.	27–53 lbs.	54–80 lbs.	81–160 lbs.	161+ lbs.
9	up to 30 lbs.	31–60 lbs.	61–90 lbs.	91–180 lbs.	181+ lbs.
10	up to 33 lbs.	34–66 lbs.	67–100 lbs.	101–200 lbs.	201+ lbs.
11	up to 38 lbs.	39–76 lbs.	77–115 lbs.	116–230 lbs.	231+ lbs.
12	up to 43 lbs.	44–86 lbs.	87–130 lbs.	131–260 lbs.	261+ lbs.
13	up to 50 lbs.	51–100 lbs.	101–150 lbs.	151–300 lbs.	301+ lbs.
14	up to 58 lbs.	59–116 lbs.	117–175 lbs.	176–350 lbs.	351+ lbs.
15	up to 66 lbs.	67–133 lbs.	134–200 lbs.	201–400 lbs.	401+ lbs.
16	up to 76 lbs.	77–153 lbs.	154–230 lbs.	231–460 lbs.	461+ lbs.
17	up to 86 lbs.	87–173 lbs.	174–260 lbs.	261–520 lbs.	521+ lbs.
18	up to 100 lbs.	101–200 lbs.	201–300 lbs.	301–600 lbs.	601+ lbs.
19	up to 116 lbs.	117–233 lbs.	234–350 lbs.	351–700 lbs.	701+ lbs.
20	up to 133 lbs.	134–266 lbs.	267–400 lbs.	401–800 lbs.	801+ lbs.
21	up to 153 lbs.	154–306 lbs.	307–460 lbs.	461–920 lbs.	921+ lbs.
22	up to 173 lbs.	174–346 lbs.	347–520 lbs.	521–1,040 lbs.	1,041+ lbs.
23	up to 200 lbs.	201–400 lbs.	401–600 lbs.	601–1,200 lbs.	1,201+ lbs.
24	up to 233 lbs.	234–466 lbs.	467–700 lbs.	701–1,400 lbs.	1,401+ lbs.
25	up to 266 lbs.	267–533 lbs.	534–800 lbs.	801–1,600 lbs.	1,601+ lbs.
26	up to 306 lbs.	307–613 lbs.	614–920 lbs.	921–1,840 lbs.	1,841+ lbs.
27	up to 346 lbs.	347–693 lbs.	694–1,040 lbs.	1,041–2,080 lbs.	2,081+ lbs.
28	up to 400 lbs.	401–800 lbs.	801–1,200 lbs.	1,201–2,400 lbs.	2,401+ lbs.
29	up to 466 lbs.	467–933 lbs.	934–1,400 lbs.	1,401–2,800 lbs.	2,801+ lbs.
+10	×4*	×4*	×4*	×4*	×4*

* For Strength scores of 30–39, find the score between 20 and 29 that has the same ones digit as the character's Strength, then multiply the figures by 4.
Example: A character possesses a Strength score of 36. Looking up 26 and multiplying this by 4, we find that he may carry a light load of up to 1,224 lbs., a medium load of 1,225–2452 lbs., a heavy load of 2,453–3680 lbs., an extreme load of 3,681–7,360 lbs., and he becomes overloaded when he carries 7,361 lbs. or more.

TABLE 4.4: ENCUMBRANCE MODIFIERS

Load	Defense Penalty*	Armor Check Penalty*	Speed/Throwing Range Increment	Conditions
Medium	–1	–2	–5 ft.	None
Heavy	–3	–4	–10 ft.	None
Extreme	–6	–6	–20 ft.	*Vulnerable*
Overloaded	–10	–8	0 ft.**	*Helpless*

* Only the highest Defense penalty and ACP penalty inflicted by encumbrance or armor applies *(see page 227)*.
** An overloaded character cannot throw anything, nor may he move at all, even to take his bonus 5 ft. step.

- A Freelance character may choose Charisma-granted picks from the Electronics, Security, Vehicles, or Weapons categories.
- A Faction character may choose Charisma-granted picks from the Gadgets, Tradecraft, Vehicles or Resources categories. (A Faction character must also abide by his orgaization's Tools Rating; gear outside this limit is categorically unavailable to members of the Faction.)

With a Charisma penalty, the character loses the same number of picks chosen from any category his classes grant him.

Example: Using the previous example, if Kevin's Charisma is 8, he must lose either 1 Resource pick or 1 Tradecraft pick.

This may decrease a character's mission gear to 0 picks.

Finally, three *separate* characters may each contribute 1 pick from any category to gain 1 **team pick** in any of the contributed categories as if the mission's Caliber were 1 higher. This option may only be chosen once per mission and may *never* be combined with other effects to further increase the item's Caliber.

Example: Kevin, Steve, and Carl decide they want a Caliber III item during a Caliber II mission. Kevin contributes 1 Electronic pick, Steve contributes 1 Gadget pick, and Carl contributes 1 Weapon pick. The team gains 1 Caliber III team pick that must be chosen from the Electronic, Gadget, or Weapon categories.

The characters need not choose all these picks — each may keep some in reserve for use during the mission *(see Determine Reserve Picks and Reserve Items, below)*.

Again, mission gear may be chosen from any Caliber permitted by the current mission. Some character options increase the Caliber of a mission or gear pick but these may **not** be combined; in all cases, only the single best increase applies. The only exceptions are certain campaign qualities that modify a pick's base Caliber.

Choose Common Items: In addition to gear picks, each character gains a number of additional Common Items at the start of each mission equal to 1/3 his Wisdom score (rounded up, minimum 1). These Common Items are gained in addition to those granted by the character's Possessions *(see page 212)*. The characters need not choose all these Items — each may keep some in reserve for use during the mission *(see Determine Reserve Picks and Reserve Items, below)*.

Check Carrying Capacity: This step is identical to Step 6 at character creation *(see page 217)*, except that the character considers *all* the gear he's carrying into the mission, including anything gained at creation or during the Intel Phase.

Determine Reserve Picks and Reserve Items: In the final step during the Intel Phase, each character fills in the **Reserve Picks** and **Reserve Common Items** sections of his character sheet, including the number and categories of all picks, and the number of all Common Items, not chosen during the Intel Phase.

The maximum number of combined gear picks and Common Items the character may hold in reserve is equal to his Wisdom modifier (if positive). Any additional gear picks or Common Items held in reserve are lost. A character with a Wisdom modifier of +0 or lower may not hold Reserve picks or Common Items; he must choose all his mission gear during the Intel Phase or lose access to any items not chosen.

Reserve picks are acquired in the field with Request checks and Reserve Items are acquired with gear checks *(see the next column)*.

IN THE FIELD

After the Intel Phase, the characters still have gear options. Most of the time, they've saved at least some Reserve picks and Reserve Items, which can be gained with Request checks and gear checks, respectively. Desperate characters can also liquidate various assets to gain additional cash or call in favors with their organization or freelance network by spending Reputation or Net Worth. The mission's Caliber may change from time to time as well, increasing or decreasing the available gear pool. These options are further detailed in the following sections.

Request Checks: At any time during a mission, a character with 1 or more Reserve gear picks may make a **Request check**. This is an appeal to the character's Faction or Freelance network for any single item or option listed in Calibers I–IV of the same gear category. A Request check is only possible with a method of rapid communication (e.g. phone, email, satellite radio, etc.), and requires an exchange lasting 1 full minute.

To make a Request check, the character spends a number of action dice equal to the Caliber of the item or option desired, then rolls 1d20, adding his Request check bonus to the result (the action dice spent to make the request are *not* added to this). A Request check has no error or threat range. Each Request check consumes the Reserve gear pick used, whether the check is successful or not.

If the result equals or exceeds the item or option's Request DC — 10 × the item's Caliber — it becomes available to the character in an amount of time determined by his current location, as shown on Table 4.5: Gear Delivery Time *(see below)*. A Request check may be re-tried, but costs additional action dice and consumes an additional Reserve gear pick with each attempt.

Two or more teammates may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

When making a Request check, Faction characters are subject to certain gear benefits and restrictions, as defined by their Faction's organization statistics *(see page 389)*.

Finally, Request checks may **never** be made for picks whose Caliber is higher than that of the current mission.

Example: Following the previous example, during a Caliber II mission, Kevin wants to use his Reserve Resource pick to gain a Caliber II bag full of guns. He must spend his Reserve pick and 2 action dice to make the attempt (one of his teammates may spend one or both of these action dice so he can make the Request check). Kevin must also spend a minute on the phone with his organization.

Kevin's Request check bonus is +9. He rolls 1d20, getting a 12, so his result is 21 — just enough to beat the DC of 20. Since he's located 20 miles away from a city, Kevin's organization delivers the bag full of guns to a predetermined drop point in 2d6 hours.

TABLE 4.5: GEAR DELIVERY TIME

Location	Delivery Time
City (10,000+ people)	3d20 minutes
City (fewer than 10,000 people)	1d6 hours
Within 100 miles of a city	2d6 hours
101–500 miles from a city	3d6 hours
501+ miles from a city	4d6 hours

DELAYING THE DETAILS

Per the GC's discretion, during the Intel Phase, a character may hold off defining the details of any gear he requests that must be "set" before use (e.g. cover identities, taps, etc.). This allows him to determine these details later during the mission and keeps his Faction or support network primed for the gear's use, reducing the wait time when the gear is needed. This option may not be applied to any gear that cannot logically be prepared in stages, nor may it be applied to any gear that the character physically carries with him (thus, documents supporting a cover identity may not be carried into the field and instantly determined at the character's whim).

The character must declare that he's "delaying the details" when he chooses an applicable piece of gear. Thereafter, the character must contact his Faction or support network to finalize the gear. The character receives the finalized gear in 1/2 the standard delivery time, rounded up *(see Table 4.5: Gear Delivery Time on page 217)*.

Gear Checks: At any time during a mission, a character with 1 or more Reserve Common Items may make a **Gear check**. Unlike a Request check, a Gear check is *not* an appeal to outside agencies but rather a check to see if the character had the foresight to bring a particular Common Item he now needs without declaring it during the Intel Phase.

To make a Gear check, the character rolls 1d20, adding his Gear check bonus to the result. If the result is higher than 20, the character already possesses the item. A Gear check has no error or threat range. Each Gear check consumes 1 Reserve Item, whether it's successful or not.

If the result is higher than 20, the character already possesses the desired Common Item. A Gear check may be re-tried.

Example: Following the previous two examples, during a mission in which Kevin unexpectedly finds himself in need of a light source, Kevin wants to use his Reserve Item to see if he thought to bring a flashlight. He must spend his Reserve Item pick to make the attempt.

Kevin's Gear check bonus is +7. He rolls 1d20, getting a 15, so his result is 22 — just enough to beat the standard Gear check DC of 21. He reaches into his knapsack and pulls out a flashlight.

Liquidate Assets: Characters sometimes find themselves in desperate need of cash in the field. In these cases, a character may liquidate some or all of his assets to gain the required funds. When a character liquidates his own assets, he decreases the value of his personal Wealth. Alternately, when a character liquidates assets provided to him by his organization or freelance network, he decreases his status with them. All of these sacrifices are permanent and the character may only recoup over time (i.e. by gaining more experience and increasing his career level).

During each mission, each character may raise funds in the following ways, with the following ramifications.

- Any character may liquidate any number of Wealth points (from any Wealth statistic) one at a time, gaining $10,000 × the statistic's current score for each. Wealth points liquidated do **not** refresh; they must be earned again by gaining class levels and other character options.
- Any character may make a Request check to gain an amount of money equal to the result × $200. As with any Request check, this consumes 1 Reserve gear pick and requires the character communicate with his Faction or freelance supporters. If the character requests electronic funds, however (as opposed to cash), the delivery time decreases to 1/4 standard (rounded up). *For more information about Request checks, see page 219.*
- Any character may sacrifice any number of Reserve Common Items to gain an amount of additional cash per Item sacrificed equal to (1d20 + his Wisdom modifier) × $25. As with an Item gained with a Gear check, this money is already on the character's person. *For more information about Gear checks, see the previous column.*
- Any Faction character may liquidate any amount of his positive Reputation, gaining an amount of money equal to $5,000 per Reputation point liquidated. Reputation liquidated does **not** refresh — it must be earned again by undertaking missions. *For more information about Reputation, see page 217.*
- Any Freelance character may liquidate any amount of his positive Net Worth, gaining an amount of money equal to 1/10 the Net Worth liquidated (rounded up). Net Worth liquidated does **not** refresh — it must be earned again by undertaking missions. *For more information about Net Worth, see page 217.*

Each of these options involves the character maneuvering the standard channels to gain the desired funds — relying on other people to sell off or generate whatever funds are required. The character may also sell assets on his own, using the Streetwise/Haggle skill check with the following effects.

- The street value of the character's home is found on Table 4.1: Lifestyle *(see page 212)*, though the character's starting price when selling it in less than a month's time drops to 3/4 this amount (rounded up). If the selling time drops to less than 1 week, the starting selling price drops to 1/4 standard (rounded up). Further, once a character sells his home, he immediately and permanently loses 1/3 the Wealth points he's invested in Lifestyle (rounded up, minimum Lifestyle 1 after deduction).
- The street value of the character's personal vehicle is found in the vehicle's pick table entry *(see pages 236–249 for the Vehicle pick tables)*, though the character's starting price when selling it in less than 1 week's time drops to 3/4 this amount (rounded up). If the selling time drops to less than 1 day, the starting selling price drops to 1/4 standard (rounded up). Further, once a character sells his personal vehicle, he immediately and permanently loses 1/4 the Wealth points he's invested in Lifestyle (rounded up, minimum Lifestyle 1 after deduction).
- The street value of each of the character's Possessions (his personal gear) is found in the appropriate pick table entry *(see pages 226–275 for the pick tables)*, though the character's starting price when selling one or more Possessions in less than 1 day's time drops to 3/4 this amount (rounded up). If the selling time drops to less than 1 hour, the starting selling price drops to 1/4 standard (rounded up).

Further, for every 3 Possessions a character sells, he immediately and permanently loses 1 Wealth point he's invested in Possessions (minimum Possessions 1 after deduction). Conversely, a character may sell up to 2 Possessions per mission with no penalty.

- Finally, the street value of each of the character's personal Common Items is left up to the GC's discretion, though it may not exceed $250. The character's starting price when selling one or more Possessions in less than 1 hour's time drops to 3/4 this amount (rounded up). If the selling time drops to less than 10 minutes, the starting selling price drops to 1/4 standard (rounded up). Further, for every 5 Common Items a character sells, he immediately and permanently loses 1 Wealth point he's invested in Possessions (minimum Possessions 1 after deduction). Conversely, a character may sell up to 4 Common Items per mission with no penalty.

In all these cases, Wealth points liquidated do **not** refresh; they must be earned again by gaining class levels and other character options. Also, selling one's own assets requires time and probably distracts from the current mission. The GC is strongly encouraged to roleplay any character's attempt to sell assets in the field, applying whatever time-based pressures are appropriate to the current mission in the process.

Example: In desperate need of money, Kevin decides to sell off his personal vehicle. His light SUV has a street value of $25,000, but since he's selling it in less than a day, the starting price drops to $6,250. After brokering for a bit, Kevin's final Streetwise/Haggle check adjusts this price up to 110%, or $6,875, which is what he makes for selling it. In the process, Kevin's Lifestyle of 2 drops by 1/4 (rounded up), to 1.

A character may also sell his mission gear picks and Common Items, generating the same street value and sale price. Since these items are on loan, however, selling them tends to injure the character's future dealings with his Faction or freelance network. Instead of losing Wealth, the character loses Reputation or Net Worth, as described in The End of the Mission *(see page 222)*.

Spend Reputation or Net Worth: At any time during a mission, a character may acquire any gear pick by spending Reputation or Net Worth, as shown on Table 4.6: Reputation and Net Worth *(see below)*. This requires no Request check or action die expenditure (though the character may still only gain picks up to the mission's current Caliber). The requested gear pick arrives in the time listed on Table 4.5: Gear Delivery Time *(see page 219)*.

Spent Reputation and Net Worth do **not** refresh — the character may only acquire more by undertaking missions.

Further, characters may **never** combine Reputation or Net Worth to pay for any option, gear or otherwise. All of each cost must be paid in one "currency" (Reputation *or* Net Worth, not both), and one character must pay it in full.

At his discretion, the GC can deny any Reputation/Net Worth purchase for any reason.

TABLE 4.6: REPUTATION AND NET WORTH

Gear	Cost*
Caliber I	2 Reputation/$100,000 Net Worth
Caliber II	4 Reputation/$200,000 Net Worth
Caliber III	6 Reputation/$300,000 Net Worth
Caliber IV	8 Reputation/$400,000 Net Worth
Caliber V	10 Reputation/$500,000 Net Worth

Example: On his first mission, Kevin's Reputation is only 2. If he runs up against a wall and really needs a gear pick, he can spend both of his Reputation points to gain 1 Caliber I gear pick from any category.

Caliber Changes: The conditions of a mission often change in the field — villains prove more powerful than the Intel Phase suggested, simple search-and-rescue missions explode into global doomsday confrontations, and plot twists unravel the characters' carefully constructed plans. Many unexpected developments await the characters beyond the Intel Phase, and they often impact the level of support provided by each character's Faction or Freelance network by increasing or decreasing the mission's Caliber.

In game terms, the GC may occasionally modify a mission's Caliber in response to story developments. When this happens, the team's current gear choices are unaffected. The characters' Reserve picks and Reserve Items may change, however.

When a mission's Caliber *decreases*, all Reserve picks may only be acquired up to the lower Caliber. This continues until the Caliber changes again or for the duration of the current mission, whichever come first.

Example: During a mission that begins at Caliber IV, Kevin and his teammates have held several Reserve picks and Reserve Items. Once the Caliber drops to II, these Reserve picks and Items may only be chosen from the Caliber I and II sections of the appropriate gear tables, even though the team probably has several pieces of gear that are Caliber III and higher.

When a mission's Caliber *increases*, all Reserve picks may be acquired up to the higher Caliber. This continues until the Caliber changes again or for the duration of the current mission, whichever come first. Further, each character gains 1 additional Reserve gear pick in any category and 3 additional Reserve Common Items per Caliber increase.

Example: Kevin is on a mission with his 3 teammates. The GC increases the Caliber from I to III, granting each member of the team 2 additional Reserve gear picks in any category and 6 additional Reserve Common Items.

NET WORTH

It's easy to stumble over the concept of Net Worth, which doesn't so much represent actual holdings as a character's "street pull" — his ability to draw from his Freelance network of dealers, fences, stool pigeons, insiders, and other allies. Despite the big numbers associated with Net Worth, the statistic is ultimately on an identical scale to Reputation — 1 Reputation point equals $50,000 of Net Worth, and smaller increments shouldn't come into play, lest the balance of the Net Worth system collapse.

If the numbers don't sit well with you (burning incredible "sums of cash" to acquire relatively low-rated gear, for example), we recommend you divide each character's starting Net Worth — and all Net Worth values and modifiers throughout this book — by the same number, preferably something easy to calculate, like 5, 10, 100, or even 1,000.

LONG-TERM GEAR

The *Spycraft 2.0* gear system is intentionally dynamic, providing a direct accounting of critical items while relegating minor ones to Common status and summing up a character's accumulated property with Wealth and either Reputation or Net Worth. In the default system, it's impossible to keep most gear from mission to mission, or to exceed the limits of one's class and Charisma when choosing gear.

This, of course, makes for fast-paced and cinematic game play, but limits the system's utility for those who want to itemize their holdings over the course of their careers. For those seeking a less fluid gear list, we recommend the following changes be made to the system. These rules should only apply to Freelance characters.

- Each character may keep gear from mission to mission, to a maximum of his Net Worth in street value. This does not include items gained through Wealth.
- Each character may bring a total number of picks on each mission equal to his combined class and Charisma picks, chosen from the items at his disposal. This limit is this variant system's only concession to game balance; eliminating it may drastically destabilize your play experience.
- Each character may sell mission gear as he likes, yielding no negative Reputation or Net Worth loss.
- Gear checks are not used. All Common Items are gained during the Intel Phase.
- Each character's total Cash on Hand is tracked, increasing an amount equal to his Spending Cash at the start of each mission. This is in addition to any returns for selling gear and other enterprises.

Finally, at the end of each scene during which the Caliber increases, the characters may swap gear with their Faction or Freelance network. This is only possible with a method of rapid communication (e.g. phone, email, satellite radio, etc.), and requires an exchange lasting 1 full minute.

For every pick a character turns in, he may acquire a new pick from the same category at no cost and with no Request check. All Caliber limitations apply during this exchange and the exchange occurs in the same amount of time a Request check would take under the same circumstances *(see page 219)*.

Example: During a four-scene mission, the mission's Caliber increases twice — once during Scene 1 and once during Scene 3. The team may swap gear at the end of Scenes 1 and 3 only, *not* Scene 2.

A mission's Caliber may change multiple times before the climax, representing the Factions' and Freelance networks' ever-shifting awareness of the true danger.

THE END OF THE MISSION

At the conclusion of each mission, each character loses all mission gear, as well as all Common Items, other gear, and other gear options acquired during the Intel Phase or any other part of the mission, including any items acquired by spending Reputation and Net Worth. Except for Lifestyle items, Possessions, and Common Items chosen at character creation or between missions, gear is **never** tracked between missions.

Gear lost or used during a mission is written off, but if the characters *sell* any of their mission gear, or any part of their mission bundle *(see Liquidating Assets, page 220)*, the characters injure their relationship with their Faction or Freelance backers and each character's Reputation or Net Worth decreases. The Reputation loss per item sold is equal to 1 point per $50,000 of street value (or fraction thereof). The Net Worth loss per item sold is equal to the item's street value (rounded to the nearest $50,000, minimum $50,000).

No class ability, feat ability, or skill use, may circumvent this Reputation or Net Worth loss. It's assumed that the team's backers eventually discover the slight, losing a small amount of faith as a result.

WHEN YOU GAIN A LEVEL

Each time your character gains a level — which, again, may only occur between missions — his Wealth increases by the difference between levels. This may result in a Wealth increase of 0.

You may distribute any gained Wealth between your character's Wealth statistics as you wish, though no Wealth statistic may exceed 10.

Example: Following the first Wealth distribution example on page 215, Kevin gains a second level as a Snoop. His Wealth score increases by 1, which Kevin distributes to his Spending Cash, increasing it from 2 to 3.

If your character's Lifestyle increases, you may redefine his home, vehicle, and appearance, or just note his new Appearance modifier and his home's maximum occupancy. If your character's Possessions statistic increases, you **must** adjust his personal gear accordingly.

WEALTH LOSSES

Wealth may also decrease at any time due to a variety of factors, such as spending Wealth and suffering Charisma damage. Spent Wealth is almost always lost from a specific statistic *(see Liquidating Assets, page 220)*. In the event that an affected Wealth statistics isn't specified, and when your character suffers Charisma damage (which in turn lowers his Wealth), you must immediately distribute the Wealth losses between your character's Wealth statistics. Again, no Wealth statistic may drop below 1.

Example: Following the previous example, Kevin's Charisma drops from 15 to 13 in a prolonged and rather brutal interrogation. He could drop his Spending Cash from 3 back down to 2, or drop either his Lifestyle or Possessions from 2 to 1.

If your character's Lifestyle decreases, you may redefine his home, vehicle, and appearance, and if his Possessions statistic decreases, you **must** adjust his personal gear.

THE GEAR TABLES

At the heart of the *Spycraft 2.0* gear system are the gear tables, from which all gear picks are chosen. The tables are presented from pages 226 to 275, as shown on Table 4.7: Pick Tables *(see the next column)*. Descriptions and specific rules follow by category from pages 276–321.

Each gear table contains data specific to the gear type presented, but all contain combinations of the following general information. Further, each table's header includes a pointer to the page at which the corresponding text descriptions begin.

Acceleration/Turning (A/T): This column lists a vehicle's Acceleration and Turning Ratings, which are used during chases *(see page 364)*, and for a variety of other rules.

Ammunition (Ammo): This column lists a weapon's **ammo code**, which consists of 2 numbers separated by a letter — "M" for self-contained removable magazine, "S" for an internal supply of shots, "B" for a belt, and "D" for a removable drum. The number before the letter is the number of shots the weapon can hold and the number after the letter is the number of reloads automatically supplied with the weapon (e.g. 15M4 indicates that the gun comes with 4 fully loaded 15-shot magazines). When a weapon's ammo code lists two or more options, the character may gain only 1 of them with each weapon pick.

Example: Kevin requests a Colt M16A1, which has two ammo codes — 20M8 and 30M5. Kevin chooses the weapon model that has a 30-round magazine and comes with 5 magazines.

The full complement of ammo supplied when it's chosen is also called the weapon's **ammunition stockpile**. Several rules and upgrades change a weapon's full ammo stockpile or offer additional stockpiles to the character.

Example: Following the previous example, Kevin uses 1 of his upgrades to gain 1 additional stockpile of ammo (another five 30-round magazines) and the remaining 2 upgrades to convert both of his ammo stockpiles for the weapon to armor-piercing ammo.

Armor Check Penalty (ACP): This column lists the penalty applied by an armor to each of the character's Reflex saves, as well as each skill check the character makes possessing the Armor Check Penalty tag *(see page 101)*.

Armor Type: This column lists an armor's type — (P)artial, (M)oderate, or (F)ull. *For more information, see page 284.*

Battery Life (Battery): This column lists the length of time an item may remain active before its charge is depleted. Thereafter, each time it's used without a recharge, the GC rolls 1d20.

- With a result equal to or less than twice the number of times the item's been used since its charge was depleted, the item's power runs completely dry. The current use is aborted, the character who attempted it loses the chance to redirect his action, and the item may not be turned on again until it's recharged.
- With a result higher than twice the number of times the item's been used since its charge was depleted, the item continues to run for an amount of time equal to its battery life, or until it's turned off, at which point another roll must be made to determine if it continues to function.

TABLE 4.7: PICK TABLES

Pick Category	Table	Page
Electronic Gear	4.9	226–227
Gadgets	4.10	228–229
Resources	4.11	231
Security Gear		
Security Picks	4.12	231
Armor and Protective Gear	4.13	232–233
Armor and Protective Gear Upgrades	4.14	233
Tradecraft Gear	4.15	234–235
Vehicles		
Personal Ground Vehicles	4.16	236
Mounts and Animal-Drawn Vehicles	4.17	236
Standard Ground Vehicles	4.18	237
Heavy Ground Vehicles	4.19	238
Personal Aircraft	4.20	239
Rotary-Wing Aircraft	4.21	239
Performance Aircraft	4.22	240
Service Aircraft	4.23	241
Personal Watercraft	4.24	242
Standard Watercraft	4.25	242
Ships	4.26	243
Submarines	4.27	244
Vehicle Upgrades	4.28	245
Vehicle Upgrades — Vehicle Weapons	4.29	246–249
Weapons		
Blunt Melee Weapons	4.30	250
Exotic Blunt Melee Weapons	4.31	250
Edged Melee Weapons	4.32	251
Exotic Edged Melee Weapons	4.33	251
Hurled Weapons	4.34	252
Exotic Hurled Weapons	4.35	252
Backup Pistols	4.36	253
Holdout Pistols	4.37	254
Service Pistols	4.38	254–255
Service Revolvers	4.39	256
Backup Revolvers	4.40	256
Hunting Revolvers	4.41	257
Light Submachine Guns	4.42	257
Heavy Submachine Guns	4.43	258
Semi-Automatic Rifles	4.44	259
Assault Rifles	4.45	260–261
Bolt-Action Rifles	4.46	262–263
Break-Action Shotguns	4.47	264
Pump-Action Shotguns	4.48	265
Semi-Automatic Shotguns	4.49	266
Squad Automatic Weapons	4.50	267
General Purpose Machine Guns	4.51	267
Heavy Machine Guns	4.52	268
Flamethrowers	4.53	268
Explosive Charges and Mines	4.54	268
Raw Explosives	4.55	269
Mortars	4.56	269
Grenade Launchers	4.57	270
Missile Launchers	4.58	271
Rocket Launchers	4.59	271
Weapon Upgrades	4.60	272–273
Weapon Upgrades — Explosive Detonators	4.61	274

Recharging an item costs 1 Common Item or 1/100 the item's street value (rounded up to the nearest dollar). If the item possesses no street value, recharging it requires 3 Common Items or 1 gear pick with a Caliber 1 lower than that of the item (minimum Caliber I).

Unless otherwise specified, when an item's battery life is listed in uses, each use lasts only for 1 applicable skill check or action.

TABLE 4.8: DAMAGE SAVE BONUSES

Item/Scenery	Damage Save	Complexity DC/Error Range
Material		
Paper	+0	5/–1
Pottery	+0	10/+0
Cloth	+1	10/+0
Ice	+2	20/+1
Dirt	+3	10/+0
Clay	+4	10/+0
Glass	+4	25/+1
Leather or Rope	+5	15/+0
Drywall or Rubber	+6	15/+0
Hard Plastic or Wood	+7	20/+1
Bone or Ivory	+8	25/+1
Asphalt	+10	15/+0
Concrete	+12	25/+1
Stone	+13	20/+1
Iron	+13	25/+1
Reinforced Concrete	+14	25/+1
Steel	+14	30/+2
Military-Grade Alloy	+15	50/+4
*Size**		
Nuisance (N)	+0	+0/+0
Fine (F)	+1	+0/+0
Diminutive (D)	+2	+0/+0
Tiny (T)	+3	+0/+0
Small (S)	+4	+0/+0
Medium (M)	+5	+0/+0
Large (L)	+6	+0/+0
Huge (H)	+7	+0/+0
Gargantuan (G)	+8	+0/+0
Colossal (C)	+10	+0/+0
Enormous (E)	+12	+0/+0
Vast (V)	+15	+0/+0
*Thickness**		
Up to 1 in.	+0	+0/+0
2 in.	+1	+0/+0
3 in.	+2	+0/+0
4–7 in.	+4	+0/+0
8–11 in.	+6	+0/+0
1 ft.	+8	+0/+0
2 ft.	+10	+0/+0
3 ft.	+12	+0/+0
4+ ft.	+15	+0/+0

* Only one of these modifiers should be applied, as appropriate to the circumstances at hand (e.g. Size for objects to be blown up, thickness for surfaces to be punched through).

Cargo: This column lists a vehicle's cargo capacity. No vehicle may carry items of the same Size category or larger (e.g. a Large vehicle may only carry Medium and smaller items). Bulk cargo vehicles may be converted to haul passengers at a rate of 1 passenger seat per 200 lbs. of cargo capacity.

Complexity (Comp): This column lists an item's Complexity DC and accompanying error range modifier, which are used when making Build, Repair, Modify, and other skill checks targeting the item. "TL" indicates "Threat Level" *(see page 423)*. An item's Complexity error range modifier does *not* change the error range of skill checks made using the item.

Damage (Dmg): This column lists the damage a weapon inflicts. "As ammo" indicates that the weapon's ammunition type determines its damage (this is the case for many heavy weapons).

Damage Reduction (DR): This column lists an armor's damage reduction *(see page 332)*.

Damage Save (Save): This column lists the item's Damage save bonus. Each time an item, vehicle, or piece of scenery suffers 1 or more points of lethal damage, its owner makes a Damage save against a DC equal to 10 + 1/2 the damage suffered (rounded down). A Damage save has no error or threat range.

A few conditional rules apply, as follows.

- When a Damage save is greater than the attacking character's Strength and the damage is inflicted by an unarmed or melee attack, or by any non-explosive hurled or thrown weapon, the item's Damage save bonus doubles (e.g. a Damage save of +25 becomes +50).
- If the damage inflicted possesses the *armor-piercing* quality, the Damage save bonus decreases by the same amount before the Damage save is made (e.g. if the damage inflicted possesses the AP (4) quality, a Damage save bonus of +9 becomes +5).
- If the damage inflicted has a blast increment *(see page 343)*, the item fails 1 additional Damage save per 10 full points by which the save is failed (e.g. if the save DC is 34 and the save result is 16, the item fails 2 saves).
- With a critical hit, the final number of Damage saves the item fails is doubled (e.g. if an item suffers a critical hit from a rocket launcher and fails its save by 22, the item fails a total of 6 saves). An attacker must spend 1 action die to activate a critical hit against an item up to Large Size, 2 dice for Huge and Gargantuan, 3 dice for Colossal and Enormous , and 4 dice for Vast.

When an item's Damage save is successful, the item may suffer scratches, dings, and other cosmetic flaws, but the attack has no mechanical effect. Unlike damage inflicted to standard NPCs *(see page 331)*, damage inflicted to items does **not** linger.

When an item's Damage save fails, bad things may happen. An item or piece of scenery up to Medium Size becomes *broken*. If it's already *broken*, it is *destroyed*. A *broken* item may not be used until it's repaired with the Electronics or Mechanics skill, as appropriate. A *destroyed* item is ruined and may not be repaired or used again.

Big items and scenery may fail additional Damage saves before suffering these effects. A Large or bigger item becomes *broken* when it fails the following number of saves: 3 saves for Large, 6 for Huge, 9 for Gargantuan, 12 for Colossal, 15 for Enormous, and 18 for Vast. An item of any of these Sizes becomes destroyed when it fails twice this many Damage saves.

Vehicles are subject to additional damage rules *(see page 289)*.

Finally, when the Damage save bonus isn't listed for an item or a piece of scenery, the GC can determine it using Table 4.8: Damage Save Bonuses *(see page 224)*. Generalized Complexity DCs and error ranges are also provided on this table, in case they're needed.

Defense/Damage Save (D/S): This column lists a vehicle's base Defense, followed by its Damage save *(see previous)*.

Defense Penalty (DP): This column lists the penalty applied by an armor to the character's Defense *(see page 60)*. "—" indicates that the armor does not penalize the character's Defense.

Error/Threat (E/T): This column lists the error and threat ranges of attacks made with a weapon. "As ammo" indicates that the weapon's ammunition type determines the error or threat ranges of its attacks (this is the case for many heavy weapons).

Upgrade Location (Location): This column lists the location to which a firearm upgrade may be installed.

Miles Per Hour (MPH): This column lists a vehicle's cruising and maximum velocities in miles per hour.

Notice/Search DC (N/S DC): This column lists the Notice and Search DC for an observer to spot an armor on the wearer's body when it's worn beneath street clothes, or to recognize it when it's disguised. When a "D" follows this number, the armor is naturally disguised as clothing, but may be recognized as covert armor with a successful check. When "obvious" is listed here, the armor may not be concealed in any way. When "as clothing" is listed here, the armor is actually a piece of clothing that also provides minimal protection. Partial armor may only be concealed beneath at least 1 layer of clothing, while moderate armor must be hidden beneath an overcoat or equivalent cover.

Occupancy (Occ): This column lists a vehicle's crew and the number of passengers it may carry. A single number indicates crew only, while a double number lists crew + passengers (in that order). Each passenger space may hold 100 lbs. of cargo, or be converted to hold 200 lbs. of cargo by removing the seat.

Power Rating (PR): This column lists the Power Rating of an item's primary effect. This Power Rating is used in a variety of ways, as noted in the item's description.

Qualities (Qual): This column lists a vehicle or weapon's qualities, each of which modifies its performance or game rules in some fashion. *For more info, see pages 292 and 301, respectively.*

Range Increment (RI): This column lists the range increment of an item's primary effect. A firearm's maximum range is determined by its sub-category — 5 range increments for holdout pistols, backup revolvers, shotguns, and flamethrowers, and 10 range increments for all other weapons.

Each hurled weapon's range increment is listed as two pieces of information — a range increment followed by the maximum number of range increments the weapon may travel (e.g. "5 ft. × 2" meaning that the weapon's range increment is 5 ft. and it may be thrown up to 2 increments).

Further, the maximum number of range increments a character may throw a hurled weapon is increased by his Strength modifier (if positive; maximum 10).

When a random die roll is followed by the word "blast" in this column, the item's primary effect expands per the blast rules, using the die result as "blast damage." Unless otherwise specified within the effect, this blast damage does *not* cause injury.

Range/Fuel (R/F): This column lists a vehicle's operating endurance at its cruising speed — unless otherwise specified, in hours of fuel. Every hour of travel above cruising speed consumes 2 hours of fuel, and every combat or chase round consumes 1 minute of fuel.

After the slash is the fuel type the vehicle uses — (A)lcohol, (B)attery, (D)iesel, Diesel (E)lectric, (F)uel Oil, (G)as, (J)et Fuel, (N)uclear, (P)ropane, (U)nique Fuel, or A(V) Gas. "N/A" indicates that the vehicle has no engine.

Recoil (Rec): This column lists a firearm's Recoil value. If a character whose Strength score is lower than this value fires the weapon in Single-Shot mode, he suffers a –1 penalty with his attack check. If a character whose Strength score is lower than this value fires the weapon in Burst or Full Auto mode, he suffers a penalty with his attack check equal to the difference between the Recoil value and his Strength score. *For more information about fire modes, see page 299.*

Reputation/Net Worth (R/NW): This column lists an item's cost in Reputation or Net Worth *(see page 221)*. Some items may only be requested by paying this permanent cost.

Resistances (Resist): This column lists an armor's damage resistance against 1 or more damage types — acid (AD), bang (BN), cold (CD), contagion (CN), electric (EL), explosive (EX), falling (FA), fire (FR), flash (FL), heat (HT), laser (LA), or vacuum (VC) *(see page 333)*. No armor protects against sneak attack or stress damage.

Result Cap Modifier (Cap): This column lists a modifier that applies to the result cap of one or more skill checks made with an item, as noted in the item's description.

Size (SZ): This column lists a vehicle's Size and footprint *(see page 347)*. Additionally, each aircraft's (R)otorspan or (W)ingspan length is listed in squares, and each watercraft's (D)raft — the depth its hull dips below the water surface — is listed in feet.

Size/Hands (SZ/Hand): This column lists an item's Size and the number of hands required to use it *(see pages 346 and 347, respectively)*.

Speed (Spd): This column lists the modifier applied to the character's Speed while an armor is worn. All Speed penalties from armor are cumulative; if this reduces a character's Speed to 0 ft. or less, he may not move other than to take his bonus 5-ft. step.

Street Value (SV): This column lists an item's *legal* market value in 2005 dollars. When an "R" precedes an item's street value, the item is restricted and may only be legally sold through government channels.

Sub-Category (SC): This column lists a melee or hurled weapon's sub-category: AX (Axe), BW (Bow), CL (Club), FL (Flail), HG (Hand Grenade), HM (Hammer), KN (Knife), MG (Makeshift Grenade), PA (Polearm), PD (Personal Defense), SP (Spear), ST (Staff), SW (Sword), TW (Thrown Weapon), and WP (Whip).

Upgrades (Upg): This column lists the number of upgrades that automatically come with an item.

Upgrade Cost (Cost): This column lists an upgrade's cost (in number of upgrades consumed).

Upgrade Time (Time): This column lists the standard amount of time required to install an upgrade.

Weight (Wgt): This column lists an item's weight, rounded to the nearest tenth of a pound.

Year of Introduction (Year): This column lists the decade of an item's introduction, allowing the GC to omit any items that don't exist in a historical game.

TABLE 4.9: ELECTRONIC PICKS (DESCRIPTIONS: SEE PAGE 276)

Picks by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
Caliber I										
Bug, audio (×4)	1	—	—	F/1h	72 hrs.	+2	0.1 lbs.	25/+1	1960s	$100
Bug, video (×4)	1	—	—	F/1h	72 hrs.	+2	0.1 lbs.	27/+1	1960s	$100
Chemical analyzer	—	+5	—	T/1h	8 hrs.	+6	1 lbs.	30/+2	1980s	$250
Computer, desktop	2	—	—	S/2h	—	+4	10 lbs.	20/+1	1990s	$750
Computer, laptop †	1	—	—	T/2h	2 hrs.	+2	5 lbs.	27/+1	1990s	$1,500
Computer software	1–2††	—	—	—	—	—	—	10 or 15/+0	1980s	$200
Goggles	—	—	—	T/1h	8 hrs.	+5	1.5 lbs.	20/+1	1980s	$500
Microphone, parabolic	—	—	Wis × 30**	T/2h	4 hrs.	+6	4 lbs.	22/+1	1970s	$300
Police Scanner	—	—	—	D/1h	—	+8	4 lbs.	17/+0	1970s	R$75
Radio, tactical or headset †	2	—	1 mile	T/1h	8 hrs.	+5	1 lb.	20/+1	1940s	$75
Receiver, audio/video †	3	—	1 mile	S/1h	10 hrs.	+5	10 lbs.	20/+1	1980s	$100
Voice modulator	—	—	—	N/1h	2 hrs.	+2	0.2 lbs.	20/+1	1980s	$100
Caliber II										
Bomb sniffer, commercial	—	+5	5 ft.	T/1h	6 hrs.	+4	0.5 lbs.	35/+2	1990s	$8,000
Bug, audio (×4)	2	—	200 ft.	F/1h	48 hrs.	+2	0.1 lbs.	25/+1	1970s	$150
Bug, tracer (×4)	2	—	200 ft.	F/1h	48 hrs.	+2	0.1 lbs.	22/+1	1970s	$150
Bug, video (×4)	2	—	200 ft.	F/1h	48 hrs.	+2	0.1 lbs.	27/+1	1970s	$150
Bug sweeper, commercial	—	+5	5 ft.	T/1h	6 hrs.	+4	0.5 lbs.	25/+1	1980s	$1,500
Computer, desktop	3	+5	—	S/2h	—	+5	10 lbs.	20/+1	1990s	$1,250
Computer, laptop †	2	—	—	T/2h	2 hrs.	+3	5 lbs.	27/+1	1990s	$2,000
Computer software	3–4††	—	—	—	—	—	—	20 or 25/+1	1990s	$500
GPS unit, commercial	—	—	30 ft.**	D/1h	48 hrs.	+5	0.2 lbs.	30/+2	1990s	$150
Microphone, laser	—	–5	500 ft.**	S/2h	2 hrs.	+7	8 lbs.	35/+2	1980s	$2,000
Radar unit, portable	4	—	5 miles	M/1h	24 hrs.	+8	15 lbs.	20/+1	1950s	$500
Radio, base	5	—	5 miles	M/1h	24 hrs.	+8	40 lbs.	20/+1	1940s	$5,000
Radio, satellite	3	—	100 miles	S/1h	24 hrs.	+7	20 lbs.	25/+1	1980s	$2,500
Sonar unit, portable	4	—	5 miles	M/1h	24 hrs.	+8	15 lbs.	20/+1	1950s	$350
Tap, physical	—	—	—	F/—	—	+7	2 lbs.	22/+1	1970s	$250
Tap detector, physical	—	—	—	S/1h	8 hrs.	+7	4 lbs.	25/+1	1970s	$250
Caliber III										
Any 2 Caliber I Electronic picks Δ	—	—	—	—	—	—	—	—	—	—
Bug, audio (×4)	4	—	1,000 ft.	N/1h	48 hrs.	+2	0.1 lbs.	30/+2	1980s	R$250
Bug, tracer (×4)	4	—	1,000 ft.	N/1h	48 hrs.	+2	0.1 lbs.	27/+1	1980s	R$250
Bug, video (×4)	4	—	1,000 ft.	N/1h	48 hrs.	+2	0.1 lbs.	32/+2	1980s	R$250
Computer, desktop	4	+5	—	M/2h	—	+6	12 lbs.	22/+1	1990s	$2,000
Computer, laptop †	3	+5	—	T/2h	2 hrs.	+4	5 lbs.	30/+2	1990s	$2,500
Computer software	5	—	—	—	—	—	—	30/+2	1990s	$1,000
Jammer	4	—	500 ft.	S/1h	30 min.	—	10 lbs.	30/+2	2000s	$5,000
Laser designator	—	—	3,000 ft.**	S/2h	30 min.	+5	12 lbs.	37/+2	1980s	R$3,000
Radio, tactical or headset (encrypted) †	5	—	10 miles	T/1h	8 hrs.	+5	1 lb.	25/+1	1980s	$250
Transceiver, audio/video †	6	—	10 miles	S/1h	10 hrs.	+5	10 lbs.	25/+1	1990s	$500
Stress analyzer, voice	—	+5	—	S/2h	6 hrs.	+7	15 lbs.	20/+1	1970s	$600

Continued on page 227





TABLE 4.9: ELECTRONIC PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 276)

Picks by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
Caliber IV										
Any 2 Caliber II Electronic picks Δ	—	—	—	—	—	—	—	—	—	—
Bomb sniffer, military	—	+10	15 ft.**	T/1h	12 hrs.	+5	0.5 lbs.	40/+1	1990s	R$20,000
Bug, audio (×4)	6	—	1 mile.	N/1h	48 hrs.	+2	0.1 lbs.	35/+2	1990s	R$500
Bug, tracer (×4)	6	—	1 mile	N/1h	48 hrs.	+2	0.1 lbs.	32/+2	1990s	R$500
Bug, video (×4)	6	—	1 mile	N/1h	48 hrs.	+2	0.1 lbs.	37/+2	1990s	R$500
Bug sweeper, military	—	+10	15 ft.**	T/1h	12 hrs.	+5	0.5 lbs.	30/+2	1970s	R$5,000
Cellular interceptor	—	—	5 miles	S/2h	10 hrs.	+7	30 lbs.	35/+2	1990s	R$75,000
Computer, desktop	5	+10	—	M/2h	—	+6	12 lbs.	25/+1	1990s	$2,500
Computer, laptop †	4	+5	—	S/2h	2 hrs.	+5	5 lbs.	32/+2	2000s	$3,500
Computer software	6	—	—	—	—	—	—	35/+2	1990s	$5,000
GPS unit, military	—	—	4 in.**	D/1h	48 hrs.	+6	0.2 lbs.	30/+2	1980s	R$500
Radar unit, portable	6	—	10 miles	M/1h	24 hrs.	+8	15 lbs.	25/+1	1970s	$800
Radio, base	7	—	25 miles	M/1h	24 hrs.	+8	40 lbs.	25/+1	2000s	$10,000
Radio, satellite	5	—	1,000 miles	M/1h	24 hrs.	+7	20 lbs.	30/+2	1980s	$5,000
Sonar unit, portable	6	—	10 miles	M/1h	24 hrs.	+8	15 lbs.	25/+1	1970s	$500
Tap, wireless	—	—	1,000 ft.**	F/—	—	+2	0.1 lbs.	30/+2	1990s	$1,000
Tap detector, wireless	—	—	1,000 ft.**	S/1h	8 hrs.	+7	4 lbs.	32/+2	1990s	$1,000
Caliber V										
Any 2 Caliber III Electronic picks Δ	—	—	—	—	—	—	—	—	—	—
Bug, audio (×4)	8	—	5 miles	N/1h	48 hrs.	+2	0.1 lbs.	40/+3	2000s	$1,000
Bug, tracer (×4)	8	—	5 miles	N/1h	48 hrs.	+2	0.1 lbs.	37/+2	2000s	$1,000
Bug, video (×4)	8	—	5 miles	N/1h	48 hrs.	+2	0.1 lbs.	42/+3	2000s	$1,000
Computer, desktop	6	+10	—	M/2h	—	+6	12 lbs.	27/+1	1990s	$3,000
Computer, laptop†	5	+10	—	S/2h	2 hrs.	+5	5 lbs.	35/+2	2000s	$5,000
Computer software	7	—	—	—	—	—	—	40/+3	2000s	$10,000
Jammer	6	—	1 mile	M/1h	1 hr.	—	20 lbs.	30/+2	2000s	$10,000
Radio, tactical or headset †	7	—	50 miles	T/1h	8 hrs.	+5	1 lb.	30/+2	2000s	$500
Transceiver, audio/video †	8	—	50 miles	S/1h	10 hrs.	+5	10 lbs.	30/+2	2000s	$10,000
Stress analyzer, retina	—	+10	—	S/2h	6 hrs.	+7	15 lbs.	30/+2	1990s	R$2,000
TEMPEST interceptor	—	—	500 ft.**	M/2h	2 hrs.	+10	300 lbs.	50/+4	2000s	R$200,000
Reputation/Net Worth Only										
Computer, desktop	7	+15	—	L/2h	—	+8	14 lbs.	30/+2	1990s	15/$750,000
Computer, laptop †	6	+10	—	S/2h	1 hrs.	+7	5 lbs.	40/+3	2000s	15/$750,000
SATCOM Terminal (×2, encrypted)	8	—	global**	M/2h	24 hrs.	+8	5 lbs.	30/+1	1990s	25/$1,250,000
Software, Anti-Virus	8	—	—	—	—	—	—	45/+3	2000s	15/$750,000
Software, Probe	8	—	—	—	—	—	—	45/+3	2000s	15/$750,000
Software, Security	8	—	—	—	—	—	—	45/+3	2000s	15/$750,000
Software, Trace	8	—	—	—	—	—	—	45/+3	2000s	15/$750,000
Software, Virus	8	—	—	—	—	—	—	45/+3	2000s	15/$750,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

** This range is a flat maximum distance, not an increment.

† Each pick grants 1 radio of the chosen type to each team member. Also, this item may be recharged with a ready source of power at no cost. Each full recharge requires 1/4 the item's battery life (rounded up).

†† The character must determine each program's Power Rating when it's requested.

Δ These picks may **not** be split again (e.g. a character may **not** use a Caliber V pick to gain 2 Caliber III picks and then use each of these Caliber III picks to gain 2 Caliber I picks).

TABLE 4.10: GADGET MECHANISM PICKS (DESCRIPTIONS: SEE PAGE 278)

Mechanisms by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
Caliber I										
Attack†	1	—	10 ft./5 ft .ΔΔ	—/1h	1 use	—	—	25/+1	—	—
Common Item, miniature	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Damage save boost	—	—	—	—	—	+1	—	15/+0	—	—
Damage resistance	4	—	—	—	—	—	—	20/+1	—	—
Disguised gadget	2	—	—	—	—	—	—	25/+1	—	—
Durable gadget	2	—	—	—	—	—	—	15/+0	—	—
Gear pick, miniature	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Ahead of its time	—	—	—	—	—	—	—	20/+1	—	—
Battery life boost	—	—	—	—	×2	—	—	20/+1	—	—
Result cap boost	—	+5	—	—	—	—	—	20/+1	—	—
Upgraded	—	—	—	—	—	—	—	15/+0	—	—
Hidden compartment	—	—	—	—	—	—	—	15/+0	—	—
Proteus modification †	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Remote control	4	—	100 ft.	—	—	—	—	25/+1	—	—
Sensor mask †	4	—	self **	—/1h	10 min.	—	—	25/+1	—	—
Silence †	2	—	—	—/1h	10 min.	—	—	25/+1	—	—
Skill boost †	2	+5	—	—/1h	10 min.	—	—	30/+2	—	—
Skill check †	1	—	—	—/1h	3 uses	—	—	30/+2	—	—
Turret, hidden †	1	—	—	—/1h	—	—	—	17/+0	—	—
Vehicle defense system †	3	—	—	—/1h	3 uses	—	—	25/+1	—	—
Voice control	—	—	20 ft. **	—	—	—	—	25/+1	—	—
Caliber II										
Attack †	2	—	15 ft./5 ft. ΔΔ	—/1h	1 use	—	—	30/+2	—	—
Burrow †	—	—	—	—/1h	—	—	—	30/+1	—	—
Chemical transfer †	—	—	1 person	—/1h	3 uses	—	—	17/+1	—	—
Damage save boost	—	—	—	—	—	+2	—	15/+0	—	—
Damage reduction	2	—	—	—	—	—	—	20/+1	—	—
Defense boost †	1	—	—	—/1h	1 min.	—	—	30/+2	—	—
Disguised gadget	4	—	—	—	—	—	—	25/+1	—	—
Durable gadget	4	—	—	—	—	—	—	15/+0	—	—
EMP †	—	—	5 ft. **	—/1h	1 use ††	—	—	25/+1	—	—
Gear pick, miniature	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Ahead of it's time	—	—	—	—	—	—	—	25/+1	—	—
Battery life boost	—	—	—	—	×3	—	—	22/+1	—	—
Power Rating boost	+1	—	—	—	—	—	—	30/+2	—	—
Result cap boost	—	+10	—	—	—	—	—	25/+1	—	—
Healing †	1	—	1 person	—/1h	3 uses	—	—	40/+3	—	—
Incinerator, low-grade †	—	—	—	—/1h	3 uses	—	—	20/+1	—	—
Media-safe (gadget)	—	–10	—	—	—	—	—	30/+2	—	—
Proteus modification †	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Self-destruct, remnants †	—	—	—	—/1h	—	—	—	20/+1	—	—
Silence †	3	—	—	—/1h	10 min.	—	—	30/+2	—	—
Skill check †	2	—	—	—/1h	3 uses	—	—	30/+2	—	—
Speed boost †	4	—	—	—/1h	3 rounds	—	—	30/+2	—	—
Caliber III										
Any 2 Caliber I Mechanisms Ω										
Attack †	4	—	20 ft./10 ft. ΔΔ	—/1h	1 use	—	—	35/+2	—	—
Attribute boost †	4	+10	—	—/1h	3 uses	—	—	40/+3	—	—
Gear pick, miniature	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Ahead of it's time	—	—	—	—	—	—	—	30/+2	—	—
Battery life boost	—	—	—	—	×4	—	—	25/+1	—	—
Damage resistance	8	—	—	—	—	—	—	25/+1	—	—
Damage save boost	—	—	—	—	—	+4	—	20/+1	—	—
Defense boost †	2	—	—	—/1h	1 min.	—	—	30/+2	—	—
Disguised gadget	6	—	—	—	—	—	—	25/+1	—	—
Durable gadget	6	—	—	—	—	—	—	15/+0	—	—
EMP †	—	—	4d6 blast **	—/1h	1 use ††	—	—	30/+2	—	—
EMP hardening (device)	—	—	—	—	—	—	—	35/+2	—	—
Healing †	2	—	1 person	—/1h	3 uses	—	—	45/+3	—	—
Hologram, static †	7	—	20 ft.	—/2h	30 min.	—	—	45/+3	—	—
Proteus modification †	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Remote control (with movement)	4	—	100 ft.	—	—	—	—	25/+1	—	—
Silence †	4	—	—	—/1h	10 min.	—	—	35/+2	—	—
Skill boost †	4	+10	—	—/1h	10 min.	—	—	35/+2	—	—
Skill check †	3	—	—	—/1h	3 uses	—	—	35/+2	—	—

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TABLE 4.10: GADGET MECHANISM PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 278)

Mechanisms by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
Caliber III Continued										
Turret, hidden †	2	—	—	—/1h	—	—	—	20/+1	—	—
Vehicle defense system †	5	—	—	—/1h	3 uses	—	—	30/+2	—	—
X-ray vision †	2	—	per vision	—/1h	3 min.	—	—	35/+2	—	—
Caliber IV										
Any 3 Caliber I Mechanisms Ω	—	—	—	—	—	—	—	—	—	—
Any 2 Caliber II Mechanisms Ω	—	—	—	—	—	—	—	—	—	—
Attack†	6	—	25 ft./10 ft. ΔΔ	—/1h	1 use	—	—	40/+3	—	—
Damage reduction	4	—	—	—	—	—	—	25/+1	—	—
Damage save boost	—	—	—	—	—	+8	—	20/+1	—	—
Defense boost†	3	—	—	—/1h	1 min.	—	—	30/+2	—	—
Disguised gadget	8	—	—	—	—	—	—	25/+1	—	—
Durable gadget	8	—	—	—	—	—	—	15/+0	—	—
EMP †	—	—	6d6 blast **	—/1h	1 use ††	—	—	30/+2	—	—
Flight †	—	—	—	—/1h	1 hour	—	—	35/+2	—	—
Gear pick, miniature	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Ahead of it's time	—	—	—	—	—	—	—	35/+1	—	—
Result cap boost	—	+15	—	—	—	—	—	30/+2	—	—
Healing †	3	—	1 person	—/1h	3 uses	—	—	50/+4	—	—
Incinerator, high-grade†	—	—	—	—/1h	3 uses	—	—	30/+2	—	—
Invisibility †	—	—	—	—/1h	5 min.	—	—	30/+2	—	—
Media-safe (gadget user)	—	–10	—	—	—	—	—	30/+2	—	—
Proteus modification †	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Self-destruct, traceless †	—	—	—	—/1h	—	—	—	40/+3	—	—
Sensor mask †	6	—	self **	—/1h	10 min.	—	—	30/+2	—	—
Skill check †	4	—	—	—/1h	3 uses	—	—	35/+2	—	—
Speed boost †	2	—	—	—/1h	10 min.	—	—	30/+2	—	—
X-ray vision †	3	—	per vision	—/1h	4 min.	—	—	50/+4	—	—
Caliber V										
Any 2 Caliber III Mechanisms Ω	—	—	—	—	—	—	—	—	—	—
Attack†	8	—	25 ft./10 ft. ΔΔ	—/1h	1 use	—	—	40/+3	—	—
Attribute boost †	2	+5	—	—/1h	10 min.	—	—	40/+3	—	—
Defense boost†	4	—	—	—/1h	1 min.	—	—	30/+2	—	—
Disguised gadget	10	—	—	—	—	—	—	25/+1	—	—
Durable gadget	10	—	—	—	—	—	—	15/+0	—	—
EMP †	—	—	8d6 blast **	—/1h	1 use ††	—	—	35/+2	—	—
EMP hardening (vehicle)	—	—	—	—	—	—	—	35/+2	—	—
Gear pick, miniature (options only)										
Ahead of it's time	—	—	—	—	—	—	—	40/+3	—	—
Power Rating boost	+2	—	—	—	—	—	—	40/+3	—	—
Healing †	4	—	1 person	—/1h	3 uses	—	—	60/+5	—	—
Hologram, moving †	5	—	20 ft.	—/2h	10 min.	—	—	55/+3	—	—
Incorporeal †	—	—	—	—/1h	5 min.	—	—	30/+2	—	—
Proteus modification †	Δ	Δ	Δ	Δ	Δ	—	—	Δ/+0	—	—
Regeneration †	—	—	1 person	—/1h	2 uses	—	—	60/+5	—	—
Skill check †	5	—	—	—/1h	3 uses	—	—	40/+2	—	—
Turret, hidden †	3	—	—	—/1h	—	—	—	25/+1	—	—
X-ray vision †	4	—	per vision	—/1h	5 min.	—	—	65/+5	—	—
Reputation/Net Worth Only										
EMP †	—	—	10d6 blast**	—/1h	1 use †	—	—	40/+3	—	15/$750,000
Sensor mask †	8	—	self**	—/1h	10 min.	—	—	35/+2	—	12/$600,000
Silence †	7	—	—	—/1h	10 min.	—	—	40/+3	—	15/$750,000
Weather control, constrained †	3	—	25 miles**	—/1h	6 hours	—	—	75/+6	—	300/$15,000,000
Weather control, apocalyptic †	4	—	50 miles**	—/1h	12 hours	—	—	100/+10	—	500/$25,000,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

** This range is a flat maximum distance, not an increment.

† This gadget Mechanism requires activation. Turning it on or off requires 1 half action.

†† This gadget Mechanism may not be re-used beyond its battery life without a recharge; it may, however, be installed in a gadget multiple times to increase its initial battery life.

Δ Per chosen Common Item or gear pick, adjusted as noted in the Mechanism description.

ΔΔ The number to the left of the slash is used for a directed attack's range increment, while the number to the right of the slash is used for a blast attack's blast increment.

Ω These picks may **not** be split again (e.g. a character may **not** use a Caliber V pick to gain 2 Caliber III picks and then use each of these Caliber III picks to gain 2 Caliber I picks).

TABLE 4.11: RESOURCE PICKS (DESCRIPTIONS: SEE PAGE 281)

Picks by Caliber	PR	Year	Reputation/Net Worth	Street Value
Caliber I				
Bag full of guns	—	—	—	—
Medical assistance	1	—	—	$100
Feat training	—	—	—	—
Manhunt	—	—	—	$400 per day
Skill training	1	—	—	—
Smuggling	—	—	—	$1,000
Unmarked weapon (melee, handgun, hurled†)	—	—	—	+100% of weapon cost
Work group	2	—	—	$1,000
Caliber II				
Animal, trained	2	—	—	$100
Bag full of guns	—	—	—	—
Feat training	—	—	—	—
Guided/indirect strike	—	—	—	—
Hospitalization, public	—	—	—	$400 per day
Manhunt	—	—	—	$1,000 per day
Reconnaissance, broad	—	—	—	—
Skill training	2	—	—	—
Smuggling	—	—	—	$2,000
Medical assistance	2	—	—	$250
Caliber III				
Bag full of guns	—	—	—	—
Body, corpse	—	—	—	—
Feat training	—	—	—	—
Guided/indirect strike	—	—	—	—
Manhunt	—	—	—	$2,500 per day
Medical assistance	3	—	—	$500
Phone line trace	—	1940s	—	—
Skill training	4	—	—	—
Smuggling	—	—	—	$5,000
Unmarked weapon (rifle, shotgun, SMG)	—	—	—	+100% of weapon cost
Work group	4	—	—	$5,000
Caliber IV				
Animal, trained	4	—	—	$1,000
Bag full of guns	—	—	—	—
Body double	—	—	—	—
Cell phone dump	—	—	—	—
Feat training	—	—	—	—
Guided/indirect strike	—	—	—	—
Hospitalization, private	—	—	—	$2,000 per day
Manhunt	—	—	—	$6,000 per day
Medical assistance	4	—	—	$1,000
Phone line trace	—	1940s	—	—
Reconnaissance, narrow	—	—	—	—
Skill training	6	—	—	—
Smuggling	—	—	—	$7,500
Caliber V				
Bag full of guns	—	—	—	—
Body, clone	—	—	—	—
Feat training	—	—	—	—
Guided/indirect strike	—	—	—	—
Manhunt	—	—	—	$15,000 per day
Medical assistance	5	—	—	$5,000
Phone line trace	—	1940s	—	—
Skill training	8	—	—	—
Smuggling	—	—	—	$10,000
Work group	6	—	—	$20,000
Reputation/Net Worth Only				
Animal, trained	8	—	10/$500,000	$5,000
Civilians, gaggle	—	—	20/$1,000,000	—
Civilians, swarm	—	—	40/$2,000,000	—
Reconnaissance, keyhole	—	—	15/$750,000	—
Smuggling	—	—	15/$750,000	—
Translator	—	—	2/$100,000	$250/day
Unmarked weapon (any other)	—	—	10/$500,000	+100% of weapon cost

† Except grenades, which may only be unmarked with the Reputation/Net Worth Resource pick.

TABLE 4.12: SECURITY PICKS (DESCRIPTIONS: SEE PAGE 283)

Picks by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
Caliber I										
Armor or protective gear *(see Table 4.12 —pages 232–233)*										
Acid, mild	1	—	—	—	—	—	0.1 lbs.	—	—	$10
Flare gun	—	—	20 ft.	D/1h	4 shots	+9	2 lbs.	17/+0	1970s	$75
Grapple gun, standard	—	—	75 ft.	D/1h	—	+8	5 lbs.	25/+1	1950s	$300
Lodging, 1-star hotel/flop house	—	—	—	—	—	—	—	—	—	$20/night
Medical gear, blood expander (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs.	17/+0	1980s	$25
Medical gear, liquid skin patch (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs	25/+1	1990s	$50
Medical gear, antibiotic shot (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs.	20/+1	1940s	$15
Medical gear, antivenin shot (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs.	20/+1	1900s	$25
Medical gear, atropine shot (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs.	22/+1	1980s	$50
Medical gear, stimulant shot (×3)	—	—	—	T/1h	1 use each	+2	0.1 lbs.	15/+0	1970s	$30
Security device	1	—	—	—	—	—	—	—	—	$500
Caliber II										
Armor or protective gear *(see Table 4.12 —pages 232–233)*										
Acid, commercial	2	—	—	—	—	—	0.1 lbs.	—	—	$100
Invitation, local gathering	—	—	—	—	—	—	—	—	—	$500
Lodging, 2-star hotel/rectory	—	—	—	—	—	—	—	—	—	$50/night
Security device	2	—	—	—	—	—	—	—	—	$2,000
Caliber III										
Armor or protective gear *(see Table 4.12 —pages 232–233)*										
Any 2 Caliber I Security picks Δ	—	—	—	—	—	—	—	—	—	—
Acid, corrosive	3	—	—	—	—	—	0.1 lbs.	—	—	$300
Grapple gun, winch	—	—	75 ft.	S/1h	—	+8	12 lbs.	25/+1	1960s	$500
Lodging, 3-star hotel/loft	—	—	—	—	—	—	—	—	—	$125/night
Security device	4	—	—	—	—	—	—	—	—	$7,500
Caliber IV										
Armor or protective gear *(see Table 4.12 —pages 232–233)*										
Any 2 Caliber II Security picks Δ	—	—	—	—	—	—	—	—	—	—
Acid, concentrated	4	—	—	—	—	—	0.1 lbs.	—	—	$1,000
Invitation, regional gathering	—	—	—	—	—	—	—	—	—	$5,000
Lodging, 4-star hotel/ranch house	—	—	—	—	—	—	—	—	—	$250/night
Security device	6	—	—	—	—	—	—	—	—	$30,000
Caliber V										
Armor or protective gear *(see Table 4.12 —pages 232–233)*										
Any 2 Caliber III Security picks Δ	—	—	—	—	—	—	—	—	—	—
Acid, industrial	5	—	—	—	—	—	0.1 lbs.	—	—	$2,500
Drone, security	—	—	—	—	24 hours**	—	—	—	2000s	$100,000
Lodging, 5-star hotel/mansion	—	—	—	—	—	—	—	—	—	$600/night
Security device	8	—	—	—	—	—	—	—	—	$100,000
Reputation/Net Worth Only										
Invitation, international gathering	—	—	—	—	—	—	—	—	—	15/$750,000
Security device	10	—	—	—	—	—	—	—	—	15/$750,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

** When turned off, this drone fully recharges in 8 hours.

Δ These picks may **not** be split again (e.g. a character may **not** use a Caliber V pick to gain 2 Caliber III picks and then use each of these Caliber III picks to gain 2 Caliber I picks).

TABLE 4.13: SECURITY PICKS: ARMOR AND PROTECTIVE GEAR (DESCRIPTIONS: SEE PAGE 283)

Armor Name	Armor Type	DR*	Resistances	DP	ACP	Speed	Notice/ Search DC	Upg	Wgt	Street Comp	Year	Value
Caliber I												
Corrections vest**	P	4/2	—	–2	–1	—	12	—	4.5 lbs.	20/+1	1980s	$700
Flotation vest**	P	2/1	CD4	–2	–2	—	as clothing	1	2 lbs.	20/+1	1880s	$80
Hobbyist's armor	M	4/1	—	–4	–3	–10 ft.	10	—	14 lbs.	12/+0	1960s	$200
+Helmet, hobbyist's	—	1/1	—	—	–4†	—	obvious	—	10 lbs.	12/+0	1960s	$200
+Shield, hobbyist's	—	2/1	—	+1	–1	—	obvious	—	8 lbs.	15/+0	1960s	$100
K-9 vest	P	3/2	—	+0	0	—	obvious	—	6 lbs.	12/+0	1990s	$1,100
Motorcycle jacket	P	2/0	FA4	–1	–1	—	as clothing	—	6 lbs.	15/+0	1920s	$200
NBC gear, Level 1	F	—	AC4	–2	–1	—	12	—	6 lbs.	15/+0	1960s	—
+Gas mask	—	—	CN10	–0	–2	—	obvious	—	2 lbs.	17/+0	1910s	$100
Plastron	P	2/0	EX4	–1	+0	—	20	—	5 lbs.	12/+0	1800s	$75
Radiation suit (sealed)	F	1/0	EL8, FL4	–5	–3	–10 ft.	obvious	—	10 lbs.	35/+2	1960s	$900
Red man suit	M	5/0	FA4	–2	–2	–10 ft.	obvious	—	15 lbs.	12/+0	1960s	$1,300
Shield, tactical	—	3/3	—	+3	–5	–10 ft.	obvious	—	24 lbs.	17/+0	1960s	$1,500
Wetsuit	F	1/1	CD10, EX4	–2	–1	—	16	—	6 lbs.	22/+1	1960s	$250
+SCUBA tank	—	—	—	–1	–1	—	obvious	—	20 lbs.	17/+0	1960s	$500
Caliber II												
Any 1 Caliber I armor or protective gear pick								2				
Biohazard suit (sealed)	F	1/0	AC15, CN (all), VC4	–5	–3	–10 ft.	obvious	—	12 lbs.	30/+2	1980s	$2,000
Corrections suit**	M	8/3	FA4	–4	–3	–5 ft.	10	—	7 lbs.	22/+1	1980s	$1,100
Duty vest, Class IIA	P	1/3	—	+0	+0	—	16	1	3.5 lbs.	17/+0	1970s	$500
Flak jacket	M	2/5	EX4	–5	–2	—	14	2	9 lbs.	17/+0	1940s	$100
Hobbyist's plate harness	F	8/1	—	–4	–4	–10 ft.	obvious	—	70 lbs.	15/+0	1960s	$2,000
+Helmet, hobbyist's	—	1/1	—	—	–4†	—	obvious	—	10 lbs.	12/+0	1960s	$200
+Shield, hobbyist's	—	2/1	—	+1	–1	—	obvious	—	8 lbs.	15/+0	1960s	$100
Military flight suit	M	1/0	CD8, VC8	–2	–2	–5 ft.	as clothing	1††	8 lbs.	25/+1	1950s	$125,000
+ Helmet, flight	—	1/1	BN8	—	–2†	—	obvious	—	2 lbs.	22/+1	1950s	$500
Modular tactical armor, vest only**	M	2/4	—	–3	–1	—	14	—	7 lbs.	20/+1	1990s	R$2,500
Motorcycle suit	M	4/1	CD4, FA8	–3	–2	–5 ft.	as clothing	2	12 lbs.	15/+0	1920s	$600
NBC gear, Level 2	F	—	AC4, CD4, EL4	–2	–1	–5 ft.	10	—	6.5 lbs.	17/+0	1960s	—
+ Gas mask	—	—	CN10	+0	–2	—	obvious	—	2 lbs.	17/+0	1910s	$100
Raid jacket	P	2/4	—	+0	+0	—	18D	1	7 lbs.	15/+0	1980s	$800
Tactical vest**	P	2/4	EX4	–3	–2	—	10	1	6 lbs.	20/+1	1980s	$800
Tuxedo liner	P	1/2	—	–1	0	—	20	—	3 lbs.	22/+1	1990s	$1,000
Caliber III												
Any 1 Caliber II armor or protective gear pick								2				
Duty vest, Class II**	P	1/4	—	–1	–1	—	15	1	4 lbs.	20/+1	1970s	$700
Low-profile armor (poor or average)	P	2/5	—	+0	0	—	20D	1	7 lbs.	15/+0	1980s	$400
Modular tactical armor, vest + guards**	M	4/5	FA4	–3	–2	–5 ft.	12	—	8 lbs.	20/+1	1990s	R$3,500
NBC gear, Level 3	F	—	AC4, CD4, CN4, EL4	–3	–2	–5 ft.	obvious	—	8.5 lbs.	20/+1	1960s	—
+ Gas mask	—	—	CN10	–0	–2	—	obvious	—	2 lbs.	17/+0	1910s	$100
Tactical jacket**	M	3/7	EX4	–4	–2	—	10	2	9 lbs.	20/+1	1980s	$1,000
Turnout gear	M	5/1	AC4, EL4, FR8, HT8	–4	–3	–5 ft.	obvious	—	45 lbs.	15/+0	1900s	$900
+Helmet, fire	—	1/1	FA2, FR2	—	–2†	—	obvious	—	4 lbs.	12/+0	1900s	$250

Continued on page 233

TABLE 4.13: SECURITY PICKS: ARMOR AND PROTECTIVE GEAR CONTINUED (DESCRIPTIONS: SEE PAGE 284)

Armor Name	Armor Type	DR*	Resistances	DP	ACP	Speed	Notice/ Search DC	Upg	Wgt	Comp	Street Year	Value
Caliber IV												
Any 1 Caliber III armor or protective gear pick								2				
Crash rescue suit (sealed)	F	2/2	EL10, FR20, HT20	–6	–4	–15 ft.	obvious	—	80 lbs.	32/+2	1950s	$55,000
Duty vest, Class IIIA**	P	2/5	—	–2	–1	—	14	1	5 lbs.	20/+1	1980s	$900
Low-profile armor (trendy)	P	1/4	—	+0	+0	—	20D	1	6 lbs.	15/+0	1990s	$800
NBC Gear, Level 4	F	—	AC4, CD4, CN8, EL4	–4	–3	–5 ft.	obvious	—	9 lbs.	22/+1	1960s	—
+ Gas mask	—	—	CN10	–0	–2	—	obvious	—	2 lbs.	17/+0	1910s	$100
Riot gear**	F	10/10	BN4, EX8, FA4	–6	–5	–10 ft.	obvious	1	16 lbs.	20/+1	1950s	$1,500
Caliber V												
Any 1 Caliber IV armor or protective gear pick								2				
Diving hardsuit (sealed)	F	8/8	BN10, CD20, CN (all), EX10, VC (all)	–8	–10	*	obvious	—	1,140 lbs.	45/+3	1970s	$1,500,000
EOD suit**	F	8/10	BN12, EX20, FA4	–7	–6	–15 ft.	obvious	—	40 lbs.	17/+0	1950s	$6,000
Space suit (sealed)	F	5/4	BN4, CD20, CN (all), EL10, HT20, VC (all)	–8	–6	–30 ft.	obvious	—	310 lbs.	45/+3	1950s	$2,000,000

* The DR before the slash applies to hurled, melee, and unarmed attacks (except for grenades), while the DR after the slash applies to all other attacks. In both cases, the DR is not negated under any standard circumstances *(see page 332)*. Thus, an EOD suit has a DR of 10/— vs. hurled, melee, and unarmed attacks (except for grenades), and a DR of 15/— vs. all other attacks.

** This armor can accept trauma plates.

† This penalty is not applied to skill checks possessing the Armor Check Penalty tag, but rather all skill checks with the vision tag while the helmet is worn.

†† This upgrade may be applied to either any 1 armor or other piece of protective gear gained with this pick.

TABLE 4.14: ARMOR AND PROTECTIVE GEAR UPGRADES (DESCRIPTIONS: SEE PAGE 285)

Upgrade Name	Cost	DR*	Resistances	DP	ACP	Speed	Notice/ Search DC	Wgt	Comp	Year	Street Value
Camouflage	1	—	—	—	—	—	—	—	—	—	$30
Face cage kit	1	+1/+0	—	—	—	—	—	+1 lbs.	10/+0	1950s	$50
Face shield kit	1	+1/+1	FL2	—	–1	—	—	+0.5 lbs.	10/+0	1950s	$100
Gas mask	1	—	CN8	–0	–2	—	obvious	2 lbs.	17/+0	1910s	$100
Helmet, athletic	1	1/1**	BN2, FA2	—	–1†	—	obvious	3 lbs.	17/+0	1950s	$80
Helmet, ballistic (early)	1	1/1**	—	—	–2†	—	obvious	3 lbs.	15/+0	1930s	$100
Helmet, ballistic (modern)	1	1/2**	—	—	–1†	—	obvious	2.5 lbs.	17/+0	1980s	$300
Helmet, fire	1	1/1**	FA2, FR2	—	–2†	—	obvious	4 lbs.	12/+0	1900s	$250
Helmet, flight	1	1/1**	BN8	—	–2†	—	obvious	2 lbs.	22/+1	1950s	$500
Helmet, hobbyist's	1	1/1**	—	—	–4†	—	obvious	10 lbs.	12/+0	1960s	$200
Helmet, racing	1	1/1**	BN1, FA1	—	–3†	—	obvious	2 lbs.	17/+0	1960s	$150
Knee and elbow pads	1	—	FA3	–0	–0	—	16	2 lbs.	12/+0	1940s	$50
Nomex underwear	1	—	CD3, FR6	—	–0	—	24	3 lbs.	20/+1	1980s	$2,000
Personal tailoring	2	—	—	+1	+1	—	+4	–5%	20/+1	1980s	100%
Respirator	1	—	CN4	—	–1	—	obvious	1 lbs.	15/+0	1900s	$40
SCUBA tank	1	—	—	–1	–1	—	obvious	20 lbs.	17/+0	1960s	$500
Shield, briefcase	2	3/1	—	+1	–2	—	30D	8 lbs.	17/+0	1980s	$450
Shield, hobbyist's	1	3/2	—	+1	–1	—	obvious	8 lbs.	15/+0	1960s	$100
Shield, riot	2	4/3	—	+2	–2	—	obvious	10 lbs.	17/+0	1950s	$300
Tactical glasses	1	2/2	FL4	—	–1	—	20D	0.2 lbs.	15/+0	1980s	$100
Trauma plates	2	+1/+1	—	–1	—	—	–2	4 lbs.	12/+0	1970s	$400
Weight reduction	1	—	—	—	—	+5 ft. (max +0)	—	–25%	25/+1	1980s	100%

* The DR before the slash applies to hurled, melee, and unarmed attacks (except for grenades), while the DR after the slash applies to all other attacks. In both cases, the DR is not negated under any standard circumstances *(see page 332)*. Thus, an riot shield has a DR of 4/— vs. hurled, melee, and unarmed attacks (except for grenades), and a DR of 3/— vs. all other attacks.

** A helmet only provides damage reduction to a character who's also wearing partial, moderate, or full armor.

TABLE 4.15: TRADECRAFT PICKS (DESCRIPTIONS: SEE PAGE 286)

Picks by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	SV*
Caliber I										
Basic poison, dementia	—	—	—	—	3 doses	—	0.1 lbs.	35/+3	—	$50
Basic poison, fear	—	—	—	—	3 doses	—	0.1 lbs.	40/+3	—	$50
Basic poison, necrotizing	—	—	—	—	3 doses	—	0.1 lbs.	45/+3	—	$50
Basic poison, neurotoxin	—	—	—	—	3 doses	—	0.1 lbs.	40/+4	—	$50
Basic poison, psychotropic	—	—	—	—	3 doses	—	0.1 lbs.	45/+3	—	$50
Basic poison, truth serum	—	—	—	—	3 doses	—	0.1 lbs.	45/+3	—	$50
Basic poison, weakening	—	—	—	—	3 doses	—	0.1 lbs.	35/+3	—	$50
Camera, still (consumer-grade)	—	—	—	F/1h	20 uses	+1	2 lbs.	17/+0	1960s	$75
Camera, video (consumer-grade)	—	—	—	F/1h	2 hrs.	+4	7 lbs.	20/+1	1980s	$75
Code	1	—	—	—	—	—	—	13+(2×TL)/+0	—	—
Cover identity	1	—	—	—	—	—	—	—	—	$500
Detention	1	—	—	—	—	—	—	—	—	—
Dossier	1	—	—	D/1h	—	+1	0.2 lbs.	—	—	$500
Fiberscope	—	–5	5 ft.	S/2h	8 hrs.	+4	4 lbs.	25/+1	1980s	$150
Field glasses	—	—	Wis × 100**	M/2h	—	+5	40 lbs.	20/+1	1920s	$2,000
Legal help, immunity	1–3	—	—	—	1 use	—	—	—	—	—
Legal help, pardon	1	—	—	—	1 use	—	—	—	—	—
Legal help, warrant	1	—	—	—	—	—	—	—	—	—
Tape recorder (consumer-grade)	—	—	—	F/1h	1 hr.	+1	0.3 lbs.	18/+0	1970s	$40
Caliber II										
Basic poison, blister	—	—	—	—	3 doses	—	0.1 lbs.	50/+5	—	$100
Basic poison, hallucinogen	—	—	—	—	3 doses	—	0.1 lbs.	50/+6	—	$100
Basic poison, lethal	—	—	—	—	3 doses	—	0.1 lbs.	55/+6	—	$100
Basic poison, paralytic	—	—	—	—	3 doses	—	0.1 lbs.	60/+6	—	$100
Basic poison, knockout	—	—	—	—	3 doses	—	0.1 lbs.	65/+8	—	$100
Code	2	—	—	—	—	—	—	15+(2×TL)/+0	—	—'
Cover identity	2	—	—	—	—	—	—	—	—	$1,000
Detention	2	—	—	—	—	—	—	—	—	—
Dossier	2	—	—	D/1h	—	+1	0.2 lbs.	—	—	$1,000
Legal help, immunity	4	—	—	—	1 use	—	—	—	—	—
Legal help, pardon	2	—	—	—	1 use	—	—	—	—	—
Legal help, warrant	2	—	—	—	—	—	—	—	—	—
Caliber III										
Any 2 Caliber I Tradecraft picks †	—	—	—	—	—	—	—	—	—	—
Camera, still (commercial-grade)	—	+5	—	F/1h	30 uses	+4	3 lbs.	22/+1	1960s	$500
Camera, video (commercial-grade)	—	+5	—	F/1h	3 hrs.	+6	8 lbs.	25/+1	1980s	$75
Code	4	—	—	—	—	—	—	18+(2×TL)/+0	—	—
Cover identity	4	—	—	—	—	—	—	—	—	$5,000
Detention	4	—	—	—	—	—	—	—	—	—
Dossier	3	—	—	D/1h	—	+1	0.2 lbs.	—	—	$2,000
Improved poison, dementia	—	—	—	—	3 doses	—	0.1 lbs.	55/+5	—	$500
Improved poison, fear	—	—	—	—	3 doses	—	0.1 lbs.	65/+6	—	$500
Improved poison, necrotizing	—	—	—	—	3 doses	—	0.1 lbs.	50/+6	—	$500/
Improved poison, neurotoxin	—	—	—	—	3 doses	—	0.1 lbs.	70/+6	—	$500
Improved poison, psychotropic	—	—	—	—	3 doses	—	0.1 lbs.	50/+6	—	$500
Improved poison, truth serum	—	—	—	—	3 doses	—	0.1 lbs.	50/+6	—	$500
Improved poison, weakening	—	—	—	—	3 doses	—	0.1 lbs.	55/+5	—	$5000
Legal help, immunity	5	—	—	—	1 use	—	—	—	—	—
Legal help, pardon	3	—	—	—	1 use	—	—	—	—	—
Legal help, warrant	4	—	—	—	—	—	—	—	—	—
Tape recorder (commercial-grade)	—	+5	—	F/1h	2 hrs.	+4	1 lbs.	23/+1	1970s	$250

Continued on page 235

TABLE 4.15: TRADECRAFT PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 286)

Picks by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	SV*
Caliber IV										
Any 2 Caliber II Tradecraft picks †	—	—	—	—	—	—	—	—	—	—
Code	6	—	—	—	—	—	—	20+(2×TL)/+0	—	—
Cover identity	6	—	—	—	—	—	—	—	—	$10,000
Detention	6	—	—	—	—	—	—	—	—	—
Dossier	4	—	—	D/1h	—	+1	0.2 lbs.	—	—	$5,000
Improved poison, blister	—	—	—	—	3 doses	—	0.1 lbs.	70/+6	—	$1,000
Improved poison, hallucinogen	—	—	—	—	3 doses	—	0.1 lbs.	90/+7	—	$1,000
Improved poison, lethal	—	—	—	—	3 doses	—	0.1 lbs.	65/+8	—	$1,000
Improved poison, paralytic	—	—	—	—	3 doses	—	0.1 lbs.	100/+8	—	$1,000
Improved poison, knockout	—	—	—	—	3 doses	—	0.1 lbs.	105/+6	—	$1,000
Legal help, immunity	6	—	—	—	1 use	—	—	—	—	—
Legal help, pardon	4	—	—	—	1 use	—	—	—	—	—
Legal help, warrant	6	—	—	—	—	—	—	—	—	—
Caliber V										
Any 2 Caliber III Tradecraft picks †	—	—	—	—	—	—	—	—	—	—
Camera, still (professional-grade)	—	+10	—	D/2h	40 uses	+6	4 lbs.	27/+1	1970s	$500
Camera, video (professional-grade)	—	+10	—	D/2h	4 hrs.	+8	10 lbs.	30/+2	1990s	$75
Code	8	—	—	—	—	—	—	23+(2×TL)/+0	—	—
Cover identity	8	—	—	—	—	—	—	—	—	$25,000
Detention	8	—	—	—	—	—	—	—	—	—
Dossier	5	—	—	D/1h	—	+2	0.2 lbs.	—	—	$10,000
Legal help, immunity	7	—	—	—	1 use	—	—	—	—	—
Legal help, pardon	5	—	—	—	1 use	—	—	—	—	—
Legal help, warrant	8	—	—	—	—	—	—	—	—	—
Tape recorder (professional-grade)	—	+10	—	D/2h	3 hrs.	+7	4 lbs.	28/+1	1970s	$1,000
Reputation/Net Worth Only										
Code	9	—	—	—	—	—	—	25+(2×TL)/+0	—	10/$500,000
Code	10	—	—	—	—	—	—	25+(2×TL)/+1	—	15/$750,000
Cover identity	9	—	—	—	—	—	—	—	—	25/$1,250,000
Cover identity	10	—	—	—	—	—	—	—	—	40/$2,000,000
Detention	10	—	—	—	—	—	—	—	—	25/$1,250,000
Dossier	6	—	—	D/1h	—	+2	0.4 lbs.	—	—	15/$750,000
Dossier	7	—	—	D/1h	—	+2	0.6 lbs.	—	—	25/$1,250,000
Legal help, immunity	8	—	—	—	1 use	—	—	—	—	15/$750,000
Legal help, immunity	9	—	—	—	1 use	—	—	—	—	25/$1,250,000
Legal help, immunity	10	—	—	—	1 use	—	—	—	—	40/$2,000,000
Legal help, pardon	6	—	—	—	1 use	—	—	—	—	15/$750,000
Legal help, pardon	7	—	—	—	1 use	—	—	—	—	25/$1,250,000
Legal help, pardon	8	—	—	—	1 use	—	—	—	—	40/$2,000,000
Legal help, pardon	9	—	—	—	1 use	—	—	—	—	70/$3,500,000
Legal help, pardon	10	—	—	—	1 use	—	—	—	—	100/$5,000,000
Legal help, warrant	9	—	—	—	—	—	—	—	—	30/$1,500,000
Legal help, warrant	10	—	—	—	—	—	—	—	—	50/$2,500,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

** This range is a flat maximum distance, not an increment.

† These picks may **not** be split again (e.g. a character may **not** use a Caliber V pick to gain 2 Caliber III picks and then use each of these Caliber III picks to gain 2 Caliber I picks).

TABLE 4.16: PERSONAL GROUND VEHICLE PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T*	MPH*	D/S	Upg	Comp	Cargo*	R/F*	Qualities	Year	SV
Caliber I												
ATV, sport (×2)	M (1×1)	1+1	3/2	30/55	10/+6	—	15/+0	100 lbs.	4/G	OPN (no cover), ORD	1980s	$4,500
+2 racing helmets *(see page 233)*												
ATV, utility (×2)	M (1×2)	1+1	2/3	10/18	10/+7	—	15/+0	1,000 lbs.	9/G	OPN (no cover), ORD	1980s	$8,500
Bicycle, mountain**	M (1×1)	1	PD/6	PD	10/+5	—	12/+0	PD	PD	MUS, OPN (no cover), ORD	1970s	$600
Bicycle, racing**	M (1×1)	1	PD/4	PD	10/+5	—	15/+0	PD	PD	MUS, OPN (no cover)	1960s	$900
Bicycle, street**	M (1×1)	1	PD/5	PD	10/+5	—	12/+0	PD	PD	MUS, OPN (no cover)	1800s/1930s	$100
Drone, recon	S†	0	0/4	5/8	12/+8	—	25/+1	30 lbs.	2/B	DRN (radio), TRK	2000s	$40,000
Moped**	M (1×1)	1+1	3/6	30/45	10/+6	—	15/+1	50 lbs.	3/G	OPN (no cover)	1960s	$400
Motorcycle, classic	M (1×1)	1+1	6/9	45/80	10/+7	2	20/+1	50 lbs.	4/G	OPN (no cover)	1920s	$20,000
Motorcycle, dirt (×2)	M (1×1)	1+1	6/8	35/55	10/+6	—	17/+0	25 lbs.	3/G	OPN (no cover), ORD	1950s	$1,750
+2 racing helmets *(see page 233)*												
Motorcycle, hawg	M (1×2)	1+1	7/7	55/115	10/+7	1	20/+1	50 lbs.	3/G	OPN (no cover)	1960s	$14,000
Motorcycle, racing	M (1×1)	1+1	9/9	80/190	10/+6	—	25/+1	25 lbs.	2/G	HOT, OPN (no cover)	1980s	$8,500
+1 racing helmet *(see page 233)*												
Motorcycle, touring	M (1×2)	1+1	6/7	70/120	10/+6	1	20/+1	75 lbs.	3/G	OPN (no cover)	1970s	$12,000
Snowmobile	M (1×1)	1+1	3/4	30/60	10/+6	1	20/+1	50 lbs.	4/G	ENV (arctic), OPN (no cover), TRK	1950s	$8,000
Caliber II												
Drone, EOD	M (1×1)	0	0/2	3/6	10/+14	—	27/+1	75 lbs.	3/B	DRN (cable), TRK, SEN (thermal 1), WPN (12-gauge Remington 870P)	1980s	$60,000
Calibers III–V												
None												

* All instances of "PD" in this column indicate "per driver."
** With 1 Vehicle pick, the team gains 1 of this vehicle per team member.
† This vehicle has a Size footprint of less than 1×1.

TABLE 4.17: MOUNT AND ANIMAL-DRAWN VEHICLE PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg*	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Camel	L (1×2)	1+1	NPC**	10/40	NPC**	—	—	NPC**	—	OPN (no cover),	—	$10,000
Carriage, 2-horse	L (2×2)	1+4	0/1	3/6	9/+7	—	12/+0	100 lbs.	—	LUX	—	$17,500
Cart, 1-donkey	M (1×1)	1+1	0/1	2/5	10/+5	—	10/+0	100 lbs.	—	OPN (1/4 cover)	—	$1,200
Chariot, 2-horse	L (2×1)	1+2	1/2	5/20	9/+5	—	10/+0	125 lbs.	—	OPN (1/2 cover)	—	$7,000
Dog sled, 8-dog	M (1×2)	1+1	1/1	5/15	10/+4	—	12/+0	75 lbs.	—	ENV (arctic), OPN (no cover), ORD	—	$5,000
Donkey/mule	M (1×1)	1	NPC**	5/18	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$500
Elephant	H (2×4)	1+3	NPC**	3/12	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$60,000
Hansom cab, 1-horse	L (2×2)	1+4	0/0	2/5	9/+4	—	10/+0	100 lbs.	—	OPN (1/4 cover)	—	$8,000
Horse, Arabian	L (1×2)	1	NPC**	5/45	NPC**	—	—	NPC**	—	HOT, OPN (no cover), ORD	—	$50,000
Horse, pony	M (1×1)	1	NPC**	5/20	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$800
Horse, race	L (1×2)	1	NPC**	5/55	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$500,000
Horse, riding	L (1×2)	1+1	NPC**	5/25	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$2,000
Horse, work	L (1×2)	1+1	NPC**	5/15	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$800
Ox	L (1×2)	1	NPC**	2/10	NPC**	—	—	NPC**	—	OPN (no cover), ORD	—	$500
Stagecoach, 4-horse	L(2×3)	1+6	0/1	4/8	9/+7	—	12/+0	300 lbs.	—	ORD	—	$19,000
Wagon, 1-horse/ox	L (2×2)	1+1	0/0	2/5	9/+6	—	10/+0	1 ton	—	OPN (1/4 cover), ORD	—	$4,000
Wagon, 2-horse/ox	L (2×3)	1+5	0/0	2/5	9/+7	—	12/+0	2.5 tons	—	OPN (1/4 cover), ORD	—	$7,000
Wagon, 4-horse/ox	L (2×5)	1+11	0/0	2/4	9/+7	—	15/+0	6 tons	—	OPN (1/4 cover), ORD	—	$12,500
Calibers II–V												
None												

* These are equal to the animal's NPC statistics.
** Upgrades may not be installed on any animal or vehicle on this table.

TABLE 4.18: STANDARD GROUND VEHICLE PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Bus, mini	L (2×4)	1+25	2/3	45/75	9/+7	—	20/+1	1,000 lbs.	12/G	—	1980s	$30,000
Car, antique	L (2×3)	1+4	1/1	25/45	9/+6	3	27/+1	100 lbs.	3/G	HOT, TRO	1910s	$75,000
Car, classic	L (2×3)	1+4	3/2	55/110	9/+9	1	17/+0	200 lbs.	5/G	DEP, HOT	1950s	$40,000
Car, compact	L (2×3)	1+3	4/4	65/100	9/+7	3	20/+1	100 lbs.	8/G	—	1970s	$15,000
Car, full-size sedan	L (2×3)	1+4	4/3	65/110	9/+8	1	20/+1	250 lbs.	7/G	—	1960s	$28,000
Car, mid-size sedan	L (2×3)	1+3	5/3	65/110	9/+8	2	20/+1	200 lbs.	7/G	—	1960s	$23,000
Car, sports coupe	L (2×3)	1+3	5/5	70/125	9/+7	1	22/+1	100 lbs.	6/G	—	1970s	$22,000
Car, station wagon	L (2×3)	1+4	3/2	65/105	9/+8	2	20/+1	500 lbs.	7/G	—	1960s	$24,000
Car, sub-compact	L (2×3)	1+3	3/4	65/110	9/+6	3	20/+1	75 lbs.	7/G	UNC	1970s	$10,000
Car, muscle (classic)	L (2×3)	1+3	5/4	55/125	9/+9	1	20/+1	200 lbs.	4/G	HOT	1960s	$27,000
Car, muscle (modern)	L (2×3)	1+3	6/5	70/150	9/+8	1	20/+1	150 lbs.	6/G	—	1960s	$60,000
Car, sports (classic)	L (2×3)	1+1	6/5	55/180	9/+7	1	20/+1	100 lbs.	4/G	HOT, UNC	1960s	$75,000
Car, sports (compact)	L (2×3)	1+3	7/6	75/145	9/+6	1	22/+1	75 lbs.	6/G	HOT	1990s	$25,000
Car, sports (modern)	L (2×3)	1+1	8/6	75/170	9/+6	—	22/+1	100 lbs.	6/G	HOT	1980s	$65,000
Dune buggy	L (2×3)	1+1	3/5	45/90	9/+8	2	17/+0	200 lbs.	4/G	ENV (desert), OPN (1/4 cover), ORD	1950s	$20,000
Forklift	M (1×2)	1	1/4	5/10	10/+8	—	20/+1	1,000 lbs.	10/G	—	1950s	$20,000
Jeep	L (2×3)	1+3	4/4	60/100	9/+7	2	17/+0	800 lbs.	5/G	DEP, OPN (1/2 cover), ORD	1940s	$20,000
Pickup truck, light	L (2×3)	1+1	3.4	60/105	9/+8	1	20/+1	1,500 lbs.	6/G	—	1950s	$19,000
Pickup truck, full-size	L (2×4)	1+4	4/3	60/90	9/+9	1	20/+1	2,500 lbs.	5/G	ORD	1930s	$22,000
Pickup truck, sport	L (2×3)	1+1	6/5	70/155	9/+7	—	25/+1	900 lbs.	4/G	HOT	1990s	$45,000
SUV, heavy	L (2×3)	1+6	3/3	65/100	9/+8	—	20/+1	1,400 lbs.	5/G	ORD	1990s	$50,000
SUV, light	L (2×3)	1+4	4/3	65/105	9/+7	1	20/+1	1,100 lbs.	5/G	ORD	1980s	$25,000
Van, delivery	L (2×4)	1+1	2/3	55/90	9/+8	1	17/+0	3,000 lbs.	6/G	—	1930s/40s	$24,000
Van, mini	L (2×3)	1+6	4/4	65/105	9/+7	1	20/+1	800 lbs.	7/G	—	1980s	$22,000
Caliber II												
Bus, double-decker	H (2×7)	1+63	0/0	35/60	8/+8	—	22/+1	1,000 lbs.	5/G	—	1920s	$55,000
Bus, school/tour	H (2×9)	1+56	1/0	55/75	8/+9	—	22/+1	1.5 tons	30/D	—	1920s	$120,000
Car, police cruiser	L (2×3)	1+4	6/6	70/145	9/+8	2	22/+1	250 lbs.	7/G	—	1960s	$35,000
+1 Police emergency service package *(see page 296)*												
Car, sports (exotic)	L (2×3)	1+1	8/6	80/205	9/+6	—	25/+1	50 lbs.	3/G	HOT	1980s	$300,000
Car, sports (luxury)	L (2×3)	1+3	6/5	70/155	9/+7	—	22/+1	125 lbs.	6/G	HOT, LUX	1980s	$80,000
Car, race (dragster)	L (1×5)	1	10/0	10/340	9/+5	3	25/+1	—	2r*/A	APP (20), HOT, UNC, UNF	1970s	$120,000
Car, race (Formula 1)	L (2×4)	1	8/9	200/250	9/+4	—	30/+2	—	0.5/A	APP (30), HOT, UNC, UNF	1970s	$750,000
+1 Nomex underwear and 1 racing helmet *(see page 233)*												
Car, race (rally)	L (2×3)	1+1	7/7	70/145	9/+9	1	25/+1	50 lbs.	4/G	APP (10), ORD, UNC	1980s	$500,000
Car, race (stock car)	L (2×3)	1	5/7	180/220	9/+8	3	22/+1	—	1/G	APP (40), HOT, UNC, UNF	1970s	$180,000
Limousine	H (2×5)	1+11	2/2	55/100	8/+8	—	22/+1	250 lbs.	5/G	LUX	1930s	$80,000
+1 set of designer clothes and 1 bottle of champagne												
Limousine, SUV	H (2×6)	1+17	2/0	55/90	8/+7	—	22/+1	400 lbs.	3/G	LUX	1990s	$105,000
+1 set of designer clothes and 1 bottle of champagne												
Motor home, bus	H (2×8)	1+6	0/0	55/80	8/+9	2	25/+1	500 lbs.	12/D	LVQ	1950s	$80,000
Motor home, camper	L (2×3)	1+3	0/1	55/90	9/+8	1	22/+1	400 lbs.	4/G	LVQ	1970s	$55,000
Pickup truck, monster	H (4×4)	1+1	2/1	35/70	8/+10	1	22/+1	1,500 lbs.	2/G	ORD	1980s	$60,000
Pickup truck, rally	L (2×4)	1+1	2/5	65/100	9/+11	1	22/+1	1,500 lbs.	8/G	APP (20), EVN (desert), ORD	1980s	$600,000
Snow tractor	L (2×4)	1+11	1/6	25/35	8/+10	2	25/+1	1,500 lbs.	6/D	ENV (arctic), TRK, UNF	1950s	$125,000
Truck, light tactical	L (2×3)	1+3	0/4	60/80	9/+11	2	17/+0	2,500 lbs.	5/D	CMF (any one), DEP, FMP (1), ORD	1980s	R$50,000
Van, ambulance	L (2×3)	1+3	2/3	65/110	9/+9	1	25/+1	800 lbs.	6/G	—	1950s	$140,000
+1 Basic emergency service package *(see page 296)*												
Caliber III												
Truck, armored	H (2×5)	1+2	3/2	45/85	8/+20	1	22/+1	1 ton	6/D	HAR (1)	1930s	$80,000
Calibers IV–V												
None												

* This vehicle has a range of 2 *rounds* of alcohol fuel.

TABLE 4.19: HEAVY GROUND VEHICLE PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
None												
Caliber II												
Construction, tracked	H (4×5)	1	0/2	3/9	8/+18	—	22/+1	1,000 lbs.	8/D	OPN (1/2 cover), TRK	1920s	$600,000
Construction, wheeled	C (5×9)	1	0/0	5/15	6/+16	—	20/+1	1,000 lbs.	8/D	OPN (1/2 cover), ORD	1920s	$800,000
Tractor-trailer	H (2×5)	1+1	0/2	55/90	8/+15	2	22/+1	200 lbs.	20/D	TRO	1920s	$110,000
Tractor-trailer	H (2×5)	1+1	0/2	55/90	8/+15	2*	22/+1	200 lbs.	20/D	TRO	1920s	$110,000
+Sleeper cab	—	1+2	0/2	65/90	8/+15	—	22/+1	500 lbs.	–10/D	LVQ, TRO	1950s	$125,000
+1 trailer	H (2×16)	—	0/2	55/90	8/+15	—	12/+0	—	–15/D	TRO	1920s	—
+2 trailers	C (2×28)	—	0/1	55/90	6/+15	—	12/+0	—	–20/D	TRO	1920s	—
Truck, cargo, 2.5-ton	L (2×4)	1+2	1/3	35/65	9/+16	2	17/+0	2.5 tons	5/D	—	1920s	$30,000
Truck, cargo, 5-ton	H (2×5)	1+2	0/2	30/60	8/+16	1	20/+1	5 tons	5/D	—	1920s	$40,000
Truck, cargo, 8-ton	H (2×7)	1+2	0/2	30/60	8/+16	—	20/+1	8 tons	5/D	—	1940s	$60,000
Truck, construction	H (2×6)	1+2	0/1	25/45	8/+17	—	22/+1	10 tons	6/D	ORD	1920s	$85,000
Truck, mine	C (5×9)	1+1	0/0	10/35	6/+18	—	22/+1	230 tons	16/D	ORD	1940s	$2,000,000
Caliber III												
APC, tracked	L (2×4)	2+11	0/3	30/40	9/+22	2	25/+1	700 lbs.	10/D	CMF (any one), DEP, FMP (1), HAR (1), PVI (–6), TRK	1950s	R$1,300,000
APC, wheeled	L (2×5)	2+8	1/2	35/50	9/+20	2	22/+1	500 lbs.	15//D	CMF (any one),FMP (1), HAR (1), ORD, PVI (–6)	1950s	R$900,000
Combat vehicle, tracked	H (3×6)	4	0/2	20/30	8/+20	1	25/+1	700 lbs.	10/D	CMF (any one), FMP (1), HAR (1), PVI (–8), TRK	1940s	R$2,000,000
Scout car	L (2×4)	2+2	2/4	40/60	9/+18	1	20/+1	200 lbs.	8/D	CMF (any one), FMP (1), ORD, PVI (–2), SEN (thermal 5)	1970s	R$125,000
Tractor-trailer	H (2×5)	1+1	0/2	55/90	8/+15	—	22/+1	200 lbs.	20/D	TRO	1920s	$110,000
Tractor-trailer	H (2×5)	1+1	0/2	55/90	8/+15	2*	22/+1	200 lbs.	20/D	TRO	1920s	$110,000
+Sleeper cab	—	1+2	0/2	65/90	8/+15	—	22/+1	500 lbs.	–10/D	LVQ, TRO	1950s	$125,000
+1 trailer	H (2×16)	—	0/2	55/90	8/+15	—	12/+0	—	–15/D	TRO	1920s	—
+2 trailers	C (2×28)	—	0/1	55/90	6/+15	—	12/+0	—	–20/D	TRO	1920s	—
+3 trailers	C (2×40)	—	0/0	65/90	6/+15	—	12/+0	—	–25/D	TRO	1950s	—
Truck, fire	H (2×6)	1+7	0/3	45/70	8/+15	1	25/+1	1 ton	6/D	—	1920s	$250,000
Caliber IV												
IFV	L (2×4)	3+6	2/1	30/45	9/+25	2	22/+1	450 lbs.	7/D	CMF (any one), FMP (1), FSS, HAR (1), PVI (–6), SEN (thermal 3), TRK, WPN (25mm machine gun, GPMG)	1920s	R$3,100,000
Tank, historic	L (2×4)	5	0/0	15/25	9/+26	1	22/+1	250 lbs.	5/D	CMF (any one), FMP (1), HAR (1), PVI (–8), TRK, WPN (105mm cannon)	1930s	R$1,000,000
Caliber V												
Tank, light	L (2×4)	4	2/2	25/40	9/+30	2	25/+1	200 lbs.	10/D	CMF (any one), FMP (1), HAR (1), PVI (–6), SEN (thermal 3), TRK, WPN (105mm cannon, GPMG)	1950s	R$3,000,000
Tank, main battle	H (3×6)	4	1/3	30/45	8/+35	3	30/+2	300 lbs.	8/D	CMF (any one), FMP (2), FSS, HAR (2), PVI (–8), RAR, SEN (thermal 5), TRK, UNF, WPN (120mm cannon, GPMG)	1980s	R$4,300,000
* If the sleeper cab is chosen, this vehicle comes with 1 upgrade. For each trailer taken, the vehicle comes with 1 fewer upgrades. Each trailer taken may be chosen from the following list.												
Trailer, box/cooler	H (2×11)	0	—/—	—/—	8/+10	—	12/+0	30 tons	—	UNP	1920s	$20,000
Trailer, car transport	H (2×11)	0	—/—	—/—	8/+14	—	12/+0	32 tons	—	UNP	1950s	$60,000
Trailer, flatbed	H (2×11)	0	—/—	—/—	8/+15	—	10/+0	35 tons	—	UNP	1920s	$30,000
Trailer, tanker	H (2×11)	0	—/—	—/—	8/+12	—	12/+0	7,000*	—	UNP	1920s	$50,000

TABLE 4.20: PERSONAL AIRCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Glider, recreational	L (1×1, W11)	1+1	0/6	110/175	9/+8	—	10/+0	50 lbs.	N/A	LOB (radar M, thermal F), UNP	1950s	$85,000
Hang glider (×2)	L (1×1, W8)	1	0/2	*	9/+2	—	15/+0	50 lbs.	N/A	FLM (no blast), UNP LOB (radar S, thermal F), OPN (no cover)	1960s	$4,000
Hot-air balloon	G (2×2, W15)	1+3	**/0	**	2/+3	—	12/+0	200 lbs.	6/P	VTL, WND	1800s	$30,000
Parachute, aerobatic†	L (1×1, W3)	1	0/4	*	9/+1	—	20/+1	25 lbs.	N/A	FLM (no blast), VTL, UNP LOB (radar S, thermal F), OPN (no cover)	1970s	$4,000
Parachute, standard†	L (1×1, W3)	1	0/1	*	9/+1	—	15/+0	250 lbs.	N/A	FLM (no blast), VTL, UNP LOB (radar S, thermal F), OPN (no cover)	1920s	$2,000
Parachute, tandem†	L (1×1, W4)	1+1	0/0	*	9/+1	—	20/+1	150 lbs.	N/A	FLM (no blast), VTL, UNP LOB (radar S, thermal F), OPN (no cover)	1930s	$3,500
Ultra-light	L (1×2, W5)	1+1	1/6	70/100	9/+3	1	17/+1	25 lbs.	3/G	FLM, OPN (no cover)	1970s	$10,000
Caliber II												
Auto-gyro	L (1×3, R4)	1+1	1/4	65/95	9/+6	—	30/+2	50 lbs.	2/G	OPN (1/4 cover), UNF, VTL	1920s	$20,000
Calibers III–V												
None												

* Per the Acrobatics/Skydiving check *(see page 108)*.

** Per the wind *(see page 295)*.

† With 1 Vehicle pick, the team gains 1 of this vehicle per team member.

TABLE 4.21: ROTARY-WING AIRCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Calibers I–II												
None												
Caliber III												
Helicopter, observation	L (2×5, R6)	2	2/6	130/155	9/+12	2	32/+2	100 lbs.	2/V	DUC, UNF, VTL, OPN (3/4 cover)	1950s	$800,000
Helicopter, service	H (2×9, R8)	2+8	2/5	140/190	8/+10	—	30/+2	200 lbs.	3/V	DUC, SEN (radar 1), UNF, VTL	1960s	$4,000,000
Helicopter, light transport	H (2×12, R10)	2	2/5	150/200	8/+10	2	30/+2	1.5 tons	3/V	DUC, FMP (2), UNF, VTL	1960s	$3,000,000
Helicopter, medium transport	C (2×20, R16)	3	2/4	100/175	6/+11	1	30/+2	10 tons	5/V	DUC, FMP (2), SEN (radar 1), UNF, VTL	1960s	$12,000,000
Tilt-rotor	H (12×3, W17)	2+24	4/5	250/350	8/+12	—	42/+3	1,200 lbs.	2/V	DUC, FMP (2), TRO, SEN (radar 1), UNR, VTL	1990s	$40,000,000
UAV, tilt-rotor	L (1×3, W4)	0	2/3	160/230	9/+6	—	40/+3	—	4/V	DRN, UNF, UNR, VTL, SEN (radar 2, thermal 4)	2000s	$9,000,000
Caliber IV												
Helicopter, heavy transport	C (5×23, R20)	5	2/3	150/185	6/+12	1	35/+2	20 tons	3/V	DUC, FMP (3), SEN (radar 1), UNF, VTL	1960s	$30,000,000
Caliber V												
Helicopter, attack	H (3×12, R10)	2	4/8	175/225	8/+18	2	35/+2	50 lbs.	3/V	CHF, CMF (any one), DUC, SEN (radar 1, thermal 7), HDP (4), UNF, WPN (25mm machine gun)	1970s	R$14,500,000
Helicopter, gunship	H (3×11, R12)	2+8	3/4	175/200	8/+20	2	30/+2	500 lbs.	2/V	CHF, CMF (any one), DUC, SEN (radar 1, thermal 4), HDP (6), UNF, WPN (25mm machine gun)	1960s	R$12,000,000

TABLE 4.22: PERFORMANCE AIRCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
None												
Caliber II												
Fighter, warbird	H (2×6, W7)	1	6/6	360/420	8/+11	—	25/+1	25 lbs.	4/V	CMF (any one), HDP (1), HOT, LOB (radar L)	1930s	$10,000,000
Stunt biplane	L (2×4, W4)	2	5/7	140/180	9/+7	—	25/+1	50 lbs.	3/V	DUC	1920s	$180,000
Calibers III–IV												
None												
Caliber V												
Fighter, air superiority	H (2×11, W7)	1	8/8	700/1,500	8/+12	3	32/+2	25 lbs.	3/J	CHF, CMF (sky), EJS, HDP (7), SEN (radar 7, thermal 6), TRO, WPN (20mm Gatling)	1960s	R$35,000,000
Fighter, close air support	H (2×11, W12)	1	3/7	250/450	8/+22	3	25/+1	25 lbs.	3/J	CHF, CMF (any one), EJS, HDP (11), SEN (radar 4, thermal 8), RDD (crew, engine, fuel, steering), WPN (30mm Gatling)	1970s	R$13,000,000
Fighter, ground attack	H (2×11, W11)	2	3/6	400/650	8/+13	2	30/+2	50 lbs.	3/J	CHF, CMF (any one), DUC, EJS, HDP (6), SEN (radar 6, thermal 6)	1950s	R$32,000,000
Fighter, jump jet	H (15×2, W6)	1	7/8	500/745	8/+10	1	37/+2	25 lbs.	3/J	CHF, CMF (sky), EJS, HDP (6), HOB (thermal G), TRO, UNF, SEN (radar 5, thermal 5), VTL, WPN (20mm Gatling)	1980s	R$24,000,000
Fighter, multi-role	H (2×10, W7)	1	6/8	650/1,500	8/+11	1	36/+2	25 lbs.	4/J	CHF, CMF (sky), EJS, HDP (7), SEN (heat, radar), WPN (20mm Gatling)	1970s	R$27,000,000
Fighter, strike	H (2×11, W9)	2	6/7	700/1,400	8/+12	—	30/+2	50 lbs.	3/J	CHF, CMF (sky), DUC, EJS, HDP (7), SEN (radar 6, thermal 6), WPN (20mm Gatling)	1990s	R$35,000,000
Suborbital spacecraft	L (2×3, W3)	1+4	10/4	1,000/2,200	9/+10	—	55/+4	75 lbs.	2/U	HOB (thermal H), PVI (–2), LSP (12 man-hours), UNF	2000s	$25,000,000
Reputation/Net Worth Only												
Bomber, supersonic	C (29×3, W27)	4+2	4/5	675/900	6/+11	15/3*	35/+2	300 lbs.	11/J	CHF, DUC, EJS, HDP (30), JAM (4), LOB (radar H), SEN (radar 5)	1980s	R$200,000,000
Bomber, tactical	H (2×15, W13)	2	6/5	675/1,450	8/+12	15/2*	30/+2	50 lbs.	5/J	CHF, CMF (any one), DUC, EJS, HDP (4), SEN (radar 5)	1960s	R$75,000,000
Fighter, next-gen	H (2×12, W9)	1	10/9	1,100/1,400	8/+12	15/3*	42/+3	25 lbs.	3/J	CHF, CMF (sky), EJS, HDP (9), LOB (radar L, thermal L), SEN (radar 8, thermal 7), UNF, WPN (20mm Gatling)	1990s	R$200,000,000
Fighter, stealth	H (2×13, W17)	1	3/3	450/650	8/+8	15/2*	42/+3	25 lbs.	4/J	CHF, EJS, HDP (2), TRO, LOB (radar M, thermal L), SEN (radar 2, thermal 8)	1980s	R$122,000,000
Recon plane, high-speed	C (2×20, W11)	1+1	5/2	2,200/3,500	6/+10	5/1*	37/+2	50 lbs.	2/U	EJS, JAM (5), PVI (–6), UNF SEN (radar 5, thermal 9), LSP (1 man-day)	1960s	R$450,000,000

* The number to the left of the slash is the vehicle's Reputation cost; it's Net Worth cost is equal to this number ×$50,000 (e.g. a supersonic bomber costs either 15 Reputation or $750,000 Net Worth). The number to the right of the slash is the number of upgrades the vehicle automatically possesses.



TABLE 4.23: SERVICE AIRCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
UAV, close-range	L (1×4, W6)	0	1/2	80/125	9/+7	1	25/+1	—	8/V	CMF (sky), DRN (radio)	1990s	$3,500,000
Caliber II												
Glider, assault	H (2×10, W17)	2+13	0/2	120/150	8/+7	1	17/+0	750 lbs.	N/A	CMF (any one), DUC, FLM (no blast), UNP, LOB (radar L, thermal S)	1940s	$250,000
Prop plane, single-engine	H (2×6, W7)	1+3	5/4	120/145	8/+9	2	17/+0	250 lbs.	7/V	DUC, FOR	1920s	$165,000
Prop plane, twin-engine	H (2×8, W11)	1+7	5/5	250/340	8/+9	1	20/+1	900 lbs.	10/V	DUC	1920s	$3,000,000
UAV, mid-range	L (1×5, W10)	0	2/2	100/135	9/+7	—	27/+1	—	24/V	CMF (sky), DRN (radio), HDP (1), SEN (radar 1, thermal 5)	1990s	$4,500,000
Caliber III												
Airliner, classic	H (2×10, W16)	2+18	0/1	115/135	8/+14	1	25/+1	500 lbs.	4/V	DUC, HOT	1930s	$1,500,000
Airliner, commuter	H (3×10, W13)	2+20	1/3	155/210	8/+11	1	27/+1	500 lbs.	4/V	DUC, SEN (radar 1)	1950s	$2,000,000
Blimp	E (10×38)	1+6	0/0	30/50	0/+4	—	20/+1	700 lbs.	12/V	CAP, DUC, SEN (radar 1), VTL	1920s	$1,750,000
Business jet, light	H (2×12, W10)	2+9	5/4	500/600	8/+10	—	27/+1	900 lbs.	5/J	DUC, LUX	1970s	$7,500,000
Transport, light	H (2×13, W19)	2	3/4	175/230	8/+11	2	27/+1	3 tons	12/V	DUC, SEN (radar 1)	1930s	$2,000,000
UAV, high-endurance	H (1×9, W24)	0	2/1	375/450	8/+8	1	32/+2	—	42/J	CMF (sky), DRN (radio), SEN (radar 2, thermal 7)	2000s	$48,000,000
Caliber IV												
Airliner, heavy	G (8×46, W42)	3+416	3/1	550/675	2/+12	—	32/+2	20 tons	15/J	DUC, SEN (radar 2)	1960s	$228,000,000
Airliner, standard	G (6×31, W22)	3+189	1/2	540/630	2/+12	1	30/+2	5 tons	5/J	DUC, SEN (radar 2)	1950s	$80,000,000
Bomber, warbird	C (2×25, W21)	10	0/1	220/300	6/+15	3	22/+1	500 lbs.	5/V	CMF (any one), DUC, HDP (4), WPN	1930s	$20,000,000
Business jet, heavy	C (2×20, W20)	3+19	2/3	550/600	6/+11	—	27/+1	1,600 lbs.	10/J	DUC, LUX, SEN (radar 1)	1970s	$33,000,000
Dirigible, passenger	E (30×160)	60+72	0/0	75/85	0/+6	—	20/+1	100 tons	5 days/D	CAP, CRW, FLM, LUX, LVQ, VTL	1890s	$12,000,000
Transport, medium	C (3×20, W27)	5	4/3	325/400	6/+12	1	27/+1	20 tons	8/V	DUC, SEN (radar 2)	1950s	$30,000,000
Caliber V												
Dirigible, cargo	E (40×170)	12	0/0	55/75	0/+6	—	22/+1	175 tons	5 days/V	CAP, DUC, LVQ, VTL, SEN (radar 1)	2000s	$15,000,000
Recon plane, high-altitude	H (2×13, W20)	1	4/1	460/520	8/+9	1	27/+1	25 lbs.	12/J	EJS, LSP (18 man-hours), SEN (radar 9, thermal 9), UNF	1960s	R$400,000,000
Transport, heavy	G (5×50, W44)	6	0/1	550/575	2/+13	3	30/+2	140 tons	7/J	DUC, SEN (radar 2)	1960s	$165,000,000
Reputation/Net Worth Only												
Airliner, supersonic	G (5×41, W17)	3+144	3/1	1,350/1,700	2/+12	25/2*	35/+2	2 tons	3/J	DUC, LUX, SEN (radar 3)	1970s	$350,000,000
Bomber, strategic	C (3×32, W37)	5	1/1	525/650	6/+14	15/2*	27/+1	250 lbs.	18/J	CHF, CMF (sky), DUC, EJS, HDP (45), JAM (5), SEN (radar 4)	1950s	R$30,000,000
Bomber, stealth	G (14×35, W35)	2	1/0	525/675	2/+12	20/3*	45/+3	100 lbs.	16/J	CHF, DUC, EJS, HDP (16), LOB (radar S, thermal S), TRO	1990s	$2,100,000,000

* The number to the left of the slash is the vehicle's Reputation cost; it's Net Worth cost is equal to this number ×$50,000 (e.g. a supersonic airliner costs either 25 Reputation or $1,250,000 Net Worth). The number to the right of the slash is the number of upgrades the vehicle automatically possesses.

TABLE 4.24: PERSONAL WATERCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T*	MPH*	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Canoe (×2)	M (1×3, D 2 ft.)	3	PC/0	PC	10/+5	—	10/+0	150 lbs.	N/A	MUS, OPN (1/4 cover)	—	$1,000
+6 flotation vests *(see page 233)*												
Gondola	L (1×3, D 2 ft.)	1+4	PC/0	PC	9/+6	—	12/+0	200 lbs.	N/A	MUS, OPN (1/4 cover)	—	$12,000
+2 Common Items												
Hovercraft, personal	M (1×2, D —)	1+1	1/2	45/60	10/+6	—	22/+1	50 lbs.	3/G	GEV, OPN (1/4 cover)	1980s	$11,000
+2 flotation vests *(see page 233)*												
Jet-ski	M (1×2, D 1 ft.)	1+1	7/8	30/60	10/+6	—	20/+1	50 lbs.	4/G	OPN (no cover)	1980s	$8,000
+2 flotation vests *(see page 233)*												
Kayak (×2)	M (1×2, D 1 ft.)	1	PC/4	PC	10/+5	—	10/+0	50 lbs.	N/A	MUS, OPN (1/4 cover)	—	$1,800
+2 flotation vests *(see page 233)*												
Rowboat (×2)	M (1×2, D 2 ft.)	1+3	PC/3	PC	10/+7	—	10/+0	100 lbs.	N/A	MUS, OPN (1/4 cover)	—	$400
+8 flotation vests *(see page 233)*												
Sailboard (×3)	M (1×2, D 1 ft.)	1	PC/5	PC	10/+4	—	12/+0	25 lbs.	N/A	OPN (no cover), WND	1980s	$1,500
+3 flotation vests *(see page 233)*												
Submersible sled	M (1×2)†	1+1	1/4	5/20	10/+7	—	20/+1	100 lbs.	3/B	OPN (1/4 cover)	1940s	$2,500
+2 wetsuits and 2 SCUBA tanks *(see page 233)*												
Calibers II–V												
None												

* All instances of "PC" in this column indicate "per crew."
** With 1 Vehicle pick, the team gains 1 of this vehicle per team member.
† This vehicle can travel to a maximum depth of 120 ft.

TABLE 4.25: STANDARD WATERCRAFT PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Airboat	L (2×3, D —)	1+3	2/2	45/80	9/+9	1	17/+0	150 lbs.	5/G	ENV (swamp), OPN (no cover)	1950s	$25,000
Assault boat*	L (2×4, D 1 ft.)	1+11	4/2	20/50	9/+6	—	17/+0	1,800 lbs.	8/G	LOB (radar F, sonar S), OPN (no cover)	1960s	$10,000
Cabin cruiser	L (2×6, D 3 ft.)	1+5	1/1	25/45	9/+8	1	20/+1	400 lbs.	5/G	OPN (1/2 cover)	1930s	$60,000
Fishing boat, recreational	H (3×7, D 3 ft.)	1+5	1/1	20/35	8/+7	1	20/+1	750 lbs.	4/G	OPN (1/4 cover)	1930s	$30,000
Sailboat, coastal	H (2×7, D 6 ft.)	1+5	**/1	10/20	8/+7	2	15/+0	400 lbs.	N/A	FLM (no blast), WND, LOB (sonar L, thermal M)	—	$100,000
Sailboat, inland	L (1×3, D 3 ft.)	1+3	**/1	6/18	9/+7	1	15/+0	200 lbs.	N/A	FLM (no blast), WND, LOB (sonar M, thermal S)	—	$8,000
Ski boat/speedboat	L (2×4, D 2 ft.)	1+5	2/7	35/55	9/+7	—	20/+1	250 lbs.	4/G	OPN (1/4 cover)	1930s	$40,000
Caliber II												
Cigarette boat	L (2×8, D 3 ft.)	1+4	5/7	45/135	9/+6	—	22/+1	200 lbs.	3/G	HOT, OPN (1/4 cover)	1970s	$120,000
Fast attack boat	C (4×16, D 5 ft.)	5+16	3/6	40/60	6/+12	—	27/+1	1.5 tons	16/G	CMF (sea), FMP (5), LOB (radar H), OPN (1/2 cover), SEN (radar 1)	1940s	$250,000
Fishing boat, charter	H (3×12, D 6 ft.)	1+12	0/0	20/35	8/+7	1	20/+1	1,500 lbs.	6/G	OPN (3/4 cover), SEN (radar 1)	1930s	$150,000
Houseboat	C (3×16, D 4 ft.)	1+7	0/0	10/30	6/+7	2	22/+1	800 lbs.	5/G	LVQ	1920s	$200,000
Racing hydrofoil	H (3×6, D 3 ft.)	1	6/8	180/220	8/+5	—	27/+1	25 lbs.	1/J	APP (20), UNF, HOB (sonar G, thermal E)	1970s	$1,000,000
Sailboat, ocean	C (5×20, D 12 ft.)	4+10	**/0	10/25	6/+8	—	17/+0	85 tons	N/A	FLM (no blast),LUX, LVQ, SEN (radar 1), LOB (sonar L, thermal M), WND	—	$1,500,000
Yacht, racing	H (3×8, D 8 ft.)	6+6	*/3	25/45	8/+8	—	20/+1	1,200 lbs.	N/A	LOB (sonar L, thermal S), LVQ, SEN (radar 1), WND	1920s	$250,000
Calibers III–V												
None												

* This vehicle is inflatable and may be inflated or deflated in 3 minutes.
** Per the wind *(see page 295)*.

TABLE 4.26: SHIP PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
Barge	C (7×20, D 9 ft.)	0	—/—	—/—	6/+16	—	15/+0	600 tons	N/A	UNP	—	$450,000
Caliber II												
Towboat, river	C (4×12, D 6 ft.)	4+2	0/0	8/12	6/+16	—	17/+0	1.5 tons	6 days/D	DEP, LVQ	1920s	$450,000
Tugboat, ocean	G (7×27, D 18 ft.)	7+7	0/0	10/15	2/+18	—	20/+0	25 tons	20 days/D	DEP, FSS, LVQ, SEN (radar 1)	1880s	$1.5 million
Caliber III												
Amphib. assault ship	V (40×170, D 35 ft.)	1,100+1,600	1/1	15/25	0/+22	2	30/+2	8,000 tons	19 days/F	CAP, CHF, CMF (sea), FSS, LVQ, PDC (3), SEN (radar 5)	1950s	R$340 million
Fishing trawler	C (5×25, D 12 ft.)	7+10	0/1	15/20	6/+12	1	17/+0	225 tons	21 days/D	DEP, LVQ, SEN (radar 1, sonar 1)	1910s	$800,000
Freighter, tramp	G (6×30, D 12 ft.)	12+6	0/0	8/12	2/+18	—	17/+0	750 tons	21 days/F	CAP, FSS, LVQ, SEN (radar 1)	1880s	$1.2 million
Sailing ship, clipper	G (7×42, D 20 ft.)	30+20	*/0	10/20	2/+15	—	22/+1	800 tons	N/A	CAP, DEP, FLM (no blast), LVQ, LOB (sonar H, thermal M), WND	—	$25 million
Sailing ship, schooner	G (6×32, D 16 ft.)	18+12	*/0	6/18	2/+13	—	22/+1	300 tons	N/A	CAP, DEP, FLM (no blast), LVQ, LOB (sonar H, thermal M), WND	—	$15 million
Caliber IV												
Hovercraft, ferry	G (15×25, D N/A)	3+175	1/0	45/75	2/+14	—	27/+1	60 tons	4/V	GEV, UNF	1960s	$8 million
Hovercraft, passenger	C (7×18, D N/A)	5+200	2/1	20/35	6/+12	—	25/+1	3 tons	8/G	GEV, UNF	1960s	$2.8 million
Landing craft	C (4×25, D 4 ft.)	5+200	2/0	10/15	6/+20	2	22/+1	60 tons	14/D	CMF (sea), FMP (2), GEV, UNF	1940s	$5 million
Yacht (excessive)	C (4×20, D 6 ft.)	4+8	2/0	25/35	6/+15	1	22/+1	7 tons	8 days/D	FSS, LUX, LVQ, SEN (radar 1)	1920s	$5 million
Caliber V												
Coastal patrol ship	G (5×34, D 8 ft.)	28+11	3/1	30/45	2/+18	4	22/+1	30 tons	10 days/D	CHF, CMF (sea), FMP (4), FSS, LVQ, SEN (radar 5, sonar 3, thermal 4), WPN (2 × 25mm machine gun)	1950s	R$60 million
Freighter, container	G (10×55, D 18 ft.)	15+10	0/0	15/20	2/+20	—	20/+1	4,000 tons	45 days/F	CAP, FSS, LVQ, SEN (radar 1)	1960s	$4.5 million
Hovercraft, assault	G (10×17, D N/A)	5+180	1/1	35/45	2/+16	3	30/+2	70 tons	8/V	CHF, CMF (sea), FMP (2), GEV, UNF	1970s	$24 million
Yacht (extravagant)	G (7×35, D 8 ft.)	10+12	1/0	10/15	2/+18	5	25/+1	20 tons	12 days/D	CAP, FSS, LUX, LVQ, SEN (radar 1)	1920s	$50 million
Reputation/Net Worth Only												
Aircraft carrier, nuclear	V (50×220, D 40 ft.)	3,200+2,500	0/0	20/35	0/+30	50/5**	42/+3	15,000 tons	20 years/N	CAP, CHF, CMF (sea), FSS, LVQ, PDC (4), SEN (radar 7, sonar 4), TRO	1960s	R$6 billion
Aircraft carrier, pocket	V (25×120, D 30 ft.)	725+375	0/0	20/35	0/+25	40/4**	37/+2	5,000 tons	16 days/F	CAP, CHF, CMF (sea), FSS, LVQ, PDC (3), SEN (radar 6, sonar 3), TRO	1940s	R$1.5 billion
Battleship	V (22×175, D 40 ft.)	1,500+100	0/0	15/40	0/+30	40/5**	30/+2	10,000 tons	60 days/F	CAP, CHF, CMF (sea), CRW, HAR (2), FSS, LVQ, PDC (4), RDD (engine), SEN (radar 6, sonar 4), WPN (9 × 420mm artillery, 12 × 120mm artillery, 4 × heavy anti-surface radar-guided missile launcher, 8 × cruise missile launcher)	1930s	R$2 billion
Cruise ship	V (20×180, D 25 ft.)	720+2,500	0/0	25/35	0/+16	20/—**	25/+1	500 tons	21 days/F	CAP, FSS, LVQ, TRO SEN (radar 1)	1880s	$425 million
Cruiser	E (11×110, D 35 ft.)	375	1/0	25/40	0/+25	30/4**	25/+1	1,200 tons	18 days/D	CAP, CHF, CMF (sea), FSS, LVQ, JAM (8), PDC (2), SEN (radar 5, sonar 5), WPN (2 × 120mm artillery, 2 × heavy torpedo tube, 2 × heavy anti-air radar-guided missile launcher, 2 × heavy anti-surface radar-guided missile launcher, 2 × cruise missile launcher)	1960s	R$1 billion
Destroyer	E (13×100, D 30 ft.)	300	1/0	20/35	0/+22	40/5**	25/+1	1,000 tons	9 days/D	CAP, CHF, CMF (sea), FSS, LVQ, JAM (7), PDC (2), SEN (radar 8, sonar 8), WPN (1 × 120mm artillery, 2 × heavy torpedo tube, 2 × heavy anti-surface radar-guided missile launcher, 2 × cruise missile launcher)	1960s	R$8 billion
Frigate	E (9×90, D 25 ft.)	300	2/0	25/40	0/+20	15/—**	27/+1	800 tons	12 days/D	CAP, CHF, CMF (sea), FSS, LVQ, JAM (6), PDC (1), SEN (radar 7, sonar 9), WPN (1 × 75mm artillery, 2 × heavy torpedo tube, 1 × heavy anti-surface radar-guided missile launcher, 1 × heavy anti-air guided missile launcher)	1950s	R$550 million
Supertanker	V (40×270, D 120 ft.)	16+10	0/0	30/40	0/+25	15/—**	22/+1	**	60 days/F	CAP, FLM, FSS, LVQ, TRO, SEN (radar 1)	1970s	$400 million

* Per the wind *(see page 295)*.

** The number to the left of the slash is the vehicle's Reputation cost; it's Net Worth cost is equal to this number ×$50,000 (e.g. a supertanker costs either 15 Reputation or $750,000 Net Worth). The number to the right of the slash is the number of upgrades the vehicle automatically possesses.

TABLE 4.27: SUBMARINE PICKS (DESCRIPTIONS: SEE PAGE 289)

Vehicle	Size	Occ	A/T	MPH	D/S	Upg	Comp	Cargo	R/F	Qualities	Year	SV
Caliber I												
None												
Caliber II												
Drone, ROV	L (2×3, 3,000 ft.*)	0	0/0	1/3	9/+16	1	25/+1	—	4/B	DEP, DRN (cable)	1970s	$500,000
Mini-sub	H (2×13, 500 ft.*)	2+7	0/4	2/5	8/+20	2	27/+1	500 lbs.	6/B	DEP, LOB (sonar M), LSP (3 man-days), WPN (1 × light torpedo tube)	1970s	R$150 million
Caliber III												
None												
Caliber IV												
Deep-sea research sub	H (2×5, 15,000 ft.*)	1+2	0/3	1/3	8/+25	—	27/+1	500 lbs.	10/B	DEP, LSP (9 man-days), UNF, SEN (sonar 3)	1960s	$10 million
Rescue sub	H (2×10, 5,000 ft.*)	2+24	0/1	2/5	8/+25	1	32/+2	250 lbs.	18/B	DEP, LSP (16 man-days), UNF, SEN (sonar 3)	1970s	$110 million
Caliber V												
Attack submarine, diesel	C (5×35, 1,500 ft.*)	30	3/0	10/30	6/+25	4	25/+1	5 tons	50 days/E	CAP, FSS, LVQ, LSP (125 man-days), LOB (radar M, sonar T, thermal S) LVQ, SEN (radar 3, sonar 8), TRO, WPN (8 × heavy torpedo tube)	1940s	R$400million
Reputation/Net Worth Only												
Attack submarine, nuclear	G (7×72, 1,500 ft.*)	130	2/0	15/35	2/+30	50/5**	42/+3	25 tons	15 years/N	CAP, FSS, LVQ, SEN (radar 4, sonar 9), LOB (radar L, sonar S, thermal T), TRO, WPN (4 × heavy torpedo tube, 2 × cruise missile launcher)	1960s	R$1.8 billion
Ballistic missile submarine	E (8×115, 1,200 ft.*)	155	0/0	10/30	0/+32	50/5**	37/+2	35 tons	9 years/N	CAP, FSS, LVQ, SEN (radar 4, sonar 9), LOB (radar H, sonar S, thermal T), TRO, WPN (4 × heavy torpedo tube, 24 × ICBM)	1960s	R$3.8 billion

* This is the vehicle's maximum depth.

** The number to the left of the slash is the vehicle's Reputation cost; it's Net Worth cost is equal to this number ×$50,000 (e.g. a nuclear attack submarine costs either 50 Reputation or $2,500,000 Net Worth). The number to the right of the slash is the number of upgrades the vehicle automatically possesses.

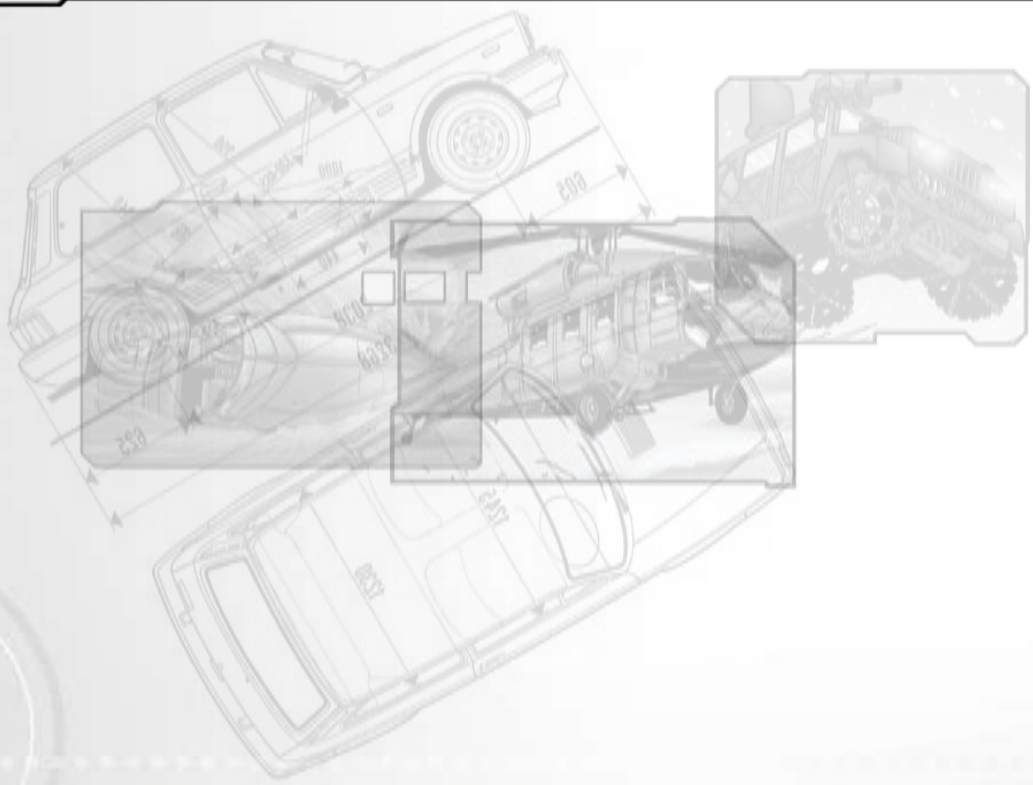


TABLE 4.28: VEHICLE UPGRADES (DESCRIPTIONS: SEE PAGE 296)

		Ground Vehicles			Air Vehicles			Water Vehicles		
Upgrade	**Cost**	**SV†**	**Time†**	**Comp**	**SV†**	**Time†**	**Comp**	**SV†**	**Time†**	**Comp**
Appearance Modifications										
Camouflage paint scheme, kit	1	$500/×2	2 hrs/×2	10/+0	$500/×2	2 hrs/×2	14/+0	$500/×2	2 hrs/×2	10/+0
Custom appearance, kit	1	$5,000/×2	48 hrs/×2	12/+0	N/A	N/A	N/A	$7,500/×2	48 hrs/×2	12/+0
Luxury fittings, factory††	1	33%	72 hrs/×2	11/+0	15%	96 hrs/×2	12/+0	15%	96 hrs/×2	12/+0
Luxury fittings, kit	1	50%	N/A	N/A	25%	N/A	N/A	25%	N/A	N/A
*Engine Modifications**										
Acceleration boost, kit	1	$600/×2	6 hrs	15/+0	5%	18 hrs	25/+1	$2,500/×3	6 hrs	15/+0
Acceleration increase (stage I), factory††	1	10%	N/A	N/A	20%	N/A	N/A	15%	N/A	N/A
Acceleration increase (stage I), kit	1	15%	4 hrs	12/+0	30%	3 days/×2	20/+1	20%	8 hrs/×2	15/+0
Acceleration increase (stage II), kit	2	25%	16 hrs	20/+1	50%	2 wks/×2	40/+3	40%	4 days/×2	30/+2
Top speed increase (stage I, factory††	1	10%	N/A	N/A	20%	N/A	N/A	15%	N/A	N/A
Top speed increase (stage I), kit	1	15%	8 hrs/×2	12/+0	30%	3 days/×2	20/+1	20%	8 hrs/×2	15/+0
Top speed increase (stage II), kit	2	25%	2 days/×2	20/+1	50%	2 wks/×2	40/+3	40%	4 days/×2	30/+2
Control Modifications										
Advanced stability, factory††	1	33%	N/A	N/A	25%	N/A	N/A	33%	N/A	N/A
Control increase (stage I), factory††	1	10%	N/A	N/A	25%	N/A	N/A	25%	N/A	N/A
Control increase (stage I), kit	1	15%	6 hrs/×3	10/+0	50%	1 wk/×3	30/+2	50%	1 wk/×3	25/+1
Control increase (stage II), kit	2	25%	1 wk/×3	30/+2	125%	1 month/×3	60/+5	125%	1 month/×3	55/+4
Off-road suspension, kit	1	25%	1 wk/×3	20/+1	N/A	N/A	N/A	N/A	N/A	N/A
General Modifications										
Fuel, 2 full loads	1	$10 × rangeΔ	—	—	$250 × rangeΔ	—	—	$25 × rangeΔ	—	—
General Modifications										
Emergency service package (basic), kit	1	$6,000	16 hrs	18/+0	$3,000	16 hrs	12/+0	$3,000	8 hrs	12/+0
Emergency service package (police), kit	2	$9,000	20 hrs	19/+0	N/A	N/A	N/A	N/A	N/A	N/A
Ergonomic seating, kit	1	$1,000	8 hrs	12/+0	$1,000	8 hrs	12/+0	$1,000	8 hrs	12/+0
Fine-tuning, kit	1	50%	48 hrs/×2	+5/+0	50%	72 hrs/×2	+5/+0	50%	48 hrs/×2	+5/+0
Weatherproofing, factory††	1	10%	N/A	N/A	15%	N/A	N/A	10%	N/A	N/A
Weatherproofing, kit	1	20%	4 days/×2	15/+0	30%	1 wk/×2	20/+1	20%	3 days/×2	12/+0
Structural Modifications										
Convertible roof, factory††	1	$3,000	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Convertible roof, kit	1	$6,000	20 hrs	25/+1	N/A	N/A	N/A	N/A	N/A	N/A
Rough-field capability, factoy††	1	N/A	N/A	N/A	10%	N/A	N/A	N/A	N/A	N/A
Security package (stage I), kit	1	$2,500 per 5-ft. sq.	72/×2	22/+1	$10,000 per 5-ft. sq.	1 wk/×2	28/+1	$5,000 per 5-ft. sq.	1 wk/×2	26/+1
Security package (stage II), kit	2	$5,000 per 5-ft. sq.	1 wk/×2	25/+1	N/A	N/A	N/A	$10,000 per 5-ft. sq.	2 wks/×2	30/+2
Structural reinforcement	1	20%	1 wk	13/+0	20%	1 wk	13/+0	20%	1 wk	13/+0
"Technical" conversion, kit	1	$500	4 hrs	10/+0	$500	4 hrs	10/+0	$500	4 hrs	10/+0
*Tire Modifications***										
Race tires	1	$500 per tire	15 min per tire	10/+0	N/A	N/A	N/A	N/A	N/A	N/A
Run-flat tires	1	$800 per tire	15 min per tire	10/+0	N/A	N/A	N/A	N/A	N/A	N/A
Snow tires	1	$100 per tire	15 min per tire	10/+0	N/A	N/A	N/A	N/A	N/A	N/A
Weapons										
For details, consult Table 4.29: Vehicle Upgrades — Weapons *(see page 246)*.										

N/A = This upgrade may not be installed in this vehicle type.

* These upgrades may *not* be installed in any vehicle possessing the *muscle powered*, *unpowered*, or *wind-powered* qualities, or those powered by nuclear reactors.

** These upgrades may be installed in any Large or smaller non-personal ground vehicle that does not already possess the *off-road* or *tracked* quality.

† When a percentage is listed, the street value the listed percentage of the vehicle's base street value (rounded up). When a multiplier is listed, the upgrade's street value and time are multiplied once per Size category the vehicle is over Large (e.g. an upgrade with a street value of $5,000/×2 installed in a Gargantuan vehicle would cost $40,000 ($10,000 × 2 × 2) to install.

†† Factory upgrades may only be installed when the vehicle is requested from the character's Faction or Freelance network.

Δ When the vehicle's range is listed in something other than hours, this street value is adjusted accordingly (e.g. a passenger dirigible has a range of 5 days, so the street value or refueling it is $30,000).

TABLE 4.29: VEHICLE UPGRADES — VEHICLE WEAPONS (DESCRIPTIONS: SEE PAGE 297)

Weapon Name	Cost*	Dmg	E/T	Ammo	Rng	Qualities	Time	Comp	Year	SV†
Artillery, 105mm	3	—	—	1S30*	2,000 ft.	IMP, INA (–20), IND, SLD (40)	1 day	20/+1	1920	R$50,000
Beehive ammo	+2	7d10**	1–2/—	—	—	BLS (60 ft.)	—	—	—	R$400†
Cluster ammo	+2	special	1–2/—	—	—	BLS (100 ft.)	—	—	—	R$1,500†
Chemical ammo	+2Ω	per contagion	1–2/—	—	—	BLS (25 ft.)	—	—	—	per plot
High explosive ammo*	+1	5d8 (AP 25)**	1–2/20	—	—	BLS (25 ft.)	—	—	—	R$350†
Illumination ammo*	+1	4d10 (special)	1–2/—	—	—	BLS (800 ft., special)	—	—	—	R$300†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (25 ft.)	—	—	—	R$300†
Artillery, 120mm	4	—	—	1S30*	3,000 ft.	IMP, INA (–20), IND, SLD (50)	1 day	20/+1	1920	R$60,000
High explosive ammo*	+1	5d10 (AP 25)**	1–2/20	—	—	BLS (30 ft.)	—	—	—	R$350†
Illumination ammo*	+1	5d6 (special)	1–2/—	—	—	BLS (750 ft., special)	—	—	—	R$300†
White phosphorus ammo	+2	3d6 fire (AP 20)	1–2/—	—	—	BLS (30 ft.)	—	—	—	R$400†
Artillery, 155mm	5	—	—	1S30*	3,500 ft.	IMP, INA (–20), IND, SLD (60)	1 day	20/+1	1920	R$70,000
Chemical ammo	+2Ω	per contagion	1–2/—	—	—	BLS (40 ft.)	—	—	—	per plot
Cluster ammo	+2	special	1–2/—	—	—	BLS (200 ft.)	—	—	—	R$1,000†
High explosive ammo*	+1	7d8 (AP 25)**	1–2/20	—	—	BLS (40 ft.)	—	—	—	R$350†
Illumination ammo*	+1	4d10 (special)	1–2/—	—	—	BLS (1,000 ft., special)	—	—	—	R$300†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (40 ft.)	—	—	—	R$300†
White phosphorus ammo	+2	4d6 fire (AP 20)	1–2/—	—	—	BLS (40 ft.)	—	—	—	R$450†
Artillery, 200mm	6	—	—	1S20*	4,000 ft.	IMP, INA (–20), IND, SLD (80), TRO	1 day	20/+1	1925	R$125,000
Chemical ammo	+2Ω	per contagion	1–3/—	—	—	BLS (60 ft.)	—	—	—	per plot
Cluster ammo	+2	special	1–3/—	—	—	BLS (300 ft.)	—	—	—	R$5,000†
High explosive ammo*	+1	6d12 (AP 25)**	1–3/20	—	—	BLS (50 ft.)	—	—	—	R$800†
Artillery, 400mm	8	—	—	1S10*	6,000 ft.	IMP, INA (–20), IND, SLD (100), TRO	1 day	20/+1	1935	R$230,000
Cluster ammo	+2	special	1–3/—	—	—	BLS (500 ft.)	—	—	—	R$25,000†
High explosive ammo*	+1	8d12 (AP 25)**	1–3/20	—	—	BLS (60 ft.)	—	—	—	R$10,000†
Bomb, 750-lb. cluster	4	special	1–4/—	1S1	per MPH	BLS (40 ft.), HDM, IMP, INA (–30), ONE	1 hr	22/+1	1950	R$1,700†
Bomb, 1,000-lb. cluster	5	special	1–4/—	1S1	per MPH	BLS (80 ft.), HDM, IMP, INA (–30), ONE	1 hr	22/+1	1950	R$2,800†
Bomb, 2,000-lb. cluster	6	special	1–4/—	1S1	per MPH	BLS (120 ft.), HDM, IMP, INA (–30), ONE	1 hr	22/+1	1950	R$4,000†
Bomb, 250-lb. HE GPS-guided	2	7d8 (AP 25)**	1–2/—	1S1	per MPH	BLS (10 ft.), GUI (GPS), HDM, IMP, INA (–10), ONE	1 hr	30/+2	1997	R$60,000†
Bomb, 500-lb. HE GPS-guided	3	8d8 (AP 30)**	1–2/—	1S1	per MPH	BLS (20 ft.), GUI (GPS), HDM, IMP, INA (–10), ONE	1 hr	30/+2	1997	R$63,000†
Bomb, 1,000-lb. HE GPS-guided	4	7d10 (AP 35)**	1–2/—	1S1	per MPH	BLS (80 ft.), GUI (GPS), HDM, IMP, INA (–10), ONE	1 hr	30/+2	1997	R$65,000†
Bomb, 2,000-lb. HE GPS-guided	5	8d10 (AP 40)**	1–2/—	1S1	per MPH	BLS (100 ft.), GUI (GPS), HDM, IMP, INA (–10), ONE	1 hr	30/+2	1997	R$68,000†
Bomb, 250-lb. HE iron	2	7d8 (AP 25)**	1–4/—	1S1	per MPH	BLS (10 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1920	R$800†
Bomb, 500-lb. HE iron	3	8d8 (AP 30)**	1–4/—	1S1	per MPH	BLS (20 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1930	R$1,200†
Bomb, 1,000-lb. HE iron	4	7d10 (AP 35)**	1–4/—	1S1	per MPH	BLS (80 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1940	R$2,000†
Bomb, 2,000-lb. HE iron	5	8d10 (AP 40)**	1–4/—	1S1	per MPH	BLS (100 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1950	R$3,000†
Bomb, 500-lb. HE laser-guided	3	8d8 (AP 30)**	1–3/20	1S1	per MPH	BLS (20 ft.), GUI (laser), HDM, IMP, INA (–10), ONE	1 hr	27/+1	1980	R$35,000†
Bomb, 1,000-lb. HE laser-guided	4	7d10 (AP 35)**	1–3/20	1S1	per MPH	BLS (80 ft.), GUI (laser), HDM, IMP, INA (–10), ONE	1 hr	27/+1	1980	R$50,000†
Bomb, 2,000-lb. HE laser-guided	5	8d10 (AP 40)**	1–3/20	1S1	per MPH	BLS (100 ft.), GUI (laser), HDM, IMP, INA (–10), ONE	1 hr	27/+1	1980	R$55,000†
Bomb, 500-lb. napalm	2	3d6 fire (AP 30)**	1–4/—	1S1	per MPH	BLS (20 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1940	R$1,000†
Bomb, 750-lb. napalm	3	3d6 fire (AP 30)**	1–4/—	1S1	per MPH	BLS (40 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1950	R$1,500†
Bomb, 1,000-lb. napalm	4	3d6 fire (AP 30)**	1–4/—	1S1	per MPH	BLS (80 ft.), HDM, IMP, INA (–30), ONE	1 hr	15/+0	1950	R$2,200†
Bomb, 2,000-lb. HE TV-guided	5	8d10 (AP 40)**	1–2/20	1S1	per MPH	BLS (100 ft.), GUI (television), HDM, IMP, INA (–10), ONE	1 hr	25/+1	1980	R$280,000†
Cannon, 75mm	3	—	—	1S40*	200 ft.	IMP	1 day	22/+1	1910	R$40,000
Beehive ammo	+2	6d10**	1–2/—	—	—	BLS (40 ft.)	—	—	—	R$450†
High explosive ammo*	+1	6d6 (AP 15)**	1–2/20	—	—	BLS (15 ft.)	—	—	—	R$550†
HEAT ammo*	+1	4d6 (AP 40)**	1–2/19–20	—	—	BLS (5 ft.)	—	—	—	R$650†
Illumination ammo*	+1	4d6 (special)	1–2/—	—	—	BLS (600 ft., special)	—	—	—	R$350†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (15 ft.)	—	—	—	R$350†
White phosphorus ammo	+2	3d6 fire (AP 20)	1–2/—	—	—	BLS (10 ft.)	—	—	—	R$550†
Cannon, 90mm	4	—	—	1S40*	350 ft.	IMP, SLD (2)	1 day	22/+1	1935	R$100,000
APDS ammo	+2	5d6 (AP 40)	1–2/18–20	—	—	—	—	—	—	R$650†
Beehive ammo	+2	6d10**	1–2/—	—	—	BLS (50 ft.)	—	—	—	R$500†
High explosive ammo*	+1	7d6 (AP 15)**	1–2/20	—	—	BLS (15 ft.)	—	—	—	R$600†
HEAT ammo*	+1	4d6 (AP 40)**	1–2/19–20	—	—	BLS (5 ft.)	—	—	—	R$700†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (20 ft.)	—	—	—	R$400†
Cannon, 105mm	5	—	—	1S40*	500 ft.	IMP, SLD (2)	1 day	22/+1	1950	R$125,000
APDS ammo	+2	6d6 (AP 50)	1–2/18–20	—	—	—	—	—	—	R$700†
Beehive ammo	+2	7d10**	1–2/—	—	—	BLS (60 ft.)	—	—	—	R$550†
High explosive ammo*	+1	5d8 (AP 25)**	1–2/20	—	—	BLS (20 ft.)	—	—	—	R$650†
HEAT ammo*	+1	4d6 (AP 45)**	1–2/19–20	—	—	BLS (5 ft.)	—	—	—	R$750†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (25 ft.)	—	—	—	R$450†

Continued on page 247

TABLE 4.29: VEHICLE UPGRADES — VEHICLE WEAPONS CONTINUED (DESCRIPTIONS: SEE PAGE 296)

Upgrade Name	Cost	Dmg	E/T	Ammo	Rng	Qualities	Time	Comp	Year	SV†
Cannon, 120mm	6	—	—	1S40*	600 ft.	IMP, SLD (2)	1 day	22/+1	1970	R$150,000
Beehive ammo	+2	7d10**	1–2/—	—	—	BLS (60 ft.)	—	—	—	R$600†
High explosive ammo*	+1	5d10 (AP 25)**	1–2/20	—	—	BLS (20 ft.)	—	—	—	R$700†
HEAT ammo*	+1	4d8 (AP 45)**	1–2/19–20	—	—	BLS (5 ft.)	—	—	—	R$800†
APDS ammo	+2	7d6 (AP 60)	1–2/18–20	—	—	—	—	—	—	R$750†
Flamethrower, light	2	4d6 (fire)	1–3/—	45S45	45 ft.	IMP, INA (–6), SLD (30), TOW	1 hr	17/+0	1942	R$10,000
Flamethrower, heavy	3	5d6 (fire)	1–3/—	30S430	60 ft.	IMP, INA (–8), SLD (30)	1 hr	17/+0	1960	R$15,000
Gatling gun, 20mm	3	—	—	600B1*	700 ft.	GAT, IMP, INA (–4)	2 hrs	32/+2	1960	R$15,000
APDS ammo	+2	6d6 (AP 25)	1–5/18–20	—	—	—	—	—	—	R$15,000
API ammo*	+1	6d6 (AP 15)	1–5/19–20	—	—	—	—	—	—	R$5,000
High explosive ammo	+2	4d10**	1–5/20	—	—	BLS (5 ft.)	—	—	—	R$5,000
Gatling gun, 25mm	4	—	—	100B3*	500 ft.	IMP, INA (–4)	2 hrs	27/+1	1970	R$20,000
APDS ammo	+2	4d10 (AP 30)	1–3/18–20	—	—	—	—	—	—	R$15,000
API ammo*	+1	4d10 (AP 18)	1–3/19–20	—	—	—	—	—	—	R$5,000
High explosive ammo	+2	2d12 (AP 25)**	1–3/20	—	—	BLS (2.5 ft.)	—	—	—	R$5,000
Gatling gun, 30mm	5	—	—	1,000B1*	250 ft.	GAT, IMP, INA (–4)	2 hrs	32/+2	1980	R$25,000
APDS ammo	+2	4d12 (AP 50)	1–5/18–20	—	—	—	—	—	—	R$25,000
API ammo*	+1	4d12 (AP 30)	1–5/19–20	—	—	—	—	—	—	R$7,500
High explosive ammo	+2	5d10**	1–5/20	—	—	BLS (10 ft.)	—	—	—	R$7,500
Grenade launcher, 30mm	2	—	—	30B2*	275 ft.	IMP, INA (–8)	4 hrs	25/+1	1975	R$10,000
High explosive ammo*	+1	4d8**	1–4/20	—	—	BLS (10 ft.)	—	—	—	R$50†
HEAT ammo*	+1	2d10 (AP 25)**	1–4/19–20	—	—	BLS (5 ft.)	—	—	—	R$80†
Grenade launcher, 40mm	3	—	—	50B1*	300 ft.	IMP, INA (–8)	4 hrs	25/+1	1983	R$14,000
Beehive ammo	+2	5d8**	1–4/—	—	—	BLS (20 ft.)	—	—	—	R$200†
Flash-bang ammo	+2	4d10 (flash & bang)	1–4/—	—	—	BLS (10 ft.)	—	—	—	R$250†
High explosive ammo*	+1	4d10**	1–4/20	—	—	BLS (10 ft.)	—	—	—	R$60†
HEAT ammo*	+1	4d8 (AP 30)**	1–4/19–20	—	—	BLS (10 ft.)	—	—	—	R$60†
Illumination ammo*	+1	2d6 (special)	1–4/—	—	—	BLS (400 ft., special)	—	—	—	R$35†
Non-lethal ammo	+2	5d6 subdual	1–4/20	—	—	—	—	—	—	R$55†
Smoke ammo*	+1	—	1–4/—	—	—	BLS (10 ft.)	—	—	—	R$40†
Tear gas ammo	+2	special††	1–4/—	—	—	BLS (5 ft.)	—	—	—	R$80†
White phosphorus ammo	+2	3d6 fire (AP 20)	1–4/—	—	—	BLS (10 ft.)	—	—	—	R$125†
Grenade launcher, 66mm	4	—	—	4S4*	100 ft.	IMP, INA (–12), SLD (4)	4 hrs	25/+1	1960	R$2,000
High explosive ammo*	+1	6d8**	1–4/20	—	—	BLS (10 ft.)	—	—	—	R$80†
HEAT ammo*	+1	4d8 (AP 30)**	1–4/19–20	—	—	BLS (5 ft.)	—	—	—	R$80†
Smoke ammo*	+1	—	1–2/—	—	—	BLS (30 ft.)	—	—	—	R$80†
Tear gas ammo	+2	special††	1–2/—	—	—	BLS (20 ft.)	—	—	—	R$150†
Machine gun, general purpose	2	4d4+2	1–3/19–20	100B1	225 ft.	IMP	1 hr	22/+1	1920	R$3,000
Armor-piercing	+2	—	—	—	—	AP (3) or AP (+2)	—	—	—	R$250
Armor-piercing incendiary	+4	—	—	—	—	—	—	—	—	R$1,250
Blank*	+1	—	—	—	—	—	—	—	—	R$150
Frangible	+2	—	—	—	—	—	—	—	—	R$375
Frangible, hot-loaded	+3	—	—	—	—	—	—	—	—	R$1,250
Full metal jacket (FMJ)*	+1	—	—	—	—	—	—	—	—	R$100
FMJ, hot-loaded	+2	—	—	—	—	—	—	—	—	R$750
Jacketed hollow point (JHP)	+2	—	—	—	—	—	—	—	—	R$250
JHP, hot-loaded	+3	—	—	—	—	—	—	—	—	R$1,200
Sabot	+5	—	—	—	—	—	—	—	—	R$2,500
Tracer	+2	—	—	—	—	—	—	—	—	R$200
Machine gun, heavy	3	3d8+1	1–3/18–20	100B1	300 ft.	IMP	1 hr	22/+1	1910	R$15,000
Armor-piercing	+2	—	—	—	—	AP (3) or AP (+2)	—	—	—	R$250
Armor-piercing incendiary	+4	—	—	—	—	—	—	—	—	R$1,250
Blank*	+1	—	—	—	—	—	—	—	—	R$150
Frangible	+2	—	—	—	—	—	—	—	—	R$375
Frangible, hot-loaded	+3	—	—	—	—	—	—	—	—	R$1,250
Full metal jacket (FMJ)*	+1	—	—	—	—	—	—	—	—	R$100
FMJ, hot-loaded	+2	—	—	—	—	—	—	—	—	R$750
Jacketed hollow point (JHP)	+2	—	—	—	—	—	—	—	—	R$250
JHP, hot-loaded	+3	—	—	—	—	—	—	—	—	R$1,200
Sabot	+5	—	—	—	—	—	—	—	—	R$2,500
Tracer	+2	—	—	—	—	—	—	—	—	R$200

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TABLE 4.29: VEHICLE UPGRADES — VEHICLE WEAPONS CONTINUED (DESCRIPTIONS: SEE PAGE 297)

Upgrade Name	Cost	Dmg	E/T	Ammo	Rng	Qualities	Time	Comp	Year	SV
Missile launcher, light IR-guided anti-air	3	5d10**	1–3/20	4S4	1,000 ft.	AIR, BLS (20 ft.), GUI (IR), HDM, IMP, INA (–12), SLD (20)	12 hrs	25/+1	1975	R$30,000
Missile launcher, medium IR-guided anti-air	4	7d8**	1–3/20	2S2	3,500 ft.	AIR, BLS (30 ft.), GUI (IR), HDM, IMP, INA (–15), SLD (30)	12 hrs	25/+1	1955	R$85,000
Missile launcher, medium radar-guided anti-air	5	6d10**	1–3/20	1S1	1 mile	AIR, BLS (30 ft.), GUI (radar), HDM, IMP, INA (–15), SLD (40)	12 hrs	25/+1	1955	R$375,000
Missile launcher, heavy radar-guided anti-air	6	6d10 (AP 25)**	1–4/20	1S1	6 miles	AIR, BLS (40 ft.) GUI (radar), HDM, IMP, INA(–15), SLD (60)	12 hrs	25/+1	1970	R$450,000
Missile launcher, heavy GPS-guided anti-surface	5	5d10 (AP 50)**	1–2/20	1S1	7.5 miles	BLS (15 ft.), GUI (GPS), HDM, IMP, INA (–10), SLD (50)	12 hrs	30/+2	1990	R$525,000
Missile launcher, medium IR-guided anti-surface	3	3d8 (AP 55)**	1–3/19–20	1S1	4,000 ft.	BLS (5 ft.), GUI (IR), HDM, IMP, INA (–12), SLD (40)	12 hrs	25/+1	1970	R$130,000
Missile launcher, light laser-guided anti-surface	3	3d8 (AP 55)**	1–2/19–20	2S2	1,500 ft.	BLS (5 ft.), GUI (laser), HDM, IMP, INA (–12), SLD (30)	12 hrs	27/+1	1975	R$65,000
Missile launcher, medium laser-guided anti-surface	4	5d10 (AP 50)**	1–2/19–20	1S1	4,000 ft.	BLS (10 ft.), GUI (laser), HDM, IMP, INA (–12), SLD (40)	12 hrs	27/+1	1985	R$150,000
Missile launcher, light radar-guided anti-surface	3	6d6 (AP 35)**	1–3/20	1S1	4,000 ft.	BLS (10 ft.), GUI (radar), HDM, IMP, INA (–15), SLD (30)	12 hrs	27/+1	1980	R$800,000
Missile launcher, medium radar-guided anti-surface	4	5d10 (AP 50)**	1–3/20	1S1	2 miles	BLS (15 ft.), GUI (radar), HDM, IMP, INA (–18), SLD (40)	12 hrs	25/+1	1975	R$1,500,000
Missile launcher, heavy radar-guided anti-surface	5	9d6 (AP 55)**	1–4/20	1S2	3 miles	BLS (20 ft.), GUI (radar), HDM, IMP, INA (–20), SLD (50)	12 hrs	25/+1	1975	R$1,800,000
Missile launcher, super-heavy radar-guided anti-surface	6	6d10 AP (60)**	1–4/20	1S1	9 miles	BLS (25 ft.), GUI (radar), HDM, IMP, INA (–25), SLD (60)	12 hrs	25/+1	1980	R$2,000,000
Missile launcher, medium television-guided anti-surface	4	5d10 (AP 50)**	1–3/20	1S1	4,000 ft.	BLS (10 ft.), GUI (television), HDM, IMP, INA (–15), SLD (40)	12 hrs	25/+1	1970	R$65,000
Missile launcher, heavy television-guided anti-surface	5	8d8 (AP 50)**	1–3/20	1S1	1 mile	BLS (25 ft.), GUI (television), HDM, IMP, INA (–15), SLD (60)	12 hrs	25/+1	1970	R$140,000
Missile launcher, light wire-guided anti-surface	3	3d10 (AP 50)**	1–3/19–20	2S2	600 ft.	BLS (5 ft.), GUI (wire), HDM, HDM, IMP, INA (–15), SLD (10)	12 hrs	22/+1	1950	R$180,000
Missile launcher, high explosive cruise missile	10	8d10 (AP 40)**	1–2/20	1S1	150 miles	BLS (50 ft.), GUI (GPS), HDM, IMP, INA (–10), SLD (60), TRO	12 hrs	40/+3	1960	R$1,000,000
Missile launcher, cluster cruise missile	10	special	1–2/—	1S1	150 miles	BLS (125 ft.), GUI (GPS), HDM, IMP, INA (–10), SLD (60), TRO	12 hrs	40/+3	1980	R$1,000,000
Missile launcher, chemical cruise missile	10	per contagionΩ	1–2/—	1S1	150 miles	BLS (100 ft.), GUI (GPS), HDM, IMP, INA (–10), SLD (60), TRO	12 hrs	40/+3	1960	R$1,000,000
Rocket launcher, 70mm	3	—	—	19S19*	500 ft.	HDM, IMP, INA (–18)	12 hrs	20/+1	1940	R$85,000
Beehive ammo	+2	4d10 (AP 5)**	1–3/—	—	—	BLS (50 ft.)	—	—	—	R$500†
High explosive ammo*	+1	4d10**	1–3/20	—	—	BLS (15 ft.)	—	—	—	R$500†
Illumination ammo*	+1	4d6 (special)	1–3/—	—	—	BLS (1,500 ft., special)	—	—	—	R$300†
Smoke ammo*	+1	—	1–3/—	—	—	BLS (15 ft.)	—	—	—	R$300†
White phosphorus ammo	+2	3d6 fire (AP 20)	1–3/—	—	—	BLS (15 ft.)	—	—	—	R$750†
Rocket launcher, 122mm	4	—	—	20S20*	1,200 ft.	IMP, IND, INA (–20)	12 hrs	20/+1	1940	R$100,000
Chemical ammo	+2Ω	per contagion	1–3/—	—	—	BLS (25 ft.)	—	—	—	per plot
High explosive ammo*	+1	5d10 (AP 35)**	1–3/20	—	—	BLS (15 ft.)	—	—	—	R$600†
Illumination ammo*	+1	4d6 (special)	1–3/—	—	—	BLS (2,000 ft., special)	—	—	—	R$400†
Smoke ammo*	+1	—	1–3/—	—	—	BLS (25 ft.)	—	—	—	R$400†
White phosphorus	+2	4d8 (AP 20)	1–3/—	—	—	BLS (15 ft.)	—	—	—	R$850†

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TABLE 4.29: VEHICLE UPGRADES — VEHICLE WEAPONS CONTINUED (DESCRIPTIONS: SEE PAGE 297)

Upgrade Name	Cost	Dmg	E/T	Ammo	Rng	Qualities	Time	Comp	Year	SV
Rocket launcher, 220mm	5	—	—	8S8*	2,500 ft.	IMP, IND, INA (–25)	12 hrs	22/+1	1970	R$150,000
Chemical ammo	+2Ω	per contagion	1–3/—	—	—	BLS (40 ft.)	—	—	—	plot only
Cluster ammo	+2	special	1–3/—	—	—	BLS (600 ft.)	—	—	—	R$2,000†
High explosive ammo*	+1	6d10 (AP 30)**	1–3/20	—	—	BLS (25 ft.)	—	—	—	R$850†
Smoke ammo*	+1	—	1–3/—	—	—	BLS (40 ft.)	—	—	—	R$700†
White phosphorus	+2	5d8 (AP 20)	1–3/—	—	—	BLS (25 ft.)	—	—	—	R$1,400†
Rocket launcher, 300mm	6	—	—	4S4*	1 mile	IMP, IND, INA (–30), TRO	12 hrs	25/+1	1980	R$200,000
Chemical ammo	+2Ω	per contagion	1–3/—	—	—	BLS (60 ft.)	—	—	—	per plot
Cluster ammo	+2	special	1–3/—	—	—	BLS (800 ft.)	—	—	—	R$4,000†
High explosive ammo*	+1	8d10 (AP 30)**	1–3/20	—	—	BLS (30 ft.)	—	—	—	R$1,200†
Smoke ammo*	+1	—	1–3/—	—	—	BLS (60 ft.)	—	—	—	R$950†
White phosphorus	+2	6d8 (AP 20)	1–3/—	—	—	BLS (30 ft.)	—	—	—	R$1,800†
Torpedo, light	2	4d10 (AP 20)**	1–3/20	2S2	500 ft.	BLS (10 ft.), GUI (sonar), HDM, SLD (20)	12 hrs	27/+1	1960	R$900,000
Torpedo, medium	3	5d10 (AP 30)**	1–3/20	2S2	1,800 ft.	BLS (20 ft.), GUI (sonar), HDM, SLD (20)	12 hrs	27/+1	1930	R$1,700,000
Torpedo, heavy	4	9d8 (AP 30)**	1–3/20	1S1	3,000 ft.	BLS (30 ft.), GUI (sonar), SLD (20)	12 hrs	27/+1	1970	R$2,500,000

Special Note: Vehicle weapons may only be chosen at certain minimum Calibers and may only be installed into vehicles of certain types and Sizes.
For more information, see Vehicle Weapons, page 297.

* When a character requests a vehicle weapon, it automatically comes with any 1 ammunition type bearing this symbol (of the character's choice). The character may gain additional ammunition stockpiles by paying the listed upgrade cost for each stockpile desired. Further, a character may convert the ammunition stockpile that comes with a weapon into any other ammunition by paying the desired ammunition type's upgrade cost minus 1. Finally, unless otherwise specified, when no ammunition types are listed for a weapon — as is the case with missile launchers and torpedos — the upgrade and street value costs of each additional ammunition stockpile are 1 and 10% of the weapon's street value (rounded up), respectively.

** This damage is explosive *(see page 336)*.

† This is the street value of each shot of the listed ammunition (e.g. 1 bomb, 1 high-explosive rocket, etc.).

†† This ammunition releases 1 sample of basic blister poison within its blast area or target square, as appropriate.

Ω This ammunition releases 1 sample of any 1 contagion (which must be acquired separately).

TABLE 4.30: BLUNT MELEE WEAPON PICKS (DESCRIPTIONS: SEE PAGE 302)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
Brass knuckles	+1d4–1 (min. 0)	+1/—	—	—	—	F/1h	NKL, SUR	0.5 lbs.	PD	17/+0	—	R$40
Club, light	1d6+1 subdual	1/20	—	—	—	T/1h	—	3 lbs.	CL	10/+0	—	$20
Hammer, tool	1d4+1 subdual	1–2/—	—	—	—	T/1h	—	2 lbs.	HM	17/+0	—	$15
Jitte/Sai	1d4 subdual	1/20	—	—	—	T/1h	FIN, GAR (+1), HOK (+3), QKY	3 lbs.	CL	17/+0	—	$40
Pepper spray*	3d6 flash	1–2/19–20	12	—	—	F/1h	FIN, INA (–1)	0.2 lbs.	PD	20/+1	—	$60
Punch gloves	+2 subdual	+1/—	—	—	—	F/1h	NKL, SUR	1 lbs.	PD	12/+0	—	$50
Sap	1d6 subdual	1–2/18–20	—	—	—	D/1h	DST, FIN	2 lbs.	CL	15/+0	—	R$20
Stun gun, melee	5d4 electrical	1/18–20	20	—	—	D/1h	FIN	2 lbs.	PD	20/+1	1970s	$75
Tonfa	1d4+1 subdual	1/20	—	—	—	T/1h	FIN, GAR (+2), QKY	3 lbs.	CL	15/+10	—	$30
Caliber II												
Club, heavy	1d8+1 subdual	1/20	—	—	—	S/2h	—	5 lbs.	CL	10/+0	—	$40
Club, massive	2d6 subdual	1/19–20	—	—	—	M/2h	MAS, TKD	20 lbs.	CL	12/+0	—	$75
Garrote	+0	+2/+1	—	—	—	F/2h	NKL	0.3 lbs.	PD	10/+0	—	R$30
Hammer, sledge	1d12 subdual	1/20	—	—	—	S/2h	TKD	16 lbs.	HM	17/+0	—	$40
Maul	2d8 subdual	1–2/20	—	—	—	M/2h	MAS, TKD	30 lbs.	HM	15/+0	—	$120
Pick	1d8	1–2/19–20	—	—	—	S/2h	AP (3), TRP (+1)	12 lbs.	HM	15/+0	—	$40
Stun gun, ranged**	3d8 electrical	1–2/20	4	—	5 ft.†	D/1h	—	3 lbs.	PD	20/+1	1970s	$100
Calibers III–V												
None												

* Pepper spray uses the Handgun weapon proficiency with Dex as the key attribute and an untrained penalty of –2.

** As a melee weapon, a ranged stun gun uses the Blunt weapon proficiency with Dex as the key attribute and an untrained penalty of –4. As a ranged weapon, it uses the Handgun weapon proficiency with Dex as the key attribute and an untrained penalty of –4.

† This weapon may be fired a maximum of 4 range increments.

TABLE 4.31: EXOTIC BLUNT MELEE WEAPON PICKS (DESCRIPTIONS: SEE PAGE 303)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
None												
Caliber II												
Bullwhip	1 + 1d6 subdual	1–2/20	—	—	—	D/1h	FIN, HOK (+2), RCH (+10 ft.), TRO, TRP (+2)	2 lbs.	WP	15/+0	—	$50
Chain	1d6	1–2/20	—	—	—	T/1h	HOK (+2)	3 lbs.	WP	20/+1	—	$5
Chain, whip	1d6+1	1–2/19–20	—	—	—	S/1h	AP (2), TKD	7 lbs.	WP	25/+1	—	$120
Flail	1d10 subdual	1–2/20	—	—	—	T/1h	AP (4), QKY	8 lbs.	FL	22/+1	—	$80
Nunchaku	1d10 subdual	1–2/20	—	—	—	T/1h	AP (2), KEN (+3), QKY	3 lbs.	FL	17/+0	—	$35
Scourge	3d4 subdual	1–2/20	—	—	—	T/1h	BLD, FIN	5 lbs.	FL	17/+0	—	$50
Staff, short	1d6 subdual	—/20	—	—	—	S/1h	TRP (+1)	4 lbs.	ST	15/+0	—	$40
Caliber III												
Chain, combo	1d4+1	1–2/20	—	—	—	—/2h	HOK (+2), RCH (+5 ft.)	+4 lbs.	WP	22/+1	—	+$75
Chain, massive	1d10	1–2/19–20	—	—	—	M/2h	AP (1), MAS, TKD	20 lbs.	WP	20/+1	—	$25
Chain, weighted	1d4+1	1–2/19–20	—	—	—	S/2h	AP (1), HOK (+3), RCH (+5 ft.)	5 lbs.	WP	22/+1	—	$50
Staff, Long	1d8 subdual	1/20	—	—	—	M/2h	GAR (+1), RCH (+5 ft.), TRP (+1)	12 lbs.	ST	15/+0	—	$70
Staff, three-section	1d12 subdual	1–2/20	—	—	—	S/2h	AP (2), TKD, TRO	5 lbs.	FL	20/+1	—	$60
Quarterstaff	1d6 subdual	—/20	—	—	—	M/2h	GAR (+1), TRP (+1)	7 lbs.	ST	15/+0	—	$50
Calibers IV–V												
None												

TABLE 4.32: EDGED MELEE WEAPON PICKS (DESCRIPTIONS: SEE PAGE 303)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
Chainsaw, light	2d6	1–3/20	—	—	—	S/1h	BLD	7 lbs.	SW	20/+1	—	$90
Cutlass/saber	1d10	1/19–20	—	—	—	S/1h	FIN	3 lbs.	SW	20/+1	—	$150
Hatchet	1d6+1	1–2/20	—	—	—	T/1h	AP (2), TRP (+2)	2 lbs.	AX	17/+0	—	$45
Hook	1d4+1	1–2/20	—	—	—	D/1h	AP (1), HOK (+2)	1 lbs.	KN	15/+0	—	$15
Knife, escape	1d4	1–2/—	—	—	—	F/1h	DST, FIN	0.1 lbs.	KN	15/+0	—	$25
Knife, survival (dagger)	1d6+1	1/19–20	—	—	—	D/1h	AP (1), BLD	1 lbs.	KN	17/+0	—	$30
Machete	1d8+1	1/19–20	—	—	—	T/1h	AP (3)	4 lbs.	SW	17/+0	—	$60
Main-gauche	1d4	1/20	—	—	—	D/1h	AP (1), GAR (+1), HOK (+1), QKY	1 lbs.	KN	20/+1	—	$50
Punch dagger	1d6	1/19–20	—	—	—	D/1h	AP (4), FIN, SUR	1 lbs.	KN	17/+0	—	$75
Rapier	1d8	1/20	—	—	—	S/1h	FIN, KEN (+3)	2 lbs.	SW	20/+1	—	$50
Scalpel/straight razor	1d4+1	1–2/18-20	—	—	—	F/1h	BLD, FIN, INA (–2), QKY	0.2 lbs.	KN	17/+0	—	$10
Knife, switchblade	1d6	1/19–20	—	—	—	D/1h	AP (3), BLD, FIN	0.2 lbs.	KN	17/+0	—	R$50
Sword, bastard	1d10+1	1/19–20	—	—	—	S/1h	KEN (+5)	6 lbs.	SW	25/+1	—	$200
Sword, broad	1d12	1/18–20	—	—	—	S/1h	—	8 lbs.	SW	17/+0	—	$200
Sword, butterfly	1d8	1/20	—	—	—	T/1h	GAR (+1), SUR	5 lbs.	SW	17/+0	—	$120
Sword, short	1d8	1/19–20	—	—	—	T/1h	KEN (+5)	3 lbs.	SW	22/+1	—	$75
Syringe	1d4	1–3/19–20	—	—	—	F/1h	AP (2), FIN, INJ, QKY	0.1 lbs.	KN	20/+1	—	$5
Caliber II												
Axe, battle	1d8+1	1–2/20	—	—	—	S/2h	AP (2), KEN (+3), TRP (+1)	12 lbs.	AX	17/+0	—	$150
Axe, broad	1d12	1/19–20	—	—	—	S/2h	AP (3), MAS, RGD	18 lbs.	AX	17/+0	—	$200
Scythe	1d10	1–3/19–20	—	—	—	M/2h	AP (3), INA (–2), TRO, TRP (+2)	15 lbs.	AX	17/+0	—	$80
Calibers III–V												
None												

TABLE 4.33: EXOTIC EDGED MELEE WEAPON PICKS (DESCRIPTIONS: SEE PAGE 304)

Weapon Name	Dmg	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
None												
Caliber II												
Claws	1d6	1–2/20	—	—	—	F/1h	FIN, HOK (+1), SUR	1 lbs.	KN	22/+1	—	$40
Knife, kukri	1d6+1	1/18–20	—	—	—	D/1h	BLD, KEN (+5)	2 lbs.	KN	25/+1	—	$80
Knife, long	1d6+1	1/19–20	—	—	—	T/1h	AP (1), BLD, FIN	2 lbs.	KN	22/+1	—	$80
Ninja-to	1d8	1/20	—	—	—	S/1h	FIN, KEN (+3)	6 lbs.	SW	27/+1	—	$200
Sickle	1d6	—/20	—	—	—	T/1h	AP (2), BLD	3 lbs.	KN	20/+1	—	$65
Sword, jagged	1d10	1/20	—	—	—	S/1h	BLD, HOK (+1)	7 lbs.	SW	20/+1	—	$200
Sword, razor	1d10	1–2/18–20	—	—	—	S/1h	BLD, FIN, KEN (+3)	6 lbs.	SW	20/+1	—	$200
Sword, scholar's	1d8	1/20	—	—	—	S/1h	FIN, HOK (+1), ORN	4 lbs.	SW	22/+1	—	$100
War fan	1d4+1	1–2/20	—	—	—	D/1h	BLD, FIN, GAR (+1), TRO	2 lbs.	KN	25/+1	—	$80
Caliber III												
Chainsaw, heavy	2d8	1–3/20	—	—	—	M/2h	BLD	18 lbs.	SW	22/+1	—	$150
Fork/trident	1d8	1/20	—	—	—	M/2h	AP (1), HOK (+1)	10 lbs.	SP	20/+1	—	$100
Halberd	1d12+1	1/19–20	—	—	—	M/2h	AP (4), RCH (+5 ft.)	15 lbs.	PA	22/+1	—	$200
Harpoon	2d4	1–2/19–20	—	—	—	M/2h	BLD, (KEN +3)	12 lbs.	SP	20/+1	—	$100
Lance	2d6	1–2/20	—	—	—	L/2h	AP (2), INA (–1), MAS	20 lbs.	SP	15/+0	—	$80
Mancatcher	1d6+1	1–2/20	—	—	—	M/2h	GAR (+1), RCH (+5 ft.), TRP (+3)	15 lbs.	PA	25/+1	—	$200
Nagamaki	1d10+1	1/19–20	—	—	—	M/2h	GAR (+1), KEN (+5)	16 lbs.	SW	20/+1	—	$250
Naginata	1d10	1/19–20	—	—	—	M/2h	AP (2), KEN (+5), RCH (+5 ft.)	12 lbs.	PA	27/+1	—	$120
Spear, boar	1d8	1/19–20	—	—	—	M/2h	AP (1)	11 lbs.	SP	22/+1	—	$100
Spear, long	1d8+1	1/20	—	—	—	L/2h	AP (1), INA (–1), RCH (+10 ft.)	15 lbs.	SP	17/+0	—	$75
Sword, great	1d12+1	1–2/19–20	—	—	—	M/2h	INA (-1), GAR (+1), MAS, RGD, TKD	30 lbs.	SW	22/+1	—	$250
Sword, long	2d6	1–2/19–20	—	—	—	M/2h	GAR (+1), MAS, RCH (+5 ft.), RGD	24 lbs.	SW	25/+1	—	$250
Calibers IV–V												
None												

TABLE 4.34: HURLED WEAPON PICKS (DESCRIPTIONS: SEE PAGE 304)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
Axe, throwing	1d6+1	1–2/20	3M1*	—	10 ft. × 4	T/1h	AP (2), INJ	2 lbs.	TW	17/+1	—	R$400
Dart	1d2	1/18–20	25M1*	—	15 ft. × 4	N/1h	KEN (2), INJ	0.1 lbs.	TW	15/+1	—	$30
Javelin (×2)	1d6	1–2/20	—	—	15 ft. × 6	S/1h	AP (1)	3 lbs.	TW	17/+1	—	$60
Knife, throwing	1d6	1/19–20	10M2*	—	15 ft. × 4	D/1h	INJ	1 lbs.	TW	22/+1	—	$50
Molotov cocktail (×2)	2d8 fire	1–5/—	—	—	10 ft. × 4	F/1h	(AP 12), BLS (5 ft.)	2 lbs.	MG	15/+0	1800s	$5
Rock, light	1 subdual	1/—	25M1*	—	15 ft. × 6	F/1h	—	1 lbs.	TW	1/+0	—	—
Rock, heavy (×5)	1d8+1 subdual	1–2/—	—	—	5 ft. × 4	D/2h	—	15 lbs.	TW	2/+0	—	—
Rock, massive	2d6	1–3/20	—	—	5 ft. × 2	S/2h	MAS	35 lbs.	TW	2/+0	—	—
Caliber II												
Bomb, pipe (×4)	2d10 explosive	1–6/—	—	—	10 ft. × 4	F/1h	BLS (5 ft.)	2 lbs.	MG	20/+1	1880s	R$50
Bomb, propane	3d10 explosive	1–5/—	—	—	10 ft. × 4	F/1h	BLS (5 ft.)	5 lbs.	MG	15/+0	1960s	R$30
Grenade, flash/bang (×3)	4d8 (flash & bang)	1–4/—	—	—	15 ft. × 4	F/1h	BLS (10 ft.)	1 lbs.	HG	27/+1	1980s	R$250
Grenade, smoke (×5)	—	1–3/—	—	—	10 ft. × 4	F/1h	Smoke (25 ft. radius)	1.5 lbs.	HG	20/+1	1930s	R$60
Grenade, tear gas (×3)	special**	1–4/—	—	—	15 ft. × 4	F/1h	BLS (10 ft.)	1 lbs.	HG	25/+1	1950s	R$200
Caliber III												
Grenade, concussive (×3)	8d4 explosive	1–4/—	—	—	15 ft. × 4	F/1h	BLS (5 ft.)	1 lbs.	HG	22/+1	1950s	R$400
Grenade, fragmentation (×3)	4d10 explosive	1–4/—	—	—	15 ft. × 4	F/1h	BLS (10 ft.)	1 lbs.	HG	25/+1	1920s	R$400
Grenade, thermite (×2)	3d10 fire (AP 24)	1–4/—	—	—	10 ft. × 4	F/1h	AP (24), BLS (5 ft.)	2 lbs.	HG	22/+1	1970s	R$300
Grenade, white phosphorus (×2)	3d6 fire (AP 20)	1–4/—	—	—	10 ft. × 4	F/1h	AP (20), BLS (5 ft.)	2 lbs.	HG	25/+1	1950s	R$500
Calibers IV–V												
None												

* Each additional ammunition stockpile for this weapon costs 1 upgrade or 3 Common Items.

** This grenade releases 1 sample of basic blister poison within its blast area.

TABLE 4.35: EXOTIC HURLED WEAPON PICKS (DESCRIPTIONS: SEE PAGE 305)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	SC	Comp	Year	SV
Caliber I												
Atlatl	1d6	1/19–20	1S2*	—	30 ft. × 4	S/1h	—	3 lbs.	TW	17/+1	—	$60
Blowgun	1d2	1/19–20	25S2*	—	25 ft. × 3	S/2h	INJ (ammo)	.5 lbs.	TW	15/+1	—	$10
Bola (×3)	1d4 subdual	1–2/20	—	—	15 ft. × 4	T/1h	—	2 lbs.	TW	15/+0	—	$10
Boomerang	1d4+1	1–3/20	—	—	15 ft. × 4	D/1h	—	1 lbs.	TW	17/+0	—	$12
Boomerang, hunting	1d6+1	1/20	—	—	10 ft. × 4	S/1h	—	2 lbs.	TW	12/+0	—	$10
Bow, compound	as arrow**	1/19–20	30M2**	—	100 ft. × 2	S/2h	INJ (ammo)	12 lbs.	BW	22/+1	1940s	$150
Bow, long	as arrow**	1/19–20	30M2**	—	90 ft. × 2	M/2h	INJ (ammo)	8 lbs.	BW	12/+0	—	$30
Bow, short	as arrow**	1/19–20	30M2**	—	75 ft. × 2	S/2h	INJ (ammo)	6 lbs.	BW	12/+0	—	$25
Caltrops, 1 set (×3)	—	1/—	—	—	5 ft. × 3	F/2h	INJ	2 lbs.	TW	17/+0	—	$20
Crossbow, light	as bolt**	1/19–20	30M2**	—	60 ft. × 2	D/1h	INJ (ammo)	5 lbs.	TW	25/+1	1920s	$250
Crossbow, heavy	as bolt**	1/19–20	30M2**	—	120 ft. × 2	S/2h	INJ (ammo)	15 lbs.	TW	22/+1	—	$300
Net (×2)	—	1–3/—	—	—	5 ft. × 3	S/2h	—	6 lbs.	TW	15/+0	—	$15
Shuriken	1d3	1/20	25M2*	—	15 ft. × 3	N/1h	INJ	.1 lbs.	TW	15/+0	—	$50
Calibers II–V												
None												

* Each additional ammunition stockpile for this weapon costs 1 upgrade or 3 Common Items.

** *See Table 4.62: Ammunition, page 274.*

TABLE 4.36: BACKUP PISTOL PICKS (DESCRIPTIONS: SEE PAGE 305)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Glock 28												
.380 ACP	2d4	1/20	12M5	14	20 ft.	D/1h	CMP	1.2 lbs.	—	20/+1	1995	$600
Makarov PM												
9x18mm Makarov	2d4	1–2/20	8M7	10	20 ft.	D/1h	—	1.6 lbs.	—	17/+0	1951	$180
Makarov PB												
9×18mm Makarov	2d4	1–2/20	8M7	9	20 ft.	D/1h	TBR, UPG (removable suppressor)	1.9 lbs.	—	20/+1	1990	R$1,800
SiG-Sauer P239												
9mm P	1d10+1	1–2/20	8M4	15	20 ft.	D/1h	—	1.7 lbs.	—	20/+1	1990	$620
.357 SiG	2d6	1–2/20	7M4	19	20 ft.	D/1h	—	1.7 lbs.	—	20/+1	1997	$620
.40 S&W	1d12	1–2/20	7M4	16	20 ft.	D/1h	TKD	1.7 lbs.	—	20/+1	1998	$620
Walther PP												
.22 LR	1d4+2	1–2/20	8M8	3	15 ft.	D/1h	—	1.5 lbs.	1	17/+0	1929	$400
.25 ACP	1d6	1–2/20	8M8	2	15 ft.	D/1h	—	1.5 lbs.	1	17/+0	1929	$400
.32 ACP	1d6+1	1–2/20	8M8	7	20 ft.	D/1h	—	1.5 lbs.	1	17/+0	1929	$400
.380 ACP	2d4	1–2/20	8M8	11	20 ft.	D/1h	—	1.5 lbs.	1	17/+0	1929	$400
Walther PPK												
.22 LR	1d4+2	1–2/20	7M8	3	10 ft.	D/1h	DST	1.3 lbs.	1	17/+0	1931	$450
.25 ACP	1d6	1–2/20	7M8	2	10 ft.	D/1h	DST	1.3 lbs.	1	17/+0	1931	$450
.32 ACP	1d6+1	1–2/20	7M8	8	15 ft.	D/1h	DST	1.3 lbs.	1	17/+0	1931	$450
.380 ACP	2d4	1–2/20	7M8	13	15 ft.	D/1h	DST	1.3 lbs.	1	17/+0	1931	$450
Caliber II												
Glock 26												
9mm P	1d10+1	1/20	12M3	22	20 ft.	D/1h	CMP	1.2 lbs.	3	20/+1	1995	$640
Glock 27												
.40 S&W	1d12	1/20	11M3	23	20 ft.	D/1h	CMP, TKD	1.2 lbs.	2	20/+1	1995	$640
Glock 29												
10mm ACP	2d6	1/19–20	10M3	22	20 ft.	D/1h	CMP, TKD	1.5 lbs.	—	20/+1	1997	$700
Glock 30												
.45 ACP	1d12	1/19–20	10M3	19	20 ft.	D/1h	CMP, TKD	1.5 lbs.	—	20/+1	1997	$700
Glock 33												
.357 SiG	2d6	1/20	11M3	25	20 ft.	D/1h	CMP	1.2 lbs.	2	20/+1	1997	$640
H&K P7												
9mm P	1d10+1	1/20	13M3	14	20 ft.	D/1h	—	1.9 lbs.	3	22/+1	1982	$1,100
40 S&W	1d12	1/20	10M3	10	20 ft.	D/1h	TKD	2.7 lbs.	2	22/+1	1991	$1,300
Kimber Ultra Carry												
.40 S&W	1d12	1/20	7M4	17	20 ft.	D/1h	TKD	1.6 lbs.	2	17/+0	1996	$770
.45 ACP	1d12	1/19–20	7M4	17	20 ft.	D/1h	TKD	1.6 lbs.	1	17/+0	1996	$770
Calibers III–V												
None												



TABLE 4.37: HOLDOUT PISTOL PICKS (DESCRIPTIONS: SEE PAGE 306)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Beretta 950 Jetfire												
.22 LR	1d4+2	1–2/20	8M6	7	10 ft.	F/1h	DEP, INA (–1)	0.6 lbs.	1	20/+1	1953	$300
.25 ACP	1d6	1–2/20	8M6	5	15 ft.	F/1h	DEP, INA (–1)	0.6 lbs.	1	20/+1	1953	$300
Colt Model 1908 Vest Pocket												
.25 ACP	1d6	1/20	6M8	4	10 ft.	F/1h	DEP, INA (–1)	0.8 lbs.	1	17/+0	1908	$300
COP, Inc. COP												
.357 Magnum	3d4+1	1–2/19–20	4S20	25	10 ft.	F/1h	INA (–3), IMP, QKY	1.8 lbs.	—	17/+0	1980	$500
General Motors Liberator												
.45 ACP (×2)	1d12	1/19–20	1S10	25	5 ft.	F/1h	FRG, IMP, INA (–4), TKD	1 lbs.	—	15/+0	1942	$850
Kel-Tec P3AT												
.380 ACP	2d4	1–2/20	6M6	33	15 ft.	F/1h	INA (–1)	0.5 lbs.	2	20/+1	2003	$340
RSA Ots-21												
9×18mm Makarov	2d4	1–2/20	5M7	14	10 ft.	F/1h	INA (–1)	1.2 lbs.	2	20/+1	1995	$375
Sharps Model 1A												
.22 LR	1d4+2	1/20	4S50	10	5 ft.	F/1h	DST, FRG, INA (–2), MAC (–1), TRO	0.4 lbs.	2	17/+0	1859	$300
Calibers II–V												
None												

TABLE 4.38: SERVICE PISTOL PICKS (DESCRIPTIONS: SEE PAGE 306)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Beretta 92												
9mm P	1d10+1	1–2/20	15M4	12	25 ft.	D/1h	—	2.1 lbs.	—	17/+0	1976	$655
Beretta 93R												
9mm P	1d10+1	1–3/20	20M3 or 15M4	10	25 ft.	D/1h	CLS, NFM (S/B)	2.6 lbs.	—	20/+1	1977	R$1,400
Distinject Model 35												
13mm dart	1d3	1/20	1S12	6	10 ft.	D/1h	BLK, INJ, INS	1.5 lbs.	1*	20/+1	1950	$700
Luger P08												
9mm P	1d10+1	1–3/20	8M7	13	20 ft.	D/1h	FRG	1.9 lbs.	—	17/+0	1898	$700
Ruger Mark III												
.22 LR	1d4+2	1–2/20	10M10	2	20 ft.	D/1h	SPA, DST	2.6 lbs.	—	20/+1	2003	$400
SiG-Sauer P220												
.32 ACP	1d6+1	1–2/20	8M10	6	25 ft.	D/1h	DEP	1.6 lbs.	—	20/+1	1975	$790
SiG-Sauer P229												
9mm P	1d10+1	1–2/20	13M4	15	25 ft.	D/1h	DST	1.7 lbs.	—	20/+1	1989	$830

Continued on page 255





TABLE 4.38: SERVICE PISTOL PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 306)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber II												
Colt M1911A1												
.45 ACP	1d12	1/19–20	7M7	11	25 ft.	D/1h	DEP, TKD	2.5 lbs.	—	15/+0	1911	$575
FN Browning High-Power												
9mm P	1d10+1	1/20	13M4	12	25 ft.	D/1h	DEP	2.2 lbs.	2	15/+0	1935	$610
.40 S&W	1d12	1/20	10M5	13	25 ft.	D/1h	TKD	2.2 lbs.	2	15/+0	1992	$610
FN Five-seveN												
5.7×28mm	1d10+1 (AP 4)	1–2/20	20M3	11	30 ft.	D/1h	CMP	2.3 lbs.	2	20/+1	1996	R$920
Glock 17												
9mm P	1d10+1	1/20	19M3	18	25 ft.	D/1h	CMP	1.4 lbs.	2	20/+1	1982	$640
Glock 17L												
9mm P	1d10+1	1/20	19M3	16	35 ft.	D/1h	SPA, CMP	1.6 lbs.	1	22/+1	1988	$900
Glock 18												
9mm P	1d10+1	1–3/20	31M2 or 19M3	17	25 ft.	D/1h	CMP, NFM (S/B/F)	1.5 lbs.	1	25/+1	1988	R$1,000
Glock 20												
10mm ACP	2d6	1/19–20	15M3	19	25 ft.	D/1h	CMP, TKD	1.7 lbs.	—	22/+1	1990	$805
Glock 21												
.45 ACP	1d12	1/19–20	13M4	16	25 ft.	D/1h	CMP, TKD	1.7 lbs.	—	22/+1	1990	$805
Glock 22												
.40 S&W	1d12	1/20	17M3	20	25 ft.	D/1h	CMP, TKD	1.4 lbs.	1	22/+1	1990	$760
Glock 24												
.40 S&W	1d12	1/20	17M3	17	35 ft.	D/1h	SPA, CMP, TKD	1.6 lbs.	—	22/+1	1994	$1,025
Glock 31												
.357 SiG	2d6	1/20	17M3	23	25 ft.	D/1h	CMP	1.4 lbs.	2	22/+1	1997	$760
H&K USP												
9mm P	1d10+1	1/20	15M4	15	25 ft.	D/1h	CMP	1.7 lbs.	2	22/+1	1993	$650
.40 S&W	1d12	1/20	13M4	16	25 ft.	D/1h	CMP, TKD	1.7 lbs.	1	22/+1	1993	$680
.45 ACP	1d12	1/19–20	12M4	16	25 ft.	D/1h	CMP, TKD	1.7 lbs.	—	22/+1	1995	$700
Magnum Research Desert Eagle												
.357 Magnum	3d4+1	1–2/19–20	9M5	11	30 ft.	D/1h	BLK	4.5 lbs.	1	20+1	1981	$1,100
.41 Magnum	3d4	1–2/19–20	8M6	8	35 ft.	D/1h	BLK, TKD	4.5 lbs.	1	20+1	1987	$1,100
.44 Magnum	2d6+2	1–3/19–20	8M5	11	35 ft.	D/1h	BLK, TKD	4.5 lbs.	1	20+1	1986	$1,150
.50 Action Express	3d6+1	1–3/19–20	7M4	25	40 ft.	D/1h	BLK, TKD	4.5 lbs.	—	20+1	1991	$1,200
SiG P210												
9mm P	1d10+1	1–2/20	8M7	13	30 ft.	D/1h	SPA	2 lbs.	3	20/+1	1947	$1,100
SiG-Sauer P220												
9mm P	1d10+1	1–2/20	8M7	16	25 ft.	D/1h	DEP	1.6 lbs.	3	20/+1	1975	$790
.38 Super	1d8+2	1–2/20	8M7	15	25 ft.	D/1h	DEP	1.6 lbs.	3	20/+1	1975	$790
.45 ACP	1d12	1–2/19–20	7M7	17	25 ft.	D/1h	DEP, TKD	1.6 lbs.	1	20/+1	1975	$790
SiG-Sauer P226												
9mm P	1d10+1	1–2/20	15M4	16	25 ft.	D/1h	DEP, RGD	1.6 lbs.	2	20/+1	1983	$830
.357 SiG	2d6	1–2/20	12M4	17	25 ft.	D/1h	DEP, RGD	1.9 lbs.	2	20/+1	1997	$830
.40 S&W	1d12	1–2/20	12M4	15	25 ft.	D/1h	DEP, RGD, TKD	1.9 lbs.	1	20/+1	1991	$830
SiG-Sauer P229												
.357 SiG	2d6	1–2/20	12M4	19	25 ft.	D/1h	DST	1.7 lbs.	2	20/+1	1997	$830
.40 S&W	1d12	1–2/20	12M4	16	25 ft.	D/1h	DST, TKD	1.7 lbs.	2	20/+1	1991	$830
Walther P99/Smith & Wesson SW99												
9mm P	1d10+1	1–2/20	16M3	16	25 ft.	D/1h	CMP	1.6 lbs.	2	22/+1	1996	$640
.40 S&W	1d12	1–2/20	12M4	17	25 ft.	D/1h	CMP, TKD	1.6 lbs.	2	22/+1	1996	$640
Caliber III												
H&K Mk. 23												
.45 ACP	1d12	1/19–20	12M4	12	30 ft.	D/1h	BLK, CMP, RGD, TBR, TKD, UPG (multi-mode laser sight, removable suppressor)	2.4 lbs.	3	22/+1	1996	$2,200
Calibers IV–V												
None												

* This weapon comes with 12 doses of any Caliber I poison and its upgrade may be used to convert this poison to Caliber II.

TABLE 4.39: SERVICE REVOLVER PICKS (DESCRIPTIONS: SEE PAGE 307)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Colt Police Positive												
.22 LR	1d4+2	1/20	6S60	3	15 ft.	D/1h	—	1.3 lbs.	—	15/+0	1908	$400
.32 S&W	1d4+2	1/20	6S60	3	15 ft.	D/1h	—	1.3 lbs.	—	15/+0	1908	$400
.38 Special	1d8+1	1/20	6S48	14	20 ft.	D/1h	—	1.3 lbs.	—	15/+0	1908	$400
Colt Single Action Army												
.22 LR	1d4+2	1/20	6S60	2	15 ft.	D/1h	MAC (–1)	2.5 lbs.	—	15/+0	1893	$1,400
Webley Mk. 6												
.455 British Service	1d8	1/20	6S60	5	20 ft.	D/1h	—	2.4 lbs.	—	15/+0	1915	$700
Caliber II												
Colt Single Action Army												
.357 Magnum	3d4+1	1/19–20	6S36	19	30 ft.	D/1h	MAC (–1)	2.5 lbs.	1	15/+0	1976	$1,400
.44-40	1d12+2	1/19–20	6S30	18	30 ft.	D/1h	MAC (–1), TKD	2.5 lbs.	—	15/+0	1873	$1,400
.45 Long Colt	1d12	1/19–20	6S36	11	30 ft.	D/1h	MAC (–1), TKD	2.5 lbs.	1	15/+0	1873	$1,400
Colt Python												
.357 Magnum	3d4+1	1/19–20	6S36	20	30 ft.	D/1h	DEP, RGD	2.4 lbs.	—	15/+0	1955	$750
Manurhin MR-73												
.357 Magnum	3d4+1	1/19–20	6S36	24	30 ft.	D/1h	DEP	2 lbs.	—	15/+0	1973	$600
9mm P	1d10+1	1/20	6S36	13	25 ft.	D/1h	DEP	2 lbs.	2	15/+0	1973	$600
Taurus Model 608												
.357 Magnum	3d4+1	1/19–20	8S48	15	30 ft.	D/1h	RGD	3.2 lbs.	—	17/+0	1997	$550
Calibers III–V												
None												

TABLE 4.40: BACKUP REVOLVER PICKS (DESCRIPTIONS: SEE PAGE 307)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Colt Detective Special												
.38 Special	1d8+1	1/20	6S5	15	15 ft.	D/1h	—	1.2 lbs.	—	15/+0	1927	$275
NAA Mini-Revolver												
.17 HMR	2d4 (AP 2)	1/20	5S35	25	10 ft.	F/1h	—	0.3 lbs.	—	17/+0	2003	$200
.22 LR	1d4+2	1/20	5S50	13	5 ft.	F/1h	—	0.3 lbs.	—	17/+0	1985	$200
.22 Magnum	2d4 (AP 2)	1/20	5S35	25	10 ft.	F/1h	—	0.3 lbs.	—	17/+0	1985	$210
Smith & Wesson Bodyguard												
.38 Special	1d8+1	1/20	5S30	18	15 ft.	D/1h	—	1 lbs.	—	15/+0	1957	$450
Smith & Wesson Chief's Special												
.38 Special	1d8+1	1/20	5S30	13	15 ft.	D/1h	—	1.4 lbs.	—	15/+0	1950	$400
Smith & Wesson Ladysmith												
.22 LR	1d4+2	1/20	7S50	3	10 ft.	F/1h	ORN	1.4 lbs.	—	15/+0	1989	$385
.38 Special	1d8+1	1/20	5S30	13	15 ft.	F/1h	ORN	1.4 lbs.	—	15/+0	1989	$385
Caliber II												
Smith & Wesson Bodyguard												
.357 Magnum	3d4+1	1/19–20	5S25	25	20 ft.	D/1h	—	1 lbs.	1	15/+0	1957	$450
Smith & Wesson Ladysmith												
.357 Magnum	3d4+1	1/19–20	5S25	25	15 ft.	F/1h	ORN	1.4 lbs.	1	15/+0	1989	$385
Calibers III–V												
None												

TABLE 4.41: HUNTING REVOLVER PICKS (DESCRIPTIONS: SEE PAGE 307)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–II												
None												
Caliber III												
Ruger Super Redhawk												
.44 Magnum	2d6+2	1/19–20	6S40	14	35 ft.	D/1h	DEP, TKD	3.6 lbs.	3	15/+0	1987	$750
.454 Casull	3d6+1	1/19–20	6S30	25	45 ft.	D/1h	DEP, TKD	3.6 lbs.	1	15/+0	1999	$825
Smith & Wesson Model 500												
.500 Magnum	4d4+2	1/19–20	5S30	25	45 ft.	D/1h	TKD	4.5 lbs.	2	15/+0	2003	$1,000
Smith & Wesson Model 629												
.44 Magnum	2d6+2	1/19–20	6S40	18	35 ft.	D/1h	DEP, TKD	2.8 lbs.	3	15/+0	1956	$785
Calibers IV–V												
None												

TABLE 4.42: LIGHT SUBMACHINE GUN PICKS (DESCRIPTIONS: SEE PAGE 310)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
CZ Skorpion												
.32 ACP	1d6+1	1–3/20	20M7	5	20 ft.	D/1h	CLS	2.8 lbs.	—	25/+1	1984	$900
.380 ACP	2d4	1–3/20	20M6	8	20 ft.	D/1h	CLS	2.8 lbs.	—	25/+1	1984	$900
9×18mm Makarov	2d4	1–3/20	20M6	8	25 ft.	D/1h	CLS	2.8 lbs.	—	25/+1	1984	$900
MAC M11												
.380 ACP	2d4	1–3/20	32M4	8	25 ft.	D/1h	CLS, IMP, NFM (B/F)	3.5 lbs.	—	22/+1	1983	R$2,500
Caliber II												
H&K MP5K												
9mm P	1d10+1	1–2/20	15M6 or 30M3	8	15 ft.	D/1h	2	4.4 lbs.	2	22/+1	1976	R$1,000
H&K MP5K, briefcase												
9mm P	1d10+1	1–2/20	15M6	4	10 ft.	T/1h	IMP, INA (–4), QKY	9.4 lbs.	1	22/+1	1976	R$2,000
H&K MP7A1												
4.6×30mm	2d4+1 (AP 4)	1–2/20	20M6 or 40M3	8	30 ft.	D/1h	CLS, CMP, UPG (permanent vertical foregrip)	3.5 lbs.	—	27/+1	2001	$1,600
IMI Micro-Uzi												
9mm P	1d10+1	1–3/20	20M5	10	20 ft.	F/1h	CLS, TRO	3.3 lbs.	2	25/+1	1982	$1,200
MAC M10												
9mm P	1d10+1	1–3/20	32M3	5	25 ft.	D/1h	CLS, IMP, NFM (B/F)	6.3 lbs.	3	22/+1	1983	R$2,500
.45 ACP	1d12	1–3/19–20	32M3	6	25 ft.	D/1h	CLS, IMP, NFM (B/F), TKD	6.3 lbs.	—	22/+1	1983	R$2,500
Steyr TMP												
9mm P	1d10+1	1–3/20	15M6 or 25M4	13	15 ft.	D/1h	CMP UPG (permanent vertical foregrip)	2.9 lbs.	1	25/+1	1993	$1,300
Calibers III–V												
None												

TABLE 4.43: HEAVY SUBMACHINE GUN PICKS (DESCRIPTIONS: SEE PAGE 310)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
FN P90												
5.7×28mm	1d10+1 (AP 4)	1–3/20	50M3	5	35 ft.	T/2h	CMP, DST, NUL (2R), QKY, TBR, UPG (red dot sight)	6.6 lbs.	—	30/+2	1991	$1,700
German State Arsenal MP-40												
9mm P	1d10+1	1–3/20	32M4	4	30 ft.	T/2h	CLS	8.9 lbs.	2	25/+1	1940	$1,000
H&K MP5A4												
9mm P	1d10+1	1–2/20	30M5	6	30 ft.	T/2h	—	5.6 lbs.	1	22/+1	1966	R$1,525
H&K MP5A5												
9mm P	1d10+1	1–2/20	30M5	6	30 ft.	T/2h	CLS	5.6 lbs.	1	22/+1	1966	R$1,525
H&K MP5SD5												
9mm P	1d10+1	1–2/20	30M5	5	30 ft.	T/2h	INS	6.8 lbs.	—	25/+1	1974	R$1,900
H&K MP5SD6												
9mm P	1d10+1	1–2/20	30M5	5	30 ft.	T/2h	CLS, INS	6.8 lbs.	—	25/+1	1974	R$1,900
H&K MP5/40												
.40 S&W	1d12	1–2/20	30M4	6	30 ft.	T/2h	TKD	5.9 lbs.	—	25/+1	1992	$1,850
H&K UMP												
9mm P	1d10+1	1–2/20	30M5	7	30 ft.	T/2h	CLS, CMP	4.6 lbs.	—	27/+1	1999	R$850
.40 S&W	1d12	1–2/20	30M4	8	30 ft.	T/2h	CLS, CMP, TKD	4.6 lbs.	—	27/+1	1999	R$850
IMI Uzi												
9mm P	1d10+1	1–3/20	32M4	4	30 ft.	T/2h	CLS	8.2 lbs.	2	25/+1	1953	$1,250
IMI Mini-Uzi												
9mm P	1d10+1	1–3/20	32M4	6	25 ft.	D/2h	CLS	6 lbs.	2	25/+1	1981	$1,200
RSA Bizon-2												
9×18mm Improved	1d12	1–3/20	66M3	7	35 ft.	T/2h	CLS, QKY	5.4 lbs.	2	25/+1	1993	$1,400
Sten Mk. II												
9mm P	1d10+1	1–3/20	32M4	5	30 ft.	T/2h	DEP	7 lbs.	1	22/+1	1941	$1,100
Sten Mk. II(S)												
9mm P	1d10+1	1–3/20	32M4	5	30 ft.	T/2h	DEP, INS	7 lbs.	—	25/+1	1943	$1,600
Caliber III												
H&K MP5/10												
10mm ACP	2d6	1–2/19–20	30M4	7	30 ft.	T/2h	TKD	5.9 lbs.	3	25/+1	1992	$1,850
H&K UMP												
.45 ACP	1d12	1–2/19–20	25M5	8	30 ft.	T/2h	CLS, CMP, TKD	4.9 lbs.	3	27/+1	1999	R$850
Thompson M1928												
.45 ACP	1d12	1–3/19–20	special*	3	35 ft.	T/2h	DEP, RGD, TKD	10.8 lbs.	3	22/+1	1921	$2,500
Calibers IV–V												
None												

* This weapon may come with any of the following ammunition capacities: 20M6, 30M4, 50D3, or 100D1.



TABLE 4.44: SEMI-AUTOMATIC RIFLE PICKS (DESCRIPTIONS: SEE PAGE 309)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
Ruger 10/22 .22 LR	1d4+2	1–2/20	10M10	1	20 ft.	S/2h	DEP	6 lbs.	—	17/+0	1964	$300
Caliber II												
RSA SVU 7.62×54mm Russian	1d8+2	1–2/19–20	10M5	14	75 ft.	S/2h	ACC, DST, INS UPG (10× telescopic sight, bipod)	7.9 lbs.	—	22/+1	1996	$2,600
Ruger Mini-14 5.56×45mm NATO	4d4	1/20	30M3	13	125 ft.	S/2h	—	6.8 lbs.	—	17/+0	1974	$550
Ruger Mini-30 7.6×39mm Russian	3d6	1/20	30M3	15	100 ft.	S/2h	—	6.9 lbs.	—	17/+0	1986	$550
Caliber III												
H&K MSG-90 7.62×51mm NATO	4d4+2	1–2/19–20	20M3	12	175 ft.	S/2h	ACC, DEP, UPG (bipod)	14.1 lbs.	—	20/+1	1987	$4,500
NORINCO KBU-88 5.8×42mm	3d6+1	1–2/19–20	10M5 or 30M2	16	175 ft.	S/2h	ACC, DST, UPG (4× telescopic sight, bipod)	9.3 lbs.	—	22/+1	1995	$1,850
RSA Dragunov SVD 7.62×54mm Russian	2d10+1	1–2/19–20	10M5	21	200 ft.	S/2h	ACC, UPG (4× telescopic sight)	9.5 lbs.	—	20/+1	1963	$1,900
Simonov SKS 7.62×39mm Russian	3d6	1/20	10S60	12	200 ft.	S/2h	DEP, RGD	8.5 lbs.	1	17/+0	1949	$250
Springfield Armory M1 Garand .30-06	2d10+1	1/19–20	8S50	21	150 ft.	S/2h	DEP, RGD	9.5 lbs.	—	17/+0	1936	$1,150
Springfield Armory M21 7.62×51mm NATO	4d4+2	1–2/19–20	20M3	15	175 ft.	S/2h	ACC, DEP, UPG (9× telescopic sight, bipod)	11.3 lbs.	—	20/+1	1969	$2,800
Caliber IV												
H&K PSG-1 7.62×51mm NATO	4d4+2	1/19–20	5M10 or 20M3	10	175 ft.	S/2h	ACC, RGD, UPG (6× telescopic sight)	17.9 lbs.	3	20/+1	1982	$10,000
KAC SR25 7.62×51mm NATO	4d4+2	1–2/19–20	20M3	14	200 ft.	S/2h	ACC, INS, UPG (10× telescopic sight)	12.3 lbs.	3	22/+1	1995	R$2,800
Caliber V												
Barrett M82A1 .50 BMG	2d12+2 (AP 10)	1–2/18–20	10M3	25	350 ft.	M/2h	ACC, BLK, SLA, TKD, UPG (bipod)	32.5 lbs.	—	20/+1	1982	$7,750

TABLE 4.45: ASSAULT RIFLE PICKS (DESCRIPTIONS: SEE PAGE 307)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
C.G. Haenel StG.44 7.92x33mm	4d4	1–4/20	30M5	8	100 ft.	S/2h	FRG, NUL (1O/1U)	11.5 lbs.	—	25/+1	1943	R$25,000
Steyr AUG Para 9mm P	1d10+1	1–3/20	32M7	4	35 ft.	T/2h	UPG (1.5x telescopic sight, vertical foregrip)	7.3 lbs.	—	27/+1	1977	R$1,300
Caliber III												
Colt Commando 5.56x45mm NATO	4d4	1–3/20	30M5	16	50 ft.	T/2h	CLS	5.4 lbs.	3	25/+1	1984	R$800
Colt M16 5.56x45mm NATO	4d4	1–4/20	20M8 or 30M5	13	125 ft.	S/2h	OVH, UNR	6.4 lbs.	3	25/+1	1963	R$600
Colt M16A1 5.56x45mm NATO	4d4	1–4/20	20M8 or 30M5	13	125 ft.	S/2h	OVH	6.4 lbs.	3	25/+1	1967	R$700
Colt M16A2/M16A4 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	10	125 ft.	S/2h	NFM (S/B)	8.3 lbs.	3	25/+1	1982/1994	R$850
Colt M16A3 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	10	125 ft.	S/2h	—	8.3 lbs.	3	25/+1	1994	R$850
Colt M4 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	12	100 ft.	S/2h	CLS, NFM (S/B)	7.5 lbs.	3	25/+1	1994	R$775
Colt M4A1 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	12	100 ft.	S/2h	CLS	7.5 lbs.	3	25/+1	1994	R$775
Enfield L85A1 5.56x45mm NATO	4d4	1–4/20	30M5	9	125 ft.	S/2h	DST, UNR, UPG (4x telescopic sight)	9.1 lbs.	3	27/+1	1984	R$750
Enfield L85A2 5.56x45mm NATO	4d4	1–3/20	30M5	9	125 ft.	S/2h	DST, UNR, UPG (4x telescopic sight)	9.1 lbs.	3	27/+1	1997	R$875
GIAT FAMAS F1 5.56x45mm NATO	4d4	1–3/20	25M6	11	125 ft.	S/2h	DST, UPG (bipod)	8 lbs.	2	27/+1	1978	R$800
GIAT FAMAS G2 5.56x45mm NATO	4d4	1–3/20	30M5	10	125 ft.	S/2h	DST, UPG (bipod)	8.4 lbs.	2	27/+1	1994	R$925
H&K HK33A2 5.56x45mm NATO	4d4	1–2/20	30M5 or 40M4	10	125 ft.	S/2h	RGD	8.4 lbs.	1	25/+1	1968	R$950
H&K HK33A3 5.56x45mm NATO	4d4	1–2/20	30M5 or 40M4	10	125 ft.	S/2h	CLS, RGD	8.3 lbs.	—	25/+1	1968	R$950
H&K HK33SG1 5.56x45mm NATO	4d4	1–2/20	30M5 or 40M4	10	125 ft.	S/2h	ACC, SPA, RGD, UPG (6x telescopic sight, bipod)	8.4 lbs.	—	27/+1	1971	R$6,750
H&K HK53A2 5.56x45mm NATO	4d4	1–2/20	30M5 or 40M4	14	50 ft.	T/2h	—	6 lbs.	2	25/+1	1970	R$1,300
H&K HK53A3 5.56x45mm NATO	4d4	1–2/20	30M5 or 40M4	15	50 ft.	T/2h	CLS	5.9 lbs.	2	25/+1	1970	R$1,300
H&K G36 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	12	125 ft.	S/2h	CLS, CMP, DEP, UPG (advanced combat sight)	7.3 lbs.	—	27/+1	1995	R$1,350
H&K G36C 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	14	50 ft.	T/2h	CLS, CMP, DEP, UPG (advanced combat sight)	6.3 lbs.	1	27/+1	2001	R$1,500
H&K G36K 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	13	100 ft.	S/2h	CLS, CMP, DEP, DST, UPG (advanced combat sight)	6.6 lbs.	—	27/+1	1995	R$1,350
NORINCO QBZ-95 5.8x42mm	3d6+1	1–3/19–20	30M4	21	150 ft.	S/2h	DST	7.2 lbs.	—	27/+1	1995	R$1,400
NORINCO QBZ-97 5.56x45mm NATO	4d4	1–3/20	30M5	12	125 ft.	S/2h	DST	7.2 lbs.	2	27/+1	1995	R$975
RSA AK-47 7.62x39mm Russian	3d6	1–2/20	30M5 or 75D2	11	125 ft.	S/2h	DEP, RGD	9.5 lbs.	—	22/+1	1949	R$550
RSA AK-74 5.45x39mm Russian	2d8+1	1–2/20	30M5	10	125 ft.	S/2h	RGD	7.3 lbs.	—	22/+1	1974	$500

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TABLE 4.45: ASSAULT RIFLE PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 307)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber III Continued												
RSA AK-101 5.56x45mm NATO	4d4	1–3/20	30M5	12	125 ft.	S/2h	DEP	7.5 lbs.	1	25/+1	2001	R$550
RSA AKS 7.62x39mm Russian	3d6	1–2/20	30M5 or 75D2	11	125 ft.	S/2h	CLS, DEP, RGD	9.3 lbs.	—	22/+1	1949	R$550
RSA AKS-74 5.45x39mm Russian	2d8+1	1–2/20	30M5	10	125 ft.	S/2h	CLS, RGD	7.1 lbs.	—	22/+1	1974	$500
RSA AKS-74U 5.45x39mm Russian	2d8+1	1–3/20	30M5	12	125 ft.	T/2h	CLS	6 lbs.	—	25/+1	1984	$850
RSA AKS-74U-UBN 5.45x39mm Russian	2d8+1	1–3/20	30M5	12	125 ft.	T/2h	CLS, TBR UPG (removable suppressor)	6 lbs.	—	25/+1	1984	$2,100
Steyr AUG 5.56x45mm NATO	4d4	1–3/20	30M5	10	125 ft.	S/2h	DST, UPG (1.5x telescopic sight, vertical foregrip)	8.4 lbs.	1	27/+1	1977	R$1,300
Steyr AUG Carbine 5.56x45mm NATO	4d4	1–3/20	30M5	11	100 ft.	S/2h	DST, UPG (1.5x telescopic sight, vertical foregrip)	8 lbs.	—	27/+1	1977	R$1,300
Caliber IV												
Colt M4 SOPMOD 5.56x45mm NATO	4d4	1–3/20	30M5 or 100D1	12	100 ft.	S/2h	CLS, NUL (3R/1U), TBR, UPG (4x day/night sight, infrared laser sight, advanced combat sight, laser sight, removable suppressor, tactical flashlight, tactical sling, vertical foregrip)	7.5 lbs.	3	27/+1	1999	R$4,500
FN FAL 7.62x51mm NATO	4d4+2	1–3/19–20	20M7	17	175 ft.	S/2h	DEP, RGD	9.8 lbs.	2	25/+1	1953	R$900
FN FAL "Para" 7.62x51mm NATO	4d4+2	1–3/19–20	20M7	21	160 ft.	S/2h	CLS, DEP, RGD	8.3 lbs.	2	25/+1	1953	R$900
H&K G3A3 7.62x51mm NATO	4d4+2	1–2/19–20	20M7	17	175 ft.	S/2h	RGD	9.9 lbs.	2	25/+1	1959	R$1,100
H&K G3A4 7.62x51mm NATO	4d4+2	1–2/19–20	20M7	18	175 ft.	S/2h	CLS, RGD	9.7 lbs.	2	25/+1	1959	R$1,100
H&K G3 SG/1 7.62x51mm NATO	4d4+2	1–2/19–20	20M7	18	175 ft.	S/2h	ACC, SPA, RGD, UPG (6x telescopic sight, bipod)	9.7 lbs.	1	27/+1	1971	R$8,000
Springfield Armory M14 7.62x51mm NATO	4d4+2	1–3/19–20	20M7	15	150 ft.	S/2h	DEP	11.2 lbs.	3	25/+1	1957	R$1,050
Caliber V												
None												

TABLE 4.46: BOLT-ACTION RIFLE PICKS (DESCRIPTIONS: SEE PAGE 308)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
Dan-Inject IM												
13mm dart	1d3	1/20	1S12	1	25 ft.	S/2h	INJ, INS, MAC (–2), UPG (2.5× telescopic sight, integral suppressor)	7.1 lbs.	1*	15/+0	1950	$1,800
Lee-Enfield DeLisle Carbine												
.45 ACP	1d12	1/19–20	7M10	3	45 ft.	T/2h	INS, MAC (–2), SPA, TKD	8.1 lbs.	—	17/+0	1942	$1,800
Weatherby Mk. V												
5.56×45mm NATO	4d4	1/20	5S60	11	125 ft.	S/2h	MAC (–2)	7.8 lbs.	—	17/+0	1956	$1,675
Caliber III												
AI AW												
7.62×51mm NATO	4d4+2	1/19–20	10M50	12	175 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	14.1 lbs.	3	17/+0	1982	$4,000
AI AW Covert	2d6	1/19–20	10M50	2	75 ft.	S/2h	ACC, CLS, INS, MAC (–2), UPG (bipod)	13.2 lbs.	3	17/+0	1990	$5,000
7.62×51mm NATO												
AI AW-50	2d12+2	1/18–20	5M30	24	375 ft.	M/2h	ACC, BLK, MAC (–2), SLA, UPG (bipod), TKD	33.1 lbs.	3	17/+0	1989	R$9,200
.50 BMG	(AP 10)											
AI AWM												
7mm Remington	3d6+2	1/19–20	5M50	15	225 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	15 lbs.	3	17/+0	1990	$2,500
.300 Winchester	3d6+2	1/19–20	5M50	15	225 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	15.3 lbs.	3	17/+0	1991	$2,700
.338 Laupa	5d4	1/19–20	4M50	19	250 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	16.6 lbs.	3	17/+0	1990	$3,200
AMP DSR-1												
7.62×51mm NATO	4d4+2	1/19–20	5M50	13	175 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	13 lbs.	1	17/+0	2001	$3,600
7.62×51mm NATO, subsonic	2d6	1/20	5M50	3	75 ft.	S/2h	ACC, INS, MAC (–2), UPG (bipod)	13 lbs.	1	17/+0	2001	$3,600
.300 Winchester	3d6+2	1/19–20	5M50	18	225 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	13 lbs.	1	17/+0	2001	$4,000
.338 Laupa	5d4	1/19–20	4M50	24	250 ft.	S/2h	ACC, MAC (–2), UPG (bipod)	13 lbs.	1	17/+0	2001	$4,400
FN Ultra-Ratio Commando II												
7.62×51mm NATO	4d4+2	1/19–20	10M50	10	200 ft.	S/2h	ACC, CLS, MAC (–2), UPG (10x telescopic sight, bipod)	16.6 lbs.	—	17/+0	1991	$2,700
Lee-Enfield No. 1 Mk. 3												
.303 British	4d4+2	1/19–20	10M50	20	175 ft.	S/2h	MAC (–2)	8.7 lbs.	—	15/+0	1907	$1,200
Lee-Enfield No. 2												
.22 LR	1d4+2	1/20	10M100	1	25 ft.	S/2h	MAC (–2)	8.7 lbs.	—	15/+0	1926	$350
Lee-Enfield No. 4 Mk. 1												
.303 British	4d4+2	1/19–20	10M50	19	200 ft.	S/2h	MAC (–2), SPA	9.1 lbs.	—	15/+0	1941	$1,400

Continued on page 263



TABLE 4.46: BOLT-ACTION RIFLE PICKS CONTINUED (DESCRIPTIONS: SEE PAGE 308)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber III Continued												
Lee-Enfield No. 5												
.303 British	4d4+2	1/19–20	10M50	24	125 ft.	S/2h	MAC (–2)	7.1 lbs.	2	15/+0	1944	$1,200
Mauser Model 1898												
8mm Mauser	2d10+1	1/19–20	5S50	22	175 ft.	S/2h	MAC (–2)	9 lbs.	1	12/+0	1898	$500
7.62×51mm NATO	4d4+2	1/19–20	5S50	12	200 ft.	S/2h	MAC (–2), SPA, UPG (10x telescopic sight)	14.5 lbs.	1	17/+0	1970	$5,300
Mosin-Nagant M1891												
7.62×54mm Russian	2d10+1	1/19–20	5S50	23	175 ft.	S/2h	MAC (–2)	8.4 lbs.	1	15/+0	1891	$500
Mosin-Nagant M1891 Sniper												
7.62×54mm Russian	2d10+1	1/19–20	5S50	23	200 ft.	S/2h	MAC (–2), SPA, UPG (4x telescopic sight)	8.9 lbs.	—	17/+0	1891	$1,400
Remington Model 700												
5.56×45mm NATO	4d4	1/20	5S60	12	125 ft.	S/2h	MAC (–2)	7.3 lbs.	1	17/+0	1963	$700
7mm Remington	3d6+2	1/19–20	3S50	25	225 ft.	S/2h	MAC (–2)	7.5 lbs.	1	17/+0	1963	$750
7.62×51mm NATO	4d4+2	1/19–20	4S50	23	175 ft.	S/2h	MAC (–2)	7.3 lbs.	1	17/+0	1963	$720
.30-06	2d10+1	1/19–20	4S50	25	175 ft.	S/2h	MAC (–2)	7.4 lbs.	1	17/+0	1963	$720
.300 Winchester	3d6+2	1/19–20	3S50	25	225 ft.	S/2h	MAC (–2)	7.5 lbs.	1	17/+0	1963	$750
.375 H&H Magnum	5d4	1/19–20	3S50	25	225 ft.	S/2h	MAC (–2)	7.6 lbs.	1	17/+0	1963	$90
Remington M24 SWS												
7.62×51mm NATO	4d4+2	1/19–20	5S50	12	200 ft.	S/2h	ACC, MAC (–2), UPG (10x telescopic sight)	14.3 lbs.	—	17/+0	1988	$9,700
Remington M40A1												
7.62×51mm NATO	4d4+2	1/19–20	5S50	12	200 ft.	S/2h	MAC (–2), SPA, UPG (10x telescopic sight)	14.5 lbs.	—	17/+0	1970	$5,300
Springfield Armory M1903												
.30-06	2d10+1	1/19–20	5S50	23	175 ft.	S/2h	MAC (–2)	8.7 lbs.	1	15/+0	1906	$500
Spingfield Armory M1903A4												
.30-06	2d10+1	1/19–20	5S50	22	200 ft.	S/2h	MAC (–2), SPA, UPG (2.5× telescopic sight)	8.8 lbs.	1	17/+0	1942	$750
Weatherby Mk. V												
7mm Remington	3d6+2	1/19–20	3S50	25	225 ft.	S/2h	MAC (–2)	6.8 lbs.	1	17/+0	1956	$1,300
7.62×51mm NATO	4d4+2	1/19–20	5S50	22	175 ft.	S/2h	MAC (–2)	7.8 lbs.	1	17/+0	1956	$1,250
.30-06	2d10+1	1/19–20	5S50	25	175 ft.	S/2h	MAC (–2)	6.8 lbs.	1	17/+0	1956	$1,250
Caliber IV												
Mini-Hecate												
.338 Laupa	5d4	1/19–20	10M50	17	250 ft.	M/2h	ACC, CLS, MAC (–2), SAF, UPG (10× telescopic sight, bipod)	17.7 lbs.	3	17/+0	1992	$3,200
Remington M24 SWS												
.300 Winchester	3d6+2	1/19–20	5S50	16	250 ft.	S/2h	ACC, MAC (–2), UPG (10x telescopic sight)	14.3 lbs.	3	17/+0	1990	$9,700
Weatherby Mk. V												
.460 Weatherby	2d12	1/19–20	2S40	25	250 ft.	S/2h	MAC (–2), TKD	10 lbs.	3	20/+0	1956	$2,800
Caliber V												
FN Hecate II												
.50 BMG	2d12+2	1/18–20 (AP 10)	7M30	19	375 ft.	M/2h	ACC, BLK, CLS, MAC (–2), SAF, SLA, TKD, UPG (10x telescopic sight, bipod)	42.3 lbs.	—	20/+1	1993	R$11,000
.50 BMG Subsonic	4d4	1/19–20 (AP 5)	7M30	4	125 ft.	M/2h	ACC, BLK, CLS, MAC (–2), SAF, SLA, TKD, UPG (10x telescopic sight, bipod)	42.7 lbs.	—	20/+1	1993	R$11,000
Simonov PTRD												
14.5mm Russian	3d10+1	1/18–20 (AP 12)	1S30	25	250 ft.	M/2h	DEP, MAC (–2), RGD, UPG (bipod)	38.1 lbs.	—	15/+0	1941	$3,500

* This weapon comes with 12 doses of any Caliber I poison and its upgrade may be used to convert this poison to Caliber II.

TABLE 4.47: BREAK-ACTION SHOTGUN PICKS (DESCRIPTIONS: SEE PAGE 309)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
Browning Superposed												
.410 (slug)	2d6+2	1/20	2S80	4	10 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	2	15/+0	1963	$4,000
.410 (shot)	3d4+1	1/20	2S80	4	10 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	2	15/+0	1963	$4,000
20 gauge (slug)	4d4+2	1/19–20	2S60	12	20 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	2	15/+0	1949	$4,000
20 gauge (shot)	4d4+1	1/20	2S60	12	20 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	2	15/+0	1949	$4,000
Charles Daly Field II Hunter												
.410 (slug)	2d6+2	1/20	2S80	4	10 ft.	S/2h	DEP, IMP, TKD	6.1 lbs.	2	15/+0	1997	$800
.410 (shot)	3d4+1	1/20	2S80	4	10 ft.	S/2h	DEP, IMP, TKD	6.1 lbs.	2	15/+0	1997	$800
20 gauge (slug)	4d4+2	1/19–20	2S60	12	20 ft.	S/2h	DEP, IMP, TKD	7.2 lbs.	—	15/+0	1997	$800
20 gauge (shot)	4d4+1	1/20	2S60	12	20 ft.	S/2h	DEP, IMP, TKD	7.2 lbs.	—	15/+0	1997	$800
16 gauge (slug)	2d10+1	1/19–20	2S50	14	25 ft.	S/2h	DEP, IMP, TKD	7.2 lbs.	—	15/+0	1997	$850
16 gauge (shot)	4d4+2	1/20	2S50	14	25 ft.	S/2h	DEP, IMP, TKD	7.2 lbs.	—	15/+0	1997	$850
12 gauge (slug)	2d12	1/19–20	2S40	25	30 ft.	S/2h	DEP, IMP, TKD	7.4 lbs.	—	15/+0	1997	$900
12 gauge (shot)	5d4	1/20	2S40	25	30 ft.	S/2h	DEP, IMP, TKD	7.4 lbs.	—	15/+0	1997	$900
Savage Arms Model 24 (Rifle Barrel)												
.17 HMR	2d4 (AP 2)	1 (20)	1S60	2	30 ft.	S/2h	DEP	—	—	17/+0	2002	—
.22 LR	1d4+2	1 (20)	1S80	1	20 ft.	S/2h	DEP	—	—	17/+0	1938	—
.22 Magnum	2d4 (AP 2)	1 (20)	1S60	2	35 ft.	S/2h	DEP	—	—	17/+0	1959	—
5.56×45mm NATO	4d4	1 (20)	1S30	11	100 ft.	S/2h	DEP	—	—	17/+0	1938	—
Savage Arms Model 24 (Shotgun Barrel)												
.410 (slug)	2d6+2	1/20	1S40	3	10 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$600
.410 (shot)	3d4+1	1/20	1S40	3	10 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$600
20 gauge (slug)	4d4+2	1/19–20	1S30	11	20 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$600
20 gauge (shot)	4d4+1	1/20	1S30	11	20 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$600
12 gauge (slug)	2d12	1/19–20	1S20	25	30 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$650
12 gauge (shot)	5d4	1/20	1S20	25	30 ft.	S/2h	DEP, IMP, TKD	8 lbs.	—	17/+0	1938	$650
Winchester Model 21												
20 gauge (slug)	4d4+2	1/19–20	2S80	12	20 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
20 gauge (shot)	4d4+1	1/20	2S80	12	20 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
16 gauge (slug)	2d10+1	1/19–20	2S60	13	25 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
16 gauge (shot)	4d4+2	1/20	2S60	13	25 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
Caliber III												
Browning Superposed												
12 gauge (slug)	2d12	1/19–20	2S40	25	30 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	3	15/+0	1931	$4,000
12 gauge (shot)	5d4	1/20	2S40	25	30 ft.	S/2h	DEP, IMP, ORN, TKD	7 lbs.	3	15/+0	1931	$4,000
Charles Daly Field II Hunter												
10 gauge (slug)	3d8+1	1/18–20	2S40	25	30 ft.	S/2h	DEP, IMP, TKD	8.2 lbs.	2	15/+0	1997	$900
10 gauge (shot)	5d4+2	1/20	2S40	25	30 ft.	S/2h	DEP, IMP, TKD	8.2 lbs.	2	15/+0	1997	$900
Winchester Model 21												
12 gauge (slug)	2d12	1/19–20	2S40	25	30 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
12 gauge (shot)	5d4	1/20	2S40	25	30 ft.	S/2h	DEP, IMP, RGD, TKD	7.3 lbs.	—	15/+0	1930	$800
Calibers IV–V												
None												

TABLE 4.48: PUMP-ACTION SHOTGUN PICKS (DESCRIPTIONS: SEE PAGE 310)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
KAC Masterkey												
12 gauge (slug)	2d12	1/19–20	3S40	16	15 ft.	S/2h	IMP, TKD, TRO, UNR	5.5 lbs.	1	20/+1	1985	$1,900
12 gauge (shot)	5d4	1/20	3S40	16	15 ft.	S/2h	IMP, TKD, TRO, UNR	5.5 lbs.	1	20/+1	1985	$1,900
Caliber III												
Browning BPS Stalker												
12 gauge (slug)	2d12	1/19–20	4S40	25	30 ft.	S/2h	IMP, TKD	8.3 lbs.	2	17/+0	1997	$580
12 gauge (shot)	5d4	1/20	4S40	25	30 ft.	S/2h	IMP, TKD	8.3 lbs.	2	17/+0	1997	$580
10 gauge (slug)	3d8+1	1/18–20	4S40	25	30 ft.	S/2h	IMP, TKD	10.4 lbs.	—	17/+0	1990	$580
10 gauge (shot)	5d4+2	1/20	4S40	25	30 ft.	S/2h	IMP, TKD	10.4 lbs.	—	17/+0	1990	$580
Remington Model 870												
20 gauge (slug)	4d4+2	1/19–20	4S80	13	20 ft.	S/2h	DEP, IMP, TKD	6.5 lbs.	2	17/+0	1950	$330
20 gauge (shot)	4d4+1	1/20	4S80	13	20 ft.	S/2h	DEP, IMP, TKD	6.5 lbs.	2	17/+0	1950	$330
16 gauge (slug)	2d10+1	1/19–20	4S60	14	25 ft.	S/2h	DEP, IMP, TKD	7 lbs.	2	17/+0	1950	$330
16 gauge (shot)	4d4+2	1/20	4S60	14	25 ft.	S/2h	DEP, IMP, TKD	7 lbs.	2	17/+0	1950	$330
12 gauge (slug)	2d12	1/19–20	4S40	25	30 ft.	S/2h	DEP, IMP, TKD	7.3 lbs.	1	17/+0	1950	$330
12 gauge (shot)	5d4	1/20	4S40	25	30 ft.	S/2h	DEP, IMP, TKD	7.3 lbs.	1	17/+0	1950	$330
Remington Model 870P												
12 gauge (slug)	2d12	1/19–20	7S40	25	30 ft.	S/2h	DEP, DST, IMP, TKD	7.3 lbs.	—	17/+0	1950	$420
12 gauge (shot)	5d4	1/20	7S40	25	30 ft.	S/2h	DEP, DST, IMP, TKD	7.3 lbs.	—	17/+0	1950	$420
Truvelo Neostead												
12 gauge (slug)	2d12	1/19–20	6+6S40*	25	30 ft.	S/2h	DST, IMP, QKY, TKD	8.6 lbs.	—	20/+1	2001	$3,000
12 gauge (shot)	5d4	1/20	6+6S40*	25	30 ft.	S/2h	DST, IMP, QKY, TKD	8.6 lbs.	—	20/+1	2001	$3,000
Winchester Model 1897												
12 gauge (slug)	2d12	1/19–20	6S40	25	30 ft.	S/2h	DEP, IMP, RGD, TKD	7.5 lbs.	—	17/+0	1897	$600
12 gauge (shot)	5d4	1/20	6S40	25	30 ft.	S/2h	DEP, IMP, RGD, TKD	7.5 lbs.	—	17/+0	1897	$600
Calibers IV–V												
None												

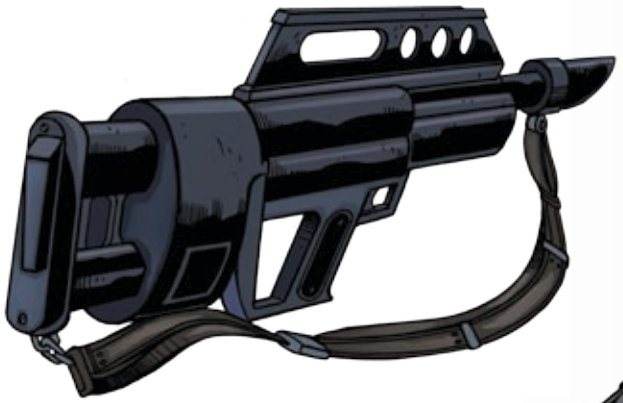




TABLE 4.49: SEMI-AUTOMATIC SHOTGUN PICKS (DESCRIPTIONS: SEE PAGE 310)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
Saiga 12K												
.410 (slug)	2d6+2	1–3/20	8M10	3	10 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	1	22/+1	1992	$400
.410 (shot)	3d4+1	1–3/20	8M10	3	10 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	1	22/+1	1992	$400
20 gauge (slug)	4d4+2	1–3/19–20	8M10	9	20 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	2	22/+1	1992	$575
20 gauge (shot)	4d4+1	1–3/20	8M10	9	20 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	2	22/+1	1992	$575
Caliber III												
Benelli M1 Practical												
12 gauge (slug)	2d12	1–2/19–20	8S40	19	35 ft.	S/2h	IMP, TKD, UPG (ported barrel)	7.6 lbs.	2	22/+1	1998	$1,285
12 gauge (shot)	5d4	1–2/20	8S40	19	35 ft.	S/2h	IMP, TKD, UPG (ported barrel)	7.6 lbs.	2	22/+1	1998	$1,285
Benelli M1 Tactical												
12 gauge (slug)	2d12	1–2/19–20	4S40	25	30 ft.	S/2h	IMP, TKD	6.7 lbs.	3	20/+1	1993	$1,025
12 gauge (shot)	5d4	1–2/20	4S40	25	30 ft.	S/2h	IMP, TKD	6.7 lbs.	3	20/+1	1993	$1,025
Benelli M4 Super 90												
12 gauge (slug)	2d12	1–2/19–20	6S40	21	30 ft.	S/2h	CLS, IMP, TKD	7.8 lbs.	2	20/+1	1999	$1,525
12 gauge (shot)	5d4	1–2/20	6S40	21	30 ft.	S/2h	CLS, IMP, TKD	7.8 lbs.	2	20/+1	1999	$1,525
Browning Auto-5												
20 gauge (slug)	4d4+2	1/19–20	5S80	9	20 ft.	S/2h	IMP, RGD, TKD	8 lbs.	1	20/+1	1903	$500
20 gauge (shot)	4d4+1	1/20	5S80	9	20 ft.	S/2h	IMP, RGD, TKD	8 lbs.	1	20/+1	1903	$500
16 gauge (slug)	2d10+1	1/19–20	5S60	10	25 ft.	S/2h	IMP, RGD, TKD	8 lbs.	1	20/+1	1903	$500
16 gauge (shot)	4d4+2	1/20	5S60	10	25 ft.	S/2h	IMP, RGD, TKD	8 lbs.	1	20/+1	1903	$500
12 gauge (slug)	2d12	1/19–20	4S50	21	30 ft.	S/2h	IMP, RGD, TKD	8 lbs.	—	20/+1	1903	$500
12 gauge (shot)	5d4	1/20	4S50	21	30 ft.	S/2h	IMP, RGD, TKD	8 lbs.	—	20/+1	1903	$500
Daewoo USAS-12												
12 gauge (slug)	2d12	1–3/19–20	10M4 or 20D2	14	30 ft.	S/2h	IMP, TKD	12.1 lbs.	3	25/+1	1987	$2,500
12 gauge (shot)	5d4	1–3/20	10M4 or 20D2	14	30 ft.	S/2h	IMP, TKD	12.1 lbs.	3	25/+1	1987	$2,500
Franchi SPAS-12												
12 gauge (slug)	2d12	1–2/19–20	8S40	17	30 ft.	S/2h	CLS, DEP, IMP, RGD, TKD	9.7 lbs.	—	20/+1	1979	$950
12 gauge (shot)	5d4	1–2/20	8S40	17	30 ft.	S/2h	CLS, DEP, IMP, RGD, TKD	9.7 lbs.	—	20/+1	1979	$950
Franchi SPAS-15												
12 gauge (slug)	2d12	1–2/19–20	6M6	19	30 ft.	S/2h	CLS, IMP, RGD, TKD	8.6 lbs.	1	22/+1	1989	$5,000
12 gauge (shot)	5d4	1–2/20	6M6	19	30 ft.	S/2h	CLS, IMP, RGD, TKD	8.6 lbs.	1	22/+1	1989	$5,000
Reutech Striker												
12 gauge (slug)	2d12	1–2/19–20	12S40	18	30 ft.	S/2h	IMP, NFM (S/B/F), TKD, TRO	9.3 lbs.	1	27/+1	1983	R$3,700
12 gauge (shot)	5d4	1–2/20	12S40	18	30 ft.	S/2h	IMP, NFM (S/B/F), TKD, TRO	9.3 lbs.	1	27/+1	1983	R$3,700
Saiga 12K												
12 gauge (slug)	2d12	1–3/19–20	8M5	21	30 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	3	22/+1	1992	$700
12 gauge (shot)	5d4	1–3/20	8M5	21	30 ft.	S/2h	CLS, IMP, TKD	7.7 lbs.	3	22/+1	1992	$700
Calibers IV–V												
None												

TABLE 4.50: SQUAD AUTOMATIC WEAPON (SAW) PICKS (DESCRIPTIONS: SEE PAGE 311)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–II												
None												
Caliber III												
Enfield L86A1 LSW												
5.56×45mm NATO	4d4	1–4/20	30M6	5	150 ft.	S/2h	DST, NFM (S/B/F), UPG (4x telescopic sight, bipod)	16.1 lbs.	—	27/+1	1986	R$4,800
Caliber IV												
Browning M1918 BAR												
.30-06	2d10+1	1–3/19–20	20M7	10	175 ft.	S/2h	DEP, NFM (S/B/F), RGD	19.3 lbs.	—	22/+1	1917	R$8,800
FN Minimi												
5.56×45mm NATO	4d4	1–2/20	200B1	5	175 ft.	S/2h	UPG (bipod)	15.7 lbs.	3	25/+1	1982	R$4,100
FN Minimi Para												
5.56×45mm NATO	4d4	1–2/20	200B1	6	150 ft.	S/2h	UPG (bipod), CLS	14.7 lbs.	3	25/+1	1996	R$6,400
NORINCO QJY-88												
5.8×42mm	3d6+1	1–3/19–20	200B1	15	175 ft.	S/2h	UPG (bipod), DST	10.1 lbs.	1	27/+1	1995	R$6,000
RSA RPK												
7.62×39mm Russian	3d6	1–3/20	40M4 or 75D2	10	150 ft.	S/2h	UPG (bipod), DEP	11 lbs.	3	22/+1	1949	R$3,200
RSA RPK-74												
5.45×39mm Russian	3d6+1	1–3/20	45M4 or 75D2	14	175 ft.	S/2h	UPG (bipod), DEP	11 lbs.	2	25/+1	1974	R$3,500
Steyr AUG Hbar												
5.56×45mm NATO	4d4	1–3/20	30M6 or 42M4	8	150 ft.	S/2h	DST, NFM (S/B/F), UPG (1.5x telescopic sight, bipod, vertical foregrip)	10.8 lbs.	3	27/+1	1977	R$3,900
Caliber V												
None												

TABLE 4.51: GENERAL PURPOSE MACHINE GUN (GPMG) PICKS (DESCRIPTIONS: SEE PAGE 311)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–II												
None												
Caliber III												
Saco M60												
7.62×51mm NATO	4d4+2	1–4/19–20	100B1	7	175 ft.	S/2h	IMP, OVH, SLA, UNR, UPG (bipod)	23.1 lbs.	—	25/+1	1950	R$4,000
Caliber IV												
FN MAG												
7.62×51mm NATO	4d4+2	1–2/19–20	100B1	7	275 ft.	S/2h	DEP, IMP, SLA, UPG (bipod)	24.3 lbs.	—	25/+1	1958	R$6,600
German State Arsenal MG-42												
7.62×51mm NATO	4d4+2	1–3/19–20	100B1	7	175 ft.	S/2h	UPG (bipod), IMP, SLA	25.4 lbs.	3	25/+1	1950	R$1,500
8mm Mauser	2d10+1	1–3/19–20	50B2	8	200 ft.	S/2h	UPG (bipod), IMP, SLA	25.4 lbs.	2	22/+1	1942	R$1,500
RSA PK												
7.62×54mm Russian	2d10+1	1–3/19–20	100B1	10	200 ft.	S/2h	DEP, IMP, SLA, UPG (bipod)	19.8 lbs.	1	22/+1	1969	R$1,900
Caliber V												
None												

TABLE 4.52: HEAVY MACHINE GUN (HMG) PICKS (DESCRIPTIONS: SEE PAGE 311)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–III												
None												
Caliber IV												
Browning M2hB .50 BMG	2d12+2 (AP 10)	1–3/18–20	100B1	6	300 ft.	M/2h	DEP, IMP, NFM (S/B/F), RGD, SLA, TKD	128 lbs.	—	22/+1	1921	R$14,000
General Electric M134 7.62×51mm NATO	4d4+2	1–5/17–20	100B3	12	150 ft.	M/2h	GAT, IMP, INA (–3), SLA	62 lbs.	—	27/+1	1961	R$20,000
RSA DShK 12.7×109mm Russian	3d8+1 (AP 10)	1–3/18–20	50B2	2	300 ft.	M/2h	IMP, RGD, SLA, TKD	346 lbs.	—	22/+1	1930	R$11,000
RSA KPV 14.5mm Russian	3d10+1 (AP 12)	1–3/18–20	40B2	4	350 ft.	M/2h	IMP, RGD, SLA, TKD	356 lbs.	—	22/+1	1944	R$17,000
Caliber V												
None												

TABLE 4.53: FLAMETHROWER PICKS (DESCRIPTIONS: SEE PAGE 313)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–II												
None												
Caliber III												
Hydroar LC T1 M1	2d6 fire	1–3/—	9S9	—	15 ft.	S/2h	DEP, IMP, SLD (10)	75 lbs.	—	17/+0	1976	R$7,500
RSA LPO-50	2d6 fire	1–4/—	6S6	—	20 ft.	S/2h	IMP, SLD (10)	50 lbs.	—	17/+0	1968	R$6,000
U.S. Arsenal M2A1	2d6 fire	1–5/—	10S10	—	15 ft.	S/2h	IMP, SLD (12)	70 lbs.	—	17/+0	1942	R$4,500
U.S. Arsenal M9A1	2d6 fire	1–4/—	10S10	—	15 ft.	S/2h	IMP, SLD (10)	50 lbs.	—	17/+0	1956	R$5,000
Calibers IV–V												
None												

TABLE 4.54: EXPLOSIVE CHARGE AND MINE PICKS (DESCRIPTIONS: SEE PAGE 312)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
Charge, breaching	2d6* (AP 30)	1–3/—	—	—	2.5 ft.	T/—	BLS (5 ft.)	3 lbs.	—	22/+1	1980	R$75
Mine, anti-personnel (×2)	3d8*	1–3/—	—	—	—	F/—	BLS (5 ft.)	6 lbs.	—	20/+1	1930	R$10
Mine, anti-tank	3d10* (AP 25)	1–3/19–20	—	—	—	T/—	BLS (5 ft.)	30 lbs.	—	25/+1	1930	R$400
Mine, Bouncing Betty	4d10*	1–3/—	—	—	—	D/—	BLS (10 ft.)	8 lbs.	—	22/+1	1940	R$120
Mine, directional	5d10*	1–2/—	—	—	—	D/—	BLS (5 ft.)	3.5 lbs.	—	20/+1	1940	R$120
Caliber III												
Charge, satchel	5d10 (AP 30)	1–3/—	—	—	15 ft.	T/—	BLS (5 ft.)	20 lbs.	—	15/+0	1930	R$850
Calibers IV–V												
None												

* This damage is explosive *(see page 336)*.

TABLE 4.55: RAW EXPLOSIVE PICKS (DESCRIPTIONS: SEE PAGE 312)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
ANFO, 50 lbs. (×2)	5d6*	1–4/—	—	—	—	S/—	BLS (15 ft.), SUS (explosive, falling)	50 lbs.	1	17/+0	1950	$30
Black powder, 1 lb. (×3)	4d6*	1–4/—	—	—	—	F/—	BLS (5 ft.), SUS (explosive, falling)	1 lb.	1	12/+0	900	$20
Dynamite, 1 stick (×4)	3d12*	1–5/—	—	—	—	F/—	BLS (10 ft.), SUS (explosive)	0.5 lb.	1	15/+0	1867	$2
Dynamite (expired), 1 stick (×4)	2d12*	1–7/—	—	—	—	D/—	BLS (10 ft.), SUS (bang, collision, explosive, falling, lethal)	0.5 lb.	1	—	1868	—
Nitroglycerine, 1/4 lb. (×3)	2d12*	1–8/—	—	—	—	F/—	BLS (5 ft.), SUS (bang, collision, explosive, falling, lethal)	0.25 lb.	1	12/+0	1846	R$50
Plastic explosive, 1/4 lb. (×2)	6d6*	1–3/—	—	—	—	F/—	BLS (10 ft.), SUS (explosive)	0.25 lbs.	1	20/+1	1930	R$10
Plastic explosive, 1-ft. strip (×2)	6d6*	1–3/—	—	—	—	D/—	BLS (5 ft.), SUS (explosive)	0.5 lb./ft.	1	20/+1	1940	R$1,000
Thermite, 1 lb. (×4)	2d10 fire (AP 24)	1–5/—	—	—	—	F/—	BLS (5 ft.), SUS (fire)	1 lb.	1	17/+0	1920	R$240
TNT, 1/4 lb. (×2)	5d6*	1–4/—	—	—	—	F/—	BLS (5 ft.), SUS (explosive, fire)	0.25 lb.	1	17/+0	1860	$10
Calibers III–V												
None												

* This damage is explosive *(see page 336)*.



TABLE 4.56: MORTAR PICKS (DESCRIPTIONS: SEE PAGE 315)

Weapon Name	Damage*	E/T*	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–III												
None												
Caliber IV												
Watervliet Arsenal M224 60mm	—	1–3/—	1S5**	—	550 ft.	S/2h	DEP, INA (–20)	44 lb.	2	12/+0	1980	R$11,000
Caliber V												
Royal Ordnance L-16A2 81mm	—	1–3/—	1S3**	—	900 ft.	S/2h	DEP, INA (–20)	87.5 lb.	2	12/+0	1984	R$25,000
Soltam Commando 60mm	—	1–3/—	1S5**	—	150 ft.	S/2h	DEP, INA (–20)	15.4 lb.	2	15/+0	1990	R$18,000

* A mortar's damage and threat range are determined by the ammunition used *(see Table 4.62: Ammunition, page 274)*.

** When a character requests a mortar, it automatically comes with the character's choice of any 1 ammunition type flagged with a "Δ" on Table 4.62: Ammunition *(see page 274)*. The character may gain additional ammunition stockpiles by paying the listed upgrade cost for each stockpile desired. Further, a character may convert the ammunition stockpile that comes with the mortar into any other ammunition by paying the desired ammunition type's upgrade cost minus 1.



TABLE 4.57: GRENADE LAUNCHER PICKS (DESCRIPTIONS: SEE PAGE 314)

Weapon Name	Damage*	E/T*	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Caliber I												
None												
Caliber II												
CTS TL-1												
37mm	—	1–2/—	1S8**	—	40 ft.	S/2h	INA (–8), SLD (2)	6 lbs.	2	22/+1	2000	R$475
Caliber III												
CTS TL-8												
37mm	—	1–2/—	6S8**	—	40 ft.	S/2h	CLS, INA (–8), SLD (2)	10.3 lbs.	1	25/+1	2000	R$1,600
Caliber IV												
RSA BS-1 †	2d10 (AP 25) Δ	1–3/19–20	1S5	—	20 ft.	D/2h	BLS (5 ft.), INA (–10), INS, SLD (2)	3.3 lbs.ΔΔ	1	22/+1	1979	R$400ΔΔ
RSA GP-25 †												
40mm	—	1–3/—	1S6**	—	50 ft.	D/2h	INA (–10), SLD (2)	3.3 lbs.	1	27/+1	1986	R$3,500
Colt M203 †												
40mm	—	1–3/—	1S6**	—	60 ft.	D/2h	INA (–10), SLD (2)	3 lbs.	1	22/+1	1968	R$600
Colt M203PI ††												
40mm	—	1–3/—	1S6**	—	60 ft.	D/2h	INA (–10), SLD (2)	2.2 lbs.	1	25/+1	1984	R$900
Colt M79												
40mm	—	1–3/—	1S6**	—	50 ft.	S/2h	INA (–9), DEP, SLD (2)	6 lbs.	1	22/+1	1961	R$400
H&K AG36 ††												
40mm	—	1–3/—	1S6**	—	50 ft.	S/2h	INA (–11), SLD (2)	3.8 lbs.	1	25/+1	1995	R$2,000
Hawk MM-1												
40mm	—	1–4/—	12S12**	—	50 ft.	S/2h	INA (–10), SLD (2)	20 lbs.	1	27/+1	1979	R$4,500
Milkor MGL Mk. 1												
40mm	—	1–4/—	6S12**	—	40 ft.	S/2h	CLS, INA (–10), SLD (2)	11.7 lbs.	1	27/+1	1983	R$4,000
Caliber V												
RSA AGS-17 Ω												
30mm	—	1–4/—	30B2**	—	275 ft.	M/2h	INA (–8), NAP (1 optic)	68 lbs.	1	27/+1	1975	R$10,000
Saco Mk. 19 Ω												
40mm	—	1–4/—	50B1**	—	300 ft.	M/2h	INA (–8), NAP (1 optic)	78 lbs.	1	27/+1	1983	R$14,000

* A grenade launcher's damage and threat range are determined by the ammunition used *(see Table 4.62: Ammunition, page 274)*.

** When a character requests a grenade launcher, it automatically comes with the character's choice of any 1 ammunition type flagged with a "Δ" on Table 4.62: Ammunition *(see page 274)*. The character may gain additional ammunition stockpiles by paying the listed upgrade cost for each stockpile desired. Further, a character may convert the ammunition stockpile that comes with the launcher into any other ammunition by paying the desired ammunition type's upgrade cost minus 1.

† This underbarrel grenade launcher may only be fired when it's attached to a rifle's underbarrel upgrade location, as noted in the weapon's description *(see page 314)*. Further, the Recoil of a rifle with an attached underbarrel grenade launcher decreases by the launcher's weight in pounds (rounded up).

†† Standalone and underbarrel versions of this weapon are available. The rules listed in the † note apply to the underbarrel version.

Δ This damage is explosive *(see page 336)*.

ΔΔ Each additional grenade for this weapon weighs 0.4 lbs. and costs either 1 upgrade or R$80 in street value.

Ω This automatic grenade launcher may only be fired when its integral tripod is used or it's attached to a vehicle. Further, it fire in Single-Shot, Burst, or Full Auto mode and when a character takes an Autofire or Strafe action with it, each volley is only 1 shot, not 3.

TABLE 4.58: MISSILE LAUNCHER PICKS (DESCRIPTIONS: SEE PAGE 314)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–IV												
None												
Caliber V												
Euromissile Milan	2d8 (AP 45)*	1–3/19–20	1S2**	—	300 ft.	S/2h	BLS (2.5 ft.), GUI (wire), INA (–10), SLD (6)	36.2 lbs./ 14.8 lbs.†	—	25/+1	1972	R$90,000
Raytheon FIM-92	5d10*	1–3/20	1S2**	—	1,200 ft.	S/2h	AIR, BLS (20 ft.), GUI (IR), INA (–12), SLD (6)	5 lbs./ 23 lbs.†	—	25/+1	1982	R$38,000
Raytheon Javelin	3d8 (AP 50)*	1–3/19–20	1S2**	—	400 ft.	S/2h	BLS (2.5 ft.), GUI (IR), INA (–12), SLD (4), ACS (4x telescopic sight, 9× night vision sight)	14 lbs./ 25.1 lbs.†	—	25/+1	1992	R$100,000
RSA SA-7	5d8*	1–3/20	1S2**	—	900 ft.	S/2h	AIR, BLS (20 ft.), GUI (IR), INA (–14), SLD (5)	10.4 lbs./ 22 lbs.†	—	25/+1	1972	R$25,000

* This damage is explosive *(see page 336)*.

** The character may gain additional missile launcher ammunition stockpiles by at a cost of 2 upgrades per stockpile.

† The first weight is for the launcher and the second weight is for each missile.

TABLE 4.59: ROCKET LAUNCHER PICKS (DESCRIPTIONS: SEE PAGE 315)

Weapon Name	Damage	E/T	Ammo	Rec	Rng	SZ/H	Qualities	Wgt	Upg	Comp	Year	SV
Calibers I–II												
None												
Caliber III												
Blacker PIAT	2d10 (AP 35)†	1–4/20	1S5	—	25 ft.	S/2h	BLS (5 ft.), INA (–20), SLD (6)	34 lbs.†	1	17/+0	1943	R$5,000
Talley M72 LAW (×2)	2d10 (AP 32)†	1–4/19-20	1S1	—	75 ft.	S/2h	BLS (5 ft.), INA (–18), ONE	5.5 lbs.	1	12/+0	1963	R$1,500
Caliber IV												
Bofors AT4 HE (×2)	5d10†	1–3/20	1S1	—	50 ft.	S/2h	BLS (10 ft.), INA (–15), ONE	14.8 lb.†	1	20/+1	1988	R$1,500
Bofors AT4 HEAT (×2)	2d10 (AP 40)†	1–3/19-20	1S1	—	50 ft.	S/2h	BLS (5 ft.), INA (–15), ONE	14.8 lb.†	1	20/+1	1988	R$1,500
Bofors AT4 CS HE (×2)	5d10†	1–3/20	1S1	—	50 ft.	S/2h	BLS (10 ft.), INA (–15), ONE	17 lbs.†	1	22/+1	2001	R$3,500
Bofors AT4 CS HEAT (×2)	2d10 (AP 40)†	1–3/19-20	1S1	—	50 ft.	S/2h	BLS (5 ft.), INA (–15), ONE	17 lbs.†	1	22/+1	2001	R$3,500
Bofors Carl Gustav Carl Gustav	—*	1–3/—*	1S3**	—	100 ft.	S/2h	INA (–15), RGD, SLD (3), ACS (2× telescopic sight)	25 lbs.	2	20/+1	1964	R$5,000
RSA RPG-7 RPG-7	—*	1–4/—*	1S5**	—	50 ft.	S/2h	INA (–18), SLD (3)	17.4 lbs.	1	12/+0	1962	R$750
U.S. Arsenal M9A1	2d10 (AP 30)†	1–4/19–20	1S5	—	60 ft.	S/2h	BLS (5 ft.), INA (–18), SLD (2)	12 lbs.†	1	15/+0	1943	R$5,000
Caliber V												
None												

* This weapon's damage and threat range are determined by the ammunition used *(see Table 4.62: Ammunition, page 274)*.

** When a character requests this weapon, it automatically comes with the character's choice of any 1 ammunition type flagged with a "Δ" on Table 4.62: Ammunition *(see page 274)*. The character may gain additional ammunition stockpiles by paying the listed upgrade cost for each stockpile desired. Further, a character may convert the ammunition stockpile that comes with the weapon into any other ammunition by paying the desired ammunition type's upgrade cost minus 1.

† This damage is explosive *(see page 336)*.

†† The listed weight is for the launcher; each rocket weighs 3 lbs.

TABLE 4.60: WEAPON UPGRADES (DESCRIPTIONS: SEE PAGE 315)

Upgrade	Available For	Location	Cost	SV*	Time	Comp	Wgt
Melee and Hurled Weapon Upgrades							
Ceramic	special†	—	1	300%	1 wk.††	35/+2	—
Concealment case	any of Small or smaller Size	—	1	$250	N/A**	17/+0**	4 lbs.
Custom grip	any blunt or edged melee weapon	—	1	$500	8 hrs.	27/+1	—
Deadly Precision	special†	—	1	100%	3 days	25/+1	—
Detailing kit	any melee or hurled weapon	—	1	$500	1 wk.	17/+0	—
Fine Balance	any melee weapon with the QKY quality	—	1	50%	2 days††	22/+1	—
Practice weapon	any edged or exotic edged weapon	—	1	50%	4 hours††	15/+0	—
Prongs	any edged or exotic edged weapon	—	1	25%	3 days	22/+1	—
Razor Sharp	any edged or exotic edged weapon	—	1	100%	2 days	27/+1	—
Retractable	special†	—	1	25%	1 wk.	30/+1	—
Rugged	special†	—	1	$700	1 day	25/+1	—
Sheath, concealed	any 1-handed melee weapon	—	1	$60	N/A**	12/+0**	0.1 lbs.
Sheath, holdout	any 1-handed hurled weapon	—	1	$80	N/A**	15/+0**	0.1 lbs.
Wicked	special†	—	1	25%	1 day	20/+1	—
Firearm Upgrades							
Ammunition, hot-loaded	FMJ, frangible, or JHP ammo	—	1	$5/bullet	10 min./bullet	17/+0	—
Ammunition, subsonic	FMJ, frangible, or JHP ammo	—	1	$2/bullet	10 min./bullet	15/+0	—
Barrel, extended	any service pistol, or service or hunting revolver	barrel	1	$300	1 hr.	10/+0	—
Barrel, extended/ported	any service pistol, or service or hunting revolver	barrel	2	$500	1 hr.	12/+0	—
Barrel , extended/threaded	any service pistol, or service or hunting revolver	barrel	2	R$700	1 hr.	10/+0	—
Barrel, heavy	any rifle or shotgun	barrel	1	$200	2 hrs.	12/+0	—
Barrel, heavy/ported	any rifle or shotgun	barrel	2	$300	2 hrs.	10/+0	—
Barrel, ported	any firearm except a holdout pistol or backup revolver	barrel	1	$150	1 hr.	12/+0	—
Barrel, threaded	any handgun, SMG, or rifle	barrel	1	R$300	1 hr.	10/+0	—
Bayonet lug + bayonet	any rifle or shotgun	underbarrel	1	$25	1 full action	12/+0	2 lbs.
Bipod	any Small or larger firearm	underbarrel	1	$30	5 min.	10/+0	2 lbs.
Clockwork action	any firearm with the DEP quality and an error range of 1	—	1	$1,000	2 days	32/+2	—
Concealment case	any of Small or smaller Size	—	1	$250	N/A*	17/+0*	4 lbs.
Custom grip	any handgun	—	1	$800	8 hrs.	27/+1	—
Detailing kit	any firearm	—	1	$500	1 wk.	17/+0	—
Duckbill	any pump-action or semi-automatic shotgun	barrel	1	$100	10 min.	10/+0	1 lbs.
Ergonomic stock	any rifle or shotgun without the CLS quality	—	1	$2,500	3 days	30/+2	—
Extra rail	any SMG, rifle, or shotgun	—	1	$40	2 hrs.	15/+0	—
Full auto, kit	any SMG, semi-automatic rifle, or assault rifle not capable of Burst or Full Auto fire	—	2	R$500	1 hr.	20/+1	—
Full auto, adjustment	any pistol or semi-automatic rifle	—	1	—	3 hrs.	17/+0	—
Holster, concealed	any handgun except a hunting revolver	—	1	$60	N/A*	12/+0*	0.1 lbs.
Holster, holdout	any backup pistol, holdout pistol, or backup revolver	—	1	$80	N/A*	15/+0*	0.1 lbs.
Holster, tactical	any service pistol, backup pistol, service revolver, or light SMG	—	1	$75	N/A*	10/+0*	0.1 lbs.
Holster, shoulder	any handgun	—	1	$70	N/A*	10/+0*	0.1 lbs.
Laser sight, standard	any firearm	rail	1	$150	30 min.	20/+1	0.1 lbs.
Laser sight, infrared	any firearm	rail	2	$1,000	30 min.	22/+1	0.5 lbs.
Laser sight, multi-mode	any firearm	rail	3	$2,000	30 min.	27/+1	0.5 lbs.
Muzzle brake, handgun/SMG	any firearm with the TBR quality	barrel	1	$250	1 full action	12/+0	0.2 lbs.
Muzzle brake, rifle	any firearm with the TBR quality	barrel	1	$150	1 full action	12/+0	0.5 lbs.
Muzzle brake, shotgun	any firearm with the TBR quality	barrel	1	$400	1 full action	17/+0	1 lbs.
Muzzle brake, machine gun	any firearm with the TBR quality	barrel	1	$850	1 full action	15/+0	2 lbs.
Precision upgrade I	any firearm without the ACC quality	—	1	$800	1 day	20/+1	—
Precision upgrade II	any firearm without the ACC quality	—	2	$1,200	1 wk.	25/+1	—
Precision upgrade III	any firearm without the ACC quality	—	3	$5,000	2 wks.	30/+2	—
Recoil pad	any SMG, rifle, shotgun, SAW, or GPMG without the CLS quality	—	1	$50	15 min.	10/+0	—
Reworked action I	any firearm	—	1	$100	4 hrs.	15/+0	—
Reworked action II	any firearm	—	2	$200	1 day	17/+0	—
Reworked action III	any firearm	—	3	$400	3 days	22/+1	—
Rugged	any firearm without the RGD quality	—	1	$700	1 day	25/+1	—

Continued on page 273

TABLE 4.60: WEAPON UPGRADES CONTINUED (DESCRIPTIONS: SEE PAGE 315)

Upgrade	Available For	Location	Cost	SV*	Time	Comp	Wgt
Firearm Upgrades Continued							
Sawed-off, coach gun	any shotgun without the QKY quality that is not fed from a detachable magazine	—	1	—	5 min.*	10/+0*	—
Sawed-off, down to the nub	any break-action or pump-action shotgun without the QKY quality that is not fed from a detachable magazine	—	1	—	5 min.*	12/+0*	—
Sawed-off, Nebraska	any break-action shotgun	—	1	—	5 min.*	15/+0*	—
Scope mount	any service or backup pistol	—	1	$60	30 min.	17/+0	—
Sight, Advanced Combat	any firearm	optics	2	$1,100	30 min.	27/+1	0.6 lbs.
Sight, day/night (1.5×–4×)	any firearm	optics	2	$4,500	30 min.	17/+0	2 lbs.
Sight, day/night (4.1×–8×)	any firearm	optics	3	$5,000	30 min.	20/+1	2 lbs.
Sight, day/night (8.1×–16×)	any firearm	optics	4	$5,500	30 min.	22/+1	2 lbs.
Sight, night vision (no magnification)	any firearm	optics	1	$1,500	30 min.	25/+1	2 lbs.
Sight, night vision (1.5×–4×)	any firearm	optics	2	$2,000	30 min.	25/+1	2 lbs.
Sight, night vision (4.1×–8×)	any firearm	optics	3	$2,500	30 min.	27/+1	2 lbs.
Sight, night vision (8.1×–16×)	any firearm	optics	4	$3,000	30 min.	27/+1	2 lbs.
Sight, red dot	any firearm	optics	1	$200	30 min.	20/+0	0.2 lbs.
Sight, telescopic (1.5×–4×)	any firearm	optics	1	$50	30 min.	15/+0	0.5 lbs.
Sight, telescopic (4.1×–8×)	any firearm	optics	2	$100	30 min.	17/+0	0.6 lbs.
Sight, telescopic (8.1×–16×)	any firearm	optics	3	$150	30 min.	20/+1	0.7 lbs.
Sight, telescopic (16.1+×)	any firearm	optics	4	$250	30 min.	20/+1	1 lbs.
Sight, thermal (no magnification)	any firearm	optics	1	$7,500	30 min.	30/+2	3 lbs.
Sight, thermal (1.5×–4×)	any firearm	optics	2	$12,000	30 min.	32/+2	3 lbs.
Sling, patrol	any hunting revolver, SMG, rifle, shotgun, or SAW	—	1	$10	N/A*	7/+0*	0.1 lbs.
Sling, tactical	any hunting revolver, SMG, rifle, shotgun, or SAW	—	1	$25	N/A*	10/+0*	0.1 lbs.
Speedloader	any revolver	—	1	$25	N/A*	12/+0	—
Stock kit, fixed	any firearm with the CLS quality	—	1	$50	30 min.	10/+0	—
Stock kit, folding	any heavy SMG, rifle, or shotgun without the CLS quality	—	1	$100	30 min.	10/+0	—
Stock kit, synthetic	any heavy SMG, rifle, or shotgun without the CLS or CMP qualities	—	1	$250	30 min.	12/+0	—
Suppressor, handgun (fixed)	any handgun	barrel	1	R$800	1 hr.††	17/+0	0.6 lbs.
Suppressor, handgun (removable)	any pistol with the TBR quality	barrel	1	R$1,000	1 full action**	20/+1	0.5 lbs.
Suppressor, SMG (fixed)	any SMG	barrel	1	R$800	1 hr.††	17/+0	0.6 lbs.
Suppressor, SMG (removable)	any SMG with the TBR quality	barrel	1	R$1,000	1 full action**	20/+0**	0.5 lbs.
Suppressor, rifle (fixed)	any rifle	barrel	1	R$2,200	1 hr.††	20/+1**	1.2 lbs.
Suppressor, rifle (removable)	any rifle with the TBR quality	barrel	1	R$2,500	1 full action**	22/+1**	1 lbs.
Tactical flashlight, visible	any firearm	rail	1	$60	5 min.	12/+0	0.2 lbs.
Tripod	any machine gun	underbarrel	1	$100	5 min.	12/+0	20 lbs.
Vertical foregrip	any 2-handed firearm	underbarrel	1	$50	5 min.	10/+0	0.5 lbs.
Explosives Upgrades (Detonators)							
For details, consult Table 4.61: Weapon Upgrades — Explosive Detonators *(see page 274)*.							

* When a percentage is listed, the street value the listed percentage of the weapon's base street value (rounded up).

** This upgrade requires no skill check to install or use.

† This upgrade may be applied to any melee or hurled weapon except bombs, chainsaws, grenades, molotov cocktails, pepper spray, and stun guns.

†† Once installed, this upgrade may not be removed.



TABLE 4.61: WEAPON UPGRADES — EXPLOSIVE DETONATORS (DESCRIPTIONS: SEE PAGE 312)

Weapon Name	Cost	Dmg	E/T	SZ/H	Qualities	Wgt	Comp	Year	SV
Det cord, 1 ft. (×3)	3d4*	1–3/—	—	N/—	BLS (1 ft.)	10 lbs./spool**	17/+0	1960	$125/spool**
Detonator, blasting cap (electric) (×3)	1	1d6†	1–3/—	F/—	—	0.1 lbs./6 caps	15/+0	1880	R$150/6 caps
Detonator, blasting cap, non-electric (×3)	1	1d8†	1–2/—	F/—	—	0.1 lbs./6 caps	12/+0	1865	R$100/6 caps
Detonator, dual-mode (×3)	1	—	1–3/—	F/—	—	0.1 lbs.	12/+0	1940	R$75
Deonator, fuse (×3)	1	—	1/—	F/—	—	1 lbs./50 ft.	5/+0	1400	R$100/50 ft.
Detonator, underwater fuse (×3)	1	—	1/—	D/—	—	1 lbs./50 ft.	10/+0	1940	R$250/50 ft.
Detonator, pressure (×3)	1	—	1–3/—	D/—	—	0.1 lbs.	10/+0	1930	R$50
Detonator, pressure (booby trap) (×3)	1	—	1–4/—	D/—	—	0.1 lbs.	15/+0	1940	R$75
Detonator, radio (×3)	1	—	1–4/—	N/—	—	0.1 lbs.	22/+1	1975	R$250
Detonator, timer (×3)	1	—	1–3/—	F/—	—	0.1 lbs.	20/+1	1970	R$25
Detonator, tripwire (×3)	1	—	1–2/—	D/—	—	0.1 lbs.	10/+0	1930	R$25
Detonator, tripwire (booby trap) (×3)	1	—	1–3/—	D/—	—	0.1 lbs.	15/+0	1940	R$40

* This damage is explosive *(see page 336)*.

** Each spool can hold up to 500 ft. of det cord.

† Blasting caps inflict damage within 1 ft. only. Further, a blasting cap's damage is never added to the damage of a bomb or explosive for which it's used.

TABLE 4.62: AMMUNITION (DESCRIPTIONS: SEE PAGE 319)

Ammunition Type	Available For	Damage	E/T	Wgt*	Comp	Cost**	SV†
Bow and Crossbow Ammunition (Arrows and Bolts)							
Standard (×30)	any bow or crossbow	1d6+1	—/—	0.1 lb.	10/+0	1/3	$15
Low-explosive (×4)	any bow or crossbow	2d8+1	+2/—	0.1 lb.	25/+1	3/9	R$300
Handgun, Rifle, SMG, and Machine Gun Ammunition (Bullets)							
Armor-piercing	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	12/+0	2/6	R$50
Armor-piercing incendiary	any rifle or machine gun	—	—/—	0.2 lb.	15/+0	4/12	R$250
Blank Ω	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	12/+0	1/3	$30
Frangible	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	12/+0	2/6	$75
Frangible, hot-loaded Δ	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	15/+0	3/9	$250
Frangible, subsonic	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	15/+0	3/9	$125
Full metal jacket (FMJ) Ω	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	10/+0	1/3	$20
Full metal jacket, hot-loaded Δ	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	13/+0	2/6	$150
Full metal jacket, subsonic Δ	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	13/+0	2/6	$75
Jacketed hollow point (JHP) Ω	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	12/+0	1/3	$50
Jacketed hollow point, hot-loaded Δ	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	15/+0	2/6	$200
Jacketed hollow point, subsonic Δ	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	15/+0	2/6	$100
Match grade	any pistol, revolver, rifle, or machine gun	—	—/—	0.2 lb.	17/+0	3/9	$150
Non-lethal Δ Ω	any pistol, revolver, rifle, SMG, or machine gun	—	—/—	0.2 lb.	16/+0	1/3	$100
Sabot	any rifle or machine gun	—	—/—	0.2 lb.	18/+0	5/15	R$500
Tracer	any rifle or machine gun	—	—/—	0.2 lb.	14/+0	2/6	$40
Shotgun Ammunition (Shells)							
Blank Ω	any shotgun	—	—/—	0.2 lb.	12/+0	1/3	$20
Flechette	any shotgun	—	—/—	0.2 lb.	14/+0	3/9	$50
Gas	any shotgun	—	—/—	0.2 lb.	14/+0	3/9	R$100
Rock salt Ω	any shotgun	—	—/—	0.2 lb.	12/+0	1/3	$10
Sabot	any shotgun	—	—/—	0.2 lb.	18/+0	3/9	$25
Shot Ω	any shotgun	—	—/—	0.2 lb.	10/+0	1/3	$10
Shot, non-lethal	any shotgun	—	—/—	0.2 lb.	14/+0	2/6	$50
Slug Ω	any shotgun	—	—/—	0.2 lb.	10/+0	1/3	$10
Slug, non-lethal	any shotgun	—	—/—	0.2 lb.	14/+0	2/6	$50

Continued on page 275

TABLE 4.62: AMMUNITION CONTINUED (DESCRIPTIONS: SEE PAGE 319)

Ammunition Type	Damage	E/T	Qualities	Wgt*	Comp	Cost**	SV††
Grenade Launcher Ammunition							
30mm high explosive Ω	4d8 ΔΔ	—/20	BLS (10 ft.)	0.4 lb.	25/+1	1/—	R$50
30mm HEAT Ω	2d10 (AP 25) ΔΔ	—/19–20	BLS (5 ft.)	0.4 lb.	25/+1	1/—	R$50
37mm flash/bang	4d10 flash & bang	—/—	BLS (10 ft.)	0.5 lb.	25/+1	2/—	$250
37mm high explosive Ω	6d6 ΔΔ	—/20	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$50
37mm HEAT Ω	3d8 (AP 25) ΔΔ	—/19–20	BLS (5 ft.)	0.5 lb.	25/+1	1/—	R$50
37mm non-lethal	5d6 subdual	—/20	—	0.5 lb.	25/+1	2/—	R$55
37mm smoke Ω	—	—/—	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$40
37mm tear gas	special ΩΩ	—/—	BLS (5 ft.)	0.5 lb.	25/+1	2/—	R$50
40mm beehive	5d8 ΔΔ	—/—	BLS (20 ft.)	0.3 lb.	25/+1	2/—	R$200
40mm flash/bang	4d10 flash & bang	—/—	BLS (10 ft.)	0.5 lb.	25/+1	2/—	$250
40mm high explosive Ω	4d10 ΔΔ	—/20	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$60
40mm HEAT Ω	3d10 (AP 30) ΔΔ	—/19–20	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$60
40mm illumination Ω	2d6 (special)	—/—	BLS (400 ft., special)	0.5 lb.	25/+1	1/—	R$35
40mm non-lethal	5d6 subdual	—/20	—	0.5 lb.	25/+1	2/—	R$55
40mm smoke Ω	—	—/—	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$40
40mm tear gas	special ΩΩ	—/—	BLS (5 ft.)	0.5 lb.	25/+1	2/—	R$80
40mm white phosphorus	3d6 fire (AP 20)	—/—	BLS (10 ft.)	0.5 lb.	25/+1	2/—	R$125
66mm high explosive Ω	6d8 ΔΔ	—/20	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$75
66mm HEAT Ω	4d8 (AP 30) ΔΔ	—/19–20	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$75
66mm smoke Ω	—	—/—	BLS (10 ft.)	0.5 lb.	25/+1	1/—	R$40
66mm tear gas	special ΩΩ	—/—	BLS (5 ft.)	0.5 lb.	25/+1	2/—	R$80
Mortar Ammunition							
60mm high explosive Ω	4d12 ΔΔ	—/20	BLS (10 ft.)	3.7 lbs.	25/+1	1/—	R$250
60mm illumination Ω	3d6 (special)	—/—	BLS (550 ft., special)	3.7 lbs.	25/+1	1/—	R$120
60mm smoke Ω	—	—/—	BLS (15 ft.)	3.7 lbs.	25/+1	1/—	R$250
60mm white phosphorus	3d6 fire (AP 20)	—/—	BLS (10 ft.)	3.7 lbs.	25/+1	2/—	R$250
81mm chemical	per contagion ◊	—/—	BLS (20 ft.)	9.1 lbs.	25/+1	2/—	per plot
81mm high explosive Ω	5d10 ΔΔ	—/20	BLS (20 ft.)	9.1 lbs.	25/+1	1/—	R$500
81mm illumination Ω	5d6 (special)	—/—	BLS 7550 ft., special)	8.9 lbs.	25/+1	1/—	R$250
81mm smoke Ω	—	—/—	BLS (20 ft.)	10.3 lbs.	25/+1	1/—	R$250
81mm white phosphorus	3d6 fire (AP 20)	—/—	BLS (20 ft.)	9.1 lbs.	25/+1	2/—	R$500
Rocket Launcher Ammunition							
Carl Gustav high explosive Ω	4d10 (AP 20) ΔΔ	—/20	BLS (10 ft.)	8.8 lbs.	20/+1	1/—	R$120
Carl Gustav HEAT Ω	2d10 (AP 45) ΔΔ	—/19–20	BLS (2.5 ft.)	8.8 lbs.	20/+1	1/—	R$150
Carl Gustav illumination Ω	4d6 (special)	—/—	BLS (1,000 ft., special)	8.8 lbs.	20/+1	1/—	R$60
Carl Gustav smoke Ω	—	—/—	BLS (15 ft.)	8.8 lbs.	20/+1	1/—	R$70
RPG-7 high explosive Ω	4d12 ΔΔ	—/20	BLS (5 ft.)	3.7 lbs.	20/+1	1/—	R$50
RPG-7 HEAT	2d8 (AP 40) ΔΔ	—/19–20	BLS (2.5 ft.)	4.9 lbs.	20/+1	1/—	R$65

* This is the weight of 1 arrow, bullet, shell, grenade, rocket, missile, etc.

** The cost to the left is in weapon upgrades per ammunition stockpile and the cost to the right is in Common Items per ammunition stockpile.

† This is the street value of 1 ammunition stockpile.

†† This is the street value of each shot of the listed ammunition (e.g. 1 bomb, 1 high-explosive rocket, etc.).

Δ This ammunition has already received the hot load or subsonic upgrade. The cost of this upgrade is already factored into the ammunition's cost.

ΔΔ This damage is explosive *(see page 336)*.

Ω This ammunition may be chosen as the first stockpile that comes with the weapon.

ΩΩ This ammunition releases 1 sample of basic blister poison within its blast area or target square, as appropriate.

◊ This ammunition releases 1 sample of any 1 contagion (which must be acquired separately).

ELECTRONIC GEAR

This gear category focuses on high-tech devices that aren't the province of another category (electronic security devices, for instance, fall into Security gear, while electronic super-science is strictly handled with Gadgets).

COMPUTERS

Every computer possesses a Power Rating, ranging from 0–10, representing its utility and versatility. In general, commercial civilian computers possess Power Ratings ranging from 1–4, while robust corporate networks possess Ratings of up to 7. Ratings of 8 and above are reserved for the highest-end supercomputers in existence, including those controlled by the Pentagon, CIA, extremely powerful corporations, and other global agencies.

A computer's Power Rating is **never** added to any skill check result; rather, it plays a role in many activities, including hacking *(see page 371)*. A computer's result cap modifier **is** applied to skill checks made using the machine (but not targeting it).

When a computer's Power Rating drops to 0 or below, the machine becomes *broken* and must be repaired before it can be used again.

SOFTWARE

Most computers can run several programs at the same time. However, the combined Power Ratings of all software simultaneously running on any computer may not exceed the computer's Power Rating × 2.

Each software pick may only run on 1 computer at a time. Activating or shutting down a program requires 1 half action.

NETWORKS

A character may link any number of computers together to form a network. This requires a Complex Computers (Int) Task with a DC and number of Challenges based on the number of machines and their Power Ratings, as shown on Table 4.63: Networking Computers *(see below)*. This Task possesses the Concentration, Gear (Electronics Kit), Grasp, Hands-On, Project Investment (Medium), and Vision tags *(see page 101)*.

TABLE 4.63: NETWORKING COMPUTERS

Circumstances	Challenges	DC
Number of Machines		
2	1	15
3–10	2	20
11–50	4	30
51+	6	40
*Highest Power Rating**		
1–2	+0	+0
3–4	+1	+5
5–7	+2	+10
8–10	+4	+20

* Of any machine included in the network.

With success, any networked machine may perform any core command on itself or any other networked machine *(see Core Commands, page 374)*. A networked machine may be disconnected from the network with 1 half action.

SIGNALS AND JAMMING

Many pieces of gear presented in this chapter transmit a **signal**. There are four types of signal — **radar**, **radio**, **sonar**, and **thermal** — and each signal possesses a range increment and a Power Rating ranging from 1 to 10. Many other pieces of gear presented in this chapter jam transmitted signals — these also possess a range increment and a Power Rating ranging from 1 to 10.

Without interference *(see below)*, a radio signal is automatically picked up by any receiver tuned to the correct frequency, and any other kind of signal is picked up by a sensor of the same type, within 5 signal range increments. Beyond this range, up to 10 range increments, the signal is subject to degradation *(see next)*.

SIGNAL DEGRADATION

When a signal is subject to degradation, it is only picked up by a character with the proper gear if he makes a successful Electronics (Int) check. This check possesses the Hearing and/or Vision tags, as appropriate *(see page 101)*, and its DC is based on the number of partial or full signal range increments between the signal's point of origin and the character's current location, as shown on Table 4.64: Signal Degradation *(see below)*.

TABLE 4.64: SIGNAL DEGRADATION

Range Increments	DC
6	30 – (2 × signal Power Rating)
7	35 – (2 × signal Power Rating)
8	40 – (2 × signal Power Rating)
9	50 – (2 × signal Power Rating)
10	60 – (2 × signal Power Rating)

INTERFERENCE

When a signal and jamming signal overlap anywhere between the signal's point of origin and a receiver or sensor, the signal's Power Rating decreases by an amount equal to the jamming signal's Power Rating minus the number of jamming range increments from the jamming signal's point of origin. If this decreases the signal's Power Rating to 0 or below, the signal can't be received.

Example: Kevin tries to pick up a signal with a Power Rating of 5 at 7 signal range increments. His DC would typically be 25 (35 – (2×5)). However, a jamming signal with a Power Rating of 4 intercepts the original signal at 2 range increments from the jammer's location (i.e. the jamming signal's point of origin). Kevin's DC is 29 (35 – (2×3)).

Other circumstances may interfere with a signal as well, acting as a jamming signal as shown on Table 4.65: Other Types of Interference *(see page 277)*.

ELECTRONIC PICK DESCRIPTIONS

Bomb Sniffer: This handheld device helps a character determine whether an explosive is present at a location. When a bomb sniffer is used, any Search/Perception check made to find an explosive loses the Vision tag and its result cap is modified as shown in the pick's table entry.

Bugs: These items' Power Ratings act as their Signal Power Ratings *(see page 276)*. Audio and video bugs with a Signal Power Rating of 4 or lower produce grainy transmissions, and video bugs with these Ratings transmit only in black and white. Tracer bugs simply transmit a locator signal, nothing more.

Bug Sweeper: This handheld device helps a character determine whether a location is bugged. When a bug sweeper is used, any Search/Perception check made to find bugs loses the Vision tag and its result cap is modified as shown in the pick's table entry.

Cellular Interceptor: This item works like a wireless tap, except that it requires 10 minutes to set up and may only tap into a cell phone call as the call is being made. Further, the tap cannot be detected.

Chemical Analyzer: This device grants a +1 gear bonus with Analysis/Forensics checks.

Computer Software: The character gains 1 piece of software *(see Computer Software, page 276)*.

- *Anti-Virus:* This software decreases the Power Rating of Virus software attacking the system by its own Power Rating (e.g. when a Virus program with a Power Rating of 6 attacks a system with Power Rating 3 Anti-Virus software, the Virus program's Power Rating decreases to 3 before it harms the system).
- *CAD/CAM:* This program grants a +1 gear bonus with Science (Engineering) and Science (Fabrication) checks.
- *Code Cracker:* This program grants a +1 gear bonus with Analysis/Decipher and Science (Mathematics) checks.
- *Cultures Database:* This program grants a +1 gear bonus with Knowledge and Cultures checks about 1 focus region chosen when the software is requested.
- *Image Processing:* This program grants a +1 gear bonus with Analysis/Examine Media and Investigation/Detect Search checks.
- *Information Database:* This program grants a +1 gear bonus with Knowledge and Investigation/Research checks about 1 topic chosen when the software is requested.
- *Probe:* This software is used during a hack *(see page 371)*.
- *Security:* This program grants the computer a Security Power Rating equal to the software's Power Rating.
- *Trace:* This software is used during a hack *(see page 371)*.
- *Virus:* This software attacks a computer, reducing its Power Rating by its own Power Rating (e.g. when a Virus program with a Power Rating of 6 attacks a system with a Power Rating of 8, the system's Power Rating decreases to 2). Delivering a virus requires the ability to perform core commands with the target system. Removing a virus requires a number of hours equal to the Virus Software's Power Rating and a successful Computers (Int) check (DC 5 × the Virus Software's Power Rating). This check possesses the Hands-On tag *(see page 101)*. Virus software is Restricted.

TABLE 4.65: OTHER TYPES OF INTERFERENCE

Circumstances	Jamming Power Rating	Jamming Range Increment
High-tension wires	1	10 ft.
Urban area*	2	1/4 mile
Factory complex	3	100 ft.
Thunderstorm	4	1/4 mile**
Aurora Borealis	4	1 mile**
Mountain	5	N/A†
Nuclear meltdown	8	10 miles
Nuclear detonation	10	10 miles

* This jamming signal's full Power Rating is used anywhere within city limits — its range increments extend outward from city limits.

** This is horizontal distance only — the jamming Power Rating is constant anywhere beneath interfering weather.

† A mountain only jams a signal if it's directly between the signal's point of origin and the receiver or sensor.

Goggles: This item may be used with no hands when worn and comes with 1 upgrade chosen from the following: night vision *(the goggles operate like a standalone night vision sight — see page 317)*, telescopic vision *(the goggles operate like a standalone telescopic sight — see page 319)*, and thermal imaging *(the goggles operate like a standalone thermal sight — see page 319)*. One set of goggles may contain all of these upgrades, though the second and third upgrade in each pair of goggles must be acquired separately.

GPS Units: These devices provide a character's global position, altitude, speed, and direction of travel. Details are precise down to the item's listed range (which is not an increment, but a fixed number).

Laser Designator: This device allows a character to take Aim actions as part of a guided weapon attack *(see page 299)*.

Microphone, Laser: This device allows a character to target any 1 surface or object up to 1 in. thick with a Damage save bonus no greater than +6. So long as the character remains still and concentrates *(see page 147)*, his hearing range is considered to be centered on the target (i.e. he hears things around the target as if he were at its location).

Microphone, Parabolic: This device increases a character's base hearing range as shown in the pick's table entry.

Police Scanner: This device allows a character to tune into local police broadcasts.

Radio: All radios operate per the standard signals and jamming rules *(see page 276)*. When a radio is encrypted, its signal may only be translated with a successful Analysis/Decipher check (DC 5 × the radio's Power Rating).

SATCOM Terminal: These paired relay stations transmit audio, video, and data globally, and are encrypted, requiring a successful Analysis/Decipher check (DC 40) to crack. Each terminal comes with a relay post that also acts as a transceiver for a character's electronic gear. This transceiver has a 1-mile range increment.

Stress Analyzers: These items detect subtle changes in a character's voice or pupil dilation when he's lying. The voice model grants a +1 gear bonus with Sense Motive/Detect Lie checks, and the retina model grants a +3 gear bonus with these checks.

Taps: These items allow a character to listen in on a telephone landline. Both models must be physically connected to the line in order to work, but the wireless model does not need to remain in physical contact after installation. At the start of each minute during which a call occurs over a tapped line, each caller may make a Notice/Awareness check (DC 20 for a physical tap or DC 30 for a wireless tap). With success, they hear a telltale "clicking" in the background.

Tap Detectors: These devices attach to a phone and help a character to determine whether a phone is tapped. When a tap detector is installed, the DC to realize that a phone line is tapped decreases by 5.

TEMPEST Interceptor: This device may display the real-time screen content of any 1 computer within its range. Tuning into a machine requires a successful 1-minute Electronics (Int) check (DC 30). This check possesses the Concentration and Gear (TEMPEST Interceptor) tags. A TEMPEST Interceptor cannot target a EMP-hardened device or vehicle.

Voice Modulator: This device masks a character's voice. Unmasking it requires a character to gain 3 clues using the Analysis/Examine Media check.

GADGETS

Super-science makes any number of modern marvels a reality, from laser watches to grappling belts to smoke screen to jet packs. When choosing a gadget, a character must first determine its **Housing** — the shell within which the high-tech wizardry resides. This may be any Common Item or gear pick of Nuisance or larger size the character already possesses (except another gadget).

A gadget's Housing may contain a maximum number of **Mechanisms** — each of which costs 1 Gadget gear pick — determined by its Size, as shown on Table 4.66: Gadget Housings *(see below)*. Gadget Housings may **not** be miniaturized or installed into larger gadget Housings. Thus, you may **not** miniaturize any item or pick more than once.

TABLE 4.66: GADGET HOUSINGS

Housing Size	Maximum Mechanisms	Knowledge DC*	Damage Save**
Nuisance†	1	42	+1
Fine	1	40	+2
Diminutive	2	38	+4
Tiny	2	36	+6
Small	3	34	+8
Medium	3	32	+10
Large	4	30	+12
Huge	4	28	+14
Gargantuan	5	26	+16
Colossal	5	24	+18
Enormous	6	22	+20
Vast	6	20	+22

* This number is reduced by 2 per Gadget Mechanism installed in the Housing beyond the first.

** These are guidelines for Common Items and other non-defined objects. When a gadget's Housing is a gear item, use the item's listed Damage Save.

† This Size category includes even smaller Housings, such as contact lenses.

Each gadget Mechanism may be chosen multiple times, increasing battery life or adding a second identical Mechanism as appropriate. Multiple Mechanisms are each counted toward the maximum Mechanisms possible in a Housing.

Gadget Mechanisms requiring activation may be turned on or off with 1 half action. However, when wielding a Gadget housed by or containing 2 or more items or picks, the character may only access 1 of them during each action (the items and/or picks are not merged in any way other than the fact that they share a common Housing).

Example: Kevin uses the Miniature Gear Pick Mechanism to install a miniaturized short sword inside a stiletto (so he can carry the larger weapon's statistics in the smaller weapon's package). For each attack, Kevin may use **either** the stiletto **or** the short sword, **but not both**.

Every gadget possesses a Knowledge DC, which is used to determine whether someone recognizes it as unusually advanced — or flat-out impossible — science. This Knowledge check gains a synergy bonus from Science (Super-Science), and possesses the Vision tag *(see page 101)*.

Further, a gadget's Complexity DC and error range are each equal to the highest Complexity DC and error range of any of its Mechanisms.

A gadget's Damage save is based on its Size, as shown on Table 4.66. Each time a gadget fails a Damage save, it loses 1 random Mechanism. The gadget's Housing is destroyed when its final Mechanism is lost.

Finally, the GC must approve each gadget before it enters play.

Special Note: In games where cybernetics are possible, a gadget's Housing may be a part of the character's body, using the same rules and restrictions.

MECHANISM PICK DESCRIPTIONS

Attack: This Mechanism produces an attack with any 1 damage type except stress or subdual (chosen when the Mechanism is requested). This attack inflicts 1d6 damage per Power Rating. By default this attack operates like a standard ranged attack with the listed range increment, but when the gadget is requested, the character may alternately choose a cone blast or radius blast configuration with the listed blast increment by reducing the Mechanism's Power Rating by 1 or 2, respectively. When a blast attack Mechanism is used, the gadget is destroyed.

Attribute Boost: This Mechanism boosts 1 of the character's attributes — chosen when the gadget is requested — by its Power Rating. It also increases the character's result cap with all skill checks made using the chosen attribute as shown in its table entry.

Burrow: This Mechanism grants the character or the gadget's Housing the *burrow* NPC quality *(see page 446)*. For this purpose, the Housing possesses a Strength score equal to its Damage save bonus.

Chemical Transfer: This Mechanism allows the character to transfer 1 chemical sample from the gadget to 1 target character or surface. The chemical sample is consumed after use but a new sample — of the same or a different chemical — may be loaded into the gadget with 3 full actions. All chemical samples used with this Mechanism must be acquired separately.

Common Item, Miniature: This Mechanism installs any 1 Common Item of up to the Mechanism's Caliber into the Gadget's Housing (the chosen Common Item is gained as part of the same Gadget pick that the character used to acquire this Mechanism). The chosen Common Item must be no larger than 1 Size category bigger than the gadget's Housing.

Per the GC's discretion, the Common Item's function and statistics are retained and all standard rules apply to its use, though its complexity increases by 15/+2 and its weight and battery life each decrease to 1/2 standard (rounded up).

Concealing or readying the miniature Common Item requires 1 full action. While the Common Item is readied, the Gadget's Housing may not be used and the Gadget's Knowledge check DC decreases to 1/2 standard (rounded up).

Damage Reduction: This Mechanism grants the gadget user an amount of DR/— equal to its Power Rating.

Damage Resistance: This Mechanism grants the gadget user an amount of damage resistance against any 1 damage type equal to its Power Rating.

Damage Save Boost: This Mechanism boosts the Damage save bonus of the gadget Housing as shown in its table entry.

Defense Boost: This Mechanism boosts the character's Defense by its Power Rating.

Disguised Gadget: This Mechanism increases the gadget's Knowledge DC by an amount equal to its Power Rating.

Durable Gadget: This Mechanism increases the gadget's Damage save bonus by an amount equal to its Power Rating.

EMP (Electro-Magnetic Pulse): Within this Mechanism's range, any electronic device or magnetic media without a Power Rating automatically shorts out. For each device with a Power Rating, the user rolls 1d10 — with a result equal to or higher than the device's Power Rating, it shorts out as well.

EMP Hardening: This Mechanism completely shields 1 electronic device or vehicle from electro-magnetic pulse effects.

Flight: This Mechanism allows the character to fly with a Speed of 60 ft. (or 30 ft. when ascending). The character may not hover — while in flight, he must remain in motion at a minimum Speed of 30 ft. per round. A flying character may turn by more than 45 degrees only with a successful Acrobatics/Tumble check (DC 25), and even then, he may not turn by more than 90 degrees. While flying, a character's dodge bonus to Defense decreases to 1/2 standard (rounded down). A flying character may not take the Aim or Brace actions. Finally, a flying character's Acceleration and Turning Ratings are 4 each.

Gear Pick, Miniature: This Mechanism installs any 1 non-vehicle gear pick from any category of up to the Mechanism's Caliber into the Gadget's Housing (the chosen gear pick is gained as part of the same Gadget pick the character used to acquire this Mechanism). The chosen gear pick must be no larger than 1 Size category bigger than the gadget's Housing.

Per the GC's discretion, the gear pick's function and statistics are retained and all standard rules apply to its use, though its complexity increases by 15/+2 and its weight and battery life each decrease to 1/2 standard (rounded up).

Concealing or readying the Gadget's Common Item requires a number of full actions equal to the chosen gear pick's Caliber. While the Common Item is readied, the Gadget's Housing may not be used and the Gadget's Knowledge check DC decreases to 1/2 standard (rounded up). Further, the chosen gear pick's recoil value, if any, increases by 5 if the gadget's Housing is smaller than the chosen gear pick.

If the chosen gear pick represents multiple items (e.g. 1 weapon pick granting 10 shuriken), the character may choose to place each of the miniaturized items in a separate Housing.

Finally, several exclusive Mechanisms become available once a miniature gear pick is installed in a Gadget Housing, as follows.

- *Ahead of its Time:* For each Caliber, this Mechanism permits the character to choose gear picks not introduced for up to 1 decade in the future (e.g. in a game set in the 1920s, a Caliber II Ahead of its Time Mechanism allows gear introduced in the 1940s).
- *Battery Life Boost:* This Mechanism boosts the miniature gear pick's battery life or fuel range as shown in its table entry.
- *Power Rating Boost:* This Mechanism boosts the miniature gear pick's Power Rating as shown in its table entry.
- *Result Cap Boost:* This Mechanism boosts the miniature gear pick's result cap modifier as shown in its table entry.
- *Upgraded:* This Mechanism incorporates up to 3 upgrades suitable to a miniaturized gear pick already built into the Housing.

Healing: This Mechanism allows 1 person to recover a number of wound points equal to its Power Rating and 1d8 vitality points per Power Rating. Using this Mechanism requires 1 full minute and has the Concentration tag *(see page 101)*.

Hidden Compartment: This Mechanism incorporates a hidden compartment into the gadget's Housing. This compartment may store up to 1 item with a Size up to 1 category smaller than the Housing's Size. Locating a Gadget's hidden compartment requires a successful Notice/Awareness or Search/Perception check (DC 25). This check possesses the Vision tag.

Hologram: This Mechanism projects an incorporeal image *(see below)*. When requested, it contains 1 ready image of the character's choice (up to Large Size), as well as a commercial-grade still camera in the static model or video camera in the moving model. Each image recorded beyond the first decreases the Mechanism's Power Rating by 1. The Notice/Awareness or Search/Perception check DC to realize the image is a hologram is 5 × the Mechanism's Power Rating.

Incinerator: This Mechanism flash-burns all objects within its Housing or a designated hidden compartment. The low-grade model renders any object with a Damage save bonus of +5 or less *destroyed* and any object with a Damage save bonus of +6 to +10 *broken*. The high-grade model renders any object with a Damage save bonus of +10 or less *destroyed* and any object with a Damage save bonus of +11 to +20 *broken*. Further, any object destroyed with this Mechanism leaves no forensic evidence behind.

If a character or animal is subjected to this Mechanism's effect, he or it must make a Fortitude save (DC 18 for the low-grade model or 24 for the high-grade model). With failure, the victim's body is *destroyed*. With success, the character or animal suffers 5d6 fire damage for the low-grade model or 10d6 fire damage for the high-grade model. Inflicting this fate upon any living character or animal is considered murder and decreases the acting character's Reputation by 10 or Net Worth by $500,000.

This Mechanism fireproofs the interior of the Housing or designated hidden compartment.

Incorporeal: This Mechanism renders the character largely intangible. Each physical attack made against him is considered a touch attack, and with a hit, the attack passes through him, inflicting no damage. Any attack or skill check that does not require a physical connection may target an incorporeal character without restriction.

An incorporeal character may pass through any solid surface or object without restriction, and may choose to "walk" or "climb" through any material as if traversing ground, staircases, and ladders. An incorporeal character may *not* float or fly above any physical surface. Even when incorporeal, the character must hold his breath at all times when his nose and mouth are obstructed. Also, should the character lose this condition while occupying the same space as another character or a physical object, unpleasantness ensues:

- A formerly incorporeal character with one or more limbs occupying the same space as a physical object is *entangled* until the limb is removed or the character once again becomes incorporeal. If the limb is removed, it may never be replaced or reattached.
- A formerly incorporeal character whose head or torso occupies the same space as a physical object is immediately reduced to –20 wound points.

USING GADGETS IN PLAY

Spycraft 2.0 gadgets are intentionally abstract so that the GC and players may describe them as best fits their campaign and the situation. You're encouraged to come up with cool visuals and interesting pseudo-scientific explanations for each combination of Mechanisms. The only limitations are that no visual or explanation can remove or change any Mechanism rule, nor grant any other effect.

For instance, a sensor mask and attribute boost built into a tuxedo could be explained as "responsive nanobots" within the suit's lining, activated when they recognize an intentional shift in the character's nerve bundles. Though the player *could* spin this so that he didn't need to use 1 hand and 1 half action to activate each Mechanism — on the grounds that the nanobots should be able to simply recognize his mental will with a free action — the GC should ask him to come up with a reason that supports each Mechanism's scripted rule (assuming, of course, he isn't modifying them across the board to suit his taste). The character might be provided with a subdermal nerve trigger to toggle the Mechanisms, for instance ("1 click for the sensor mask, 2 for the attribute boost"), or the nanobots might lie dormant most of the time to conserve power, requiring him to activate them by pressing a button hidden inside... one of his tuxedo buttons.

Following the same example, the player might like to describe the effect as a shimmering glow around him (which is fine), perhaps having him slowly fade away as the nanobots work their magic (also fine — *so long as it doesn't make it more difficult for other people to see him*). A sensor mask does **not** grant *invisibility*, nor even keep a character *hidden* from sight (not from people, anyway). This is a clear abuse of the system, and the GC must be very firm when preventing it.

Outside these restrictions, we invite you to come up with your coolest inventions. If you've ever dreamed of being Q, this is your chance!

An incorporeal character is immune to falling damage, but should he "impact" any surface, he falls a number of feet "into" it equal to the falling damage he ignored.

Incorporeal characters may target each other as standard, without restriction.

Invisibility: This Mechanism makes the character or 1 item of up to Medium Size *invisible (see page 342)*.

Media-Safe: This Mechanism obscures the gadget's Housing and Mechanisms, or its user, from audio, video, or photographic record. This reduces the result cap of all recording skill checks *(see page 286)*.

Proteus Modification: This Mechanism allows the gadget's Housing to transform into another Housing of equal Size (this second Housing is gained as part of the pick used to acquire this Mechanism). The second Housing must be equal in Caliber to that of the Mechanism chosen (e.g. with a Caliber III Proteus modification, a character may install an alternate Caliber III Housing). For this purpose, Common Items are considered Caliber I. The second Housing's function and statistics are unchanged, but its complexity increases by 15/+2. Switching between Housings requires 2 full rounds. Finally, any damage suffered by one Housing is suffered by all Housings.

Regeneration: This Mechanism allows 1 person to recover from 1 critical injury. Using it requires 1 full minute and concentration *(see page 147)*.

Remote Control: This Mechanism allows the user to activate and control the gadget's Housing and Mechanisms via a remote control with a Signal Power Rating and range increment as shown in its table entry. The Caliber III model grants the Housing a 20-ft. walking Speed.

Self-Destruct: This Mechanism destroys the gadget's Housing and all other Mechanisms. The remnants model creates a harmless flash that is obvious to anyone within 30 ft. with line of sight to it or a surface upon which the flash is seen. Determining the nature of the gadget from the remains is a 3-Challenge Complex Analysis/Forensics Task against the Housing's Notice/Search DC. A character using the gadget may choose to set its self-destruct to happen instantly, as a free action with a Mechanism use, or at a chosen time within 5 minutes.

Sensor Mask: This Mechanism partially or entirely masks the character or suspicious gear on his person from 2 types of security sensors, chosen from the following: chemical sniffer, electric eye, heat sensor, metal detector, motion sensor, noise sensor, pressure plate, vibration sensor, or x-ray sensor *(see page 437)*. When any security device of the designated type targets the character (trying to find or attack him), its Power Rating decreases by an amount equal to this Mechanism's Power Rating (minimum 0).

Silence: This Mechanism makes the character or 1 item of up to Medium Size entirely quiet, verbally and physically — even stamping his foot on the ground makes no noise. Without line of sight to the character, an observer's Notice and Search checks suffer a penalty equal to twice this Mechanism's Power Rating. Further, the observer's error range with these checks increases by an amount equal to the Mechanism's Power Rating.

Skill Boost: This Mechanism boosts 1 of the character's skill bonuses — chosen when the gadget is requested — by its Power Rating. It also increases the character's result cap with the skill as shown in its table entry.

Skill Check: This Mechanism produces 1 specific skill check (chosen when the gadget is requested). Its skill bonus is equal to its Power Rating × 4 and it has no result cap. Examples include Security/Disable in the form of an automatic lockpick or Analysis/Forensics in the form of a fume sponge (which soaks up chemical residue and can identify recent visitors to a location and what they did). If the chosen skill check possesses the *gear (GER)* or *gear only (GRO)* tags, this tags are ignored when the Mechanism's check is made.

Speed Boost: This Mechanism boosts the character's Speed by its Power Rating × 5 ft. If the character possesses an alternate movement mode (e.g. flying, swimming), this Mechanism may be applied to the alternate mode instead.

Turret, Hidden (Vehicle Housing Only): A number of additional hardpoints are installed in the vehicle equal to the Mechanism's Power Rating. These hardpoints are typically hidden from view, gaining the benefits of the vehicle's gadget Knowledge DC, but they become obvious when used.

Vehicle Defense System: This Mechanism produces a defensive obstacle (e.g. a spike-dropper, oil slick, smokescreen, etc.). When used outside a chase, any moving vehicle behind the gadget vehicle within 25 ft. × the Mechanism's Power Rating must make a successful Maneuver check against the Crisis DC on Table 6.1: Maneuvering Room *(see page 364)*. When a Prey thus equipped in a chase with a Lead up to the Mechanism's Power Rating deploys the obstacle, each Predator must make the same Maneuver check. In both cases, failure results in a crash *(see page 365)*.

Voice Control: This Mechanism allows the user to activate and control the gadget's Housing and Mechanisms remotely with verbal commands.

Weather Control: This Mechanism produces any weather effect with an action die cost up to its Power Rating *(see Nature's Fury, page 400)*. Further, a constrained device may generate a flash flood, blizzard, or dust storm, while an apocalyptic device may generate any effect listed in the section.

X-Ray Vision: This Mechanism allows the character to "see through" any scenery or people with a combined Damage save bonus no greater than its Power Rating × 8. The character may choose to see through some scenery and people in this range and not others.

RESOURCES

This gear category includes ways a character's organization can help him succeed in the field. Some resources, such as skill and feat training, must be requested during the Intel Phase, but most may be called upon later using the standard Request check rules.

RESOURCE PICK DESCRIPTIONS

Animal, Trained: This resource grants the character 1 animal with an XP reward no greater than this resource's Power Rating × 10, chosen from the Sample Animals section *(see page 456)*. This animal must be considered 'trained' *(see page 445)*; if it isn't, the character must add 1 trained quality, reassigning XP as necessary to remain within the resource limit. The character may make no other changes to the animal stat block.

Bag Full of Guns: This resource provides the characters with a satchel filled with unchecked weapons captured in previous missions. When this resource is gained, each character rolls once on Table 4.67: Bag Full of Guns *(see below)*. The roll is determined by the resource's Caliber: 2d4+8 at Caliber I, 2d6+6 at Caliber II, 2d8+4 at Caliber III, 2d10+2 at Caliber IV, and 2d12 at Caliber V. These weapons tend to be damaged or unstable — each weapon's error range increases by 1.

TABLE 4.67: BAG FULL OF GUNS

Roll	Weapon
2	Barrett M82A1 semi-automatic rifle
3	Ruger Super Redhawk hunting revolver (.44 Magnum)
4	Taurus Model 608 service revolver
5	H&K Mk. 23 service pistol
6	Benelli M1 Tactical semi-automatic shotgun (any caliber)*
7	H&K P7 backup pistol (9mm P)
8	Colt Detective Special backup revolver (any caliber)*
9	Walther PPK backup pistol (.380 ACP)
10	Saiga 12K semi-automatic shotgun (20 gauge)
11	MAC M11 light SMG (any caliber)*
12	Beretta 92 service pistol (9mm P)
13	Glock 17 service pistol (9mm P)
14	Walther PP backup pistol (.380 ACP)
15	Colt M1911A1 service pistol (any caliber)*
16	MAC M10 light SMG (9mm P)
17	H&K MP5K light SMG (any caliber)*
18	Colt M16A3 assault rifle (any caliber)*
19	IMI Uzi heavy SMG (any caliber)*
20	SiG-Sauer P239 backup pistol (.40 S&W)
21	Smith & Wesson Model 500 hunting revolver
22	Enfield L85A2 assault rifle
23	Steyr AUG Para assault rifle
24	Thompson M1928 heavy SMG (any caliber)*

* Per GC choice.

Bodies: This resource provides the character with 1 corpse (for use per the characters' design), 1 body double (a Tier II bystander who *looks* identical to a person identified by the characters, but doesn't match his DNA, fingerprints, marrow, etc.), or 1 clone. A clone is also a Tier II bystander, and a functional replica of 1 person identified by the characters whose DNA, fingerprints, marrow, and other details do match the target. The clone's attributes are identical to those of the target, but it only knows information the characters or their organization can provide about him. *For more information about bystanders, see page 399.*

Civilians: This resource provides the team with a gaggle of Tier I NPCs with an individual XP reward of up to 20. A gaggle of civilians consists of 4d6 × 5 NPCs and a swarm consists of 4d6 × 10 NPCs. Per the GC's discretion, these NPCs focus on 1 character, location, or event until the end of the current scene, or until one of them fails a Damage save or Morale check, or suffers a critical injury, at which point all leave.

Feat Training: This resource may only be gained during the Intel Phase and grants the character 1 of the following temporary feats until the end of the current mission. A character may only benefit from 1 feat training resource at a time.

- *Caliber I:* Baby It, Bandage, Clean and Polished, Defensive Driving, Depth of Study, Escape and Evasion Training, Hold Out.
- *Caliber II:* Armor Basics, Bullseye, Concealed Carry, Dash, Firefighter Training, Mingling Basics, Superior Cover, Tracking Basics, Weapon Focus.
- *Caliber III:* Boxing Basics, Fire Team Basics, Horde Basics, Rolling Basics, Traceless.
- *Caliber IV:* Any Basic Skill feat, Always Get Your Man, Battle Hardened, Dirty Fighting Basics, Dueling Basics, Submission Basics.
- *Caliber V:* Autofire Basics, Berserker Basics, Explosive Basics, Improvised Weapon Basics, Night Training, Zeroed.

Guided/Indirect Strike: This resource allows the characters to target one 5-ft. square anywhere on Earth with an attack using any 1 vehicle weapon chosen from those available at the appropriate Power Rating, as shown on Table 4.68: Guided/Indirect Strikes *(see below)*. The attack may be set to strike the location at any time between 1 hour and 24 hours hence, and automatically hits.

TABLE 4.68: GUIDED/INDIRECT STRIKES

PR	Available Weapons*
1	Euromissile Milan missile
	Light HE torpedo
	Light HE IR-guided anti-air missile
	Light HE laser-guided anti-surface missile
	RSA SA-7 or Raytheon FIM-92 missile
2	122mm illumination or smoke rocket
	GPS-guided 250-lb. vehicle bomb
	Medium HE IR-guided anti-air missile
	Medium HEAT wire-guided anti-surface missile
	Raytheon Javelin missile
3	122mm chemical, HE, or WP rocket
	220mm cluster or smoke rocket
	Medium HE torpedo
	GPS- or laser-guided 500-lb. vehicle bomb
	Light HE radar-guided anti-surface missile
	Light HEAT laser-guided anti-surface missile
	Medium HE radar-guided anti-air missile
	Medium HEAT IR-guided anti-surface missile
	Medium HEAT television-guided anti-surface missile
	Heavy HE television-guided anti-surface missile
4	200mm chemical, HE, or WP rocket
	300mm cluster or smoke rocket
	GPS- or laser-guided 1,000-lb. vehicle bomb
	Medium HE radar-guided anti-surface missile
	Medium HEAT laser-guided anti-surface missile
	Heavy HE GPS-guided anti-surface missile
	Heavy HE radar-guided anti-surface missile
5	2,000-lb. vehicle bomb
	300mm chemical, HE, or WP rocket
	GPS-, laser-, or television-guided heavy HE radar-guided anti-air missile
	Heavy HE torpedo
	Super-heavy HE radar-guided anti-surface missile
	HE cruise missile

* Weapons available at any Power Rating may be chosen with a Resource having a higher Power Rating as well.

Alternately, if the characters possess the means to communicate with their organization in the field, they may request an "immediate" strike, which occurs 3d10 minutes later, and may miss (it is resolved with an attack bonus equal to the resource's Caliber × 3 with a –8 penalty due to range). Further, an immediate strike may only involve weapons with a Caliber 1 lower than that of the chosen resource.

Hospitalization: This resource places 1 character in a hospital, where he recovers from injury at an increased rate *(see page 333)*. A character in a public hospital may be "visited" (even by those whom he might be trying to avoid).

Manhunt: This resource allows the characters to initiate a manhunt *(see page 382)*. Rather than leading the pursuit themselves, the characters work through an intermediary NPC who makes all manhunt skill checks. This NPC is a police detective with a Tier equal to this resource's Caliber.

Medical Assistance: This resource may only be requested in the field, where a doctor in the character's Faction or Freelance network's employ meets the team and remains with them for 24 hours, or until the team enters any combat, at which point he withdraws. This doctor's Tier is equal to this resource's Power Rating *(see page 452)*.

Phone Dump: This resource provides a list and transcription of 1 individual's cell phone or landline calls over the last 24 hours (but not both). The GC may spend 2 action dice to declare that any individual is "off the grid," protected by a government agency, has diplomatic immunity, or is otherwise shielded from privacy invasion, in which case the character requesting this resource regains his gear pick.

Phone Line Trace: This resource requires a computer with a Power Rating equal to or greater than the resource's Caliber, as well as 1 person to monitor it. Tracing the source of any phone call is handled with 1–7 Investigation (Int) checks, each requiring the line to remain open for an amount of time based on the resource's Caliber: 1 minute for Caliber III, 30 seconds for Caliber IV, and 1 round for Caliber V. Each check has a DC of 20 and possesses the Concentration and Gear Only (Computer) tags. With each successful check, the phone call's point of origin is traced to a progressively smaller area: continent with 1 successful check, nation with 2 successful checks, city with 3 successful checks, a 16-square-block area with 4 successful checks, a 4-square-block area with 5 successful checks, a 1-block area with 6 successful checks, and the specific phone with 7 successful checks.

Reconnaissance: This resource provides the characters with exterior photos of a target area. These photos may be taken from the ground or air, as the characters wish. Broad reconnaissance focuses on an area up to 4 square blocks and allows the character to make Search/Perception checks as if present at the target location, though he suffers a –6 penalty with them. Narrow reconnaissance focuses on an area up to 1 square block and allows the character to make Search/Perception checks as if present at the location, though he suffers a –3 penalty with them. Keyhole reconnaissance focuses on a single building and allows the character to make Search/Perception checks as if present at the location, with no penalty.

Skill Training: This resource may only be gained during the Intel Phase and grants the character a number of skill ranks equal to its Power Rating. These ranks may be divided between up to any 3 skills of the characters' choosing. This may not increase the character's ranks in any skill beyond 4. A character may benefit from only 1 skill training resource at a time.

Smuggling: This resource allows the characters to smuggle 1 item of equal Caliber across any single national or other governmentally protected border, or through any similar checkpoint. Restricted items are considered 1 Caliber higher for this purpose, and Restricted Caliber V items may only be smuggled by spending Reputation or Net Worth, as shown in this resource's table entry.

Translator: This resource provides the team with a Tier I academic who possesses any 2 Cultures focuses of their choice *(see page 453)*. Per the GC's discretion, the translator helps the characters in any non-combat endeavors for which he's skilled until the end of the current scene, or until he fails a Damage save or Morale check, or suffers a critical injury, at which point he leaves.

Unmarked Weapon: All identifying marks are removed from one of the character's weapons. No skill check may recover prior information about the weapon, and the GC must spend 1 additional action die to trigger a Wanted event as a result of its use (use of other weapons, and activities undertaken without a weapon, may still trigger a Wanted event at the standard cost).

Work Group: This resource secures a full-service work group with a skill bonus equal to its Power Rating × 5: Science (Engineering) for a construction crew, Falsify for a counterfeiter ring, Analysis for a lab, Electronics or Mechanics for a repair shop, Investigation for a think tank, Science (Fabrication) for a workshop. Requesting this resource takes double the standard amount of time and requires the characters to turn in 1 item, topic, or set of specifications midway through. After this period expires, the work group provides the result of 1 successful skill check with which it's considered to have taken 20. This resource must be requested multiple times to complete a Complex Task.

SECURITY GEAR

This gear category includes armor and security devices, as well as many other items intended to protect people or locations (or violate that protection). Standard Security pick descriptions are presented first, with armor and protective gear descriptions following at the end of this section.

SECURITY PICK DESCRIPTIONS

Acid: The user gains 1 application of an acid that inflicts 1d6 acid damage per Power Rating and has an *armor-piercing* quality equal to twice its Power Rating.

Drone: The user gains access to 1 Tier III security drone with the following statistics.

Security Drone (Standard NPC): Init III; Atk IV; Def III; Resilience II; Damage Save: V; Competence: —; Skills: None; Wealth: None; Weapons: 1 × Caliber II; Gear: None; Vehicle: None; Qualities: *construct*, *damage reduction* 2, *low-light vision*.

Flare Gun: When fired into the air at night, a flare gun illuminates a 250 ft. × 250 ft. area as if lit by daylight for 1 minute. When used as a signal, a flare gun may be spotted at a distance of 5 miles with a successful Notice/Awareness or Search/Perception check, as appropriate (DC 20 during the day, or 15 at night).

Grapple Gun: This item may be fired at any ledge or other protrusion upon which the grapple may gain purchase. Firing a grapple gun requires 1 full action and a successful standard ranged attack against a DC of 20. Once anchored, a grapple gun provides a character with a vertical surface with an Athletics/Climb check DC of 15 or a horizontal surface with a Climb check DC of 20 or an Acrobatics/Balance check DC of 25. Reeling in a grapple gun's rope requires 2 full actions.

The advanced winch model may be activated as a free action and draws 1 character toward the grapple at 25 ft. per round. Reeling this model's grapple in requires only 1 full action.

Invitation: Each character on the team gains 1 invitation to an exclusive event. This invitation may be in the character's name, that of a cover identity, or a name of his creation. A local gathering might be an album release party, a mayor's ball, or a movie premiere, while a regional gathering might be a celebrity benefit, governor's ball, or the Academy Awards. An international gathering could be a missile silo tour, an audience with the Pope, or a presidential inauguration.

Lodging: The characters are provided 1 night's stay at a hotel or other lodging, with 1 bed per team member (and enough sofas and other crash space for the same number). The lodging is rented in a false name, though unless one of the characters offers up his cover identity, the name may be spotted as fake with a successful Investigation/Research check (DC 20). This check possesses the Bribe and Language tags.

Medical Gear: These devices have the following effects.

- *Blood Expander:* Applying a blood expander requires 1 half action and removes the *bleeding* condition.
- *Liquid Skin Patch:* Applying a liquid skin patch requires 1 half action and heals 1d6 vitality (the first time one is used on each character during a scene), and 1d4 vitality (each time thereafter one is used on each character during a scene). Liquid skin patches do not heal wounds and do not stabilize a dying character.
- *Shot, Antibiotic:* Applying an antibiotic shot requires 1 half action and grants a +2 gear bonus with Fortitude saves made to resist disease for 1d4 days.
- *Shot, Antivenin:* Applying an antivenin shot requires 1 half action and grants a +2 gear bonus with Fortitude saves made to resist poison for 1d4 days.
- *Shot, Atropine:* Applying an atropine shot requires 1 half action and stabilizes a dying character.
- *Shot, Stimulant:* Applying a stimulant shot requires 1 half action. For 4 hours, it prevents the character from becoming *fatigued* or *exhausted*, and grants him a +2 gear bonus with Fortitude saves made to resist the effects of sleep deprivation. Once it wears off, the character immediately becomes *fatigued* and must make a Fortitude save (DC 15 + 1 per previous save) at the start of each 4-hour period that he goes without sleep. With failure, the character falls *unconscious* for 2d4+4 hours. A character may benefit from up to 2 consecutive stimulant shots; the third and each subsequent shot taken before proper sleep has no effect.

Security Device: The characters gain 1 security device with an XP reward multiplier up to 1/2 the team's Threat Level (rounded up). *For more information about security devices see page 437.*

ARMOR AND PROTECTIVE GEAR

Armor is classified as **partial** (covering up to 30% of a character's body and meant to be worn for long periods of time under street clothes), **moderate** (covering 40–60% of a character's body and meant to protect against military-grade armament and equivalent threats), or **full** (covering 90–100% of a character's body and meant to protect in specific high-danger situations). Additionally, helmets and other protective gear defend against a variety of attacks and other injuries.

A character may carry only 1 shield and wear only 1 helmet and 1 item of partial, moderate, or full armor at any time. He may wear multiple miscellaneous protective items, though only 1 of each type (e.g. no more than 1 pair of goggles). Happily, the benefits of these items, including damage reduction and damage resistance values, stack together.

All partial armor possesses a Damage save of +8, while all moderate armor possesses a Damage save of +12 and all full armor possesses a Damage save of +16.

SEALED ARMOR

A sealed suit completely isolates the wearer from the outside environment, save in some cases for a respiratory filter. So long as the suit isn't penetrated, the wearer is immune to all damage types with a resistance entry of "all."

If a character wearing a sealed suit loses any vitality or wound points from a physical attack, the suit is compromised and loses 1d8 minutes of air at the start of each round. Further, until the suit is re-sealed, its DR, if any, is negated against bang, contagion, electric, and vacuum damage, and decreased to 1/2 standard against all other types of damage (rounded down).

Re-sealing a suit requires a successful full action Resolve (Wis) check (DC equal to the damage inflicted). This check possesses the Concentration, Flat-Footed, Gear Only (appropriate materials — duct tape or a field-expedient patch, for example), Grasp, and Hands-On tags *(see page 101)*.

All sealed suits include a helmet, preventing a character from wearing another.

ARMOR AND PROTECTIVE GEAR DESCRIPTIONS

Biohazard Suit (other protective gear): This armor is sealed *(see above)*, containing a 30-minute air supply, and may be attached to an air umbilical hose if an external air supply is available.

Corrections Vest (partial armor): This armor is designed for use in prisons, where firearms are less of a threat than improvised melee weapons.

Crash Rescue Suit (full armor): This reflective, full-body suit is exclusive to fire departments expecting to deal with high radiant heat or savage burning liquids. It's rated to protect against temperatures of 1500° F, with short exposure to 2000° F, and includes a hood with a reflective faceplate, mittens, and boots.

A crash rescue suit is sealed *(see above)*, and contains a 30-minute air supply. Further, when fire or heat damage is reduced to 0 or below by this armor's DR, the wearer does not suffer subdual damage.

Diving Hardsuit (full armor): This armor is sealed, providing a 6-hr. air supply, and allows the wearer to ignore the effects of any depth up to 2,000 ft. Further, its hydraulic joints possess a Strength score of 16 and a Dexterity score of 8, replacing the wearer's attribute scores. Its thrusters replace the wearer's Speed with 15 ft. of underwater movement, and reduce the suit's weight to 8 lbs. for encumbrance purposes while underwater. Integral gear includes a commercial video camera, 2 spotlights, and a standard headset radio. Also, the suit contains enough space for the occupant to carry up to 30 lbs. of equipment (none of which may be larger than Small).

Duty Vest (partial armor): This standard "bullet-resistant" vest is worn by most law enforcement officers under their uniform shirts.

EOD Suit (full armor): This heavily armored outfit is worn by bomb squad personnel.

Flak Jacket (moderate armor): This armor was state-of-the-art from the 1950s to the 1970s. Now it's accepted on the street as poor-grade clothing due to its widespread availability in military surplus stores.

Flotation Vest (partial armor): A character wearing a flotation vest need not make Athletics checks to stay afloat, and his encumbrance load is considered 50 lbs. lighter for the purpose of determining weight penalties with Athletics/Swim checks. This rule still applies if trauma plates are installed.

Gas Mask (other protective gear): This item is *not* sealed, but grants the wearer a +4 bonus with Fortitude saves made to resist contagion.

Helmet, Athletic (helmet): This helmet is used when playing a variety of common sports, such as American football and white-water rafting.

Helmet, Ballistic (helmet): This is the standard-issue helmet of most military ground forces. It increases the wearer's Defense by +1 when he's the target of an attack using the Called Shot trick. A ballistic helmet may be covered in fabric matching any terrain pattern for 1 Common Item or an additional $10.

Helmet, Flight (helmet): This item contains a built-in microphone, speakers, and appropriate plugs, as well as attachment points for an oxygen mask.

Helmet, Fire (helmet): This standard firefighter's helmet features a long rear flap so water doesn't wash down the wearer's back.

Helmet, Hobbyist's: This sheet-metal helm features extensive padding and a full metal visor with a narrow view-slit.

Hobbyist's Armor (moderate armor): This handmade armor is used almost exclusively by medieval reenactment enthusiasts. It usually consists of leather, padding, and small rigid plates made from metal or plastic scraps.

Hobbyist's Plate Harness (full armor): This armor consists of several dozen formed metal plates joined together with rivets and leather straps, covering every part of the body except the head. This armor must be made to specifically conform to a character's measurements, a process that usually takes 4d6 weeks. The armor cannot be worn by anyone whose height or weight varies by more than 10% from the intended wearer. Also, this suit's armor check penalty is doubled when applied to Sneak checks.

K-9 Vest (partial armor): A human may not wear this armor. Further, the armor must be fitted to a specific animal type when requested (dogs being the most common).

Low-Profile Armor (partial armor): This set of body armor is visually indistinguishable from a common vest, sweater, pullover, suit coat, or jacket. It is often "executive licensed" for employees of major corporations, particularly those employed as security or bodyguard personnel.

Military Flight Suit (moderate armor): This highly specialized outfit is designed to withstand the G forces of extreme aerial combat maneuvers. It comes with an emergency oxygen bottle that contains a 15-minute air supply. Whenever a character wearing this armor ties an opposed Maneuver check while piloting an aircraft, his check result increases by his Constitution modifier (if positive).

Military NBC Gear (other protective gear): This modular NBC (Nuclear, Biological, and Chemical) clothing is worn at various "Levels" (1 being pants and jacket only, 2 adding overboots, 3 adding a hood and gas mask, and 4 adding gloves).

Modular Tactical Armor (moderate armor): This is currently the top-of-the-line in military-issue body armor, consisting of a basic vest, detachable neck and groin guards, and trauma plates *(see page 286)*.

Motorcycle Suit (moderate armor): This suit includes boots, gloves, pants or chaps, and a motorcycle jacket.



NBC Gear (other protective gear): This armor grants a bonus with Fortitude saves made against a contagion's Primary Phase DC: +1 at Level 1, +3 at Level 2, +6 at Level 3, and +10 at Level 4. Further, at Levels 3 and 4, it includes a gas mask.

Nomex Underwear (other protective gear): This set of undergarments is typically worn by racers and firefighters. It includes gloves, socks, and a hood, providing full-body protection except for the eyes.

Plastron (partial armor): Fencers wear this quilted canvas armor, which protects the torso, arms, and groin.

Raid Jacket (partial armor): This windbreaker features pull-down Velcro panels that conceal appropriate law enforcement markings. It incorporates armor panels under its outer shell.

Radiation Suit (other protective gear): This outfit is sealed *(see page 284)*, containing a 2-hr. air supply. Further, it includes a gas mask and grants a +10 bonus with Fortitude saves against a radiation contagion's Primary Phase DC.

Red Man Suit (moderate armor): This heavily padded suit is used primarily for unarmed and blunt-weapon melee combat training, allowing opponents to throw full-force blows without injuring their training partners. When an unarmed or melee attack's damage is reduced to 0 or below by this armor's DR, the wearer does not suffer subdual damage.

Respirator (other protective gear): This item covers the wearer's mouth and nose, granting a +2 bonus with Fortitude saves made against inhaled contagions.

Riot Gear (full armor): This armor consists of hard plastic plates that cover the torso, groin, thighs, shins, upper arms, and forearms.

SCUBA Tank (other protective gear): This item contains 90 minutes of air and includes a swimming mask and fins.

Shields (other protective gear): These items provide a personal cover bonus to Defense, which is also added to Athletics checks the wielder makes to resist a Bull Rush action. Further, a shield may be used as a melee weapon, inflicting 1d4 subdual damage with a 1–2 error range, no threat range, and the *inaccurate (–2)* weapon quality. Once a shield is used to attack, however, the wielder loses its DR benefits for 1 full round).

Shield, Hobbyist's (other protective gear): This homemade armor is constructed from scavenged plywood, metal, or plastic (sometimes even a stolen road sign).

Space Suit (full armor): This outfit is sealed *(see page 284)*, containing a 7-hr. air supply. Further, it grants a +10 bonus with Fortitude saves made against a radiation contagion's Primary Phase DC. Also, its faceplate operates like tactical glasses and it contains a tactical radio headset and a 3-liter water supply.

Tactical Glasses (other protective gear): This item's DR applies only to attacks targeting the character's eyes or head.

Tactical Goggles (other protective gear): This item's DR applies only to attacks targeting the character's eyes.

Tactical Jacket (moderate armor): This jacket provides neck, abdomen, and upper arm protection, and also features rear pockets for up to 2 additional Diminutive items.

Tactical Vest (partial armor): This vest combines ballistic protection with load-bearing functionality. It may be configured to hold virtually any combination of up to 2 Diminutive items and 8 Fine items in individual pockets and holsters.

Turnout Gear (moderate armor): This standard firefighter suit consists of a "bunker coat" and matching pants, boots, and gloves, all heavily flame-resistant.

Tuxedo Liner (partial armor): This armor is personally fitted to its wearer. The cost to add either personal tailoring upgrade to this armor decreases to 1/2 standard (rounded up).

ARMOR UPGRADES

Armor upgrades may be acquired as Possessions or during the Intel Phase with upgrades, as shown on Table 4.14: Armor and Protective Gear Upgrades *(see page 233)*.

After the Intel Phase, they may be installed using the appropriate Modify check and the information on Table 4.14. Unless otherwise specified, each armor upgrade requires 1 hour to install.

Armor upgrades have the following effects.

Camouflage Pattern: This upgrade covers a piece of armor or other protective gear item in camouflage paint, granting it the *camouflage (CMF)* vehicle quality.

Face Cage: This upgrade is an optional set of bars protecting a wearer's face from impact. It may be installed in any athletic, ballistic, or racing helmet.

Face Shield: This upgrade is a transparent, tinted, or mirrored flip-down panel completely covering the wearer's eyes or face. It may be installed in any helmet.

Personal Tailoring: This upgrade may be applied to any partial, moderate, or full armor, adjusting it precisely to 1 wearer's personal measurements. Anyone whose height or weight varies by more than 5% does not gain this upgrade's listed benefits.

Trauma Plates: This upgrade is a pair of ceramic or metal sandwiches, each roughly 10 in. × 12 in., that may be inserted into any a variety of armors, as shown on Table 4.13. Inserting them requires no Modify check, but takes 30 seconds.

Weight Reduction: This upgrade may be installed in any armor or protective gear item, decreasing its weight to 2/3 standard (rounded down), and its Speed penalty, if any, by 5 ft.

TRADECRAFT GEAR

This category includes recording devices such as cameras, and many other items supporting espionage-related activities.

RECORDING DEVICES

Audio, video, and photographic gear all operates on the same basic principle: capture an image and/or sound for later viewing. Using these devices is as simple as making a Search/Perception check. The result cap of any Analysis/Examine Media check later made to view the media is equal to the examining character's standard result cap or the Perception check result made to create the media, *whichever is lower*.

TRADECRAFT PICK DESCRIPTIONS

Cameras: The listed "battery life" is for 1 load of film. The character may request additional film at a cost of 1 Common Item per load. Each camera has enough actual battery life to take 4 loads of film. Further, a commercial- and higher-grade camera may accept the following upgrades: night vision *(the camera operates like a standalone night vision sight — see page 317)*, telescopic vision *(the camera operates like a standalone telescopic sight — see page 319)*, and thermal imaging *(the camera operates like a standalone thermal sight — see page 319)*. One camera may contain all of these upgrades, though all upgrades in each camera must be acquired separately.

Code: The characters gain 1 code with a Power Rating and complexity listed in the pick's table entry. They are provided with up to 3 coder mechanisms and 3 decoder mechanisms of their choice.

Cover Identity: The character gains 1 cover identity that only he may use. The details of the identity are left to the character, except that it must fall within one of the following communities: academic, blue collar, criminal, government, grifter, high-tech, local, media, medical, military, police, research, street, white collar, or wilderness. A cover identity provides 2 benefits.

- When operating in the cover identity, the character's Lifestyle within the chosen community becomes equal to the identity's Power Rating. This Lifestyle does **not** grant the character additional gear, spending cash, vehicles, or a separate Appearance modifier; it only grants him a different home and wardrobe suitable to the chosen community.
- When anyone looks into the identity's background, all supporting documentation and other evidence is made available through standard channels. Only a successful Complex Investigation/Research Task with a number of Challenges equal to the identity's Power Rating reveals that it's a fraud. This Task's DC is equal to 10 + (5 × the identity's Power Rating).

TABLE 4.69: PARDONS

Power Rating	Crime
1	Minor infraction
2	Infraction
3	Misdemeanor
4	Multiple misdemeanors
5	Minor felony
6	Non-murder felony
7	Multiple non-murder felonies
8	Murder
9	Multiple murders
10	Treason

A cover identity is "blown" whenever its Power Rating decreases below 0, or when someone completes a Complex Investigation/Research Task with a DC of 5 × the identity's Power Rating and a number of Challenges equal to its Power Rating. A blown cover identity cannot be used for any purpose.

Detention: The characters may designate any 1 captured known criminal or enemy of their Faction, calling for his detention in a local Faction safe house. The target's Lifestyle may not exceed 2 × the pick's Power Rating, and the character may only be held for a number of days equal to the difference between his Lifestyle and the pick's Power Rating (minimum 1) before he must either be released or eliminated.

Dossier: The characters gain a dossier targeting 1 NPC. This NPC's career level may not exceed 3 × the pick's Power Rating. A dossier includes complete biographical information available from city, state, and national authorities without special clearance (e.g. birth certificate, credit history, DMV records, criminal records, adult psychiatric records, public financial data, military history sans black ops, etc.). Dossiers provide two additional benefits.

- When the cover identity of a character targeted by a dossier comes into play against the person possessing the dossier, the cover identity's Power Rating decreases by the dossier's Power Rating for all related purposes.
- When the Predator in a brainwash, interrogation, or manhunt possesses a dossier targeting the Prey, the result cap of his Conflict skill checks increases by 4 × the dossier's Power Rating.

Fiberscope: This device allows the character to snake a 10-ft. fiber-optic cable through a 1/4-in. hole, seeing into the area beyond. While using a fiberscope, a character suffers a result cap penalty, as well as range penalties with Notice/Awareness and Search/Perception checks, as shown in this pick's table entry.

Field Glasses: This bulky tripod-mounted device increases a character's base visual range as shown in this pick's table entry.

Further, a set of field glasses may accept the following upgrades: night vision *(the field glasses operate like a standalone night vision sight — see page 317)*, telescopic vision *(the field glasses operate like a standalone telescopic sight — see page 319)*, and thermal imaging *(the field glasses operate like a standalone thermal sight — see page 319)*. One set of field glasses may contain all of these upgrades, though all upgrades in each set of field glasses must be acquired separately.

TABLE 4.70: CONTAGIONS

		Primary Phase			Secondary Phase		
Contagion	Complexity	Onset Time	Fort Save DC	Damage/Effect	Onset Time	Fort Save DC	Damage/Effect
Diseases							
E coli	30/+2	3d4 days	12	1 Con	2d4 days	14	1d2 Con
Infection, minor	40/+4	1d4 days	12	1 Con	1d4 days	14	1 Con
Dengue fever	45/+5	2d4 days	14	1 Con	1d4 days	16	1d4 Con
Cold*	45/+6	2d4 days	14	1 Con	1d4 days	16	1 Con
Chickenpox*Ω	50/+3	1d4 days	14	1 Cha	3d4 days	16	1 Cha
Measles*	50/+3	3d4 days	14	1 Con, 1 Cha	3d4 days	16	1d2 Con, 1d2 Cha
Typhus fever	50/+3	3d4 days	14	1 Con, 1 Str	3d4 days	16	1d4 Con, 1d4 Str
Infection, moderate	50/+5	1d4 days	12	1 Con	1d4 days	14	1d4 Con
Influenza (flu)*	50/+6	2d4 days	12	1 Con	1d4 days	14	1d2 Con
Pneumonia*	50/+7	2d4 days	14	1 Con	1d4 days	16	1d3 Con
Infection, severe	50/+6	1d4 days	14	1 Con	1d4 days	16	1d6 Con
Hantavirus	55/+4	1d4 weeks	16	1 Con, 1 Str	3d4 days	18	1d4 Con, 1d4 Str
Leprosy*	55/+7	1d4 years	14	1 Dex, 1 Cha	1d4 years	16	1d6 Dex, 1d6 Cha†
Lupus*	60/+6	1d4 years	14	1 Con, 1 Str, 1 Cha	1d4 years	16	1d4 Con†, 1d6 Str, 1 Cha
Black Fever	60/+7	2d4 days	14	1 Con, 1 Cha	1d4 days	16	1d3 Con, 1d2 Cha†
Malaria*	60/+8	2d4 days	12	1 Con	1d4 days	14	1d3 Con†
Lassa fever*	60/+9	1d4 weeks	12	1 Con	2d4 days	20	2d6 Con
Tetanus (lockjaw)	65/+8	1d4 days	14	1 Con, 1 Str	1d4 days	16	1d4 Con†, 1d4 Str
Yellow fever	70/+8	2d4 days	14	1 Con, 1 Dex	1d4 days	16	1d2 Con††, 1d2 Dex††
Severe Acute Respiratory Syndrome (SARS)*	70/+9	2d4 days	16	1 Con	1d4 days	18	1d6 Con†
Flesh-eating virus (*necrotizing faciitis*)*	70/+10	2d4 days	14	1 Con	1d4 days	16	1d8 Con†
Marburg hemorrhagic fever*	75/+8	2d4 days	16	1 Con, 1 Str	1d4 days	18	1d4 Con, 1d4 Str
Anthrax	75/+8	2d4 days	16	1 Con, 1 Str	1d4 days	18	1d8 Con, 1d8 Str
Cancer	75/+9	2d4 months	18	1 Con, 1 Str	2d4 weeks	22	1d12 Con, 1d8 Str
Smallpox*	80/+11	2d4 days	18	1 Con, 1 Cha	1d4 days	20	1d6 Con, 1d6 Cha
Dementia	80/+11	3d4 months	14	1 Int, 1 Cha	2d4 months	16	1d6 Int††, 1d4 Cha††
Encephalitis/Meningitis*	90/+12	2d4 days	14	1 Con, 1 Wis	1d4 days	16	1d6 Int†, 1d6 Wis†
Tuberculosis*	105/+15	2d4 days	14	1 Con, 1 Str	1d4 days	16	1d2 Con††, 1d4 Str††
Bubonic plague*	125/+16	2d4 days	24	1 Con, 1 Str	2d4 days	26	2d6 Con††, 2d6 Str
Ebola*	130/+18	3d4 days	28	1 Str, 1 Con	3d4 days	30	2d6 Con††, 2d6 Str†
Basic Poisons							
Alcohol	40/+0	1d4 hours	12	1 Wis	3d4 hours	14	*Drunk* for 1d6 hours
Blister agent	50/+5	3d4 rounds	12	*Deafened* for 1d6 rounds	1d4 rounds	14	*Blinded* for 1d6 rounds
Dementia poison	35/+3	3d4 rounds	12	1 Int	2d4 rounds	14	1d3 Int
Fear poison	40/+3	3d4 rounds	12	*Frightened* for 1d6 rounds	2d4 rounds	14	1d2 Wis
Hallucinogen	50/+6	3d4 rounds	12	*Fixated* for 1d6 rounds	2d4 rounds	14	*Dazed* for 1d6 rounds
Knockout poison	65/+8	3d4 rounds	12	*Stunned* for 1d6 rounds	2d4 rounds	14	*Unconscious* for 1d6 rounds
Lethal poison	55/+6	2d4 rounds	12	2d6 lethal damage	2d4 rounds	14	2d6 lethal damage
Necrotizing poison	45/+3	2d4 minutes	12	1d2 Con	2d4 minutes	14	1d4 Con†
Neurotoxin	40/+4	3d4 rounds	12	*Drunk* for 1d6 rounds	2d4 rounds	14	1d3 Dex
Paralytic poison	60/+6	3d4 rounds	12	*Exhausted* for 1d6 rounds	2d4 rounds	14	*Paralyzed* for 1d6 rounds
Psychotropic poison	45/+3	2d4 minutes	12	1d2 Cha	2d4 minutes	14	1d4 Cha†
Radiation poison	75/+10	2d4 rounds	16	1d6 lethal damage	2d4 rounds	18	1d2 Con††
Truth serum	45/+3	2d4 minutes	12	1d2 Wis	2d4 minutes	14	1d4 Wis†
Weakening poison	35/+3	3d4 rounds	12	1 Str	2d4 rounds	14	1d3 Str

Continued on page 288

Legal Help, Extradition: The characters call for the extradition of 1 NPC from 1 country with an extradition treaty. This NPC's career level may not exceed 3 × the pick's Power Rating. If the NPC runs when approached, this pick becomes a manhunt resource with the same Caliber *(see page 282)*.

Legal Help, Immunity: This pick operates like a pardon, except that the characters are arranging for their Faction to cover a crime they *may* commit at some point during the current mission. The GC must approve each request for legal immunity.

Legal Help, Pardon: One illegal action taken by the team is waived and all notice of it is expunged from the public record, as shown on Table 4.69: Pardons *(see page 286)*. Any team members in custody are released in 1d8 hours + an additional number of hours equal to the pick's Caliber or Reputation cost divided by 5 (rounded down, minimum 1).

Legal Help, Warrant: The characters gain legal access to 1 private residence or organization, as well as its records. Per GC discretion, this residence or organization must be linked to a known crime before this pick may be chosen. The characters gain full access if the pick's Power Rating exceeds a target individual's Lifestyle, or a target organization's Image Rating. Full access increases the pick's result cap modifier, which applies to Analysis and Investigation checks made targeting the individual or organization, by an additional +10.

Poison: The character gains 3 doses of the listed poison, as well as 3 antidote shots that only counteract the effects of the specific poison requested. The statistics for these and many other poisons and diseases are located on Table 4.70: Contagions *(see pages 287–288)*. Note that many of the poisons and diseases on this table are not listed as Tradecraft picks. This is intentional — all unlisted contagions are reserved for GC use to develop plots.

TABLE 4.70: CONTAGIONS CONTINUED

		Primary Phase			Secondary Phase		
Contagion	Complexity	Onset Time	Fort Save DC	Damage/Effect	Onset Time	Fort Save DC	Damage/Effect
Improved Poisons							
Alcohol	45/+0	2d4 minutes	16	1d2 Wis	3d4 hours	18	*Drunk* for 1d6 hours
Blister agent	70/+6	2d4 rounds	16	*Deafened* for 1d6 minutes	1d4 rounds	18	*Blinded* for 1d6 minutes
Dementia poison	55/+5	2d4 rounds	16	1d2 Int	1d4 rounds	18	1d4 Int
Fear poison	65/+6	2d4 rounds	16	*Frightened* for 1d6 minutes	1d4 rounds	18	1d3 Wis
Hallucinogen	90/+7	2d4 rounds	16	*Fixated* for 1d6 minutes	1d4 rounds	18	*Dazed* for 1d6 minutes
Knockout poison	105/+6	2d4 rounds	16	*Stunned* for 1d6 minutes	1d4 rounds	18	*Unconscious* for 1d6 minutes
Lethal poison	65/+8	1d4 rounds	16	3d6 lethal damage	1d4 rounds	18	3d6 lethal damage
Necrotizing poison	50/+6	1d4 minutes	16	1d3 Con	1d4 minutes	18	1d6 Con†
Neurotoxin	70/+6	2d4 rounds	16	*Drunk* for 1d6 minutes	1d4 rounds	18	1d4 Dex
Paralytic poison	100/+8	2d4 rounds	16	*Exhausted* for 1d6 minutes	1d4 rounds	18	*Paralyzed* for 1d6 minutes
Psychotropic poison	50/+6	1d4 minutes	16	1d3 Cha	1d4 minutes	18	1d6 Cha†
Radiation poison	90/+12	1d4 rounds	20	2d6 lethal damage	1d4 rounds	22	1d6 Con††
Truth serum	50/+6	1d4 minutes	16	1d3 Wis	1d4 minutes	18	1d6 Wis†
Weakening poison	55/+5	2d4 rounds	16	1d2 Str	1d4 rounds	18	1d4 Str
Advanced Poisons							
Alcohol	55/+0	2d4 minutes	20	1d3 Wis	3d4 hours	22	*Drunk* for 1d6 hours
Blister agent	125/+7	1d4 rounds	20	*Deafened* for 1d6 hours	1d4 rounds	22	*Blinded* for 1d6 hours
Dementia poison	65/+8	1d4 rounds	20	1d3 Int	1d4 rounds	22	1d6 Int
Fear poison	95/+7	1d4 rounds	20	*Frightened* for 1d6 hours	1d4 rounds	22	1d4 Wis
Hallucinogen	130/+9	1d4 rounds	20	*Fixated* for 1d6 hours	1d4 rounds	22	*Dazed* for 1d6 hours
Knockout poison	145/+11	1d4 rounds	20	*Stunned* for 1d6 hours	1d4 rounds	22	*Unconscious* for 1d6 hours
Lethal poison	80/+9	1d4 rounds	20	4d6 lethal damage	1d4 rounds	22	4d6 lethal damage
Necrotizing poison	65/+7	1d4 minutes	20	1d4 Con	1d4 minutes	22	1d8 Con†
Neurotoxin	95/+8	1d4 rounds	20	*Drunk* for 1d6 hours	1d4 rounds	22	1d6 Dex
Paralytic poison	140/+9	1d4 rounds	20	*Exhausted* for 1d6 hours	1d4 rounds	22	*Paralyzed* for 1d6 hours
Psychotropic poison	65/+7	1d4 minutes	20	1d4 Cha	1d4 minutes	22	1d8 Cha†
Radiation poison	105/+14	1d4 rounds	24	4d6 lethal damage	1d4 rounds	26	1d8 Con††
Truth serum	55/+6	1d4 minutes	20	1d4 Wis	1d4 minutes	22	1d8 Wis†
Weakening poison	65/+8	1d4 rounds	20	1d3 Str	1d4 rounds	22	1d6 Str

* This disease is contagious *(see page 335)*.
† Half of this ability damage is permanent (rounded down).
†† All of this ability damage is permanent.
Ω Once a character contracts this disease, he may never contract it again.

Tape Recorders: The listed "battery life" is for 1 cassette's worth of audio. The character may request additional cassettes at a cost of 1 Common Item each. Each tape recorder has enough actual battery life to record 4 cassettes of audio.

VEHICLES

This gear category includes all methods of transport, including mounts (which are treated as vehicles when ridden and standard NPCs otherwise).

VEHICLE SKILLS AND FOCUSES

As noted in Chapter 2, there are 12 vehicle categories: Personal Ground Vehicles, Standard Ground Vehicles, Heavy Ground Vehicles, Mounts and Animal-Drawn Vehicles, Personal Aircraft, Performance Aircraft, Service Aircraft, Rotary-Wing Aircraft, Personal Watercraft, Standard Watercraft, Ships, and Submarines.

All vehicles within each category are controlled with a skill or skill focus, as shown on Table 4.71: Vehicle Skills and Focuses *(see below)*. This table also lists the additional penalty for making an untrained skill check to control a vehicle from each category.

VEHICLE CREW AND SUPPLIES

Each vehicle acquired as part of a character's Lifestyle, Possessions, or mission gear includes basic crew and supplies **required** for operation. If the vehicle is acquired as a Possession, this skeleton crew consists of a number of Tier I vehicle crew members equal to the vehicle's first Occupancy number minus 1.

If the vehicle is acquired as part of the character's mission gear, this skeleton crew consists of a number of Tier I vehicle crew members equal to the vehicle's first Occupancy number minus the number of characters on the team. Each of these standard NPCs possesses the following statistics.

Vehicle Crew Member (Standard NPC — 6 XP): Init II; Atk I; Def I; Resilience: I; Damage Save: I; Competence: II; Skills: Drive V; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *meek (–16)*, *non-combatant*.

The GC determines what supplies a vehicle requires, though the complement should only include Common Items absolutely necessary to get the vehicle from Point A to Point B (e.g. food for the crew, power for essential systems, tools for basic repairs, etc.). All other gear must be requested separately.

ENTERING AND LEAVING A VEHICLE

Entering or leaving a vehicle is a move action that consumes 5 ft. of movement (for a personal vehicle), 60 ft. of movement (for a vehicle possessing the *capital scale* quality), or 10 ft. of movement for any other vehicle.

A character may make a Reflex save (DC 15) to bail out of any vehicle at any time. Whether successful or not, this counts as the character's bonus 5-ft. step during his next Initiative Count.

ATTACKING A VEHICLE

Attacking a vehicle is handled with the basic combat rules *(see Chapter 5)*, except that if the vehicle is in motion, the driver's Dexterity modifier applies to its Defense. A vehicle's Defense is further modified based on its Power Ratings relative to those of any attacker, as follows.

- If the vehicle's Acceleration Rating is higher than that of an attacker, its Defense increases by the difference between Acceleration Ratings.
- If the vehicle's Turning Rating is higher than that of an attacker, its Defense increases by the difference between Turning Ratings.

VEHICLE DAMAGE

All standard Damage save rules apply to vehicles *(see page 224 for details)*. Additionally, each time a vehicle suffers a critical hit, the attacker rolls 1d20 and consults Table 4.72: Vehicle Damage *(see page 290)*. The vehicle suffers the corresponding effect 1 time per Damage save the vehicle fails as a result of the hit. Any damage result that can't be applied is re-rolled.

TABLE 4.71: VEHICLE SKILLS AND FOCUSES

Vehicle Category	Skill/Skill Focus*	Untrained Penalty
Personal Ground Vehicles	Acrobatics, Drive (Personal Ground Vehicles)**	–6
Standard Ground Vehicles	Drive (Standard Ground Vehicles)	–4
Heavy Ground Vehicles	Drive (Heavy Ground Vehicles)	–6
Mounts and Animal-Drawn Vehicles	Survival	–6
Personal Aircraft	Acrobatics, Drive (Personal Aircraft)**	–8
Performance Aircraft	Drive (Performance Aircraft)	–10
Service Aircraft	Drive (Service Aircraft)	–8
Rotary-Wing Aircraft	Drive (Rotary-Wing Aircraft)	–12
Personal Watercraft	Acrobatics, Drive (Personal Watercraft)**	–4
Standard Watercraft	Drive (Standard Watercraft)	–4
Ships	Drive (Ships)	–8
Submarines	Drive (Submarines)	–6

* Any vehicle possessing the *crew (CRW)* quality is controlled with the Tactics skill, regardless of its category.
** Acrobatics is used to control a personal vehicle, but the relevant skill focuses come from the Drive skill.

Also, a character may attempt a vehicle variant of the Called Shot trick. He reduces his Initiative Count by 5 and accepts a –6 penalty with his attack check, but with a successful hit and 1 or more failed Damage saves, the attacker *chooses*, rather than rolls, the affected Vehicle Damage location. In this case, the failed Damage saves have no effect on the vehicle and are ignored after the listed Vehicle Damage effects are applied (i.e. the vehicle suffers the listed Vehicle Damage effects **instead** of the failed Damage saves, **not** in addition to them).

A vehicle may *not* suffer more than 1 Vehicle Damage result per attack.

Vehicle Damage results have the following effects. All of these effects are cumulative.

Animal: One random draft animal pulling the vehicle suffers the attack's damage minus the vehicle's Damage save bonus (min. 0).

Cargo: One random cargo item suffers the attack's damage minus the vehicle's Damage save bonus (minimum 1). If the damage possesses the *armor-piercing* quality, the Damage save bonus decreases by an equal amount *before* it decreases the damage.

Controls (Cont): For each Damage save failed, the vehicle's Turning Rating decreases by 1 (minimum 0). If this decreases the Rating to 0, the vehicle becomes immobilized and may not move again until it is repaired (with a skill check as if it were *broken*).

Engine (Eng): For each Damage save failed, the vehicle's MPH values each decrease by 25% (rounded down). Each 25% is applied separately when multiple Damage saves are failed.

Further, for each Damage save failed, the vehicle's Acceleration Rating decreases by 1 (minimum 0). If this decreases the Rating to 0, the vehicle becomes immobilized and may not move again until it is repaired (with a skill check as if it were *broken*).

Flotation (Flot): For each Damage save failed, the vehicle's Acceleration and Turning Ratings each decrease by 1 (minimum 0). If this decreases either Rating to 0, the vehicle becomes immobilized and may not move again until it is repaired (with a skill check as if it were *broken*).

Further, the attack floods one of the watercraft's interior compartments, subjecting any unprotected occupants to the effects of pressure and suffocation *(see page 349)*.

Fuel: For each Damage save failed, the vehicle loses 1 hour's fuel. If the vehicle catches on fire as a result of this attack (or if it's already on fire), its remaining fuel explodes, inflicting explosive damage as shown on Table 4.73: Vehicle Explosions *(see page 291)*. Vehicles powered by diesel, oil, nuclear fuel, or batteries cannot explode.

Lift: For each Damage save failed, the vehicle's error range with Maneuver checks increases by +1.

Occupant (Occ): One random occupant suffers the attack's damage minus the vehicle's Damage save bonus (minimum 1). If the occupant hit is a standard NPC and the damage possesses the *armor-piercing* quality, the Damage save bonus decreases by an equal amount *before* it decreases the damage.

If the attack has a blast increment, the damage is applied to 1 additional random occupant per 5 ft. of blast increment (up to a maximum of 1/2 the vehicle's current occupants).

Rotors: The vehicle must make 1 additional Damage save against the attack's damage minus the vehicle's Damage save bonus (minimum 1). With failure, the rotors shatter and the aircraft crashes *(see page 365)*.

Traction (Tract): The attack hits one of the vehicle's tires. The tire must make a Damage save against the attack's full damage, gaining a bonus determined by the vehicle's Size: +0 for Small or smaller, +1 for Medium, +2 for Large, +4 for Huge, or +6 for Colossal or larger. If this Damage save fails, the tire is punctured and the vehi-

TABLE 4.72: VEHICLE DAMAGE

Roll	PGV	SGV	HGV	M/AD	PSA	PFA	SVA	RWA	PSW	STW	SHP	SUB
1	Cargo	Cargo	Cargo	Animal	Cargo	Cargo	Cargo	Cargo	Cargo	Cargo	Cargo	Cargo
2	Cont	Cargo	Cargo	Animal	Cont	Cont	Cargo	Cargo	Cont	Cargo	Cargo	Cont
3	Cont	Cargo	Cont	Animal	Cont	Cont	Cargo	Cargo	Cont	Cargo	Cargo	Cont
4	Cont	Cont	Cont	Animal	Cont	Cont	Cargo	Cont	Cont	Cont	Cargo	Eng
5	Cont	Cont	Cont	Cargo	Eng	Cont	Cont	Cont	Cont	Cont	Cont	Eng
6	Eng	Cont	Eng	Cargo	Eng	Eng	Cont	Cont	Eng	Cont	Cont	Eng
7	Eng	Eng	Eng	Cargo	Eng	Eng	Eng	Cont	Eng	Eng	Eng	Flot
8	Eng	Eng	Eng	Cargo	Fuel	Eng	Eng	Eng	Eng	Eng	Eng	Flot
9	Fuel	Eng	Fuel	Cont	Fuel	Eng	Eng	Eng	Flot	Eng	Flot	Flot
10	Fuel	Fuel	Fuel	Occ	Lift	Fuel	Fuel	Eng	Flot	Flot	Flot	Flot
11	Occ	Fuel	Fuel	Occ	Lift	Fuel	Fuel	Fuel	Flot	Flot	Flot	Flot
12	Occ	Occ	Occ	Occ	Lift	Fuel	Fuel	Fuel	Fuel	Flot	Fuel	Flot
13	Occ	Occ	Occ	Occ	Lift	Lift	Lift	Fuel	Fuel	Fuel	Fuel	Fuel
14	Occ	Occ	Tract	Tract	Occ	Lift	Lift	Occ	Occ	Fuel	Occ	Fuel
15	Occ	Tract	Tract	Tract	Occ	Lift	Lift	Occ	Occ	Occ	Occ	Occ
16	Tract	Tract	Tract	Tract	Occ	Occ	Occ	Occ	Occ	Occ	Occ	Occ
17	Tract	Tract	W/G	W/G	Occ	Occ	Occ	Rotors	Occ	Occ	W/G	Occ
18	Tract	W/G	W/G	W/G	Occ	W/G	Occ	W/G	Occ	W/G	W/G	W/G
19	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G
20	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G	W/G

PGV = Personal Ground Vehicles, SGV = Standard Ground Vehicles, HGV = Heavy Ground Vehicles, M/AD = Mounts and Animal-Drawn Vehicles, PSA = Personal Aircraft, PFA = Performance Aircraft, SVA = Service Aircraft, RWA = Rotary-Wing Aircraft, PSW = Personal Watercraft, STW = Standard Watercraft, SHP = Ships, SUB = Submarines

cle's Turning Rating decreases by 2 (minimum 0). If this decreases the Rating to 0, the vehicle becomes immobilized and may not move again until it is repaired (with a skill check as if it were *broken*).

Weapon/Secondary Gear (W/G): One random weapon or other piece of vehicle gear suffers the attack's damage minus the vehicle's Damage save bonus (minimum 1). If the damage possesses the *armor-piercing* quality, the Damage save bonus decreases by an equal amount *before* it decreases the damage.

VEHICLE ACCELERATION

In order to determine the distance a character, animal, or vehicle covers while increasing its speed, consult Table 4.74: Acceleration to Distance *(see below)*. This may not increase a vehicle's speed beyond its Top MPH.

SPIN OUTS AND FORCED LANDINGS

Outside a chase, when a moving vehicle becomes *broken* (or a moving air vehicle becomes immobilized or loses its last hour of fuel), its driver must make a Maneuver check (DC 20 if moving at, or slower than, its cruising MPH; DC 35 if moving faster than its cruising MPH). With success, the vehicle comes to a safe stop. With failure, it crashes *(see page 365)*.

When a moving vehicle is *destroyed*, it automatically crashes.

VEHICLE SIGNATURE

A vehicle's **signature** is a measure of its relative visibility to non-visual sensors such as radar or sonar, as well as its Defense against weapons guided by such systems. The types of signature from which a vehicle may benefit differ according to its basic movement mode, as follows.

Ground vehicles have **radar** and **thermal** signatures. Current technology doesn't permit radar-guided weapons that can pick a vehicle out of "ground clutter," so a ground vehicle's radar signature only serves as the DC for searching ground-surveillance radar. Some anti-tank missiles are infrared-guided and use a ground vehicle's thermal signature when targeting it.

Aircraft also have **radar** and **thermal** signatures. In both cases, anti-air missiles use these signatures to find their targets.

Watercraft have **radar**, **sonar**, and **thermal** signatures. Certain weapons track all three signature types, though a submarine that dives is undetectable by radar and thermal imaging, so only its sonar signature is relevant once it slips beneath the waves.

Special Note: Structures may possess signatures as well, based on the circumstances at hand (e.g. all structures possess a radar signature equivalent to their actual Size, while a building on fire would possess a much larger thermal signature, per the GC's discretion).

USING SIGNATURE IN PLAY

Signature comes into play in two ways. First, when a guided weapon is fired at any vehicle, it may only target the vehicle's signature Defense. Second, when a sensor is used to locate any vehicle, an Electronics (Int) check is made against the vehicle's signature DC. This check gains a synergy bonus from Search and possesses the Gear Only (sensor), Hearing, and Vision tags *(see page 101)*.

A vehicle's signature Defense and DC are equal and based on the vehicle's actual Size or its signature Size (with a listed signature Size taking precedence), as well as other factors, as shown on Table 4.75: Vehicle Signature *(see page 292)*. A vehicle's signature Size is listed in parentheses following the *high-observable (HOB)* or *low-observable (LOB)* qualities *(see page 294)*.

TABLE 4.73: VEHICLE EXPLOSIONS

Vehicle Size	Gas	Aviation Gas	Jet Fuel
Small	2d4 explosive fire (1, AP 8)	2d8 explosive fire (1, AP 12)	2d10 explosive fire (3, AP 16)
Medium	3d4 explosie fire (1, AP 8)	3d8 explosive fire (1, AP 12)	3d10 explosive fire (4, AP 16)
Large	3d6 explosive fire (2, AP 8)	4d8 explosive fire (2, AP 12)	4d10 explosive fire (5, AP 16)
Huge	4d6 explosive fire (2, AP 8)	5d8 explosive fire (2, AP 12)	5d10 explosive fire (6, AP 16)
Colossal	5d6 explosive fire (3, AP 8)	6d8 explosive fire (3, AP 12)	6d10 explosive fire (8, AP 16)
Gargantuan	6d6 explosive fire (3, AP 8)	7d8 explosive fire (3, AP 12)	7d10 explosive fire (10, AP 16)
Enormous	7d6 explosive fire (4, AP 8)	8d8 explosive fire (4, AP 12)	8d10 explosive fire (12, AP 16)
Vast	8d6 explosive fire (5, AP 8)	9d8 explosive fire (5, AP 12)	9d10 explosive fire (15, AP 16)

The blast increment follows the damage in parentheses, possibly with an *armor-piercing* quality. All blast increments are listed in number of 5-ft. squares. After this explosive fire blast damage is rolled, the result is multiplied by the remaining hours of fuel (minimum 1, even if a critical hit eliminated the vehicle's last hour of fuel).

TABLE 4.74: ACCELERATION TO DISTANCE

Acceleration Rating	Round 1*	Each Round Thereafter*
0	1/10 Top MPH	1/20 Top MPH
1–3	1/5 Top MPH	1/10 Top MPH
4–6	1/4 Top MPH	1/5 Top MPH
7–9	1/3 Top MPH	1/4 Top MPH
10	1/2 Top MPH	1/3 Top MPH

* All values are rounded down. Further, if the vehicle is drawn, use the Acceleration Rating of the drawing animal or vehicle minus 2 (min. 0).

TERRAIN AND WEATHER

Vehicles are complex mechanical devices and don't always respond well to extreme environments — hazardous terrain and weather can critically impair an unprepared vehicle. All Maneuver checks are modified as shown on Table 4.76: Vehicle Hazards *(see page 293)*. All hazard modifiers are cumulative.

VEHICLE QUALITIES

Qualities are one of the ways that broad, identical rules are applied to large numbers of vehicles and weapons. Qualities may **not** be added or removed except through the application of certain upgrades *(see page 296)*. The following section contains vehicle qualities; weapon qualities are handled in a separate section.

A vehicle may not possess two mutually exclusive qualities (e.g. *comfortable* and *uncomfortable*, *dependable* and *unreliable*, *forgiving* and *unforgiving*, or *high-observable* and *low-observable*). If a vehicle possesses one of these qualities and gains the other, both qualities are lost (though one of them may be added later without incident).

Advanced Passenger Protection (APP): Restraints, roll bars, and other safety systems protect this vehicle's crew. During any crash (but *not* during an attack), each occupant benefits from an amount of DR/— listed in parentheses following this quality.

Camouflaged (CMF): The vehicle's color blends with 1 type of terrain. While the vehicle is located in the designated terrain, its driver gains a +2 bonus with all Blend/Stealth and Sneak/Hide checks. Available terrain types are aquatic, arctic, desert, forest, jungle, mountain, plains, and swamp.

Capital Scale (CAP): This vehicle is sufficiently massive that it's more a moving building than a conveyance. All Maneuver checks made with this vehicle use the Tactics skill. Further, its driver automatically loses any opposed Maneuver check made against another vehicle without this quality. Additionally, entering or leaving this vehicle requires 60 ft. of movement. Finally, unarmed attacks, close range weapons, and firearms may never score critical hits against this vehicle, regardless of threat range, attack check result, or class abilities.

TABLE 4.75: VEHICLE SIGNATURE

Condition	Signature Defense/DC
Actual/Signature Size	
Fine	50
Tiny	45
Small	40
Medium	35
Large	30
Huge	25
Colossal	20
Gargantuan	15
Enormous	10
Vast	5
Velocity	
Faster than cruising MPH	–5
Maneuvering Room	
Open	+5
Close	+0
Crowded	–5
Tight	–10

Chaff and Flares (CHF): This vehicle can launch chaff, exploding bundles of aluminum foil that confuse radar-guided missiles, and magnesium flares, which have the same effect against heat-seeking missiles. Triggering this defensive system requires 1 half action and increases the error range of all thermal- and radar-guided missile attacks against the vehicle by 2 until the end of the current round.

Comfortable (COM): Excellent ergonomics and plush seats make this an exceptional driving experience. During overland movement, each character in this vehicle recovers vitality as if resting, even if he's functioning as part of the vehicle's crew.

Crew (CRW): This vehicle is too large for a small, unified team to handle — it requires a crew of dozens, hundreds, or even thousands, as indicated by its Occupancy *(see page 225)*. All Maneuver checks made with this vehicle use the Tactics skill.

Dependable (DEP): This vehicle's mechanical design is highly reliable. The action die cost to activate any error made using it increases by 1.

Drone (DRN): Remote control takes the risk out of piloting this vehicle, even if it also removes some of the thrill. This vehicle is controlled via a direct cable or by radio broadcast (in the case of radio, with a signal rating, as listed after the quality). All attack checks made with the vehicle's weapons, if present, suffer a –4 penalty, and the error range of all Maneuver checks made using the vehicle increase by 1. Further, if the vehicle loses its control signal (because the cable is cut or the signal is jammed), the vehicle stops moving (hovering or circling if an air vehicle). Finally, you may not take the Regroup action while operating a drone.

Dual Controls (DUC): This vehicle has two sets of controls (usually in two crew positions, but occasionally in one front-seat passenger position). Characters in these drivers' seats may make cooperative Maneuver checks. Alternately, if they wish to attempt different maneuvers, an opposed Maneuver check is called for, with the winner gaining control of the vehicle (in this case, the winner's Maneuver check result is equal to the difference between the opposed results).

Ejection Seats (EJS): Almost exclusively seen in aircraft, rocket-propelled ejection seats hurl crew away from a stricken vehicle during an emergency. A vehicle with this quality possesses 1 ejection seat per crew member (but *not* per passenger). An ejection seat grants a +6 bonus with the Reflex save of any seated character to escape a destroyed or crashing vehicle, and includes a parachute. Use of an ejection seat inflicts 2d6 subdual damage upon the occupant, or 3d6 lethal damage if the vehicle is traveling at supersonic speeds (above 750 MPH).

Environmental Tolerance (ENV): Heavy-duty seals or corrosion-resistant alloys enable this vehicle to function in extreme conditions that would disable most gear in a matter of days. This vehicle is immune to one specific penalty listed on Table 4.76: Vehicle Hazards *(see page 293)*. For example, an air vehicle might become immune to the penalty suffered in a desert, or an off-road ground vehicle could become immune to the penalty for broken terrain.

Fire Suppression System (FSS): Halon systems, seawater pumps, or other safety systems mitigate the dangers of fire in this vehicle. At the start of each round during which the vehicle is on fire, this system automatically decreases the fire damage by 1d6.

Firmpoints (FMP): The vehicle features one or more attachment points for a non-vehicular machine gun, grenade launcher, or missile launcher (which must be requisitioned separately). The parenthetical number following this quality indicates the number of firmpoints available. A weapon mounted on a firmpoint may be used by 1 crew member or passenger, though this exposes him to enemy fire (at 1/2 cover). Installing a weapon into a firmpoint requires 1 full action. This action must be taken in addition to readying the weapon, when applicable.

Flammable (FLM): Unsafe fuel storage or combustible structural materials make this vehicle especially susceptible to fire. The vehicle suffers a –5 penalty with any Damage save made to resist the effects of fire, and all fire damage it suffers is doubled.

Forgiving (FOR): A simple design and stable controls allow this vehicle's driver to quickly recover from mistakes. The action die cost to activate any error suffered with a Maneuver check made using this vehicle increases by 1, and its untrained Maneuver check penalty decreases by 2.

Ground Effect Vehicle (GEV): A flexible skirt and lift fans create an air cushion that enables this watercraft to traverse flat, relatively level ground — including roads, desert, plains, and urban terrain, as well as ice, oil, dirt track, and any depth of snow or sand — as if it were water. The vehicle has no draft, floating above whatever surface supports it, but its skirt is anything but resistant to damage, and the effect of each flotation damage result is doubled.

TABLE 4.76: VEHICLE HAZARDS

Hazard	Examples	Ground Vehicles*†	Air Vehicles†	Water Vehicles
Terrain Types				
Aquatic	—	—	—	—
Arctic	—	–1	—	–1
Desert	—	–1	–1	—
Forest	—	—	—	—
Jungle	—	–2	—	—
Mountain	—	–1	–1	—
Plains	—	—	—	—
Swamp	—	–2	—	–1
Terrain Modifiers				
Broken	rocky desert, bomb-flattened forest	** / –5†† / –2††	+0	–1Δ
Rough	dirt track, gravel	–2 / +0 / +0	+0	–2Δ
Rugged	boulder-strewn rock field, shattered asphalt	–5Δ / –2 / +0	+0	–4Δ
Shifting	deep snow, powdery sand	** / –3Δ / –1Δ	+0	+0
Slippery	ice, oil	–5Δ / –2 / +0	+0	+0
Weather				
Clear skies	—	+0/+0/+0	+0	+0
Fog (or smoke), light	—	–1/–1/–1	–1	–1
Fog (or smoke), moderate	—	–2/–2/–2	–2	–2
Fog (or smoke), dense	—	–3/–3/–3	–3	–3
Rain (or snow), lightΔΔ	—	–1/+0/+0	+0	+0
Rain (or snow), moderateΔΔ	—	–2/+1/+0	–1	+0
Rain (or snow), heavyΔΔ	—	–3/–2/+1	–2	–1
Storm, blizzard	—	–6/–5/–4	–6	–4
Storm, dust storm	—	–5/–4/–3	–3	–3
Storm, hurricane	—	–6/–5/–4	–12	–10
Storm, snowstorm	—	–4/–3/–2	–3	–2
Storm, thunderstorm	—	–3/–2/–1	–6	–3
Wind, lightΔΔ	—	+0/+0/+0	–1	+0
Wind, moderateΔΔ	—	+0/+0/+0	–2	+0
Wind, strongΔΔ	—	–1/–1/–1	–3	–2
Wind, severeΔΔ	—	–3/–3/–3	–6	–4
Wind, tornadoΔΔ	—	–5/–5/–5	–12	–10

* The leftmost modifier is applied to vehicles without the *off-road* or *tracked* qualities. The middle modifier is applied to vehicles with the *off-road* quality, and the rightmost modifier is applied to vehicles with the *tracked* quality.
** The vehicle may not navigate this terrain.
† The vehicle's error range increases by 1/3 its total hazard modifier (rounded down).
†† The vehicle suffers 1 Damage result during each round it travels at greater than 1/2 his cruising MPH (rounded up).
Δ The vehicle's cruising and top MPH each decrease by 25% (rounded down).
ΔΔ The listed penalties apply to any Large or smaller vehicle; with any bigger vehicle, these penalties decrease by 1 per Size category above Large.

Hardpoints (HDP): The vehicle has external racks or internal bays for mounting weapons. The number of *additional* hardpoint mounted weapons the vehicle may carry is listed parenthetically.

Heavy Armor (HAR): Thanks to advanced — or just thick — protection, the number of action dice required to activate a critical hit against the vehicle increases by the number following this quality in parentheses.

High-Observable (HOB): Hot or noisy engines make this vehicle stand out on sensors like the proverbial sore thumb, increasing its signature Size *(see page 291)*. This quality may apply to one or more sensor types, each following it in parentheses.

Hot (HOT): Horsepower shimmers from this vehicle like heat waves from its exhaust, or its classic sheen appeals to all. Each of the vehicle's crew gains a +1 gear bonus with Impress checks while their target has line of sight to it. The vehicle loses this quality if it suffers any critical hit (though it may be restored with a successful Mechanics/Repair check).

Jamming Gear (JAM): Powerful radio-frequency emitters enable this vehicle's crew to jam enemy transmissions *(see Signals and Jamming, page 276)*. All jamming gear has a range increment of 5 miles and each vehicle's jamming Power Rating follows this quality in parentheses. Turning this equipment on or off requires a number of half actions equal to its Power Rating. While this equipment is active, radiation belies the vehicle's position, and increases its radar signature by a number of Size categories equal to 1/2 its Power Rating (rounded down).

Life Support (LSP): A sealed environmental system supports this vehicle's occupants regardless of the outside environment. The number of man-days' life support follows this quality in parentheses.

Living Quarters (LVQ): This vehicle features sleeping, cooking, and sanitary facilities for its crew and passengers.

Low-Observable (LOB): "Stealth" characteristics make this vehicle appear smaller to sensors, decreasing its signature Size *(see page 291)*. This quality may apply to one or more sensor types, each following it in parentheses.

Luxury (LUX): Leather upholstery, fine wood furnishings, superior sound insulation, and possibly a wet bar all contribute to this vehicle's air of sophistication. Anyone believed to be this vehicle's owner gains a +2 bonus with all Impress checks made inside. The vehicle loses this quality if it suffers 2 or more critical hits (though it may be restored with a successful Mechanics/Repair check).

Muscle Powered (MUS): Having no engine, this vehicle relies entirely upon its crew for propulsion. Its Acceleration Rating is equal to the average Strength modifier of its crew members, its top MPH is equal to the average Constitution of its crew members, and its cruising MPH is equal to 1/2 its top MPH. All of these calculations are rounded down. Further, any unfilled crew position counts as a crew member with a Strength and Constitution of 0.

Off-Road (ORD): This vehicle is well prepared for the challenges of off-road driving, gaining many benefits in harsh terrain *(see Terrain and Weather, page 292)*.

Open (OPN): This vehicle leaves its crew and passengers exposed, allowing enemies to directly attack them rather than firing at the vehicle. When attacked, an occupant benefits from cover as listed in parentheses following this quality. Additionally, if the vehicle crashes, each occupant suffers the following additional lethal damage: no cover (4d6), 1/4 cover (3d6), 1/2 cover (2d6), or 3/4 cover (1d6). This damage is also reduced if the character leaps free of the vehicle *(see page 365)*.

Passenger Trap (PTP): What seat belts? During a crash, each of this vehicle's occupants suffers 1 additional point of damage per die rolled.

Point Defense Cluster (PDC): Radar-directed Gatling guns, jamming lasers, or more esoteric technologies protect this vehicle from guided missile attack. This quality lists a number of point defense clusters, their error range, and their threat range. Whenever the vehicle is subject to a successful missile attack, roll 1d20 for each cluster — with a result of 1, the cluster jams or runs out of ammo and is out of action for the remainder of the scene; with an 18–20, the incoming missile is destroyed before impact.

Poor Visibility (PVI): Small portholes or vision blocks replace this vehicle's windows. Each occupant suffers the vision penalty listed in parentheses following this quality. When an "X" follows the quality rather than a number, the vehicle has no windows at all and occupants cannot see outside. This penalty does *not* apply to attack checks made using the vehicle's weapons, as they're assumed to possess their own gun sights or equivalent targeting systems.

Reactive Armor (RAR): Whenever this vehicle suffers damage from a tactical weapon attack with a HE or HEAT warhead, it gains an additional 2d10 points of DR/— (rolled separately for each hit).

Redundant Systems (RDD): Backup hydraulics, self-sealing fuel tanks, or component armor allow this vehicle to operate at full capacity after sustaining damage. This vehicle ignores the first damage result suffered in each location listed in parentheses following this quality.

Rugged (RGD): This exceptionally sturdy vehicle gains a +2 bonus with all Damage saves if it's Medium size or smaller. For each Size category above Medium, this bonus increases by an additional +2 (e.g. +4 for Large vehicles, +6 for Huge vehicles, +8 for Gargantuan vehicles, etc.).

Sensors (SEN): This vehicle is equipped with electronic radar, sonar, or thermal sensors, as noted in parentheses with associated Power Ratings following this quality *(see Signals and Jamming, page 276)*. All vehicle sensors have a range increment of 10 miles.

Stabilized (STB): All-wheel drive, canard wings, outriggers, or hull stabilizers mitigate the effects of weather and poor surfaces upon this vehicle's handling. Whenever this vehicle suffers a weather-inflicted penalty, it decreases by 2 *(see page 292)*.

Tracked (TRK): This vehicle uses a set of treads, rather than wheels, for ground movement, and gains many benefits in harsh terrain *(see Terrain and Weather, page 292)*. Additionally, when the vehicle suffers a traction damage result, it makes a Damage save against only 1/2 the damage (rounded down).

Trained Only (TRO): This vehicle is sufficiently alien that any inexperienced user is simply lost — untrained Maneuver checks are impossible with it.

Uncomfortable (UNC): Painful seats or a lack of elbow room make long trips in this vehicle a special punishment. For every hour of continuous overland movement in this vehicle after the first, each occupant suffers 1 point of subdual damage. Additionally, the DC of any Reflex save to exit this vehicle during a crash increases by 5 unless the vehicle also possesses the *open* quality.

Unforgiving (UNF): This vehicle's controls or handling characteristics are dangerous even to experienced operators — and potentially fatal to novices. Its untrained Maneuver check penalty increases by 4.

Unpowered (UNP): This vehicle has no engine. It is towed to cruising or maximum speed by another vehicle, or shoved off a tall cliff or building, and then released to glide freely. Its Acceleration Rating may not rise above 5 due to any character option or other effect. The vehicle may glide horizontally up to 8 × the distance it descends (if an air vehicle, up to 6 × the distance it descends (if a service aircraft), or up to 4 × the distance it descends (if a performance aircraft).

Unreliable (UNR): The action die cost to activate any error made using this vehicle decreases by 1.

Vertical Takeoff and Landing (VTL): Vectored thrust or rotors allow this aircraft to take off and land vertically on an unprepared surface. Additionally, as a half action, the vehicle's pilot may increase its Acceleration Rating by up to 2 in order to decrease its Turning Rating by the same amount, or vice-versa. This option is not available to any character who suffers the vehicle's untrained Maneuver penalty.

Weapons (WPN): One or more weapon systems are permanently mounted on this vehicle, as listed in parentheses following this quality. These weapons cannot be removed without destroying the vehicle.

Wind-Powered (WND): This vehicle has no engine and relies on the wind for motive power. When moving with the wind, the vehicle moves at the current wind speed. Against the wind, it moves at about 1/4 the current wind speed (rounded down), and perpendicular to the wind, the vehicle moves at about 1.5 × the current wind speed (rounded up). Wind speeds range from 5–15 MPH for a light wind, 16–30 MPH for a moderate wind, 31–50 MPH for a strong wind, 51–75 MPH for a severe wind, and up to a 100 MPH or more during a tornado (when moving the vehicle against or perpendicular to the wind is impossible). At any time, a wind-powered vehicle has an Acceleration Rating equal to the wind speed divided by 15 (rounded down).

VEHICLE DESCRIPTIONS

Most vehicles require no description; here is a handy guide to those that do.

Ambulance: This vehicle has a basic emergency service package pre-installed *(see page 296 — the upgrade is already factored into this vehicle's statistics)*. Additionally, most ambulances carry a Grade III first aid kit.

APC (Armored Personnel Carrier): This military vehicle is designed to transport infantry into battle and features (relatively) light armor.

Assault Glider: This vehicle has reportedly seen no use since 1945, though it can be found today in museums.

ATV (All-Terrain Vehicle): This three-, four-, or six-wheeled vehicle is used for off-road travel and sport.

Blimp: This non-rigid airship is primarily used for advertising and as a camera platform for major sporting events.

Bomber, Warbird: This World War II-era relic originally featured up to 13 heavy machine guns mounted singly and in pairs. Its table entry includes no weapons, as most modern Warbirds are show-pieces without armament.

Car, Antique: This renowned design was popular from the dawn of the automotive era through the 1930s, and includes such esteemed models as the Ford Model A.

Car, Classic: This Depression-era design includes the Packard sedan, as well as 1950s touring cars like the Studebaker Hawk.

Dirigible: This rigid-framed airship was historically lifted with hydrogen gas. Modern designs exclusively use much safer helium.

Drone, Recon: This "flingable" robot can be tossed into buildings to check for booby traps and enemies, or used in collapsed building rescues, without risking a human explorer. This drone is radio-controlled with a Signal Rating of 4 out to a maximum range of 3 miles.

Drone, ROV (Remotely Operated Vehicle): This unmanned vehicle is used to explore shipwrecks and other underwater areas that larger submersibles can't safely enter. This drone is cable-controlled with a maximum range of 2,500 ft.

Drone, Close-Range UAV (Unmanned Aerial Vehicle): This short-ranged winged drone is radio-controlled with a Signal Rating of 3 out to a maximum range of 15 miles.

Drone, Mid-Range UAV (Unmanned Aerial Vehicle): This mid-range winged drone is radio-controlled with a Signal Rating of 4 out to a maximum range of 40 miles.

Drone, High-Endurance UAV (Unmanned Aerial Vehicle): This winged drone is built to withstand rugged weather conditions. It is radio-controlled with a Signal Rating of 5 out to a maximum range of 100 miles.

Drone, Tilt-Rotor UAV (Unmanned Aerial Vehicle): This rotary-wing drone is radio-controlled with a Signal Rating of 3 out to a maximum range of 7 miles.

Drone, EOD (Explosive Ordnance Disposal): This police robot is used to investigate and sometimes disarm bombs. It features a gripping arm with a Strength score of 10 and a Dexterity score of 8. This drone is cable-controlled with a maximum range of 500 ft.

IFV (Infantry Fighting Vehicle): This military vehicle has firing ports that enable its passengers to fire personal weapons from within while still benefiting from near-total cover.

Fighter, Air Superiority: This military plane design was developed for the sole purpose of hunting other aircraft. It includes such vehicles as the MiG-29 and F-15C Eagle.

Fighter, Close Air Support: This military plane design lives "down in the weeds," providing heavy firepower on call for ground combatants. Examples of this design include the A-10 "Warthog" and the Su-25.

Fighter, Ground Attack: This subsonic "bomb truck" design has little or no air-to-air capability. Examples include the A-6 Intruder and the F-117 Nighthawk, a stealth ground attack fighter.

Fighter, Jump Jet: This vectored-thrust fighter design is capable of vertical or extremely short take offs and landings. Examples include the AV-8B Harrier and the Yak-38.

Fighter, Light Multi-Role: This (relatively) inexpensive combat jet design can carry out a wide variety of missions. Examples include the F-16C Fighting Falcon and the Jaguar.

Fighter, Next-Generation: This fighter plane design is positioned as the early 21st century's supreme air combatant, if only because its parent nation can afford to build it. Examples include the F-22 Raptor and the EF-2000 Eurofighter.

Fighter, Strike: This large, heavy brother design of the light multi-role fighter is equally adept in air-to-air and air-to-ground roles. Examples include the Tornado and F/A-18C/D Hornet.

Fighter, Warbird: This is a propeller-driven WWII fighter aircraft design (e.g. the Spitfire and P-51). This vehicle's listed street value applies to a modern restoration without working weapons. Typically, such aircraft feature provisions for mounting up to 8 GPMGs or HMGs, but arming a civilian vehicle is universally illegal.

Helicopter, Attack: This military vehicle is built to hunt tanks and other land predators. An example is the AH-64 Apache.

Helicopter, Gunship: This vehicle features the best and worst elements of light transport and attack helicopters, carrying both ground-attack weapons and an infantry squad. An example is the Mi-24 Hind.

Helicopter, Tilt-Rotor: Two large-bladed propeller engines are mounted on this vehicle's wingtips and may be swiveled to permit helicopter-like hovering flight or airplane-like fixed-wing flight.

Police Cruiser: This vehicle is typically a converted full-size sedan, sometimes with a slightly different engine and transmission — and with a police emergency service package pre-installed *(see page 296 — the upgrade is already factored into this vehicle's statistics)*.

Snow Tractor: This truck-sized tracked vehicle is used in snowy climates. Many designs are articulated, with the driver, half the passengers, and the engine in the front, and the cargo and remainder of the passengers in the rear.

Tracked Combat Vehicles: This category of vehicles is built on a military-grade tracked chassis and not intended for front-line fighting. Examples include mobile artillery and combat engineer vehicles.

Tractor-Trailer Cab: This is the front end of an "18-wheeler," used to tow up to 3 semi-trailers (with each adjusting the vehicle's statistics as noted in its table entries). Each attack on this vehicle must target the cab or 1 trailer.

Truck, Armored: This design is built on a standard commercial truck chassis and used to transport money and precious goods. It is vastly overpowered for its weight, allowing it to get out of bad situations with (relative) haste.

Truck, Light Tactical: This 4-wheel drive mil-spec design is the basis for many modern vehicles, including the American HMMWV (Humvee). This design is commonly illegal for civilian sale due to its inability to pass road safety tests (though urbanized versions do exist as heavy SUVs).

Truck, Mine: This enormous dump truck is used to move tons of rock and ore. It is not street-legal.

VEHICLE UPGRADES

Vehicle upgrades may be acquired as Possessions or during the Intel Phase with upgrades, as shown on Table 4.28: Vehicle Upgrades *(see page 245)*.

After the Intel Phase, they may be installed using the appropriate Modify check and the information on Table 4.28.

Vehicle upgrades have the following effects.

Acceleration Boost: This cheap but risky upgrade involves nitrous oxide tanks, alcohol or water injection, or upgraded afterburners. Triggering an acceleration boost requires 1 free action, at which point the vehicle's Acceleration Rating increases by 1d4. At the start of each following round, the vehicle's Acceleration Rating decreases by 1, until it returns to standard. While the vehicle's Acceleration Rating is increased, it gains the *flammable (no blast)* quality, and the error range of each Maneuver check made using it increases by 1.

If a natural 1 is rolled on the d4 to determine Acceleration boost, it empties the system, after which it may not be used again until it is refilled at a cost of 1 Vehicle gear pick or 5% of the upgrade's installation cost.

A vehicle cannot benefit from multiple Acceleration boost upgrades at the same time.

Acceleration Increase I–II: These reliable upgrades involve fine-tuning the fuel system or installing a turbocharger, supercharger, or replacement transmission. Each boosts the vehicle's Acceleration Rating by 1, but Acceleration Increase II also decreases the vehicle's top MPH by 10% (rounded down).

Advanced Stability: This upgrade installs all-wheel drive, canards, or outriggers, providing additional control in inclement weather and other rough conditions. The vehicle gains the *stabilized* quality.

Camouflage Paint Scheme: This upgrade applies drab colors with a matte finish, granting the vehicle the *camouflage* quality.

Control Increase I–II: These upgrades adjust the vehicle's suspension, hydraulics, or other handling and braking systems. Each boosts the vehicle's Turning Rating by 1, but Control Increase II also adds the *uncomfortable* quality.

Convertible Roof: The appeal of a ragtop cannot be denied, particularly during a 120 MPH chase on a beautiful spring day. Aftermarket convertible conversion is risky, however, as removing the roof lessens the vehicle's structural integrity. This upgrade grants the *hot* and *open* qualities to any antique, classic, muscle, passenger, or sports car, but also decreases its Damage save bonus by 20% (rounded down).

Custom Appearance: This upgrade may be set to awe or dazzle — this upgrade may grant a +1 gear bonus with Impress or Intimidate skill checks made using it (but not both).

Emergency Service Package: The basic version of this comprehensive upgrade prepares a standard, personal, or commercial ground vehicle, or any helicopter or standard watercraft, for use by emergency services. It includes a siren and public address system, emergency strobes, a searchlight, an upgraded battery and electrical system, a mounting bracket for a laptop computer and GPS receiver (not included), a police-band radio, and a reinforced bumper and suspension (increasing a ground vehicle's Turning Rating by 1; this has no effect upon helicopters and watercraft).

The police version also includes a dashboard-mounted radar gun and a commercial video camera with 24-hour recording capacity, a locking clamp for a shotgun or assault rifle (not included), a thick transparent plastic shield between the front and rear seats (granting DR 9/—), and no interior handles on the rear doors.

Ergonomic Seating: This upgrade replaces the vehicle's seats, granting the *comfortable* quality to the vehicle. It may be installed in any non-personal vehicle e*xcept* for one possessing the *ejection seats* quality.

Fine-Tuning: This extensive overhaul involves a full inspection and replacement of any questionable component, from brake pads to bearings. It grants the *dependable* quality to the vehicle.

Luxury Fittings: This upgrade grants the *luxury* quality.

Off-Road Suspension: "Goin' muddin'" requires that a vehicle's entire suspension system be replaced with a less comfortable — but more rugged — model suitable for bouncing down dirt roads and over sand dunes. This upgrade grants the *off-road* and *uncomfortable* qualities to any standard ground vehicle.

Race Tires: "Slicks" provide superior traction on dry pavement, but are of dubious value under any other conditions. This upgrade increases a ground vehicle's Turning Rating by 1 on a paved road, but decreases it on all other surfaces. Additionally, the vehicle suffers 1 traction damage result at the end of each round spent in any terrain that applies a Maneuver check penalty *(see Terrain and Weather, page 292)*.

Rugged: This upgrade improves the vehicle's durability, adding the *rugged* quality.

Run-Flat Tires: This upgrade uses a foam compound to seal leaks and a composite donut around the wheel to keep the vehicle moving — in a manner of speaking — even with a full set of flats. It decreases the Turning Rating decrease for each traction damage result to 1.

Security Package I–II: This defensive upgrade mounts ballistic material behind the vehicle's body panels and replaces the regular safety glass with polycarbonate. Each boosts the vehicle's Damage save bonus by +4.

Security Package I grants the *redundant systems (crew)* quality, but decreases the vehicle's Acceleration Rating by 1 and lowers its top MPH by 10% (rounded down).

Security Package II grants the *redundant systems (engine, fuel)* quality, but decreases the vehicle's Acceleration Rating by an additional 1 and lowers its top MPH by an additional 5% (rounded down).

Snow Tires: This upgrade grants the vehicle the *off-road* quality in snow only, but also decreases the vehicle's Turning Rating by 1.

Structural Reinforcement: This upgrade hardens the vehicle's frame and installs shock-absorbing padding, granting the vehicle the *rugged* quality.

"Technical" Conversion: Civilian vehicles mounting improvised weapons are known as "technicals," a holdover from when United Nations personnel in Africa had to write off locally-hired bodyguards as "technical advisors." This upgrade welds metal tubing to a non-personal ground or water vehicle's frame, or that of any helicopter without the *weapon* quality, granting it the *firmpoints (1)* quality. It may be installed in a Large or bigger vehicle multiple times, each time increasing the number of firmpoints by 1 (maximum 1 per Size category above Small).

Top Speed Increase I–II: These upgrades involve weight reduction, engine or exhaust tuning, "re-chipping," or even extensive re-tooling of the engine, transmission, or other major components. Each increases the vehicle's top MPH by 10% (rounded up), but Top Speed Increase II also reduces its fuel range by 2 hours (minimum 1).

Weatherproofing: This upgrade uses lubricants rated for extreme temperatures, corrosion-resistant finishes, and de-icing heaters to reduce the vehicle's susceptibility to environmental extremes. It grants the *environmental tolerance (any one)* quality to the vehicle. This upgrade may *not* be installed multiple times to gain immunity to multiple Table 4.76 penalties.

VEHICLE WEAPONS

After the Intel Phase, vehicle weapons may be installed using the appropriate Modify check and the information on Table 4.29.

Any Medium or larger vehicle may accept up to 1 vehicular weapon of any type (if Medium), 3 vehicular weapons of any type (if Large), and an additional 3 vehicular weapons of any type per Size category thereafter (i.e. 6 at Huge, 9 at Gargantuan, etc.).

Some vehicles also feature firmpoints, which allow characters to quickly attach and remove certain non-vehicular weapons *(see page 293)*.

Finally, some vehicles also feature hardpoints *(see page 294)*, which allow characters to install weapons with the *hardpoint-mounted* quality *(see page 301)*. Only weapons with this quality may be installed in hardpoints, though these weapons may also be installed in standard weapon spots as desired.

Special Note: Vehicle weapons cannot receive any of the weapon upgrades in this book.

VEHICLE WEAPON SKILLS AND FOCUSES

All vehicle weapons utilize the Vehicle Weapons, Guided or Indirect weapon proficiencies, as noted in the following sections.

Most vehicle weapons require 1 full round to fire, seemingly making them impossible to use during a chase, when a character is limited to 1 half action *(see page 365)*. This is not the case, however; during a chase, a character may fire a vehicle weapon that requires 1 full action to use by applying the multi-tasking rules *(see page 98)*.

ARTILLERY GUNS

When an artillery gun is used to fire at a target within line of sight, the Vehicle Weapons proficiency applies with Dexterity as the key attribute; otherwise, the Indirect proficiency applies with Intelligence as the key attribute. In both cases, the untrained penalty is –12.

Each Standard Attack with an artillery gun requires 1 full action. Artillery guns may only be fired in Single-Shot mode, regardless of character abilities and other effects. Further, any miss with an artillery gun is subject to deviation *(see page 346)*, and all indirect artillery gun attacks are subject to hang time *(see page 300)*.

BOMBS

Not prepared explosives, but metal shells designed to be dropped from fixed-wing aircraft, vehicle bombs are fire and forget weapons. The aircraft must fly directly at and over the target, allowing its momentum to carry the bomb to the target. A very few bombs are "smart" — that is, laser-or GPS-guided *(see page 299)*.

The Indirect weapon proficiency applies to all bomb attacks with Intelligence as the key attribute. The untrained penalty is –14.

Each Standard Attack with a vehicular bomb requires 1 full action. Bombs may only be fired in Single-Shot mode, regardless of character abilities and other effects. All vehicular bomb attacks are subject to deviation when they miss *(see page 346)*, and they're always subject to hang time *(see page 300)*.

A vehicular bomb's range increment in feet is equal to the current MPH of the aircraft carrying it (e.g. when an aircraft travelling at 600 MPH drops a bomb, the bomb's range increment is 600 ft.).

CANNONS

When a cannon is used to fire at a target within line of sight, the Vehicle Weapons proficiency applies; otherwise, the Indirect proficiency applies. In both cases, the untrained penalty is –12.

Each Standard Attack with a cannon requires 1 full action. Cannons may only be fired in Single-Shot mode, regardless of character abilities and other effects. Further, any miss with a cannon is subject to deviation *(see page 346)*.

FLAMETHROWERS

The Vehicle Weapons proficiency applies to all vehicular flamethrower attacks with Dexterity as the key attribute. Otherwise, all personal flamethrower special rules apply *(see page 313)*.

GRENADE LAUNCHERS

The Vehicle Weapons proficiency applies to all vehicular grenade launcher attacks with Dexterity as the key attribute. Otherwise, all personal grenade launcher special rules apply *(see page 314)*.



MACHINE GUNS

The Vehicle Weapons proficiency applies to all vehicular machine gun attacks with Dexterity as the key attribute. Otherwise, all heavy machine gun special rules apply *(see page 311)*.

MISSILE LAUNCHERS

These weapons may be integral parts of a vehicle or hung from a wing or undercarriage.

The Guided weapon proficiency applies to all vehicular missile launcher attacks with Intelligence as the key attribute. The untrained penalty is –14.

Each Standard Attack with a vehicular missile launcher requires 1 full action. Otherwise, all personal missile launcher special rules apply *(see page 314)*.

Cruise missiles occupy 2 hardpoints each. Further, they are not subject to hang time, but rather move over great distances like vehicles. While in transit, a cruise missile may be attacked. It possesses a Defense of 20 and a Damage save of +7.

ROCKET LAUNCHERS

When a vehicular rocket launcher is used to fire at a target within line of sight, the Vehicle Weapons proficiency applies; otherwise, the Indirect proficiency applies. In both cases, the untrained penalty is –12.

Each Standard Attack with a vehicular rocket launcher requires 1 full action. Rocket launchers may be fired in Single-Shot, Burst, or Full Auto modes. Otherwise, all personal rocket launcher special rules apply *(see page 315)*.

TORPEDOES

The Guided weapon proficiency applies to all torpedo attacks with Intelligence as the key attribute. The untrained penalty is –14.

Each Standard Attack with a torpedo requires 1 full action. Torpedoes may only be fired in Single-Shot mode, regardless of character abilities and other effects. Further, any miss with a torpedo is subject to deviation *(see page 346)*. Finally, all torpedo attacks are subject to hang time *(see page 300)*.

WEAPONS

This gear category includes all weapons except those installed into vehicles (which are gained with Vehicle upgrades).

WEAPON BASICS

As noted in Chapter 1, there are 16 weapon proficiencies: Blunt, Edged, Exotic (Blunt), Exotic (Edged), Exotic (Hurled), Explosives, Guided, Handgun, Hurled, Indirect Fire, Rifle, Shotgun, Submachine Gun, Tactical, Unarmed, and Vehicle Weapon.

Also, there are 29 personal weapon categories: Blunt, Exotic Blunt, Edged, Exotic Edged, Hurled, Exotic Hurled, Backup Pistols, Holdout Pistols, Service Pistols, Backup Revolvers, Hunting Revolvers, Service Revolvers, Assault Rifles, Bolt-Action Rifles, Semi-Automatic Rifles, Break-Action Shotguns, Pump-Action Shotguns, Semi-Automatic Shotguns, Light Submachine Guns, Heavy Submachine Guns, Squad Automatic Weapons (SAWs), General Purpose Machine Guns (GPMGs), Heavy Machine Guns (HMGs), Explosives, Flamethrowers, Grenade Launchers, Missile Launchers, Mortars, and Rocket Launchers.

In most cases, one weapon proficiency applies to all attacks made using any weapon in a category, as shown on Table 4.77: Weapon Basics *(see page 299)*. Grenade launchers employ two different proficiencies depending on their use *(see page 298)*.

Table 4.77 also lists the key attribute applied to weapon attacks, as well as the additional penalty for making an "untrained" attack check with a weapon from each category (i.e. an attack without the appropriate proficiency). Unless a rule specifically allows a character to apply a different proficiency when making an attack with a weapon, the proficiency listed here applies at all times. This is the case even when an attack's type is changed (e.g. even though the *knuckles* weapon quality states that attacks with a weapon possessing the quality are considered unarmed, the quality does **not** allow the character to use the Unarmed proficiency with attacks using the weapon).

Finally, Table 4.77 also presents the Damage save bonus of weapons in each category and the fire modes that may be adopted with weapons in each category *(for more information about fire modes, see below)*.

"READY" WEAPONS

The term "ready" or "readied" is used throughout *Spycraft 2.0* to refer to a weapon that a character holds and may use to attack without delay (e.g. a knife in hand, a strung bow, a loaded and held pistol, etc.). This term has nothing to do with the Ready action *(see page 359)*.

FIRE MODES

Firearms and heavy weapons may be used in one of three modes: Single-Shot, Burst, and Full Auto. A weapon's mode dictates the actions it can perform in combat, as shown on Table 5.15: Actions *(see page 352)*.

Most weapons in each category can fire in only one or two of these modes, as shown on Table 4.77: Weapon Basics *(see below)*, though some specific weapons possess the *non-standard fire modes* quality, deviating from the norm. Weapon upgrades and other effects may also change the fire modes available to a weapon.

Unless otherwise specified, switching between available modes requires 1 free action.

GUIDED WEAPONS

A guided weapon can alter its course mid-flight to precisely strike far-away targets. All guided weapons possess the *guided* quality and require the Guided weapon proficiency for trained use. Guided weapons may not target characters — they must target a vehicle or structure.

There are two types of guided weapons: self-guided and terminal guided.

Self-Guided Weapons: These "fire-and-forget" weapons include radar- and infrared-guided missiles and sonar-guided torpedoes. Their onboard sensor system and computer processor allows them to target a vehicle or structure's signature Defense *(see page 291)*, as shown on Table 4.78: Self-Guided Weapons *(see page 300)*.

TABLE 4.77: WEAPON BASICS

Category	Proficiency	Key Attribute	Untrained Penalty	Damage Save	Fire Modes
Unarmed	Unarmed	Str	–2	N/A	N/A
Blunt	Str	–2	+10	N/A	
Exotic Blunt	Exotic (Blunt)	Str	–6	+5	N/A
Edged	Edged	Str	–4	+8	N/A
Exotic Edged	Exotic (Edged)	Str	–8	+6	N/A
Hurled	Hurled	Dex	–2	+4	N/A
Exotic Hurled	Exotic (Hurled)	Dex	–6	+3	N/A
Backup Pistols	Handgun	Dex	–6	+10	Single-Shot
Holdout Pistols	Handgun	Dex	–6	+8	Single-Shot
Service Pistols	Handgun	Dex	–4	+10	Single-Shot
Backup Revolvers	Handgun	Dex	–6	+10	Single-Shot
Hunting Revolvers	Handgun	Dex	–4	+11	Single-Shot
Service Revolvers	Handgun	Dex	–4	+11	Single-Shot
Assault Rifles	Rifle	Dex	–6	+10	Single-Shot, Burst, Full Auto
Bolt-Action Rifles	Rifle	Dex	–4	+10	Single-Shot
Semi-Automatic Rifles	Rifle	Dex	–4	+10	Single-Shot
Break-Action Shotguns	Shotgun	Dex	–4	+8	Single-Shot
Pump-Action Shotguns	Shotgun	Dex	–4	+10	Single-Shot
Semi-Automatic Shotguns	Shotgun	Dex	–4	+10	Single-Shot
Light Submachine Guns	Submachine Gun	Dex	–4	+6	Single-Shot, Burst, Full Auto
Heavy Submachine Guns	Submachine Gun	Dex	–4	+8	Single-Shot, Burst, Full Auto
Squad Automatic Weapons (SAWs)	Rifle	Dex	–6	+10	Burst, Full Auto *
General Purpose Machine Guns (GPMGs)	Tactical	Dex	–8	+10	Burst, Full Auto *
Heavy Machine Guns (HMGs)	Tactical	Dex	–8	+10	Burst, Full Auto *
Explosives	Explosives	Int	–8	+2	N/A
Flamethrowers	Tactical	Dex	–8	+5	Single-Shot, Burst, Full Auto
Grenade Launchers	Tactical/Indirect †	Dex/Int †	–6/–10	+8	Single-Shot
Missile Launchers	Guided	Int	–10	+7	Single-Shot **
Mortars	Indirect	Int	–12	+11	Single-Shot **
Rocket Launchers	Tactical	Dex	–8	+7	Single-Shot **
Vehicle Weapons ††	Varies ††	Varies ††	Varies ††	+14	Varies ††

* Further, these weapons target a number of squares with the Suppressive Fire action equal to the character's Strength modifier + 2 *(see page 361)*.

** No character ability or other effect may increase these fire modes.

† The Tactical proficiency applies with Dexterity as the key attribute when a grenade launcher is fired directly at a target within the character's line of sight. The Indirect proficiency applies with Intelligence as the key attribute when a grenade launcher is fired at any target out of the character's line of sight *(see Indirect Fire, page 300)*.

†† Vehicle weapons are considered part of the Vehicle gear category and are gained with Vehicle upgrades. The rules for using each vehicular weapon type are described in a separate section *(see page 297)*.

Two attack checks are required to fire a self-guided weapon, the first of which is used to "lock" the second onto the target. No ammunition is lost if the first attack misses, but the second attack — which actually fires the shot — suffers a –20 penalty. The attacker may re-try the first attack check to gain a lock, negating this penalty.

No self-guided weapon may attack a target of smaller than Large Size.

TABLE 4.78: SELF-GUIDED WEAPONS

Guidance System	Signature Defense
Global positioning system (GPS)	15 (one 5-ft. square)*
Infrared	Thermal**
Radar	Radar**
Sonar	Sonar**

* This attack doesn't suffer range penalties, but any miss with it deviates the standard distance × 100. Further, it cannot hit any moving target and requires precise positioning data (down to the target's exact 5-ft. × 5-ft. coordinates). Often, this requires a character in the field to physically map the coordinates ahead of the attack.

** This attack doesn't suffer vision penalties.

Terminal-Guided Weapons: These include laser- and wire-guided missiles. Terminal-guided weapons must receive direct input from a human operator until they impact. Each attack with a terminal-guided weapon must be aimed, and an additional Aim action must be taken during each round of hang time *(see right)*, lest the operator suffer a –20 penalty with his attack check.

Only the first Aim action taken grants a bonus to attack; each additional Aim action negates the penalty for 1 range increment to the target. The same character must take all of these Aim actions, including the first. With a television- or wire-guided weapon, this character must be the attacker. With a laser-guided weapon, however, it may be anyone who can "paint" the target with a laser designator *(see page 226)*.

INDIRECT FIRE

Some weapons launch projectiles on long, arcing trajectories and may strike targets outside line of sight — in some cases, even over the horizon. This is known as "indirect fire." A character possessing the Indirect weapon proficiency may make this type of attack with any weapon capable of indirect fire.

An indirect fire attack always targets one 5-ft. square. To make an indirect fire attack, a character must either be able to see the target square or be in voice contact with another character who can (this character is referred to as a **forward observer**).

When making an attack against a target he can see, the character resolves the attack normally.

When making an attack with the assistance of a forward observer, the forward observer must first take 1 half action to relay the target square's coordinates. This requires a Tactics (Int) skill check (DC 15) that has the Concentration and Vision tags *(see page 101)*. With success, the attacking character may make his attack, but his attack check gains a result cap equal to the forward observer's skill check result.

A forward observer who watches an indirect fire attack land can "adjust fire," relaying instructions to the attacker to improve his next attack. This requires 1 additional half action and another Tactics skill check (DC 15). Each successful adjustment grants the attacker a cumulative +1 morale bonus with indirect fire attack checks targeting the same square (maximum equal to the attacker's Wisdom modifier, if positive).

HANG TIME

"Hang time" is the delay between a slow- or far-moving weapon attack and its strike. The distance to the target determines an appropriate attack's hang time, as shown on Table 4.79: Hang Time *(see below)*.

When a character fires a weapon that's subject to hang time, he doesn't make the attack check until his Initiative Count during the round in which the hang time ends (all modifiers are applied based on the round the attack was initiated, however). The attack is resolved immediately after the character makes his attack check.

Each attack with hang time **must** target a square; it may not target a character, vehicle, or item.

TABLE 4.79: HANG TIME

Distance to Target	Hang Time
1 range increment	None
2–3 range increments	1 round
4–6 range increments	2 rounds
7–10 range increments	3 rounds

SMALL- AND LARGE-SCALE MELEE WEAPONS

A melee weapon scaled for a Small character is requested at the standard cost and is subject to the following rules.

- The weapon's Size decreases by 1 category.
- If the weapon's threat range is 19–20 or better, it worsens by 1 (e.g. a threat range of 18–20 becomes 19–20).
- If the weapon's damage includes a flat bonus (e.g. 1d4+1, 1d6+2, etc.), the bonus decreases by 1. If the weapon has no flat bonus (e.g. 1d4, 1d6), its damage decreases to the next lower die type (e.g. 1d6 damage becomes 1d4). If the weapon's damage is 2d6, it becomes 1d12.

A melee weapon scaled for a Large character costs 1 additional upgrade (though the GC may choose to waive this increase if the setting includes many Large characters). Further, the weapon is subject to the following rules.

- The weapon's Size increases by 1 category.
- The weapon's damage die type increases by 1 (e.g. 1d4 becomes 2d4, 1d6+1 becomes 1d8+1, etc.). If the weapon's damage is 1d12, it becomes 2d6+1.

THROWING NON-HURLED WEAPONS

The general rules for hurled weapon ranges are found in the table key on page 225. When a character throws a non-hurled weapon, however — such as a sword — his range increment is equal to 5 ft. × (his Strength Modifier + 1, minimum 2).

Further, the character suffers a –2 penalty with his attack check when throwing a 1-handed melee weapon, or a –6 penalty with his attack check when throwing a 2-handed melee weapon.

WEAPON QUALITIES

Qualities are one of the ways that broad, identical rules are applied to large numbers of vehicles and weapons. Qualities may **not** be added or removed except through the application of certain upgrades *(see page 315)*. The following section contains weapon qualities; vehicle qualities are handled in a separate section.

A weapon may not possess two mutually exclusive qualities (e.g. *accurized* and either *imprecise* or *inaccurate*, *bulky* and *discreet*, *dependable* and *unreliable*, *rugged* and *fragile*). If a weapon possesses one of these qualities and gains the other, both qualities are lost (though one of them may be added later without incident).

Accurized (ACC): When a character makes a trained and aimed attack with this weapon, the threat range increases by 1.

Anti-Aircraft (AIR): When this weapon is used to attack an aircraft, the vehicle gains no Defense bonus based on compared Acceleration Ratings *(see page 289)*.

Armor-Piercing (AP): This quality applies to weapon damage, reducing damage reduction *(see page 332)*.

Blast (BLS): This weapon's attacks utilize the blast rules *(see page 343)*, with a blast increment following this quality in parentheses.

Bleed (BLD): Each time a character suffers damage from an attack with this weapon, he must make a Reflex save (DC equal to the damage inflicted before DR is applied). With failure, he begins *bleeding*. If the character loses 1 or more wound points due to this attack, his Reflex save DC increases by 10.

Bulky (BLK): Each skill check made to conceal this weapon suffers a –2 penalty.

Collapsible Stock (CLS): This weapon features a collapsible stock that increases accuracy but also makes the weapon easier to spot. When the stock is extended, the weapon's Recoil decreases by 2 but observers gain a +2 bonus with all Notice and Search checks made to spot the weapon.

Composite (CMP): Nonferrous materials such as polymers or titanium render this weapon less obvious to magnetic detection. A metal detector does *not* automatically spot this weapon *(see page 437)*, but rather must make a Notice/Awareness check with a skill bonus equal to its Power Rating × 2. The character trying to slip the weapon past the detector opposes its skill check result with a Sleight of Hand/Stash Item check. With success, the weapon slips through unnoticed.

Dependable (DEP): The action die cost to activate any error made using this weapon increases by 1.

Discreet (DST): Each skill check made to conceal this weapon gains a +6 bonus (if the weapon is a holdout pistol), a +4 bonus (if the weapon is a backup pistol), or a +2 bonus (otherwise).

Finesse (FIN): When a character makes a trained attack with this weapon, he may substitute his Dexterity modifier for his Strength modifier when inflicting damage. In this case, he gains no benefit for using the weapon with 2 hands.

Fragile (FRG): This weapon suffers a –2 penalty with all Damage saves.

Gatling (GAT): This machine gun uses multiple rotating barrels to produce a high rate of fire. It may *only* be fired in Full Auto mode, regardless of character options and other effects that might permit attacks in Single-Shot or Burst mode.

When this weapon is used to take an Autofire action, each volley uses 25 shots instead of the standard 3 (and again, no character option or effect may reduce this amount). Each target loses his dodge bonus to Defense against this attack, and 1 additional shot hits the target for every 2 by which the attack result exceeds the target's Defense, rather than the standard 4.

When this weapon is used to take a Strafe action, or to make an attack granted by the Suppressive Fire action, 1 additional shot hits *each* target for every 5 by which the attack result exceeds that target's Defense.

Guard (GAR): When a character possessing the appropriate proficiency holds this weapon ready, he gains the bonus following the quality in parentheses to Defense against melee and unarmed attacks. If a character possessing the appropriate proficiency holds 2 such weapons, he gains *both* bonuses to Defense.

Guided (GUI): Attacks with this weapon use special rules (*see Guided Weapons, page 300*). The weapon's guidance type follows the quality in parentheses.

Hardpoint-Mounted (HDM): This weapon may be mounted on a vehicle hardpoint *(see page 294)*. Each full reload installed with the weapon requires 1 additional hardpoint.

Hook (HOK): A character holding this weapon ready gains the listed gear bonus with all skill checks made as part of a Disarm action.

Imprecise (IMP): This weapon isn't noted for pinpoint accuracy, and firing it into melee may be more dangerous to allies than enemies. Attacks with this weapon ignore all feat and class abilities that decrease the target's cover, as well as all abilities and other effects that eliminate the penalties for firing into melee *(see page 328)*.

Inaccurate (INA): Each attack made with this weapon suffers the penalty listed in parentheses following this quality.

Indirect Fire (IND): This weapon may be used to make an indirect fire attack *(see page 300)*.

Injector (INJ): Each time a character suffers damage from an attack with this weapon, he must make a Reflex save (DC equal to 10 + the damage he sustained before DR was applied). With failure, he is exposed to the loaded contagion (acquired separately). If the character loses 1 or more wound points due to this attack, he is automatically exposed to the loaded contagion.

Integral Suppressor (INS): Each Notice and Search check made to hear this weapon firing suffers a –10 penalty. This penalty increases to –15 if subsonic ammunition is used. The weapon loses this quality if any barrel upgrade is installed.

Keen (KEN): When a character hits with a trained attack with this weapon, his damage increases by the number following the quality in parentheses for two purposes *only*: determining whether a Fortitude save is required to avoid critical injury and determining the critical injury's severity.

Knuckles (NKL): Attacks with this weapon are always considered unarmed. Further, this weapon's damage is added to its wearer's base unarmed damage with any successful Standard Attack.

Manual Action (MAC): This firearm requires the user to perform some additional action to chamber each new bullet after firing. Each time an attack is made with this weapon, the attacker's Initiative Count decreases by the number following this quality in parentheses — *unless* this is the first attack since the weapon was reloaded.

Massive (MAS): When a character whose Strength score is 14 or lower attacks with this weapon, he suffers a –4 penalty with his attack check. Further, each attack with this weapon decreases the character's Initiative Count by an amount equal to 4 minus his Strength modifier (minimum 0).

Non-Standard Upgrade Locations (NUL): This weapon's upgrade locations don't conform to the standard for its weapon category *(see Table 4.80: Upgrade Locations, page 315)*. The weapon's actual upgrade locations follow this quality in parentheses — "R" for rail or "U" for underbarrel or rail (e.g. "2R/1U" means that the weapon can accept 2 rail upgrades and 1 underbarrel upgrade).

Non-Standard Fire Modes (NFM): This weapon's fire modes don't conform to the standard for its weapon category *(see Table 4.77: Weapon Basics, page 299)*. Its actual fire modes follow this quality in parentheses — "S" for Single-Shot, "B" for Burst, and "F" for Full Auto (e.g. "B/F" means that the weapon may toggle between the Burst and Full Auto modes).

One-Shot (ONE): This weapon is disposable and designed to be fired once and thrown away. It may not be reloaded.

Ornamented (ORN): This weapon is engraved or features a precious metal inlay, granting its wielder a +1 gear bonus with Impress checks while the target has line of sight to it. The weapon loses this quality if it suffers any critical hit (though it may be restored with a successful Mechanics/Repair check).

Overheat (OVH): Poor heat dissipation causes this weapon to malfunction when used for sustained automatic fire. If this weapon is fired in Full Auto mode during 2 or more subsequent rounds, its error range increases by an additional 1 per round during which it was fired in Full Auto mode beyond the first (maximum error range 1–10). This effect lingers until the weapon is left unused for 10 minutes.

Quirky (QKY): Non-standard design features make this weapon awkward for inexperienced users. Its untrained attack check penalty increases by 4.

Reach (RCH): When a character makes a trained attack with this weapon, his Reach increases by the number following the quality in parentheses. However, he suffers a –5 penalty when attacking an adjacent target.

Rugged (RGD): This exceptionally sturdy weapon gains a +2 bonus with all Damage saves if it's Medium size or smaller. For each Size category above Medium, this bonus increases by an additional +2 (e.g. +4 for Large weapons, +6 for Huge weapons, +8 for Gargantuan weapons, etc.).

Safe Action (SAF): This weapon cannot explode due to a critical failure.

Slow Attack (SLA): Each time an attack is made with this weapon, the attacker's Initiative Count decreases by 4.

Slow Loading (SLD): Unwieldy or large ammunition makes this weapon difficult to reload. Each Reload action requires a number of half actions equal to the number listed in parentheses following this quality.

Superior Accuracy (SPA): When a character makes a trained, aimed, and braced attack using this weapon, the threat range increases by 1. This quality may not be added to any weapon possessing the *imprecise* or *inaccurate* qualities.

Sure Grip (SUR): When holding this weapon ready, a character gains a +3 gear bonus with skill checks made to resist a Disarm action targeting the weapon.

Susceptible (SUS): This explosive is vulnerable to one or more damage types, as listed in parentheses following this quality. If an explosive is exposed to damage to which it's vulnerable, its owner makes an extra Damage save. With failure, the explosive detonates. If a character is carrying the explosive at the time, he may *not* make Reflex save to reduce the damage.

Takedown (TKD): The kinetic energy delivered by this weapon has near-cinematic "knockdown power." Each time a character suffers damage from an attack with this weapon, he must make a Fortitude save (DC equal to the damage he sustained before DR was applied). With failure, he becomes *sprawled*. If the character loses 1 or more wound points due to this attack, the save DC increases by 10.

Threaded Barrel (TBR): The end of this gun's barrel is machined with a set of screw threads, allowing the installation of barrel upgrades *(see page 315)*. While not illegal in and of itself, a threaded barrel is commonly used to attach a suppressor, and thus may arouse the suspicion of law enforcement officers.

Towable (TOW): This vehicular weapon may be acquired in a trailer-mounted or towed version for an additional 25% of its base price (rounded up).

Trained Only (TRO): This weapon is sufficiently alien that any inexperienced user is simply lost — untrained attack checks are impossible with it.

Tripod-Mountable (TPD): This vehicular weapon may be tripod-mounted for an additional 10% of its base price (rounded up).

Tripping (TRP): When a character possessing the appropriate proficiency holds this weapon ready, he may use it to take Trip actions, gaining the bonus following the quality in parentheses. If the Trip action fails, the character may drop this weapon in his current square to prevent his opponent from gaining a bonus Trip action against him.

Unreliable (UNR): The action die cost to activate any error made using this weapon decreases by 1 (minimum 0).

Upgrades (UPG): This weapon comes from the factory with one or more upgrades already installed, as listed in parentheses following this quality.

BLUNT MELEE WEAPONS

Examples of improvised versions of each weapon are provided to offer the Game Control and players some suggestions as to which weapons to use during chaotic fights.

Brass Knuckles: This weapon consists of a piece of metal with holes for the wielder's fingers. It's designed to provide a hard surface when punching. An improvised version of this weapon is a set of heavy finger rings.

Club, Light: A light club is less than 12 inches long, lighter than 3 lbs., and easily used with 1 hand. There are countless examples, including such deliberately crafted items as escrima sticks, maces, and police clubs. Improvised versions of this weapon include chair legs, frying pans, pool cues, and small tree branches.

Club, Heavy: A heavy club is between 12 and 24 inches long, weighs between 3 and 6 lbs., and requires the use of 2 hands. The classic modern example is the wooden baseball bat. Improvised versions of this weapon include chairs, rifle butts, table legs, and heavy tree branches.

Club, Massive: A massive club is greater than 24 inches long, heavier than 6 lbs., and requires 2 hands to use. Massive clubs are generally reinforced with, or made of, metal — the tetsubo seen in feudal Japan being a prime example. Improvised versions of this weapon include coffee tables, ladders, and small logs.

Garrote: This weapon consists of a short cord, often with handles at each end. It is used to improve leverage when choking someone from behind, and grants a +2 gear bonus with all skill checks made as part of a Grapple action. Improvised versions of this weapon include shoelaces and lengths of extension cord.

Hammer, Sledge: This common rock-breaking implement is akin to the medieval war-hammer; both are stunningly effective, though slow and cumbersome to use. Improvised versions of this weapon include CD racks, iron crowbars, and table lamps with heavy bases.

Hammer, Tool: This typical household hammer can be found in any hardware store in the world. Improvised versions of this weapon include short lengths of pipe, stone statuettes, and tire irons.

Jitte/Sai: This weapon consists of a set of metal rods featuring 1 or 2 hooks or prongs. It's ideal for catching and disarming opponents. Improvised versions of this weapon include forked branches and garden rakes.

Maul: This weapon is a massive two-handed hammer requiring great strength to lift, much less swing. Improvised versions of this weapon include tall floor lamps with metal bases and traffic signs with head-sized chunks of concrete still attached.

Pick: This two-handed digging tool can also be swung at opponents to devastating effect. Improvised versions of this weapon include large metal draftsman's angles, metal rakes, and rooftop TV antennae.

Punch Gloves: Studs or rivets are sewn into these gloves, increasing the wearer's damage when punching. Improvised versions of this weapon include heavy rope wrappings, possibly with pebbles or screws in-between.

Sap: This weapon consists of a soft leather sack loaded with lead shot. It is typically brought down on the back of an opponent's head, knocking him out cold. When a character uses a sap to make a Pummel action, he may apply the weapon's damage instead of his standard damage. Improvised versions of this weapon include pistol butts, marble busts, and sweat socks stuffed with rolls of quarters.

Stun Gun, Melee: This weapon is highlighted in modern self-defense classes. It consists of a hand-held plastic case with metal prongs, between which up to 150,000 volts are transferred. This powerful electrical current can overload a target's nervous system, stunning him for a short while. Improvised versions of this weapon include cattle prods and electric cords with stripped insulation.

Tonfa: This club features a handle perpendicular to the main body, allowing it to be held in a position that guards the forearm. Improvised versions include canes, towel racks, and umbrellas.

EXOTIC BLUNT MELEE WEAPONS

Chain, Combo: This two-handed weapon consists of a weighted chain attached to the handle of another weapon (such as a kama or spear), allowing the character to throw the attached weapon up to 10 ft. Once thrown, this weapon may be recovered with 1 half action. Improvised versions of this unique weapon are extremely unlikely.

Chain, Weighted: This weapon consists of a light 10- to 15-ft. chain and a set of metal weights used to entangle an opponent's weapon. It is often associated with ninja. An improvised version of this weapon is a pair of horseshoes tied to the ends of a rope.

Chain, Whip: This flexible weapon is similar to a three-section staff, featuring 8–10 short metal bars (each under 1 ft. long) connected by 3–4 links of chain. It is wielded much like a whip, with a single handle at one end. An improvised version of this weapon might consist of links of steel cable.

Flail: This weapon, often also referred to as a "morning star," is a spiked iron ball attached to an iron or wooden rod by a long piece of chain. No improvised weapons mimick this unique weapon.

Nunchaku: This popular martial arts weapon is similar to a flail, featuring two equal-sized lengths of wood that may be used as handles. Improvised versions of this unique weapon are extremely unlikely.

Scourge: This weapon consists of loose chains or wires attached to a handle. When whipped at an opponent, a scourge can leave nasty welts or tear apart exposed flesh. An improvised version of this weapon is a handful of 2-ft. barbed wire strands grasped in heavy gloves.

Staff, Long: A long staff ranges from 1 to 2 ft. taller than its wielder. A classic example is the bo stick. Improvised versions of this weapon include flagpoles and long pipes.

Staff, Quarter: A quarterstaff is roughly the same height as its wieldier. Improvised versions of this weapon include broom handles, handy tree branches, skis, and walking sticks.

Staff, Short: A short staff is roughly waist- to chest-high on its wielder. A classic example is the jo stick. Improvised versions of this weapon include ski poles and the remains of a long staff cut in two.

Staff, Three-Section: This weapon is similar to nunchaku, but features a third handle-sized segment in the middle. Improvised versions of this unique weapon are extremely unlikely.

EDGED MELEE WEAPONS

Axe, Battle: This balanced single- or double-bladed axe often features a metal spike on one end for piercing attacks. The ono is a classic example. An improvised version is a fire axe.

Axe, Broad: This heavy single-bladed axe is intended for heavy chopping projects. An improvised version is a lumber axe.

Hook: This weapon — similar to a fisherman's hook — can be used to manipulate large objects such as hay bales or meat. With a good hit, it can also lodge under a target's bones. An improvised version of this weapon is a heavy coat hanger.

Knife, Escape: This tiny blade is easily hidden and commonly stashed in a place where the owner might be able to grab it when tied up. An escape knife grants a +2 gear bonus with Acrobatics/Escape checks targeting rope bindings. Improvised versions of this weapon include prison shivs and pieces of broken glass.

Knife, Survival: This is a typical fighting knife and also represents a variety of field weapons like daggers and bayonets. Improvised versions of this weapon include broken bottles and large kitchen knives.

Knife, Switchblade: This stabbing blade is 3 to 6 in. long and common among street thieves. A switchblade possesses the *retractable* weapon quality, but is illegal in many areas. Improvised versions include ice picks, letter openers, and screwdrivers.

Machete: This weapon is often used to clear underbrush. An improvised version of this weapon is a meat cleaver.

Main-Gauche: This basket-hilted dagger is often used in the off hand while fencing. Improvised versions of this unique weapon are extremely unlikely.

Punch Dagger: This blade extends in line with the wielder's arm when held in a clenched fist. An improvised version is a corkscrew.

Scalpel/Straight Razor: This short but extremely sharp hand-tool can easily be wielded as an effective melee weapon. An improvised version is a pocket knife.

Sword, Bastard: This long, narrow 1-handed sword often features a handle designed for easy 2-handed use. A classic example is the katana. An improvised version of this weapon is a lumber saw.

Sword, Broad: This weapon features a slightly shorter and heavier blade than a bastard sword. The scimitar is a class example. An improvised version is the blade of a paper cutter.

Sword, Short: This short-bladed sword is heavily weighted toward the handle and primarily used to pierce and puncture opponents. A classic example is the wakizashi and an improvised version is a garden spade.

EXOTIC EDGED MELEE WEAPONS

Mancatcher: This weapon consists a long pole with a set of pincers or jaws at one end, usually spring-loaded or featuring a series of inward-pointing spikes. It is designed to capture and control an opponent at a safe distance. Improvised versions of this unique weapon are extremely unlikely.

Nagamaki: This weapon consists of a heavy curved blade with an extremely long handle. Improvised versions of this unique weapon are extremely unlikely.

Ninja-To: This traditional ninja sword comes with a heavy, hollow scabbard that can be used as a breathing tube or light club. It can also be used as an improvised climbing device, granting a +1 gear bonus with Athletics/Climb checks. An improvised version of this weapon is a metal yardstick.

Sickle: This short-bladed farming implement has historically been adapted as the kama, a weapon of grisly effectiveness. Improvised versions of this unique weapon are extremely unlikely.

Sword, Great: This massive two-handed sword is reminiscent of an iron beam with a handle and a cutting edge. A classic example is the German zweihander. Improvised versions of this unique weapon are extremely unlikely.

Sword, Jagged: This weapon features an irregular blade that savagely shreds an opponent's armor or flesh. Classic examples include the Chinese nine-ring broadsword and the Incan obsidian blade. An improvised version is a long nail-ridden board.

Sword, Long: This narrow-bladed sword is often longer than the wielder is tall. Classic examples include the Scottish claymore and the Japanese no-dachi. An improvised version might be a piece of rebar.

Sword, Razor: This is a straight blade of exceptional sharpness representing any number of weapons independently produced by African, Indian, and Japanese smiths. Improvised versions of this unique weapon are extremely unlikely.

Sword, Scholar's: This is a highly flexible Chinese fencing sword, appearing in countless martial arts movies. An improvised versions is a car antennae.

War Fan: This metal folding fan has sharpened edges and may be used to dazzle or slice opponents. Improvised versions of this unique weapon are extremely unlikely.



HURLED WEAPONS

A character must take 1 half action to ready each grenade, molotov cocktail, or thrown bomb before throwing it. Thus, each attack with one of these weapons that isn't ready — e.g. any grenade not already in hand — *requires 2 half actions*.

Bomb, Pipe: This homemade device is usually assembled with a quantity of black powder and metal fragments inside a metal pipe. Pipe bombs can be extremely dangerous to build.

Bomb, Propane: This is another homemade explosive device consisting of a widely available propane fuel bottle duct-taped to a highway flare.

Dart: These weapons are common in bars and home "game" rooms. During each half action, a character may make 2 Standard Attacks using darts. His Strength modifier is not applied to damage and any sneak attack damage inflicted with a dart decreases to 1 point per die. Improvised versions of this weapon include short letter openers and meat skewers.

Grenade, Concussion: This grenade relies on explosive power rather than fragmentation effect to inflict injury.

Grenade, Fragmentation: This is the most common style of hand grenade in military service. It uses a small explosive charge to fling shards of metal in all directions.

Grenade, Smoke: This grenade is used for signaling and concealment, though the casing becomes hot when active. For 1 full round following the grenade's use, the casing inflicts 1d6 fire damage upon anything it directly contacts. A smoke grenade may release white, yellow, red, green, or purple smoke (as chosen when requested). *For more about smoke spread and dispersal, see page 346.*

Grenade, Tear Gas: This grenade is in widespread use by military and civilian law enforcement forces around the world. It is similar to a smoke grenade and is also subject to the rules for gas spread and dispersal, though it releases a cloud of basic blister poison instead of colored gas.

Grenade, Thermite: This grenade has no blasting charge or explosive capability. It is used to destroy rugged equipment, often reducing it to useless slag. This grenade's fire damage cannot decrease by any means — it has its own oxygen supply and continues to burn until it consumes itself. For every round that thermite burns, roll 1d4: with a result of 4, the grenade's fire damage decreases by 1.

Grenade, White Phosphorus: This grenade employs a small explosive charge to disperse burning phosphorus particles in all directions. It can be devastatingly effective against people, having a gruesome tendency to cling to human flesh. A character may not decrease this grenade's damage by dropping and rolling — the phosphorus gel continues to burn as long as it remains in contact with oxygen. Additionally, this grenade's casing burns very hot while releasing its contents, inflicting 1d6 fire damage upon anything it directly contacts.

Molotov Cocktail: This weapon is common on the street, consisting of a glass bottle filled of gasoline with an oily rag for a wick. It shatters when thrown, spraying flaming gasoline over the immediate area.

EXOTIC HURLED WEAPONS

Bola: This weapon consists of three weighted balls linked by rope. It is used to trip up or knock out fleeing foes. When a character hits with this weapon, the opponent suffers the weapon's damage and the effects of a Trip action with an Athletics result equal to the attack result. An improvised version of this weapon is a pair of pool balls stuffed in a pair pantyhose.

Boomerang: This is a curved or angled throwing weapon designed to return to the wielder unless its gliding path is obstructed. When an attack with a boomerang misses but doesn't result in an error, the weapon returns to the square from which it was thrown at the end of the current round. If the attacker remains in the square, he may catch the weapon with 1 free action. This rule does not apply to improvised versions of this weapon, which may include hard book covers and laser discs.

Caltrops: These spiky obstacles are dropped on the floor to dissuade or harass close pursuers. Each set is used to attack a square (never a person), and is subject to standard deviation with a miss. Any character entering a square filled with caltrops must make a Reflex save (DC 12) or suffer 1d4 lethal damage and a Speed penalty of 5 ft. until the end of the current scene. Two or more sets of caltrops dropped in the same square have no effect. Picking up all the caltrops in a single square requires 5 full rounds. Improvised versions of this weapon include jacks and d4 gaming dice.

Net: This wide rope mesh is used to catch enemies (and fish). Any opponent hit with a net becomes *held*. Improvised versions of this weapon include hammocks and tarps.

Shuriken: These sleek and fast throwing stars are omnipresent in classic martial arts movies and nearly synonymous with ninja. During each half action, a character may make 3 Standard Attacks using shuriken. Further, the character's Strength modifier is not applied to damage. Finally, any sneak attack damage inflicted with a shuriken decreases to 1 point per die. Improvised versions of this weapon include CDs and sharp can lids.

BACKUP PISTOLS

Backup pistols are scaled-down versions of service pistols, designed for easy concealment under street clothes. Their ammunition capacities are likewise scaled down, however, making them poor sidearms for soldiers, mercenaries, or others who might find themselves in a prolonged firefight.

Glock 26 (Austria): This weapon is often sold to police officers who carry a full-size Glock as a duty sidearm and want a backup gun that's identical in operation. Glock 26 ammunition and parts are compatible with those of the Glock 17 and 18.

Glock 27 (Austria): This weapon is similar to the Glock 26, except that it's ammunition and parts are compatible with the Glock 22 and 24.

Glock 28 (Austria): This weapon is similar to the Glock 26, except that it's ammunition and parts aren't compatible with other Glock pistols. The Glock 28 is designed for commercial sale in regions where military-grade hardware is illegal.

Glock 29 (Austria): This weapon is similar to the Glock 26, except that it's ammunition and parts are compatible with the Glock 20.

Glock 30 (Austria): This weapon is similar to the Glock 26, except that it's ammunition and parts are compatible with the Glock 21.

Glock 29 (Austria): This weapon is similar to the Glock 26, except that it's ammunition and parts are compatible with the Glock 31.

H&K P7 (Germany): This pistol features a unique squeeze-cocking mechanism, preventing it from firing without a firm hand on the grip.

Kimber Ultra Carry (USA): This weapon is designed for the American concealed carry market.

Makarov PB (Russia): This variant of the Makarov PM is built for covert wetwork. It is used by the Russian Spetznaz and working models are rare outside the Russian intelligence community.

Makarov PM (Russia): This pistol is a successor to the venerable Tokarev TT, loosely based on the Walther PP. The Makarov PM is produced throughout the Soviet Bloc and is still in use as a military and police sidearm throughout Eastern Europe.

SiG-Sauer P239 (Germany/Switzerland): This smaller version of the Sig-Sauer P228 shares most of its parent design's engineering and reliability.

Walther PP/PPK (Germany): The Walther PP (*Polizei Pistole*) was popular amongst police and civilian shooters for its reliability and ease of concealment. The shorter but mechanically identical PPK attained prominence in the 1960s as the sidearm of a certain famed British secret agent.

HOLDOUT PISTOLS

Holdout pistols are designed as last-ditch defensive weapons, being eminently concealable but painfully ineffective beyond point-blank range. Some handguns that aren't technically semi-automatic pistols are included in this category for ease of classification.

Beretta 950 Jetfire (Italy): Endorsed by Auric Goldfinger, the Beretta 950 Jetfire is designed to accommodate shooters with small or weak hands. As advertised, it is virtually impossible to jam.

Colt Model 1908 Vest Pocket (USA): Marketed as a discreet gentleman or lady's self-defense weapon, the Colt Model 1908 Vest Pocket is long out of production. It last saw the assembly line in 1941 but can still be found on the collector's and in second-hand markets.

COP, Inc. COP (USA): The Compact Off-duty Police pistol was a powerful but short-lived experiment to produce a small high-caliber backup weapon for law enforcement. Its "pepperbox" design featured a square cluster of 4 barrels, each holding a single bullet.

General Motors Liberator FP-45 (USA): This is the ultimate low-budget last-ditch firearm, made by the Guide Lamp Division of General Motors to the specifications of either the U.S. Army or the OSS (accounts differ). It only had a six-month production run of one million copies that were intended to be dropped over occupied France for use by resistance fighters as assassination weapons, but historical records indicate that it saw the most actual use in the Philippines. The FP-45 is a sheet-metal weapon that must be manually reloaded (the user must poke the empty shell casing out of the barrel). It was packed in paraffin-coated cardboard boxes with 10 shots, a wooden stick for clearing expended casings, and a set of graphic instructions. Most copies of the weapon were destroyed after WWII, making this one of the most value-inflated firearms in the world.

Kel-Tec P3AT (USA): This lightweight semi-automatic pistol is well regarded among civilian shooters.

RSA OTs-21 (Russia): The RSA OTs-21 is built for concealed carry by government agents and private security personnel. Its only sight is a groove along the top of the slide.

Sharps Model 1A (USA): This archaic single-action "pepperbox" was popular as last-ditch protection for gamblers and ladies of dubious moral character in the American Old West. It left production in 1874, but numerous examples and modern reproductions are still in circulation.

SERVICE PISTOLS

Service pistols are the duty weapons of most military forces and law enforcement officers around the world. They're built for effectiveness over concealment, with bulky utilitarian frames, heavy grips, and high ammunition capacities.

Beretta 92 (Italy): This iconic high-capacity 9mm has been the standard-issue sidearm of the U.S. military since 1985. It is also known as the M9 in American service.

Beretta 93R (Italy): This burst-capable sidearm was developed for counter-terrorist forces. It may accept the standard 15-shot magazines of the Beretta 92.

Colt M1911A1 (USA): This was the standard-issue U.S. military sidearm for most of the 20th century, known for its legendary simplicity and reliability. The M1911A1 has been copied by literally hundreds of manufacturers and features a design unchanged since its introduction almost 100 years ago.

Distinject Model 35 (France): This compressed air pistol is typical of dart pistols used for animal control.

FN Browning High-Power (Belgium): This is the sidearm of choice for Irish separatists. It was designed by John Browning, father of the Colt M1911A1, and it's regarded as equally reliable and timeless. The Browning High-Power is currently in military and law enforcement service throughout western Europe.

FN Five-seveN (Belgium): This ultra-modern armor-piercing high-tech pistol is known for its stunning magazine capacity. It is, however, illegal for civilian purchase in most nations.

Glock 17/17L (Austria): The Glock 17 was the first widely accepted polymer-frame pistol and one of the best-selling handguns of the 1980s and 1990s. The long-barreled 17L is a competition-tuned variant.

Glock 18 (Austria): This weapon is the Glock 17's selective fire, fully automatic cousin. Consequently, it is restricted in nearly every civilized nation on Earth.

Glock 20 (Austria): This lightweight handgun is chambered for the uncommon 10mm round.

Glock 21 (Austria): This classic-caliber handgun is popular amongst American self-defense enthusiasts.

Glock 22/24 (Austria): This is the most common police sidearm in the United States, chambered for the favored .40 S&W ammunition. The 24 is a rare competition variant.

Glock 31 (Austria): This relatively recent addition to the Glock family features a rare caliber, the .357 Sig.

H&K Mk. 23 (Germany): Also known as the SOCOM (Special Operations COMmand) after the institution that requested its creation, the Mk23 was designed for the American military's special operations community.

H&K USP (Germany): H&K's ultra-reliable police and military sidearm offering features good balance, ambidextrous controls, a wide array of available options and accessories, and a daunting price tag.

Luger P08 (Germany): The Luger P08 served in many central European militaries through both World Wars, but is considered only marginally reliable by modern standards.

Magnum Research Desert Eagle (USA): The Desert Eagle was the first successful design to put a magnum-caliber round in a semi-automatic pistol. It is also the undisputed champion of the "excessively large handgun" market.

Ruger Mark III (USA): This weapon has no noticeable recoil and is easy to pass off as a target pistol. It promises to become the novelist's weapon of choice for fictional assassins in need of accurate silenced handguns.

SiG-Sauer P210 (Germany/Switzerland): The P210 was built for the Swiss military but its status as one of the most accurate "out of the box" handguns in existence has helped it migrate across the globe.

SiG-Sauer P220 (Germany/Switzerland): This smooth, reliable weapon was designed to replace the P210 in Swiss service and is known as "the thinking man's .45."

SiG-Sauer P226 (Germany/Switzerland): This was the first SiG product made in America by the company's SiGArms subsidiary. It is favored by many elite American military units, including the U.S. Navy's SEALs.

SiG-Sauer P229 (Germany/Switzerland): This was the first pistol to be chambered for the .357 SiG cartridge (which was designed to compete with the American .40 S&W round).

Walther P99/Smith & Wesson SW99 (Germany/USA): This is Commander Bond's current weapon of choice.

BACKUP REVOLVERS

These smaller cousins of service revolvers are rarely used as primary weapons in the modern era, but are the professional's choice for reliable last-ditch protection.

Colt Detective Special (USA): This shortened version of the Police Positive is built for ease of concealment. It exemplifies the "snub-nose" backup revolver design.

NAA Mini-Revolver (USA): One of the smallest revolvers in existence, the NAA Mini-Revolver comes with a "holster grip;" the gun folds into its own grip like a lockback knife and can be pocketed or clipped to a belt. It can also be concealed in a belt buckle holster that makes the gun look like a decorative engraving.

Smith & Wesson J-Frame Bodyguard (USA): This revolver features a shrouded hammer, allowing for easier draw from concealment without snagging on clothes.

Smith & Wesson J-Frame Chef's Special (USA): This was the first J-frame produced and is still one of the most common backup revolvers in the world.

Smith & Wesson J-Frame LadySmith (USA): This revolver is marketed to female shooters, featuring a carved rosewood grip sized for small hands.

HUNTING REVOLVERS

Hunting revolvers are designed to take down medium to large game. They're typified by low ammunition capacities and brutally high calibers. Most law enforcement and military personnel consider them too heavy and bulky for everyday use.

Ruger Super Redhawk (USA): This is the archetypal big-game hunting revolver, a double-action weapon chambered for .44 Magnum ammunition.

Smith & Wesson Model 500 (USA): This revolver brought Smith & Wesson to dominance in the hunting revolver arms race with its new immense caliber, the .500 Magnum.

Smith & Wesson Model 629 (USA): The Model 629 is known to a generation of movie-goers as "the most powerful handgun in the world" ("Do you feel lucky, punk? Well, do ya?"). On the technical end of the spectrum, it was formerly called the Model 29.

SERVICE REVOLVERS

Service revolvers were the standard sidearms of police through the middle 20th century, and are still common among enthusiasts and civilians seeking home-defense weapons with "point and click" simplicity.

Colt Police Positive (USA): This was the most common law-enforcement sidearm in America through the first half of the 20th century. It left production in the 1970s.

Colt Python (USA): This weapon replaced the Police Positive as the archetypal American sidearm through the 1980s. It ceased production in 1996.

Colt Single Action Army (USA): The Colt Single Action Army is the most famous revolver in the world. Save for an 8-year hiatus after the end of WWII, it has seen constant production since the 19th century. Antique models of this weapon possess wildly divergent traits and command thousands of dollars at auction.

Manurhin MR-73 (France): This revolver is favored by French special operations teams. It is considered one of the most accurate revolvers in the world, due in large part to the fact that every copy is assembled by hand.

Taurus Model 608 (USA): This weapon is rarely seen as a duty sidearm, but is popular in the competitive shooting and home-defense markets.

Webley Mk. 6 (UK): This was a common British military sidearm through both World Wars. It first appeared in 1887 as a black powder weapon.

ASSAULT RIFLES

Assault rifles are powerful and versatile multi-mode weapons in use with many modern militaries around the world.

C.G. Haenel StG.44 (Germany): The first modern assault rifle, the StG.44 numbered over half a million copies before the fall of its makers, the Nazi Germany war machine.

Colt Commando (USA): Also known as the Model 733, the Colt Commando is one of the shortest M16 variants in existence. It sees use by U.S. and Israeli special ops units.

Colt M16 (USA): The Colt M16 was the result of U.S. Army/Air Force solicitation to produce a lightweight, low-caliber rifle, based on battlefield data showing that most firefights happened within 300 yards. The prototype, known as the AR-15, was combat-tested in Vietnam in 1962, and adopted by the American military as the M16 in 1963. It was plagued by low reliability, however, due to finicky design features, poor maintenance instructions, and Southeast Asian weather.

Colt M16A1 (USA): This rifle replaced the original M16 in 1967, solving many — but not all — of the original design's reliability problems.

Colt M16A2/M16A4 (USA): This M16 variant was limited to three-round bursts only. The recent A4 variant has several new convenience features but is otherwise identical.

Colt M16A3 (USA): The M16A3 combines the A2's modern reliability with full-auto fire.

Colt M4/M4A1 (USA): This compact, burst-capable, carbine version of the M16 was adopted by the U.S. military after Operation Desert Storm and is now widely issued to rear-echelon and front line units. The M4A1 variant is fully automatic.

Colt M4 SOPMOD (USA): The Special Operations Peculiar MODification kit was developed to provide American special ops personnel with a readily adaptable M4A1.

Enfield L85A1/L85A2 (UK): This weapon was poorly received by British troops, who complained of serious reliability problems. The later A2 variant has only partially solved these issues. Both versions were issued to front-line troops with a 4× telescopic sight.



FN FAL/FN FAL "Para" (Belgium): The FN FAL is one of the most successful rifle designs of the 20th century, adopted by over 70 national militaries and serving as the front-line weapon for over half the NATO nations during the early decades of the Cold War. The "Para" variant is identical in design but features a shortened barrel and folding stock.

GIAT FAMAS F1/G2 (France): This rifle was developed during the Cold War to replace several aging French small arms models. It became known as "*Le Clarion*" — "The Bugle" — among French troops due to its quirky appearance. The modernized G2 variant has since replaced the F1 in French service.

H&K G36 (Germany): This polymer-framed weapon is the current *Bundeswehr* and Spanish Army standard-issue rifle. It's also becoming popular in police circles. It comes with the buyer's choice of an advanced combat sight or a 6× telescopic sight integral to the carrying handle at no additional cost.

H&K G36C (Germany): This compact variant of the G36 is one of the smallest 5.56mm weapons available. It resembles the UMP submachine gun.

H&K G36K (Germany): This is a short variant of the G36.

H&K G3A3/G3A4 (Germany): The G3A3 was developed as a direct competitor to the FN FAL. Its latest generation left production in 2001, but tens of thousands are still in service around the world. The A4 variant has a telescoping stock.

H&K G3SG/1 (Germany): This battlefield sniper's variant of the G3 retains its fully automatic capability. It comes with a bipod and a 6× telescopic sight at no additional cost.

H&K HK33A2/HK33A3 (Germany): This scaled-down version of the G3 is chambered for 5.56mm NATO ammunition.

H&K HK33SG1 (Germany): This accurized sniper's variant of the HK33 comes with a bipod and a 6× telescopic sight at no additional cost.

H&K HK53A2/HK53A3 (Germany): This ultra-compact variant of the G3 resembles an MP5.

NORINCO QBZ-95/QBZ-97 (China): This bullpup assault rifle is currently in limited deployment with PLA special operations, airborne, and marine units, and with troops stationed in the Hong Kong garrison. The QBZ-97 is the rifle's export version, chambered for 5.56mm NATO ammunition.

RSA AK-47/AKS (Russia): Recognizable on sight even to laymen, the AK-47 is the most prolific firearm design ever produced, and the epitome of Russian military technology.

RSA AK-74/AKS-74 (Russia): This is a smaller cartridge version of the AK-47.

RSA AK-101 (Russia): This rifle is intended for the Western export market and chambered for standard NATO rifle caliber.

RSA AK-74U/AKS-74U-UBN (Russia): This radically shortened version of the AK-74 is intended for vehicle crews and special operations troops. Its stubby barrel emits an eyebrow-searing muzzle flash. The rare –UBN variant is used by *Spetznaz* troops and comes with a removable silencer at no additional cost.

Springfield Armory M14 (USA): This heavy and unwieldy replacement for the venerable M1 Garand was withdrawn from active service by the end of the 1960s.

Steyr AUG (Austria): The first widely-accepted bullpup assault rifle, the Steyr AUG is best known for its science-fiction look. Being modular, the Steyr AUG may be converted to a carbine, 9mm carbine, or squad automatic weapon in 10 minutes. As a SAW, it becomes the AUG Hbar.

BOLT-ACTION RIFLES

Bolt-action rifles feature manual action and are frequently adapted as sniper rifles.

AI AW (UK): The "Arctic Warfare" sniper rifle (known as the L96A1 in British service), is constructed to guarantee reliability in extremely cold weather. It has been adopted by several northern NATO nations.

AI AW Covert (UK): The AI AW is marketed for counter-terrorist teams. Its integral silencer can handle standard or subsonic ammunition. It breaks down for transport in a concealment case that looks like a briefcase and possesses the *composite* quality. This case comes with the weapon at no additional cost.

AI AW-50 (UK): This is an anti-material variant of the AI AW.

AI AWM (UK): The AI AWM, or "Super Magnum," is chambered for high-power calibers. It sees military and police use, and is often found in the hands of big game hunters.

AMP DSR-1 (Germany): This exceptionally solid and stable weapon is in service with GSG-9 and several other European counter-terrorist agencies. Its interchangeable barrels allow conversion between its listed calibers in 1 minute. Further, an optional barrel with integral suppressor is available for the weapon in 7.62×51mm NATO caliber.

Dan-Inject IM (USA): This archetypal dart rifle is used to bring down dangerous game. Its compressed-air operation grants it the benefit of an integral suppressor.

FN Ultra-Ratio Hecate II (Belgium/France): This rifle is built of high-grade aircraft aluminum to reduce its weight. It's also one of the only .50 caliber sniper rifles in the world available with a suppressor.

This removable suppressor is destroyed if the weapon fires any non-subsonic ammunition.

FN Ultra-Ratio Mini-Hecate (Belgium/France): This variant rifle combines the Commando II's portability with the Hecate II's range.

FN Ultra-Ratio UR Commando II (Belgium/France): This variant features a folding stock, making it a solid choice for covert ops. The weapon can break down to fit in a briefcase provided at no additional cost.

Lee-Enfield SMLE DeLisle Carbine (UK): Only 130 hand-made copies of this weapon were made (though modern reproductions are available in limited quantities). The DeLisle Carbine was used during WWII by American OSS and British commando units for sentry removal during covert missions in occupied Europe, and remained in British service through the 1960s.

Lee-Enfield SMLE Number 1 Mark 3 (UK): This was the universal service rifle for all British troops through the 1960s, with over 5 million copies produced. It earned a reputation for extreme accuracy in WWI trenches.

Lee-Enfield SMLE Number 2 (UK): This training version of the No. 1 Mk. 3 is lightweight and chambered for less expensive ammunition.

Lee-Enfield SMLE Number 4 Mark I (UK): This is a sniper version of the No. 1 Mk. 3.

Lee-Enfield SMLE Number 5 (UK): This "Jungle Carbine" is designed less for range than portability.

Mauser Model 1898 (Germany): The Mauser is regarded as one of the most reliable bolt-action rifles in the world (even more than a century after its introduction). German troops carried this weapon through the first half of the 20th century.

Mosin-Nagant M1891 (Russia): This rifle was the standard Russian infantry weapon from the time of the Tsars through the beginning of the Cold War. It remains popular throughout the world as a hunting rifle.

Remington 700 (USA): This is currently the best-selling bolt-action rifle in the world.

Simonov PTRD (Russia): This rifle is typical of early Soviet design; it's simple, brutal, and unbreakable. The PTRD has enjoyed mixed results against German tanks, but has excelled in Korea as a long-range sniping weapon.

Springfield Armory M1903 (USA): The Springfield Armory M1903 was the first rifle chambered for the .30-06 round. It entered U.S. military service in 1906 and served through the close of World War II.

Weatherby Mark V (USA): This archetypal big-game rifle is used for hunting everything from cape buffalo to lion to light helicopters.

SEMI-AUTOMATIC RIFLES

Semi-automatic rifles are capable of highly concentrated fire, making them excellent battlefield weapons.

Barrett M82A1 (USA): This powerful rifle is cinematically known as the "Light Fifty." It's deadly, but also heavy and awkward.

H&K MSG-90 (Germany): This rifle has seen limited German and American service with special operations and counter-terrorist units.

H&K PSG-1 (Germany): This rifle is unpleasantly expensive and heavy, and no longer in production. Its unique "silent bolt closure" feature is helpful in situations when silent loading is critical.

KAC SR25 (USA): This is a semi-automatic marksman's variant of the M16 platform used by U.S. Navy SEAL teams and Israeli Defense Force special operations units. It comes with a removable suppressor that doesn't reduce the weapon's muzzle velocity, but also isn't as effective. Each Notice and Search check made to hear this weapon firing suffers a –3 penalty (instead of the standard –10). This penalty increases to –5 if subsonic ammunition is used.

NORINCO KBU-88 (China): This rifle is primarily used by marksmen in regular infantry squads. It may accept the standard 30-shot magazines of the QZB-95.

RSA Dragunov SVD (Russia): This standard Warsaw Pact sniper rifle was designed for regular infantry use, with one "designated marksman" in each squad using it to provide long-range support. The weapon still sees service throughout Soviet-influenced Asia and Europe.

RSA SVU (Russia): This bullpup sniper rifle is intended primarily for law enforcement and special operations.

Ruger 10/22 (USA): This weapon was an "instant classic" in the sport shooting community and is still immensely popular as a learner's gun and small game rifle. It features a unique internal rotary magazine rather than a conventional box magazine.

Ruger Mini-14/Mini-30 (USA): The Mini-14 is a scaled-down development of the Springfield Armory M14 design (just enough to avoid patent infringement). The Mini-30 was a later variation chambered for the 7.62×39mm Russian cartridge.

Simonov SKS (Russia): This rifle was license-built by the Soviet Bloc and its allies during the Cold War, and remained in military service through the 1990s. It is now mostly found in the hands of third-world militias and civilian shooters.

Springfield Armory M1 Garand (USA): This was the first semi-automatic rifle adopted by the U.S. military, with over 4 million copies produced during WWII and another 1.4 million built between 1945 and 1957. It has legendary reliability under even the worst battlefield conditions.

Springfield Armory M21 (USA): This variant of the M14 assault rifle served as the U.S. Army's standard-issue sniper rifle until the M24 replaced it in 1988. A few copies are still in service with select special operations and airborne units.

BREAK-ACTION SHOTGUNS

Break-action shotguns must be physically opened for reloading. Further, when firing a break-action shotgun, a character may simultaneously fire both barrels at his target. He suffers a –4 penalty with his attack check, but if he hits, the target suffers twice the weapon's listed damage.

Browning Superposed (Belgium/USA): This double-barreled "over-under" gun is famed for the beauty of its factory engraving (gold inlay and trigger guards).

Charles Daly Field II Hunter (USA): This archetypal break-action shotgun sells at roughly twice the market value of less famous brand names.

Savage Arms Model 24 (USA): This is a typical "combo gun," with an upper small-caliber rifle barrel and a lower shotgun barrel. Only one of this weapon's barrels may be fired with each attack action.

Winchester Model 21 (USA): This is considered one of the best break-action shotguns of all time — and its price is commensurate with reputation.

PUMP-ACTION SHOTGUNS

A character wielding a pump-action shotgun gains a +1 gear bonus with the first Intimidate check he makes during any combat (only).

Browning BPS Stalker (USA): This weapon is popular for hunting deer and other Medium game. It's one of the few shotguns currently available in 10 gauge and ejects empty shells down rather than to the right, making it ideal for left-handed shooters.

KAC Masterkey (USA): This is a typical "breaching gun" — a shotgun with a shortened barrel and no stock, intended for attachment to an assault rifle. The KAC Masterkey can't be fired by itself — it must be mounted in a rifle's underbarrel upgrade location, at which point it decreases the rifle's recoil by 6.

Remington 870/870P (USA): This is the best-selling shotgun in history, with over 6 million copies made. The Model 870P variant is marketed primarily to law enforcement and available only in 12 gauge.

Truvelo Neostead (South Africa): This shotgun was designed purely as a combat firearm. It feeds from twin top-mounted six-round magazines that can be loaded with different ammunition types (switching between magazines is a free action if the wielder is proficient with the weapon, or a half action if not).

Winchester Model 1897 (USA): The Winchester Model 1897 is the original "trench gun," used to shoot hand grenades out of the air in WWI. It is so efficient in close combat that Germany tried (unsuccessfully) to have shotguns banned from warfare. The 1897 remained in production through the 1950s. This weapon can mount a bayonet, but cannot accept other underbarrel upgrades.

SEMI-AUTOMATIC SHOTGUNS

Semi-automatic shotguns have a higher rate of fire than pump-action models, but they're regularly plagued by jammed and defective shells. In most cases, these weapons make tremendous noise, making them virtually worthless for covert use.

Benelli Super 90 M1 Practical (Italy): This fast-shooting competition gun has an elegantly simple mechanical design and its relatively low weight contributes to higher recoil than that of competing models.

Benelli Super 90 M1 Tactical (Italy): This is a standard police-grade variant of the Super 90.

Benelli M4 Super 90 (Italy): This is a folding-stock variant of the Super 90, in U.S. military service as the M1014.

Browning Auto-5 (USA): This was the first commercially successful auto-loading shotgun. It remained in production for almost a century, until Browning discontinued it in 1999, and set a standard that many competing designs have never matched.

Daewoo USAS-12 (South Korea): This weapon looks like an assault rifle but despite being drum-fed, it isn't built for fully automatic fire. Many copies have been successfully modified to rectify this "oversight," however.

Franchi SPAS-12 (Italy): This popular sporting Purpose Assault Shotgun has a militarized appearance. As a half action, a character holding this weapon ready may switch it to function as a pump-action shotgun, granting it the *manual action (–2)* quality and decreasing its error range by 1.

Franchi SPAS-15 (Italy): This is a law-enforcement variant of the SPAS-12. As a half action, a character holding this weapon ready may switch it to function as a pump-action shotgun, granting it the *manual action (–2)* quality and decreasing its error range by 1.

Reutech Striker (South Africa): This is one of the very few fully automatic shotguns on the market. It was originally produced by Armsel and exported under the more common "Streetsweeper" name. It features a cylinder — similar to that of a giant revolver — with a spring-loaded rotation mechanism. The spring must be wound after reloading or the gun can't fire. Winding the spring requires 1 full action (or 2 full actions if the character's Strength is lower than 11).

Saiga 12K (Russia): This shotgun is based on the AK-47's internal mechanism and has enjoyed limited export success outside Eastern Europe, where it is popular in sports and law enforcement.

LIGHT SUBMACHINE GUNS

Light submachine guns (SMGs) feature compact designs and may be used one-handed. Like their heavy cousins, these weapons are not common in civilian hands, being sold strictly for law enforcement and military applications in most countries.

CZ Skorpion (Czech Republic): This small and reliable SMG is used throughout Eastern Europe by police and criminals alike.

H&K MP5K (Germany): This is a "chopped" variant of the MP5, produced for executive protection and other low-profile missions. It has an extremely short barrel, no stock, and an integral vertical foregrip. An MP5K may be requested with a special briefcase at a cost of 1 upgrade. This case has a trigger built into its handle, allowing the SMG to be fired without being removed from the case (at a –2 gear penalty with each attack check).

H&K MP7A1 (Germany): This weapon has a distinct futuristic look and features armor-defeating capability. It has seen service with German special operations troops.

IMI Micro-Uzi (Israel): This is the smallest Uzi in production.

MAC M10 (USA): This weapon is commonly known as the "Ingram Mac 10." It's one of the best-known products of the now-defunct Military Armaments Corporation and has a blisteringly high rate of fire at 1,100 rounds per minute.

MAC M11 (USA): This is a slightly smaller M10 model that fires 1,600 rounds per minute (or a full magazine in under 2 seconds).

Steyr TMP (Austria): This lightweight polymer-framed weapon is highly controllable for its compact size.

HEAVY SUBMACHINE GUNS

Heavy submachine guns are bulky and often awkward, sacrificing sleek single-handed operation for incredible ballistic punch.

FN P90 (Belgium): This SMG is designed for vehicle crews and rear-echelon personnel. It features a fully ambidextrous design and a clear plastic magazine that runs along the top of the weapon, with individual rounds rotating 90 degrees as they're fed into the chamber.

German State Arsenal MP-40 (Germany): Also known as the "Schmeisser," this was the standard German submachine gun during World War II. It is also a modern paramilitary armament, having made its way into the hands of many mercenaries.

H&K MP5A4/MP5A5 (Germany): This is the most popular submachine gun in the world today, in use by countless police and military units. The A5 is a collapsible stock variant.

H&K MP5SD5/MP5SD6 (Germany): The MP5SD5 has an integral silencer and is designed to use standard 9mm ammunition, reducing velocity to subsonic speed before it leaves the muzzle. The SD6 is a collapsible stock variant.

H&K MP5/10 and MP5/40 (Germany): This weapon was developed for American law enforcement but was discontinued in 2000. The FBI currently has most the of the existing MP5/10s, and police forces own most of the MP5/40s.

H&K UMP (Germany): This weapon is an "in" gun for many SWAT teams.

IMI Uzi (Israel): This is the most common submachine gun in the world today (with over 10 million copies in existence). It was also the first modern submachine gun, in use with over 90 nations' militaries. The IMI Uzi is designed for reliability under adverse conditions.

IMI Mini-Uzi (Israel): This is a scaled-down Uzi, trading range for concealability.

RSA Bizon-2 (Russia): This weapon's controls are based on AK-47 to make it familiar to Russian troops. It features a high-capacity helical magazine that runs parallel to the barrel. It's seen service with several Eastern European militaries.

Sten Mk. II/Mk. II(S) (UK): This weapon was produced by British defense industry during World War II. Its magazine well is on the left side of the gun, making the weapon virtually impossible to conceal when loaded. The rare Mk. II(S) variant features an integral silencer for commando operations.

Thompson M1928 (USA): The "Tommy gun" is the archetypal gangster weapon of the Prohibition era, with a distinctive drum magazine.

SQUAD AUTOMATIC WEAPONS (SAWS)

Squad automatic weapons (SAWs) are light machine guns that fire relatively low calibers and are intended for small infantry units.

Browning M1918 BAR (USA): This weapon was the first American SAW (having come into existence well before the term was coined). The Browning is an exceptionally light weapon for its era and remained in American service through the Korean War.

Enfield L86A1 LSW (UK): This is a light Support Weapon variant of the L85 assault rifle. It saw occasional use as a field expedient marksman's weapon due to its longer barrel, but was replaced in British service by the FN Minimi.

FN Minimi/Minimi Para (Belgium): This weapon was called the M249 in American service. It is known for its exceptionally high rate of fire. The Para variant features a shorter barrel and collapsible stock. Both weapons are usually belt-fed *(see page 223)*, with 200-round boxes that clip to the underside of the gun for easy handling. They also accept standard M16-family magazines, but tend to damage them; when M16 magazines are loaded into either weapon, the error range of attacks made with it increase by 1.

NORINCO QJY-88 (China): This weapon saw limited production. It was intended to replace most existing SAWs and GPMGs in Chinese service.

RSA RPK/RPK-74 (Russia): The RPK is a heavy variant of the venerable AK-47 assault rifle. The RPK-74 is the equivalent version of the AK-74.

Steyr AUG Hbar (Austria): This is a "heavy barrel" configuration of the Steyr AUG assault rifle.

GENERAL PURPOSE MACHINE GUNS (GPMGS)

General purpose machine guns (GPMGs) are heavy, high-caliber weapons intended for platoon use (often from a fixed position). Each time an unbraced character makes an attack with a general purpose machine gun, he suffers a –2 penalty.

FN MAG (Belgium): This weapon is loosely based on the Browning BAR's mechanical components. It is ultra-reliable, averaging 26,000 rounds fired between failures, and has become one of the most prevalent GPMGs in the world, used by virtually every member of NATO.

German State Arsenal MG-42 (Germany): The father of all modern GPMG designs, the MG-42 originated early in WWII, when previous German designs proved susceptible to mud and dust. This weapon remains in production in some countries today, re-chambered for 7.62mm NATO ammunition.

RSA PK (Russia): The PK was a mainstay of Soviet, and later Russian, arms exports. It is found virtually everywhere that the Soviet Union ever sold weapons and everywhere another nation copied Soviet products.

Saco M60 (USA): This weapon was the standard American GPMG through most of the Cold War. It was plagued by reliability and overheating problems and was largely replaced in U.S. service by the FN MAG (designated M240). Today, it's seen mostly in third-world militaries and on the black market.

HEAVY MACHINE GUNS (HMGS)

Heavy machine guns (HMGs) are reserved for vehicle use and defense of fixed positions. No character may fire a heavy machine gun that isn't mounted on a tripod or vehicle. Each weapon's weight includes that of an integral tripod for this purpose.

Browning M2hB (USA): The M2hB has seen dozens of official upgrades, having been in service with over 30 nations. It is a slow-firing weapon that may be fired once in Single-Shot mode every other round, or in Burst or Full Auto mode without restriction.

General Electric M134 (USA): The General Electric M134 can fire up to 6,000 bullets a minute and uses an electric motor to drive six rotating barrels to prevent overheating. It is the smallest Gatling-type machine gun in widespread use, usually as a helicopter door gun.

RSA DShK (Russia): This was the first Soviet heavy machine gun, originated as an anti-aircraft weapon. It saw widespread use through the 1960s. The DShK is mounted on a Small wheeled carriage that a character may push at up to 1/2 his Speed (rounded down).

RSA KPV (Russia): This World War II-era machine gun was often assigned to infantry; it was permanently mounted on a low-slung two-wheeled cart incorporating a seat for the user.

EXPLOSIVES

Explosives include **pre-made charges and mines**, as well as **raw explosives** like dynamite and plastic explosive (and the devices used to detonate these materials).

When setting an explosive, a character's attack check result +4 becomes the DC against which any Security/Disable check is made to disarm the device. If someone suffers an error with this check, the character who set the explosive may spend 1 action die to activate it as a critical failure, even when he's not present.

CHARGES AND MINES

Pre-made charges and mines are used as is. Setting one requires a 1-minute attack check against no target. This attack is made using the Intelligence attribute and the Explosives weapon proficiency. Without a demolitions kit, the character suffers a –4 gear penalty with this check. A threat reduces the time required to 1/2 standard, and a critical hit reduces it to 2 rounds. An error doubles the time required, and a critical miss causes the explosive to immediately detonate with the character as "Ground Zero" of the blast *(see page 343)*.

Charge, Breaching: This is a shaped charge consisting of 1 lb. of plastic explosive and an electrical detonator in an adhesive frame. It is intended for use against doors and windows, allowing assault teams fast entry to fortified locations.

Charge, Satchel: This is a canvas bag containing a large quantity of plastic explosive and a time detonator. It's commonly set and slid along the floor to the feet of enemies, or to a wall or door the team needs to bypass.

Mine, Anti-Personnel: This dual-mode detonator can be set for either a 6-lb. tripwire pull or 20 lbs. of pressure.

Mine, Anti-Tank: This is a shaped charge with a pressure detonator set by default to 400 lbs. It is designed to disable — rather than destroy — armored vehicles by wrecking their treads.

Mine, Bouncing Betty: This is an anti-personnel mine that includes a tripwire detonator. When triggered, this mine springs 1d4+2 ft. in the air before exploding, spraying its fragmented contents over the unfortunates who stumbled over it.

Mine, Directional: This is commonly called a "claymore" mine (after the name of the American version). It consists of a curved steel backing plate, a layer of plastic explosive, and several hundred ball bearings. Its folding "feet" are dug into the ground, or it can be stood up anywhere, and when it goes off — either by remote using its electric blasting cap or by the included tripwire detonator — it sprays the ball bearings in one direction, leaving the anyone to its sides or rear unscathed. Directional mines are especially useful in jungle warfare.

RAW EXPLOSIVES

Raw explosives may be used to create a bomb. This requires, at minimum, the following materials.

- 1 detonator (to trigger the device).
- 1 blasting cap (to start the explosion).
- 1 unit of raw explosive (to blow up and inflict damage).

Each detonator/blasting cap pair must either be electric or non-electric, though electric and non-electric pairs may be set to trigger the same explosive.

Constructing a bomb requires a Science/Chemistry check *(see page 149)*. This check uses *only* the highest Caliber, Complexity DC, and complexity error range of any component used. Further, the Complexity DC increases by 1 per component and unit of raw explosive involved. The Chemistry check determines everything but the cost of building the explosive, which is handled with the cost of each individual component.

Example: Kevin tries to wire his safe house to explode (just in case). He mixes four 50-lb. buckets of ANFO in the basement. Wanting to be able to detonate the device remotely or on the way out the door, he adds a radio detonator and a timer detonator, each with its own blasting cap. The highest Complexity of any component is 22/+1 for the radio detonator. With 2 detonators, 2 blasting caps, and 4 units of explosive, the device's total Complexity DC is 30/+1.

A bomb's damage increases with the amount of raw explosive used, but not in a linear fashion. One damage die is added per additional unit (maximum 10 damage dice). Thereafter, the damage dice increase by 1 type per additional unit (maximum d12). After that (after 10d12), the damage result increases by +2 per additional unit.

Additionally, a bomb's blast increment increases by 1 square per 3 full additional units.

Example 1: The damage of 1 ANFO unit is 5d6. By using 4 units, Kevin adds 3 damage dice, for a total of 8d6 damage. The 3 extra units also increase the bomb's blast increment from 3 squares to 4.

Example 2: If Kevin were to use 8 buckets of ANFO instead, the total damage would be 10d10 (up to 10d6 for the first 2 additional buckets, up to 10d8 for the third additional, and up to 10d10 for the last one). This bomb's blast increment would also increase from 4 squares to 5 (at 6 units).

Setting a bomb operates like setting a pre-made charge or mine.

Finally, a character may always disarm his own explosives without making a skill check.

ANFO: ANFO is short for "Ammonium Nitrate and Fuel Oil," the most common commercial explosive in use today for large-scale demolitions work (such as mining). This is the explosive of choice for rural terrorists due to the widespread availability of ammonium nitrate in farm fertilizer. ANFO may be mixed in solid or liquid ("ANFO slurry") form.

Black Powder: This was the first commercial explosive. It consists of sulfur, charcoal, and saltpeter in a roughly 12/13/75 mixture.

Blasting Cap, Electric: This blasting cap is triggered by direct current. Whenever a character carrying an electric blasting cap suffers electric damage, the cap must make a Damage save. With failure, it explodes, inflicting its damage with the character as Ground Zero *(see Blast, page 343)*.

Blasting Cap, Non-Electric: This blasting cap is triggered by fire, heat, or shock. Whenever a character carrying a non-electric blasting cap suffers fire damage, the cap must make a Damage save. Whenever the character suffers collision or falling damage, the cap must make a Damage save against 1/2 the damage (rounded down). With failure, the cap explodes, inflicting its damage with the character as Ground Zero *(see Blast, page 343)*.

Detonator, Dual-Mode (Non-Electric): Functions as a pressure and tripwire detonator.

Detonator, Fuse (Non-Electric): Most fuses burn at about 3 seconds per inch and are marked every 12 in. for hasty measuring. Underwater fuses are sheathed in plastic.

Detonator, Pressure (Non-Electric): This detonator is typically used in land mines. It is pre-set to detonate a non-electric blasting cap when subjected to a specific weight (usually 1–10 lbs. in 1-lb. increments, or 10–500 lbs. in 10-lb. increments).

Detonator, Pressure (Booby Trap, Non-Electric): This detonator is identical to a standard pressure detonator, but may also be set to detonate when a set weight is *removed*.

Detonator, Radio (Electric): This detonator is triggered by a coded radio signal on a set frequency.

Detonator, Timer (Electric): This detonator may be set for up to 60 hours in 1-second increments.

Detonator, Tripwire (Non-Electric): This detonator may be attached to up to 3 taut hair-thin wires, each up to 50 ft. long. It is triggered by any pressure over 2 lbs.

Detonator, Tripwire (Booby Trap, Non-Electric): This detonator is identical to a standard tripwire detonator, but detonates when a set weight is *removed*.

Detonating ("Det") Cord: This flexible explosive consists of PETN (pentaerythritol tetranitrate) encased in flexible 1/4-in. plastic cord. It is commonly used to trigger other explosives and may be woven like rope, supporting up to 175 lbs.

Dynamite: Dynamite is nitroglycerine absorbed into porous clay. Unfortunately, the nitro tends to "sweat" out of the clay after 5d6 years, increasing the explosive's error range by 4.

Nitroglycerine: This is a highly unstable combination of glycol with nitric and sulfuric acids. Even the slightest bump can set it off while in liquid form.

Plastic Explosive: The best known plastic explosive is C4, or "Semtex." Plastic explosive is stable and flexible, with the consistency of modeling clay. It is created by mixing a high-yield TNT derivative with wax or other plasticizers, and most commonly packaged in 1/4-, 1/2-, and 1-lb. blocks, or on 50-ft. spools (the latter with sticky backing).

Thermite: This fluid is technically an incendiary rather than an explosive, burning at over 5,400° F. Its fire damage cannot be reduced by any means — it contains its own oxygen supply and continues to burn until it consumes itself. The fire damage does not decrease as standard; instead, the GC rolls 1d4 at the end of each round, and with a result of 4, the damage decreases by 1 point.

TNT: This is one of the first stable military explosives ever made. It is commonly packaged in 1/4-, 1/2-, and 1-lb. blocks.

FLAMETHROWERS

Personal flamethrowers have smaller arcs of fire than their vehicular cousins, but they're still near-universally feared as some of the most devastating anti-personnel weapons on earth. They dominated the battlefield at their inception during World War I and are now banned by the Geneva Convention and other acts of "fair warfare."

A flamethrower may be used to attack a character or square *(see Defense, page 329)*. Hitting a target with a flamethrower inflicts the weapon's damage upon every character and object in the same square. Further, any miss with a flamethrower is subject to deviation *(see page 346)*.

A character possessing the Tactical weapon proficiency may spray flamethrower fuel without igniting it. This allows him to instantly ignite the doused area. Further, anyone in the doused area suffers an amount of stress damage equal to the flamethrower's base damage.

A flamethrower may be filled with gasoline or another flammable liquid instead of napalm. This increases the weapon's error range by 1 and decreases its range increment to 1/2 standard (rounded down to the nearest 5 ft.).



Finally, whenever a character scores a threat against someone carrying or wearing a flamethrower, he may spend 4 action dice to activate the critical against the flamethrower instead of the target. All damage is inflicted to the flamethrower (the target suffers no damage from the attack). If the flamethrower is *destroyed*, it explodes, inflicting explosive damage equal to *all combined shots remaining in its tank*. This explosion has a 10-ft. blast increment. If a flamethrower explodes when someone is wearing it, that person may *not* make a Reflex save to reduce the damage.

Hydroar LC T1 M1 (Brazil): This weapon is used primarily by the Brazilian military, but has seen export sales throughout Latin America. It is designed for use with many field-expedient fuels and does *not* suffer the standard increased error range for non-napalm loads *(see page 313)*.

RSA LPO-50 (Russia): This weapon was used by Cold War combat engineer units against bunkers. China still produces copies for export sales.

U.S. Arsenal M2A1/M9A1 (USA): This was the first flamethrower in American service. It saw action on all fronts of World War II and through the Korean War.

GRENADE LAUNCHERS

Personal grenade launchers act like firearms in most ways and are designed to take out or disperse large numbers of enemy troops and small vehicles with little or no armor. They do not share the firepower nor the size of their vehicular cousins.

Though all grenade launchers are grouped together into one weapon category, there are three general varieties, each with its own idiosyncrasies. Some grenade launchers are **automatic**, bulky affairs that fire at a tremendous rate but aren't generally useful to fast-moving troops; some are **stand-alone**, intended to be used on their own and generally fired from the shoulder; and some are **underbarrel**, which may only be used when attached to a rifle.

When a grenade launcher is fired directly at a target within the character's line of sight, the Tactical proficiency applies with Dexterity as the key attribute.

When a grenade launcher is fired at any target out of the character's line of sight *(see Indirect Fire, page 300)*, the Indirect proficiency applies with Intelligence as the key attribute.

All grenade launcher attacks are subject to hang time *(see page 300)*, and any miss with any grenade launcher is subject to deviation *(see page 346)*.

Special Note: Grenade launcher ammunition and hurled grenades are *not* interchangeable.

Colt M203 (USA): This is the standard-issue U.S. underbarrel grenade launcher, but it's also used by many allied nations. Prototypes were used by Navy SEAL teams during the Vietnam War. The M203 may *only* be mounted on an assault rifle of the Colt M16 family.

Colt M203PI (USA): This is a lightweight "Product Improved" variant of the M203. It comes with a detachable stock that allows it to be used as a standalone grenade launcher; fitting or removing this stock requires 5 minutes. The M203PI may *only* be mounted on an assault rifle of the Colt M16 family.

Colt M79 (USA): This Vietnam-era standalone grenade launcher resembles an oversized break-action shotgun and is affectionately called the "Thumper." It was retired from U.S. inventories by mid-1980s, but many copies are still available in Third World countries.

CTS TL-1/TL-8 (USA): This single-shot standalone grenade launcher is used by law enforcement agencies. The TL-8 is a six-shot rotary variant.

H&K AG36 (Germany): This underbarrel grenade launcher was developed as a companion to the G36 assault rifle family. It comes with a detachable stock that allows it to be used as a standalone grenade launcher; fitting or removing this stock requires 5 minutes. The AG36 may *only* be mounted on a Large-sized assault rifle.

Hawk MM-1 (USA): This short-barreled standalone grenade launcher is built like a giant revolver. Grenade types may be mixed in this weapon, though their sequence must be set. Firing the grenades out of sequence requires the wielder to spend 1 half action spinning the weapon's ammunition cylinder.

Milkor MGL Mk. I (South Africa): This six-shot standalone grenade launcher is built on a scaled-up blueprint of the Reutech (then Armsel) Striker shotgun. Grenade types may be mixed in this weapon, though their sequence must be set. Firing the grenades out of sequence requires the wielder to spend 1 half action spinning the weapon's revolver-like ammunition cylinder.

RSA AGS-17 (Russia): This automatic grenade launcher is designed for use against infantry targets. Its rate of fire is superior to that of its Western counterparts.

RSA BS-1 (Russia): This underbarrel grenade launcher is rare outside Russian special operations forces. It fires a special low-velocity 30mm HEAT round, granting it the benefits of the *suppressor* upgrade *(see page 319)*. The BS-1 may *only* be mounted on an RSA AKS-74U-UBN assault rifle.

RSA GP-25 (Russia): This was the most common Soviet-era underbarrel grenade launcher. It may *only* be mounted on an assault rifle from the RSA AK-47 family.

Saco Mk. 19 (USA): This automatic grenade launcher saw widespread use as a truck-mounted infantry support weapon, particularly in urban areas.

MISSILE LAUNCHERS

Personal missile launchers have much lower range and fewer ammunition options than their vehicular cousins. The line occasionally blurs, however, as seen with the RSA SA-7 *(see below)*. Also, like attacks made with a vehicular missile launcher, each Standard Attack with a personal missile launcher requires 1 full action.

Further, any miss with a missile launcher is subject to deviation *(see page 346)*, and all missile launcher attacks are subject to hang time *(see page 300)*.

Euromissile MILAN (France/Germany/UK): This is an archetypal wire-guided anti-tank guided missile (ATGM) launcher.

Raytheon FIM-92 (USA): This weapon is also known as the "Stinger." It's been the standard American man-portable surface-to-air (SAM) missile launcher since 1982.

Raytheon Javelin (USA): This infrared-guided anti-tank missile launcher was one of the first fire-and-forget ATGM designs. It consists of two components — a reusable guidance/control unit and a disposable launch tube containing a single missile. The control unit incorporates night-vision optics with no magnification *(see page 317)*.

RSA SA-7 (Russia): This is the most common shoulder-launched surface-to-air missile (SAM) launcher in the world. It is often mounted on light combat vehicles in clusters of four, six, or eight.

MORTARS

All mortars must be used outdoors, or in very large indoor areas, as they lob an explosive charge in a high arc toward an enemy. Line of sight to the target isn't required, as all mortar attacks are indirect *(see page 300)*. Also, when firing a mortar, a character's range penalty is –3 per increment beyond the first.

Further, any miss with a mortar is subject to deviation *(see page 346)*, and all deviation distances are doubled.

Finally, all mortar attacks are subject to hang time *(see page 300)*.

Royal Ordnance L-16A2 (UK): This mortar is in use by over 30 countries, including most NATO nations. It breaks down into 3 component parts: a tube weighing 35 lbs., a base plate weighing 25.5 lbs., and a bipod weighing 27 lbs. Assembly and disassembly each takes 10 half actions. This weapon may **not** be fired when disassembled.

Soltam C-03 (Israel): This mortar is typical of "commando" models around the world. It's small, lightweight, and designed to be air-dropped with paratroops or light infantry.

Watervliet Arsenal M224 (USA): This is the standard American light mortar. It breaks down into 3 component parts: a tube weighing 14.4 lbs., a base plate weighing 14.4 lbs., and a bipod weighing 15.2 lbs. Assembly and disassembly each take 6 half actions. This weapon may **not** be fired when disassembled.

ROCKET LAUNCHERS

Personal rocket launchers are man-portable, shoulder-fired weapons with little recoil. They do produce a large amount of backblast, however — exhaust from the rear of the launcher that can give away the user's position.

Each Standard Attack with a rocket launcher requires 1 full action.

When firing a rocket launcher, a character's range penalty is –3 per increment beyond the first. Further, any miss with a rocket launcher is subject to deviation *(see page 346)*, and all deviation distance is doubled.

Finally, all rocket launcher attacks are subject to hang time *(see page 300)*.

Blacker PIAT (UK): Short for "Projector, Infantry, Anti-Tank," the PIAT's unique design eliminates backblast, making it ideal for urban fighting.

Bofors AT4/AT4 CS (Sweden): This weapon was produced by Saab Bofors Dynamics (formerly Bofors Anti-Armor Systems). Its U.S. designation is the M136 AT4. The CS (Confined Space) variant features no backblast.

Bofors Carl Gustav (Sweden): This rocket launcher is rugged enough to be air-dropped with a parachutist or submerged with a combat swimmer. When using this weapon, the character may spend 1 additional half action to set a loaded HE rocket for airburst, and then target any 5-ft. square within the weapon's maximum range. With a hit, the DC of any Reflex save made to avoid the attack's damage increases by 5.

RSA RPG-7 (Russia): This is one of the most common rocket launchers in existence, known for its simplicity and affordability. It is a favorite of legitimate and outlaw militaries alike.

Talley M72 LAW (USA): This telescoping, disposable launch tube was popular throughout the middle of the Cold War, but has since retired from front-line NATO service. When collapsed, the Talley's Size becomes Medium, and readying it from this state requires 1 half action.

U.S. Arsenal M9A1 (USA): This weapon was developed soon after America entered WWII. It was quickly nicknamed the "bazooka" after the unique brass horn of comedian Bob Burns.

WEAPON UPGRADES

Weapon upgrades may be acquired as Possessions or during the Intel Phase with upgrades, as shown on Table 4.60: Weapon Upgrades *(see page 272)*.

After the Intel Phase, they may be installed using the appropriate Modify check and the information on Table 4.60.

Further, each firearm has 3 upgrade locations — optics, rail, and underbarrel — and may accept 1 upgrade in a set number of these points determined by its weapon category, as shown on Table 4.80: Firearm Upgrade Locations *(see below)*. Some weapons possess the *non-standard upgrade locations* quality, deviating from the norm for their weapon categories.

Optics upgrades are always mounted on the top of the gun, replacing the firearm's "iron sights." Rail upgrades clamp to mounting points on the gun's frame or barrel, while underbarrel upgrades are attached along the underside of the gun's barrel (unless otherwise specified, these two upgrade types are mutually exclusive, as shown on Table 4.80).

Finally, a firearm may accept any number of upgrades with no specific location.

Weapon upgrades have the following effects.

Special Note: Explosives, grenade launchers, missile launchers, and rocket launchers cannot receive any of the weapon upgrades in this book.

TABLE 4.80: FIREARM UPGRADE LOCATIONS

Firearm Sub-Category	Rail*	Underbarrel*
Pistol, Backup	None	None
Pistol, Holdout	None	None
Pistol, Service	1	None
Revolver, Backup	None	None
Revolver, Hunting	1	None
Revolver, Service	None	None
Rifle, Assault	1	1
Rifle, Bolt-Action	1	1
Rifle, Semi-Automatic	1	1
Shotgun, Break-Action	1	None
Shotgun, Pump-Action	1	None
Shotgun, Semi-Automatic	1	None
Submachine Gun, Light	1	None
Submachine Gun, Heavy	1	None
Squad Automatic Weapon (SAW)	1	1
General Purpose Machine Gun (GPMG)	1	1
Heavy Machine Gun (HMG)	None	None

* Underbarrel weapons benefit from the custom grip, ergonomic stock, recoil pad, sling, optics, rail, and underbarrel upgrades applied to the primary weapon. All other upgrades must be applied to the underbarrel weapon separately.

Advanced Combat Sight: This accessory combines the benefits of a red dot sight and a 4× telescopic sight.

Barrel, Extended: This longer replacement barrel increases accuracy but adds weight and makes the weapon more noticeable. The firearm's range increment increases by 5 ft. but the DCs of Notice and Search checks made to detect it decrease by 2.

Barrel, Heavy: This replacement barrel increases a rifle's range increment by 10% (rounded to the nearest 5 ft.), decreases its Recoil by 1, and increases its weight by 15% (rounded up).

Barrel, Ported: This replacement barrel has large grooves or holes in the upper side of its tip, through which muzzle blast is vented. The firearm's Recoil decreases by 3.

Barrel, Threaded: This replacement barrel is machined with screw threads on its tip, granting the firearm the *threaded barrel* quality.

Bayonet Lug: This upgrade installs a bayonet mount. Attaching or removing the bayonet requires 1 half action. The user suffers a –1 gear penalty with his attack check when the bayonet is attached.

TABLE 4.81: HOT-LOAD AND SUBSONIC AMMUNITION

Caliber	Hot-Load Dmg	Subsonic Dmg
*Pistol Calibers**		
4.6×30mm	2d4+2 (AP 5)	1d6 (AP 2)
5.7×28mm	1d12 (AP 5)	1d6+1 (AP 2)
.25 ACP	1d6+1	N/A*
.32 ACP	1d8 (AP 1)	N/A*
.357 SIG	2d6+2	2d4+1
.380 ACP	1d8+2	N/A*
9×18mm Makarov	1d8+2	N/A*
9×18mm Improved	2d6 (AP 1)	1d8+1
9mmP	1d12 (AP 1)	1d10
.38 Super	1d12	1d10
.40 S&W	2d6 (AP 1)	1d10+1
10mm ACP	2d6+2 (AP 2)	1d12
.45 ACP	1d12 (AP 2)	N/A**
.50 Action Express	3d6+2 (AP 3)	4d4
*Revolver Calibers**		
.17 HMR	2d4+1 (AP 3)	1d6
.22 LR	1d6+1	N/A**
.22 Magnum	2d4+1 (AP 3)	1d4+2
.32 S&W	1d6+1	N/A**
.357 Magnum	3d4+2 (AP 1)	3d4
.38 Special	1d10 (AP 1)	N/A**
.41 Magnum	3d4+1 (AP 1)	1d12
.44 Magnum	3d4+2 (AP 2)	1d12+1
.44-40	2d6+2 (AP 2)	3d4
.45 Long Colt	1d12	N/A**
.454 Casull	3d6+3 (AP 3)	2d8
.455 British Service	1d10	N/A**
.500 Magnum	4d4+2 (AP 4)	2d8+1

* Any ammunition not listed on this table cannot be hot-loaded or made subsonic.

** A character may not apply the subsonic upgrade to this ammunition, as it is naturally subsonic.

Bipod: If the wielder of a weapon with this upgrade is *prone* or may otherwise lay the bipod on a flat surface, he may Brace as a free action *(see page 354)*.

Ceramic: The weapon gains the *composite* quality.

Clockwork Action: This upgrade completely tears down and examines the gun's inner workings, reconditioning and replacing any parts as necessary, and treating the weapon for durability and resilience. Whenever an attack with the weapon results in an error, the wielder rolls 1d6: with an even result, the error may not be activated as a critical failure.

Concealment Case: This briefcase, guitar case, or other container is fitted to include a holster. Readying a weapon from it requires 1 full action. An external inspection of this case only spots the upgrade if the corresponding Notice or Search check results in a critical success.

Custom Grip: The weapon's grip is fitted to a mold of the wielder's hand, granting him a +1 gear bonus with all aimed attack checks made with the weapon. It also increases his Initiative Count by 2 the first time he readies the weapon in each combat (only). Anyone else who tries to use the weapon suffers a –2 gear penalty with his attack checks.

Custom Handle: The weapon's hilt or handle is fitted to a mold of the wielder's hand, granting him a +1 gear bonus with all skill checks made to resist Disarm actions targeting the weapon. This upgrade also increases the wielder's Initiative Count by 2 the first time he readies the weapon during each combat (only). Anyone else who tries to use the weapon suffers a –1 gear penalty with all attack checks.

Day/Night Sight: This accessory combines the benefits of a night vision sight and a telescopic sight. Switching between night vision and daytime modes involves swapping eyepieces, which requires 2 half actions.

Deadly Precision: Once per combat, this upgrade decreases the action die cost of activating any threat scored with the weapon by 1 (minimum 0). When this upgrade is applied to a Caliber III–V weapon pick, this ability may be used up to twice per combat.

Detailing Upgrade: The weapon gains the *ornamented* quality.

Duckbill: This wedge-shaped device is attached to a shotgun's muzzle and spreads shot ammunition in a flat fan-shaped pattern rather than the standard cloud. When a shotgun with this upgrade is used to make an attack with shot, flechette, or rock salt ammunition, the target loses his dodge bonus to Defense. If any other type of ammunition is fired through the shotgun, the duckbill catastrophically interferes with it — the attack automatically fails and the duckbill is destroyed. Further, the gun must make a damage save against the ammunition's maximum possible damage result.

Ergonomic Stock: This upgrade is usually seen only on sniper rifles and competition shotguns. It requires precise measurements of the intended wielder's upper body to ensure that the gun perfectly matches his shooting posture. It grants any 1 character a +1 bonus with all aimed attack checks made using the firearm and reduces its Recoil by 3 when he fires it. Anyone else who tries to use the weapon suffers a –1 gear penalty with his attack checks.

Extra Rail: The firearm gains 1 additional rail upgrade location and the appropriate *non-standard upgrade location* quality. No firearm may possess more than 3 combined rail and underbarrel upgrade locations.

Fine Balance: The weapon loses the *quirky* quality.

Full Auto Upgrade: This upgrade converts the weapon from semi-automatic to full-auto capability, allowing it to fire in Burst and Full Auto modes, but increasing its error range by 2.

Full Auto Adjustment: This "upgrade" allows the weapon to fire in Burst and Full Auto modes, but a lack of replacement parts increases the risk of using it. The weapon's error range increases by 3 and it loses the dependable quality (if it had it to begin with). This upgrade is also highly illegal, reducing the GC's action die cost to trigger a Wanted event by 1 if the police hear of the weapon's conversion *(see page 404)*.

Holster, Concealed: This holster is worn on the belt or in the small of the back. Readying a weapon from it requires 1 half action but decreases the wielder's Initiative Count by 2. Further, the DCs of Notice and Search checks made to detect a weapon in this holster increase by 2.

Holster, Holdout: This holster may be a fake wallet, ankle strap, or other highly concealable device. Readying a weapon from it requires 1 full action. Further, the DCs of Notice and Search checks made to detect a weapon in this holster increase by 4.

Holster, Tactical: This holster is worn on the thigh, with a strap attaching it to the belt. Readying a weapon from it requires 1 half action. Further, it includes a strap or snap that imposes a –4 penalty with any skill check made to remove the weapon without the wearer's consent.

Holster, Shoulder: This holster uses a set of straps around both of the wearer's shoulders to stash the gun under one armpit, with pouches for two magazines or speedloaders under the opposite armpit to balance the weight. Readying a weapon from this holster requires 1 half action. Further, the DCs of Notice and Search checks made to find a weapon in this holster increase by 1.

Hot Load Upgrade: This upgrade increases the gunpowder in 1 stockpile of full metal jacket (FMJ), frangible, or jacketed hollow point (JHP) bullets, increasing the damage of each attack made with them as shown on Table 4.81: Hot-Load and Subsonic Ammunition *(see page 316)*. When a weapon fires hot-loaded ammunition, its error range increases by 1.

Laser Sight, Standard: This accessory projects a visible-frequency laser beam — usually red — parallel to the weapon's barrel. It grants a +2 gear bonus with attack checks made against any target within 50 ft. and a +1 gear bonus with Threaten actions made against targets within the same range, provided the target can see the laser's dot.

Laser Sight, Infrared: This accessory operates like a standard laser sight but projects an infrared dot that cannot be seen by the naked eye, visible only with night-vision equipment. This accessory does *not* grant a gear bonus with Threaten actions.

Laser Sight, Multi-Mode: This accessory combines a standard laser sight and an IR laser sight in one housing. Switching between modes requires 1 free action.

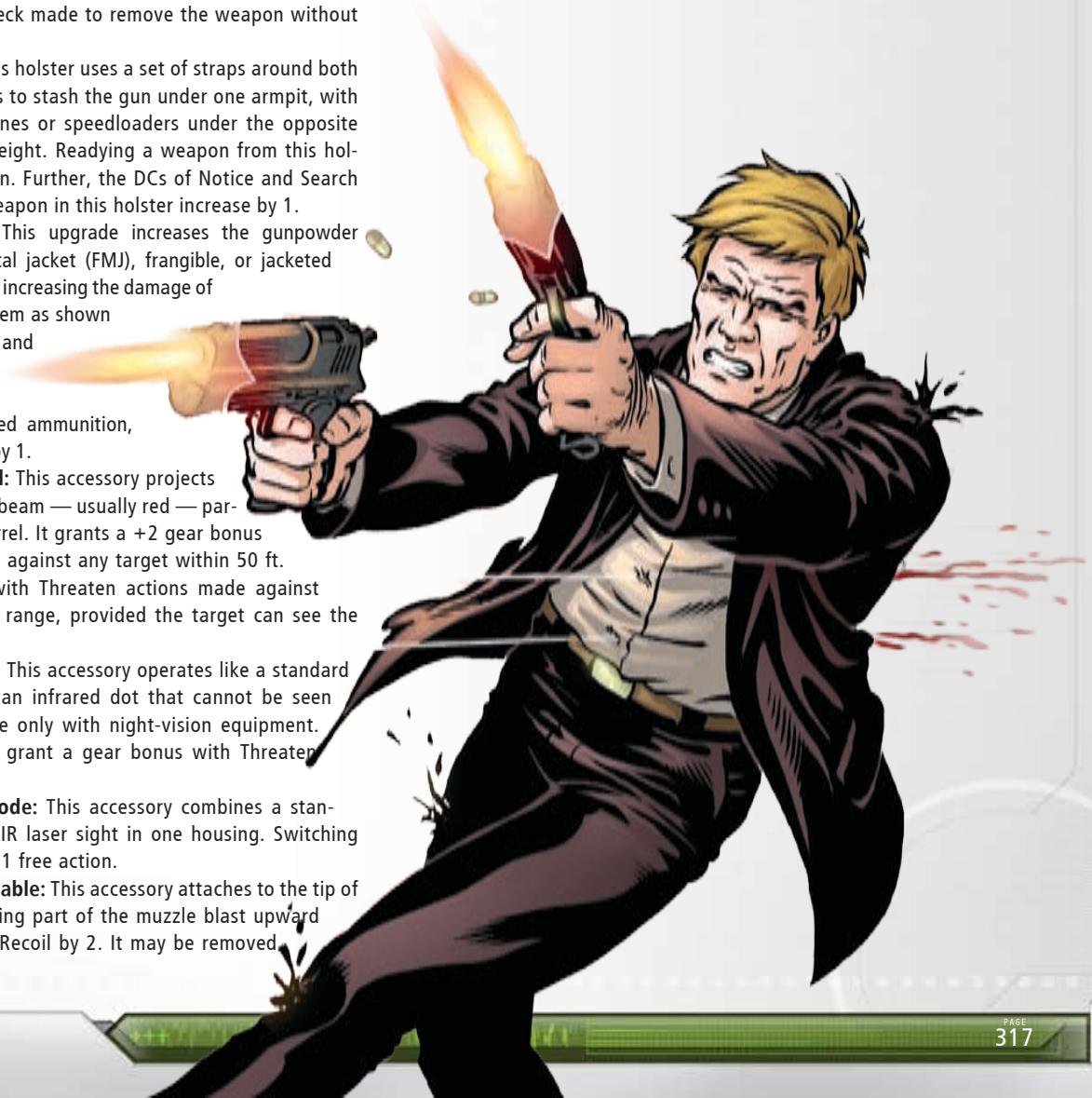
Muzzle Brake, Removable: This accessory attaches to the tip of a firearm's barrel, directing part of the muzzle blast upward to reduce the weapon's Recoil by 2. It may be removed with 1 full action.

Night Vision Sight: Night vision — aka "starlight" — optics amplify existing low levels of visible and near-infrared light and convert them to a monochrome visual image. In twilight or brighter lighting conditions, a night vision sight is useless as the electronics shut down to prevent damage. So long as at least dim light is available, this accessory negates the vision penalties applied by low ambient light except 'None' *(see page 350)*. If the accessory also offers magnification, it operates like an equivalent telescopic sight.

Optic Mount (Bows Only): The bow gains any 1 firearm optic upgrade.

Precision Upgrade I–III: These upgrades improve the weapon's accuracy by competitive degrees. Each upgrade has the following effects.

- If the weapon possesses the *inaccurate* (–2 or more) quality, its attack check penalty decreases by 1.
- If the weapon possesses the *inaccurate* (–1) quality, it loses it.
- If the weapon possesses the *superior accuracy* quality, it loses it and gains the *accurized* quality.
- If the weapon possesses neither the *inaccurate* or *superior accuracy* qualities, it gains the *accurized* quality.



Practice Weapon: This "upgrade" replaces the weapon with a wooden or blunted version that inflicts subdual damage equal to the weapon's standard damage.

Prongs: The weapon gains the *hook* (+1) quality, or its existing *hook* quality increases by +1 (maximum +4). When this upgrade is gained with a Caliber III–V weapon pick, the weapon gains the *hook* (+2) quality, or its existing *hook* quality increases by +2 (maximum +4).

Razor Sharp: The weapon gains the *keen* (5) quality, or its existing *keen* quality increases by 5. When this upgrade is gained with a Caliber III–IV weapon pick, the weapon gains the *keen* (6) quality, or its existing *keen* quality increases by 6. When this upgrade is gained with a Caliber V weapon pick, the weapon gains the *keen* (7) quality, or its existing *keen* quality increases by 7.

Recoil Pad: This thick rubber pad attaches to the butt of a longarm, decreasing the weapon's Recoil by 1.

Red Dot Sight: This accessory projects an illuminated red dot onto a piece of glass or plastic, superimposing it over the shooter's field of vision as he looks through the sight. It visually resembles a laser sight to the shooter, but no actual dot is projected downrange. A red dot sight grants a +1 gear bonus with attack checks made within the gun's first 5 range increments.

Retractable: This upgrade allows the weapon to be folded down to 1 Size category smaller than standard. Folding or unfolding the weapon requires 1 half action.

Reworked Action I–III: These upgrades improve the weapon's internal mechanisms. Each upgrade has the following effects.

- If the weapon possesses the *unreliable* quality, it loses it.
- If the weapon possesses the *dependable* quality, it loses it and its error range decreases by 1.
- If the weapon possesses neither the *unreliable* or *dependable* qualities, it gains the *dependable* quality.

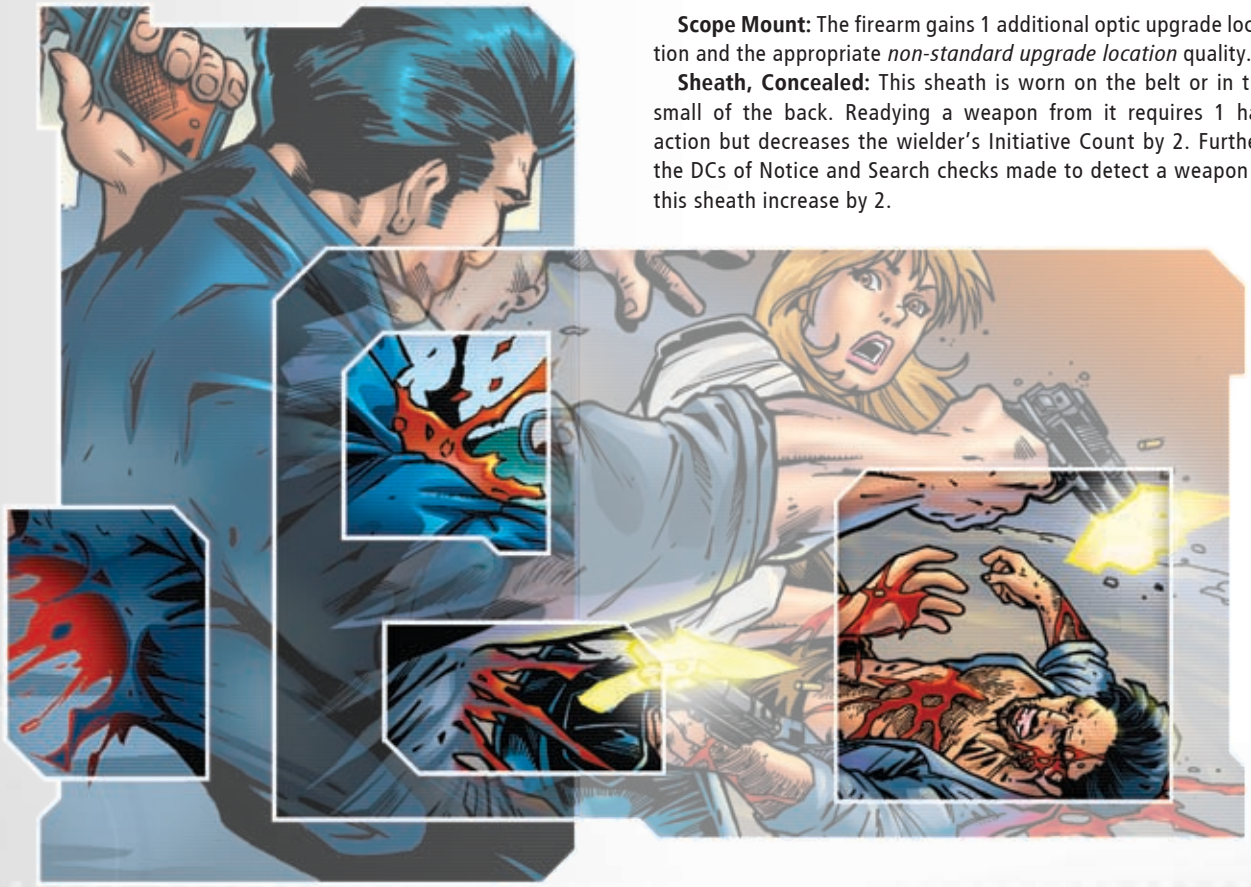
Rugged: This upgrade improves the gun's durability, removing the *fragile* quality, or adding the *rugged* quality to a weapon without the *fragile* quality (but not both).

Sawed-Off: A shotgun may be cut down to one of the following 3 lengths.

- *Coach Gun (6–12 in.):* The weapon's range increment decreases by 10 ft. and it gains the *discreet* and *inaccurate (–1)* qualities (or its *inaccurate* quality increases by 1 if it already possesses it).
- *Down to the Nub (6 in. — standard minimum):* The weapon's range increment decreases to 1/2 standard (rounded down, minimum 15 ft.), its Size becomes Tiny, its weight decreases by 40% (rounded down), and it gains the *inaccurate (–3)* quality (or its *inaccurate* quality increases by 3 if it already possesses it).
- *Nebraska (less than 6 in. of barrel and a pistol grip):* The weapon's Recoil is doubled, its range increment decreases to 5 ft., its Size becomes Diminutive, its weight decreases by 60% (rounded down), and it gains the *inaccurate (–6)* quality (or its *inaccurate* quality increases by 6 if it already possesses it).

Scope Mount: The firearm gains 1 additional optic upgrade location and the appropriate *non-standard upgrade location* quality.

Sheath, Concealed: This sheath is worn on the belt or in the small of the back. Readying a weapon from it requires 1 half action but decreases the wielder's Initiative Count by 2. Further, the DCs of Notice and Search checks made to detect a weapon in this sheath increase by 2.



Sheath, Holdout: This sheath may be a fake wallet, ankle strap, or other highly concealable device. Readying a weapon from it requires 1 full action. Further, the DCs of Notice and Search checks made to detect a weapon in this sheath increase by 4.

Sling, Patrol: This item allows the wielder to hang a weapon from his shoulder. Readying a weapon from it requires 1 half action.

Sling, Tactical: This item holds a firearm across the wearer's body, keeping its grip within a foot of his normal hand position. Readying a weapon from it requires 1 half action, and increases the wielder's Initiative Count by 4 the first time he readies the weapon during each combat (only).

Speedloader: This cylindrical device holds 1 full reload, allowing a revolver's wielder to fully Reload his weapon with 1 half action. Refilling the speedloader takes as long as reloading a standard revolver *(see page 359)*.

Stock Upgrade, Fixed: The firearm loses the *collapsible stock* quality and its Recoil decreases by 1.

Stock Upgrade, Folding: The firearm gains the *collapsible stock* quality and its Recoil increases by 1.

Stock Upgrade, Synthetic: The firearm's weight decreases by 20% (rounded up), but its Recoil increases by 10% (rounded up, minimum 1).

Subsonic Upgrade: This upgrade decreases the gunpowder in 1 stockpile of full metal jacket (FMJ), frangible, or jacketed hollow point (JHP) bullets, decreasing the damage of each attack made with them as shown on Table 4.81: Hot-Load and Subsonic Ammunition *(see page 316)*. For the purposes of detection, the sound generated by a weapon firing sub-sonic ammo is equivalent to a character screaming *(see Table 2.25: Character Detection, page 119)*.

Suppressor: For the purposes of detection, the sound generated by a suppressed weapon is equivalent to a character speaking in a regular voice *(see Table 2.25: Character Detection, page 119)*. This decreases to the sound of a character speaking in a whisper if the weapon fires sub-sonic ammunition. While the suppressor is attached, the DCs of Notice and Search checks made to find the weapon decreases by 4.

Tactical Flashlight: This accessory projects light out to 20 ft. in front of the firearm. Switching the light on and off requires 1 free action.

Telescopic Sight: When a character makes an aimed shot using a telescopic sight, he ignores the penalties for one or more range increments, based on the accessory's magnification, as follows.

- 1.5×–4×: Increment 2 only
- 4.1×–8×: Increments 2 and 4
- 8.1×–16×: Increments 3, 5, and 7
- 16.1+×: Increments 4, 6, 8, and 10

Thermal Sight: This accessory literally "sees heat." It negates all vision penalties for darkness with regard to people, creatures, and objects warmer than the surrounding scenery *(see page 354)*, but only when looking at sources of heat — ambient or otherwise — between 60° and 120° (outside this range, everything appears cold blue or white hot). Further, a thermal sight cannot register warmth through heat-shielded scenery or through any scenery over 2 inches thick. Finally, if the accessory also offers magnification, it operates like an equivalent telescopic sight.

Tripod: As a half action, the wielder of a weapon with this upgrade may assume a position from which he is always considered Braced *(see page 354)*. He continues to benefit from the effects of the Brace action unless either he or the weapon moves.

Vertical Foregrip: This accessory offers a shooter more leverage than a standard rifle or SMG foregrip, reducing the weapon's Recoil by 1.

Wicked: The weapon gains the *bleed* quality.

AMMUNITION

Ammunition comes in three forms, as follows.

- *Arrows and bolts* are used in bows and crossbows, respectively. They share identical traits but aren't interchangeable between weapons.
- *Bullets* are used in pistols, revolvers, rifles, submachine guns, and machine guns. They are interchangeable between weapons of the same caliber only.
- *Shells* are used in shotguns. They are interchangeable between weapons of the same gauge only.

All ammunition of the same name shares the same rules (e.g. non-lethal bullets and shells operate the same in terms of game mechanics).

AMMUNITION CODES AND STOCKPILES

As seen on many weapon tables, ammunition codes consists of 2 numbers separated by a letter — "M" for self-contained removable magazine, "S" for an internal supply of shots, "B" for a belt, and "D" for a removable drum. The number before the letter is the number of shots the weapon can hold and the number after the letter is the number of reloads automatically supplied with the weapon (e.g. 15M4 indicates that the gun comes with 4 fully loaded 15-shot magazines). When a weapon's ammo code lists two or more options, the character may gain only 1 of them with each weapon pick.

Example: Kevin requests a Colt M16A1, which has two ammo codes — 20M8 and 30M5. Kevin chooses the weapon model that has a 30-round magazine and comes with 5 magazines.

The full complement of ammo supplied when it's chosen is also called the weapon's **ammunition stockpile**. Several rules and upgrades change a weapon's full ammo stockpile or offer additional stockpiles to the character.

Example: Following the previous example, Kevin uses 1 of his upgrades to gain 1 additional stockpile of ammo (another five 30-round magazines) and the remaining 2 upgrades to convert both of his ammo stockpiles for the weapon to armor-piercing ammo.

STARTING AMMUNITION

Ammunition is always gained in **stockpiles**. Unless otherwise specified, when a character requests a weapon, it comes with 1 full stockpile of any 1 "first stockpile" ammunition as noted on Table 4.62: Ammunition *(see page 274)*, or on the table for the specific weapon gained.

Example 1: A pistol comes with 1 stockpile of blank, full metal jacket (FMJ), or non-lethal bullets (of the character's choice).

Example 2: A Carl Gustav rocket launcher comes with 1 stockpile of high explosive (HE), high explosive anti-tank (HEAT), illumination, or smoke rockets.

During the Intel Phase, character may gain additional ammunition stockpiles by paying the listed upgrade or Common Item cost for each stockpile desired.

Example 1: Following the first example above, 1 additional stockpile of full metal jacket (FMJ) bullets costs 1 upgrade or 3 Common Items. A character might also gain 2 stockpiles of armor-piercing bullets at a total additional cost of 4 upgrades or 12 Common Items.

Example 2: Following the second example above, 1 additional stockpile of high explosive (HE) rockets costs 1 upgrade (as ammunition for this weapon can't be gained with Common Items). A character might also gain 3 additional stockpiles of illumination rockets at a total additional cost of 3 upgrades.

Further, a character may convert the ammunition stockpile that comes with a weapon into any other ammunition by paying the desired ammunition type's upgrade cost minus 1, or Common Item cost minus 3.

Example: Following the Example 1 chain above, a character might convert his pistol's first ammo stockpile to armor-piercing bullets at a cost of 1 upgrade or 3 Common Items. Alternately, he could convert it to armor-piercing incendiary bullets at a cost of 3 upgrades or 9 Common Items.

Finally, as with all gear, street values are provided for those characters who need to find ammunition in the field.

AMMUNITION DESCRIPTIONS

Ammunition has the following effects.

Armor-Piercing (AP): This ammunition grants the *armor-piercing (3)* quality to each attack made with it. If the attack already possesses the *armor-piercing* quality, this ammunition increases it by 2 (e.g. an attack with the *armor-piercing (4)* quality becomes an attack with the *armor-piercing (6)* quality).

Armor-Piercing Discarding Sabot (APDS): This ammunition consists of a small, dense dart (the penetrator) surrounded by a lightweight jacket (the sabot). When the weapon is fired, the sabot falls away within a few dozen yards of the muzzle, leaving the penetrator to travel on at extremely high velocity. APDS ammunition grants the *armor-piercing* quality, as listed in parentheses following its listing.

Armor-Piercing Incendiary (API): This ammunition combines an armor-piercing tip with a delayed-action fuse and a small amount of incendiary explosive. When an attack with an API bullet scores a critical hit, the attacker may spend 1 additional action die to convert the attack's damage type from lethal damage to fire damage.

Beehive: This ammunition fires dozens or hundreds of small projectiles and is brutally effective against personnel. Beehive ammunition operates like a directional mine, expanding in a cone from the weapon's location *(see page 312)*.

Blank: This ammunition involves no projectile — it's nothing but noise and muzzle flash. It can still be dangerous at close range, however. A blank inflicts full damage against a target in the same square, 1/2 damage against an adjacent target (rounded down), 1/4 damage against a target within 10 ft. (rounded down), and no damage at greater ranges. Further, an attack with blank ammunition always loses the *armor-piercing* quality.

Chemical: This ammunition releases 1 sample of a loaded contagion upon impact. This contagion spreads like gas *(see Gas Spread and Dispersal, page 346)*. The contagion must be acquired separately. Chemical ammunition is generally a nation-state and terrorist plaything, and street value is often subject to the seller's whim.

Cluster: This ammunition releases hundreds of small grenade-sized bomblets at a predetermined height above the target, spreading devastation over a wide area. Each square within the listed "blast radius" from the impact point is attacked by 1 fragmentation grenade with an attack bonus equal to that of the heavy weapon attack. Further, even if a character makes a successful Reflex save to reduce the damage in his square, the GC rolls 1d20. With a result of 8 or less, the character winds up leaping into another square hit by a grenade, in which case he may *not* make a second Reflex save.

Flash-Bang: This ammunition operates like a flash-bang hand grenade *(see page 252)*.

Flechette: This ammunition contains several dozen small metal darts, which spread out when the weapon is fired. When a character makes an attack with flechette ammunition, any dodge bonuses and defense bonuses his target gains from Size are each decreased to 1/2 standard (rounded down).

Full Metal Jacket (FMJ): This ammunition — also known as "ball" — is the default for target practice and military use, and has no special rules.

Frangible: This ammunition is designed not to pierce solid surfaces, such as schoolhouse walls or aircraft bulkheads. When a character makes an attack with a frangible bullet, the weapon's maximum range is shortened by 2 increments and the damage reduction of anything hit is doubled. Further, an attack with frangible ammunition always loses the *armor-piercing* quality.

Gas: This ammunition is used during riots and barricaded suspect situations. When it impacts, the target square is filled with 1 sample of basic blister contagion, except that all phases inflict the *blinded* condition *(see page 340)*.

High Explosive (HE): This simple ammunition consists of an explosive charge in a metal shell. Casing fragments are flung in every direction upon impact, augmenting the attack's damage. Alternately, it may be a fragmentation warhead that inflicts damage by flinging shrapnel, rather than by direct explosive force.

High Explosive Anti-Tank (HEAT): This ammunition is an explosive shaped charge that directs most of its force in one direction. It possesses superior armor penetration, but its secondary blast is far less effective than a HE round of the same size. This ammunition includes similar types such as High Explosive Dual Purpose (HEDP) and High Explosive Squash Head (HESH).

Illumination: Illumination ammunition inflicts no damage; instead, its "damage result" is the number of rounds it burns in the air and its "blast increment" is the radius it lights up. Within this area, it is considered day for the purpose of determining visual range *(see page 350)*. Should an attack be made with this ammunition, the weapon's range increment decreases to 1/2 standard (rounded down), and with a hit, the target suffers fire damage equal to twice the ammunition's burn duration. This damage possesses the *armor-piercing (30)* quality.

Jacketed Hollow-Point (JHP): This ammunition is similar to full metal jacket, except that it contains a conical cavity in the nose that "mushrooms" in a target, transferring greater kinetic energy. A successful attack with a JHP bullet inflicts +1d4 damage, but doubles the target's damage reduction. Further, an attack with JHP ammunition always loses the *armor-piercing* quality.

Low-Explosive: This ammunition's damage is explosive *(see page 336)*, with a blast increment defined by its *blast* quality. It is not powerful enough to cause a target to fail more than 1 Damage save, however, even if the target fails by 10 or more *(see page 224 for more information about Damage saves)*.

Match Grade: This ammunition is used for competition targeting and precision sniping. It is factory tested to provide exact ballistic data that a shooter may use to compute each shot's destination. When a character knows the range to his target to a precision of +/–30 ft., he may take 1 full action to calculate the shot. Thereafter, if he makes an aimed and braced Standard Attack against the target before the range changes by more than 30 ft., he gains a bonus with his attack check equal to his Wisdom modifier (if positive).

Non-Lethal: This ammunition consists of rubber-coated steel balls, a single large "beanbag," or powdered metal compacted into a bullet. When this ammunition impacts a target, it applies all the concussive force of the attack with little penetration trauma. This ammunition is especially useful on airplanes and is employed extensively by Air Marshals. Non-lethal ammunition inflicts only subdual damage. Further, if an attack with non-lethal ammunition suffers an error, an opponent may spend 2 action dice to cause the attack to inflict lethal damage instead. Finally, if the attack generates more than 10 points of damage, it gains the *takedown* quality.

Rock Salt: This ammunition is the traditional rural remedy for trespassers, replacing a shot shell's pellets with salt, creating minor but painful wounds. Within 10 ft., rock salt inflicts lethal damage, as well as 1d10 stress damage per successful hit. At any greater range, it inflicts subdual damage and 1d6 stress damage per successful hit.

Sabot, Bullets: This ammunition consists of a small, dense dart (the penetrator) surrounded by a lightweight jacket (the sabot). When the bullet is fired, the sabot falls away within a few dozen yards of the muzzle, leaving the penetrator to travel on at extremely high velocity. Sabot ammunition grants the *armor-piercing (10)* quality to each attack made with it. If the attack already possesses the *armor-piercing* quality, this ammunition increases it by 5 (e.g. an attack with the *armor-piercing (4)* quality becomes an attack with the *armor-piercing (9)* quality).

Sabot, Shells: Unlike saboted bullets, which are designed for superior armor penetration, this ammunition increases a shotgun's range. This ammunition increases a shotgun's range increment by 50% (rounded up to the nearest 5 ft.).

Shot: This ammunition consists of multiple lead balls fired simultaneously from a single shell. When a character makes an attack with shot ammunition, he gains a +1 bonus with his attack check and Sharpshooting Basics as a temporary feat for that attack only. However, the attack's damage decreases by 1d4 per range increment after the second (e.g. 12-gauge shot inflicts 5d4 damage in the first and second range increments, 4d4 in the third, 3d4 in the fourth, and 2d4 in the fifth). Finally, if multiple characters occupy the same square and one of them is successfully attacked with shot ammunition, all others in the square suffer damage equal to 1/2 that inflicted on the primary target (rounded down).

Slug: This ammunition consists of a single massive cylinder of lead with no finesse or subtlety.

Smoke: This ammunition is used for concealment and signaling, releasing smoke with a blast increment listed in its qualities listing *(see Gas Spread and Dispersal, page 346)*.

Standard: This ammunition is standard for its type, applying no special rules to attacks made with it.

Tracer: This ammunition grants a +2 gear bonus with attack checks made as part of an Autofire action. However, all Notice or Search checks made to locate the shooter are automatically successful.

WP (White Phosphorus): This ammunition burns at approximately 2,000° C and cannot be extinguished in the presence of oxygen. In addition to its damage, WP ammunition also operates like smoke ammunition of the same size.

ACCESSING DATABASE...

CHAPTER 5>>COMBAT_



CHAPTER 5 - COMBAT

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INTRODUCTION

This chapter begins with the order of combat. Then come the basic rules for movement, attacking, and injury and death, followed by conditions that may apply to any character, special combat rules, and an alphabetical list of every available combat action.

THE ORDER OF COMBAT

Each combat is carried out in seven steps, as follows.

STEP 1: FLAT-FOOTEDNESS

Unless a character intentionally enters a combat after it begins, he begins the fight *flat-footed (see page 342)*.

STEP 2: BASE ENCOUNTER DISTANCE

The base distance between two or more groups is determined by their location and the current visibility, as shown on Table 5.1: Base Encounter Distance *(see below)*.

STEP 3: INITIATIVE CHECKS

Each time a character enters any combat for the first time (whether he entered the combat intentionally or not), he makes an Initiative check by rolling 1d20 and adding his Initiative bonus *(see page 60)*. The result is the character's **Initiative Count**. A character cannot score a threat or error with an Initiative check.

The GC may either make one Initiative check for all opponents, or separate the opponents into two or more groups and make an Initiative check for each. The first option makes things run faster, but it can unbalance combat — especially if the opponents' Initiative Count is particularly high or low.

Special Note: Action dice may only be spent to boost an Initiative check; a character's Initiative Count may not be boosted with action dice once combat begins.

STEP 4: SURPRISE ROUND

Each combat begins either with no involved groups aware of each other, or some groups aware of each other, or all groups aware of each other, with the following effects.

TABLE 5.1: BASE ENCOUNTER DISTANCE

Circumstance	Base Encounter Distance*
Location	
Indoors	Line of sight
Aquatic, plains, or desert	6d6 × 20 ft.
Arctic, forest, or outdoor urban	4d6 × 10 ft.
Jungle or swamp	2d6 × 10 ft.
Mountains or underwater	6d6 × 5 ft.

* The base encounter distance may not exceed the highest visual and hearing ranges in all groups. If it does, then the base encounter distance is automatically reduced to the highest visual or hearing range of any character in any group.

NO GROUPS AWARE OF EACH OTHER

In this type of encounter, two or more opponent groups happen upon one another unexpectedly, offering the group that reacts first a chance to get the drop on everyone else.

Each group makes an opposed team Blend/Stealth or Sneak/Hide check, as appropriate, applying all modifiers listed in the relevant skill check description. Each member of the group with the highest result may take 1 free action, 1 half action, or 1 full action during a **surprise round**.

SOME GROUPS AWARE OF EACH OTHER

In this type of encounter, one or more groups have prepared an ambush for their opponents, or happened into a situation that might be manipulated to their advantage. Any group trying to conceal its presence or a sudden action is referred to as an **acting group**.

Each group makes an opposed team Blend/Stealth or Sneak/Hide check, as appropriate, applying all modifiers listed in the relevant skill check description. If the acting group wins this opposed skill check, each of its members may take 1 free action, 1 half action, or 1 full action during a surprise round; otherwise, no surprise round occurs.

ALL GROUPS AWARE OF EACH OTHER

In this type of encounter, all groups begin in full view or with full knowledge of their opponents' locations or intentions, and may react accordingly. No surprise round is possible.

PARTIAL GROUP AWARENESS

In some cases, the GC may determine that only some characters may participate in their groups' surprise round skill check. Any characters who do not make the check may not benefit from surprise round actions.

RUNNING A SURPRISE ROUND

Surprise round actions occur in Initiative order (beginning from the eligible character with the highest Initiative Count and ending with the eligible character with the lowest Initiative Count).

A full action gained during a surprise round may **not** be split into 2 half actions, nor any character take more than 1 free action during a surprise round.

STEP 5: COMBAT ROUND

During each 6-second combat round, each character may take either 1 **full action** or 2 **half actions**. These actions occur in Initiative order, beginning with the character who has the highest Initiative Count and ending with the character who has the lowest Initiative Count. When two or more characters' Initiative Counts are equal, the character with the highest Initiative bonus acts first. If both characters' Initiative bonuses are the same as well, the characters each roll 1d20 and the character with the highest result acts first (re-rolling ties).

Additionally, each character who doesn't take any other move action during the round may take 1 **bonus 5-ft. step** during his Initiative Count.

Finally, each character may take any number of **free actions** during his Initiative Count, until the GC determines that he's reached his free action limit. A free action is any activity that doesn't affect the character's ability to take 2 half actions or 1 full action during the same round. A typical free action can easily be performed simultaneously with another action (e.g. talking), or may be accomplished

nearly by reflex (e.g. waving a hand at a motion sensor to open an automatic door). Each character's free action limit is arbitrary and entirely subject to the GC's view of the current round.

For a list of standard combat actions, see page 352. Most characters may also take a variety of other actions using skills, class and feat abilities, and other character options and rules.

Unless otherwise specified, a character may divide 1 full action **skill check** into 2 half actions, taking one as his last action during a round and the other as his first action during the following round. All skill check and associated rolls are made when the check is resolved. This option is **not** available with attack checks, which must be completed during the round they begin.

Likewise, unless otherwise specified, a character may combine 2 half actions gained from different sources to take 1 full action. All restrictions placed on either or both half actions apply to the resulting full action (e.g. if Surge of Speed is combined with another half action to take a full action, that full action may **not** be an attack).

Special Note: Occasionally, an option or rule allows a character to take an action at a time other than his Initiative Count. In these cases, the character may only take the action specifically prompted — he may not take any other action at the same time.

Another Special Note: Many character options and other game effects reduce the time it takes to perform an action. Unless otherwise specified, no action's required time may be reduced by more than 1 character option or game effect at a time.

STEP 6: FLUID INITIATIVE MODIFIERS

Some actions modify a character's Initiative Count, allowing him to act before or after other characters during later rounds. This adds an extra layer of strategy to each combat, giving each character greater control over the timing of his actions.

At the end of each combat round, each character's Initiative Count is modified as shown on Table 5.2: Fluid Initiative Modifiers *(see right)*, to a maximum increase of +10 or a maximum decrease of –10 during any single combat round (including the effects of all abilities, feats, and other applicable effects, as well as actions taken during the current round). The single exception to this rule is the Press action *(see page 358)*.

If a character's Initiative Count ever rises to 50 or more, his first action during the following combat round **must** be a Press action.

If a character's Initiative Count ever drops to 0 or less, three things happen, in the following order.

1. The character is sent *reeling (see page 342)*.
2. The character becomes *flat-footed (see page 342)*.
3. The character's Initiative Count increases by 20, or to 1 (whichever is higher).

Unless otherwise specified, each fluid initiative modifier may be applied more than once per combat round.

A character may **not** refuse a fluid initiative modifier, even if it forces him to take a Press action or sends him *reeling*.

Index Cards: Some people find it frustrating that fluid initiative changes the order of combat from round to round, but this is its primary strength, a way for tacticians to benefit from personal strategy. We recommend the use of index cards to track fluid initiative — simply track each combatant's Initiative Count on a separate card and reorder them at the start of each round.

STEP 7: REPEAT STEPS 5 AND 6

The second and subsequent combat rounds operate just like the first, except that the combatants act in revised Initiative order, after applying all fluid initiative modifiers from the previous round. Combat continues until the GC is satisfied that the current conflict is resolved.

TABLE 5.2: FLUID INITIATIVE MODIFIERS

Event	Count Modifier
Actions	
Aim	+1
Brace	+1
Called Shot trick	–5
Delay	–(Initiative Count decrease)
Kick	–2
Press	–20
Readied action	Initiative Count reset to current
Regroup	+(Int bonus + 5)
Stand Off	–5
Attacks and Movement	
Suffer a movement penalty due to terrain *(see page 325)*	–2
Fire a 1-handed weapon with 2 hands	–2
Fire a tactical weapon	–2
Use a weapon without the appropriate proficiency	–4*
Take 1 or more final attacks	–2 per attack
Suffer a critical miss or failure	–2 per action die spent
Score a Triumph	+10
Conditions†	
Bleeding	–1 per round
Fatigued during the current round	–3
Exhausted during the current round	–10
Shaken II during the current round	–2
Suffer a critical injury	–10
Injuries	
Lose 1 or more wounds	–2**
Suffer a critical hit and losing 1 or more wounds	–5**
Suffer 1 or more points of electrical damage	–(amount of damage)
Skill Checks and Saving Throws	
Fail a Sense Motive check to resist a Diversion action	–1d4 (or –2d4 with critical)
Fail a saving throw	–2
Fail a saving throw to resist stress damage	–5
Fail a saving throw to reduce explosive damage	–5

* This modifier is applied only once for each applicable weapon the character uses during each combat round, regardless of how many times he uses the weapon.

** These modifiers do not stack when they apply to the same injury (i.e. a critical hit that inflicts 1 or more wounds reduces the character's Initiative Count by only 5, not 7).

† These modifiers apply even if the triggering combat condition ends during the same round. Each condition modifier may apply only once during each round, however.

MOVEMENT

To accurately represent movement and position, it's easiest to use a miniature figure to represent each character and opponent. By placing these miniatures on a grid of 1-in. squares, you can easily eliminate arguments about line of sight, cover, and range. The standard scale used in this book is 5 ft. per 1-in. square.

Special Note: For players more comfortable with the metric system, the standard scale is close to 2m per 1-in. square.

SPEED

A Medium character possesses a base Speed of 30 ft., meaning that he can move 30 ft. during each standard half-action move, or a total of 60 ft. if he spends both his half actions during a round performing Standard Move actions *(see page 354)*.

Encumbrance, wearing armor, and other factors often reduce the distance a character may move during a standard half-action move.

Special terrain modifies the distance a character moves, as shown on Table 5.3: Special Surface Speeds *(see below)*. Obstacles and specific terrain features may further define or restrict movement, as noted in certain skill descriptions and with each map (and per the GC's discretion).

DIAGONAL MOVEMENT (THE "5/10 RULE")

When a character moves diagonally for the first time during any single move action, the distance traversed is considered 5 ft. of his total move. When a character moves diagonally for the second time during any single move action, however, the distance traversed is considered 10 ft. of his total move.

The third and all subsequent odd-numbered diagonal movements again count as 5 ft. of the character's total move for the round, while all even-numbered diagonal movements count as 10 ft. of his total move.

STATIC INITIATIVE

The fluid initiative system allows for great tactical flexibility, but also requires the GC or the players to keep track of each character's current Initiative Count. The GC may desire a faster, more streamlined Initiative system — particularly if he and his team are new to RPGs. To play with 'static' or 'classic' Initiative, make the following changes to the scripted Initiative system.

- After each character makes an Initiative check, his Initiative Count is only affected by the Regroup action and applicable character options.
- No character's Initiative Count may fall below 1, or rise above 20 + his Initiative bonus.
- No character may take the Press action, nor may he be sent reeling *(see pages 356 and 342, respectively)*.

With these changes in place, Initiative is largely set by a single roll at the beginning of each combat.

These rules apply when the character takes any diagonal move, whether it's taken along with straight moves or not. A character may combine straight and diagonal moves to reposition around a round obstacle or to circle around an opponent, so long as every other diagonal move taken counts as 10 ft.

Example: Kevin possesses a Speed of 30 and performs a standard half-action move. He could move six 5-ft. squares in a straight line, following a row or column of the map grid (6 × 5 ft.) or he could move up to 4 squares diagonally (5 ft. + 10 ft. + 5 ft. + 10 ft.). He could also move 1 square diagonally and then move 5 squares in a straight line (6 × 5 ft.) or he could move 1 square diagonally, then 3 squares in a straight line, then 1 last square diagonally (5 ft. + 15 ft. + 10 ft.).

TABLE 5.3: SPECIAL SURFACE SPEEDS

Terrain	5-ft. Move Becomes*	Effect
Barbed/concertina/razor wire	15 ft.	Reflex save (DC 15) or suffer 1d6 lethal damage
Cluttered surface	10 ft.	None
Ice	5 ft.	Acrobatics/Balance check required *(see page 106)*
Ladder (per 5 ft. of height)	5 ft.	Ascending a ladder as part of a move is diagonal movement *(see above)*
Mud, knee-deep	15 ft.	None
Mud, waist-deep	30 ft.	None
Snow (up to 2 ft.)	5 ft.	None
Snow (more than 2 ft.)	10 ft.	None
Stairs	5 ft.	Ascending stairs as part of a move is diagonal movement *(see above)*
Step (up to 3 ft.)	5 ft.	None
Step (3–5 ft.)	10 ft.	None
Step (more than 5 ft.)	—	Athletics/Climb check required *(see page 113)*
Water, knee-deep	5 ft.	Acrobatics/Balance check required *(see page 106)*
Water, waist-deep	10 ft.	None
Window (up to 3-ft. × 3-ft.)**	10 ft.	With a successful free action Acrobatics/Tumble check (DC 15), the character uses only 5 ft. of Speed to get through a window
Window (more than 3-ft. × 3-ft.)**	5 ft.	None

* This is the amount of Speed used to move 5 ft. across each terrain. A bonus 5-ft. step may not be taken across any terrain that doubles or triples the movement required to traverse it.

** If the window is closed, character suffers 1d2 lethal damage, which may be negated with a successful Acrobatics/Tumble check (DC 15).

When a character takes two separate move actions during the same round, this rule is applied to each action separately.

Example: Kevin's Speed is reduced by 10 ft. due to terrain. With his first half-action move, he makes 3 diagonal moves (5 ft. + 10 ft. + 5 ft.). The first diagonal move of his second half-action move action is considered to be 5 ft., even though it's taken immediately after another 5-ft. diagonal move.

Distance between characters and points on the map grid are likewise calculated using this rule. *For an example of how it's applied to circular effects, see the Blast Diagram on page 344.*

BONUS 5-FT. STEP

If a character takes no other move action, he gains 1 bonus 5-ft. step in addition to all other actions he takes during a round. This 1-square move may be taken at any time during his Initiative Count — before, during, or after any of the character's non-movement actions. Once a character takes a bonus 5-ft. step, he cannot take any other move action during the same round.

SQUARE OCCUPANCY

Unless otherwise specified, only 1 character of Medium or greater Size may occupy any 1 square at a time. Up to 2 Small characters, 4 Tiny characters, 8 Diminutive characters, 16 Fine characters, or any number of Nuisance characters may occupy any 1 square at a time.

A character may move through an occupied square only when one of the following conditions applies.

1. The square's occupant is a teammate or an ally *(see page 29)*.
2. The square's occupant is *bound*, *flat-footed*, *helpless*, *hidden*, *invisible*, *stunned*, *unconscious*, or *dead (see page 340)*.
3. The character's Size is Tiny or smaller.
4. The character's Size is 3 or more categories larger or smaller than the square's occupant.
5. The character makes a successful Acrobatics/Tumble check *(see page 109)*.

For more about Size, see page 347.

ADJACENCY

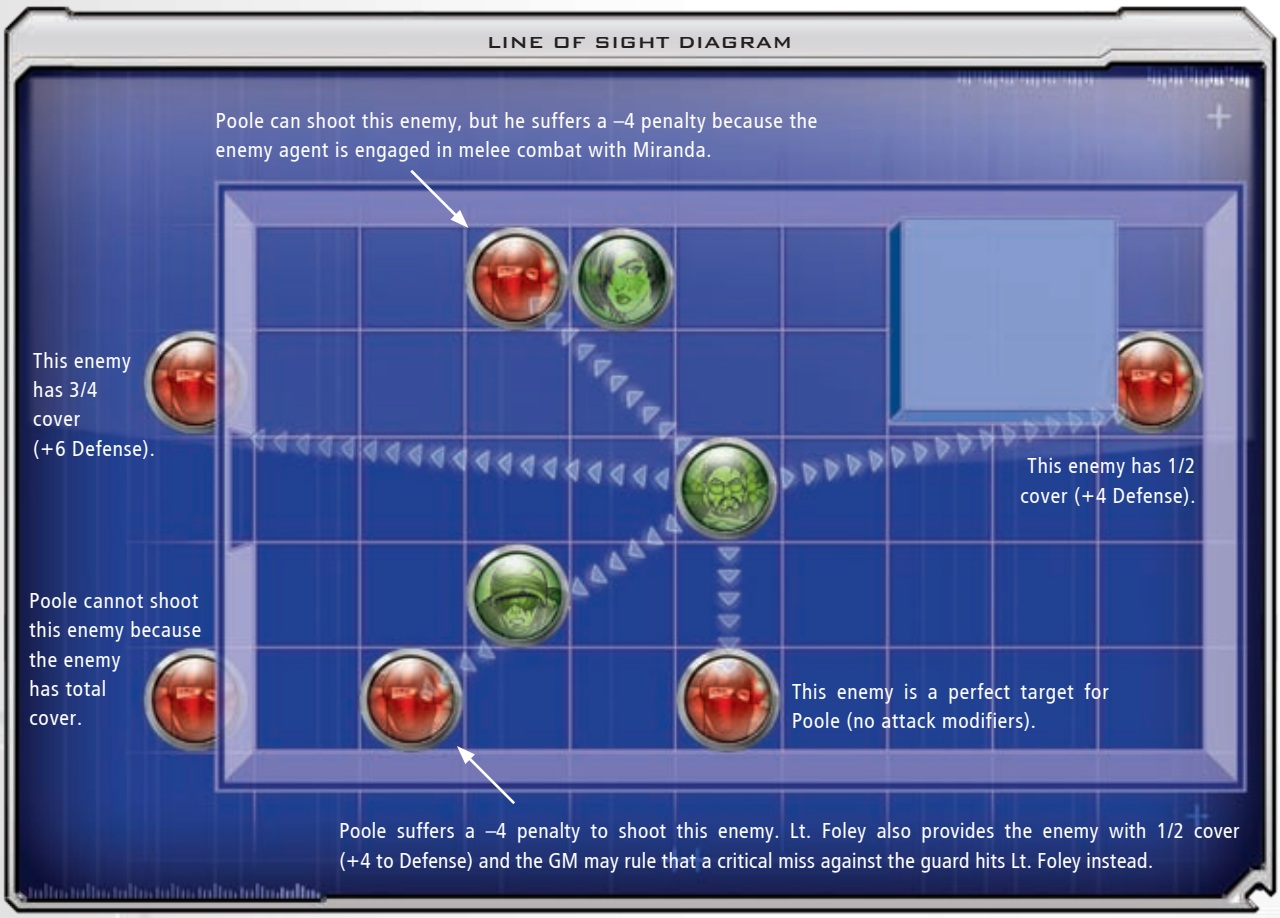
A character is considered adjacent to another when the two characters occupy immediately touching squares with no intervening obstruction.

MOVEMENT RESTRICTIONS

When a character moves into a square adjacent to an opponent who is not *bound*, *flat-footed*, *helpless*, *hidden*, *invisible*, *stunned*, *unconscious*, or *dead*, he must stop moving.

Further, while adjacent to such an opponent, a character may **not** take any movement action other than Withdraw *(see page 361)*. He **may** take his bonus 5-ft. step.

LINE OF SIGHT DIAGRAM



ATTACKS

Ultimately, every character's goal in combat is to prevent opponents from hurting him. This typically involves putting them out of commission before they return the favor.

LINE OF SIGHT

An opponent is considered to be within a character's line of sight if he is within the character's visual range and no obstacles completely obscure him from the character's view *(see the diagram on page 326 for several examples)*. This diagram also illustrates the effects of cover, which are explained in detail on page 345.

PHYSICAL RANGE

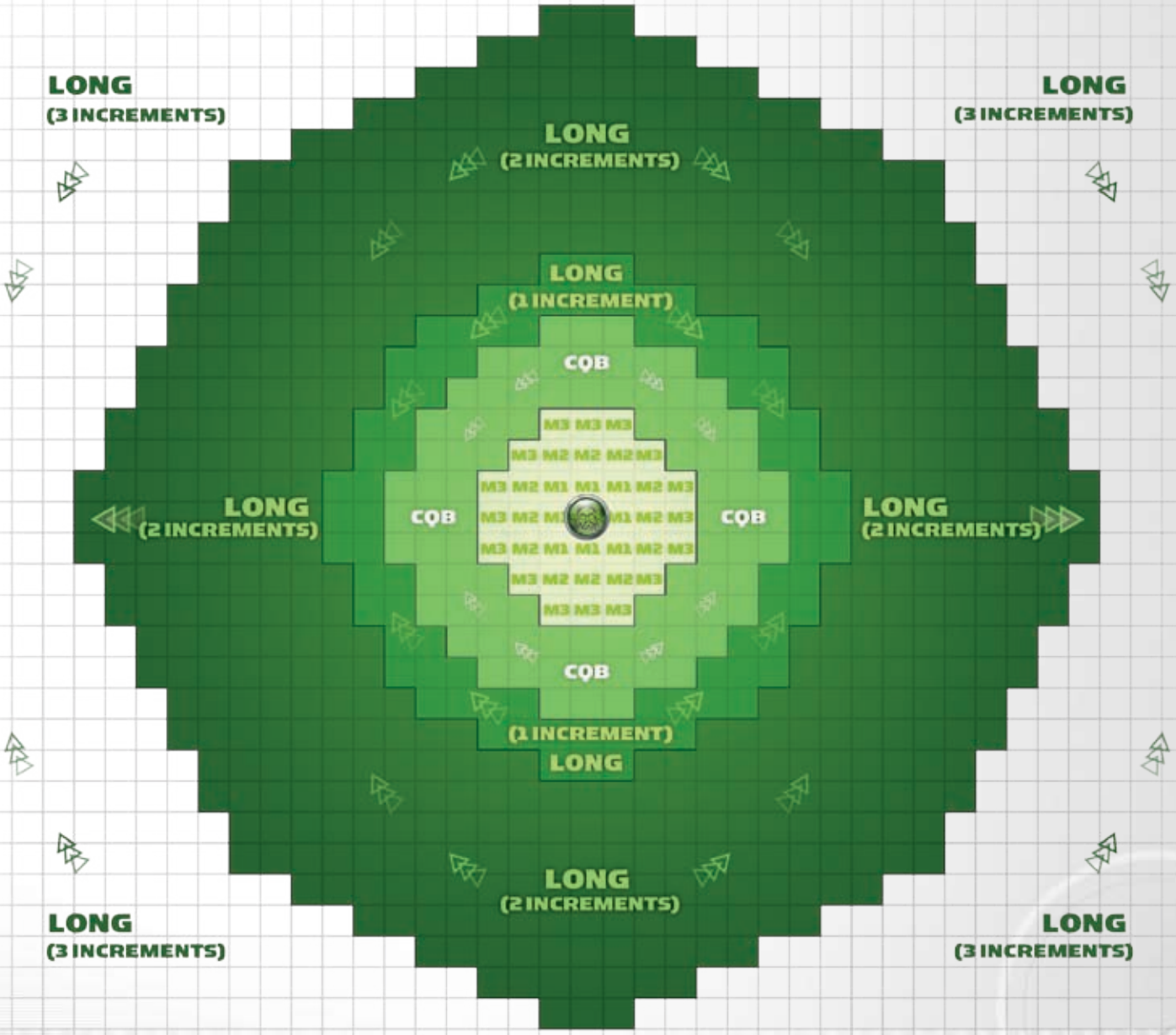
In *Spycraft 2.0*, each opponent is located at one of three ranges.

Melee Range (Reach): A character's Reach is based on his Size *(see page 347)*. For most (Medium) characters, this is 1 square. At any time, each opponent within a character's Reach — for a Medium character, in an adjacent square — is within the character's Melee Range. Further, when 1 or more opponents are located within a character's Reach, the character is "engaged in melee combat," even if he isn't directly fighting with nearby opponents.

Close Quarters Battle (CQB) Range (Beyond Reach, up to 30 ft.): "Close quarters battle range," or "CQB Range," is a flat 30 ft. out from the character in all directions. At any time, each opponent beyond a character's Reach yet still within 30 ft. is within the character's CQB Range.

Long Range (More Than 30 ft.): At any time, each opponent beyond 30 ft. away from a character is within the character's Long Range.

See the diagram below for an illustration of these ranges in action.



COMBAT MODIFIER TYPES

Modifiers can apply to nearly any statistic during combat, from an attack check to Defense to damage. For your convenience, here's a complete list of *Spycraft 2.0* combat modifier types, their ranges, and when they come into play.

Discretionary: The GC applies these modifiers to reflect miscellaneous circumstances in the situation and environment. Discretionary modifiers range from –4 to +4.

Dodge: Feats and actions offer these bonuses, which represent the ability to stay out of the path of an attack. Unlike all other named bonuses, dodge bonuses *do* stack. When a character is *vulnerable*, he also loses all dodge bonuses. Dodge bonuses range from +1 to +6.

Insight: Origins, class abilities, and feats offer these bonuses, which represent keen understanding. Insight bonuses range from +1 to +6.

Gear: Gear and gadgets offer or trigger these modifiers, which range from –4 to +4.

Morale: Class abilities and other effects that affect confidence apply these modifiers, which range from –4 to +4.

Size: The size of a character or object affects his or its Defense and attack checks (with modifiers ranging from –16 to +16), as well as Blend/Stealth and Sneak/Hide checks (with modifiers ranging from –20 to +20).

FIRING INTO OR OUT OF MELEE

When a character makes a ranged attack against an opponent who is engaged in melee combat, he suffers a –4 penalty and his error range increases by 2.

Also, when a character makes a ranged attack while he is engaged in melee combat, he suffers a –4 penalty and his error range increases by 2.

A character who makes a ranged attack against a character with whom he is engaged in melee suffers *all* of these penalties (i.e. he suffers a –8 penalty and his error range increases by 4).

THE STANDARD ATTACK CHECK

When a character attempts to hit an opponent, he makes a "Standard Attack check." Each attack check may represent one attack or multiple attacks made during the same amount of time (e.g. it may represent a single punch, or a flurry of blows granted by a feat ability).

The player rolls 1d20 and adds his appropriate attack bonus to obtain an **attack check result** *(see page 59 for details about a character's attack bonuses)*. If the result equals or exceeds the target's Defense, the character hits and inflicts damage; otherwise, he misses.

UNTRAINED ATTACK CHECKS

When a character makes an attack for which he doesn't possess the appropriate proficiency, he is considered "untrained." Any character may make an untrained attack check, but his error range increases by 2 and his Initiative Count drops by 4 *(see page 324)*.

FIRING INTO OR OUT OF MELEE DIAGRAM



FINAL ATTACKS

Feats and other character options may grant 1 or more "final attacks" in special situations. By and large, the relevant character option describes what a character must do to gain the final attack(s) and what restrictions are applied.

Each final attack is a free-action Standard Attack *(see page 354)*. The character may apply tricks to this attack, but may not adjust the attack nor combine it with other actions in any way.

A final attack may never grant more than 1 attack, even when a character option permits multiple attacks as a result of 1 half action.

DEFENSE

A character's Defense is equal to 10 + the sum of the Defense bonuses he gains from each class level + his Dexterity modifier *(see page 16)*.

An item's Defense is equal to 5 + its Size modifier (if stationary), 10 + its Size modifier (if moving), or its holder's total Defense bonus + its Size modifier (if carried).

A square's Defense is 15, whether it's occupied or not (and even if a character is adjacent to it).

THE DAMAGE ROLL

When an attack hits, the weapon used determines the damage inflicted.

No Weapon (Unarmed Attack): If the attacking character possesses the Unarmed proficiency, he inflicts a base 1d4 lethal damage; otherwise, he inflicts a base 1d3 subdual damage. In both cases, he applies his Strength modifier.

Weapon: The character inflicts the weapon's base damage *(see page 224)*. With a melee attack or a non-explosive hurled attack, he applies his Strength modifier. Unless otherwise specified, a weapon inflicts lethal damage.

In all cases, character options, combat actions, and other effects may modify the base damage, though aside from damage reduction *(see page 332)*, no penalty or combination of penalties may reduce the damage from any attack below 1.

Occasionally, bonuses or multipliers may apply to a character's damage. When 1 or more bonuses and multipliers apply to the same damage total, flat bonuses are applied before multipliers while variable bonuses — i.e. all rolled bonuses — are applied after.

Example: Kevin's base damage is 1d6 and he benefits from a +2 bonus to damage, 1 die of sneak attack damage, and a ×2 multiplier. He rolls a 4 with his base damage die and a 2 with his sneak attack damage die, so his total damage is 14: ((4 + 2) ×2) + 2.

For the effects of damage, see Injury and Death, page 331.

COMBINING MULTIPLIERS

When two or more multipliers apply to any value, the multipliers do *not* multiply one another; instead, they are added together, subtracting 1 for each multiplier beyond the first.

Example: Two multipliers apply to a character's damage roll: ×2 and ×5. The total damage multiplier is ×6, **not** ×10.

SPECIAL ATTACK RESULTS

Unless otherwise stated, three special results are possible with every attack check, as follows.

THREATS AND CRITICAL HITS

Every attack possesses a threat range. The threat range of all attacks begins at 20, though it may increase or decrease due to feats, conditions, and other factors.

When a character hits with an attack *and* rolls a natural number within his threat range (an actual roll of the number on a d20), he scores a **threat** — a potential critical hit.

If a threat range is "reduced beyond" 20, the attacker may not score a threat with the attack.

Example 1: A character possesses the Finesse Mastery feat, which increases his threat range by 1 when making melee attacks. His threat range with these attacks is 19–20.

Example 2: A character attacks an opponent who possesses the Tough Luck feat, which reduces his threat range by 1. The acting character has no threat range with this attack check and therefore may not score a threat.

To activate a threat as a critical hit, the character must spend 1 or more action dice. A critical hit overrides a threat, negating the threat's effects and replacing them with the effects of a critical hit. Also, most of the time, a critical hit has the following effects on the damaged character or item (certain actions and situations may prompt alternate critical hit results, as noted in their descriptions). *For more information about standard and special characters, see page 441.*

- *Special Character (1 or more remaining vitality points):* The attacking character may spend 1 action die to apply the damage directly to the target's wound points. Instead, if the damage exceeds the target's Constitution score, the attacking character may spend 2 action dice to inflict a critical injury, as shown on Table 5.5: The Table of Ouch *(see page 332)*. The character may *not* invoke both of these effects.
- *Special Character (0 remaining vitality points):* In addition to the standard effects of applying the damage *(see page 331)*, the attacking character may spend 1 action die to inflict a critical injury, as shown on Table 5.5: The Table of Ouch *(see page 332)*.
- *Standard Character/Vehicle /Gear:* The attacking character may spend 1 to 4 action dice to cause the target to automatically fail the same number of Damage saves (in addition to the standard rolled save prompted by damage inflicted by the attack). In the case of standard characters, animals, and most gear, 1 action die is enough to eliminate the target.

If the character chooses to spend no dice, the attack check remains a threat. Many character options and weapons provide additional benefits when a threat is scored.

Unlike in *Spycraft 1.0* and most d20 games, a natural 20 is **not** an automatic hit; a character's attack result must equal or exceed the target's Defense in order to hit.

Special Note: When a standard NPC scores a threat with an attack check, it may only be activated as a critical hit if the NPC possesses the *treacherous* quality *(see page 451)*.

ERRORS AND CRITICAL MISSES

Every attack possesses an error range. The error range of all attacks begins at 1, though it may increase or decrease due to feats, conditions, and other factors. An error range may not decrease below 0.

When a character misses with an attack *and* rolls a natural number within his error range (an actual roll of the number on a d20), he suffers an **error** — a potential critical miss.

Example 1: A character is targeted with the Black Cat feat, which increases his error range by 2. The character's error range is 1–3.

Example 2: A Soldier with the *no worries* ability makes an attack check. The ability decreases his error range by 2. The Soldier's error range with the check is 0.

To activate an error as a critical miss, the character's opponent — usually the GC — must spend 1 or more action dice. A critical miss overrides an error, negating the error's effects and replacing them with the effects of a critical miss. It can also have a variety of effects, as shown on Table 5.4: Critical Miss Effects *(see below)*. Certain actions and situations may prompt alternate critical miss results, as noted in their descriptions.

If the character's opponent chooses to spend no dice, the character's attack check remains a standard failure and an error. Many character options cannot be activated in the event of an error, and some character actions may only target opponents that score an error.

Unlike in *Spycraft 1.0* and most d20 games, a natural 1 is **not** an automatic miss; a character's attack result must be lower than the target's Defense in order to miss.

Special Note: Any negative attack check result operates like an error and may be activated as a critical miss.

TRIUMPHS

When a character scores a total result of 75 or higher with an attack check, he scores a "Triumph." This is a defining martial accomplishment on the order of an impossible shot, or a totally original combat maneuver that others will strive for decades to repeat. Scoring a Triumph is the highest possible accolade in *Spycraft 2.0* and reason for reverent celebration.

No Triumph should go by unnoticed; neither should one fade quickly. Triumphs are the stuff of legend and should find an honorable home in the GC's setting — perhaps as a recurring NPC-driven story growing more and more outlandish over time, maybe as something upon which high-ranking NPCs commend the

TABLE 5.4: CRITICAL MISS EFFECTS

Situation/Action Dice Spent*	Min. Error Range**	Effect
Unarmed Attack		
1	1	Character trips and becomes *sprawled*
2	1	Character knocked against scenery (1d6 subdual damage)
3	1–2	Character disoriented (*stunned* until end of Initiative Count during following round)
4	1–3	Character knocked against scenery (2d6 subdual damage)
Melee Attack		
1	1	Character drops weapon in his square (1 half action to pick it up)
2	1	Weapon stuck in scenery (1 full action required to free it)
3	1–2	Weapon *broken* (useless until repaired)
4	1–3	Weapon *destroyed* and attack hits character
Hurled Attack		
1	1	Character drops non-explosive weapon in his square (1 half action to pick it up)
2	1	Weapon goes wild (GC adjusts deviation by up to 6 squares in any direction)
2	1–2	Attack hits other character or bystander adjacent to target†
3	1–2	Weapon *broken* (useless until repaired)
4	1–3	Attack hits other character or bystander within 30 ft. of target†
4	1–3	Character drops explosive weapon in his square (1 half action to pick it up)
Firearm/Heavy Weapon Attack		
1	1	Dud round or misfire (aiming/bracing benefits lost; 1 half action to clear)
2	1	Jam or malfunction (aiming/bracing benefits lost; 1 full action to clear)
2	1–2	Attack hits other character or bystander adjacent to target†
3	1–2	Weapon *broken* — e.g. broken firing pin (useless until repaired)
4	1–3	Attack hits other character or bystander within 30 ft. of target†
4	1–3	Weapon *destroyed* — e.g. chamber explosion — and character injured (2d6 lethal damage and Fort save (DC 20) or become *blinded* for 1d4 rounds)

* The character's opponent may trigger only one critical miss effect per error.

** The attack's error range — after all modifiers are applied — must be equal to or wider than this range for the character's opponent to activate the critical miss effect.

† The GC chooses the target hit. This target may be the attacker.

team when they meet for the first time. The Game Control should always strive to pay tribute in his own way, using each Triumph as the gateway to greater flavor and roleplaying potential in his game.

But Triumphs are not merely flavor. They also offer the entire team a number of significant benefits, as follows.

- Once per mission *only*, the character scoring the Triumph *and each of his teammates* gains an additional +10% XP for the current mission, rounded up (this bonus is applied *after* the mission's base XP reward is multiplied by the character's career level or the team's Threat Level). This bonus stacks with any Crossroads Title benefits each character may already gain *(see page 53)*.
- Each time a Triumph occurs, the attack result is considered a 1-action die critical hit. The character may spend additional action dice to achieve a higher critical result.
- Each time a Triumph occurs, each standard opponent who witnesses the Triumph as it happens suffers 2d10 stress damage.
- Once per session *only*, each special opponent who witnesses the Triumph as it happens suffers 1d10 stress damage.
- Each time a Triumph occurs, each opponent who witnesses the Triumph as it happens — whether standard or special — must immediately make a Resolve/Morale check *(see page 147)*.

INJURY AND DEATH

Most often, a special character suffers **lethal damage**, which causes him to lose either **vitality points** or **wound points**. Standard characters, animals, and gear make Damage saves instead, as explain in a separate section below.

VITALITY POINTS

A character's class levels and Constitution modifier determine his vitality points *(see page 28)*. Vitality points are a mixture of endurance and luck, representing a character's ability to *avoid* injury. Losing vitality points does not represent actual physical damage but rather combat fatigue, as it gradually becomes more difficult for the character to avoid being physically injured. As a character's vitality points drop, he's edging closer to exhaustion and the possibility of a nasty wound.

WOUND POINTS

A character's wound points are usually equal to his Constitution score *(see page 28)*. Wound points represent a character's ability to *sustain* injury. As a character's wound points drop, he acquires abrasions, cuts, and eventually broken bones and worse.

VITALITY VS. WOUNDS

Players may envision their characters shrugging off countless bullet wounds, broken bones, and other injuries in *Spycraft 2.0*. After all, every hit must indicate some physical damage, right? Not exactly.

The vitality/wound system is intended to simulate the flow of a TV show or movie, in which the heroes dive through endless showers of lead before they suffer a single serious hit in the final segment. Likewise, a character's vitality points represent all the near misses he can wade through before he starts to suffer real injuries. When a character loses wound points — that's when the blood starts flowing.

APPLYING DAMAGE

Unless otherwise specified, when a special character suffers a standard hit, the damage is subtracted from his vitality points. When he suffers a critical hit, the damage is subtracted from his wound points.

A special character suffers no ill effects from damage until and unless one of the following circumstances occurs.

- When a character possesses no vitality points, all damage is applied directly to his wound points.
- When a character's vitality points decrease to 0, or his wound points are at less than maximum, he becomes *fatigued (see page 341)*. This condition is applied only once, even if both circumstances are true.
- When his wound points are reduced to 0, he falls *unconscious (see page 342)*.
- When his wound points are reduced to –1 or lower, he falls *unconscious* and begins *dying (see page 341)*.
- When his wound points drop to –10 or lower, he is *dead (see page 340)*.
- When his wound points drop to –25 or lower, his body is *destroyed (see page 340)*.
- When he suffers 25–49 points of damage in a single hit, he must make a Fortitude save (DC 1/2 the damage suffered, rounded down). With failure, he rolls 1d20 and adds the damage suffered, and then consults Table 5.5: The Table of Ouch to find his critical injury *(see page 332)*.
- When he suffers 50 or more points of damage in a single hit (of any type), he must make a Fortitude save (DC equal to 1/2 the damage suffered (rounded down)). With failure, he rolls 1d20 and adds the damage suffered, and then consults Table 5.5: The Table of Ouch to find his critical injury *(see page 332)*. Additionally, his wound points are reduced to –9, at which point he begins or continues to die as described earlier in this section.

NPC DAMAGE SAVES

Standard NPCs are intended to be "easy kill" mooks and other supportng characters, and suffer damage differently than special NPCs. Each standard NPC and animal possesses a Damage save bonus. Each time a standard NPC or animal suffers 1 or more points of damage, the NPC makes a Damage save against a DC equal to 10 + 1/2 the damage suffered (rounded down). A Damage save has no error or threat range.

Example: A minion has a Damage save bonus of +10. When the minion suffers 8 points of lethal damage, he must make a Damage save against a DC of 14, which means he must roll a 4 or higher to succeed.

A few conditional rules apply, as follows.

- If the damage inflicted has a blast increment *(see page 343)*, the NPC fails 1 additional Damage save per 10 full points by which the save is failed (e.g. if the save DC is 34 and the save result is 16, the NPC fails 2 saves).
- With a critical hit, the NPC automatically fails 1 Damage save per action die spent to activate the critical hit — in addition to the saves the NPC typically fails (e.g. if an NPC suffers a critical hit from a rocket launcher, fails his save by 22, and the attacker spends 2 action dice to activate the hit, the NPC fails a total of 5 saves).

When an NPC's Damage save is successful, he may suffer nicks and scratches but the attack has no mechanical effect. The damage lingers, however, and is cumulative with each subsequent injury until the NPC fails a Damage save or until the end of the current scene, whichever comes first.

Example: Following the previous example, a minion suffers an additional 9 points of lethal damage. He must make another Damage save with a DC of 18 (10 + (17 divided by 2, rounded down)).

When an NPC's Damage save fails, he suffers one of the following effects, as appropriate.

- If the NPC's most recent injury inflicted subdual or stress damage, he falls unconscious, waking up at a point determined by the GC.
- If the NPC's most recent injury inflicted lethal damage, he dies.

NPCs and animals with the *tough* quality must fail 2 or more Damage saves before these effects occur *(see page 451)*.

Example: A standard animal with a Damage save bonus of +4 suffers 15 points of lethal damage. It must make a Damage save against a DC of 18, which means it must roll a 14 or higher to stay alive. If the animal had the *tough (1)* quality, it could fail 1 save and remain alive, but it would die with the second failed save.

For more information about NPC damage, see page 452.

DAMAGE REDUCTION

Certain gear and abilities — including some animals' hides — grant "damage reduction," which allows a target to ignore some or all damage from each hit. Damage reduction differs from damage resistance in that it affects all damage types equally (with some infrequent exceptions, described later in this section).

When a target possessing 1 or more points of damage reduction suffers lethal damage, his damage reduction decreases the damage *before* it's applied.

Example: Kevin wears a tuxedo liner, which grants 2 points of damage reduction against melee attacks. He is hit with a melee attack and suffers 12 points of damage, but only 10 are applied.

Unless otherwise stated, whenever damage reduction reduces a damage total to 0, it also negates any special effects that accompany the damage.

Example: Kevin is hit with a poisoned knife, but his armor's damage reduction reduces the attack's damage to 0. Kevin brushes off not only the damage, but also the effects of the poison.

Damage reduction has the same effect on damage from standard and critical hits.

Damage reduction is commonly abbreviated as "DR X/Y," where "X" is the amount of damage reduction the character possesses against lethal damage inflicted by any attack and "Y" is a list of circumstances under which the damage reduction is negated. An entry of "—" indicates that no special circumstances negate the damage reduction; for instance, a character with armor granting "DR 2/—" has two points of damage reduction against lethal damage that no circumstances negate.

When damage possesses the *armor-piercing* quality, the target's DR temporarily decreases by the number listed in parentheses after the quality tag *(see page 301)*. The DR returns to its previous value immediately after the armor-piercing damage is applied.

BRUISING

Whenever DR reduces the damage from any one source of injury to 0 or less, the character suffers 1 point of subdual damage.

For more information about subdual damage, see page 339.

TABLE 5.5: THE TABLE OF OUCH

Result	Critical Injury	Surgery Check DC	Healing Time*
Up to 35	*Bleeding*†	20	1 scene**
36–40	Broken limb (lose use of arm or Speed reduced by 20 ft.)††	20	1d4 missions
41–45	Internal rupture (permanent –2 to highest of Str, Dex, or Con)††	25	1d4 missions
46–50	Maimed limb (lose use of arm or Speed reduced by 20 ft.)††	30	1d6 missions
51–55	Brain damage (permanent –2 to highest of Int, Wis, or Cha)††	35	1d4 missions
56–60	Massive system trauma (permanently *sickened*)	40	1d4 missions
61–65	Nerve damage (permanently *nauseated*)	45	1d3 missions
66–70	Spinal injury (permanently *paralyzed*)	50	1 missionΔ

* The character heals 1 increment before the start of each mission and for each full month of downtime. When an increment reaches 0, the critical injury heals naturally. The critical injury's healing time may decrease by 2 with a Medicine/Surgery check at the listed DC.
** This forgiving critical injury heals at the end of the current scene.
† The character suffers 1d8 stress damage whenever he gains this critical injury.
†† With a broken or maimed limb, the GC determines the limb affected. With an internal rupture or brain damage, the GC randomly determines which attribute is affected in the case of a tie.
Δ The character is assumed to receive surgery after the current mission.

DAMAGE RESISTANCE

Certain gear and abilities — including some animals' hides — grant "damage resistance," which allows a target to ignore some or all of a certain type of damage. Damage resistance differs from damage reduction in that it affects only one damage type at a time.

When a target possessing 1 or more points of damage resistance suffers the designated type of damage other than lethal (e.g. cold, collision, etc.), his damage resistance decreases the damage before it's applied.

Example: A polar bear has 2 points of cold resistance. It is hit and suffers 12 points of cold damage, but only 10 are applied.

Unless otherwise stated, whenever damage resistance reduces a damage total to 0, it also negates any special effects that accompany the damage.

Example: Acid damage is persistent and inflicts Charisma and stress damage. If damage resistance reduces acid damage to 0, however, the character does not suffer these additional effects.

Damage resistance has the same effect on damage from standard and critical hits.

If damage resistance and damage reduction both apply to any instance of damage, damage reduction is always applied before damage resistance.

HEALING

There are several ways a character regains lost vitality and wound points, including natural healing, assisted healing, special gear, and action dice. Regaining attribute damage is covered in its own section *(see page 17)*.

Special Note: No form of healing may raise your vitality or wound points above their standard maximums.

NATURAL HEALING

A standard character loses all accumulated damage at the end of every scene *(see page 332)*.

A special character (including any PC) regains 1 vitality point per career level per hour of rest, and 1 wound point per day of rest, so long as he restricts himself to light activities during that time (i.e. no combat).

In both cases, this healing occurs even if the character possesses 1 or more critical injuries.

Example: While resting, a 2nd-level character recovers 2 vitality points per hour and 1 wound point per day.

Special Note: Higher-level characters do not recover vitality points faster because they actually heal faster — they recover them faster because each vitality point is proportionally less of their total vitality.

ASSISTED HEALING

With a successful Medicine/First Aid check, a standard character loses 1/2 of all accumulated damage (rounded up). This check may also be used to patch up a special character, healing 1d4+1 subdual damage, 1d4+1 wound points, and a number of vitality points equal to his career level *(see page 141)*. In either case, each character may be targeted by this check only once per scene, no matter how many characters are available to attempt it.

With a successful Medicine/Treatment check, one character may double the healing rate of a special character for the current day *(see page 143)*. A standard character may not be targeted with this check.

SPENDING ACTION DICE TO HEAL

Outside combat, a standard character may spend and roll any number of action dice to reduce his accumulated damage by the total result of the action dice spent.

Outside combat, a special character (including any PC) may spend and roll any number of action dice to regain vitality or wound points. For each action die spent, the character regains either a number of vitality points equal to the action die's result or 2 wound points.

During combat, a character must take the Refresh action before he may spend 1 action die to regain vitality or wound points *(see page 359)*.

OTHER DAMAGE TYPES

The material throughout this section deals almost entirely with lethal damage, but this is only the most common method of injury — a character may suffer from many others. These damage types follow, each of which operates like lethal damage except as noted.

Special Note: Unless otherwise specified, all of the following damage types are also lethal — that is, they *also* inflict the effects described under Applying Damage *(see page 331)*. Further, a character may sometimes find himself suffering two or more damage types simultaneously (e.g. flash and bang damage, explosive and fire damage, etc.). In these cases, unless otherwise specified, each damage total and its effects are applied separately.

ACID DAMAGE

- Acid damage always possesses the *armor-piercing* quality, ranging from AP (1) to AP (20), as noted in each acid's description.
- When an armored character is hit by acid, roll 1d6: If the target wears partial armor and the result is 1–2, or he wears moderate armor and the result is 1–3, or he wears full armor and the result is 1–4, the acid attack hits the armor; otherwise, it hits the target's clothes and he doesn't benefit from the armor's damage reduction.
- With a threat or critical hit, the opponent may spend up to 3 action dice to cause the attack to hit an equal number of specific items the target carries. Each item hit by the acid must make a Damage save against the acid damage at the start of each round until the acid is washed away. If the character's armor fails its Damage save, its damage reduction doesn't apply to the acid damage.
- When any character is hit by acid, he must make a Reflex save against a DC equal to the acid damage suffered. The character may sacrifice one or both of the half actions he is typically allowed during his next Initiative Count to remove his armor or 1 item, gaining a +1 bonus with this save per half action sacrificed. If the save is successful, the acid damage is reduced to 1/2 before it is applied for the first time (rounded down). If the character removes his armor, its damage reduction doesn't apply to the acid damage.

- Acid damage is persistent. A character hit with it suffers its current damage at the start of each round. This damage is automatically reduced to 1/2 at the end of each round (rounded down). Additionally, for each full action the character spends washing the acid away with water, its damage is reduced to 1/2 (rounded down).
- Acid damage inflicts only one type of critical injury — each time a character suffers 25 or more points of acid damage from a single attack (even if the damage is applied over several rounds), he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Charisma damage (i.e. scarring).
- Each special character who loses 1 or more vitality or wounds to acid damage also suffers 1/2 as much stress damage (rounded down). A standard character suffers this stress damage each time he makes a Damage save against acid damage.
- Acid damage may **never** be converted to subdual damage.
- Action dice may *not* be spent to boost acid damage.

Example: Kevin is hit by an attack that results in a threat and inflicts 11 points of acid damage. He is wearing moderate armor (a flak jacket), so he rolls 1d6, with a result of 3. The armor is hit and must make a Damage save (DC 15). Kevin's opponent spends 1 additional action die to force a Damage save for Kevin's weapon as well, again with a DC of 15. The weapon's Damage save succeeds, but the armor's Damage save fails, so Kevin can't benefit from its damage reduction.

Kevin makes a Reflex save (DC 11). He sacrifices 1 half action to remove his armor, gaining a +1 bonus. He rolls a 7 and has a Reflex save bonus of +4, for a result of 12 — enough to reduce the acid damage by one-half to 5 before it's applied to his vitality and wounds. He has no damage reduction and loses 5 vitality, suffering 2 stress damage as well.

Having already acted during the current round, Kevin can't spend any time washing the acid off, and at the start of the following round, he loses an additional 2 vitality points and suffers an additional 1 stress damage. Also, when his Initiative Count comes around, he can take only 1 half action, so he can't effectively wash the acid away. At the start of the next round, another point of acid damage type is applied. This inflicts no additional stress.

During the next round, Kevin washes the last of the acid away, reducing the remaining damage from 1 to 0. In total, he suffered 8 points of acid damage and 3 points of stress damage from the attack.

BANG DAMAGE

- Bang damage does not affect characters who are *deafened*. Against a valid target, bang damage possesses the *armor-piercing* (all) quality.
- Bang damage tapers off *(see Blast, page 343)*.
- Bang damage is not applied to the target character's vitality and wounds and cannot inflict critical injuries; rather, it becomes a DC against which each character must make a Fortitude save. A character who fails this save becomes *stunned* for a number of rounds equal to 1/2 the difference between his result and the DC (rounded up), and *deafened* for twice the number of rounds he's *stunned*.
- Each character who suffers more than 20 points of bang damage also suffers the effects of the *takedown* quality *(see page 302)*.
- Each time a target becomes *stunned* from bang damage, he also suffers 1d4 stress damage.
- Action dice may *not* be spent to boost bang damage.

COLD DAMAGE

- Against a character, cold damage possesses the *armor-piercing* (all) quality; against all other targets, it does not. Some animals are resistant to cold damage.
- Cold damage is subdual, not lethal. Each time a character fails a Fortitude save to resist subdual damage inflicted by cold, he also becomes *fatigued* and suffers 1 point of temporary Constitution damage. A character may not recover from being *fatigued* or heal this attribute damage until he escapes the source of the cold damage.
- Cold damage inflicts only one type of critical injury — each time a character suffers 50 or more points of uninterrupted cold damage from a single source (even if the damage is applied over time), he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Constitution damage (i.e. lost extremities and a variety of general health issues).
- Cold damage is persistent. When produced by frigid air, cold damage is applied once every hour (at 1° to 30° F), every 10 minutes (at 0° to –49° F), or every 5 minutes (at –50° and below). When produced by freezing liquid, cold damage is applied once every minute (at 40° to 60° F), or every round (at 39° F and below). Cold damage does not drop over time unless the conditions producing it change (e.g. a blizzard ends). While not *fatigued*, a character may make 1 Survival (Wis) check (DC 20) per damage increment to double the time before damage is applied again. This check may never be re-tried.
- Action dice may *not* be spent to boost cold damage.

COLLISION DAMAGE

- Each person and each object involved in a collision suffers damage according to the Size and relative Speed of the colliding object and/or character, as shown on Table 5.6: Collision Damage *(see page 335)*. Characters may suffer subdual or lethal damage, while objects ignore subdual damage.
- When a moving object or character collides with an "immovable" object as defined by the GC (e.g. a large tree, brick wall, concrete-reinforced mailbox, etc.), the moving object suffers collision damage as if the Size of the immovable object were equal to that of the moving object.
- The damage applied to each person or object involved in a collision has the *armor-piercing* (X) quality, where "X" is equal to the collision's relative MPH divided by 10 (rounded down). This quality may be further modified by each object or person's Size, as shown on Table 5.6.
- Each character who loses 1 or more vitality or wounds to collision damage also suffers 1/4 as much stress damage (rounded down). A standard character suffers this stress damage each time he makes a Damage save against collision damage.

- Action dice may *not* be spent to boost collision damage.

Example: While standing still, Kevin is hit by a Large car going 40 MPH. He suffers 4d6 lethal damage with the *armor-piercing* (4) and *takedown* qualities. The damage rolled is 20 points, so Kevin also suffers 5 points of stress damage.

The car, on the other hand, suffers only 4 lethal damage with the *armor-piercing* (4) quality.

CONTAGION DAMAGE (CHEMICAL, DISEASE, POISON, RADIATION)

- Contagion damage only affects characters. Further, a contagion does not initially inflict numerical damage and cannot inflict critical injuries, but rather represents potential exposure and a variety of subsequently debilitating effects *(see pages 287–288)*.
- When a contagion is delivered by contact, an unwilling target is exposed with a successful melee or unarmed attack.
- When a contagion is delivered by ingestion, a target is exposed when he consumes contaminated edibles or fluids.
- When a contagion is delivered by injury, an unwilling special character is exposed if the lethal damage from a prepared attack with a contaminated weapon reduces his wound points by 1 or more (after damage reduction and resistance are applied). An unwilling standard character is exposed when he makes a successful Damage save by 5 or less. Alternately, either character type may be exposed with a prepared syringe and a successful Called Shot action *(see page 355)*.
- When a contagion is delivered by inhalation, an unwilling target is exposed when he breathes contaminated air, commonly because he's failed a Fortitude save to hold his breath *(see page 349)*.
- Contact- and inhalation-delivered diseases may be **contagious**. A character is exposed if he comes in contact with any person infected with a contact-delivered contagious disease, or lingers within 100 ft. of a person infected with an inhalation-delivered contagious disease for 10 rounds or more.
- A *held*, *helpless*, *sleeping*, or *unconscious* target may be exposed to any contagion with 1 half action. This requires a ready method of delivery (i.e. an infected weapon, a syringe containing the contagion in solution, etc.). Contagion damage delivered in this fashion has the *armor-piercing* (all) quality.
- Each exposed character incubates the contagion for its Primary Onset Time, after which he must make a Fortitude save against its Primary Phase Save DC. With success, he shrugs the entire contagion off and is no longer subject to its effects. With failure, he suffers the listed Primary Damage/Effect and incubates the contagion to its Secondary Onset Time, when he must make a second Fortitude save, this time against the Secondary Phase Save DC. With success, he shrugs the contagion off and is no longer subject to its effects. With failure, he suffers the listed Secondary Phase Damage/Effect and incubates the contagion to its Secondary Onset Time, when he must make a third Fortitude save, this time against the Secondary Phase Save DC. This cycle continues until the character successfully saves against the Secondary Phase DC, dies, or the cycle otherwise naturally ends (per the specific contagion's description).
- Any character who is exposed to a contagion's antidote automatically recovers.
- Each time a character loses 1 or more attribute points to contagion damage, he also suffers an equal amount of stress damage.
- When a character is exposed to 2 or more doses of the same contagion, he suffers a –1 penalty with saves made against the contagion for each dose to which he's exposed beyond the first (maximum penalty –10).
- Action dice may *not* be spent to boost contagion damage.

ELECTRICAL DAMAGE

- Electrical damage always possesses the *armor-piercing* (X) quality, where "X" is equal to the unmodified electrical damage. Some gear is resistant to electrical damage.
- Electrical damage is subdual, not lethal. Each time a character fails a Fortitude save to resist subdual damage inflicted by electricity, he becomes *nauseated* for 1d6 rounds and suffers a penalty to his Initiative Count equal to 1/2 the electrical damage (rounded down). If this sends the character *reeling (see page 342)*, it instead knocks him *unconscious* for a number of minutes equal to the amount by which his Initiative Count drops below 0 (e.g. if the character's Initiative Count drops to –3, he falls unconscious for 3 minutes).

TABLE 5.6: COLLISION DAMAGE

Object/Character Size	Object Damage per 10 MPH	Character Damage per 10 MPH	Armor-Piercing Quality*
Fine and smaller	None	None	N/A
Diminutive	1 subdual	None	–4
Tiny	1d2 subdual	1 subdual	–2
Small	1d4 subdual	1d2 subdual	–1
Medium	1d4 lethal	1 lethal	+0
Large	1d6 lethal	1d3 lethal	+1**
Huge	1d8 lethal	1d4 lethal	+2**
Gargantuan	1d12 lethal	1d6 lethal	+4**
Colossal	2d10 lethal	1d10 lethal	+6**
Enormous	2d12 lethal	1d12 lethal	+8**

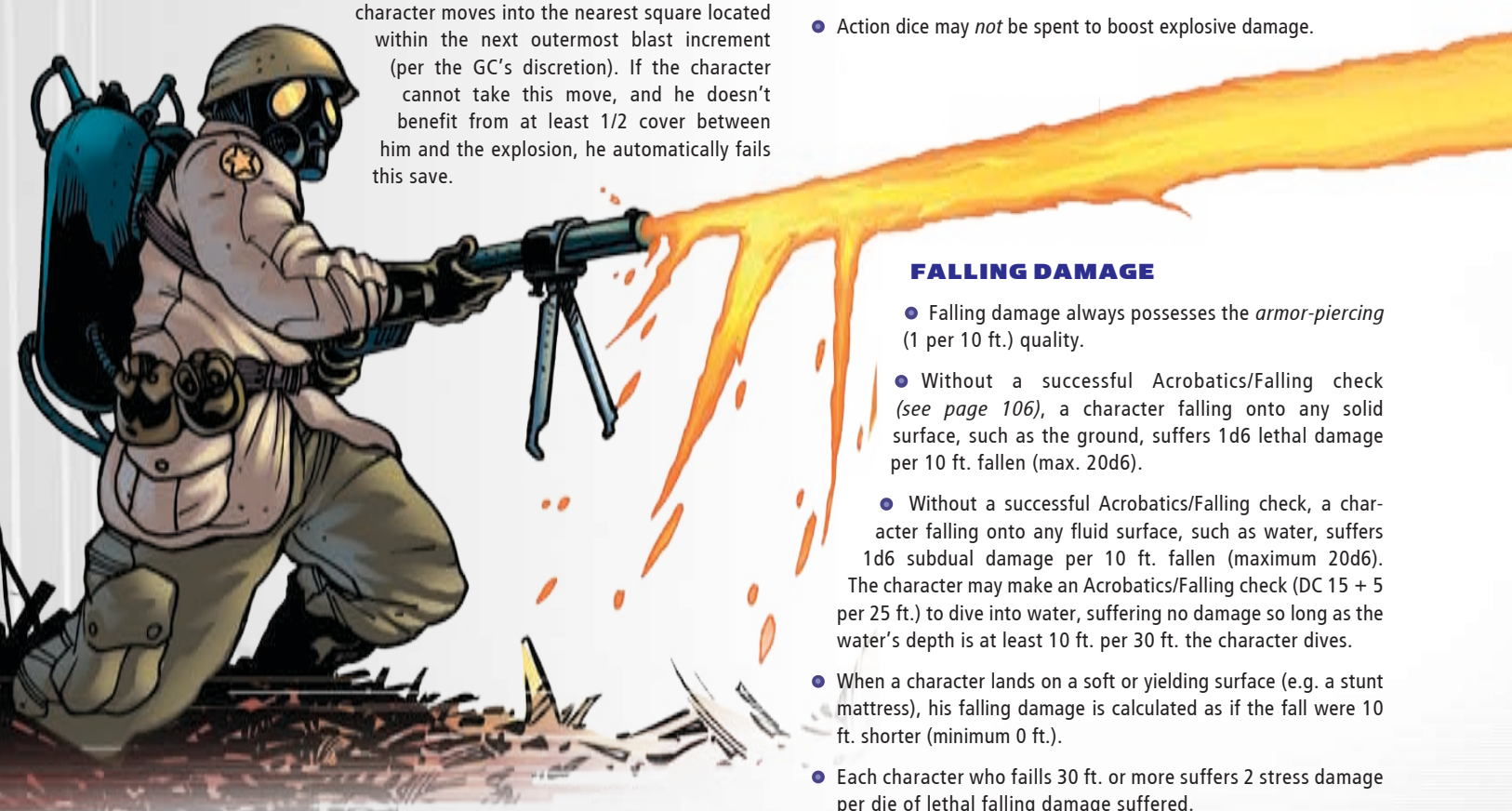
* These modifiers may not reduce an *armor-piercing* quality below 0.

** Damage inflicted by objects or people of this Size gains the *takedown* quality *(see page 302)*.

- Items that are repaired with the Electronics skill suffer electrical damage as lethal damage.
- Electrical damage inflicts two types of critical injury. First, each time a character suffers 25 or more points of electrical damage from a single attack, he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Dexterity damage (i.e. nerve damage). Second, each time a character suffers 50 or more points of electrical damage from a single attack, he must make a Fortitude save (DC 15). With failure (and assuming the character makes his second Fortitude save to avoid dropping to –9 wound points), he becomes *paralyzed* for 2d6 rounds.
- Each character who loses 1 or more vitality or wounds to electrical damage also suffers 1/4 as much stress damage (rounded down). A standard character suffers this stress damage each time he makes a Damage save against electrical damage.
- Action dice may *not* be spent to boost electrical damage.

EXPLOSIVE DAMAGE

- Explosive damage does not typically possess the *armor-piercing* quality, except in the case of certain specific explosive gear. Some gear is resistant to explosive damage.
- Explosive damage tapers off *(see Blast, page 343)*.
- Each character affected by explosive damage may make a Reflex save against a DC equal to the explosive damage suffered (per the Blast diagram). With success, the damage is reduced to 1/2 standard (rounded down, minimum 1), and the character moves into the nearest square located within the next outermost blast increment (per the GC's discretion). If the character cannot take this move, and he doesn't benefit from at least 1/2 cover between him and the explosion, he automatically fails this save.
- Each character affected by explosive damage must also make a Fortitude save against a DC equal to the explosive damage suffered (per the Blast Diagram). With failure, he becomes *stunned* for a number of rounds equal to 1/4 the difference between his result and the DC (rounded up).
- When a character affected by explosive damage took 1 or more half action moves during his most recent Initiative Count, he gains a +4 bonus with both of these saves. If he took 1 or more full action moves in this time period, he gains a +8 bonus with both of these saves. Per the GC's discretion, these bonuses are negated if the character is moving toward the source of the explosion.
- Each character who suffers more than 20 points of explosive damage (before DR is applied) — whether it reduces his vitality and wound points or not — also suffers the effects of the *take-down* quality *(see page 302)*.
- Each character affected by explosive damage suffers 1d4 stress damage (even if he loses no vitality or wound points as a result). If he loses 1 or more vitality or wound points to explosive damage, he also suffers 1/4 as much stress damage (rounded down). A standard character suffers all of this stress damage each time he makes a Damage save against explosive damage.
- When an object or piece of scenery overlaps 2 or more squares flooded with explosive damage, it makes only 1 Damage save, against the highest amount of damage inflicted in any single square it occupies.
- Explosive damage may **never** be converted to subdual damage.
- Action dice may *not* be spent to boost explosive damage.



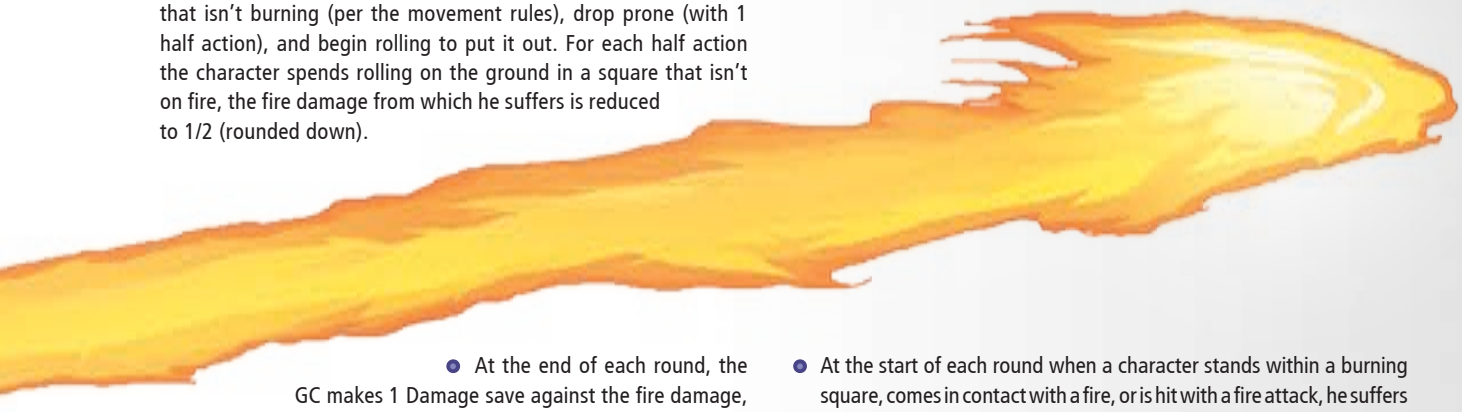
FALLING DAMAGE

- Falling damage always possesses the *armor-piercing* (1 per 10 ft.) quality.
- Without a successful Acrobatics/Falling check *(see page 106)*, a character falling onto any solid surface, such as the ground, suffers 1d6 lethal damage per 10 ft. fallen (max. 20d6).
- Without a successful Acrobatics/Falling check, a character falling onto any fluid surface, such as water, suffers 1d6 subdual damage per 10 ft. fallen (maximum 20d6). The character may make an Acrobatics/Falling check (DC 15 + 5 per 25 ft.) to dive into water, suffering no damage so long as the water's depth is at least 10 ft. per 30 ft. the character dives.
- When a character lands on a soft or yielding surface (e.g. a stunt mattress), his falling damage is calculated as if the fall were 10 ft. shorter (minimum 0 ft.).
- Each character who faills 30 ft. or more suffers 2 stress damage per die of lethal falling damage suffered.

- Without a successful Acrobatics/Falling check, a character becomes *sprawled* upon landing.
- Action dice may *not* be spent to boost falling damage.

FIRE DAMAGE

- Fire damage always has the *armor-piercing* (X) quality, where "X" is set by the fire's temperature, as shown on Table 5.7: Fire Damage AP Values *(see below)*. Some gear is resistant to fire damage.
- Fire damage is tracked by square and by character. At the start of each round during which 10 or more points of fire damage are inflicted within any square, each character within the square must make a Reflex save against the damage or catch on fire. Further, the square must make a Damage save against the damage or catch on fire *(see page 224)*.
- A burning character suffers fire damage at the start of each round. This damage is equal to the fire damage that initially set the character on fire until the fire spreads, is put out, or goes out naturally. A burning character must make a Will save against the fire damage to perform any action other than to enter the closest square that isn't burning (per the movement rules), drop prone (with 1 half action), and begin rolling to put it out. For each half action the character spends rolling on the ground in a square that isn't on fire, the fire damage from which he suffers is reduced to 1/2 (rounded down).
- Per GC discretion, every important item within a burning square or carried by a burning character must make a Damage save against the damage or catch on fire. Items inside a container only make this save once the container fails its save.
- When a burning character stands in a burning square, both the character and every exposed item in the square suffer the highest fire damage affecting either of them.
- For each gallon of water sprayed or poured onto a burning character or into a burning square, a fire's damage is permanently reduced by 1d6. Patting a blanket or similar cover over a fire permanently reduces its damage by 1d4. Fire extinguishers reduce fire damage by 2d6 each round.
- Fire damage inflicts only one type of critical injury — each time a character suffers 25 or more points of fire damage from a single fire (even if the damage is applied over several rounds), he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Charisma damage (i.e. scarring).



- At the end of each round, the GC makes 1 Damage save against the fire damage, using the lowest Damage save bonus of any square adjacent to the fire's edge. If this Damage save succeeds by 5 or more, the fire starts to burn down, its damage reduced to 1/2 (rounded down). With a failure, however, the fire spreads by 1 square + 1 additional square per 5 by which this Damage save fails, each square of spread occurring roughly in a direction determined with the Deviation Diagram *(see page 346)*. Further, each time the fire spreads, its total damage increases by 1d6 (maximum 100 points of damage per fire). A fire may also spread vertically using this rule.
- At the start of each round when a character stands within a burning square, comes in contact with a fire, or is hit with a fire attack, he suffers the fire's current damage. Each character who loses 1 or more vitality or wounds to fire damage also suffers an equal amount of stress damage. A standard character suffers this stress damage each time he makes a Damage save against fire damage.
- Any character 10 or more ft. above a fire is immune to its effects.
- Fire damage may **never** be converted to subdual damage.
- Action dice may *not* be spent to boost fire damage.

TABLE 5.7: FIRE DAMAGE AP VALUES

Temperature	Examples	Armor Piercing Value
250–500° F	Direct sunlight in outer space (248° F), oven (300–475° F), burning paper (451° F)	4
501–750° F	Nuclear reactor coolant (550+° F), steam turbine (675° F)	8
751–1,000° F	Burning gasoline (900+° F)	12
1,001–1,500° F	Rocket exhaust (1,000+° F), house fire (1,100+° F), burning natural gas (1,200° F), crematorium (1,400+° F)	16
1,501–3,000° F	Molten aluminum (1,500+° F), burning napalm/diesel fuel (1,800° F), burning aviation gasoline (2,000° F), lava (2,100° F), blowtorch (2,400° F)	20
3,001–6,000° F	Molten steel (3,000+° F), spacecraft re-entry (3,000+° F), burning magnesium (3,500° F), burning white phosphorus (3,600° F), burning thermite (4,500° F), nuclear reactor meltdown (5,000° F)	24
6,001+° F	Atomic hydrogen blowtorch (6,700° F), surface of the sun (12,000° F), lightning-generated plasma (50,000° F)	28

Example: A small fire breaks out in the square north of Kevin, which contains a control panel he needs to access. The GC determines that the fire begins at 2d6 damage and rolls an 11. Kevin takes 1 half action to pull his coat off and uses his remaining half action to pat the fire down, reducing its damage by 1d4. He rolls a 2. The fire's damage is 9.

At the end of the round, the GC makes a Damage save for surrounding squares. Being drywall, each adjacent square has a Damage save bonus of +6. The GC rolls a 1, which fails. Consulting the Deviation Diagram, the GC determines that the fire spreads 1 square to the south (into Kevin's square). The fire damage also increases by 1d6. The GC rolls a 4, which brings the fire's damage to 13.

At the start of the next round, Kevin suffers 13 points of damage and 13 points of stress damage. He must also make a Reflex save to avoid catching on fire. Fortunately, he scores a result of 18 — more than enough to avoid the flames. He uses his bonus 5-ft. step to move north into the panel's square, where he uses one of his half actions to activate the necessary controls and the other to pat the fire down again. He rolls a 3, reducing the fire damage down to 10.

The round ends and the GC makes another Damage save, this time against the fire's current damage of 10. He rolls an 18, for a total of 22. The fire starts to die down, its damage dropping to 5.

Kevin suffers an additional 5 points each of fire and stress damage at the start of the following round. He also makes another Reflex save against the current fire damage. He fails, rolling a 1, and catches fire. At the start of his Initiative Count, he makes a Will save with a result of 12. Though this is enough for him not to panic and run out of the flames, he does so anyway, using 1 half action to move into an adjacent square that isn't on fire and 1 half action to drop prone.

At this point, two of his allies arrive with buckets of water and dump them on him, the first reducing Kevin's fire damage from 5 to 2 and the other dousing the remaining 2 points before it does any more harm.

FLASH DAMAGE

- Flash damage only affects characters who are not *blinded*, and who have line of sight to the source of the damage. Against such a target, flash damage possesses the *armor-piercing* (all) quality.
- Flash damage tapers off *(see Blast, page 343)*.
- Flash damage is not applied to the target character's vitality and wounds and cannot inflict critical injuries, but rather becomes a DC against which each affected character must make a Fortitude save. Characters who fail become *blinded* for a number of rounds equal to 1/4 the difference between the save result and the DC (rounded up).
- Each time a target becomes *blinded* from flash damage, he also suffers 1d4 stress damage.
- Action dice may *not* be spent to boost flash damage.

HEAT DAMAGE

- Against a character, heat damage possesses the *armor-piercing* (all) quality; against any other target, it does not. Some animals are resistant to heat damage.
- Heat damage is subdual, not lethal. A character wearing armor suffers a penalty with Fortitude saves made to resist the effects of subdual damage: –2 for partial armor, –4 for moderate armor, and –8 for full armor. Each time a character fails a Fortitude save to resist subdual damage inflicted by heat, he also becomes *fatigued* and suffers 1 point of temporary Strength damage. A character may not recover from being *fatigued* or heal this attribute damage until he escapes the source of the heat damage.
- Heat damage only inflicts one type of critical injury — each time a character suffers 50 or more points of uninterrupted heat damage from a single source (even if the damage is applied over time), he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Strength damage (i.e. traumatized muscle tissue).
- Heat damage is persistent. When produced by sweltering air, heat damage is applied once every hour (at 90˚ to 109˚ F), every 10 minutes (at 110˚ to 139˚ F), or every 5 minutes (at 140˚ and above). When produced by hot or boiling liquid, heat damage is applied once every minute (at 110˚ to 200˚ F), or every round (at 201˚ F and above). Heat damage does not drop over time unless the conditions producing it change (e.g. a character escapes a blistering desert). While not *fatigued*, a character may make 1 Survival (Wis) check (DC 20) per damage increment to double the time before damage is applied again. This check may never be re-tried.
- Action dice may *not* be spent to boost heat damage.

LASER DAMAGE

- Laser damage always possesses the *armor-piercing* (X) quality, where "X" is equal to the unmodified laser damage. Some gear is resistant to laser damage.
- Any attack that inflicts laser damage ignores all dodge bonuses to Defense.
- Laser damage — and consequently, its armor-piercing quality — is reduced by 1 damage die per range increment after the first (e.g. when a character hits a target in his 3rd range increment with an attack that inflicts 3d6 laser damage, the attack inflicts only 1d6 damage).
- When a threat is scored with an attack that inflicts laser damage, the cost to activate it as a critical hit is reduced by 1 action die (minimum 0).
- Each character who loses 1 or more vitality or wounds to laser damage also suffers 1/4 as much stress damage (rounded down). A standard character suffers this stress damage each time he makes a Damage save against laser damage.
- Laser damage may **never** be converted to subdual damage.
- Action dice may *not* be spent to boost laser damage.

SNEAK ATTACK DAMAGE

- Sneak attack damage only affects characters.
- Sneak attack damage is granted by class and feat abilities, as well as a limited number of other character options, and always grants a number of bonus d6 damage dice. When a character possesses 1 or more dice of sneak attack damage, he may use them to augment the damage of each attack made against a target he's flanking *(see page 341)*, or who's *helpless* or *vulnerable*.
- When sneak attack damage augments an attack's damage, it is *not* applied separately; instead, it is added to the attack's damage and they're applied together as one result (e.g. when a character makes an attack with 1d8 lethal damage and may apply 1d6 sneak attack damage, the character rolls 1d8, scoring a 6, and 1d6, scoring a 4, for a total damage result of 10).
- Unless otherwise specified, sneak attack damage may augment any attack — even an attack that inflicts subdual damage (in which case the sneak attack damage is subdual, not lethal).
- Sneak attack damage may *only* augment the damage of a Standard Attack action.
- Sneak attack damage may *not* augment the damage of any attack that's converted from subdual to lethal, or vice versa.
- Sneak attack damage may *not* augment an attack targeting a character who is immune to critical hits, who is *hidden* to the attacker, or whose vitals are out of reach (per the GC's discretion).
- Sneak attack damage may only augment an unarmed or melee attack, or a ranged attack against a target within CQB range. Beyond that, the accuracy required to hit the target's vitals cannot be managed.
- With each successful sneak attack, the target suffers 1 stress damage.
- Action dice may *not* be spent to boost sneak attack damage.

STRESS DAMAGE

- Stress damage only affects characters. Against a valid target, stress damage always possesses the *armor-piercing* (all) quality.
- Stress damage is not applied to the target character's vitality and wounds and cannot inflict critical injuries, but is rather accumulated over time until it wears off.

TABLE 5.8: STRESS DAMAGE DCS

Threshold Exceeded	DC	Condition	Healing Rate
1 × Wis score	12	*Shaken I*	1 point per minute
2 × Wis score	16	*Shaken II*	1 point per 10 minutes
3 × Wis score	20	*Shaken III*	1 point per hour
4 × Wis score	24	*Shaken IV*	1 point per day
5 × Wis score	28	*Drained* (1 level)*	1 point per week

* This effect lingers even if the character's stress damage drops below the threshold required to trigger it. A drained character may only recover at the end of each mission.

- Each time a character suffers 1 or more points of stress damage, if his current stress damage total exceeds a multiple of his Wisdom score (e.g. 1 × his Wisdom score, 2 × his Wisdom score, etc.), he must make a Will save. The highest threshold exceeded by the total stress damage accumulated to date determines this save's DC, as shown on Table 5.8: Stress Damage DCs *(see below)*. With failure, the character suffers the listed condition *(see page 340 for each condition's effect)*.
- A critical hit with an attack that inflicts stress damage forces an immediate Will save, even if a threshold is not exceeded. This save's DC is 16 (if no threshold has been exceeded) or the DC for the highest threshold exceeded +4.
- At any time outside combat, stress damage wears off according to the character's current stress condition, as shown on Table 5.8. Stress damage does *not* wear off during combat. When a character's stress damage drops below a threshold, he loses the corresponding condition.
- Action dice may *not* be spent to boost stress damage.

Example: Kevin has a Wisdom score of 12. He accumulated 10 points of stress damage before he reached the villain's lair and his brush with a control panel fire spikes this total to 28 — more than twice his Wisdom score. Kevin must make a Will save (DC 16). He fails with a result of 12, gaining the *shaken II* condition. In his current state, Kevin heals 1 point of stress damage every 10 minutes.

SUBDUAL DAMAGE

- Subdual damage only affects characters.
- Damage reduction is twice as effective against subdual damage (e.g. with DR 3/—, a character ignores the first 6 points of subdual damage).
- Subdual damage is not applied to the target character's vitality and wounds and cannot inflict critical injuries, but is rather accumulated over time until it wears off.
- Each time a character suffers 1 or more points of subdual damage, if his current subdual damage total exceeds a multiple of his Constitution score (e.g. 1 × his Constitution score, 2 × his Constitution score, etc.), he must make a Fortitude save. The highest threshold exceeded by the total subdual damage accumulated to date determines this save's DC, as shown on Table 5.9: Subdual Damage DCs *(see below)*. With failure, the character becomes *unconscious* for the listed knockout duration × 1/2 the difference between his result and the DC.

TABLE 5.9: SUBDUAL DAMAGE DCS

Threshold Exceeded	DC	Knockout Duration	Healing Rate
1 × Con score	12	1 round	1 point per minute
2 × Con score	16	1 minute	1 point per 10 minutes
3 × Con score	20	1 hour	1 point per hour
4 × Con score	24	1 day	1 point per day
5 × Con score	28	1 week	1 point per week

- A critical hit with an attack that inflicts subdual damage forces an immediate Fortitude save, even if a threshold is not exceeded. This save's DC is 16 (if no threshold has been exceeded) or the DC for the highest threshold exceeded +4.
- At any time outside combat, subdual damage wears off according to the character's current subdual condition, as shown on Table 5.9. Subdual damage does *not* wear off during combat.
- Action dice may *not* be spent to boost subdual damage.

Example: Kevin has a Constitution score of 10. A henchman pummels him, inflicting 18 points of subdual damage and forcing him to make a Fortitude save (DC 12). He succeeds with a result of 15, avoiding a knockout that would have lasted 1 or more rounds. In Kevin's current state, he heals 1 point of subdual damage every minute once the combat ends.

VACUUM DAMAGE

- Against a character, vacuum damage possesses the *armor-piercing* (all) quality; against all other targets, it does not. Some gear is resistant to vacuum damage.
- A character subjected to a vacuum suffers 5d6 lethal damage per round. This damage does not drop over time unless the conditions producing it change (e.g. a character reaches an area with pressurized air). During the first round only, a character may make a Fortitude save (DC 15) to reduce this damage to 1/2 (rounded down). The GC may determine that an area of *extremely* low pressure inflicts between 1d6 and 4d6 vacuum damage per round, but this is quite uncommon.
- A character suffering from vacuum damage simultaneously suffers from suffocation *(see page 349)*.
- Vacuum damage inflicts only one type of critical injury — each time a character suffers 25 or more points of uninterrupted vacuum damage from a single source (even if the damage is applied over time), he must make a Fortitude save (DC 15). With failure, he suffers 1 point of permanent Wisdom damage (i.e. brain and sensory damage).
- Each character who loses 1 or more vitality or wounds to vacuum damage also suffers 1/2 as much stress damage (rounded up). A standard character suffers this stress damage each time he makes a Damage save against vacuum damage.
- Action dice may *not* be spent to boost vacuum damage.

CONDITIONS

Unless otherwise specified, the effects of all conditions stack. Also, any condition's duration may be adjusted by the game effect that brings it into play.

When a character suffers a condition that already applies to him a second time, one of three things happens, as follows.

- If the condition indicates that it worsens or is replaced with another condition, the listed rules or new condition applies. For example, when a *fatigued* character becomes *fatigued*, he loses the *fatigued* condition and becomes *exhausted*.
- If the GC determines that the character is still susceptible to the condition, the higher of the two conditions' durations applies. For example, a character who is *drunk* for 1 hour becomes *drunk* for 4 hours. Unless a *drunk* condition with a longer duration applies, the character remains *drunk* for 4 hours.
- Otherwise, the second condition is ignored. For example, a *blinded* character may not be *blinded* again or for a longer period, even by a more powerful blinding effect.

Baffled: A *baffled* character's skill or Competence bonuses are each reduced to 1/2 standard (rounded up). While *baffled*, a character gains a +8 bonus with any save made to resist becoming *baffled*, but if he is *baffled* a second time, he instead becomes *incompetent*.

Bleeding: At the end of each round while *bleeding*, a character suffers 1 point of subdual damage. If the character takes 1 or more attack or movement actions during the round, he suffers 1d4 lethal damage instead. This condition is eliminated with a 1-minute Medicine/First Aid check (DC 20).

Blinded: A *blinded* character is *vulnerable* and cannot see anything. His result cap with each skill check possessing the Vision tag is reduced by 20 (minimum 0). Further, his targets gain a bonus to Defense *(see page 350)*, and his opponents gain a +2 bonus with attack checks made against him. Finally, a *blinded* character's Speed is reduced to 1/2 standard (rounded down).

Bound: This condition operates identically to *entangled*, except that the character is *helpless* and cannot move or take actions with the Grasp or Hands-On tags.

Buried: A *buried* character may not take a move action, but may access any gear or weapons on his person. Nearby air pockets allow the character to breathe for a number of minutes equal to twice his Constitution score, after which he is subject to suffocation *(see page 349)*. A buried character may be excavated using the Athletics/Smash check, or may attempt to free himself using the same skill check with a –8 penalty *(see page 116)*.

Crouched: A *crouched* character's base Speed is reduced to 1/2 standard (rounded down). Further, all non-adjacent attackers suffer a –1 penalty with all ranged attacks made against him.

Dazed: A *dazed* character may take no actions.

Dead: A character with –10 to –24 wound points is *dead*. Except during a standard scene in a campaign with the *revolving door* quality *(see page 408)*, the character leaves active play, never to return (except perhaps as a plot point).

Deafened: A *deafened* character cannot hear anything. His result cap with each skill check possessing the Hearing tag is reduced by 10 (minimum 0). Further, the result cap of each skill check targeting him that possesses the Language tag is reduced by 20 (minimum 0).

Destroyed: The body of a character with –25 wound points or lower is *destroyed*. Nothing remains of the character except (perhaps) DNA, and even in a campaign with the *revolving door* quality *(see page 408)*, he isn't coming back.

Drained: A character loses 1 or more career levels each time he is *drained*. For each level lost, all benefits of the most recently acquired level — including all level-dependent benefits, the chosen class level, and other character options — are forfeit. When a character is drained of multiple levels, the most recent level is forfeit in turn (e.g. when a 4th-level character is drained of 2 levels, he loses his 4th level, then his 3rd level).

At the end of each mission when a character remains drained of 1 or more levels, he may make a Resolve (Wis) check (DC 15 + 5 per drained level). With success, he regains all benefits of the most recently drained level.

A character may not be drained below Level 1.

Each time a standard character is *drained*, he loses 1 quality (of the GC's choice), and each of his Roman numeral grades drops by 1 (minimum I).

Drunk: A *drunk* character suffers a –2 penalty with all Dexterity- and Wisdom-based checks. Further, at the start of each round when standing, he automatically repositions 5 ft. in a random direction (per the Deviation Diagram). This doesn't count toward the character's allowed movement for the round. A character loses this condition after 4 full hours of sleep.

Dying: A special character with –1 to –9 wound points is *unconscious* and *dying*. At the end of each round, he must roll d%. If the result is equal to or less than his Constitution score, he stabilizes, returning to 0 wounds (but remaining unconscious); otherwise he loses 1 wound point. The character may be saved with a successful Medicine/Stabilize check *(see page 142)*, or by any piece of gear that specifically "stabilizes" someone.

Enraged: An *enraged* character may not make Tumble checks or skill checks with the Concentration or Language tags, nor may he take the Fight Defensively, Regroup, Refresh, or Withdraw actions. When attacking, an *enraged* character may only attack the nearest opponent and must do so at least once per round. If he is unable to attack an opponent, he must take a Run action toward the nearest opponent. When attacking, an *enraged* character must employ the most damaging lethal attack available to him, and may not employ any character option that penalizes his attack check or converts lethal damage to subdual damage. An *enraged* character completely ignores all *dying*, *helpless*, *sleeping*, and *unconscious* opponents.

While *enraged*, a character gains a +8 bonus with any save made to resist becoming *enraged*, but if he is *enraged* a second time, he instead becomes *frenzied*.

A character remains *enraged* until no opponent enters his line of sight for 5 consecutive rounds, at which point he becomes *unconscious*. Alternately, an *enraged* character loses the condition at the end of the current scene, or if another character makes a successful 1-round Tactics (Cha) check (DC 20) to calm him down. This check may be re-tried and possesses the Disposition, Hearing, and Language tags *(see page 101)*.

Entangled: An *entangled* character suffers a –2 penalty with attack checks and a –4 penalty with Dexterity-based skill checks. Further, he may not Refresh, Regroup, Run, or make Jump or Tumble checks. Finally, his Speed is reduced to 1/2 standard (rounded down).

Exhausted: An *exhausted* character may not Run, his Speed is reduced to 1/2 standard (rounded down), and his Strength and Dexterity scores are each reduced by 6. While *exhausted*, a character gains a +6 bonus with any save made to resist becoming *fatigued* or *exhausted*, but if he is *fatigued*, or *exhausted* a second time, he instead becomes *unconscious*. A character loses this condition after 1 full hour of sleep.

Fatigued: A *fatigued* character may not Run, and his Strength and Dexterity scores are each reduced by 2. While *fatigued*, a character gains a +6 bonus with any save made to resist becoming *fatigued*, but if he is *fatigued* a second time, he instead becomes *exhausted*. A character loses this condition when he becomes *exhausted*, or after 8 hours of inactive rest.

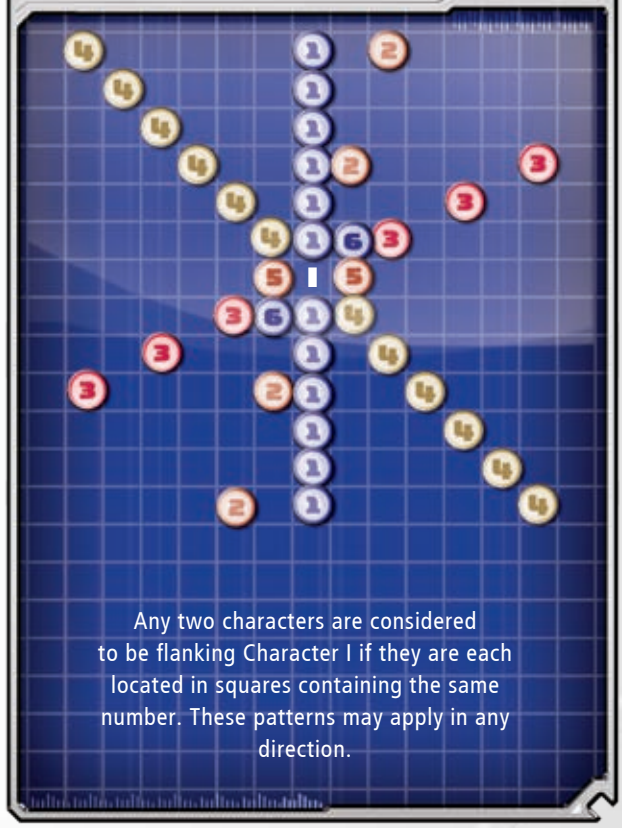
Fixated: A *fixated* character may only stare at the source of his fixation. He is considered *blinded* and *deafened* to all else. (though he is still subject to flash and bang damage, as standard). Further, he must attempt to make at least 1 Standard Move action toward the source of his fixation during each round, avoiding danger along the way.

A character remains *fixated* until the source of his fixation remains out of his visual or hearing range for 5 consecutive rounds, as appropriate. Alternately, the character loses this condition at the end of the current scene, when he suffers any damage, or if another character makes a successful 1-round Tactics (Cha) check (DC 30) to distract him. This check may be re-tried and possesses the Disposition, Hearing, and Language tags *(see page 101)*.

Flanked: A character is *flanked* if 2 opponents stand on directly opposite sides of him and within Reach or CQB Range. Opponents may only flank an adjacent character when unarmed or carrying a ready melee weapon, or a non-adjacent character when carrying a ranged weapon. *For examples, see the Flanking Diagram below.*

When a flanking opponent makes an attack against the character he's flanking, he gains a +2 bonus with his attack check (if making an unarmed or melee attack), or a +1 bonus (if making a ranged attack).

FLANKING DIAGRAM



Any two characters are considered to be flanking Character I if they are each located in squares containing the same number. These patterns may apply in any direction.

Flat-Footed: A *flat-footed* character is *vulnerable*. He stops being *flat-footed* when he takes an action, or is successfully attacked.

Frenzied: This condition operates identically to *enraged*, except that the character cannot distinguish friend from foe — he attacks the nearest *character* rather than nearest *opponent*. Further, the DC to calm a *frenzied* character with a Tactics (Cha) check increases to 30.

Frightened: A *frightened* character moves away from the source of his fear as quickly as possible. If unable to flee, he becomes *sickened*. A character remains *frightened* until the end of the current scene or until the source of the condition has been out of his line of sight for 10 consecutive rounds. Alternately, a *frightened* character may be pacified with a successful 1-minute Impress (Cha) check (DC 20). This check may be re-tried and possesses the Disposition, Hearing, and Language tags *(see page 101)*.

Held: A *held* character is *vulnerable* and may not move or take any non-free action except to attempt a full action Athletics (Str) check to escape the hold. This check possesses the Armor Check Penalty tag *(see page 101)*.

Helpless: A *helpless* character is *vulnerable*. Further, attacks targeting him within Melee Range gain a +4 bonus. Finally, he may be targeted with a Coup de Grace action *(see page 356)*.

Hidden: A character or object whose location is unknown to 1 or more opponents is *hidden* from those opponents. An opponent may not physically target a character who is *hidden* from him with any action requiring line of sight or any skill check with the Vision tag. Further, when a character makes an attack against an opponent within Melee Range from whom he is *hidden*, the target is considered to be *flanked*, even if no teammate or ally is located on the other side of him *(see page 341)*. If the target is unaware that any enemies are present, he is considered *vulnerable* during this attack as well. Immediately following the attack, the character ceases to be *hidden* from the target.

Incompetent: An *incompetent* character's skill bonuses are all reduced to +0.

Invisible: An *invisible* character is physically masked from view usually due to a Covert feat or super-science gear *(see pages 234 and 278, respectively)*. He automatically becomes *hidden* at the end of each round during which he moves at least 5 ft. from his starting position as his last action during the round. Further, when an opponent targets the character with any attack or skill check, the opponent is considered *blinded*. While an *invisible* character is at least 25% covered with a visible material, or moves more than 5 ft. through any environment that may be disturbed by his passing (e.g. moderate or heavier rain, at least 2 ft. of leaves or snow, etc.), this condition is lost.

Mute: A *mute* character may not speak, shout, or make any skill check with the Language tag.

Nauseated: A *nauseated* character may take only 1 half action during each round, may not make more than 1 final attack per round, and may not make any skill check with the Concentration tag.

Paralyzed: A *paralyzed* character is frozen in place and may not move or speak. He is also *helpless*, cannot make Strength- and Dexterity-based checks, and may only take actions that are purely mental (such as Knowledge checks).

Pinned: A *pinned* character is *held*, *vulnerable,* and may not move or act except to attempt a full-action Athletics (Str) check to break the pin. This check possesses the Armor Check Penalty tag *(see page 101)*. Also, a *pinned* character may be bound with static restraints — such as handcuffs — as a free action, and may only speak as the person pinning him allows. Further, a pinned character acts as a hostage, providing the person holding him with 1/2 cover *(see page 345)*. Finally, each adjacent opponent gains a +4 bonus with unarmed and melee attacks targeting a *pinned* character.

Prone: A prone character is intentionally lying on the ground. He may not take Standard Move, Bull Rush, Run, or Withdraw actions. He also suffers a –2 penalty with melee attacks, but may still take standard 5-ft. bonus steps to crawl along the ground and may Brace as a free action *(see page 354)*. Finally, non-adjacent attackers suffer a –2 penalty with all ranged attacks made against prone characters.

Reeling: A *reeling* character loses his next 2 half actions. A character may not be sent *reeling* 2 or more times simultaneously.

Shaken I: The character may not take 10 or take 20. Further, he suffers a –4 penalty with all Charisma- and Wisdom-based skill checks. Finally, if the character becomes *shaken* when he already has the condition, the numbers represented by the Roman numerals are added together to determine the condition's overall effect.

Shaken II: This condition operates identically to *shaken I*, except that the character must spend 1 additional action die to gain any action die benefit. Further, he suffers a –4 penalty to his Initiative Count, and with Initiative checks made while this condition remains.

Shaken III: This condition operates identically to *shaken II*, except that the character must spend 2 additional action dice to gain any action die benefit. Further, he suffers a –4 penalty with all Reflex and Will saves.

Shaken IV: This condition operates identically to *shaken III*, except that the character may not spend action dice for any purpose. Further, he suffers a –4 penalty with all attack checks.

Sickened: A *sickened* character suffers a –2 penalty with all attack checks and skill checks, as well as all damage rolls and saves.

Sleeping: A *sleeping* character may take only passive actions and is also considered *blinded* and *helpless*. A character loses this condition immediately upon being touched, suffering any damage, or making a successful Notice/Awareness check.

Sprawled: A sprawled character has been knocked off his feet. He is vulnerable and may not take any movement actions other than Crouch, Drop Prone, or Stand Up *(see pages 356 and 360)*. Finally, he suffers a –2 penalty with all attack checks.

Stunned: A *stunned* character is *vulnerable,* may take no actions, and may not hold any objects in his hands.

Terrified: This condition operates identically to *frightened*, except that if the character is unable to flee, he may only take the Fight Defensively or Total Defense actions until he can flee or the condition is lost. Further, a *terrified* character may not hold any objects in his hands.

Unconscious: An *unconscious* character is *helpless* and may take no actions. A character loses this condition after 2d4 full hours of sleep.

Vulnerable: A *vulnerable* character loses his Dexterity bonus to Defense (if positive), as well as all dodge bonuses to Defense. He may also be targeted with a variety of special effects, such as sneak attack damage.

SPECIAL COMBAT RULES

Unless otherwise specified, the following rules apply at all times.

ATTACKS OF OPPORTUNITY

Unlike typical d20 games, there are **no** attacks of opportunity in *Spycraft 2.0*. Instead, awkward actions and skill uses that might otherwise provoke an attack of opportunity leave you *flat-footed* or *vulnerable* and therefore open to enemy attacks until you recover.

BLAST

Some attacks affect everything within an area, their damage tapering off over distance. This effect is called **blast**.

Damage that tapers off is often referred to as **blast damage**. Blast damage is not a unique damage type, but rather refers to these rules. Many types of damage are automatically blast damage *(see page 343)*.

Every blast attack has a base area of effect — a **blast increment** — that's measured in squares, and a center area called **Ground Zero**. With a blast increment of 1 square, Ground Zero is the square in which the blast attack lands or from which it is emitted (e.g. the square in which a grenade lands). With a larger blast increment, Ground Zero must contain the origin square, but may be shifted per the character's discretion (with a hit) or the GC's discretion (with a miss).

Each character, object, and scenery item within Ground Zero squares suffers the blast's full damage or numerical effect. This damage or effect is reduced to 1/2 (rounded down) within each blast increment out from Ground Zero, until the damage drops below 1 point, at which point it has no effect.

Blast never turns or bends, and only proceeds through cover when the cover fails its Damage save.

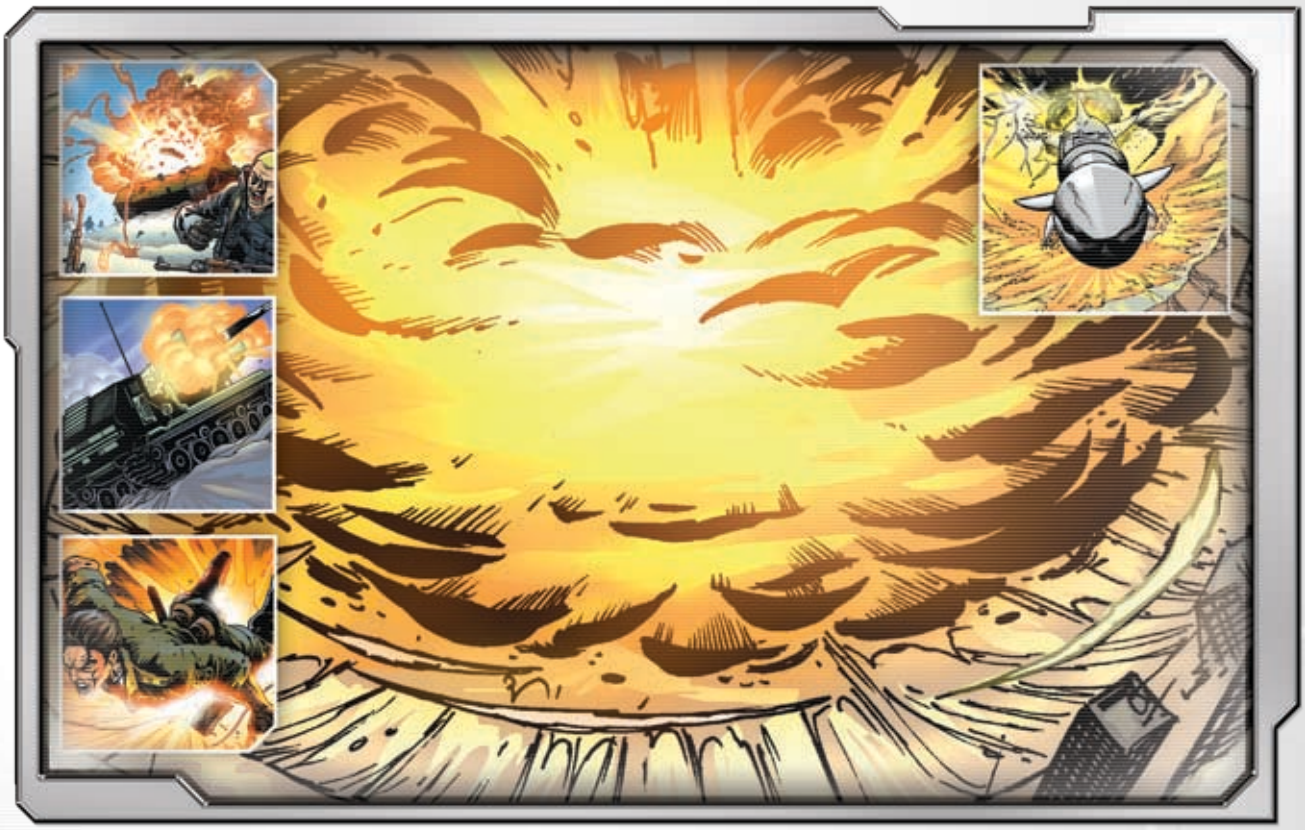
A blast attack may take the shape of a circle or a 90-degree cone. For a graphic illustration of each, consult the Blast diagrams *(see page 344)*.

When a blast attack's damage or effect is entirely contained within a space smaller than its outermost blast increment covers (e.g. an explosion rips through the interior of a pressurized plane too small to hold 1 or more blast increments), the damage or numerical effect within the contained area increases by 2d6 per interrupted or prevented increment. This does *not* happen if the blast damage pierces the space's containment (e.g. breaks a hole through the aforementioned plane's hull). For a graphic illustration of a contained blast attack, consult the Interrupted Blast Diagram *(see page 345)*.

Likewise, when a blast attack's damage or effect is completely covered by a character's body (e.g. he leaps onto a live grenade), the damage decreases by an amount equal to the character's Constitution score before it spreads. In this case, the character covering the effect suffers the maximum possible damage (i.e. as if the highest possible number were rolled on each damage die).

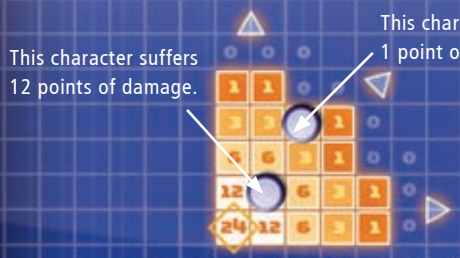
Blast damage expands vertically and horizontally at the same rate.

Special Note: Unless otherwise specified, any blast attack has an increment of 1 square and expands as a radius.

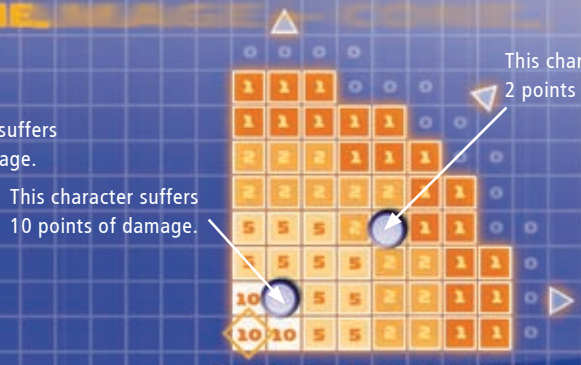


BLAST DIAGRAMS

BLAST DAMAGE—CONE

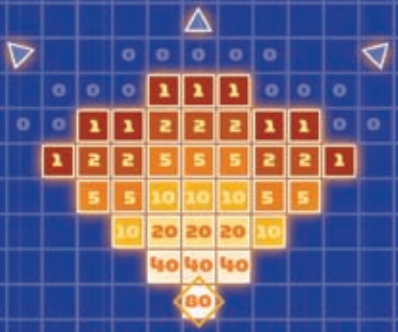


24 PTS. OF BLAST DAMAGE WITH
A 1-SQUARE BLAST INCREMENT



10 PTS. OF BLAST DAMAGE WITH
A 2-SQUARE BLAST INCREMENT

BLAST DAMAGE—OFF-GRID CONE

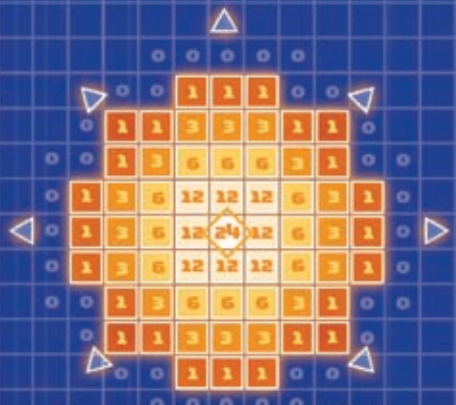


80 PTS. OF BLAST DAMAGE WITH
A 1-SQUARE BLAST INCREMENT

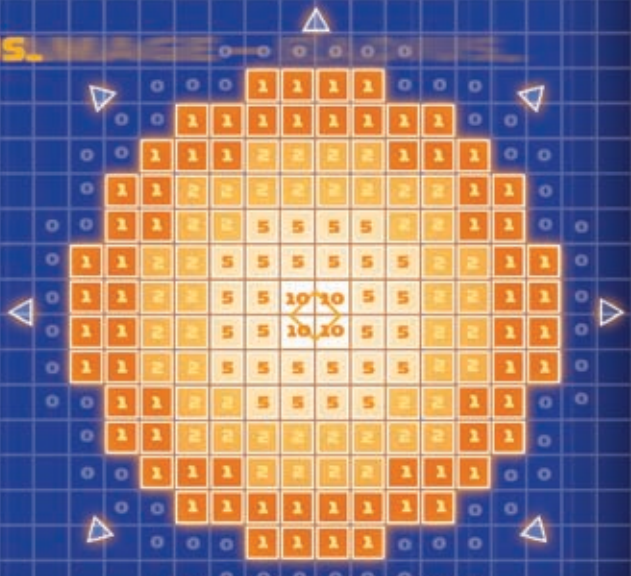


36 PTS. OF BLAST DAMAGE WITH
A 2-SQUARE BLAST INCREMENT

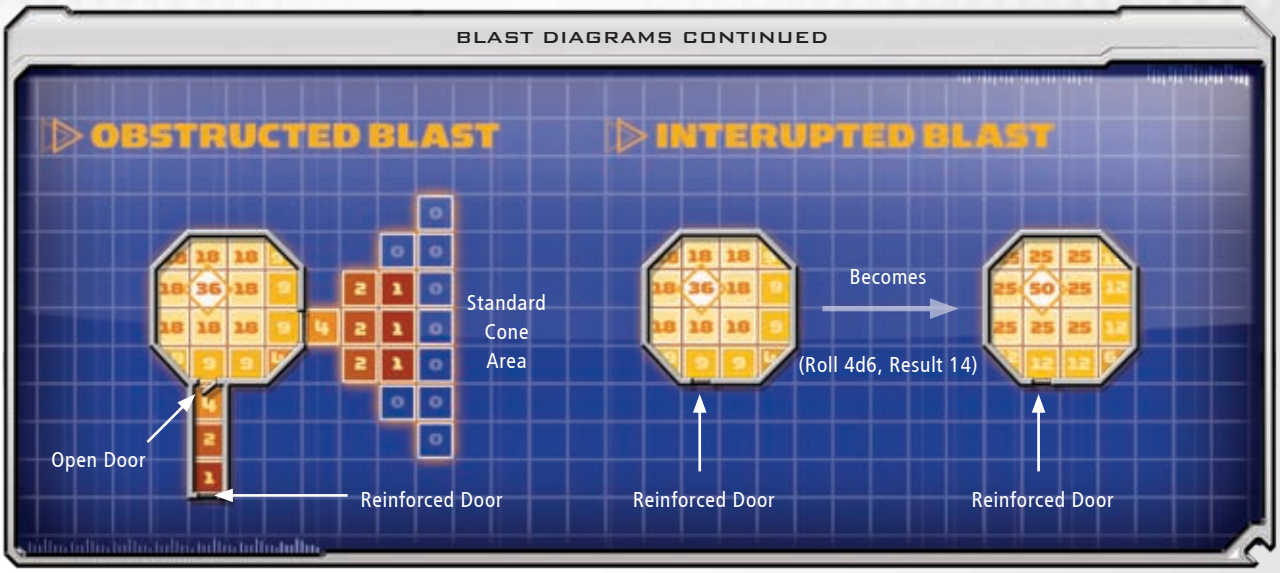
BLAST DAMAGE—RADIUS



24 PTS. OF BLAST DAMAGE WITH
A 1-SQUARE BLAST INCREMENT



10 PTS. OF BLAST DAMAGE WITH
A 2-SQUARE BLAST INCREMENT



COVER

Cover is rated in quarters (1/4 cover, 1/2 cover, 3/4 cover, and total cover), as shown on Table 5.10: Cover *(see below)*.

The listed Defense bonus is applied to the character's Defense when any opponent on the other side of the cover attacks him. When an attack would hit the character if not for a cover Defense bonus, the cover is hit instead. The attack's damage is applied to the cover, which must make a Damage save to avoid penetration *(see page 224)*. A special character is considered to possess a Damage save bonus equal to his Constitution score for this purpose. If the attack penetrates the cover, the remaining damage blows through and applies to the character.

Example: Kevin is shooting at a villain holding a hostage. The hostage provides the villain with one-half cover, which grants the villain a +4 bonus to Defense. If Kevin misses by 4 or less, his attack hits the hostage instead of the villain.

The listed Reflex save bonus is applied to each of the character's Reflex saves made when he's trying to avoid an effect originating beyond the cover (e.g. an explosion).

The Line of Sight diagram shows several examples of cover *(see page 326)*.

Stacking Cover: At any time, a character benefits from **personal cover** (the best cover available in his square, from gear, class abilities, a hostage, etc.) and **scenery cover** (the best cover available from intervening obstacles). The character's personal and scenery cover are added together to determine the actual cover from which he benefits (maximum total cover).

Example: After being shot a few times, Kevin's target drags his hostage (1/2 cover) behind a short wall (1/4 cover). The villain benefits from 3/4 cover.

If an attack hits this combined cover, the GC determines which cover was hit at random, with "both" as an option.

Example: Following the previous example, an attack misses by 5, hitting the combined cover. The GC rolls 1d6, with a 1–2 indicating that the hostage is hit, a 3–4 indicating that the wall is hit, and a 5–6 indicating that both are hit (in which case, the situation demands that the damage must blow through the wall and then the hostage in order to hit Kevin).

DAMAGE CONVERSION

When making an unarmed, melee, or hurled attack that inflicts subdual damage, the character may opt to inflict lethal damage instead (or vice-versa). In either case, this applies a –4 penalty to the character's attack check. No other damage types may be converted.

TABLE 5.10: COVER

Cover	Examples	Defense Bonus	Reflex Bonus
One-quarter (1/4)	Short wall, protects up to knees	+2	+1
One-half (1/2)	Corner or hostage, protects all but half of torso and head; window reveals down to waist	+4	+2
Three-quarters (3/4)	Corner or narrow opening, protects all but part of head	+6	+3
Total	Solid wall, protects entire body	+8*	+4

* Additionally, the attack must penetrate the cover before it can hit the target *(see above)*.

DEVIATION

When a character misses with an attack or weapon that is subject to deviation, the shot deviates a random number of 5-ft. squares from the target. The die rolled to determine this distance is based on the number of range increments between the character and his target, as shown on Table 5.11: Deviation by Range *(see below)*. The direction of deviation is determined by rolling 1d8, as shown on the Deviation Diagram *(see below)*.

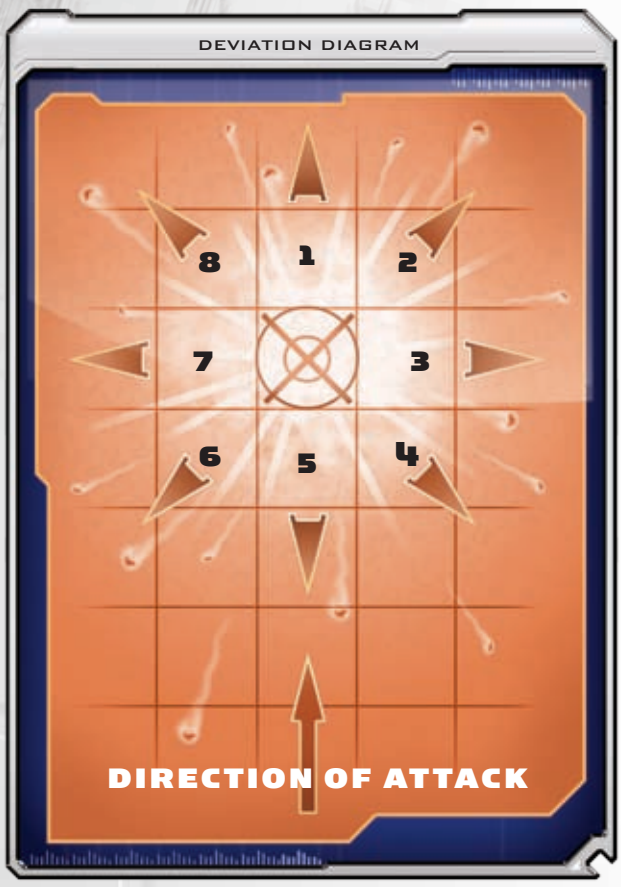
If this deviation causes the shot to hit something else, damage is applied as standard. If the obstacle's Damage save is +10 or higher, and the save is successful, the shot ricochets as shown on the Deviation Diagram. In this case, the remaining deviation distance decreases to 1/2 (rounded down).

These rules are applied to any number of effects as well, as noted throughout this book.

TABLE: 5.11: DEVIATION BY RANGE

Range Increments to Target	1–2	3–4	5–6	7–8	9–10
Deviation Distance	1d2	1d4	1d6	1d8	1d10

DEVIATION DIAGRAM



DISCRETIONARY MODIFIERS

The Game Control may apply a catchall "discretionary modifier" to an attack check to reflect the situation at hand. This modifier may range from –4 (for the most abject conditions) to +4 (for the most favorable).

Example: The sun is in Kevin's eyes as he attacks a guard, so the GC applies a –2 discretionary penalty.

No more than 1 discretionary modifier may apply to any single attack check. When multiple circumstances apply to a single check, the GC should factor them all into a single discretionary modifier that doesn't fall outside the –4 to +4 range.

Example: Kevin attacks a guard when the sun is in his eyes (–2) while an air siren is going off very close to him (–1), so the GC applies a –3 discretionary penalty.

The GC is encouraged to factor innovative and entertaining combat into his discretionary modifiers, though he should err on the side of caution when doing so. A good rule of thumb is that no discretionary bonus earned through innovation and entertaining combat antics should exceed +2.

Special Note: Discretionary modifiers replace circumstance modifiers in *Spycraft 2.0*. Circumstance modifiers don't exist in this edition, nor do discretionary modifiers stack with one another, as circumstance modifiers did in *Spycraft 1.0*. *For more information, see Stacking Modifiers, page 92.*

FULL-ROUND EFFECTS

Unless otherwise specified, each "full round" is defined as the span of time from the start of the prompting character's Initiative Count during the current round to the start of the prompting character's Initiative Count during the following round.

Example: The Soldier's *fortunes of war I* class ability grants him damage reduction and allows him to double it for 1 full round. When he uses this ability, his damage reduction is doubled until the start of his Initiative Count during the following round.

GAS SPREAD AND DISPERSION

Smoke, chemical clouds, and other gases and vapors expand slowly from their points of origin. This is handled like a slow-moving explosion. Every gas cloud possesses a "blast increment" and expands to each increment on the Initiative Count of its release.

During the first round after its release, gas expands out to its second blast increment, during the third round after its release, it expands out to its third blast increment, during the sixth round after its release, it expands out to its fourth blast increment, and during the tenth round after its release, it expands out to its fifth blast increment.

Thereafter, gas lingers for 2d4 minutes before dissipating from the outside in, losing 1 blast increment per minute until it's gone.

In a light wind, a gas cloud may expand to only its fourth blast increment and dissipates twice as fast. In a moderate wind, a gas cloud may expand to only its third blast increment and dissipates three times as fast, and in a strong or severe wind, a gas cloud may not expand and dissipates immediately.

IMPROVISED WEAPONS

Any time a character is not in a barren location (e.g. a cell, a clean room), he may spend 1 action die to make a Gear check to locate an item within 4 squares that may be used as an improvised weapon. The GC determines the item's precise location and description, but its base weapon statistics are determined by the Gear check result, as shown on Table 5.12: Improvised Weapons *(see page 347)*.

When using an improvised weapon, you suffer a –2 gear penalty with attack checks, a –2 gear penalty with damage, and your error range increases by 1. Further, any error suffered with the weapon renders it *destroyed*. Finally, a character's Strength bonus is *never* added to an improvised weapon's damage.

ONE- AND TWO-HANDED WEAPONS

Spycraft 2.0 does not feature light weapons or standard d20 two-weapon fighting rules. Instead, all weapons are defined as 1-handed or 2-handed.

A character may hold one 1-handed weapon in each hand, but this does *not* grant him any additional attacks. Each time he may make an attack, he may use the weapon in either hand.

A character of Medium or larger Size may use a 2-handed weapon with one hand, but suffers a –4 penalty with his attack check.

Conversely, a character may hold a 1-handed weapon with both hands. His Initiative Count decreases by 2 for each attack made with the weapon, but he gains a +4 bonus to his Strength for the purposes of determining damage or the effects of recoil.

RANGE INCREMENTS

As shown on the tables in Chapter 4, each ranged weapon has a **range increment**. Unless otherwise specified, when a character makes a ranged attack against a target within 1 range increment, his range modifier is +0. When he makes a ranged attack against a target located more than 1 range increment away, he suffers a –2 penalty per range increment beyond the first between him and his target.

Example 1: A Colt M1911 service pistol has a range increment of 25 ft. When the weapon is fired at a target 20 ft. away, the range modifier is +0.

Example 2: When a Colt M1911 service pistol is fired at a target 80 ft. away, the range modifier is –6 (beyond the first 25 ft., –2 per 25-ft. range increment to the target).

Each weapon also has a **maximum range** beyond which it cannot be used effectively. Usually, a firearm or heavy weapon's maximum range is equal to 10 range increments. Each hurled weapon may be thrown a maximum number of range increments as shown in its weapon table entry. Each weapon's exact maximum range is found in its Chapter 4 table entry.

SAVING THROWS

Most of the time when a character resists an effect, he makes a "saving throw," or "save." There are three types of saves, each with its own bonus and uses *(see page 60)*.

Saves are made as directed by the GC or the rules. When a rule calls for a save, the DC and other pertinent information is provided. When the GC calls for a save, he determines the DC based on the relevant rules or the difficulty of resisting the effect, with 15 representing a routine save and 40 representing a nearly impossible one.

TABLE 5.12: IMPROVISED WEAPONS

Gear Check Result	Weapon Statistics*
1–4	As light club or knife
5–8	As tool hammer or hook
9–12	As heavy club or stiletto
13–16	As machete or pick
17+	As massive club or light chainsaw

* Player's choice of 1 listed weapon from his result line or a lower result line.

The player rolls 1d20 and adds his appropriate save bonus to obtain a **saving throw result**. If the result equals or exceeds the DC, the character resists; otherwise, he suffers the full effect. In most cases, a successful save either negates the effect or reduces it to 1/2 standard, though many other results are possible, as noted in each save description or directed by the GC.

When making a save, a 1 is *not* an automatic failure; neither is a 20 an automatic success. A save may *not* result in a threat, error, critical success, or critical failure.

All Reflex saving throws are subject to armor check penalties *(see page 223)*.

SIZE

Unless otherwise specified, a character's Size is Medium. Most humans are Medium, though some, such as children, are Small.

The size of scenery, vehicles, animals, and items varies widely. Everything in the *Spycraft 2.0* universe — including weapons — uses the same Size scale, as shown on Table 5.13: Size *(see page 349)*. Further explanation of this table follows.

Defense: This modifier is applied to the character or object's Defense value.

Attack: This modifier is applied to each of the character or object's attack check results.

Stealth/Hide: This modifier is applied to each of the character or object's Blend/Stealth and Sneak/Hide check results.

Wounds: A special character's total wounds are modified as listed in this column. A standard character's Damage save is unaffected by his Size.

Encumbrance: A character or animal's encumbrance loads are modified as listed in this column. If the character or animal has 4 or more legs, each encumbrance load increases by an additional 50% (rounded up).

Squares: This column lists the largest number of squares a character or object takes up, with the most basic footprint. The actual footprint of any character or object of Large Size or bigger probably varies from this standard. In the case of vehicles and important scenery, the object's footprint is included in its Size classification, width first (e.g. "Large (2×4)" indicating an object 2 squares wide and 4 squares long). A character or object's footprint determines the maximum number of attackers who may simultaneously target it (maximum of 1 attacker per square adjacent to the footprint).

Reach: This column lists the default Reach of a character of each Size. A character's Reach determines his Melee Range *(see page 327)*.

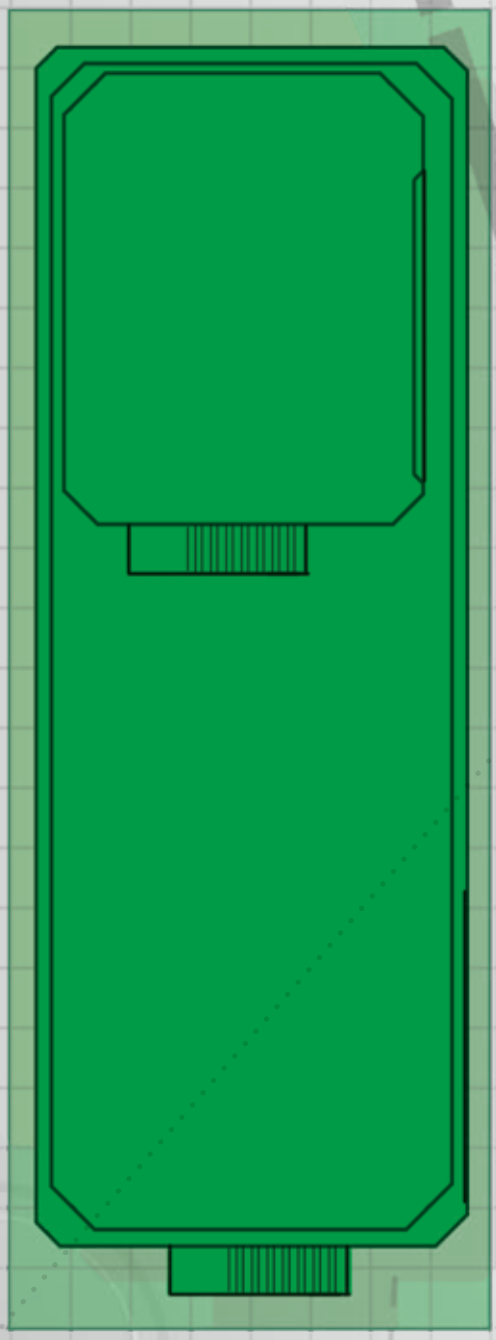
SIZE COMPARISON CHART

1 SQUARE = 5 FEET

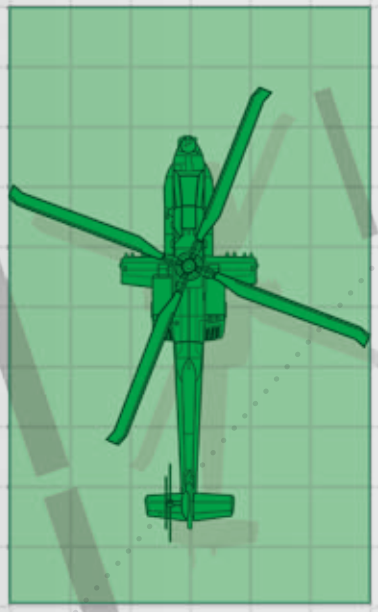
AIRCRAFT CARRIER
Size: Vast (40 squares × 140 squares)



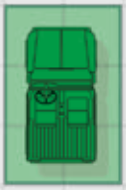
CONTROL TOWER
Size: Collosal (8 × 22)



ATTACK HELICOPTER
Size: Gargantuan (6 × 10)



JEEP
Size: Large (2 × 3)



CHARACTER
Size: Medium

2 SECURE CONTAINERS
Size: Small

REFUELING TRUCK
Size: Huge (3 × 5)

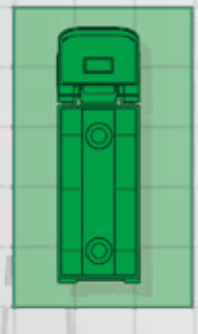


TABLE 5.13: SIZE

Size	Defense∆	Attack	Stealth/ Hide	Wounds	Encumbrance	Squares	Reach	Example Object	Example Creature
Nuisance (N)	+16	+16	+20	1/8 × Con*	1/16 × standard*	32 per square∆∆	Same square	Poker chip	Locust
Fine (F)	+8	+8	+16	1/4 × Con*	1/8 × standard*	16 per square∆∆	Same square	Remote control	Sparrow
Diminutive (D)	+4	+4	+12	1/3 × Con*	1/4 × standard*	8 per square∆∆	Same square	Bowling ball	Squirrel
Tiny (T)	+2	+2	+8	1/2 × Con*	1/2 × standard*	4 per square∆∆	Same square	Microwave	House cat
Small (S)	+1	+1	+4	2/3 × Con*	3/4 × standard*	2 per square†∆∆	1 square	Garbage can	Great Dane
Medium (M)	+0	+0	+0	Equal to Con	Standard	1 square	1 square	Filing cabinet	Dolphin
Large (L)	–1	–1	–4	1.5 × Con**	2 × standard	3 × 3 squares††	2 squares	Pick-up truck	Cow
Huge (H)	–2	–2	–8	2 × Con	4 × standard	6 × 6 squares††	2 squares	City bus	Bull elephant
Gargantuan (G)	–4	–4	–12	3 × Con	8 × standard	12 × 12 squares††	3 squares	Private jet	Humpback whale
Colossal (C)	–8	–8	–16	4 × Con	16 × standard	25 × 25 squares††	3 squares	Jumbo jet	Blue whale
Enormous (E)	–16	–16	–20	5 × Con	32 × standard	50 × 50 squares††	4 squares	Oil tanker	—
Vast (V)	–32	–32	–24	6 × Con	64 × standard	51 × 51 or more squares††	4 squares	Aircraft carrier	—

* Rounded up. In the case of wounds, this modifier also determines the negative wounds at which the character dies (i.e. a Small character dies at –7 wounds, a Tiny character dies at –5 wounds, a Diminutive character dies at –4 wounds, etc.).

** Rounded down.

† A Small character cannot use a 2-handed weapon and must use 1-handed weapon as a 2-handed weapon *(see page 346)*.

†† When a character or object of this Size moves or is moved, the guiding force chooses the character or object's center square and repositions it accordingly.

∆ This may reduce a character or item's Defense below 0.

∆∆ When a character of this Size is hit and killed, any leftover damage is applied to another random character in the same square.

SLEEP DEPRIVATION

A character may stay awake for up to 24 hours without effect. Thereafter, he becomes *fatigued* and must make a Fortitude save (DC 15 + 1 per previous save) at the start of each 24-hour period without at least 4 hours' sleep. With failure, the character falls unconscious for 1d4+4 hours.

SMOKE INHALATION

At the start of a character's Initiative Count during each round when he breathes smoke, he must make a Fortitude save (DC 15 + 1 per previous save). With failure, he suffers 1d4 lethal damage and loses the chance to act during the current round.

Some gear provides a dedicated air supply or filters that allow a character to ignore the effects of smoke. Alternately, a character may hold his breath *(see Suffocation, right)*.

STARVATION AND THIRST

An active character requires 1,500 calories per day (if female) or 2,000 calories a day (if male). Either gender may consume 1 MRE (Meal, Ready to Eat) to fulfill this daily requirement. At the start of the 4th and each subsequent day a character goes without meeting this minimum intake, he must make a Fortitude save (DC 10 + 1 per previous save). With failure, he becomes *fatigued* and suffers 1d6 lethal damage + an additional 1d4 lethal damage per day he's gone without food. The character may not lose the *fatigued* condition until he eats at least 1 day's necessary calories.

Likewise, an active character requires 1 quart of fluids per day, or 2 quarts per day when exposed to any heat over 90° F. At the start of each day a character goes without meeting this minimum intake, he must make a Fortitude save (DC 10 + 1 per previous save). With failure, he becomes *fatigued* and suffers 1d6 lethal damage + an additional 1d4 lethal damage per day he's gone without fluids. The character may not lose the *fatigued* condition until he drinks at least 1 day's necessary fluids.

SUFFOCATION

A character may hold his breath for a number of rounds equal to twice his Constitution score. At the start of each round thereafter, he must make a Fortitude save (DC 10 + 1 per previous save). With failure, his vitality points drop to 0 (if he's a player or special character), or he falls unconscious (otherwise). At the start of his Initiative Count during the following round, the character must start breathing if he's able. If not, his wound points drop to 0 (if he's a player or special character) and the character begins to die regardless of his type *(see page 341)*.

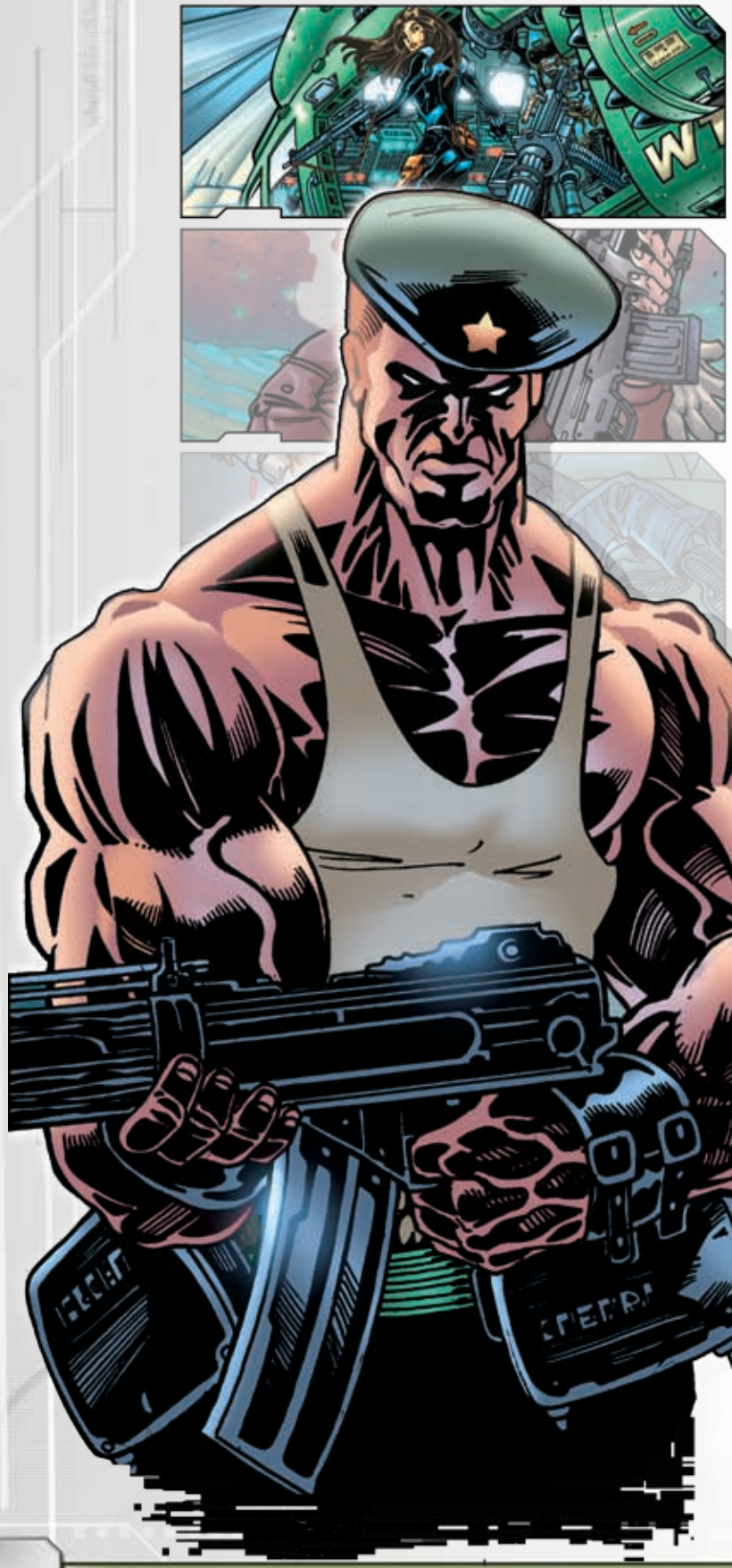
Some gear provides a dedicated air supply that staves off suffocation in airless environments.

UNDERWATER COMBAT

A character possessing 4 or fewer ranks in Athletics suffers a –4 penalty with all attack checks, Reflex saves, and skill checks made underwater (except Athletics/Swim checks). A character possessing 5 or more ranks in Athletics suffers a –2 penalty with these checks.

Without special gear or abilities, an underwater character may make only unarmed, melee, and explosive attack checks. Unarmed attack checks suffer no penalties, but the error ranges of all melee attack checks are increased by 2. Further, the damage of any melee weapon to which the wielder's Strength modifier is applied is reduced to 1/2 standard (rounded up). Finally, the blast increment of any explosive set off underwater is doubled, but the error range of any attack check made to set an explosive increases by 2.

The Bends: A character who remains underwater for more than 1 hour and dives below 100 ft. must surface slowly, a process that requires 30 minutes per 50 ft. he submerged. Otherwise, he becomes *stunned* and suffers 1d6 lethal damage per round until he's placed in a pressure tank and decompressed over the same time period.



Euphoria: A character who remains underwater for more than 1 hour and dives below 50 ft. suffers a –4 penalty with all Intelligence- and Wisdom-based skill checks. This effect lasts for 30 minutes per 50 ft. he submerged.

Pressure Damage: A character who submerges 100 ft. or more must make a Fortitude save once per minute or suffer 1d6 subdual damage + 1d6 additional subdual damage per 50 ft. submerged. This save's DC is equal to 15 + 1 per previous save until the character rises past 60 ft.

VISION AND HEARING

Unless otherwise specified, a character can see up to 10 visual range increments, each equal to his Wisdom score × 10 ft., and he can hear up to 10 hearing range increments, each equal to his Wisdom score × 5 ft. Feats, gear, and circumstances may modify these range increments, as noted in each option's description and as shown on Table 5.14: Vision and Hearing *(see page 351)*. Gear that provides additional light extends out in either a radius or cone, as shown on the Blast Diagrams on page 344.

All sensory range increments operate per the rules on page 347. Further, certain conditions inflict a penalty with skill checks possessing either the "Vision" or "Hearing" tag, and as shown in each skill description. Also, some provide a Defense bonus to the character's targets.

Sense of Smell: Unless otherwise specified, a character has a base scent range equal to his Wisdom score × 1 ft. Occasionally, character options may increase this range, allowing the character to use his sense of smell as he would his eyes and ears.

Special Note: *Spycraft 1.0* concealment modifiers have been folded into vision and hearing. There are no separate concealment modifiers in *Spycraft 2.0*.

TERMINAL SITUATIONS

Characters sometimes find themselves in appalling peril. They fall from planes at 20,000 ft. They're at the center of an explosion that wipes out a fortified building. They find assassins standing beside their beds in the morning, holding pistols at their temples. *Spycraft 2.0* calls these "Terminal Situations."

Outside combat only, the GC may declare that any situation from which a character cannot logically escape is a Terminal Situation. Commonly, the victim must be *helpless* or *vulnerable* in order for a Terminal Situation to apply. Until the situation abates, any of the victim's opponents with line of sight to him may spend 1 action die to cause him to either fall *unconscious* or die (his wound points immediately dropping to –9), as appropriate to the circumstances at hand.

Terminal Situations may apply to player characters, their enemies, or any other character, per the GC's discretion.

TABLE 5.14: VISION AND HEARING

Circumstance	Visual Inc.*	Hearing Inc.	Skill Check Mod**	Target Defense Bonus
Ambient Light				
None (e.g. pitch black)	None††	+0 ft.	–8/+0	+8
Faint (e.g. average moonlit night)	–60 ft.	+0 ft.	–4/+0	+4
Dim (e.g. dawn, dusk)	–30 ft.	+0 ft.	–2/+0	+2
Moderate (e.g. day)	+0 ft.	+0 ft.	–0/+0	+0
Bright (e.g. floodlights)	+30 ft.	+0 ft.	+1/+0	–2
Ambient Noise				
None (e.g. soundproofed room with no sound)	+0 ft.	+20 ft.	+0/+0	+0
Light (e.g. a nearby conversation, low TV)	+0 ft.	+0 ft.	+0/+0	+0
Moderate (e.g. several nearby conversations, loud stereo, revving car engine)	+0 ft.	–5 ft.	+0/–1	+0
Heavy (e.g. helicopter rotors, passing train)	+0 ft.	–10 ft.	+0/–2	+0
Extreme (e.g. earthquake, air siren)	+0 ft.	–20 ft.	+0/–4	+0
Character Conditions				
Blinded	None††	+0 ft.	–8/+0	+8
Deafened	+0 ft.	None††	+0/–8	+0
Underwater†				
Clarity				
Crystal clear water	+20 ft.	–20 ft.	+0/+0	+0
Common water	+0 ft.	–20 ft.	+0/+0	+0
Opaque water	–10 ft.	–20 ft.	–1/+0	+1
Murky water	–20 ft.	–20 ft.	–2/+0	+2
Disturbed water (e.g. during melee combat in a vessel's wake)	–40 ft.	–60 ft.	–4/+0	+4
Depth				
1–30 ft.	–20 ft.	+0 ft.	–2/+0	+2
31–60 ft.	–40 ft.	+0 ft.	–4/+0	+4
61–90 ft.	–60 ft.	+0 ft.	–6/+0	+6
91–120 ft.	–80 ft.	+0 ft.	–8/+0	+8
120+ ft.	–100 ft.	+0 ft.	–10/+0	+10
Weather				
Clear skies	+0 ft.	+0 ft.	+0/+0	+0
Fog (or smoke), light	–10 ft.	+0 ft.	–1/+0	+1
Fog (or smoke), moderate	–20 ft.	+0 ft.	–2/+0	+2
Fog (or smoke), dense	–40 ft.	+0 ft.	–4/+0	+4
Rain (or snow), light	–10 ft.	–5 ft. (rain only)	–1/–1	+1
Rain (or snow), moderate	–20 ft.	–10 ft. (rain only)	–2/–2	+2
Rain (or snow), heavy	–40 ft.	–20 ft. (rain only)	–4/–4	+4
Storm, blizzard	–60 ft.	+0 ft.	–6/+0	+6
Storm, dust storm	–60 ft.	+0 ft.	–6/+0	+6
Storm, hurricane	–80 ft.	–30 ft.	–8/+0	+8
Storm, snowstorm	–40 ft.	+0 ft.	–4/+0	+4
Storm, thunderstorm	–60 ft.	–20 ft.	–6/+0	+6
Wind, light	+0 ft.	–5 ft.	+0/–1	+0
Wind, moderate	+0 ft.	–10 ft.	+0/–2	+0
Wind, strong	+0 ft.	–15 ft.	+0/–3	+0
Wind, severe	+0 ft.	–30 ft.	+0/–6	+0
Wind, tornado	+0 ft.	–60 ft.	+0/–12	+0

* If the character's modified visual range increment drops below 0 ft., he is *blinded* until his visual range increment improves.

** Apply the left modifier to skill checks with the "Vision" tag and the right modifier to skill checks with the "Hearing" tag.

† When the character is located within 30 ft. of the surface, illumination and weather conditions above the surface also apply at 1/2 standard (rounded down). Likewise, the illumination range of any light source brought into the water is reduced to 1/2 standard (rounded down). Further, while a character is underwater, his result cap with skill checks possessing the Hearing tag decreases by 20.

†† A *blinded* character may not make any skill check that requires eyesight or eye-hand coordination. Likewise, a *deafened* character may not make any skill check that requires hearing.

ACTIONS

This section covers the actions each character may take during combat. Some may also be taken outside combat, as noted in their descriptions and elsewhere in the rules, and as prescribed by the GC. For a summary of each action in compact form, consult Table 5.15: Actions *(see below)*.

An action's category follows its name. Actions are divided into four categories. Three correspond to the fundamental divisions of combat — attack, initiative, and movement — while the other — trick — comprises special maneuvers and techniques a character may apply to actions in other categories.

When an action is taken with a weapon that consumes ammunition, the number of required shots is listed after the category.

Following ammunition is a list of the modes in which a firearm may be used when taking the action. There are 3 fire modes — Single-Shot, Burst, and Full Auto *(see page 299)*.

Finally, one or more "action tags" may follow, each with an effect upon the action's use, as follows.

Incidental (IDL): This action may happen in conjunction with movement. Once per round when the character is *also* taking a movement action, he may take 1 action with this tag as a free action.

Proficiency (PRF): If the character does not possess the appropriate proficiency, the time required to take this action is doubled and may not be reduced by any means (even a feat ability). Also, the error ranges of all attack and skill checks made as part of the action are increased by 2.

TIME AND ERROR RANGE MODIFIER

Beneath each action's name line are two items in bold — the amount of time the action requires, followed by any modifier applying to the error range of each attack and skill check made as part of the action (when no checks are made, this number is +0 and affects nothing).

Special Note: A character may not take 10 or take 20 with any attack or skill check made as part of a combat action.

ACTION DESCRIPTION

This section describes the action in play — the conditions under which it is undertaken, any special modifiers that apply, the Defense or DC against which any check results are compared, and potential outcomes.

The character taking the action is always described as "the character"; the target of his action is always described as "the opponent," or "the target," or "the teammate."

Unless otherwise specified, a character must be aware of someone to target him with any action *(see The Order of Combat, page 323)*.

TABLE 5.15: ACTIONS

Action	Time	Shots	Modes	Error Range	Tags	Effect*
Attack Actions						
Standard Attack	1 half action	1	Single-Shot	+0	None	1 attack against 1 target
Autofire	1 full action	3 per volley	Full Auto	+2	None	(6+ shots remaining) –1 per volley; hit = 1 shot + 1 additional shot per 4 over target Def
Coup de Grace	1 full action	1	Any	+0	None	Automatic critical hit vs. 1 *helpless* target at no cost
Cover Fire	1 full action	5	Any	+0	None	1 opponent within 1/2 max. range makes Will save (DC 10 + character's ranged attack bonus) or suffers –4 penalty with attack/skill checks for 1 full round
Disarm	1 half action	1	Any	+2	PRF	Standard Attack vs. Standard Attack to disarm 1 target within Reach (unarmed/melee) or CQB Range (other)
Grapple	1 full action	0	N/A	+0	PRF	Athletics (Str) vs. Athletics (Str) to make 1 opponent *held*; both characters become *vulnerable* and may make additional Athletics (Str) checks to gain grapple benefits
Kick	1 half action	0	N/A	+0	None	–2 Initiative; STR mod applied to damage twice
Pummel	1 full action	0	N/A	+0	None	Hit = double subdual damage + target's Fort save DC increased by character's STR mod (min. +1)
Strafe	1 full action	2 per square	Full Auto	+2	None	(9+ shots remaining) cumulative +2 to Defense per square; hits determined in each square independently
Suppressive Fire	1 full action	5+	Any	+1	None	1 final attack vs. each opponent who moves through target square; –4 with each final attack + no Aim; each target suffers –4 penalty with attack/skill checks
Taunt	1 half action	0	N/A	+0	None	Manipulate (Cha) vs. Sense Motive (Wis) to force opponent to attack character with next action
Threaten	1 half action	0	N/A	+0	None	Intimidate (Wis) vs. Resolve (Wis) to inflict 1d4+1 stress
Trip	1 half action	0	N/A	+1	None	Acrobatics (Dex) vs. Acrobatics (Dex) to force target to become *sprawled*

TABLE 5.15: ACTIONS CONTINUED

Action	Time	Shots	Modes	Error Range	Tags	Effect*
Initiative Actions						
Aim	1 half action	0	Any	+0	PRF	+1 with Standard Attacks against 1 unmoving target
Anticipate	1 half action	0	N/A	+0	None	Sense Motive (Wis) (DC 10 + target BAB) to gain dodge bonus to Def vs. chosen opponent equal to Wis mod (min. +1) for 1 full round
Brace	1 half action	0	N/A	+0	None	+2 STR (recoil); +1 with Standard Attacks and Autofire in 90° forward cone; –4 with Ref saves
Delay	1 free action	0	N/A	+0	None	–1 to Initiative (max. times = Initiative bonus +10)
Diversion	1 half action	0	N/A	+1	None	Bluff (Dex) vs. Sense Motive (Wis) to drop 1 target's Initiative by 1d4+1
Drop a Ready Item	1 free action	0	N/A	+0	IDL	Drop 1 ready item in current square
Joint Action	1 full action	0	N/A	+1	None	Tactics (Int) (DC 10 × number of teammates/allies) to allow all targets to act on character's Initiative Count during following round
Press	1 free action	0	N/A	+0	None	(Initiative 25+) –20 Initiative to gain 1 half action
Ready	1 full action	0	N/A	+0	None	1 half action delayed until later during current round; Initiative reduced to Count when half action is taken
Refresh	1 full round	0	N/A	+0	None	If not attacked, character regains 1 action die's result in vitality points or 2 wound points
Regroup	1 full round	0	N/A	+0	None	Initiative +(5 + Int bonus)
Stand Off	1 free action	1 per attack	Any	+0	None	Special *(see page 359)*
Movement Actions						
Standard Move	1 half action	0	N/A	+0	None	Move up to Speed in any direction
Bull Rush	1 full action	0	N/A	+0	None	Move up to Speed toward 1 opponent; opposed Athletics (Str) check to push opponent 1 square + 1 additional square per 4 over opponent result; opponent becomes *sprawled*
Crouch	1 half action	0	N/A	+0	None	Character becomes *crouched*
Draw/Holster/ Pick Up Weapon	1 half action	0	N/A	+0	IDL	Draw 1 weapon (2-handed) or 2 weapons (1-handed)
Drop Prone	1 half action	0	N/A	+0	None	Character becomes *prone*
Feint	1 half action	0	N/A	+1	None	Sleight of Hand (Dex) vs. Notice (Wis) to make 1 opponent *flat-footed*
Reload	1 half action	0	N/A	+0	IDL, PRF	Reload 3 shots (single-fed) or all (other)
Run	1 full action	0	N/A	+1	None	Move 3 × Speed in straight line (full armor); 4 × Speed in straight line (other); character becomes *flat-footed*
Stand Up	1 half action	0	N/A	+0	None	Rise from *crouched*, *prone*, or *sprawled* position + become *flat-footed*
Tire	1 half action	0	N/A	+1	None	Resolve (Con) vs. Resolve (Con) to inflict 1d4+1 subdual
Total Defense	1 full action	0	N/A	+0	None	1 Standard Move; +4 dodge bonus to Def for 1 full round
Withdraw	1 full action	0	N/A	+0	None	Move up to 2 × Speed away from all opponents
Tricks						
Bounce	1 free action	+0	Single-Shot	+1 per surface	PRF	–2 per surface (max. Dex mod (min. 0))
Burst	1 free action	+2	Burst	+1	None	Hit = 1 shot; hit + 5 or more = 2 shots; hit + 10 or more = 3 shots
Called Shot	1 free action	+0	Single-Shot	+0	None	(requires Aim) –5 Initiative; –3 for partial armor, –6 for moderate armor, –9 for full armor, –1 for helmet; hit = ignore DR
Cheap Shot	1 free action	+0	Any	+1	None	–4 with Standard Attack; hit = –2 with attack/skill checks with 1 attribute or –10 to Speed
Fight Defensively	1 free action	+0	Any	+0	None	–4 with attack/skill checks and +2 dodge bonus to Def for 1 full round

* This column includes only basic information for each action. Consult each action's description for additional rules.

STANDARD ATTACK
(ATTACK ACTION — 1 SHOT — SINGLE-SHOT MODE)

1 Half Action • Error Range +0

The character may make 1 attack against 1 target of his choice.

STANDARD MOVE (MOVEMENT ACTION)

1 Half Action • Error Range +0

The character may move up to his Speed in feet, in any direction.

AIM (INITIATIVE ACTION; PROFICIENCY)

1 Half Action • Error Range +0

The character may aim at any 1 valid target. His Initiative Count increases by 1. Further, so long as the target takes does not move more than 5 ft., the character gains a +1 bonus with all Standard Attack attack checks made against that target.

A character may aim at only 1 target at a time.

Special Note: Unless otherwise specified, the Aim and Brace actions may not be taken as a single action — they must be taken separately, though their bonuses are unnamed, and therefore stack.

ANTICIPATE (INITIATIVE ACTION)

1 Half Action • Error Range +0

The character may attempt to second-guess the action of 1 opponent. With a successful Sense Motive (Wis) check (DC 10 + the target's base attack bonus), the character gains a dodge bonus to his Defense against attacks made by the chosen opponent equal to the anticipating character's Wisdom modifier (minimum +1). This check possesses the Vision tag *(see page 101)*. This effect lasts for 1 full round.

With a critical success, the chosen opponent's threat range with each attack made against the character is reduced by the anticipating character's Wisdom modifier (minimum 20). This effect lasts for 1 full round.

With a critical failure, the character is thrown off-balance, becoming *flat-footed*.

Special Note: A character may only benefit from 1 Anticipate action targeting each opponent at any time. If a character takes a second Anticipate action to boost his Defense against an opponent when a previous boost is still active, the new action's outcome replaces that of the previous one — even if it's worse.

AUTOFIRE
(ATTACK ACTION — 3 SHOTS PER VOLLEY — FULL AUTO MODE)

1 Full Action • Error Range +2

A character whose firearm has 6 or more shots remaining may focus a stream of automatic fire at 1 target. The character chooses a number of volleys up to 1/3 the remaining shots in his weapon (rounded down, maximum 10 volleys). Each volley is 3 shots. Then the character makes 1 attack check with which he suffers a –1 penalty per volley fired (in addition to all standard modifiers).

With a hit, the target is struck by 1 shot + 1 additional shot for every 4 by which the character's attack result exceeds the target's Defense (to a maximum equal to the number of volleys fired).

With a critical hit, the damage from the first hit *only* is applied directly to the target's wounds (if the second and each subsequent shot hit, damage is applied for each as a standard hit).

BOUNCE (TRICK; PROFICIENCY)

1 Free Action • Error Range +1 Per Surface

A character making an attack with a hurled weapon that doesn't burst or explode on contact may attempt to ricochet his shot off a maximum number of surfaces equal to his Dexterity bonus (minimum 0). He suffers a –2 penalty with the attack per surface off which his attack ricochets.

BRACE (INITIATIVE ACTION)

1 Half Action • Error Range +0

If the character can brace his firearm against a stable surface, he may choose one 90° cone facing out from his current position *(if needed, use the Blast Diagram to determine this cone's area of effect — see page 344)*. His Initiative Count rises by 1. So long as the character does not move, he gains a +2 bonus to Strength for the purpose of determining recoil and a +1 bonus with all Standard Attack and Autofire attack checks made against any target within the chosen area. The entire time a character braces, he suffers a –4 penalty with Reflex saves.

Special Note: Unless otherwise specified, the Aim and Brace actions may not be taken as a single action — they must be taken separately, though their bonuses are unnamed, and therefore stack.

BULL RUSH (MOVEMENT ACTION)

1 Full Action • Error Range +0

The character may move up to his Speed directly toward any 1 opponent whose Size is up to 1 category bigger than his own. When he enters the chosen opponent's square, the characters make an opposed Athletics (Str) check. These checks possess the Armor Check Penalty tag *(see page 101)*. The bigger combatant gains a +4 bonus with this check per Size category of difference between them.

Alternately, a mounted character or a character operating a vehicle may perform a Bull Rush action using the appropriate skill required to make a Maneuver check with the mount or vehicle. In this case, an Armor Check Penalty has no effect but the Size modifier still applies.

If the acting character loses this opposed check, he moves back 1 square and becomes sprawled; otherwise, his opponent is pushed directly back 1 square + 1 additional square per 4 points of difference between the results. Further, for each Size category the acting character is bigger than the chosen opponent, the opponent is pushed back 1 additional square. The character may not voluntarily reduce this distance.

If scenery or an object obstructs this path, the intervening item makes a Damage save against damage equal to the acting character's Athletics result. With failure, the chosen opponent smashes through the obstruction and keeps moving. With any result, the chosen opponent suffers the acting character's standard unarmed attack damage.

If one or more characters obstruct this path, each intervening character must make an Athletics (Str) check against the acting character's Athletics result. With failure, the intervening character becomes *sprawled* in a random adjacent square (decided by the Deviation Diagram, with occupied squares re-rolled), and the chosen opponent keeps moving past him. With any result, both the chosen opponent and the intervening character suffer the acting character's standard unarmed attack damage.

At the end of the chosen opponent's movement, he becomes *sprawled*.

If the acting character wins this check with a critical success, or the chosen opponent suffers a critical failure, the opponent is pushed directly back 2 squares + 1 additional square per 2 points of difference between the results.

Conversely, if the chosen opponent wins this check with a critical success, or the acting character suffers a critical failure, the acting character becomes *sprawled* and is sent *reeling*.

The acting character must move along with the chosen opponent, ending his movement in the square adjacent to the chosen opponent within the Bull Rush movement path. The acting character may end this action's movement early, in which case the chosen opponent comes to a stop directly in front of the acting character in the Bull Rush movement path.

Unless the GC rules otherwise, this action may only be used to target characters, animals, and other living beings.

BURST (TRICK — +2 SHOTS — BURST MODE)

1 Free Action • Error Range +1

A character making a Standard Attack with a firearm may instead target 1 opponent with a short burst of ammunition.

With a hit, the target is struck by 1 shot. If the attack result exceeds the target's Defense by 5 or more, the target is struck by 2 shots. If the attack result exceeds the target's Defense by 10 or more, the target is struck by all 3 shots. Damage is applied as standard for each shot that hits.

With a critical hit, the damage from the first hit *only* is applied directly to the target's wounds (if the second and third shots hit, damage is applied for each as a standard hit).

CALLED SHOT (TRICK)

1 Free Action • Error Range +0

A character who is aiming with a ranged weapon, unarmed and adjacent to his target, or holding a readied melee weapon and adjacent to his target, may make a "called shot" against his chosen target. A called shot is only possible with a Standard Attack action.

The character suffers a –5 fluid Initiative penalty, as well as a –3 penalty with his attack check if the target is wearing partial armor, a –6 penalty if the target is wearing moderate armor, or a –9 penalty if the target is wearing full armor. If the target wears a helmet, the character suffers an additional –1 penalty with his attack check.

With a hit, all damage reduction provided by armor and other gear is ignored when damage is applied.

CHEAP SHOT (TRICK)

1 Free Action • Error Range +1

A character making a Standard Attack may attempt to exploit one of an opponent's obvious weaknesses. The character chooses 1 of the opponent's attributes or the opponent's Speed, then makes his attack check, suffering a –4 penalty. With a hit, the opponent suffers a –2 penalty with all attack and skill checks for which the chosen attribute is key, or a –10 ft. penalty to his Speed, as decided before the attack. This effect lasts until the end of the scene or until the chosen opponent makes a successful Fort save (DC 20 – 2 per minute since the Cheap Shot was made). The chosen opponent may attempt this save once per minute.

With a miss, the character becomes *flat-footed*.

Special Note: A combatant may suffer from only 1 successful Cheap Shot per scene.



COUP DE GRACE (ATTACK ACTION — 1 SHOT)

1 Full Action • Error Range +0

The character may intentionally strike 1 adjacent *helpless* opponent to knock him *unconscious*. Alternately, he may inflict an automatic critical hit against the target at no action die cost. Even if the target survives, he must make a Fortitude save (DC 10 + the damage inflicted) or immediately drop to –10 wounds (*dead*).

COVER FIRE (ATTACK ACTION — 5 SHOTS)

1 Full Action • Error Range +0

The character may train his firearm on 1 opponent within 1/2 his maximum range (rounded down). This opponent may not be engaged in melee combat. The chosen opponent must make a Will save (DC 10 + the character's ranged attack bonus). With failure, the chosen opponent suffers a –4 penalty with all attack and skill checks he makes for 1 full round. If the opponent fails this save by 5 or more, the character may spend 1 action die to make 1 final attack against the chosen opponent. This attack must be made with the same firearm used to take the Cover Fire action, and may not benefit from Aim action bonuses.

CROUCH (MOVEMENT ACTION)

1 Half Action • Error Range +0

The character may become *crouched*, providing his opponents with a smaller target.

DELAY (INITIATIVE ACTION)

1 Free Action • Error Range +0

A character may wait to see what other combatants do by voluntarily reducing his Initiative Count by 1 (permanently setting himself up to act during the lower Initiative Count). A character may perform a maximum number of Delay actions per round equal to his Initiative bonus +10, at which point he must act or forfeit his chance to act during the round.

Example: Kevin's Initiative Count is 22 and his Initiative bonus is +5. He may perform the Delay action up to 15 times per round. During the current round, he may use this action to reduce his Initiative Count to a minimum of 7 before he must act or forfeit the chance to act during the current round. Kevin decides to act on Initiative Count 10, so his Initiative Count is 10 at the start of the following round.

This action may not decrease a character's Initiative Count below 5.

When two or more characters perform Delay actions during the same Initiative Count, they act before all other combatants during their following Initiative Count, in standard Initiative order.

DISARM (ATTACK ACTION — 1 SHOT; PROFICIENT)

1 Half Action • Error Range +2

The character may attempt to disarm 1 opponent in his line of sight. The opponent must be within the character's Reach (if the character is unarmed or using a melee weapon), or within CQB Range (otherwise). The character and his chosen opponent make an opposed Standard Attack check. Each character holding his weapon with both hands gains a +4 bonus with this opposed attack check. Further, if one character's weapon is 1 Size category bigger than his opponent's weapon, he gains a +4 bonus with the check per Size category of difference (an unarmed character's "weapon" is considered to be 2 Size categories smaller than him; an unarmed character cannot be disarmed). This Size-based bonus does not apply when the character uses a ranged weapon to attempt a Disarm action.

If the acting character wins this opposed check, the chosen opponent is disarmed and his weapon lands in an adjacent square (per the Deviation Diagram, with occupied squares re-rolled). If the character wins with a threat, or the opponent suffers an error, the character may choose the adjacent square in which the weapon lands, or may cause it to fly 1d4+1 squares in a random direction (per the Deviation Diagram). If the character wins with a critical success, or the opponent suffers a critical failure, the character or any teammate or ally with a free hand who is adjacent to the opponent may take the target weapon.

Conversely, if the chosen opponent wins this opposed check, the acting character becomes *flat-footed*. If the opponent wins with a threat, or the character suffers an error, the opponent may, as a free action, target the character with 1 Disarm action. If the opponent wins with a critical success, or the character suffers a critical failure, the opponent gains 1 final attack against the character.

DIVERSION (INITIATIVE ACTION)

1 Half Action • Error Range +1

The character may try to draw 1 opponent's attention, preventing him from reacting quickly. The character must have line of sight to the chosen opponent and vice-versa. He makes a Bluff (Dex) check opposed by a Sense Motive (Wis) check made by his chosen opponent. Both of these checks possess the Vision tag *(see page 101)*.

If the character wins this opposed check, the opponent's Initiative Count drops by 1d4+1. If the character wins with a critical success, or the opponent suffers a critical failure, the opponent's Initiative Count drops by 2d4+2.

Conversely, if the opponent wins this opposed check, the character becomes *flat-footed*. If the opponent wins with a critical success, or the character suffers a critical failure, the opponent gains a +2 bonus with his next attack made against the character, or until the end of the following round (whichever comes first).

Special Note: A combatant who has been targeted with 1 successful Diversion in the current round cannot be targeted by another Diversion action.

DRAW/HOLSTER/ PICK UP A WEAPON (MOVEMENT ACTION; INCIDENTAL)

1 Half Action • Error Range +0

The character may draw, re-holster, or pick up one 2-handed weapon, or two 1-handed weapons. A weapon must be located in the character's square for him to pick it up. When this action is performed as part of a movement action, the character need only move through a square to pick something up along the way.

DROP A READY ITEM (INITIATIVE ACTION; INCIDENTAL)

1 Free Action • Error Range +0

The character may drop 1 ready item in his square. When moving, the character may drop the item in any square he traverses.

DROP PRONE (MOVEMENT ACTION)

1 Half Action • Error Range +0

Voluntarily dropping *prone* requires 1 half action (though a character may be *sprawled* against his will by a powerful attack).

FEINT (MOVEMENT ACTION)

1 Half Action • Error Range +1

The character may try to dupe 1 adjacent opponent with a false action, leaving him vulnerable to a different one. He makes a Sleight of Hand (Dex) check opposed by a Notice (Wis) check made by his chosen opponent. Both of these checks possess the Vision tag, and the Sleight of Hand check also possesses the Hands-On tag *(see page 101)*.

If the acting character wins this opposed check, his opponent becomes *flat-footed*. If the character wins with a critical success, or the chosen opponent suffers a critical failure, the character gains a +2 bonus with his next attack made against the chosen opponent, or until the end of the following round (whichever comes first).

Conversely, if the chosen opponent wins this opposed check, the character becomes *flat-footed*. If the opponent wins with a critical success, or the character suffers a critical failure, the opponent gains a +2 bonus with his next attack made against the character, or until the end of the following round (whichever comes first).

Special Note: A combatant who has been targeted with 1 successful Feint in the current round cannot be targeted by another Feint action.

FIGHT DEFENSIVELY (TRICK)

1 Free Action • Error Range +0

At the start of his Initiative Count during any round, a character may choose to "fight defensively," suffering a –4 penalty with all attack and skill checks for 1 full round, but gaining a +2 dodge bonus to Defense for the same period.

GRAPPLE

(ATTACK ACTION; PROFICIENCY)

1 Full Action • Error Range +0

An unarmed character, or a character holding a 1-handed weapon, may wrestle with 1 adjacent opponent whose Size is up to 1 category bigger than his own. The character steps into the chosen opponent's square and makes an Athletics (Str) check opposed by an Athletics (Str) check made by the chosen opponent. These checks possess the Armor Check Penalty and Grasp tags *(see page 101)*. The bigger character gains a +4 bonus with this check per Size category of difference between them.

If the character wins this opposed check, both combatants remain in the chosen opponent's square, and the chosen opponent becomes *held*. If the character wins with a critical success, or the opponent suffers a critical failure, the combatants remain in the chosen opponent's square, the chosen opponent becomes *held*, and the character immediately gains 1 grapple benefit with no skill check *(see right)*.

Conversely, if the opponent wins this opposed check, the character is pushed back into his original square and becomes *flat-footed*. If the opponent wins with a critical success, or the character suffers a critical failure, the character is pushed back into his original square and becomes *sprawled*.

So long as the chosen opponent remains *held*, the acting character remains *vulnerable*. Further, any combatant may move through adjacent squares without restriction. Finally, the only non-free action any grapple participant may take is an opposed full-action Athletics (Str) check, which is subject to the same tags and modifiers as the check made to start a grapple.

The winner of this check gains 1 grapple benefit *(see right)*. If a participant wins with a critical success, or his opponent suffers a critical failure, he gains 2 grapple benefits.

MULTIPLE GRAPPLERS

If two or more characters may act during the same Initiative Count, they may make a cooperative Athletics (Str) check to Grapple 1 opponent who is adjacent to each of them.

Alternately, a character may join a Grapple already in progress. He simply moves into the target square with 1 full action. From then on, he is part of each cooperative Athletics check made as part of the grapple.

Finally, a character may join a Grapple already in progress, targeting one participant without helping another. In this case, Grapple actions are resolved in Initiative order.

Up to 2 characters may grapple 1 target whose Size category is smaller than their own, up to 4 characters may grapple 1 target of the same Size, and up to 8 characters may grapple 1 target whose Size category is 1 larger than their own. No character may hold more than 1 target at any time.

GRAPPLE BENEFITS

Break Pin: A *pinned* participant breaks free or helps another character *pinned* in the grapple break free. The character who breaks free is still *held*.

Disarm: The participant forces 1 *held* or *pinned* opponent to drop 1 weapon to the ground in the grapple square.

Draw Weapon/Item: The participant draws one 1-handed weapon or object. If he already holds a weapon or object, it lands on the ground in the grapple square.

Escape Hold: A *held* participant escapes or helps another character *held* in the grapple escape. The character who escapes must immediately take 1 Standard Move action of 5 ft. or more, up to his Speed. Thereafter, if no characters remain *held* in the grapple, all characters except the holding participant — or the leader of a multiple-character hold — must exit the square in Initiative order. If and when all adjacent squares are occupied, remaining participants remain in the grapple square until one frees up, at which point they exit in Initiative order. This has no effect upon the square's occupants, except that they're considered adjacent to one another.

Injure Opponent: The participant inflicts his standard unarmed damage, or his standard damage with a 1-handed weapon he holds, upon 1 *held* or *pinned* opponent. If the participant wishes to convert this damage from lethal to subdual or vice-versa, he suffers the attack check penalty with the opposed Athletics check.

Grapple Second Opponent: The participant whose current opponent is *held* (not *pinned*) may move into an adjacent square containing 1 opponent and target him with a standard Grapple action. A participant suffers a –4 penalty with all Athletics checks when attempting to grapple a second opponent, and while he holds 2 opponents. A participant may not grapple more than 2 opponents at a time.

Manipulate Opponent's Gear: The participant may ready, activate, deactivate, or otherwise use 1 piece of his opponent's non-weapon gear that is not concealed, covered, or stashed. If the participant unbuckles his opponent's armor, the armor's DR is reduced to 1/2 standard (rounded down) until the opponent spends 1 half action outside a grapple to adjust it.

Move: If all opponents involved in the grapple are *held* or *pinned*, the participant may take 1 bonus 5-ft.step, bringing the held or pinned opponents with him. If all opponents involved in the grapple are *pinned*, the participant may take 1 Standard Move action, bringing the held or pinned opponents with him.

Mute: The participant cups one of his hands over his opponent's mouth as a free action. This renders the opponent *mute*, but also inflicts a –2 penalty upon all the participant's subsequent Athletics checks during the same Grapple action, or until the opponent wins an Athletics check as part of the grapple (at which time the opponent loses the *mute* condition as well).

Pin: The participant's *held* opponent becomes *pinned*.

Sprawl Opponent: The participant forces 1 *held* or *pinned* opponent to become *sprawled* in the grapple square. The held opponent suffers 1d4 subdual damage + the participant's Strength modifier in the process. The participant becomes *prone* as a result of this grapple benefit.

Throw: A holding participant may throw the *held* or *pinned* character into an unoccupied adjacent square, inflicting his standard unarmed damage + an additional amount of damage equal to his Strength bonus (minimum +1). The formerly *held* or *pinned* character becomes *sprawled* and is no longer *held* or *pinned*.

Use Opponent's Weapon: The participant uses a 1-handed weapon carried by a *pinned* opponent to inflict damage upon its wielder. If the participant wishes to convert this damage from lethal to subdual or vice-versa, he suffers the attack check penalty with the opposed Athletics check.

JOINT ACTION (INITIATIVE ACTION)

1 Full Action • Error Range +1

The character may choose a number of willing teammates and allies up to his Cha modifier + 1 (minimum 1), and then make a Tactics (Int) check (DC equal to the number of teammates included × 10). This check possesses the Disposition, Hearing, and Language tags *(see page 101)*. With success, during the following round, the character and each chosen teammate and ally may act on the character's Initiative Count, in any order they wish (ignoring their actual Initiative Counts).

If any attack or skill check made as part of a joint action fails, the joint action immediately ends and all subsequent actions by all involved characters are lost.

Each character retains his actual Initiative Count, acting accordingly during later rounds.

Example: Kevin and his 3 buddies raid a Happy Campers Serenity Stronghold. He wants to stage a joint action during which he throws through a frag grenade through a door immediately after one of his partners kicks it open. His Charisma is only 13, so he may only include 2 of his 3 buddies in a Joint Action. He makes a Tactics (Int) check, scoring a 19 — more than enough to set the Joint Action up (1 partner = DC 10). During the following round, both Kevin and his chosen buddy act during his Initiative Count, performing their actions as scheduled. If Kevin's buddy fails to kick the door open, Kevin may not throw his grenade in the room beyond (not only because the door isn't open, but because the Joint Action falls apart).

KICK (ATTACK ACTION)

1 Half Action • Error Range +0

The character may voluntarily reduce his Initiative Count by 2 to make this unarmed attack against 1 opponent within his Reach. With a hit, he inflicts his standard unarmed damage, applying his Strength modifier (if positive) to the damage twice. For example, if Kevin has a Strength of 15 and hits with a Kick action, he inflicts 1d6 + 4 lethal damage (1d6 + (2 × his Strength bonus)). A character may take this action even if his hands are full or tied.

The Kick action is an unarmed attack but **not** a Standard Attack. Class, feat, and other abilities which affect Standard Attacks do **not** apply to Kick actions.

PRESS (INITIATIVE ACTION)

1 Free Action • Error Range +0

A character with an Initiative Count of 25 or higher may voluntarily reduce his Initiative Count by 20 to gain 1 additional half action during the current round. He takes the bonus half action immediately, but his standard actions — as well as any final attacks and other actions to which he's entitled — happen at his revised Initiative Count.

Example: Kevin has an Initiative Count of 30. He takes a Press action and gains 1 half action at Initiative Count 30. His standard full, half, and free actions, however, occur at Initiative Count 10.

Special Note: Each character may only Press once per round.

PUMMEL (ATTACK ACTION)

1 Full Action • Error Range +0

The character may attempt to beat 1 adjacent opponent into submission. He makes an unarmed Standard Attack check against the chosen opponent and with a hit, he inflicts double the standard subdual damage. Further, the DC of any Fortitude save the opponent makes to avoid being knocked out by this attack is increased by the character's Strength modifier (minimum +1).

Special Note: This action may *never* inflict lethal damage.



READY (INITIATIVE ACTION)

1 Full Action • Error Range +0

When a character takes a Ready action, he must decide upon two things — 1 half action that he will take later during the current round and a trigger that will cause him to take the action.

Example: Kevin decides to take a Standard Attack action with his pistol at the first person to come around a corner in his line of sight.

The trigger may involve a person *attempting* or *completing* a task, or an event *as it occurs*. In the first case, the character may specifically state that he wishes to intercede when the person *attempts* the task, allowing him to take the ready action before the person acts.

Example: Gary takes a Ready action to activate a shaped charge placed on a control panel if anyone attempts to press its "missile launch" button. His action occurs as, and before, anyone moves to do so.

When the character cannot react to a person attempting a task, his action may only follow the task's completion.

Example: Returning to the first example in this section, Kevin must obviously wait until someone comes around the corner before he can shoot, so the GC determines that Kevin's action may only follow, not precede, the triggering action.

If a Ready action's trigger occurs at an Initiative Count lower than that of the character, the character's Initiative Count is immediately reduced to the current Initiative Count; otherwise, the character's Initiative Count remains unchanged.

Should the character decide to cancel his action when the trigger occurs, he must make a Reflex save (DC 15). With failure, the character must go through with his declared action, regardless of the consequences. Whether the character succeeds with this save or not, his Ready action ends and his Initiative Count is reduced as standard.

Example: One of Kevin's allies comes around the corner, on Initiative Count 14. Kevin doesn't want to shoot his ally, so he makes a Reflex save, scoring a 22. He manages to keep from shooting his ally, but his Initiative Count still drops to 14 and his Ready action ends. No character who comes around the corner later during the same round triggers Kevin's attack.

Finally, if a character's Ready trigger doesn't occur during the current round, he loses the chance to act during the current round, his Initiative Count remains unchanged, and his Ready action remains active until the start of his Initiative Count during the following round.

Example: No one comes around the corner, so Kevin's Initiative Count remains unchanged at 22. He loses his chance to act during this round, but if anyone comes around the corner before Initiative Count 22 during the following round, Kevin's Ready action is activated.

Should the character decide to end his Ready action between the start of the following round and his Initiative Count during that round, he must make the Reflex save as standard.

REFRESH (INITIATIVE ACTION)

1 Full Round • Error Range +0

When not suffering from any condition, a character may forfeit his chance to act during the current round hoping that he will remain unmolested and recover some vitality or wound points. Unless the character is targeted by 1 or more attacks before the start of his Initiative Count during the following round, he may at that point spend and roll 1 action die, gaining the following benefits.

- If a standard character, his accumulated damage decreases by the action die's result.
- If a special character, he adds the action die's result to his vitality points, or recovers 2 wound points.

If the character is targeted by 1 or more attacks during this period (whether the attacks are successful or not), he may *not* spend the action die to heal, and still loses his chance to act.

A character may *not* spend more than 1 action die to heal per Refresh action.

REGROUP (INITIATIVE ACTION)

1 Full Round • Error Range +0

When not suffering from any condition, a character may increase his Initiative Count by 5 + his Intelligence bonus (if any). When combined with all other Initiative Count modifiers during the current round, this may not increase the character's Initiative Count by more than 10 *(see page 324)*.

RELOAD

(MOVEMENT ACTION; INCIDENTAL, PROFICIENCY)

1 Half Action • Error Range +0

The character may replenish one weapon's ammunition. This action completely reloads a belt-, drum-, or magazine-fed weapon, or up to 3 shots in a single-fed weapon.

RUN (MOVEMENT ACTION)

1 Full Action • Error Range +1

If wearing full armor, the character may move up to 3 × his Speed in feet; otherwise, he may move up to 4 × his Speed in feet. The character may only Run in a straight line. Further, he becomes *flat-footed*.

STAND OFF

(INITIATIVE ACTION — 1 SHOT PER ATTACK)

1 Free Action • Error Range +0

When an opponent within melee or CQB Range attacks a special character, but before the attack check is made, the target character may spend 1 action die and voluntarily reduce his Initiative Count by 5 to make a Reflex save (DC 10 + the opponent's base attack bonus). With success, the attacker must cancel the attack so he and his target can enter a "stand off" — a test of wills in which the participants hold weapons or poised unarmed or melee attacks on each other and try to force each other to surrender. With failure, the triggering attack occurs as standard.

During a stand off, all participants are *vulnerable,* and unless otherwise specified, each participant may only take free actions.

Further, if any participant in a stand off suffers 1 or more points of damage, the stand off immediately ends and all participants re-enter combat per the standard rules.

Finally, at the start of each round, before any other actions are taken, the participants make an opposed Resolve (Wis) check. These checks possess the Vision tag *(see page 101)*. The winner is unaffected, but each other participant suffers an amount of stress damage equal to 1d6 + the winner's Wisdom modifier (minimum 1 point of stress damage). If this causes any participant's stress damage to exceed one or more of his stress thresholds, he cracks and must immediately decide whether to surrender or be attacked.

- If he surrenders, he may perform no action without first receiving permission or an order from the winner of the Resolve check that cracked him.
- If he chooses to be attacked, the strike comes from the nearest opponent in the stand off. It automatically hits and drops a special character's wound points to –1, or automatically kills a standard character.

Any character may choose to surrender before making each round's Resolve check, after which he may perform no action without first receiving permission or an order from an opponent in the stand off.

If not interrupted by damage inflicted to 1 or more participants, a stand off continues until only 1 participant remains.

ENTERING A STAND OFF

As a half action, any character within CQB range of a stand off in progress may enter it, choosing 1 weapon or unarmed attack to level at involved opponents. From that point on, the newcomer becomes part of a group on one side of the stand off. His side makes team Resolve checks using the highest bonus among them so long as 2 or more characters remain in his group.

STAND UP (MOVEMENT ACTION)

1 Half Action • Error Range +0

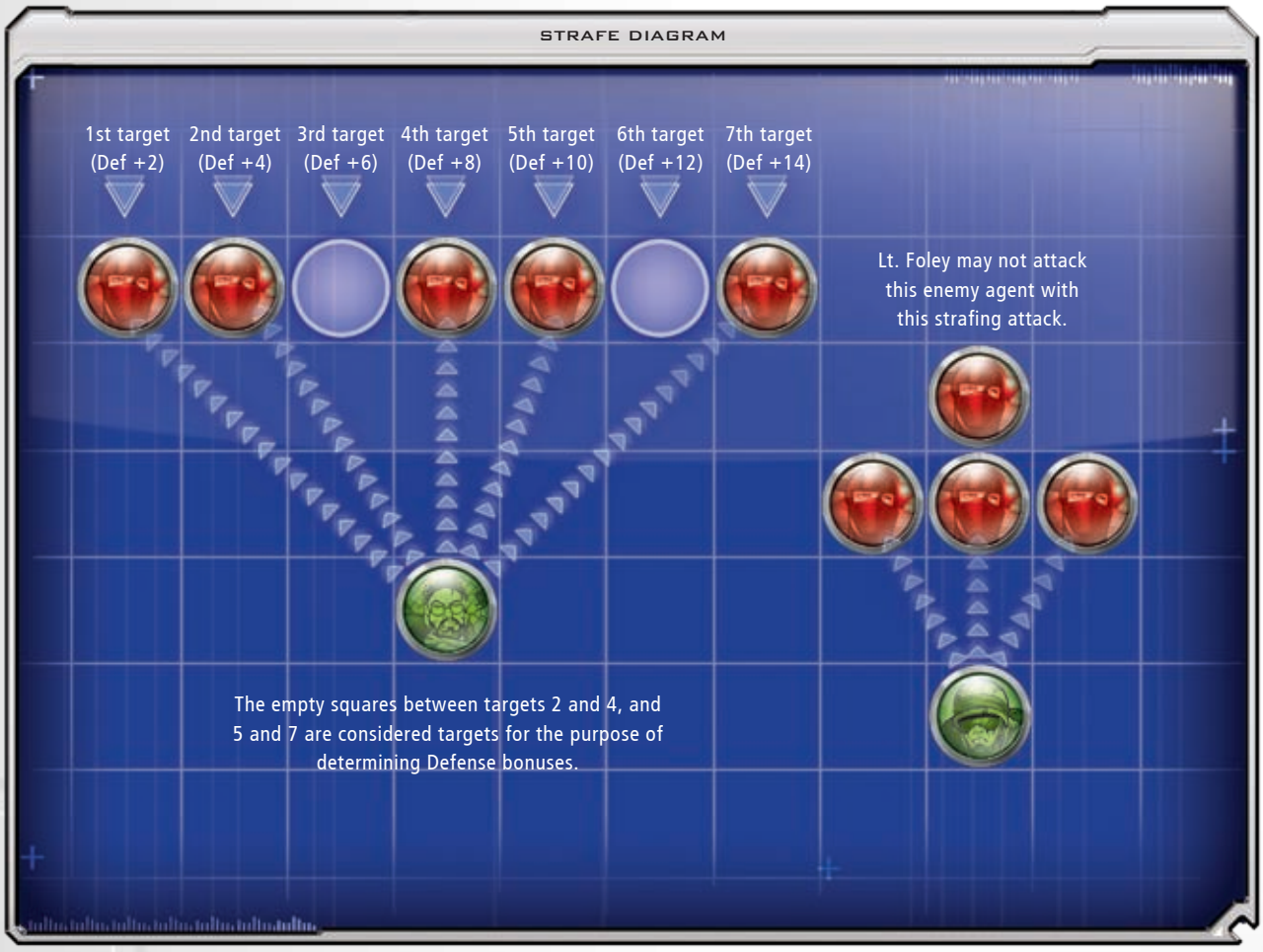
The character rises from the *crouched*, *prone*, or *sprawled* position and becomes *flat-footed*.

STRAFE

(ATTACK ACTION — 3 SHOTS PER SQUARE — FULL AUTO MODE)

1 Full Action • Error Range +2

A character whose firearm still has 9 or more shots remaining may spread a stream of ammunition across several targets. The character chooses a number of adjacent 5-ft. squares up to 1/3 the ammunition remaining in his weapon (rounded down, maximum 10 squares). He may not skip any squares across the target area, nor may he target any square more than once or target any square directly behind another square already being strafed.



The character makes 1 attack check. with which all recoil penalties are doubled. This one result is compared to the Defense of each opponent standing in a target square, from one end of the adjacent square chain to the other. Each target opponent — or target square, if the weapon attacks squares and not occupants — gains a cumulative +2 bonus to Defense (i.e. the first target gains a +2 bonus to Defense, the second target gains a +4 bonus to Defense, the third target gains a +6 bonus to Defense, and so on). Each target hit suffers the attack's standard damage.

With a critical hit, the damage is *only* applied to the wound points of one opponent of the character's choice (if any additional opponents are hit, damage is applied to each as a standard hit).

Special Note: When the character uses a Strafe action to target more than 1 square occupied by the same opponent, each occupied square is handled as a separate target. The standard bonus to Defense applies, and damage is inflicted for each successful hit.

SUPPRESSIVE FIRE (ATTACK ACTION — 5+ SHOTS)

1 Full Action • Error Range +1

The character may train his firearm on 1 square within his maximum range and fire 5 "warning shots" into it. For 1 full round, the character gains 1 final attack against each opponent who moves through the target square, firing 1 additional shot for each (if the character runs out of ammunition, he may make no further final attacks). Each final attack must be made with the same firearm used to take the Suppressive Fire action. When making each final attack, the character suffers a –4 penalty and may not benefit from Aim action bonuses.

Additionally, each opponent who moves through the target square suffers a –4 penalty with all attack and skill checks made until the start of the character's Initiative Count during the following round.

Special Note: This action may **not** target an occupied square.

TAUNT (ATTACK ACTION)

1 Half Action • Error Range +0

The character may attempt to goad 1 opponent within CQB Range into attacking him. He makes a Manipulate (Cha) check opposed by a Sense Motive (Wis) check made by his chosen target. Both of these checks possess the Hearing and Language tags.

If the character wins this opposed check, the chosen opponent must attack the character with his next available action (unless he physically can't, in which case nothing happens). If the character wins with a critical success, or the opponent suffers a critical failure, the opponent becomes *enraged* for 2d4 rounds.

Conversely, if the opponent wins this opposed check, he gains a +1 bonus with his next attack check against the character. If he wins with a critical success, or the character suffers a critical failure, the opponent gains a +2 bonus with his next attack check against the character. In both cases, this effect lasts until used, or until the end of the current combat (whichever comes first).

THREATEN (ATTACK ACTION)

1 Half Action • Error Range +0

The character may attempt to humiliate 1 opponent within CQB Range who has lost 5 or more vitality points, or 1 or more wound points, to one of his attacks. The character makes an Intimidate (Wis) check opposed by a Resolve (Wis) check made by his chosen target. Both of these checks possess the Hearing and Language tags.

If the character wins this opposed check, he inflicts 1d4+1 stress damage. If he wins with a critical success, or the opponent suffers a critical failure, the opponent becomes *frightened* for 2d4 rounds.

If the opponent wins this opposed check, he gains a +1 bonus with his next attack check against the character. If he wins with a critical failure, or the character suffers a critical failure, the opponent gains a +2 bonus with his next attack check against the character. In both cases, this effect lasts until used, or until the end of the current combat (whichever comes first).

TIRE (MOVEMENT ACTION)

1 Half Action • Error Range +1

The character may target 1 adjacent opponent with rapid jabs and swings not intended to hit, but to force the opponent onto the defensive. The character makes a Resolve (Con) check opposed by a Resolve (Con) check made by his chosen opponent. These checks possess the Armor Check Penalty tag *(see page 101)*.

If the character wins this opposed check, he inflicts 1d4+1 subdual damage. If he wins with a critical success, or the opponent suffers a critical failure, the character inflicts 2d4+2 subdual damage.

If the opponent wins this opposed check, the character becomes *flat-footed*. If the opponent wins with a critical success, or the character suffers a critical failure, the character suffers 1d4+1 subdual damage.

TOTAL DEFENSE (MOVEMENT ACTION)

1 Full Action • Error Range +0

The character may focus exclusively on defending himself from harm. He may take 1 Standard Move action and gains a +4 dodge bonus to Defense for 1 full round.

TRIP (ATTACK ACTION)

1 Half Action • Error Range +1

The character may try to trip 1 adjacent opponent whose Size is up to 1 category bigger than his own. He makes an Acrobatics (Dex) check opposed by an Acrobatics (Dex) check made by his chosen opponent. Both of these checks possess the Armor Check Penalty tag *(see page 101)*. The bigger character gains a +4 bonus with this check per Size category of difference between them.

If the character wins this opposed check, the chosen opponent becomes *sprawled*. If the character wins with a critical success, or the opponent suffers a critical failure, the opponent becomes *sprawled* and the character gains 1 final attack against him, with which he suffers a –4 penalty.

If the opponent wins this opposed check, the character becomes *flat-footed*. If the opponent wins with a critical success, or the character suffers a critical failure, the chosen opponent may, as a free action, take a Trip action against the character. If the character scores a critical success with this second Trip action, or the opponent suffers a critical failure, the opponent becomes *flat-footed* — this does not prompt a third Trip action.

WITHDRAW (MOVEMENT ACTION)

1 Full Action • Error Range +0

The character may break away from any number of adjacent opponents, so long as his first 5-ft. move does not leave him adjacent to 1 or more opponents (if the character is located *between* two opponents, he may take this action so long as his first 10 ft. move does not leave him adjacent to 1 or more opponents). When taking a Withdraw action, the character may move up to twice his Speed in any direction.

ACCESSING DATABASE...

CHAPTER 6>>DRAMATIC CONFLICT_



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INTRODUCTION

Chapter 2 introduced Complex Tasks, skill uses too intricate or significant to resolve with a single check. Disarming a bomb, devising or cracking a code — these are activities far too interesting to let go with one die roll and a few modifiers. Likewise, many opposed skill uses deserve the royal treatment, and this is where "Dramatic Conflicts" come into play.

A Dramatic Conflict is an intense contest between two or more individuals. It could be a test of wills (brainwashing, for instance, or an interrogation) or a physical competition (a chase), a game of instinct and wits (an infiltration or manhunt) or a battle of the mind (hacking). It could even be a matter of the heart (a seduction). In all cases, a Dramatic Conflict pits two or more sides against one another in a momentous struggle that unfolds like a great story, with exhilarating highs and lows, unexpected twists and turns, and eventually, a grand finale that reveals the ultimate victor.

DRAMATIC CONFLICT BASICS

A Dramatic Conflict looks a lot like a Complex Task, but operates quite differently. Challenges are replaced with **Conflict rounds** and **Lead**. During each Conflict round, one participant — the **Predator** — tries to reduce the Lead to 0, while his opponent — the **Prey** — tries to raise the Lead to 10 or more. Throughout, these participants choose **Strategies**, trying to outwit each other and seize the advantage. Strategies and Lead change over the course of every Dramatic Conflict.

RUNNING A DRAMATIC CONFLICT

The first thing to do in every Dramatic Conflict is determine Lead. This is handled differently for each type of Conflict, as noted in each description.

Conflict rounds commence thereafter, each taking an amount of time noted in the appropriate Conflict description and consisting of the following steps.

STEP 1: CHOOSE STRATEGIES

Each participant secretly chooses 1 Strategy he wishes to attempt (but does *not* immediately reveal it). Most Strategies feature requirements that must be met before they can be chosen — usually a current Lead range or minimum Power Rating the participant must possess.

During this step, the GC should ask whether any participants want to use abilities or other character options (many options affect a Dramatic Conflict *after* Strategies are chosen but *before* they're revealed).

Special Note: Strategy cards are provided for every Dramatic Conflict in this book *(see pages 476–490)*. These can help streamline the process of secretly choosing Strategies — simply provide a full set to each participant, perhaps in CCG sleeves to avoid card "marking" due to uneven scissor cuts.

STEP 2: OPPOSED SKILL CHECK

The participants reveal their Strategies simultaneously and make an opposed skill check as noted in the appropriate Conflict description. Most of the time, a character's chosen Strategy applies a modifier to his skill check.

If an opposed check winner scores a critical success, the Lead shifts by 1 in his favor. By the same token, if an opposed check loser suffers a critical failure, the Lead shifts by 1 in his opponent's favor.

During a Dramatic Conflict, critical successes and critical failures only affect Lead and modify Conflict conditions as noted in each Conflict description; the standard (Chapter 2) effects of these skill check results are ignored. Further, errors and threats have no effect during a Dramatic Conflict outside the modifications noted in each Conflict description.

STEP 3: RESOLUTION

The opposed skill check's winner may choose 1 Advantage listed with his Strategy, plus 1 additional Advantage listed with his Strategy per 4 by which he wins the check. Each Advantage grants a benefit, usually one that becomes more impressive each time it's chosen during the same Conflict round.

If the Lead is 0 or lower after the Advantage benefit is applied, the Predator wins. Conversely, if the Lead is 10 or higher after the Advantage benefit is applied, the Prey wins. The effects of each outcome are included in each Conflict description.

If the Lead is 1 to 9, the Conflict continues to Step 4, and thereafter, to a newlict round.

When 2 or more characters or groups of characters work together on one side of a Dramatic Conflict, the skill checks become cooperative *(see page 91)*. Such skill checks gain a synergy bonus from Tactics.

Special Note: A participant may never "back out" after choosing a Strategy. He may concede, allowing his opponent to apply the Predator or Prey Victory result (but not both).

STEP 4: OUTSIDE ACTIONS

The participants and other nearby or involved characters may take 1 or more actions, as noted in the appropriate Conflict description. These actions represent brief opportunities during each Conflict round when drivers and passengers can attack opponents, interrogators can compare notes or consult reference materials, hackers can communicate with other members of their team, and so on.

DESCRIBING A DRAMATIC CONFLICT

Dramatic Conflicts are abstract, folding many variables into few statistics. They sacrifice detail for playability, and can leave some players confused about what's happening. It's a careful balancing act. On the one hand, intricate rules for a contest between just a few characters can leave uninvolved players cold, fostering disinterest and distraction. On the other, divorcing a Conflict's participants from the drama of their actions is equally damaging.

As with most roleplaying endeavors, the onus falls to the GC to provide most of the flavor. Just a sentence or two per Conflict round is all that's needed. During a hacking attempt to control a remote drone, the winner might be told, "Your computer slows momentarily and your cursor vanishes. Somewhere in the electronic expanse, your

protocols duel with the enemy's until... Victory! The drone's visual feed relays to your monitor for a second, displaying its location. Then it vanishes and the battle is on once again..."

Interpreting the details of a Dramatic Conflict is critical to keeping the process energetic and fresh. Inventive GCs can even use their descriptions to link the isolated match to outside events. Using the drone example, the displayed location might be near the other characters, allowing the Hacker to pass on a helpful detail to his teammates in the field.

CHASES

The chase is a cinematic staple. From tense midnight tails to frenetic pursuits through busy city streets, winding mountain roads, cloudy skies, or even the depths of the ocean, chases are a cornerstone of the modern action experience.

This type of Dramatic Conflict begins when 1 or more characters (the **Predator(s)**) set out to catch 1 or more fleeing characters (the **Prey**). These rules can also be used when 2 or more characters are fighting predominantly in vehicles, the participants' Strategies establishing the backdrop for each combat round.

Predator Skill: Acrobatics/Maneuver (personal vehicle), Athletics/Maneuver (foot), Drive/Maneuver (non-personal vehicle), Survival/Maneuver (animal), Tactics/Maneuver (any vehicle with the *crew* quality).

Prey Skill: Acrobatics/Maneuver (personal vehicle), Athletics Maneuver (foot), Drive/Maneuver (non-personal vehicle), Survival Maneuver (animal), Tactics/Maneuver (any vehicle with the *crew* quality).

ACCELERATION AND TURNING RATINGS

When a participant drives a vehicle, the vehicle determines these statistics; on foot, a participant's Acceleration Rating is equal to his Strength modifier (minimum 0), and his Turning Rating is equal to his Dexterity modifier (minimum 0).

MANEUVERING ROOM

One of the most important factors during a chase is "Maneuvering Room," or the amount of space between obstacles and barriers.

The GC determines the Maneuvering Room at the start of each chase, though it may change during the Conflict. The effects of each Maneuvering Room grade are listed on Table 6.1: Maneuvering Room *(see below)*.

CHASE LEAD

At any time during a chase, each point of Lead represents an increment of actual distance between the participants, as shown on Table 6.2: Chase Lead *(see page 365)*.

STARTING LEAD

When a chase begins with Open or Close Maneuvering Room, the starting Lead is determined by the participants' Acceleration Power Ratings.

When a chase begins with Crowded or Tight Maneuvering Room, the starting Lead is determined by the participants' Turning Power Ratings.

If the Predator's Power Rating is 2 or more higher than that of the Prey, the starting Lead is 4. Likewise, if the Prey's Power Rating is 2 or more higher than that of the Predator, the starting Lead is 6. Otherwise, the starting Lead is 5.

MULTIPLE CHASE PARTICIPANTS

When multiple groups are chasing one another in a "chain" (e.g. the characters chase a foil and are in turn chased by the police), the Lead is tracked separately between each Predator/Prey pair. During each Conflict round, each step is resolved by pair, in order from front to back (all pairs resolve each step before proceeding to the next step).

MISMATCHED CHASES

When two or more different types of vehicles are involved in a chase, the actual distance represented by each point of Lead is the shortest determined by any involved vehicle.

Example: During a chase between a standard ground vehicle and a rotor-wing aircraft, each point of Lead represents 50 ft. of actual distance.

When the distance per Lead point of any participant's vehicle is more than double that of another participant or more, the chase is resolved with a single opposed skill check, allowing the mismatched participants to bring all their action dice and abilities to bear.

Example: Kevin is on foot (20 ft. per Lead point) when he's spotted by a patrol of enemy motorcyclists (50 ft. per Lead point). A full-blown chase is impossible (he can't outrun them and they can't outmaneuver him), but it's essential to know if Kevin can give them the slip. The situation is resolved with a single opposed check (Athletics/Maneuver for Kevin and Acrobatics/Maneuver for the motorcyclists). If Kevin wins this check, he quickly finds terrain where the motorcycles can't follow; otherwise, the motorcyclists surround him, corralling him between their bikes.

TABLE 6.1: MANEUVERING ROOM

Grade	Chase Speed*	Top MPH Bonus**	Crisis DC†
Open (e.g. light traffic, open skies, calm seas, etc.)	×1	+6	15
Close (e.g. moderate traffic, canyon flying, rough seas, etc.)	×3/4	+4	20
Crowded (e.g. heavy traffic, canyon flying with many intervening ledges, turbulent seas, etc.)	×1/2	+2	30
Tight (e.g. rush hour traffic, aerial dogfight, tsunami seas, etc.)	×1/4	+0	40

* At any time, all participants in a chase are traveling at this fraction of the *slowest* vehicle's top MPH (rounded down). This generally only becomes an issue during a crash.

** The participant piloting the vehicle with the fastest top MPH gains this bonus with all Maneuver checks made during a chase.

† Each time a crisis is encountered, the driver of the target vehicle must make an appropriate Maneuver check against this DC.

TABLE 6.2: CHASE LEAD

Vehicle Type	Distance Per Lead Point
Aircraft, Heavy	100 ft.
Aircraft, Light	200 ft.
Aircraft, Performance*	1,000 ft.
Aircraft, Personal	40 ft.
Aircraft, Rotor-Wing	100 ft.
Foot	20 ft.
Ground, Commercial	20 ft.
Ground, Heavy	30 ft.
Ground, Personal	40 ft.
Ground, Standard	50 ft.
Mounts and Animal-Drawn Vehicles	30 ft.
Ships**	1 mile
Space	1 mile
Submarines	30 ft.
Watercraft, Personal	40 ft.
Watercraft, Standard	50 ft.

* These vehicles may willingly reduce this distance to a minimum of 200 ft. in order to engage other aircraft.

** These gigantic vehicles may only effectively chase or combat each other — any other vehicle runs rings around them. In the rare Ship vs. Ship chase, the time required to resolve each Conflict round increases to 2 minutes.

CHASE TIMING

During a chase, each Conflict round takes 6 seconds. Chases may therefore easily be run alongside a standard combat, permitting all characters to act at the same time. When a chase and combat are run simultaneously, Step 1 of the chase occurs before the combat's first Initiative Count, and Steps 2–3 occur at the start of the Predator's Initiative Count (or the first Predator's Initiative Count, if multiple chase pairs are being tracked). Step 4 is spread across the entire combat round, with each participant taking action during his Initiative Count.

During Step 4 of each Conflict round, each participant operating a vehicle or on foot may take 1 half action. Each other character in the chase — i.e. each passenger in a vehicle, anyone who isn't piloting it — may take 1 full action or 2 half actions as standard. Most vehicle weapons require 1 full round to fire, seemingly making it impossible for a pilot to use one during a chase, as he is limited to 1 half action per round. This is not the case, however. A character piloting a vehicle and using its weapons in the same round simply applies the multi-tasking rules *(see page 98)*.

Chases submit vehicles to extreme demands. Each chase round consumes 1 minute of fuel *(see page 225)*.

Example: It takes Kevin 15 rounds to knock 4 enemy helicopters out of the sky. While the exchange lasts only a minute and a half, it consumes 15 minutes of fuel.

ALTITUDE

When 1 or more air vehicles are involved in a chase, altitude becomes critical. A predator above his opponent can convert the advantage into extra speed, running his opponent down, while a prey above his opponent can often build up an unassailable lead as his pursuer tries to climb to his level. The significance of altitude is so important that pilots often call it "Smash." In these rules, this advantage is represented by a number of "Smash points" possessed by the pilot with superior altitude.

Special Note: Only pilots controlling powered air vehicles gain Smash — skydivers and hot-air balloon pilots do not. Likewise, characters controlling ground, water, and space vehicles never gain Smash.

GAINING AND LOSING SMASH POINTS

When a pilot's powered air vehicle is at least 200 ft. above the nearest opponent engaged in the same chase or combat, and no enemy vehicles are located above him, he gains 1 or more Smash points (thus, only one pilot may possess Smash points at any given time).

At any time, the qualifying pilot possesses 1 Smash point per Lead point between his vehicle and the next highest opponent engaged in the chase or combat. These Smash points are adjusted as this distance shifts, and are lost entirely if at any point the conditions required for the pilot to gain Smash points no longer apply.

The qualifying pilot gains 1 additional Smash point each time he wins an opposed skill check during a chase, and each time he scores a threat with a Maneuver check. He loses 1 Smash point each time another character in the chase wins an opposed skill check or scores a threat with a Maneuver check.

If a pilot's Smash points ever drop to 0 or below, he must once again qualify in order to regain Smash points. Though all changes to Smash points represent changes in altitude, a pilot's vehicle does *not* crash if his Smash points drop to 0 or below.

SPENDING SMASH POINTS

Whenever a Predator possessing 1 or more Smash points wins an opposed skill check during a chase, he may spend 1 Smash point, decreasing his altitude advantage, to reduce the prey's lead by 1.

Whenever a Prey possessing 1 or more Smash points wins an opposed skill check during a chase, he may spend 1 Smash point, decreasing his altitude advantage, to boost his Defense by +4 until the start of his Initiative Count during the following round.

SMASH AND RANGE

When a pilot possessing 1 or more Smash points is attacked, the attack's range is determined by adding the pilot's current Smash points to the current Lead *before* distance is calculated.

CRASHES

When a participant on foot crashes, he suffers 1d4 lethal collision damage.

When a vehicle crashes, it suffers collision damage determined by its size and speed *(see page 334)*. The assumed speed of every vehicle in a chase is shown on Table 6.1: Maneuvering Room *(see page 364)*. Each occupant must make a Reflex save (DC equal to 1/2 the damage inflicted upon the vehicle, rounded down). Each character who fails this save suffers 1/2 the damage inflicted upon the vehicle (rounded down).

Any participant or vehicle that crashes is out of the chase. If this takes any side entirely out of the chase, the chase ends *(see page 367)*.

CHASE STRATEGIES

Available Strategies are determined by the current Lead and each participant's Acceleration and Turning Power Ratings, as shown on Table 6.3: Chase Strategies *(see below)*.

CHASE STRATEGIES

Attack Run: The Predator tries to line up a kill shot. Usually, this involves speeding up and leveling out, motions useful for closing on the Prey as well.

Buy Time: The participant stalls, matching speed and maneuvers with his opponent, hoping to put off another confrontation until the odds are stacked more heavily in his favor.

Careful Timing: The Prey delays until he spots the perfect moment to spring ahead of the Predator. This isn't as risky as buying time, but requires greater Acceleration.

Chicken: The Prey turns back toward the Predator and charges him head on, hoping to unnerve or injure him.

Clip: The participant darts close to his opponent and tries to brush him. This often has the added benefit of closing below the opponent's minimum weapon range.

Close In: The Predator hovers close behind the Prey, hoping he'll crack under the pressure and make a mistake.

Cut Off: The Predator tries to cut off and trap his foe in one stroke.

Detour: The Prey makes an unexpected turn, hoping to draw the chase into a new area.

Double Back: The Prey whips around, trying to put some scenery between himself and the Predator.

Eat My Dust: The participant pours it on, hoping to leave his opponent fumbling in his wake.

"Go, Go, Go!": The participant makes a mad push for victory, ignoring anything that gets in his way. Unfortunately, this dramatically increases the chance of a dangerous error.

Long Gone: The Prey tries to lose his tail with one decisive dash.

Outfox: The Prey hopes to force the Predator into one or more turns he can't manage, gaining valuable Lead in the process.

Parting Shot: With the chase almost over, the participant pauses for a little casual violence.

Quick Reverse: The participant turns on his opponent, trying to shake him, or force him to relinquish some of his control over the chase.

Ram: The participant reminds his opponent that a vehicle is also a weapon.

Redline: The Predator pushes to the limit, hoping to catch up with the Prey in a dangerous burst of speed.

Shortcut: The Predator tries to force the Prey through dangerous terrain.

TABLE 6.3: CHASE STRATEGIES

Strategy	Requirements	Modifier	Advantages
General Strategies			
Buy Time	—	–4	Pause
Clip	Lead 1–2	–4	Defense, Impact
Eat My Dust	Acceleration 5+ or Turning 5+	–2	Lead, Stress
"Go, Go, Go!"	—	–4	Lead, Crisis
Parting Shot	Lead 8–9	–2	Attack, Crisis
Quick Reverse	Lead 2–6	–8	Lead, Swap
Ram	Lead 1–4	–2	Attack, Impact
Set up	—	–4	Stress, Twist
Stunt	Acceleration 6+ or Turning 6+†	–8	Room, Swap
Tactical Ploy	Acceleration 8+ or Turning 8+	–6	Attack, Defense, Room
"That's Impossible!"	††	+0	Any except Victory
Weave	Lead 6–9	–4	Defense, Crisis
Predator Only			
Attack Run	Acceleration 5+ and Turning 4+	+0	Attack, Lead
Close In	Turning 5+	–2	Pause, Stress
Cut Off	Acceleration 7+ or Turning 7+	–12	Attack, Victory
Redline	Acceleration 6+	+2	Lead
Shortcut	Acceleration 4+ and Turning 6+	–4	Lead, Room
Stalk	Acceleration 6+ or Turning 3+	–4	Defense, Stress
Prey Only			
Careful Timing	Acceleration 5+	–2	Lead, Pause
Chicken	Acceleration 3+ or Turning 6+	–4	Attack, Stress
Detour	Acceleration 6+ and Turning 4+	–4	Lead, Room
Double Back	Acceleration 4+ and Turning 5+	+0	Defense, Lead
Long Gone	Acceleration 7+ or Turning 7+	–12	Defense, Victory
Outfox	Turning 6+	+2	Lead

† The character must possess the Daredevil feat *(see page 192)*.
†† The character must possess the "That's Impossible!" class ability *(see page 52)*.

Set Up: The participant prepares for something completely different — and with luck entirely unexpected — during the following Conflict round.

Stalk: The Predator follows the Prey cautiously, keeping the pressure on from a discreet distance. This keeps the Predator out of harm's way, and leaves the Prey confused about what his opponent is planning.

Stunt: The participant attempts his own brand of vehicular insanity, hoping to realign the chase positions or shift the action to a new venue.

Tactical Ploy: The participant uses a strategic move to gain the upper hand (e.g. ducking into a hall of mirrors during a foot chase through a carnival, for instance, or leading a vehicle chase uphill at dawn so the sun shines directly in the opponent's eyes).

"That's Impossible!": Most days, a vehicle expert has a tenuous relationship with physics. When he uses this Strategy, they aren't even on speaking terms. If a character possessing the *"That's Impossible!"* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

Weave: The participant tries to use the terrain, other participants, and bystanders as cover. This often ends badly, both for the intended cover and for the reckless participant.

CHASE ADVANTAGES

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Crisis: Outside vehicles, terrain, bystanders, or other obstacles cross the participants' path, complicating things. Each participant must make a Maneuver check against the current Crisis DC, as shown on Table 6.1: Maneuvering Room *(see page 364)*. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 5, minimum 10 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he or his vehicle crashes *(see page 365)*; otherwise, the chase continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he slows and recoups.

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Impact: Both the opposed check winner and 1 opponent of his choice suffer collision damage. If either participant is on foot, this damage is determined by the size of the opposing vehicle and its current MPH *(see page 334)*. If both participants are on foot, each suffers 1d4 lethal damage + 1d4 additional lethal damage each time this Advantage is chosen beyond the first. If in a vehicle, this damage is equal to the opponent's check result. Each time this Advantage is chosen beyond the first during the same round, the damage suffered by the opposed check winner decreases by 4 (while his opponent's damage remains unchanged).

Also, with GC permission, each character in the opposed check winner's vehicle may make an Acrobatics/Jump check to leap onto the target vehicle *(see page 107)*. This leap must clear 5 ft. or the jumper falls between the vehicles, suffering appropriate falling damage and 1d6 collision damage per 10 MPH the vehicles are currently traveling.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Pause: The chase is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the chase is paused for 1 additional round. The action continues during this time (i.e. the participants continue to move, test one another, and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Room: The Maneuvering Room is adjusted by 1 grade (in a direction of the opposed check winner's choice). If this Advantage is chosen 3 times during the same round, the opposed check winner may adjust the Maneuvering Room to any grade.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

Swap: The Predator becomes the Prey, or vice versa, and the Lead is increased by 1.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Blend (Dex), Bluff (Cha), Impress (Cha), Intimidate (Cha), Mechanics (Int), Sense Motive (Wis), or Streetwise (Wis). None of these checks possess tags.

Victory: The chase ends in the opposed check winner's favor.

ENDING A CHASE

If the Predator wins (i.e. the Lead decreases to 0 or less, the Prey crashes, or the chase otherwise ends in the Predator's favor), the participants come to a halt adjacent to one another, and the Predator and his team benefit from a half-action surprise round *(see page 323)*. In the case of a cooperative or team chase, only the leaders come to a halt adjacent to one another — every other participant ends the chase and enters the surprise round at the appropriate distance listed on Table 5.1: Base Encounter Distance *(see page 323)*. Further, the Prey's vehicle, if any, cannot move, either because it is *broken* (if the chase ended with a crash), or because it is trapped by the Predator's lead vehicle or the terrain (otherwise). Finally, before the surprise round begins, the Predator may apply the effects of 1 Impact Advantage upon the Prey.

If the Prey wins (i.e. the Lead increases to 10 or more, the Predator crashes, or the chase otherwise ends in the Prey's favor), the Prey and his team escape and cannot be found for the duration of the current scene (unless, of course, they want to be). Also, the Prey may apply the effects of 1 Crisis Advantage upon the Predator as he speeds away.

BRAINWASHING

The human mind is simultaneously robust and perilously fragile. Unscrupulous individuals often resort to various physical and psychological torments to shake the foundations of a target's mind, allowing them to erase or implant memories, or even shift cherished beliefs and convictions. Against this onslaught, the victim has little to fall back on except the strength of his spirit and the sharpness of his wits.

This type of Dramatic Conflict begins when 1 or more characters (the **Predator(s)**) set out to "break" the wills of 1 or more captive characters (the **Prey**).

Predator Skill: Manipulate (Wis). This check possesses the Concentration, Grasp, Hearing, and Language tags *(see page 101)*.

Prey Skill: Resolve (Wis). This check possesses no tags.

APPROACH

The Predator's most important decision when setting out to brainwash an opponent is choosing his approach. There are two basic approaches: physical and mental.

The physical approach works by wearing down the target's body through deprivation or abuse. This approach is time-consuming, but less likely to destroy the Prey and render him useless.

The mental approach involves chemicals and psychological torments. It's fast but risks abrupt failure.

Once an approach is chosen, it's difficult to change, requiring a special Strategy.

The duration of each Conflict round, as well as modifiers to both participants' opposed checks and their error ranges, are listed on Table 6.4: Brainwashing Approaches *(see below)*.

BRAINWASHING LEAD

During a brainwashing attempt, Lead represents the Prey's lingering resistance. Each point of Lead gained bolsters the Prey's grit, while each point lost strips away another layer of his courage or personality.

STARTING LEAD

A brainwashing attempt's starting Lead is equal to 1/2 the Prey's base Fortitude save bonus, or 1/2 the Prey's base Will save bonus, whichever is lower (minimum 2). If this results in a starting Lead of 10 or more, the Prey is impervious to brainwashing and cannot be broken using this Dramatic Conflict.

MULTIPLE BRAINWASHING PARTICIPANTS

When more than two participants are involved in a brainwashing attempt, the GC designates each as part of the "Predator's group" or the "Prey group." Multiple tormentors may trade off, increasing their effectiveness, while multiple captives tend to reinforce each other. Each group makes a single opposed cooperative check during Step 2 of each Conflict round.

BRAINWASH TIMING

During a brainwashing attempt, each Conflict round takes 4 hours (if a mental approach is used) or 2 days (if a physical approach is used). The Predator must be present and involved for a minimum of 1/2 this time, while the Prey is automatically present for all of it.

ALTERED MEMORIES

The most common goal of a brainwashing attempt is erasing memories and/or implanting new ones. In many cases, lost memories are merely repressed, or the victim's belief in implanted memories is shaky and subject to scrutiny. If a brainwashed character or his teammates realize that his memories are altered, a Medicine/Therapy Complex Task may be attempted to reverse the effect. This Task involves 5 Challenges, each requiring 1 hour and having a DC of 20 + the brainwasher's Manipulate skill bonus. With success, the character recovers his true unaltered memories. With failure, his true memories elude him and no further Medicine/Therapy Tasks may be attempted for the duration of the current mission.

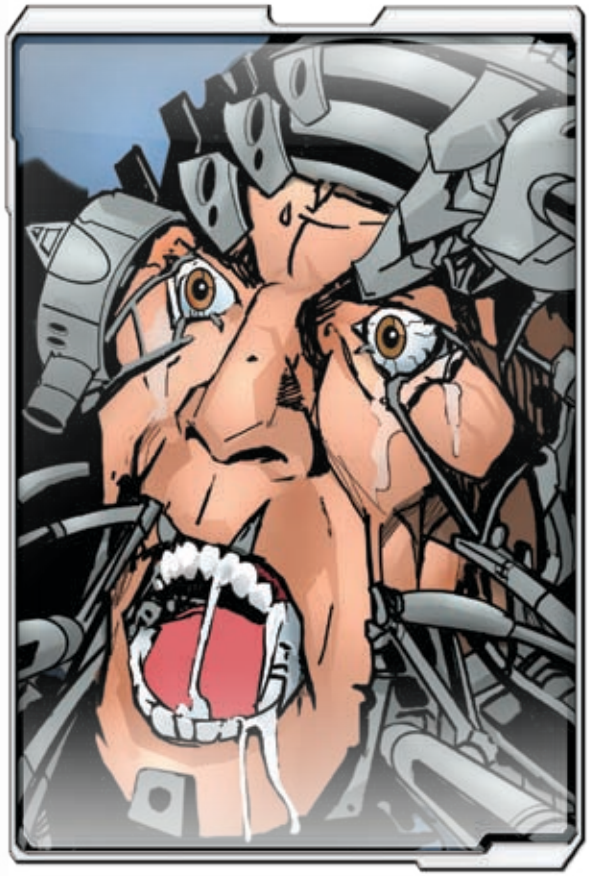


TABLE 6.4: BRAINWASHING APPROACHES

Approach	Conflict Round Duration	Check Modifiers*	Error Range Modifiers*
Mental Techniques	4 hours	+0/+0	+3/+0
Physical Techniques	2 days	+0/–2	+0/+0

* The modifiers to the left of each slash are applied to the Predator's opposed check and its error range, and the modifiers to the right of each slash are applied to the Prey's opposed check and its error range.

BRAINWASHING STRATEGIES

Available Strategies are determined by the current Lead and each participant's base save bonuses, as shown on Table 6.5: Brainwashing Strategies *(see below)*. In some cases, a participant's choice of Strategy changes the skill he uses to make the Conflict round's opposed skill check.

Some DCs in this section require an NPC's career level. Unless otherwise specified, it is equal to the team's current Threat Level *(see page 423)*.

BRAINWASHING STRATEGIES

Chip Away: The Predator tries to erode the Prey's mind or tests the limits of his control over the target.

Cling to Hope: The Prey draws strength from dreams of rescue, reinforcing his faith that his friends will come for him.

Concede: The Prey plans to give up some of his bargaining chips to gain much needed relief.

False Hope: The Predator offers the Prey a moment of hope — perhaps openly, perhaps subtly — seeking a way to break through his mental defenses.

Fluster: The Predator tries to trip the Prey up in his own lies, leaving him with no defense.

Hold Fast: The Prey directly resists his captors, putting up the strongest front he can.

Last Stand: Nearly broken, the Prey makes one final attempt to resist his captors' relentless assault. This can have a devastating impact upon the Predator if he realizes his control of the situation isn't as strong as he thought. It can even convince him that a new technique is required.

Mind Games: The Predator keeps the Prey busy with seemingly idle chatter, killing time for some reason or trying to get under his skin.

Misdirect: The Prey searches for the ideal moment to reveal something the Predator wants, hoping for the chance to dupe his captor.

Never Surrender: The Prey concentrates his remaining reserves in a powerful burst of defiance, trying desperately to prove he's beyond the Predator's influence.

New Tactic: The Predator adopts a new method or tries to rattle the Prey with unconventional means.

Patience: The Predator plays a waiting game, letting the Prey's inner demons work on him.

Rebel: Sensing that his captors may not have the will to break him, the Prey pushes the advantage, searching for a way to overcome his conditioning.

Seeds of Doubt: The Predator tries to drive a wedge between the Prey and his comrades.

Still in the Game: The Prey begins to play mind games of his own, hoping to distract the Predator from his real plan.

Turn the Screws: The Predator resorts to violence.

Ultimatum: The Predator tries to provoke the Prey with a warning of worse to come.

Worrisome Smile: There are few things quite as infuriating as cool amusement from someone who's supposed to be terrified of you...

BRAINWASHING ADVANTAGES

Alter Memory: The Prey gains or loses all memory of 1 event lasting no more than 1 hour (chosen by the Predator). Each time this Advantage is chosen beyond the first during the same round, the Prey gains or loses all memory of 1 additional event lasting no more than 1 hour.

Crisis: The process reaches an impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Fortitude or Will save (DC 10 + 1/2 the opponent's career level,

TABLE 6.5: BRAINWASHING STRATEGIES

Strategies	Skill*	Requirements	Modifier	Advantages
Predator Only				
Chip Away	Manipulate (Wis)	Lead 1–3	+0	Alter Memory, Stress
False Hope	Manipulate (Wis)	Base Will save bonus 4+	–4	Haste, Revelation
Fluster	Sense Motive (Wis)	Base Will save bonus 6+	–2	Lead, Shred
Mind Games	Manipulate (Wis)	Base Will save bonus 7+	–4	Pause, Slip
New Tactic	Manipulate (Wis)	Lead 6–9	–6	Crisis, New Approach
Patience	Resolve (Wis)	Lead 3–7	–2	Lead, Stress
Seeds of Doubt	Manipulate (Wis)	—	+0	Lead, Splinter
Turn the Screws	Medicine (Wis)	Base Will save bonus 5+	–8	Haste, Lead
Ultimatum	Manipulate (Wis)	Base Will save bonus 8+	–12	Slip, Victory
Prey Only				
Cling to Hope	Networking (Wis)	Base Will/Fortitude save bonus 5+**	–2	Lead, Pause
Concede	Resolve (Wis)	—	+0	Lead, Revelation
Hold Fast	Resolve (Wis)	Base Will/Fortitude save bonus 7+**	–2	Lead, Pause
Last Stand	Resolve (Wis)	Lead 1–3	–6	Crisis, New Approach
Misdirect	Resolve (Wis)	Base Will/Fortitude save bonus 4+**	–4	Revelation, Twist
Never Surrender	Resolve (Wis)	Base Will/Fortitude save bonus 8+**	–12	Haste, Victory
Rebel	Resolve (Wis)	Lead 7–9	+0	Haste, Lead
Still in the Game	Bluff (Cha)	Lead 3–7	–8	Slip, Twist
Worrisome Smile	Manipulate (Wis)	Base Will/Fortitude save bonus 6+**	–4	Lead, Stress

* None of these alternate skill checks possess tags.

** The Prey's save bonus requirements are based on his Will save (against a mental approach), or Fortitude save (against a physical approach).

rounded up). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 2, minimum DC 5 (his opponent's Crisis DC remains unchanged). If either participant fails this save, he snaps, suffering 1d3 temporary Wisdom and 1d3 temporary Charisma damage. Further, if only one participant fails this save, his opponent wins the Conflict *(see right)*; otherwise, the Conflict continues as standard (this is the case even if both participants snap, though such an outcome produces stranger and stranger results as the participants become unhinged). Each participant may skip this saving throw, but the Lead shifts by 3 in his opponent's favor as his determination falters.

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a physical approach, the following Conflict round takes only 6 hours).

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

New Approach: The Predator's approach shifts from mental to physical, or vice-versa.

Pause: The brainwash is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the brainwashing attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

Revelation: The opposed check winner may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die.

- His organization's full history.
- One of his organization's goals that his opponent does not know.
- One of his organization's Ratings that his opponent does not know (Goals, History, Image, Sites, or Tools).
- The location and nature of 1 of his organization's Sites that his opponent does not know.

Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

For more information about organizations, see page 389.

Shred: The Power Rating of 1 of the Prey's cover identities decreases by 1 (if the Prey possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown *(see page 286)*. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6 *(see Table 2.26: Character Deception, page 121)*.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

Splinter: During the following Conflict round, the Prey group must make a team check using its *lowest* skill bonus. Each time this Advantage is chosen beyond the first during the same round, this effect lasts for 1 additional Conflict round.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the brainwashing attempt ends.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Analysis (Wis), Cultures (Int), Falsify (Wis), Intimidate (Cha), Investigation (Cha), Science (Int), or Tactics (Int). None of these checks possess tags.

Victory: The brainwashing attempt ends in the opposed check winner's favor.

ENDING A BRAINWASH

If the Predator wins (i.e. the Lead decreases to 0 or less, the Prey fails a Crisis-prompted check and snaps, or the brainwash otherwise ends in the Predator's favor), the Prey's psyche becomes fragmented. The Prey loses all memory of the brainwashing attempt (though he may be aware of the time gap if other memories are not implanted). Further, the Predator chooses 1 of the following benefits.

- The Prey immediately and irrevocably loses all memory of 1 event lasting no more than 24 hours. He may *never* regain this memory, though it may later be explained or shown to him, allowing him to recall it in the third person.
- The Prey is driven to perform 1 action as if he had been targeted with a successful Impress/Persuasion check with a penalty of up to –18 *(see Table 2.31: Requesting Assistance, page 133)*. No matter how reprehensible, the Predator cannot cause the Prey to perform an action that would result in the Prey's exposure *(see page 435)*.

If the Prey wins (i.e. the Lead increases to 10 or more, the Predator fails a Crisis-prompted check and snaps, or the brainwash otherwise ends in the Prey's favor), the Prey proves impervious to brainwashing and may not be targeted with this Dramatic Conflict by the same Predator (or any member of the Predator group) for the duration of the current mission.

HACKING

Most computers that contain valuable information or control important peripherals feature at least marginal security, which must be bypassed before the system may be used in any way (even for mundane or uncomplicated tasks).

This type of Dramatic Conflict begins when a hacker (the **Predator**) sets out to manipulate a computer system guarded by a human user (the **Prey**). Alternately, it begins when two or more hackers conduct "net warfare," attempting to damage or disable each other's computers through remote commands. These activities benefit from special programs *(see page 227)*, but a skilled computer user can make do without.

Predator Skill: Computers (Int). This check possesses the Concentration, Hands-On, and Vision tags *(see page 101)*.

Prey Skill: Computers (Int). This check possesses the Concentration, Hands-On, and Vision tags *(see page 101)*.

UNMONITORED SYSTEMS

When no human user guards a system, hacking becomes a Complex Task with a number of Challenges equal to the system's Power Rating and a Computers (Int) DC equal to the Computers skill bonus of any known Sys-Op + 10 (if no Sys-Op is known, the DC is equal to the team's current Threat Level + 15).

The GC may also use this alternate system if he wants to speed up or reduce the risk of any hacking attempt.

SYSTEM ACCESS

Possibly the most important factor during a hack is the invading user's ability to access the target system.

Accessing a computer indirectly — via the Internet, a satellite uplink, quark toggles, or another mundane or super-science contrivance — is considered **External Access**, and may encounter firewalls and similar protective software (in a mundane setting), or anything from advanced particle collection to artificially intelligent guardians (in an exotic, gadget-driven, or near-future setting).

Accessing a computer directly — at a terminal with unprotected access to the central system — is considered **Internal Access**, and presents an unparalleled advantage, making physical infiltration a worthy first step in any hacking scenario. In some cases, as when a system is physically isolated from the outside world, Internal Access becomes a necessity. Internal Access does *not* grant the invading user free reign — he must still bypass or navigate password protection, encryption, elaborate file structures, and other obstacles (in a mundane setting), or telepathic triggers, DNA samplers, and worse (in a fantastic setting).

HACKING LEAD

During a hacking attempt, the Lead represents the passwords, electronic checkpoints, or other security measures between the Predator and his goal. Each point of Lead gained strengthens the system's defenses, while each point lost strips lays another part of the system bare to the Predator's manipulation.

STARTING LEAD

A hacking attempt's starting Lead is equal to the Security Power Rating of the target system (maximum 9). If the Predator has previously installed a back door in the system, the starting Lead is equal to the Lead at which the back door was installed + 1 *(see page 373)*.

MULTIPLE HACKING PARTICIPANTS

When more than two participants are involved in a hack, the GC designates each as part of a "Predator group" or "Prey group." Each group makes a single opposed cooperative check during Step 2 of each Conflict round.

HACK TIMING

Contrary to the way it is portrayed in popular fiction, hacking is a time-consuming and laborious process, competing with billions of dollars spent every year advancing the science of system security. Fortunately for hackers everywhere, the fundamental need to make a system accessible to its legitimate operators ensures that every system has some way in.

Hackers approach these basic "flaws" with an arsenal of tools ranging from bribing and blackmailing system operators to deducing a Prey's password from personal information to making brute-force attacks with massive processing power. This process accelerates as a system's outer defenses are stripped away, until the hacker and system are making split-second decisions at the final barrier.

Thus, during a hacking attempt, the time required for each Conflict round is determined by the current Lead, the invading user's access to the target system, and the relative power ratings of the intruder's computer and the target system, as shown on Table 6.6: Hack Timing *(see below)*. Both the Predator and Prey must be involved for a minimum of 1/2 this time, rounded down (minimum 1 round).

When a hacking attempt and combat are run simultaneously, Step 1 of the hack occurs before the combat's first Initiative Count, and Steps 2–3 occur at the start of the Predator's Initiative Count. Step 4 is spread across the entire combat round, with each participant taking action during his Initiative Count.

TABLE 6.6: HACK TIMING

Lead	External Access	Internal Access
1	1 round	1 round
2	5 rounds	2 rounds
3	2 minutes	5 rounds
4	8 minutes	1 minute
5	30 minutes	2 minutes
6	2 hours	5 minutes
7	1 day	10 minutes
8	4 days	20 minutes
9	15 days	1 hour
Relative Power Ratings		
Predator +5 or more	×1/5*	×1/5*
Predator +4	×1/4*	×1/4*
Predator +3	×1/3*	×1/3*
Predator +2	×1/2*	×1/2*
Predator +1	×2/3*	×2/3*
Equal	×1	×1
Prey +1	×1.5*	×1.5*
Prey +2	×2	×2
Prey +3	×3	×3
Prey +4	×4	×4
Prey +5 or more	×5	×5

* Rounded up (minimum 1 half action).

HACKING STRATEGIES

Available Strategies are determined by each user's computer Power Rating, as well as the software at his disposal, as shown on Table 6.7: Hacking Strategies *(see below)*. In some cases, a participant's choice of Strategy changes the skill he uses to make the Conflict round's opposed skill check.

Unless otherwise specified, when an invading user accesses a terminal connected to the target system, its Power Rating is assumed to be equal to that of the system –2 (minimum 1).

HACKING STRATEGIES

Code Slinging: The participant uses common tactics to undermine or reinforce the target system's security.

Core Counter-Measures: The Prey brings the full strength of his system to bear, hoping to keep the invader at bay, or even squash him like a bug.

Hard Reboot: Convinced of an imminent security breach, the Prey tries to shut down all system access.

Index Snatch: The Predator attempts to pry a file out of the target system using an indirect — and seemingly legitimate — request. Tracking and countering these elusive attacks is one of the most taxing parts of a Prey's job.

Insert Packet: The Predator tries to drop off a little gift in an unused part of the system.

Inverse Query: The Prey tries to coax the invader to give up vital information in exchange for continued access.

Kernel Interrupt: The Predator tries to seize momentary control and vanish to a new part of the system.

'L337 Moves: The participant uses his significant system power to wear down his opponent, undermining his confidence and exploiting every mistake he makes.

Magic Bullet: The Predator catches sight of a chink in the system's armor, and may exploit it to locate or defeat his opponent.

Master Cracker: The participant's uncanny insight allows him to reshape any struggle in the machine. If a character possessing the *master cracker* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

Phone Phreak: The participant analyzes communication system traffic, hoping to get a better sense of the situation.

Play Through: The participant plays various routing games to conceal his whereabouts.

Security Alert: The Prey harasses the Predator by distributing his silhouettes across the system.

"Shall We Play A Game?": The participant attempts to occupy his opponent with endless processing loops as he launches a desperate gambit elsewhere in the system.

Social Engineering: The participant focuses his attack on the opponent rather than the opponent's machine, hoping to outwit him directly.

Trojan File Marker: The Predator tries to forge a semi-legitimate access point he can later use at his leisure.

Virus Salvo: The Prey unleashes a barrage of viruses in an attempt to cripple the invading Predator or seize control of his system.

TABLE 6.7: HACKING STRATEGIES

Strategies	Skill*	Requirements	Modifier	Advantages
General Strategies				
Code Slinging	—	—	+0	Lead
'L337 Moves	—	Computer Power Rating 7+	+2	Lead, Stress
Master Cracker	—	†	+0	Any except Victory
Phone Phreak	Electronics (Int)	Trace software	–4	Lead, Trace
Play Through	—	—	+0	Elude
"Shall We Play A Game?"	Tactics (Wis)	Computer Power Rating 3+, Probe software	–4	Pause, Probe
Social Engineering	Bureaucracy (Cha)	Probe software	–4	Probe, Stress
Predator (Invading User) Only				
Index Snatch	—	Lead 1–4	–6	Extract File, Stress
Insert Packet	—	Lead 1–3	–8	Pause, Seize Control
Kernel Interrupt	—	Lead 1–2	–8	Core Command, Elude
Magic Bullet	—	Computer Power Rating 7+	–12	Trace, Victory
Trojan File Marker	Falsify (Int)	Computer Power Rating 4+	–4	Back Door, Lead
Prey (System/Defending User) Only				
Core Counter-Measures	—	Lead: 1–2	–8	Core Command, Pause
Hard Reboot	—	Computer Power Rating 7+	–12	Trace, Victory
Inverse Query	—	Lead: 6–9	–6	Extract File, Lead
Security Alert	Security (Int)	Security Power Rating 4+	–4	Silhouette, Stress
Virus Salvo	—	Lead: 7–9	–8	Lead, Seize Control

* None of these alternate skill checks possess tags.

† The character must possess the master cracker class ability *(see page 36)*.

HACKING ADVANTAGES

Back Door: The Predator may either eliminate one of the Prey's silhouettes (shaking the Prey's running invader profile), or install a back door at the current Lead *(see Starting Lead, page 371)*.

Core Command: The opposed check winner may execute 1 of the target computer's core commands *(see page 374)*. This command may not initiate a system purge, power the machine down, or change the network structure to lock another user out. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may execute 1 additional core command.

Elude: The Power Rating of any Trace software targeting the opposed check winner decreases by 3 until the end of the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, this benefit lasts for 1 additional Conflict round. This Advantage may not reduce the Power Rating of any Trace software by more than 3, even if it is gained again while it's still active.

Extract File: The opposed check winner may extract 1 file of his choice from 1 opponent's target computer *(see Core Commands, page 374)*. Every *2 times* this Advantage is chosen beyond the first during the same round, the opposed check winner may extract 1 additional file. This Advantage assumes the user knows the name and location of the desired file; if he doesn't, an Investigation/Research check is required *(see page 137)*. If this Research or the file transfer takes longer than the current Conflict round, it inflicts a –4 penalty with the hacking opposed check during each round it persists.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The hack is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the hacking attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.



Probe: The opposed check winner momentarily punches through or reinforces security using advanced software and a healthy dose of guesswork. One opponent of his choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Probe software × 5)). This check possesses the Concentration, Hands-On, and Vision tags *(see page 101)*. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, this action reveals nothing. With failure, the opposed check winner may immediately execute 1 core command *(see page 374)*. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

Seize Control: The opposed check winner may prompt the target computer to run or stop 1 program of his choice, usually a virus *(see page 227)*. This program must be stored on either the opposed check winner's computer or the target computer.

Alternately, the opposed check winner may seize control of 1 device controlled by the target computer. This control lasts until Step 2 of the following Conflict round.

Each time this Advantage is chosen beyond the first during the same round, the opposed check winner gains control of 1 program or device.

Silhouette: The Prey may either eliminate one of the Predator's back doors (shaking his code out of the system), or establish a profile silhouette of the Prey. Each silhouette grants a cumulative +1 bonus with all hacking opposed skill checks against the target Predator until the end of the current mission.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the hacking attempt ends.

Trace: The opposed check winner may attempt to trace signal traffic to determine another participant's physical location. One opponent of the opposed check winner's choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Trace software × 5). This check possesses the Concentration, Hands-On, and Vision tags *(see page 101)*. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, the trace reveals nothing. With failure, the opposed check winner determines the target's current location, and if he is the Prey, may immediately end the Dramatic Conflict in his favor. This is also sufficient information to prompt a manhunt *(see page 382)*. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

Victory: The hacking attempt ends in the opposed check winner's favor.

ENDING A HACK

If the Predator wins (i.e. the Lead decreases to 0 or less, or the hack otherwise ends in the Predator's favor), he gains complete control over the target system and may perform core commands at will *(see below)*. If the original Prey wishes to regain control of the system, he must launch a hack against the system with the original Predator as the new Prey.

If the Prey wins (i.e. the Lead increases to 10 or more, the Prey successfully traces the Predator, or the hack otherwise ends in the Prey's favor), he locks the Predator out. The Predator may not attempt to hack the same system again for the duration of the current mission.

CORE COMMANDS

A computer's core commands are actions that legitimate users may perform without a Computers check. Some legitimate users are limited to certain core commands, or certain files or parts of the system, by those with higher access. An invader who successfully hacks the system has no limitations, and can use any of the target computer's core commands at will.

The time required to perform each core command is listed in parentheses following its title.

CORE COMMAND DESCRIPTIONS

Alter/Delete Records (Per Falsify/Forgery): Changing or deleting files is simple. Doing so in a manner that isn't obvious requires a Falsify/Forgery check *(see page 130)*.

Authorize/Restrict User (1 full action): This core command may grant any person whose computer links to the system access to any core commands possessed by the acting user. It may also do the opposite, preventing any person from using any core command possessed by the acting user.

Change Network Structure (1 full action): This core command may add or sever a link between the system and any other computer or device.

Delete Program (1 full action): This core command erases 1 file or program from the system.

Execute Program (1 full action): This core command activates 1 program resident in the system.

Extract File (Varies): This core command transfers 1 file to another system, a process requiring a number of full rounds equal to the file's Complexity DC divided by the *lowest* Power Rating possessed by either computer involved (rounded down, minimum 1 full round). When a file's Complexity DC isn't known, the GC assigns one ranging from 10 (simplest possible) to 60 (most complex possible).

If the user doesn't know the name and location of the desired file, he must make an Investigation/Research check before executing this core command *(see page 137)*.

If this Research or the file transfer occurs during a hack and takes longer than the current Conflict round, it inflicts a –4 penalty with the hacking opposed check during each round it persists.

Initiate System Purge (Varies): This core command cleanses the system of foreign programming, including viruses and back doors, a process requiring 1 full minute + 1 additional minute per foreign program in the system whose Power Rating exceeds that of the system.

Power Down (1 full action): This core command turns the computer off without physically interrupting its power supply.

Search System (Varies): A character may only search a system for a specific item (e.g. a known application) or using specific parameters (e.g. a fragment of a known file name). Digging through an entire system for "items of interest" is handled with the View File command (this process is likely to take hours, if not days, depending on the size of the system). Another important distinction is that while the Search System command operates like an Investigation/Research check, the computer is doing the heavily lifting for the character and is understandably drone-like and meticulous in its approach.

Each use of the Search System command requires 1 full action to begin and the process takes the amount of time listed on Table 2.33: Research Checks *(see page 137 of the Spycraft 2.0 Rulebook)*. No skill check is required for this command — if the information is located in the target system and falls within the command parameters, it is automatically found at the conclusion of the search.

The Search System command may only be used to look through a single computer system; even when a computer is connected to a larger network or the Internet, this command must be used separately for each individual system that the character wishes to search for information.

Upload Program (Varies): This core command installs 1 program into the system, a process requiring a number of full rounds equal to the program's Complexity DC divided by the *lowest* Power Rating possessed by either computer involved (rounded down, minimum 1 full round).

Use Peripheral (Per Device Use): This core command allows the user to manipulate 1 device controlled by the system. If this requires a separate skill check, the user suffers a –4 penalty for remote operation.

View File (Varies): Calling a file up requires the character to know its name and location. This core command takes 1 half action. During each full round, a character may read 1 full page of text + 1 additional full page of text per point of both Intelligence *and* Wisdom above 10 (e.g. an Intelligence score of 11 and a Wisdom score of 10 produces no additional effect, but an Intelligence score of 15 and a Wisdom of 12 allows the character to read 3 full pages of text per round). This core command does *not* prevent other users from opening or viewing the file.

INFILTRATION

Sometime the easiest way to get inside an organization is to walk in through the front door. A team of thieves may pass themselves off as the new janitors to case a building. A police officer might go deep undercover as a fence to crack a smuggling ring. A bold con artist might walk up to a billionaire industrialist in the lobby of his biggest hotel and remind him of their college days together — days that never happened. A clever character can find openings into any organization, stealing its secrets or shaping its actions from within.

This type of Dramatic Conflict begins when 1 or more characters (the **Predator(s)**) insinuate themselves into an organization (the **Prey**).

Predator Skill: Bureaucracy (Int). This check possesses the Bribe, Disposition, and Language tags *(see page 101)*.

Prey Skill: Security (Int). The organization's Security skill bonus is equal to 2 × (its Sites or Tools Rating, whichever is higher). This check possesses no tags.

APPROACH

The Predator's most important decision when setting out to infiltrate an organization is choosing his approach. There are two basic approaches: high profile and low profile.

The high profile approach involves the character making himself known to the organization's major figures — often with showy gestures of friendship. This grants swift access to the organization's real power and deepest secrets, but exposes the character to intense scrutiny throughout the infiltration.

The low profile approach works through the organization's personnel. The Predator joins up as a rank-and-file employee, trying to blend in and accomplish minor tasks "under the radar." This approach is time-consuming, but also reasonably safe and reliable.

Once an approach is chosen, it's difficult to change, requiring a special Strategy.

The duration of each Conflict round, as well as modifiers to both participants' opposed checks and their error ranges, are listed on Table 6.8: Infiltration Approaches *(see below)*.

INFILTRATION LEAD

During an infiltration, Lead represents the Prey's suspicions that the organization has been compromised, as well as the clues pointing to the true infiltrator. Each point of Lead gained brings the Predator closer to the Prey's attention, while each point lost allows him to burrow deeper into the organization's ranks.

STARTING LEAD

If the Predator opens with a low profile approach, the starting Lead is equal to the organization's Image Rating *(see page 392)*.

If the Predator opens with a high profile approach, the starting lead is equal to the organization's History Rating *(see page 390)*.

MULTIPLE INFILTRATION PARTICIPANTS

When more than two characters work together to infiltrate an organization, they become a single "Predator group." This group makes a single opposed cooperative check during Step 2 of each Conflict round.

Likewise, when more than two characters work together to secure an organization, they become a single "Prey group." This group makes a single opposed cooperative check during Step 2 of each Conflict round.

INFILTRATION TIMING

During an infiltration, each Conflict round takes 4 hours (if a high profile approach is used), or 2 days (if a low profile approach is used). The Predator must be present and involved for this entire time, while the Prey need only be present and involved for a minimum of 1/2 this time.

OUT IN THE COLD

Operating under cover is extremely isolating, preventing a character from communicating or trading gear with his teammates. The Predator may alleviate this by contacting his allies outside the organization, though this is dangerous and increases the likelihood that the organization's security forces will discover him.

At the end of each Conflict round, the Predator may contact the outside world through discreet or emergency channels assumed to be already in play. For every 5 minutes or fraction thereof the Predator spends in communication with the outside world, the Prey gains a +4 bonus with the opposed skill check made during the following Conflict round.

INFILTRATION STRATEGIES

Available Strategies are determined by the current Lead, as well as the Power Rating of the Predator's cover identity and the organization's Goals, as shown on Table 6.9: Infiltration Strategies *(see page 376)*. In some cases, a participant's choice of Strategy changes the skill he uses to make the Conflict round's opposed skill check.

INFILTRATION STRATEGIES

After Hours: The Predator tries to slip into the organization's facilities during a period of relative quiet.

Background Checks: The Prey runs a series of background checks, beginning with recent inductees. This directly targets the Predator's front — namely any cover identity he possesses.

Bald-Faced Lie: The Predator's gift for making the most incredible deceptions seem plausible gives him an edge over the organization's security forces. If a character possessing the *bald-faced lie* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

TABLE 6.8: INFILTRATION APPROACHES

Approach	Conflict Round Duration	Check Modifiers*	Error Range Modifiers*
High Profile	4 hours	–2/+0	+1/+0
Low Profile	2 days	+0/–2	+0/+0

* The modifiers to the left of each slash are applied to the Predator's opposed check and its error range, and the modifiers to the right of each slash are applied to the Prey's opposed check and its error range.

"Before I Kill You...": The organization's understanding of common infiltration techniques allows its security forces to toy with most invaders. If a character possessing the *big brother* or *global search* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

Break-In: With knowledge of the organization's most closely guarded resources, the Predator prepares a covert attack.

Change of Pace: The Predator tries to fade into the background after a splashy effort, or rise to the organization leaders' attention after a period of low-key work.

Counter-Intelligence: The organization's primary security experts catch the Predator's scent, and start up or continue a file.

Data Run: The Predator makes a dangerous play to acquire more information about the organization.

Haven: Concerned about being discovered or simply needing to bide his time, the Predator falls back to a prepared location or routine.

Heightened Security: The Prey steps up security measures to smoke out any infiltrators.

Inner Circle Trial: With the Predator steps away from the heart of the organization, its security details run him through one last loyalty test...

Lockdown: The organization suspends all non-essential activities, trying to limit any infiltrator's access.

Mantrap: Suspicious of the Predator in particular, the organization's security forces arrange a little 'incident.'

Murder Scheme: The Predator uses his position and his allies within the organization to arrange an attack upon one of its major figures.

New Procedures: The organization alters its routine, and unless the Predator's careful, he might be forced into a position for which he isn't ready.

Quick Peek: Rather than try to completely subvert the organization, the Predator simply seeks to gather a little intelligence and flee.

Restructuring: Suspicious of security leaks or simply on schedule, the organization reorganizes, possibly leaving the Predator back at Square One.

Rising Quotas: The organization accelerates its activities, forcing its people to work harder just to stay where they are. This likely hurts the Predator's cause, leaving him less and less time to further his infiltration.

TABLE 6.9: INFILTRATION STRATEGIES

Strategies	Skill*	Requirements**	Modifier	Advantages
Predator Only				
After Hours	Sneak (Dex)	Cover Identity Power Rating 3+	–4	Access Point, Reconnaissance
Bald-Faced Lie	—	†	+0	Any except Victory
Break-In	Security (Int)	Lead 1–3Δ	–6	Raid
Change of Pace	—	Lead 7–9	–4	Extraction, New Approach
Data Run	—	Cover Identity Power Rating 4+	–8	Access Point, Intelligence
Haven	—	Cover Identity Power Rating 3+	–4	Fade, Pause
Murder Scheme	—	Cover Identity Power Rating 5+	–6	Conspiracy, Showdown
Quick Peek	—	Lead 4–6	–2	Extraction, Reconnaissance
Risky Declaration	Impress (Cha)	Cover Identity Power Rating 4+Δ	–8	Crisis
Rotten Apples	Manipulate (Cha)	Cover Identity Power Rating 6+	–2	Lead, Conspiracy
Rush Job	—	Cover Identity Power Rating 5+	–6	Lead, Haste
Show of Loyalty	—	—	+0	Lead, Transfer
Step Out	—	Cover Identity Power Rating 2+	–4	Free Time, Lead
Prey Only				
Background Checks	—	Organization Goals Rating 3+	–6	Lead, Shred
"Before I Kill You..."	—	††	+0	Any except Victory
Counter-Intelligence	—	—	+0	Lead
Heightened Security	—	Organization Goals Rating 2+	–2	Haste, Stress
Inner Circle Trial	Manipulate (Wis)	Lead 1–3**	–8	Crisis, Stress
Lockdown	Search (Int)	Organization Goals Rating 4+	–4	Lead, Pause
Mantrap	—	Lead 7-9	–6	Crisis, Showdown
New Procedures	—	Organization Goals Rating 6+	–8	New Approach, Pause
Restructuring	—	Organization Goals Rating 5+	–6	Relocate
Rising Quotas	—	Organization Goals Rating 4+	–2	Stress
Run of the House	Impress (Cha)	Organization Goals Rating 3+Δ	–4	Convert, Revelation
Security Sweep	—	Lead 4–6	–4	Showdown
Show of Strength	Bluff (Cha)	Organization Goals Rating 5+	–4	Convert, Stress

* None of these alternate skill checks possess tags.

** *For more information about an organization's Ratings, see page 389.*

† The character must possess the *bald-faced lie* class ability *(see page 35).*

†† The character must possess the *big brother* or *global search* class abilities *(see pages 46 and 48).*

Δ This Strategy may only be chosen if the Predator is currently using a high profile approach.

Risky Declaration: The Predator tries to construct a scene intended to convince the organization's security forces — or perhaps even its leaders — that he's one of their staunchest supporters, and worthy of their most guarded secrets.

Rotten Apples: The Predator goes to work on some of the organization's weak links, trying to build a power base inside the organization.

Run of the House: The organization gives any infiltrators plenty of room to operate, hoping they'll get cocky or make a mistake.

Rush Job: The Predator picks up the pace, hoping to gain ground quickly.

Security Sweep: The organization's regular security sweeps are liable to catch the Predator by surprise, leading to a deadly confrontation.

Show of Loyalty: The Predator tries to ingratiate himself with the organization's leadership and advance through the ranks.

Show of Strength: The organization puts on a show for the Predator, seeking to solidify its control over its people with the classics: Money, Ideology, Compromise, and Ego. As a byproduct, the Predator may become entranced.

Step Out: The Predator tries to give any organization watchers the slip so he can confer with his teammates and allies on the outside.

INFILTRATION ADVANTAGES

Access Point: The Predator finds a computer terminal not being closely observed, and may use it to hack the organization's system with Internal Access for up to 1 hour *(see page 371)*. Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator gains 1 additional hour of uninterrupted hacking time (maximum 4 hours).

Conspiracy: The Predator may persuade 1 standard organization character or 1 squad of organization minions to question their loyalties. He makes an Impress (Cha) check (DC 10 + 5 × the organization's History Rating). This check possesses the Bribe, Disposition, and Language tags *(see page 101)*. With success, the target's character or squad's disposition toward both the organization and the Predator becomes neutral, and the target refuses to participate in any combat or chase on behalf of the organization for the duration of the current mission. With failure, the Lead increases by 1.

Each time this Advantage is chosen beyond the first during the same round, the Prey may target 1 additional character or squad. Alternately, he may target a character or squad that already possesses a neutral disposition toward him and the organization, in which case the target's disposition toward him improves to Friendly, its disposition toward the organization worsens to Unfriendly, and it willingly joins him during any combat or chase. These effects last until the end of the current mission.

Convert: The Prey begins or continues a seduction Conflict targeting the Predator. Each time this Advantage is chosen during the same infiltration, 1 seduction Conflict round is resolved. The seduction doesn't progress in any other fashion. The Prey's Impress (Cha) and other skill bonuses used in the seduction Conflict are equal to 2 × (the organization's Image or Tools Rating, whichever is higher). Finally, if the Prey wins the seduction Conflict, the Predator joins its ranks as a loyal servant until the end of the current mission. At the end of each scene while this effect lasts, the Predator may make a Will save (DC equal to the Prey's total Impress skill bonus). With success, the Predator breaks free of the conversion.

Crisis: The infiltration comes to a head as the Predator's loyalty to the organization and the Prey's suspicions about the intruder are simultaneously put to the test. The Predator makes an Impress (Cha) check with a DC of 25 + the organization's two highest Ratings and the Prey makes a Security (Int) check with a DC of 25 + the Predator's career level. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If only one participant fails this check, his opponent wins the Conflict (i.e. the Predator convinces the Prey of his loyalty, or the Prey discovers the Predator's duplicity); otherwise, the crisis is averted without tipping the scales in either direction and the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he blunders through the situation.

Extraction: The Predator escapes the organization and the Prey may *not* trigger any events as a result.

Fade: The lowest cover identity Power Rating possessed by the Predator increases by 1 (maximum 7). If the Predator possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the Predator increases by an additional 1.

Free Time: The Predator arranges to be unobserved by the Prey for 1 hour, allowing him to meet with his teammates, pick up gear, and perform other activities inside the organization or out before returning to his assumed existence. Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator may act without observation for 1 additional hour (maximum 3 hours).

If the Predator leaves the organization, and does not return by the end of the allotted time, he must make a successful Bluff (Cha) check (DC 20 + (4 × the organization's Goals Rating)) to contrive an excuse to cover his absence. This check possesses the Bribe, Disposition, and Language tags *(see page 101)*. With failure, the organization's security forces deduce that the Predator is a mole, at which point the Prey wins the Conflict and gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator *(see page 399)*.

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a low profile approach, the following Conflict round takes only 6 hours).

Intelligence: The Predator learns 1 of the following pieces of information (his choice).

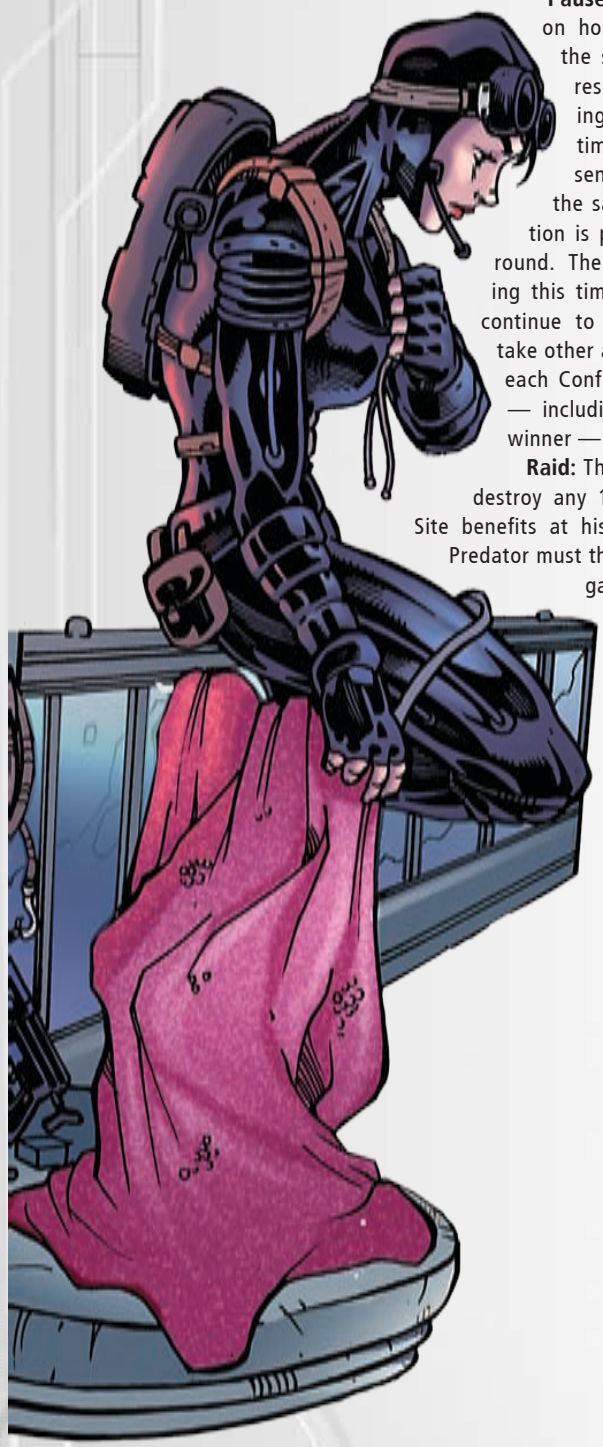
- One previously unknown organization goal of the Prey's choice.
- The organization's full history.
- The Origin, Attribute scores, qualities, feats, and class abilities of 1 of the organization's player or special characters of the Prey's choice.

Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator learns 1 additional piece of information.

For more information about organizations, see page 389, and for more information about NPCs, see page 441.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

New Approach: The Predator's approach shifts from high profile to low profile, or vice-versa.



Pause: The infiltration is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the infiltration is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Raid: The Predator may steal or destroy any 1 of the organization's Site benefits at his current location. The Predator must then escape and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator *(see page 399)*.

Reconnaissance: The Predator learns 1 of the following pieces of information (his choice).

- The location and nature of 1 previously unknown organization Site of the Prey's choice.
- One previously unknown organization Rating of the Prey's choice (Goals, History, Image, Sites, or Tools).
- The full stat block for 1 of the organization's standard character s.of the Prey's choice.

Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator learns 1 additional piece of information.

For more information about organizations, see page 389, and for more information about NPCs, see page 441.

Relocate: Suspicious that outsiders have compromised the organization, the Prey moves 1 of its Sites to a new location unknown to the Predator. Every *2 times* this Advantage is chosen beyond the first during the same round, the Prey moves 1 additional Site.

Revelation: The Prey may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die.

- His organization's full history.
- One of his organization's goals that his opponent does not know.
- One of his organization's Ratings that his opponent does not know (Goals, History, Image, Sites, or Tools).
- The location and nature of 1 of his organization's Sites that his opponent does not know.
- The Origin, Attribute scores, qualities, feats, and class abilities of 1 of the organization's player characters or special characters of his choice *(see page 393)*.
- The full stat block for 1 of the organization's standard characters of his choice *(see page 393)*.

Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

For more information about organizations, see page 389, and for more information about NPCs, see page 441.

Showdown: The Predator and 1 of the organization's special NPCs become locked in combat. The GC determines the special NPC and combat's location based on the opposed check loser's routine. If any minions are available to the organization, 1 squad accompanies the special NPC. This special NPC may only be the organization's mastermind if the Predator has managed to get himself transferred to the organization's HQ. The infiltration continues if the special NPC and *all* minions are captured or killed (though in this case, the Lead increases by 2); otherwise, the infiltration ends in the Prey's favor, the Predator must escape, and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator *(see page 399)*.

Shred: The Power Rating of 1 of the Predator's cover identities decreases by 1 (if the Predator possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown *(see page 286)*. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the infiltration ends.

Transfer: The Predator discovers the location of 1 known organization Site. If all Site locations are known, he learns the location of the organization's HQ. Further, he may arrange a transfer to any known organization site. Every *3 times* this Advantage is chosen beyond the first during the same round, the Predator learns the location of 1 additional known Site.

ENDING AN INFILTRATION

If the Predator wins (i.e. the Lead decreases to 0 or less, the Prey fails a Crisis-prompted check and is convinced of the Predator's loyalty, or the infiltration otherwise ends in the Predator's favor), the Predator learns all of the organization's Ratings and goals, the statistics of all of the organization's standard NPCs during the current mission, and the code names of each of the organization's special NPCs during the current mission.

Further, the Predator may choose 1 of the following benefits.

- The Predator may remain inside the organization. He must continue to spend time maintaining his role per his final approach, but Conflict rounds do not occur unless he seeks a new victory benefit or infiltration Advantage, in which case the Lead is set to 2 and the Conflict continues as standard. So long as the Predator remains inside the organization, he learns of any new goals, henchmen, or Site benefits as they're acquired. Further, he may make outside contact without winning a Conflict round, and may make Request checks using the organization's Tools *(see page 394)*. Finally, he may slip away at any time without the possibility of being caught.
- The Predator may steal or destroy *any* 1 Site benefit the organization possesses and escape with no possibility of capture during the current scene. In this case, his current cover identity is blown *(see page 286)*, and if he later wishes to re-infiltrate the organization, he must start again from scratch.
- The Predator may initiate a quick ambush targeting the organization's mastermind, or a slow ambush targeting any of the organization's other special NPCs *(see page 393)*. The GC determines the location for this ambush based on the target's whereabouts and routine.

If the Prey wins (i.e. the Lead increases to 10 or more, the Predator fails a Crisis-prompted check and is identified as a mole, or the infiltration otherwise ends in the Prey's favor), the organization's security forces realize that an intruder has penetrated their defenses. All of the Predator's cover identities are blown *(see page 286)*, and he may not attempt to infiltrate the organization again for the duration of the current mission.

Further, the Prey may choose 1 of the following benefits.

- The organization may eject the Predator. If it benefits from legal protection, it may also initiate legal action, reducing the Predator's Reputation by 4 or Net Worth by $200,000 (as appropriate).
- The organization may string the Predator along, allowing him to remain inside the organization, but keeping him away from vital interests. In this case, the Conflict continues seemingly as normal, with the Lead reset to 8 and the Predator's error range with all skill checks made as part of the infiltration increased by 1. Further, the Prey gains 2 action dice that may only be spent to defend itself as part of the infiltration. If the Prey wins 2 or more infiltration Conflicts, it may apply this effect multiple times, the effects of each time cumulative with the last (i.e. when chosen a second time, this effect resets the Lead to 8, increases the Predator's error range with all skill checks made as part of the infiltration by 2, and grants the Prey 4 action dice).
- The organization may initiate a slow ambush targeting the Predator, gaining 4 free action dice that may only be used during the resulting encounter.

BEHIND THE CURTAIN: EXPANDING AN INFILTRATION

In an espionage environment, few activities are as potent as infiltration. Its rewards and dangers are often the very cornerstones of modern covert missions. This Dramatic Conflict allows the GC and players to simplify what might otherwise represent weeks or even months of solid roleplaying and fieldwork, and it's no accident that it's the only Conflict without a Victory Advantage. There are no shortcuts during an operation of this magnitude.

Rather than provide suggestions for simplifying the process even further, we encourage GCs to consider *expanding* Conflict rounds into full scenes, allowing the players to interact with their opponents on a much more personal level. Few parts of an undercover spy's life are as rich with intrigue. This gives the players the chance to develop relationships with an organization's special NPCs, learning more about them than they ever could if they remained on opposite sides, and to engage in lively bouts of verbal fencing with the season's mastermind — as his doomsday device is being constructed nearby. Even down-to-Earth "life moments" with minions and other standard NPCs can yield gaming gold, far surpassing any abstract simulation.

INTERROGATION

When standard investigation techniques fail, it's sometimes necessary to lean on a character to learn the truth. Interrogations can take the form of back-alley abuse, structured police procedurals, or even long-term Grand Jury investigations.

This type of Dramatic Conflict begins when 1 or more characters (the **Predator(s)**) set out to force 1 or more other characters (the **Prey**) to reveal information they possess.

Predator Skill: Intimidate (Str or Wis — when the Predator uses physical force, it's Str; when he uses mental tricks, it's Wis). This check possesses the Bribe, Disposition, and Language tags *(see page 101)*.

Prey Skill: Resolve (Wis). This check possesses no tags.

STREAMLINED INTERROGATIONS

When the GC wants to speed up or reduce the risk of any interrogation, it may become a standard Intimidate (Str or Wis) check (DC equal to the target's Bluff skill bonus + 10). In this case, all modifiers from Table 6.11 still apply *(see page 381)*.

INTERROGATION LEAD

During an interrogation, Lead represents the Predator closing in on the desired truth. Each point of Lead gained gives the Prey another ounce of will to resist, while each point lost sends him one step closer to cracking.

STARTING LEAD

An interrogation's starting Lead is based on the Prey's risk of answering, as shown on Table 6.10: Starting Interrogation Lead *(see below)*.

TABLE 6.10: STARTING INTERROGATION LEAD

Risk of Answering	Starting Lead
None	3
Slight (may prompt ridicule or social sanction)	4
Moderate (may prompt mild retribution or minor criminal charges)	5
Extreme (may prompt a personal vendetta or moderate criminal charges)	6
Deadly (may prompt attacks or major criminal charges on self, friends, and family)	7

MULTIPLE INTERROGATION PARTICIPANTS

When more than two participants are involved in an interrogation, the GC designates each as part of a "Predator group" or "Prey group." Each group makes a single opposed cooperative check during Step 2 of each Conflict round.

INTERROGATION TIMING

During an infiltration, each Conflict round takes an amount of time determined by the situation and the Predator's Strategy, as shown on Tables 6.11: Interrogation Modifiers and 6.12: Interrogation Strategies *(see page 381)*. The Predator and Prey must both be present and involved for a minimum of 1/2 this time (rounded up).

INTERROGATION MODIFIERS

During an interrogation, many modifiers apply to the Predator and the Prey, as shown on Table 6.11: Interrogation Modifiers *(see page 381)*.

In order to qualify for the "act of violence" modifier, a character must inflict a minimum of 5 points lethal damage or 1/4 the target's total wound points (rounded up), whichever is lower. In order to quality for the "act of torture" modifier, a character must inflict a critical injury. Alternately, he can inflict a minimum of 10 points lethal damage or 1/3 the target's total wound points (rounded up), whichever is lower. In both of these cases, the interrogating character chooses how to inflict this damage and whether to inflict further damage. Depending on the method of violence or torture used, the GC may further adjust the damage inflicted.

INTERROGATION STRATEGIES

Available Strategies are determined by the current Lead and each participant's base Will save bonus, as shown on Table 6.12: Interrogation Strategies *(see page 381)*. In some cases, a participant's choice of Strategy changes the skill he uses to make the Conflict round's opposed skill check, or alters the duration of the round.

INTERROGATION STRATEGIES

The 5th: The Prey puts on a display of detached calm, countering the Predator's questions with reasoned responses and legal loopholes.

Bad Cop: The Predator plays up his authority or potential for violence, seeking to unnerve the Prey.

Goad: The Predator repeatedly comes back to the same questions and carefully analyzes each of the Prey's responses, trying to ferret out logical inconsistencies.

Good Cop: The Predator makes a series of friendly gestures or overtures, trying to win the Prey over or undermine his determination.

Head Fake: The participant stages an elaborate mind game, hoping to trip his opponent up.

"I'm No Rat": The Prey clings to his loyalties, drawing strength from the knowledge that any slip could endanger his friends and loved ones.

Moment of Crisis: The participant forces an outcome with high-pressure tactics.

"Nothing to Say": The Prey clams up, hoping to resist all provocation.

Story Time: The Prey plays upon the Predator's intense focus, trying to ingratiate himself and distract from the matter at hand.

Waiting Game: The participant settles in for a long, drawn-out interview, hoping for outside forces to come into play.

"We're Done Here": In a fit of pique, the participant takes things over the line looking for an immediate conclusion.

Worse Cop: The Predator goes beyond simple intimidation, his demeanor becoming frightful.

INTERROGATION ADVANTAGES

Charm: The opposed check winner improves his opponent's disposition toward him by 1 grade until the end of the current scene (maximum Friendly). Every *3 times* this Advantage is chosen beyond the first during the same round, the opponent's disposition toward the opposed check winner improves by 1 additional grade.

TABLE 6.11: INTERROGATION MODIFIERS

Circumstance	Conflict Round Duration	Check Modifier*	Error Range*
Situation			
Prey may voluntarily leave**	×1/2	–6/+0	+2/+0
Prey is imprisoned or cannot leave	×1	+0/+0	+0/+0
Prey has legal counsel present	×1.5	–6/+0	+2/+0
Prey expects to be released or rescued in the current interval	—	+0/+2	+0/+0
Prey has no hope of rescue	—	+0/–4	+0/+1
Duress			
Threat of minor injury or inconvenience	—	+0/+0	+0/+0
Threat of incarceration or violence	—	+0/–2	+0/+0
Threat of death	—	+0/–4	+0/+1
Threat of torture	—	+0/–6	+1/+2
Act of incarceration or violence (the target or a second character)†	—	+0/–6	+1/+2
Act of killing (a second character)†	—	+0/–8	+2/+3
Act of torture (the target or a second character)†	—	+0/–10	+3/+4
Incentive†			
Offers of money††	—	+2/+0	+0/+0
Offers of reduced penalty (legal, financial, etc.)	—	+4/+0	+1/+0
Offers of protection (from prosecution, injury, etc.)	—	+6/+0	+2/+0
Offers of immunity (from prosecution, injury, etc.)	—	+8/+0	+3/+0

* The modifiers to the left of each slash are applied to the Predator's opposed check and its error range, and the modifiers to the right of each slash are applied to the Prey's opposed check and its error range.

** Though the Prey is technically allowed to leave, he may not do so until he wins the Conflict.

† If the Prey can willingly depart from an interrogation, he never willingly submits to this action. Further, most of these acts result in exposure *(see page 435)*.

†† The minimum amount of money is equivalent to a bribe *(see page 121)*. Each time this base amount is doubled, this bonus increases by +2.

TABLE 6.12: INTERROGATION STRATEGIES

Strategy	Conflict Round Duration	Skill*	Requirements	Modifier	Advantages
General Strategies					
Head Fake	30 minutes**	Manipulate (Wis)	Base Will Save +6†	–2	Lead, Slip
Moment of Crisis	5 minutes**	—	Lead 1–3	–6	Crisis
Waiting Game	1 hour**	—	—	+0	Pause, Stress
"We're Done Here"	15 minutes**	—	Base Will Save +7†	–12	Stress, Victory
Predator Only					
Bad Cop	15 minutes	—	Base Will Save +4†	+0	Lead, Stress
Goad	1 hour	Investigation (Wis)	—	–4	Slip
Good Cop	30 minutes	Networking (Cha)	Base Will Save +5	–6	Lead, Charm
Worse Cop	5 minutes	—	Base Will Save +8†	–8	Crisis, Stress
Prey Only					
The 5th	—	—	Base Will Save +8	–8	Crisis, Pause
"I'm No Rat"	—	Networking (Wis)	—	–4	Lead
"Nothing to Say"	—	—	Base Will Save +4	+0	Lead, Stress
Story Time	—	Bluff (Cha)	Base Will Save +5	–6	Lead, Charm

* None of these alternate skill checks possess tags.

** This modifier only applies when the Predator chooses the Strategy.

† For this purpose, the Predator's base Will save bonus increases by 1 per clue he's collected that indicates the Prey possesses vital information.

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Sense Motive (Wis) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum DC 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he cracks under the pressure, ending the interrogation in his opponent's favor; otherwise, the Conflict continues as standard (this is the case even if both participants crack, though such an outcome likely produces strange results as the participants become unhinged). Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as his determination falters.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The interrogation is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the interrogation is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6 *(see Table 2.26: Character Deception, page 121)*.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

Victory: The interrogation ends in the opposed check winner's favor.

ENDING AN INTERROGATION

If the Predator wins (i.e. the Lead decreases to 0 or less, the Prey fails a Crisis-prompted check and cracks, or the interrogation otherwise ends in the Predator's favor), the Prey truthfully provides all information in his possession related to 1 event or topic of the Predator's choice. Additionally, the starting Lead of any subsequent interrogation Conflict featuring the same Predator and Prey during the current mission is reduced by 2 (minimum 1).

If the Prey wins (i.e. the Lead increases to 10 or more, the Predator fails a Crisis-prompted check and cracks, or the interrogation otherwise ends in the Prey's favor), the Prey becomes unresponsive or spins a tale so convincing that the interrogator provisionally accepts it as the truth. Additionally, the Predator may not target the same Prey with an interrogation Conflict for the duration of the current mission.

MANHUNTS

A vigilant detective slowly and steadily tracks a target's friends and relatives as a lone figure crafts a false identity in a basement rented with cash... A fast-moving line of hunters leading bloodhounds and carrying flashlights sweeps the woods at night as a suspect runs pell-mell through the trees, leaping over old barbed-wire cattle fences... Manhunts are a staple of the modern action genre, in which the hunter and the hunted bring their finest tactics to bear in a battle of wits and will.

Player characters may become involved in a manhunt on either side of the equation. It's not uncommon for a mission to go awry, leaving the team on the run from the internal security forces of a hostile nation or wanted by police in connection with the murder of a trusted contact. Likewise, characters can marshal their own resources or even commandeer local law enforcement in pursuit of a wily enemy with vital information — or worse, a weapon of mass destruction.

This type of Dramatic Conflict begins when 1 or more characters (the **Predator(s)**) set out to find one or more individuals whose *current* whereabouts are unknown (the **Prey**). A manhunt is only possible if the Prey's *previous* whereabouts were known within the last 24 hours.

Predator Skill: Investigation (Wis). This check possesses the Bribe and Language tags *(see page 101)*.

Prey Skill: Blend (Cha). This check possesses no tags.

STREAMLINED MANHUNTS

When the GC wants to speed up or reduce the risk of any manhunt, it may become a Complex Task with a number of Challenges equal to the starting Lead and an Investigation (Wis) DC equal to the Prey's Blend skill bonus + 10. This check possesses the Bribe and Language tags *(see page 101)*.

PUBLICITY

Manhunts take place against a backdrop of politics and everyday life. Unless the Predator is extremely driven or simply above reproach, there's an upper limit to the public inconvenience and expense his actions can impose before someone in authority pulls the plug. The Predator must always avoid undue publicity and be mindful of how much his activities are disrupting the lives of bystanders. The Prey can sometimes use this to his benefit, forcing his pursuers to disrupt daily life or plead their case before the court of public opinion. Publicity also provides a second avenue of escape for the Prey by making it too costly to maintain the hunt.

The amount of publicity a manhunt can endure is determined by the authority of the Predator's organization and the Prey's notoriety, as shown on Table 6.13: Publicity Limits *(see page 383)*. If a manhunt's publicity ever reaches or exceeds this limit, it must immediately be called off and the Predator may not initiate any subsequent manhunts for the duration of the current mission.

MANHUNT LEAD

During a manhunt, Lead represents the search radius within which the Predator correctly believes the Prey is hiding. Each point of Lead gained gives the Prey more breathing room, while each point lost gives the Predator a progressively stronger idea of his whereabouts.

STARTING LEAD

A manhunt's starting Lead is 4 (if the starting radius is a neighborhood), 5 (if the starting radius is a city or county), 6 (if the starting radius is a state or small country), 7 (if the starting radius is a large country), or 8 (if the starting radius is an entire continent). A manhunt isn't possible if the Prey's location can't be narrowed to a single continent or smaller area.

MULTIPLE MANHUNT PARTICIPANTS

When multiple groups are tracking a single Prey, the Lead is tracked separately between each Predator/Prey pair. During each Conflict round, each step is resolved by each pair, in order from lowest to highest Lead (all pairs resolve each step before proceeding to the next step). The Prey may choose a different Strategy in each pairing.

Likewise, when multiple groups are tracking one another in a "chain" (e.g. the characters hunt a foil and are in turn sought by the police), the Lead is tracked separately between each Predator/Prey pair. During each Conflict round, each step is resolved by each pair, in order from front to back (all pairs resolve each step before proceeding to the next step).



MANHUNT TIMING

During a manhunt, each Conflict round takes 1 day. The Predator and Prey must each be present and involved for a minimum of 4 hours per day.

MANHUNT MODIFIERS

During a manhunt, many modifiers apply to the Predator and the Prey, as shown on Table 6.14: Manhunt Modifiers *(see page 384)*.

TABLE 6.13: PUBLICITY LIMITS

Circumstance	Maximum Publicity
Predator Organization's Authority	
Shadowy conspiracy that fears the light of day	3
Little-known group that wants to stay that way	5
Official faction whose motives are easily questioned	7
Faction lead by well-known or feared public figures	9
Public faction whose primary function is to pursue criminals	No limit*
Prey Notoriety	
Inconsequential (e.g. petty criminal, minor witness)	+0
Interesting (e.g. mastermind or witness linked to minor organization)	+1
Significant (e.g. mastermind or witness linked to major organization)	+2
Urgent (e.g. established long-term threat or witness linked to global organization)	+4
Vital (e.g. tangible threat to faction's survival or witness linked to distribution of weapons of mass destruction)	No limit*

* This takes precedence over other publicity modifiers. The Predator and his superiors are committed to the manhunt regardless of the disruption it causes.

TABLE 6.14: MANHUNT MODIFIERS

Circumstance	Check Modifier*	Error Range*
Situation		
Predator assisted by organization that cannot or may not operate in public	–6/+0	+2/+0
Per member of Prey group above 3	+0/–1	+0/+0
Public Opinion		
Local citizens and/or press hate the Predator	–2/+0	+0/+0
Local citizens and/or press fear the Predator	–4/+0	+0/–2
Local citizens and/or press approve of the Predator	+0/–2	+0/+0
Local citizens and/or press are used to living under scrutiny	+0/–4	–2/+0
Local citizens and/or press would recognize the Prey prior to the manhunt	+0/–4	+0/+1
Prey Actions in Last 24 Hours		
Attempted to use mass or public transportation or rental vehicle	+0/–4	+0/+1
Made 1 or more traceable calls	+0/–2	+0/+0
Presented any traceable (non-cover) ID	+0/–2	+0/+0
Sought medical assistance (per person treated)	+0/–4	+0/+1
Spent more than $1,000, up to $10,000	+0/–2	+0/+0
Spent more than $10,000, up to $50,000	+0/–4	+0/+0
Spent more than $50,000	+0/–6	+0/+0
Traveled more than (5 × Lead) miles	+0/–2	+0/+0

* The modifiers to the left of each slash are applied to the Predator's opposed check and its error range, and the modifiers to the right of each slash are applied to the Prey's opposed check and its error range.

MANHUNT STRATEGIES

Available Strategies are determined by the current Lead and each participant's Spending Cash or the Tools Rating of his organization, as shown on Table 6.14: Manhunt Strategies *(see above)*. In some cases, a participant's choice of Strategy changes the skill he uses to make the Conflict round's opposed skill check.

MANHUNT STRATEGIES

Act Casual: The Prey develops a simple, inconspicuous routine to avoid notice.

All Points Bulletin: The Predator puts the word out, hoping to drive the Prey into the open.

Checkpoints: The Predator sets up shop at major transit hubs and key routes in and out of the search area, hoping to catch the Prey right as he makes a move.

Desk Jockey: The Predator focuses on the information in hand, trying to extract telling patterns from it.

Dial It Back: The Predator withdraws from the public eye temporarily, trying to cover his own tracks and allowing things to cool off.

Disgrace: The Prey sets up an exhibition of the Predator's "incompetence" and "abuse of authority."

"Gotcha!": The Predator backs a hunch and takes a tremendous gamble, hoping to catch the Prey unawares.

Go to Ground: The Prey stays out of sight, buying time for other activities.

Intense Scrutiny: The Predator returns to previous scenes where the Prey was spotted and subjects every detail to intense scrutiny. This threatens any façade the Prey has erected, but also calls unwanted attention to the search.

Interference: The Prey feeds the Predator a series of false leads and red herrings in order to bog down the hunt.

Legwork: The Predator or his proxies head out into the streets to follow up on leads and interview citizens.

Media Blitz: The Predator appeals to the populace for support in finding the Prey. While intrusive, this tactic can pay off in a big way as the manhunt progresses.

Mind of a Killer: The Predator immerses himself in the Prey's mindset, believing that if he understands him well enough, he'll be able to predict his next move.

New Face, New Man: The Prey develops a new cover identity to help screen his actions.

No Witnesses: The Prey backtracks, trying to silence any bystanders who might provide the Predator with clues about him.

Out of Bounds: The participant tries to take the manhunt off the asphalt and into the underbrush (e.g. a major city park, a wildlife preserve, a local forest, etc.).

Random Acts: The Prey tries to break up his routine, throwing off the Predator.

Run for the Border: The Prey brazenly tries to flee the search area, ending the manhunt with one wild dash for freedom!

Sanitize: The Prey goes back over his trail, trying to erase any signs of his passage.

Set Up: The participant prepares for something completely different — and with luck entirely unexpected — during the following Conflict round.

Surveillance: The Predator uses wire tapes and other surveillance gear to track the Prey electronically.

"Take Him!": The participant tries to pin his opponent down, or slip out of his opponent's net. If a character possessing the *master tracker* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1

Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

Take It Public: The Prey pleads his case to the public, looking to garner sympathy.

The Usual Suspects: The Predator runs down the "usual suspects," interviewing and even squeezing them for information about the Prey.

Without a Trace: The Prey concocts a bold and possibly complex plan to vanish entirely.

MANHUNT ADVANTAGES

Chase: A chase erupts between the Predator and Prey, each with a vehicle chosen by the GC based on their whereabouts and the situation at hand. The chase's starting Lead is equal to the manhunt's current Lead and the Predator gains 2 bonus action dice that may only be spent to boost skill checks made as part of the chase Conflict. If the Prey wins the chase, he escapes *and* wins the manhunt.

Confront: A combat erupts between the Predator and Prey, with both characters carrying only their Possessions (personal gear) and the Prey benefiting from a quick ambush *(see page 168)*. If either character defeats the other, he wins the manhunt.

Fade: The lowest cover identity Power Rating possessed by the opposed check winner increases by 1 (maximum 7). If the winner possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the opposed check winner increases by an additional 1.

Fake Out: The Prey plants a set of false clues about his motivations and methods. The next time the Predator gains a Profile Advantage, the Lead is considered 2 higher when calculating the profile's effect. Choosing this Advantage multiple times does *not* further increase the Lead for this purpose; instead, every *2 times* this Advantage is chosen beyond the first during the same Conflict round, this modifier affects 1 additional Profile Advantage after the first.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Outcry: The manhunt's publicity increases by 1. Every *2 times* this advantage is chosen beyond the first during the same Challenge, the manhunt's publicity increases by an additional 1.

Pause: The manhunt is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Further, the manhunt's publicity decreases by 1. Each time this Advantage is chosen beyond the first during the same round, the manhunt is paused for 1 additional round and its publicity decreases by an additional 1. The action continues during this time (i.e. the participants continue to fox and outfox one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Profile: The Predator reconstructs or even predicts 1 opponent's actions through psychological analysis. He begins or joins a scene featuring the chosen opponent at a location of the GC's choice as a point shown on table 6.15: Profiling Delay *(see below)*. Unless the Lead is 1 or less (after all current modifiers are applied), the winner always arrives *after* the Prey leaves. If the chosen opponent possesses 1 or more cover identities, the Lead increases by 1 for this purpose. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is decreased by 1 for this purpose. The actual Lead does not change as a result of these modifiers.

Once the Predator arrives on scene, he may make an Investigation/Canvass Area or Search/Perception check against the DC listed on Table 6.15. With success, he gains 1 clue or detail about the Prey. In addition to any other effects the Predator gains for possessing this information, he also benefits from a +2 bonus per clue/detail with all subsequent skill checks made as part of the same manhunt (including any made due to later profile Advantages).

Example: Kevin is pursuing an arms dealer and gains 1 profile Advantage. The current Lead is 4, but the arms dealer possesses a cover identity, so it's considered 5 when determining the profile Advantage's effects. The GC decides that the arms dealer met with one of his contacts earlier that day, and Kevin arrives at the bar where the meeting took place 4d6 hours later. The arms dealer is long gone, but Kevin may make an Investigation/Canvass Area or Search/Perception check (DC 40) to discover an additional detail about his Prey.

Public Support: The manhunt's publicity decreases by 2. Every *2 times* this advantage is chosen beyond the first during the same round, the manhunt's publicity decreases by an additional 1.

Shred: The Power Rating of 1 of the Prey's cover identities decreases by 1 (if the Prey possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown *(see page 286)*. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

TABLE 6.15: PROFILING DELAY

Lead	Profiler's Arrival	Canvass Area/ Perception Check DC
0	1d4 hours *before* the Prey	15
1	At roughly the same time as the Prey (per GC discretion)	20
2	4d4 minutes *after* the Prey	25
3	2d4 × 10 minutes *after* the Prey	30
4	1d6 hours *after* the Prey	35
5	4d6 hours *after* the Prey	40
6+	More than 1 day *after* the Prey	Impossible

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he had made a successful Bluff/Deception check with a penalty of up to –6 *(see Table 2.26: Character Deception, page 121)*.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the manhunt ends.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same manhunt: Athletics (Str), Bureaucracy (Cha), Computers (Int), Drive (Dex), Networking (Cha), Search (Int), Sneak (Dex), or Streetwise (Wis). None of these checks possess tags.

Victory: The manhunt ends in the opposed check winner's favor.

ENDING A MANHUNT

If the Predator wins (i.e. the Lead decreases to 0 or less, the Predator catches the Prey in a chase or other prompted scene, or the manhunt otherwise ends in the Predator's favor), the Prey's exact location is revealed and the Predator may take action as he sees fit. This usually results in a combat or chase scene, with the Predator gaining the benefits of a slow ambush *(see page 168)*. Alternately, the Predator may choose *not* to act yet, keeping tabs on the Prey instead. In this case, the Lead is reset to 1 and the manhunt continues the following day as standard.

If the Prey wins (i.e. the Lead increases to 10 or more, the publicity becomes too severe for the Predator to continue, or the chase otherwise ends in the Prey's favor), the Prey and his team escape and cannot be found for the duration of the current scene.

TABLE 6.16: MANHUNT STRATEGIES

Strategies	Skill*	Requirements**	Modifier	Advantages
General Strategies				
Out of Bounds	Survival (Wis)	—	+0	Lead, Stress
Set Up	—	Lead 5–9	–4	Twist
"Take Him!"	—	†	+0	Any except Victory
Predator Only				
All Points Bulletin††	—	Spending Cash or Tools Rating 4+	–4	Lead, Twist
Checkpoints††	—	Spending Cash or Tools Rating 7+	–6	Chase
Desk Jockey	Analysis (Int)	Lead 1–4	–4	Lead, Shred
Dial It Back	—	—	–2	Pause, Public Support
"Gotcha!"	—	Spending Cash or Tools Rating 6+	–12	Profile, Victory
Intense Scrutiny††	Search (Int)	—	+0	Shred, Stress
Legwork††	—	—	+2	Lead
Media Blitz††	Impress (Cha)	Spending Cash or Tools Rating 6+	–6	Lead, Public Support
Mind of a Killer	Manipulate (Wis)	Lead 1–5	–4	Lead, Profile
Surveillance	—	Spending Cash or Tools Rating 5+	–4	Fade, Lead
The Usual Suspects††	Intimidate (Str)	Spending Cash or Tools Rating 3+	–2	Lead, Slip
Prey Only				
Act Casual	—	—	+0	Lead
Disgrace††	—	Spending Cash or Tools Rating 5+	–8	Outcry, Shred
Go to Ground	—	—	–2	Pause, Stress
Interference	—	Spending Cash or Tools Rating 4+	–4	Lead, Slip
New Face, New Man	Falsify (Int)	Lead 6–9	–6	Fade, Lead
No Witnesses	Intimidate (Str)	Spending Cash or Tools Rating 3+	–2	Confront, Slip
Random Acts∆	Manipulate (Wis)	Lead 1–5	–4	Fake Out, Stress
Run for the Border	—	Spending Cash or Tools Rating 6+	–8	Chase
Sanitize	Search (Int)	—	–2	Fade, Pause
Take it Public	Impress (Cha)	Spending Cash or Tools Rating 7+	–8	Outcry, Twist
Without a Trace	—	Spending Cash or Tools Rating 7+	–12	Pause, Victory

* None of these alternate checks possess tags.
** *For more information about an organization's Ratings, see page 389.*
† The character must possess the *master tracker* class ability *(see page 44)*.
†† Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.
∆ Choosing this Strategy decreases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

SEDUCTION

The act of seduction is not merely restricted to sexual and emotional manipulation. It can also appeal to greed, patriotism, or any other powerful force in the target's life.

This type of Dramatic Conflict begins when one character (the **Predator**) sets out to subvert the loyalties of another character (the **Prey**).

Predator Skill: Impress (Cha). This check possesses the Bribe, Disposition, Hearing, and Language tags *(see page 101)*.

Prey Skill: Sense Motive (Wis). This check possesses the Disposition, Hearing, and Language tags *(see page 101)*.

SEDUCTION LEAD

During a seduction, Lead represents the Prey's resistance to the Predator's advances. Each point of Lead gained is a seed of doubt within the Prey's mind, while each point lost is proof of the Predator's convictions.

STARTING LEAD

Experience is the most powerful motivator during the early stages of any seduction. The starting Lead is 4 (if the Predator's career level is 2 or more higher than that the Prey), 6 (if the Prey's career level is 2 or more higher than that the Predator), or 5 (otherwise).

SEDUCTION TIMING

During a seduction, each Conflict round takes an amount of time determined by the Predator's Strategy, as shown on Table 6.17: Seduction Strategies *(see page 388)*. The Predator and Prey must both be present and involved for a minimum of 1/2 this time (rounded up).

SEDUCTION STRATEGIES

Available Strategies are determined by the current Lead, the participant's Lifestyle or Spending Cash, and his organization's Image or History Ratings, as shown on Table 6.17: Seduction Strategies *(see page 388)*.

SEDUCTION STRATEGIES

"Call Me": The participant tries to keep the upper hand — by keeping the object of his desire at arm's length.

Compromising Position: The Predator advances on the target with thinly veiled threats of embarrassment or loss.

Extra Incentive: The Predator sweetens his offering with acts of kindness and other displays designed to win over the target.

Hard Sell: In a romantic panic or as a calculated ploy, the Predator makes a bold play for the Prey's heart.

"I Just Can't": The Prey digs in, resisting the Predator's intentions at all cost.

In Too Deep: As the Prey's finds the bond between them growing stronger, a way to turn the tables comes to light. Perhaps the Prey doesn't need to be the only emotional victim in this power play...

"It's Not Right!": The Prey's moral objections to the Predator's actions leads to arguments and hurt feelings.

"It's Not You, It's Me": The Predator finds himself dragged into the Prey's complicated life, and doing things for love he never thought he'd consider.

Love is Blind: The participant brings new strengths to the table... or the bed.

"People Will Talk": Concerned about appearances, the Prey tries to back out of the affair.

Show of Good Faith: The participant demands a demonstration of the target's commitment.

"Tell Me More": The Prey acts interested, testing the Predator's intentions.

"We Had Some Good Times": Satisfied with his influence over the Prey, the Predator tries to break off the relationship without losing any emotional ground.

Wine and Dine: The Predator pours on the charm, secretly manipulating the Prey's emotions.

SEDUCTION ADVANTAGES

Charm: The Prey's disposition toward the Predator improves by 1 grade until the end of the current mission (maximum Supportive). Every *3 times* this Advantage is chosen beyond the first during the same round, the Prey's disposition improves by 1 additional grade.

Crisis: The Conflict reaches a crucial impasse, with both parties' unshielded feelings out in the open. Each participant must make a Cultures (Cha) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he makes a gross *faux pas*, ending the seduction in his opponent's favor; otherwise, the Conflict continues as standard (this is the case even if both participants slip, though such an outcome likely produces strange results as the participants learn uncomfortable things about each other). Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as he blunders through the situation.

Disappoint: The Prey's disposition toward the Predator worsens by 1 grade until the end of the current mission (minimum Hostile). Every *3 times* this Advantage is chosen beyond the first during the same round, the Prey's disposition worsens by 1 additional grade.

Favor: The opposed check winner may require the loser to perform 1 action for him as if he had made a successful Influence/Persuasion check with a penalty of up to –6 *(see Table 2.31: Requesting Assistance, page 133)*. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.). If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

Halt: The seduction ends and neither the Predator nor the Prey wins the Conflict. Both parties retain their current dispositions toward one another.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The seduction is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the seduction is paused for 1 additional round. The action continues during this time (i.e. the participants continue to court each other and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the seduction ends.

Swap: The Predator becomes the Prey, or vice versa, and the Lead is increased by 1.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Bluff (Cha), Cultures (Int), Drive (Dex), Manipulate (Cha), Networking (Cha), Profession (Cha), or Resolve (Wis). None of these checks possess tags.

Victory: The interrogation ends in the opposed check winner's favor.



ENDING A SEDUCTION

If the Predator wins (i.e. the Lead decreases to 0 or less, the Prey fails a Crisis-prompted check and gives in to the Predator, or the Conflict otherwise ends in the Predator's favor), the Prey's disposition toward the Predator shifts to Helpful, where it remains until and unless other factors change it.

If the Prey wins (i.e. the Lead increases to 10 or more, the Predator fails a Crisis-prompted check and reveals his true intentions, or the Conflict otherwise ends in the Prey's favor), the Prey's disposition toward the Predator shifts to Adversarial, where it remains until and unless other factors change it. The Prey's disposition toward the Predator may not increase in any way, nor may the Prey be targeted by another seduction Conflict initiated by the Predator, for the duration of the current mission.

TABLE 6.17: SEDUCTION STRATEGIES

Strategy	Conflict Round Duration	Requirements*	Modifier	Advantages
General Strategies				
"Call Me"	1 day	—	+0	Lead, Pause
Love is Blind	1 hour	Lead 4–6	–4	Twist
Show of Good Faith	10 minutes**	Lead 3–5	–6	Favor, Lead
Predator Only				
Compromising Position	1 day	Spending Cash 5+ or Image Rating 4+	–6	Crisis, Stress
Extra Incentive	10 minutes	Spending Cash 4+ or Image Rating 6+	+0	Lead
Hard Sell	1 minute**	Lead 1–4	–4	Stress, Favor
Seal the Deal	1 hour	Spending Cash 7+ or Image Rating 6+	–12	Victory
"We Had Some Good Times"	4 hours**	Lead 6–9	–8	Favor, Halt
Wine and Dine	2 hours	Spending Cash 4+ or Image Rating 3+	–6	Charm, Lead
Prey Only				
"I Just Can't"	—	Lifestyle 7+ or History Rating 6+	–12	Victory
In Too Deep	—	Lead 1–3	–8	Stress, Swap
"It's Not Right!"	—	Lifestyle 4+ or History Rating 3+	–6	Lead, Disappoint
"It's Not You, It's Me"	**	Lifestyle 4+ or History Rating 5+	–6	Crisis, Favor
"People Will Talk"	—	Lifestyle 6+ or History Rating 4+	+0	Lead
"Tell Me More"	**	Lead 6–9	–4	Stress, Favor

* *For more information about Wealth options, see page 211, and for more information about an organization's Ratings, see page 389.*

** If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

ORGANIZATIONS

In *Spycraft 2.0* all companies, cults, societies, and other enduring factions — including the Agency, in the default espionage setting — are **Organizations**. Player characters can also develop their own organizations using the Science (Economy) check *(see page 150)*.

Each organization possesses 5 Power Ratings — **Goals**, **History**, **Image**, **Sites**, and **Tools**. An organization is completely described with just these 5 numbers, but the GC can further expand upon its capabilities by "unfolding" each number to reveal additional details.

Factions: All Factions — including the Agency — are considered organizations, and possess the same set of statistics, with the same game effects. Characters who belong to a Faction benefit from its organizational effects, as described throughout this section.

GOALS

Few organizations grow or prosper without a clear vision and a strong hand at the helm. This Power Rating measures the effectiveness and preparations of the organization's entire upper echelon (not the power of its individual leaders).

At any time, an organization may act upon a number of different objectives equal to its Goals Rating. These objectives provide the organization with purpose and immediate, tangible effects as shown in Table 6.18: Organization Goals *(see right)*. Once per session, the organization's upper echelon may choose to grant 2 action dice per goal to 1 of the organization's members, which must be spent to either prompt one or more of the goal's listed events or boost one or more of the goal's listed skill checks, as appropriate.

When a goal is chosen, the GC may add 1 or more specific means that the organization adopts toward achieving it (e.g. if an organization chooses Greed, it might renew government contracts during the following quarter). Means don't provide further mechanical benefits, but rather flesh out the organization and suggest ways to help or hinder the organization's efforts that may eventually become roleplaying opportunities.

GOAL DESCRIPTIONS

Anarchy: The organization seeks to undermine or eliminate the rule of law, either as an end in itself or as a step to seizing power.

Conquest: The organization hopes to overrun a large geographical area through influence, armed might, or overt threats.

Counter: The organization has well defined opponents it works constantly to undermine and disgrace. It is skilled at attacking the enemy's supply lines.

Credibility: The organization is constantly seeking to earn the respect of others, and is therefore generally fair and trustworthy.

Destruction: The organization is driven by a desire to destroy. This target of this fury can be as broad as the entire world or a precise as one deeply despised landmark. These reckless acts of mayhem frequently put bystanders at risk.

Enlightened Evolution: The organization believes it holds a great breakthrough in human evolution, and wants to share this insight with (or impose it on) the world.

Genocide: The organization seeks widespread slaughter, perhaps even wiping out all of humanity, perhaps sparing only its own members.

Grail: The organization seeks some lost knowledge or object, which may in turn lead to great power.

Greed: The organization's leaders crave money over all else.

Meddling: The organization routinely interferes in the affairs of others.

Megalomania: The organization exists to gratify the whims of its elite.

Protection: The organization exists to safeguard a nation, people, or ideal.

Reconstruction: The organization is in the midst of transforming itself, either due to a change in circumstances or a major setback. As such, it's always on the prowl for new talent.

Redemption: The organization seeks to atone for past misdeeds, acting as an inspiration for others to take the high road.

Revelation: The organization believes that all information should be free, and necessarily possesses strong ties to the media and other truth seekers.

Secrecy: The organization elevates secrecy to an obsessive art. It clouds issues and covers its tracks at every turn.

Stability: The organization seeks to maintain the status quo, and when possible a state of lasting peace.

Takeover: The organization yearns to absorb or subvert another group.

Terrorism: The organization uses targeted violence to bring attention to its other goals. It keeps many professional killers and other operatives on retainer to clear the way for these acts.

Visionaries: The organization doesn't want to rule the world — it merely wants to change it. This bright vision of the future is quite seductive, and its adherents are not easily swayed.

TABLE 6.18: ORGANIZATIONAL GOALS

Goal	Supported Activity
Anarchy	Thief events
Conquest	Surprise Combat events
Counter	Shoddy/Worthless Item events
Credibility	Persuasion checks
Destruction	Endangered Bystanders events
Enlightened Evolution	Critical successes
Genocide	Hazard events
Grail	Surprise Chase events
Greed	Bribe checks
Meddling	Under Review events
Megalomania	Opposed skill checks
Protection	Wanted events
Reconstruction	Rival Approach events
Redemption	Responsibility events
Revelation	Undesired Attention events
Secrecy	Falsify checks
Stability	Defense bonuses
Takeover	Intimidate checks
Terrorism	Marked for Death events
Visionaries	Impress checks

HISTORY

This Rating focuses on major turning points that have shaped the organization's mindset and ideology. The number of turning points that provide a mechanical benefit is equal to this Rating, with options shown on Table 6.19: Turning Points *(see page 390)*.

Like goals, turning points shape the organization's current capabilities. A resistance group that derives its sense of identity from a decade of persecution behaves differently than one that gathers around the water cooler to rehash its greatest successes. Each turning point provides characters affiliated with the organization a +2 morale bonus with each action die result to boost a specific skill check, as shown on Table 6.19.

An organization may have many more important events in its past than it can have turning points. Indeed, aged organizations almost certainly accumulate far more events than their History Rating implies. Turning points are the *highlights*, the first things anyone talks about when discussing the organization's past. Once turning points are chosen, the GC may elaborate on them, attaching dates or other particulars. These details don't provide additional mechanical benefit, but help ground the organization in the setting and storyline and provide opportunities for players to explore and discuss the group during their missions. It's even possible that the PCs might become involved in recent turning points, creating additional plot hooks. In particular, when PCs achieve a Triumph, the GC may shift their organization's turning points to reflect the momentous event.

When choosing turning points for a "modern" organization, the GC may wish to go out of his way to include recent major events — people tend to identify most strongly with whatever happened last, particularly if it happened to them or while they were part of the organization. Corporations are an extreme example, with an almost myopic focus only on the events of the last fiscal year. Conversely, the more an organization is rooted in tradition, the more turning points will be clustered around its beginning, creating a sense that the organization's founders faced the great trials and that all that's happened since is simply an extension of their great accomplishments. Religious institutions are powerful examples of this emphasis, with many taking their cues almost exclusively from turning points hundreds or thousands of years ago.



BEHIND THE CURTAIN: FORGING HISTORY

Organizations are very much like NPCs. Some are used once and discarded, and others become the focus of play for many missions, or perhaps even seasons. Developing a complete history is time-consuming, but it can provide material rich in roleplaying potential. The Game Control is encouraged to flesh out the history of important organizations in his setting, even beyond its turning points. Especially if the PCs are closely associated with an organization, a well-rounded history provides ready answers about its place in the grand scheme of things. Further, a campaign featuring recurring foes, rivals, or allies can be developed beyond the rules skeleton and pay off time and again.

When creating an organization, the GC or players should ask how it came to be the way it is today. How old is the organization? Is it a new rising star, a crumbling giant, or an even older body that's faced its share of growth and decline? Reading the list of turning points may be useful for brainstorming other, less important moments in the organization's existence, and delving into the ideas behind each of the other Ratings can yield even more information.

HISTORY DESCRIPTIONS

Accomplishment: The organization completed one of its previous goals *(see page 389)*.

Allies: The organization gained the trust and support of another organization or important figure.

Betrayal: The organization suffered badly when betrayed by an ally or member. Its members still seek to avenge this event.

Changing of the Guard: The leadership or one of the organization's particularly elite units was wiped out or retired. This transition likely signaled an accompanying shift in goals or methods. This turning point is often remembered for a major parallel transformation.

Coup: A new leader took power in the organization, likely by force. This has hardened the survivors and solidified the method of choosing new leadership (either to prevent a new coup or to secure the usurper's power base).



Dark Days: The organization survived a period where nothing seemed to go its way. This sobering example of poor fortune has prompted better planning for rainy days and a reliance on fallback positions and hidden reserves.

Decline: The organization suffered a long, dark period during which it lost power, influence, or prestige. This fostered a strong desire to regain these things and restore the glory days of old.

Enemies: The organization's greatness is defined by the quality of its enemies. This turning point marks the beginning of hostilities that have become a point of pride for the organization's members.

Foolishness: The organization tries to learn from its mistakes, if not the mistakes of others, and makes a point of remembering a particularly stupid action it hopes never to repeat.

Golden Age: The organization experienced a period of greatness, a high-water mark that inspires its modern members.

Great Leader: The organization reveres one of its leaders as the paragon of its ideals and culture. New leaders are encouraged to emulate this model, and members hope for the return of such excellence in coming years.

Growth: The organization has grown by taking slow and steady steps — a trend all of its leaders hope to see continue.

Prophecy: The organization received information that informs its expectations about future events. This is not strictly a religious or supernatural turning point — many modern corporations commit to action based on pragmatic analysis and forecasts.

Persecuted: The organization has endured mistreatment or violence, or strongly identifies with another group that has done so.

Rise from the Ashes: The organization was shut down at some point — or perhaps disbanded or utterly destroyed — yet it managed to renew itself, rising again from ruin. This has great appeal, often convincing members of the organization's near-immortality.

Respected: The organization has received accolades from other organizations or individuals for which it harbors great respect. In closed societies like the intelligence community, such a nod of approval can be a rare and treasured thing, all the more valued because outsiders can never understand the organization's actions as its rivals do.

Revolt: At some point the organization's membership overthrew some or all of its leadership, probably replacing them with champions of its rank-and-file. This turning point serves to reinforce the bonds between the organization's leaders and members, discouraging management tyranny.

Rivals: The organization competes with a counterpart, though perhaps not overtly. This rivalry drives the organization's members to excel, motivating them to outperform the opposing group and prove their superiority.

Triumphant: The organization experienced a spectacular success, far beyond all reasonable explanation. Whether it snatched victory from the jaws of certain defeat or simply transcended the common notion of the impossible, this one shining moment has justifiably become a cornerstone of the organization's pride.

Victory: Everyone wants to be on the winning side. The organization can point to at least one past instance proving that it *is* the winning side.

TABLE 6.19: TURNING POINTS

Turning Point	Supported Skill Checks
Accomplishment	Resolve/Morale
Allies	Networking/Contact
Betrayal	Sense Motive/Detect Lie
Changing of the Guard	Networking/Mediation
Coup	Sense Motive/Resist Manipulate
Dark Days	Resolve/Resist Intimidate
Decline	Tactics/Ambush
Enemies	Networking/Slander
Foolishness	Resolve/Resist Impress
Golden Age	Profession/Accomplishment
Great Leader	Tactics/Rally
Growth	Science (Economy)
Prophecy	Investigation/Research
Persecuted	Bluff/Deception
Rise from the Ashes	Resolve/R&R
Respected	Impress/Influence
Revolt	Intimidate/Domination
Rivals	Impress/Performance
Triumphant	Choose one skill check*
Victory	Resolve/Concentration

* This should be the same check as the Triumph that created the turning point.

IMAGE

An organization's image is the reputation it has gained through action, practice, and deliberate effort to spin the available facts. The higher an organization's Image Rating, the more effort it pours into shaping public opinion, actively spreading its credo or creating a veil of secrecy to hide its unpopular deeds.

An organization's Image Rating determines the public's awareness of five facets of its operation: Goals, Methods, Leaders, Members, and Sites. The awareness of each facet defaults to "Recorded" (i.e. the organization neither hides nor advertises it, and information about it is available through common public sources). Any character with an interest in the organization is automatically aware of all of its Recorded facets, and most people with sufficient interest can look them up with little difficulty.

An organization may allocate some or all of its Image Rating to increase or decrease public awareness of each facet of its operation, as shown on Table 6.20: Image Rating Effects *(see page 393)*. This establishes the DCs and error ranges of Investigation/Canvass Area and Investigation/Research checks made targeting the organization, as well as the Power Rating of a possible bonus cover identity or legal immunity Tradecraft pick afforded to each of its leaders and members.

GOALS

Organizations with renowned goals work to remain constantly in the public eye. They hold press releases at every phase of each major undertaking and appear frequently in the media, often on an international scale. This doesn't mean that the public approves of these goals, only that they're a regular topic of conversation. Most organizations with renowned goals want to be famous or notorious, such as major corporations and terrorist groups.

Organizations with prominent goals either have more modest, less eye-catching objectives, or are less successful in conveying their message.

Organizations with secretive goals not only hide their objectives, but also try to conceal the organization's very existence. Secret goals are little more than rumors, even among the organization's members, and must be pieced together from careful analysis or high-level infiltration of the organization's leadership. Secretive organizations periodically release misinformation to protect their privacy, and to throw truth hunters off the trail.

Organizations with mysterious goals are even more obscure — few consider the group anything more than an urban legend, and any information about its goals is contradictory and confusing. Conflicting reports, copycat events, and even deliberate misdirection are employed to ensure that no one knows there *is* a goal, much less what it is.

METHODS

The public's awareness of an organization's methods is quite separate from its goals. Approval for a corrupt environmentalist group's goals might crumble if the public learned of its methods away from the cameras. Conversely, some underworld organizations thrive on the fear generated by their well-publicized means, never having to reveal their aims.





Organizations with renowned methods have strong patterns of conduct that frequently make the news. Their actions are immediately traceable.

Organizations with prominent methods are largely consistent and identifiable.

Organizations with secretive methods are deliberately low-key, and attempt to distance the group from any notable action.

Organizations with mysterious methods often appear as little more than a collection of unrelated incidents with no clear modus operandi. Only highly knowledgeable investigators have any chance of linking such methods and the organization using them.

LEADERS

Renowned leaders aren't just public figures, they're celebrities constantly in the public eye, regularly appearing on television and in major magazines. They actively endorse their organization in public and strive to raise its visibility at all times. Combined with their organization's support, their public presence routinely provides them with protection from legal action.

Prominent leaders tend to be respected community members and occasional celebrities (appearing on talk shows or in print once or twice a year). They can usually muster enough public support to prevent or derail minor legal proceedings.

Secret leaders are not identified within the organization's own files and often act through code names, cut-outs, and proxies.

Mysterious leaders are often entirely unknown to each other, commanding the organization only though coded transmissions. An organization with more than one mysterious leader communicates through several isolated layers, or divides its responsibilities so thoroughly that communication is rarely necessary.

MEMBERS

Renowned organization members are heroes of the cause and fringe warriors espousing its ethos to anyone who'll listen. Prominent members don't hesitate to announce their affiliations and often wear organizational symbols as part of their day-to-day wardrobe. Secret members make no mention of their affiliation and actively deny it if pressed. They often maintain cover identities to hide their activities or operate in small cells to avoid knowing too much about each other.

TABLE 6.20: IMAGE RATING EFFECTS

Ratings	Rating Allocated	Canvass Area Checks*	Research Checks*	Bonus Cover Identity**	Legal Immunity**
Renowned	2	+25/+4	+0/+0	Power Rating 0/0	7/6
Prominent	1	+15/+2	+5/+0	Power Rating 0/0	3/2
On Record	0	+10/+0	+10/+0	Power Rating 0/0	0/0
Secretive	1	+5/+0	+15/+2	Power Rating 3/2	0/0
Mysterious	2	+0/+0	+25/+4	Power Rating 7/5	0/0

* The number before the slash is the DC modifier for checks made targeting the organization and the number after the slash is the error range modifier for checks made targeting the organization.

** The Power Rating before the slash is afforded to the organization's leaders and the Power Rating after the slash is afforded to its members.

For more information about legal immunity, see page 288.

TABLE 6.21: SITES BENEFITS

Site	Gear/Request Check	Gear Category
Advanced Garage	Gadget requests (vehicle Housings)	Gadgets
Advanced Lab	Gadget requests (non-vehicle Housings)	Gadgets
Airstrip	Aircraft requests	Vehicles
Armory	Armor requests	Security
Classroom	Skill training requests	Resources
Cloning Lab	Cloning requests	Resources
COMSEC Center	Code requests	Tradecraft
Dojo	Close range weapon requests	Weapons
Firing Range	Firearm requests	Weapons
Harbor	Watercraft requests	Vehicles
Hospital	Medical assistance requests	Resources
Hot Lab	Contagion requests	Tradecraft
Law Offices	Legal requests	Tradecraft
Media Studio	Invitation requests	Resources
Military Depot	Heavy and vehicle weapon requests	Weapons/Vehicles
Motor Pool	Ground vehicle requests	Vehicles
Prison	Detention requests	Tradecraft
Records Office	Dossier requests	Tradecraft
Satellite Network	Reconnaissance requests	Resources
Training Ground	Feat training requests	Resources

Mysterious members often exist entirely outside society, with no official records save those of a carefully developed cover identity. They rarely possess knowledge of each other or the organization's upper echelons; it's entirely possible that they don't even know the organization's name or identifying logo, seal, or symbol.

SITES

Sites are the crown jewels of any organization's resource network *(see below)*.

Renowned sites are internationally famous locations, vying for titles like 'World's Finest' and 'Most Respected.' They're usually situated in or near major cities and benefit from the good will of civil police in addition to their own on-site security details.

Prominent sites are often located in urban areas and may hold tours, or release commercials or documentaries about their accomplishments.

Secretive sites are concealed from the public eye and official oversight. They may be based in remote locations, maintain a façade of normalcy, or practice tight security measures to prevent leaks.

Mysterious assets are shielded by the most extreme security imaginable and only brought into play under dire circumstances. Their host locations are remote, camouflaged, or exotic (e.g. the bottom of the ocean or the far side of the Moon).

SITES

Organizations can possess dozens or hundreds of offices and other locations. On the other hand, Sites are an organization's most essential locations, the linchpins of the organization's logistical structure, where it develops resources and advances its goals.

Each Site is a physical location housing the infrastructure for a specific type of Request check, as shown on Table 6.21: Site Benefits *(see page 393)*. So long as a Site remains operational, it grants each member of the organization a +4 bonus with appropriate Request checks, and reduces the time needed to acquire the requested gear or benefit to 1/2 standard (rounded up).

TOOLS

As an organization grows, it gains access to a wider variety of gear, as represented by its Tools Rating. Without applying its Tools Rating, an organization's members may only choose from Caliber I and Caliber II gear in each of the 7 gear categories. For each point of Tools Rating, the organization may increase the available Caliber in 2 different categories by 1 each.

Example 1: KW Pharmaceuticals possesses a Tools Rating of 3. It chooses to improve its highest-end Survival Gear options to Caliber V, Electronics to Caliber IV, and Vehicles to Caliber III (a total of 6 increases — double the organization's Tools Rating).

Example 2: International Expeditions is a front for a major espionage operation with a Tools Rating of 10. The organization chooses to provide Caliber V gear in every category except for vehicles, which it can provide at a maximum of Caliber IV (a total of 20 increases — double the organization's Tools Rating).

Once an organization's Tools Rating is distributed, it cannot later be changed.

SUBSIDIARY ORGANIZATIONS

Organizations regularly spawn, absorb, and become attached to other organizations, forming elaborate structures of authority and responsibility. The U.S. Government, for example, isn't generally treated as a single organization but a web of thousands of branches, agencies, bureaus, offices, and postings.

Spinning off new organization subsidiaries is discussed in the Science (Economy) check *(see page 150)*. Further, characters may find themselves loaned out, traded, quitting, or joining up with new organizations as a campaign unfolds. They may even find themselves being headhunted by other organizations as part of an Rival Approached event *(see page 402)*.

In all of these cases, the critical rule that always applies is that no character or team may belong to, or benefit from, more than 1 organization at a time. Those belonging to a subsidiary branch of a larger organization benefit only from the subsidiary, *not* the parent organization, and those belonging to the parent organization may not also belong to any of its subsidiaries (though they may be assigned to work with them, which has no mechanical effect).

SAMPLE AGENCIES

Here are several examples of The Agency at different power levels.

ISOLATED CELL

Goals: 2 (Counter, Reconstruction)
History: 4 (Betrayal, Dark Days, Enemies, Great Leader)
Image: 5 (recorded goals, secretive methods, secretive leaders, mysterious members, secretive sites)
Sites: 2 (Classroom, Hospital)
Tools: 5 (E–III, G–III, R–IV, S–IV, T–IV, V–II, W–IV)

SERVANT OF A MINOR POWER

Goals: 5 (Conquest, Credibility, Meddling, Protection, Takeover)
History: 5 (Accomplishment, Growth, Dark Days, Enemies, Great Leader)
Image: 4 (prominent goals, recorded methods, secretive leaders, prominent members, prominent sites)
Sites: 5 (Airstrip, Hospital, Law Offices, Motor Pool, Prison)
Tools: 6 (E–IV, G–IV, R–IV, S–IV, T–III, V–IV, W–III)

TABLE 6.22: AGENCY RATING POOLS

Total Ratings	Description
11–20	Self-starter Agency or large organization cut off from support and surrounded by enemies
21–30	Frontline intelligence Agency for a minor nation or supporting Agency for a major world power
31–40	Frontline intelligence Agency for a major world power or well-supported transnational Agency
41+	Global Agency or conspiracy powerhouse with seemingly limitless resources, touching every level of society

TRANSNATIONAL INTELLIGENCE SERVICE

Goals: 4 (Counter, Grail, Revelation, Stability)

History: 7 (Allies, Enemies, Foolishness, Great Leader, Respected, Rise from Ashes, Rivals)

Image: 7 (renowned goals, prominent methods, mysterious leaders, secretive members, secretive sites)

Sites: 7 (Armory, COMSEC Center, Law Offices, Media Studio, Prison, Records Office, Training Ground)

Tools: 7 (E–IV, G–IV, R–IV, S–IV, T–IV, V–IV, W–IV)

GLOBAL PROTECTORATE

Goals: 7 (Greed, Meddling, Megalomania, Redemption, Secrecy, Stability, Visionary)

History: 7 (Decline, Enemies, Golden Age, Great Leader, Growth, Triumphant, Victory)

Image: 9 (mysterious goals, secretive methods, mysterious leaders, mysterious members, mysterious sites)

Sites: 10 (Armory, Advanced Garage, Advanced Lab, Classroom, Hot Lab, Motor Pool, Prison, Records Office, Satellite Network, Training Ground)

Tools: 10 (E–V, G–V, R–V, S–IV, T–V, V–V, W–V)

BEHIND THE CURTAIN: "THE AGENCY"

In the espionage genre, player characters are assumed to work for a large organization — "The Agency" — that determines the team's targets and takes care of their interests and logistical support. We recommend each Game Control use the organization rules to develop his own Agency to fit his setting and vision of the game. The total number of points the GC assigns to all of The Agency's Ratings dramatically affects the game's style and difficulty, as shown on Table 6.22: Agency Rating Pools *(see page 394)*.

Further, the GC should consider increasing one of one of The Agency's Ratings by 1 every three to six months of game time, reflecting the organization's growing capabilities and the agents' accomplishments.



ACCESSING DATABASE...

CHAPTER 7>>GAME CONTROL_



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INTRODUCTION

The Game Control's role is critical in any *Spycraft* game. He sets the difficulty of tasks not described in the rules (and often modifies the difficulty of existing tasks as well). He sets the basic parameters and play rules of his setting, decides the circumstances of each encounter as it happens, develops and roleplays personalities who cross the characters' path, and perhaps most importantly, creates the difficulties facing the characters from mission to mission.

This chapter focuses on the basics of running games, then dives into the business of choosing genre and applying campaign qualities to adapt the rules accordingly. After that are sections on mission and NPC design, and helpful material for new and experienced Game Controls looking to refine their talents at the table.

GAME CONTROL BASICS

Every GC should familiarize himself with the following fundamentals before running any *Spycraft* game. These are rules that come up often and apply at all times.

SETTING DCS

When the characters want to do something that isn't already handled with an attack or skill check, the GC must determine the **Difficulty Class (DC)**. This can be a tricky prospect, especially given the fact that a DC which is high for a mid-level character might be entirely impossible for a low-level character.

At any time, the GC may determine the chance that a character might be successful against a given DC (or, for that matter, a given Defense) by subtracting the character's relevant bonus from the DC (or Defense) and consulting Table 7.1: Chance of Success *(see right)*.

By and large, a Game Control should avoid setting any DC to "Impossible" unless he intentionally wants to prevent the characters from pursuing a given course of action. The DCs in Chapter 2 and throughout this book are intentionally set across an established range to provide a growing list of potential outcomes as the characters rise in level and purchase additional skill ranks. This tactic is perfectly fair for the GC as well, though considerable thought must be dedicated to the effects upon play. The GC should never prevent outcomes that are critical to the completion of a mission unless completion is secondary to the experience, or deliberately postponed until the characters achieve a certain level of play.

GC ACTION DICE

The GC receives a number of action dice at the start of each game session equal to the number of player characters present + twice the mission's Caliber.

Example: There are 5 player characters present in a Caliber IV mission. The GC starts with 13 action dice.

Also, each time the GC offers the players a hint, increases the mission Caliber, or activates a Subplot, he gains additional action dice *(see pages 53 and 398)*.

Finally, the GC gains 1 bonus action die each time he awards 1 action die to a player character *(see page 398)*. Thus, it's important for the GC to keep awarding action dice so he doesn't run out.

The GC may spend his dice in any of the following ways, and as NPC classes, feats, and other abilities allow.

All action dice left unspent at the end of a gaming session are lost.

Special Note: The GC's action dice are not a static type. They change according to how he spends them. Many action die uses don't require a roll; in cases where a die must be rolled, the type is specified by use.

1. BOOST AN NPC DIE ROLL

An action die spent to boost an NPC die roll operates exactly like an action die spent to boost a character die roll *(see page 61)*, except that the NPC type determines the GC's action die type *(see page 452)*.

2. BOOST AN NPC'S DEFENSE

An action die spent to boost an NPC's Defense operates exactly like an action die spent to boost a character's Defense *(see page 62)*, except that the NPC type determines the GC's action die type *(see page 452)*.

3. BOOST A DC

Before a character makes a skill check, the GC may spend one d12 action die to boost the check's DC by the action die's result. The GC may only spend 1 action die to boost each DC.

4. ACTIVATE AN NPC THREAT

An action die spent to activate a threat scored by an NPC operates exactly like an action die spent to activate a threat scored by a player character *(see page 62)*.

TABLE 7.1: CHANCE OF SUCCESS

DC/Defense Minus Bonus	Chance of Success
1 or less	100%
2	95%
3	90%
4	85%
5	80%
6	75%
7	70%
8	65%
9	60%
10	55%
11	50%
12	45%
13	40%
14	35%
15	30%
16	25%
17	20%
18	15%
19	10%
20	5%
21 or more	Impossible

5. ACTIVATE AN ERROR SUFFERED BY AN NPC'S OPPONENT

An action die spent to activate an error suffered by an NPC's opponent operates exactly like an action die spent to activate an error suffered by a player character's opponent *(see page 62)*.

6. HEAL AN NPC

An action die spent to heal an NPC operates exactly like an action die spent to heal a player character *(see page 62)*, except that the NPC type determines the GC's action die type *(see page 452)*.

7. PROMOTE A STANDARD NPC

At any time, the GC may spend 2 action dice to promote a standard character to special status for the duration of the current mission *(see page 441 for more information about standard and special NPCs)*. If the characters defeat a promoted antagonist, XP is calculated as if he is a 'full' special character *(see page 452)*.

8. SAVE A SPECIAL NPC FROM DEATH OR CAPTURE

At the moment of a special NPC's death or at any time during or after a special NPC's capture, the GC may spend 4 action dice to cause the NPC to cheat fate, escaping by a contrivance of the GC's creation (a distraction, an escape route, luck, a teleportation gadget, etc.). If an antagonist is saved, XP is rewarded as if he were defeated *(see page 452)*. The NPC may not return during the same mission.

9. ADD A CAMPAIGN QUALITY

During the Intel Phase of each mission, the GC may spend 1 or more action dice to apply any number of campaign qualities *(see page 405)*. He need not tell the players what qualities he's adding until they come into play. Added campaign qualities last until the end of the current mission. Unlike scripting a campaign quality as a complication *(see page 435)*, this option does *not* increase the mission's XP reward.

10. PROMPT A DRAMATIC SCENE

At any time, the GC may spend 4 action dice to designate the current scene as "dramatic" *(see page 424)*. Unlike scripting a dramatic scene as a complication *(see page 435)*, this option does *not* increase the mission's XP reward.

AWARDING ACTION DICE

The GC should award 1 or more action dice to a player character each time he attempts something exceptionally clever, exhibits superior leadership or problem-solving ability, entertains the group, or otherwise improves the gaming experience. Periodically, a player will nominate a player character for an action die reward, which the GC is within his rights to refuse if he feels the situation lacks the required "punch."

On average, the GC should try to hand out at least 1 action die every 20–30 minutes of play. He should also try to spread action dice awards between all the players — if one player is shy or not as witty as the rest, it's all the more important to reward him when he does something noteworthy. In the end, the most important thing is to reward behavior that the GC wants to see repeated, and ignore behavior that he'd rather not see again.

Special Note: In the first paragraph of this section, the GC is urged to award action dice when a player character *attempts* something clever. The word "attempts" is critical here — the GC should refrain from awarding action dice for accomplishments, as accomplishments are often already rewarding. Instead, the GC should strive to reward effort, within which all heroism is rooted. Further, by granting action dice *before* players attempt something that sounds risky and exciting, the player has more tools to pull it off.

GC HINTS

When a GC finds the players stumped about what to do next (for example, they're caught in a mastermind's deathtrap and can't locate the escape route), the GC may provide them with a hint. This hint must be helpful, though it may be vague or require context (for example, the GC may simple tell the players that they haven't found everything within or near the death trap, hinting at a piece of debris they can hurl at the trap's controls from across the room).

Each time the GC offers a hint, he gains 1 action die. Characters neither gain nor lose action dice for hints.

CALIBER INCREASES

The characters often begin a mission with only a limited view of the current threat. Later, when the true scope of the danger is understood, their Faction or Freelance network rises to the new danger with increased support. During any but the last scene, the GC may increase the mission's Caliber (usually based on new information the agents acquire), gaining 2 action dice per increase (e.g. if the Caliber increases from II to IV, the GC gains 4 action dice). Characters gain no action dice for Caliber increases.

At the end of the current scene, the characters are assumed to meet Factional or Freelance network supporters at a nearby rendezvous point, at which time they may exchange any of their mission gear for new picks at the higher Caliber. Further, the increased Caliber applies to all gear acquisition of any kind for the duration of the current mission.

CONTROLLING THE VERTICAL...

Action dice are a tool meant to make the game more enjoyable for everyone. They can enable the players to succeed when it's really important, and can help the GC redirect a mission back when it hurtles off course. They also serve as a tangible reward for creative and enthusiastic players. But their effectiveness depends upon how the GC uses them. If he spoils a player's big moment of glory, or constantly picks on a single player, it ruins everyone's fun. Used well, the GC's action dice make situations more dramatic with a critical failure that leads to a subplot, or make the players work a bit harder for a victory, and they'll thank him for it.



EVENTS

The GC can also spend action dice to prompt "events," impromptu obstacles and crises that make the player characters' lives more interesting. Events are incredible GC tools, allowing him to nudge the players when they grow idle, shake up a flagging scene, or respond to in-game events with logical consequences.

When prompted by a Subplot or other rule, an event has no cost; otherwise, each event costs 1–4 GC action dice based on the desired intensity. This cost decreases by 1 if *any* trigger listed with a chosen event has occurred (i.e. even if multiple triggers occur, the cost only decreases by 1). An event's cost may never decrease below 0.

Any number of events may occur during each scene, but the GC should never introduce events that he can't explain. Every event must be traced back to a plausible cause, whether the GC tells the players what it is or not. Think of events as the effect part of any "cause and effect" chain. When something happens that should logically prompt an event, the GC can spend some of his action dice and introduce the event as a fluid extension of the storyline at hand.

ENDANGERED BYSTANDERS

Many things can endanger bystanders... A villain can appear from "off-screen," suddenly holding a delivery boy hostage. One of the characters' most recent romantic conquests can call her lover from a phone booth across the street, where she stands on several pounds of C4. A busload of schoolchildren can ricochet out of a twelve-car pile-up, headed for the edge of a suspension bridge...

The GC can spend action dice to trigger such events in two different ways. First, he can spend and roll any number of d12 action dice to endanger a number of bystanders equal to the action dice result (alternately, the GC may decide that 5 bystanders are present per die spent). Second, he can reduce the bystanders' statistics tier from its base of Tier IV, at a cost of 1 action die per tier reduction (minimum Tier I). *For a list of sample bystander statistics, see page 453.* The GC may spend no more than 4 action dice to introduce one or more Endangered Bystanders event.

Allowing any bystander to die usually prompts exposure *(see page 435)*.

Care must be taken not to overuse this event, lest it lose its emotional punch, or worse, become farcical. Saving one runaway bus is heroic; saving four is just silly.

Event Triggers: During the current mission, the team completed every listed objective (thus proving to the villains that extreme measures are required to defeat them).

HAZARDS

Hazards are dangerous or explosive interruptions that threaten the team's welfare. They include crossfire, explosions, contagion outbreaks, and other dangers, as shown on Table 7.2: Hazards *(see page 400)*. They can be the work of the mission's villains or a Subplot character, random twists of fate, or just a way for the GC to stimulate a dull session or add some flavor to a new clue he wants to hand out. For example, crossfire might easily be attributed to a skirmish that sweeps over the characters' position in a war zone. Alternately, it could be a gang fight or bank robbery in a peaceful city. Likewise, an explosion in a war zone could follow a bomber's passing or the distant thunder of artillery, but in a less hostile region, might happen due to a gas main mishap or the work of terrorists (or both).

Event Triggers: During the current scene, any character suffers an error with a Knowledge check to navigate through a war zone or other dangerous area; during the current scene, any character suffers an error with a ranged attack (thus drawing potentially hostile attention to his team).

MARKED FOR DEATH

One of the characters is targeted for liquidation, perhaps by the mission's villains, perhaps by a Subplot character, or maybe even by his own Faction or Freelance network *(see Reputation and Net Worth, page 439)*. The assassin's statistics are determined by the number of action dice spent to introduce this event (1 action die generates a Tier I assassin, 2 action dice generates a Tier II assassin, and so on). He makes 1 attempt to kill the target character, during which he is subject to all standard rules, including morale.

Event Triggers: During the current mission, the character suffers an error with a Computers/Access System, Investigation/Canvass Area, Networking/Contact, Streetwise/Black Market, or Streetwise/Bribe check (thus "making some noise on the grid").

MISTAKEN IDENTITY

This is similar to the Subplot of the same name *(see page 57)*. One of the characters is mistaken for someone he isn't, for comedic, dramatic, or possibly lethal results. In order to convince everyone involved of his true identity, the character must complete a Complex Impress/Persuasion Task with 1 Challenge + 1 additional Challenge per action die spent to introduce this event (maximum 5 Challenges). The DC of the first Challenge is equal to 10 + the current mission's Threat Level and the DC of each subsequent Challenge increases by an additional 2 (i.e. at Threat Level 2, the first DC is 12, the second DC is 14, the third DC is 16, and so on).



Each Challenge represents an encounter or debate with the confused NPC, with successful and failed Challenges representing the NPC accepting or rejecting the players' points throughout. The players may come up with alternate ways to deal with the problem, however, and the GC should allow them to make plausible skill checks against the same DC to complete Challenges as appropriate.

If this Complex Task is failed, no amount of convincing moves the mistaken NPCs — they firmly believe the character is the person for whom he was mistaken. Only bringing the character and the person for whom he confused together with each mistaken NPC allows the Complex Task to begin again, with each of its DCs increased by 5. The GC is encouraged to milk such long-term confusion for as much comedy, drama, or suspense as he can, raising the bar with each successive failed Complex Task.

Event Triggers: During the current mission, the target character suffered an error with any Cultures, Impress, Intimidate, Manipulate, or Networking check (thus prompting the misunderstanding).

NATURE'S FURY

Weather ranges from merely annoying to highly lethal, as shown on Table 7.3: Nature's Fury *(see page 401)*.

Event Triggers: None.

RESPONSIBILITY

A Responsibility may be any Tier II NPC (e.g. a hanger-on, a relative, a target to protect, etc.), or any item with a Damage save bonus no higher than +10 (e.g. a glass figurine). The GC can spend action dice to trigger this event in two different ways. First, for each action die he spends, the responsibility lingers for 1 scene (minimum 1 scene). Second, for each action die he spends, 1 Tier III NPC wants to kill, capture, or destroy the responsibility, as defined when the event is introduced (minimum 1 NPC). Allowing any of these outcomes usually prompts exposure *(see page 435)*. The GC may spend no more than 4 action dice to introduce any single Responsibility event.

Event Triggers: None.

TABLE 7.2: HAZARDS

Action Die Cost	Effect
Contagion	
1	Characters exposed to 1 sample of any basic poison or any disease with a Complexity DC up to 50
2	Characters exposed to 1 sample of any improved poison or any disease with a Complexity DC of 55–60
3	Characters exposed to 1 sample of advanced dementia, fear, necrotizing, neurotoxin, psychotropic, truth serum, or weakening poison, or any disease with a Complexity DC up to 65–70
4	Characters exposed to 1 sample of advanced blister, hallucinogen, knockout, lethal, paralytic, or radiation poison, or any disease with a Complexity DC of 75–80
5*	Characters exposed to 1 sample of Encephalitis/Meningitis, or any disease with a Complexity DC of 85–90
6*	Characters exposed to 1 sample of Tuberculosis, or any disease with a Complexity DC of 95–105
7*	Characters exposed to 1 sample of Bubonic plague, or any disease with a Complexity DC of 110–125
8*	Characters exposed to 1 sample of Ebola, or any disease with a Complexity DC of 130+
Explosion	
1	Ground Zero is 3d4 squares away from 1 chosen character, 2d10 explosive damage, blast increment 1 square
2	Ground Zero is 2d4 squares away from 1 chosen character, 4d10 explosive damage, blast increment 1 square
3	Ground Zero is 1d4 squares away from 1 chosen character, 6d10 explosive damage, blast increment 2 squares
4	1 chosen character becomes Ground Zero, 8d10 explosive damage, blast increment 2 squares
Random Fire/Crossfire	
1	1 character targeted with a grade II NPC attack bonus, using any Caliber I firearm
2	1 character targeted with a grade IV NPC attack bonus, using any Caliber II firearm
3	1 character targeted with a grade VI NPC attack bonus, using any Caliber III firearm
4	1 character targeted with a grade VIII NPC attack bonus, using any Caliber IV firearm
Runaway Vehicle	
1	1d4 characters targeted with a grade II NPC skill bonus, using any Caliber I vehicle
2	1d4 characters targeted with a grade IV NPC skill bonus, using any Caliber II vehicle
3	1d4 characters targeted with a grade VI NPC skill bonus, using any Caliber III vehicle
4	1d4 characters targeted with a grade VIII NPC skill bonus, using any Caliber IV vehicle
Security	
1	Characters impeded by security device with a Power Rating of 2
2	Characters impeded by security device with a Power Rating of 4
3	Characters impeded by security device with a Power Rating of 6
4	Characters impeded by security device with a Power Rating of 8

* Extremely dangerous diseases break the standard upper limit of 4 action dice per hazard and should only be introduced to directly support the current mission or season's plot and when the GC is sure the characters are ready for such a dire challenge.

TABLE 7.3: NATURE'S FURY

Action Die Cost	Intensity*	Effect**
Earthquake		
1	Tremor	(duration 1 round) –2 penalty with attack and Dex-based skill checks; Ref save (DC 10) or suffer 1d4 lethal and stress damage, and become *sprawled*
2	Minor quake	(duration 1d4 rounds) –4 penalty with attack and Dex-based skill checks; (each round) Ref save (DC 15) or suffer 1d4 lethal and stress damage, and become *sprawled*
3	Moderate quake	(duration 2d4 rounds) –6 penalty with attack and Dex-based skill checks; (each round) Ref save (DC 20) or suffer 1d4 lethal and stress damage, and become *sprawled*
4	Major quake	(duration 3d4 rounds) –8 penalty with attack and Dex-based skill checks; (each round) Ref save (DC 25) or suffer 1d4 lethal and stress damage, and become *sprawled*
Fog		
1	Light	(duration 1d4 hours) No effect, except to vision *(see page 350)*; (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes moderate
2	Moderate	(duration 2d4 hours) No effect, except to vision *(see page 350)*; (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes dense
3	Dense	(duration 3d4 hours) No effect, except to vision *(see page 350)*
Landslide		
1	Indirect slide zone††	Ref save (DC 15) or suffer 3d6 lethal and stress damage and become *buried*
2	Direct slide zone††	Ref save (DC 20) or suffer 6d6 lethal and stress damage and become *buried*
3	Indirect bury zone††	Buried; 4d6 lethal and stress damage (Ref save (DC 15) to reduce to 1/2 (rounded down))
4	Direct bury zone††	Buried; 8d6 lethal and stress damage (Ref save (DC 20) to reduce to 1/2 (rounded down))
Lightning		
1	Distant strike	(current round) +20 ft. visual range; visual Awareness and Perception penalties decrease by 2 (min. +0); (following round — thunder) –20 ft. hearing range due to thunder; hearing Awareness and Perception checks suffer –2 penalty
2	Local strike	(current round) 1d6 stress damage; +40 ft. visual range; visual Awareness and Perception penalties decrease by 4 (min. +0); (following round — thunder) –40 ft. hearing range; hearing Awareness and Perception checks suffer –4 penalty
3	Near strike	(current round) 2d6 flash, bang, and stress damage; Fort save (DC 10) or become *sprawled*; 1 object or piece of scenery within 100 ft. suffers 4d10+20 electrical and fire damage; +60 ft. visual range; visual Awareness and Perception penalties decrease by 6 (min. +0); (following round — thunder) –60 ft. hearing range; hearing Awareness and Perception checks suffer –6 penalty
4	Direct strike	(current round) 3d6 flash, bang, and stress damage; Fort save (DC 20) or become *sprawled*; 1 character suffers 4d10+20 electrical and fire damage, and becomes sprawled; +80 ft. visual range; visual Awareness and Perception penalties decrease by 8 (min. +0); (following round — thunder) –80 ft. hearing range; hearing Awareness and Perception checks suffer –8 penalty
Rain/Snow		
1	Light	(duration 3d20 minutes) acts like 1 gallon of water per minute on each unprotected flame; (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes moderate
2	Moderate	(duration 1d4 hours) acts like 2 gallons of water per minute on each unprotected flame; (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes heavy
3	Heavy	(duration 2d4 hours) acts like 3 gallons of water per minute on each unprotected flame; (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes a storm
4	Thunderstorm/ Snowstorm	(duration 3d4 hours) acts like 4 gallons of water per minute on each unprotected flame; (halfway through) GC rolls 1d10 — with a result of 1, the storm becomes a hurricane or blizzard (as appropriate), and with a result of 2, a flash flood or flash freeze occurs (as appropriate)
—	Flash Flood	3d6 subdual damage; Ref save (DC 15) or become *sprawled* and be pushed 3d6 × 10 ft., suffering 1d6 lethal damage per 30 ft. pushed
—	Flash Freeze	3d6 cold damage and exposed to cold contagion *(see page 231)*
—	Hurricane	(duration 3d4 hours) per severe wind; automatically puts out any unprotected flame; (halfway through) GC rolls 1d10 — with a result of 1–4, a flash flood occurs
—	Blizzard	(duration 3d4 hours) per strong wind; automatically puts out any unprotected flame; 1d6 cold damage per hour; (halfway through) GC rolls 1d10 — with a result of 1–4, a flash freeze occurs

Continued on page 402

RIVAL APPROACH

An NPC approaches the characters and offers them a bribe to either intentionally fail a mission objective or join the NPC's organization, completing the mission for their new masters (in the latter case, possibly with a new set of objectives).

The NPC may be any sample special character offered on page 454, whose tier is equal to the number of action dice spent to prompt this event.

If the NPC is bribing the characters to fail a mission objective, he offers each of them 1 contact whose grade is equal to the number of action dice spent to prompt this event (i.e. acquaintance, associate, confederate, or partner). No skill check is require to approach this contact, but after the contact is used once, he declines to answer any further summons.

If the NPC is bribing the characters to join his organization, he offers each of them 1 point of Reputation or $50,000 in Net Worth per action die spent to introduce this event (as appropriate to the

TABLE 7.3: NATURE'S FURY

Action Die Cost	Intensity*	Effect**
Volcanic Eruption		
1	Gentle	(duration 1d6 hours, within 1/4 mile) 1d6 stress damage; vision and hearing ranges × 3/4 (rounded down); Fort save (DC 10) or become *deafened* until 1d6 hours after end of eruption; GC may spend 1 action die to hit 1 character with 1 volcanic bomb, inflicting 1d10 fire and stress damage
2	Minor	(duration 2d6 hours, within 1/2 mile) 2d6 stress damage; vision and hearing ranges × 1/2 (rounded down); Fort save (DC 15) or become *deafened* until 2d6 hours after end of eruption; GC may spend 2 action dice to hit 1 character with 1 volcanic bomb, inflicting 1d10 fire and stress damage per action die spent
3	Moderate	(duration 3d6 hours, within 1 mile) 3d6 stress damage; vision and hearing ranges × 1/4 (rounded down); Fort save (DC 20) or become *deafened* until 3d6 hours after inflicting 1d10 fire and stress damage per action die spent; (halfway through) GC rolls 1d10 — with a result of 1, poison gas rises at the team's location
4	Major	(duration 4d6 hours, within 2 miles) 4d6 stress damage; vision and hearing ranges end of eruption; GC may spend 4 action dice to hit 1 character with 1 volcanic bomb, inflicting 1d10 fire and stress damage per action die spent; (halfway through) GC rolls 1d10 — with a result of 1, poison gas rises at the team's location
—	Poison gas	Acts like a contagion (Primary Phase Onset Time 1d4 rounds, Primary Save DC 15, Primary Damage/Effect 1d2 Con damage + *fatigued*, Secondary Onset Time 1d4 minutes, Secondary Save DC 20, Secondary Damage/Effect 1d4 Con damage + *fatigued*)
Wind		
1	Light	(duration 3d20 minutes) –2 penalty with Damage saves made to prevent fire spreading; –2 penalty with hurled attack checks (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes moderate
2	Moderate	(duration 1d4 hours) –4 penalty with Damage saves made to prevent fire spreading; –4 penalty with hurled attack and hearing Awareness and Perception checks; –5 ft. Speed (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes strong
3	Strong	(duration 2d4 hours) –6 penalty with Damage saves made to prevent fire spreading; –6 penalty with hurled attack checks; –2 penalty with all other ranged attack checks; –10 ft. Speed; Fort save (DC 15) or become *sprawled* and be pushed 1d6 × 5 ft., suffering 1d6 lethal damage per 10 ft. pushed (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes severe
4	Severe	(duration 3d4 hours) –8 penalty with Damage saves made to prevent fire spreading; –8 penalty with hurled attack checks; –4 penalty with all other ranged attack checks; –15 ft. Speed; Fort save (DC 20) or become *sprawled* and be pushed 1d6 × 10 ft., suffering 1d6 lethal damage per 10 ft. pushed (halfway through) GC rolls 1d10 — with a result of 1, the condition becomes a dust storm or spawns a tornado (as appropriate to terrain)
—	Dust storm	(duration 3d4 hours) Per severe wind, plus vision effects *(see page 350)*
—	Tornado	(duration 1d12 minutes) automatically puts out any unprotected flame; hurled attacks become impossible; –8 penalty with all other ranged attack checks; only move possible is 5-ft. bonus step; (within 100 ft.) Fort save (DC 30) or be sucked into tornado for 2d6 rounds, suffering 1d10 lethal damage per round until he's expelled 1d4 miles away at a height of 2d20+20 ft. *(see Falling Damage, page 336)*

* This refers to the intensity at the characters' location. The intensity likely varies elsewhere, but "off-screen" consequences are left entirely to GC description.

** Unless specified otherwise, each character individually suffers this effect. If the GC wishes to affect two or more groups of characters in different areas, he must spend action dice to introduce a separate event for each group.

† Some natural conditions prompt additional effects, as shown on Table 5.14: Vision and Hearing *(see page 350)*.

†† A slide zone is the area across which debris slides, while the bury zone is the area directly in the debris' path.

character and/or campaign type). This bonus Reputation or Net Worth represents the characters' higher standing within the new organization, should they accept the offer.

The *entire team* must accept for a deal to be struck; if even one character refuses, the NPC withdraws the offer. The Game Control is advised that this event should *only* be introduced with great care, as it can easily split a team's loyalties, especially if one or more of the players are immature or inexperienced.

Event Triggers: During the previous mission, any character suffered an error with a Profession/Accomplishment check; during the previous mission, any character lost 2 or more Reputation, or $100,000 or more Net Worth, due to exposure (in either case, establishing the character's poor relationship with his current organizational masters, which could also be assumed to apply to his team).

SHODDY/WORTHLESS ITEM

One of the characters' items is or becomes flawed or completely defective. The GC may spend 1–3 action dice to increase the error ranges of all attack and skill checks made with the chosen item by 2 × the same number (i.e. spending 1 action die increases the error range by 2, spending 2 action dice increase the error range by 4, and so on). Alternately, he may spend 4 action dice to cause the item to become worthless and unusable.

The problem crops up when the action dice are spent, and may even target an item the character has previously used during the same scene (as a defect or "bug" that didn't immediately become apparent). The GC may introduce this event at any time except when the item is being used (i.e. the GC may *not* use this event to prevent or cancel an action taken with the item).

The target item may be chosen from the character's personal or mission gear, or may be any item he has collected during the mission. Even a Faction- or Freelance network-issued item or weapon may be targeted (having slipped through the suppliers' safeguards).

Event Triggers: During the current mission, the character has suffered an error using the target item.

SURPRISE CHASE

While the team or a character group is on the move, the GC may spring an impromptu chase on them. Commonly, this will happen as part of the current mission with the pursuers trying to catch the PCs being the villains of the piece, though they can also be Subplot characters, or even potential allies inadvertently spooking the characters from a distance. The GC should decide all of these details, as well as the NPCs' plan if they catch one or more of the characters, before he introduces this event.

The GC can spend action dice to trigger this event as follows.

First, there is 1 pursuer per action die spent, each a Tier II hunter, or controlled by a Tier II hunter (minimum 1 hunter). If the PCs use a vehicle, each hunter is in a vehicle of the same category and Caliber, and accompanied by 1d4 passengers, or the vehicle's maximum passengers, whichever is lower. Also, each of these passengers is a Tier I hired gun. Finally, each hunter and passenger is armed with 1 weapon with a Caliber 1 lower than that of the vehicle.

Second, the GC may spend 1 or more action dice to increase the Tier of all NPCs involved in the chase by 1 (i.e. 1 action die increases the hunters to Tier III and all hired guns to Tier II, 2 action dice increases the hunters to Tier IV and all hired guns to Tier III, etc.).

The GC may spend no more than 4 action dice to introduce any single Surprise Chase event.

Event Triggers: During a chase or combat in the previous or current scene, the characters have let any opposing character escape.

SURPRISE COMBAT

At any time when the team or a character group isn't moving, the GC may spring an impromptu combat on them. Commonly, this will happen as part of the current mission with the attackers trying to capture or kill the PCs being the villains of the piece, though they can also be Subplot characters, or even (comically) neutral NPCs inadvertently perceiving the characters as a threat. The GC should decide all of these details, as well as the NPCs' plan if they capture or kill one or more of the characters, before he introduces this event.

The GC can spend action dice to trigger this event in two different ways.

First, there is 1 enemy combatant per action die spent, each a Tier II soldier-for-hire (minimum 1), each of whom leads a squad of 1d4 Tier I hired guns. If the PCs are armed, each of these combatants is armed with 1 weapon of any category and the same Caliber; otherwise, the soldier-for-hire becomes a martial arts master or street brawler and the hired guns become martial arts mooks or street fighters.

Second, the GC may spend 1 or more action dice to increase the Tier of all NPCs involved in the chase by 1 (i.e. 1 action die increases the soldier-for-hire to Tier III and all hired guns to Tier II, 2 action dice increases the soldier-for-hire to Tier IV and all hired guns to Tier III, etc.).

The GC may spend no more than 4 action dice to introduce any single Surprise Combat event.

Event Triggers: During a chase or combat in the previous or current scene, the characters have let any opposing character escape.

THIEF

Characters who regularly enter the field with high-end gear, or become embroiled in missions involving unique or valuable items, often become targets for a variety of scoundrels. The GC should have a sketch idea of a thief's plan, and perhaps 1 or 2 backup plans, before introducing this event.

The GC can spend action dice to trigger this event in three different ways. First, the GC may increase the thief's base Tier of III by 1 per action die spent (maximum Tier V). Second, each thief has 3 Caliber II items suited to his plan, but the GC may increase the number of items by 1 per action die spent. Third, the GC may increase the Caliber of all items the thief carries by 1 per action die spent. The GC may spend no more than 4 action dice to introduce any single Thief event.

Event Triggers: During the previous or current mission, after and outside the Intel Phase, the characters acquire any Caliber III or higher item, or any item with an actual cost in excess of $50,000.

UNDER REVIEW

Most missions worthy of play are expensive and delicate endeavors, and a great deal of trust is necessary for the characters' Factional or Freelance network masters to continue supporting them. This trust earns the characters the benefit of the doubt, which is why they com-

monly wind up "under review" instead of cut out, or off, entirely. This event represents the fallout of suspect mission outcomes, and gives the Game Control a powerful tool with which he can show the ramifications of failure in nearly any setting.

The GC may only place a team under review at the start of a mission's Intel Phase, and may not introduce this event if the team is already under review. The highest gear Caliber from which a team under review may choose is reduced by 1 per action die spent (minimum Caliber II). Further, each character suffers a –2 penalty with all Profession/Accomplishment checks made during the current mission per action die spent, and his error range with these checks increases by 1 per action die spent as well.

Finally, a Tier III observer accompanies the characters everywhere they go. All of this event's effects linger until the team convinces this NPC that they can return to unrestricted duty. This requires the characters to complete a number of consecutive mission objectives equal to the number of action dice spent; if even 1 mission objective is failed, the process must begin again. The process may carry over into subsequent missions if the team is slapdash or unlucky.

Event Triggers: During the previous mission, the team willfully ignores any mission objective; during the previous mission, the characters fail to bring home more than 1/2 their gear picks (rounded down); during the previous mission, any combination of team characters lose a total of 10 or more Reputation, or $500,000 or more Net Worth, due to exposure (thus establishing their poor track record).

UNDESIRED ATTENTION

The team's activities or another aspect of the mission draw the attention of a journalist, conspiracy hunter, or other NPC who threatens to "out" the characters to the world. In order to evade the NPC or convince him to remain quiet, the team must complete a Complex Task with 1 Challenge + 1 additional Challenge per action die spent to introduce this event (maximum 5 Challenges). The DC of the first Challenge is equal to 10 + the current mission's Threat Level and the DC of each subsequent Challenge increases by an additional 2 (i.e. at Threat Level 2, the first DC is 12, the second DC is 14, the third DC is 16, and so on).

Each Challenge represents an attempt by the team to prevent the story about their activities from coming to light. This involves a broad spectrum of skill checks, and the GC should allow the players to define each within the context of the current mission, adhering to a couple basic tenets in the process.

- No two subsequent Challenges may involve the same skill check, nor may the same skill check be used for more than 1/2 the total Challenges to be made (rounded up).
- In order for the characters to use a skill check to attempt a Challenge, the associate action must make sense to the Game Control within the context of the genre, campaign qualities, game setting, mission backstory, and other elements currently in play. For instance, coercion is unlikely to work against a world-class newspaper reporter. Likewise, reason is unlikely to appeal to a crackpot theorist. The GC need not explain his justifications for overruling a skill check, though he should always tell the players if a check is doomed to fail before it is made.
- The GC should always leave room for at least 2 different skill checks to complete each Challenge, and should intentionally vary them from Challenge to Challenge (the same way the characters must attempt subsequently different checks). It's strongly recommended that the GC decide upon these intended skill checks before the players explain their plan to tackle each Challenge.

If this Complex Task is failed, the story goes public and the characters suffer exposure totaling 3 points of Reputation loss or $150,000 of Net Worth loss per action die spent to introduce this event, as appropriate. Assuming the characters' Reputation and/or Net Worth scores remain positive, play continues as standard thereafter, though the characters must change names and code names (the assumption being that the team's backers use the exposure losses to fund new identities for each character).

Event Triggers: During the current mission, the team is within 1 mile of any explosion inflicting 20 or more points of damage in a public location, front-page news (e.g. public use of a previously unseen military or gadget technology, death of a major public figure, etc.), or public tumult (e.g. massacre, riot, or unscheduled gathering involving 100 or more people); during the current mission, any combination of team characters lose a total of 4 or more Reputation, or $200,000 or more Net Worth, due to "incident," "noise," or anonymity exposure.

WANTED

The team's activities draw the attention of the authorities and a Tier II police detective is assigned to track them down and bring them to justice. He becomes the Predator in a manhunt that continues throughout the remainder of the current mission *(see page 382)*, and if he succeeds in tracking the team down, he converges on their location with a number of Tier II police officers equal to the number of characters known to be on the team. The detective makes an earnest attempt to take the characters alive, and if he succeeds, the mission either ends or diverges into an interrogation *(see page 380)*, per the GC's discretion.

If the characters respond with violence and escape, another manhunt is launched, this time with a Tier III police detective who brings Tier III SWAT/strike team members with him when he catches up with the team. This second wave of hunters is uninterested in negotiating with the characters and fires upon them at the first provocation. Further, if the characters are taken into custody by this second team, the mission immediately ends.

Each subsequent time the characters escape, the authorities come back with a new team at a higher Tier (i.e. the third team consists of Tier IV NPCs, and the fourth and each later team consists of Tier V NPCs).

Should the mission end with the characters in custody (though not for attacking the police), their Faction or Freelance network springs them before the start of the following mission — at a price (each character sprung loses 10 Reputation or $1,000,000, as appropriate). The Faction or Freelance network springs the characters even if they did attack the police, but the price rises to 20 Reputation or $2,000,000 Net Worth, as appropriate.

Event Triggers: During the current mission, the team commits any felony (whether they are noticed or not).

PLAY STYLES

Most genres set on 20th or 21st Century Earth share enough basic similarities that the *Spycraft 2.0* rules remain largely intact — we say "largely" because with just a few campaign qualities *(see below)*, the GC can adjust the way the game plays or feels, achieving all the nuance of nearly any genre with none of the hassle of learning a new system. Now, a few genres — most notably those featuring non-humans, new power sets, and far-flung technologies — vary significantly enough that they have been left intentionally out of this core release. But for all the rest — from the default espionage to urban crime drama to military to conspiracy to horror and beyond — we provide the following advice and rules.

REAL WORLD? YOUR WORLD!

We recommend that every Game Control begin by choosing a genre that most interests him and his players, and then fashioning a simple setting and brief collection of missions that take advantage of the genre's fundamental precepts (the majority of which we discuss here). This will give everyone some time and room to explore the type of *Spycraft* game they most want to play, and let the GC gradually expand, hone, alter, or abandon each chosen scheme over time.

Beyond genre, there are a couple basic choices to make. First, consider the **time period** in which the game will occur. An apocalyptic game set after the fall of a pulp 1930s setting will look very different than the classic post-nuclear holocaust model adopted by so many RPGs. Likewise, a military game would feel entirely different — though again, play largely the same — in a period of war, and different still based on the war in question.

A little research is helpful, but we recommend keeping it light until everyone is comfortable settling into a genre and time period for a while. Ultimately, with *Spycraft's* new "common sense" gear system, it's trivial to include new items "on the fly," offer a basic idea of what they do (perhaps with 1 minor rule if necessary), and agree to settle on permanent rules for new gear between sessions. If an expert is part of the group — a common occurrence in this well educated hobby — the GC can periodically defer to his judgment when necessary, so long as no one feels that it unbalances the game.

For your convenience, years of introduction have been included for all major items in Chapter 4, allowing you to easily omit items from any realistic game where they have yet to be invented.

The next item to consider is **accuracy**. Many gamers hold realism above all else and we applaud this line of thinking (despite the fact that our core genre regularly ignores history, the technological ceiling, and often even the laws of nature). Every Game Control should speak with his group for a few minutes about the level of realism they prefer (or, with some groups, are willing to tolerate), and with any luck, everyone's either on the same page or can agree on a happy middle ground.

In a game that defies realism at all, we recommend making the ways it's different one of the centerpieces of the setting and initial mission or season. Give villains new technologies unavailable in the real world. Run scenes in landmark areas not present in the real world. Showcase the setting's differences so all the characters can interact with it in its "native territory," learning to live as part of the world rather than outside it.



Lastly, consider the game's **scope**. Where does the story start and stop, and what does the GC expect the characters to accomplish in-between? Once again, this probably links directly to any variances between the real world and the genre and setting of choice, giving the characters not only the chance to live in the world, but succeed in it as well.

Once these elements are in play, the GC is ready to start considering missions and NPCs, which are described in their own sections *(see pages 423 and 441, respectively)*.

CAMPAIGN QUALITIES

As discussed, campaign qualities are what makes *Spycraft 2.0* a fully adaptable — and if desired, multi-genre — platform. Any single quality tweaks one or two aspects of the game, allowing you to alter the basic system to suit your needs. Several choices dramatically modify gameplay, offering different ways to build characters, gear up, run action sequences, and more. Alternately, they can be used to simulate nearly any set of genre physics, from high realism to high cinema and everything in-between.

Before play begins, a campaign quality may be scripted into a mission as a complication, modifying the mission's reward as noted in the campaign quality's description *(see page 435)*. Alternately, a campaign quality may be scripted into an entire season *(a series of linked missions — see page 425)*, in which case it modifies the XP reward of every mission undertaken during the season. Some campaign qualities may *only* be scripted into full seasons, not single missions, as noted in their descriptions.

Also, the GC may add any campaign quality with a listed action die cost to a mission already in progress, in which case **the mission XP reward is unchanged** *(see page 398)*. Any campaign quality added in this fashion lasts for the duration of the mission.

CAMPAIGN QUALITY DESCRIPTIONS

Big Budget (Seasons Only: +0 XP): Everyone in the game is affluent — some are even independently wealthy — and the most impressive toys regularly appear on both sides. The Caliber of each gear pick assigned to or gained by any character — including any NPC — increases by 1 (e.g. a Caliber III gear pick becomes a Caliber IV gear pick). If this increases any item's Caliber above V, the character gains 1 additional Caliber I item of the same type. Further, at character creation, each special and player character's starting Wealth is increased by 4.

Black & White (+0 XP): Good and Evil are clearly defined, with no middle ground available (e.g. the characters fight on one side of a conflict between valiant special operatives vs. vile terrorists, or church agents against the forces of Hell). All characters on each team (or part of each organization) — including all NPCs in the setting — are designated either "Good" or "Evil." Further, the following effects apply to all characters, including all NPCs.

- Per the GC's discretion, each time a character takes an action or makes an attack intended to harm or hinder a character of the opposite nature (i.e. good vs. evil), he gains a +2 bonus.
- Per the GC's discretion, whenever a character performs an exemplary act in accordance with his nature, he gains 1 action die. Examples include a good character running into a burning building to save a helpless bystander, or an evil character corrupting an innocent and turning him against his loved ones.

Bleak (+75 XP): Luck is rarely a factor, leaving the characters to rely only upon their raw skills and talent. Each player character begins each session with 2 fewer action dice (minimum 0). Further, player character action dice never explode *(see page 61)*. When a character may use a class ability a number of times equal to his starting action dice, his uses are unaffected by this quality.

Blockbuster (+0 XP, 2 GC Action Dice): Despite the excessive property damage that occurs near the characters, they usually manage to pull themselves out of the rubble. The blast increment of all explosions is tripled. However, each time any player character makes a successful save to reduce damage or another effect to 1/2 standard, he instead resists it entirely. Also, the damage of an explosion is not increased when its range increments are interrupted *(see page 343)*.

Bloodbath (+0 XP, 2 GC Action Die): Well-placed hits are potentially lethal unless care is taken to prevent injury. Each time a player or special character scores a threat with any successful attack, the threat is automatically activated as a critical hit unless the attacker spends 1 action die.

Bottomless Clip (–25 XP, 1 GC Action Die): Any weapon that typically carries a stockpile of 5 shots or more never runs out of ammunition.

Bulletproof (–75 XP, 1 GC Action Die): Characters often flaunt their remarkable ability to sidestep harm. The cost to activate a player or special character's critical injury increases by 1 action die.

Further, the range of damage at which a Fortitude save must be made to avoid a critical injury becomes 36–60 *(see page 331)*, and the threshold at which a Fortitude save must be made to avoid dropping to –9 wound points becomes 61+.

Finally, the DCs of all Medicine checks decrease by 5, and the error ranges of all such checks decrease by 2.

Cakewalk (–75 XP, 1 GC Action Die): The characters are highly capable, running roughshod over much of the setting. All skill check DCs decrease by 5 (minimum 10). Further, during the Intel Phase, each player character may choose a number of skill checks up to his Intelligence modifier. For the duration of the current mission, the character's error range with each chosen skill is reduced by 2 (minimum 1). Further, taking 10 with each chosen skill does not require double the standard time.

Catch Phrase (–25 XP, 1 GC Action Die): Every special and player character is known for a recurring signature statement or battle cry. Once per session as a free action when a qualifying character scores a threat with any attack or skill check, the character may spend 1 free action to utter his catch phrase, gaining a morale bonus to Defense and all 'Resist' checks equal to twice his Charisma bonus (minimum +1). This bonus lasts for a number of rounds equal to 1/2 the character's career level (rounded up).

The Circuit (Seasons Only: +0 XP): Characters live fast and furious lives ahead of the pack — or stained along the road behind them. Each time a player character gains any non-Chase feat choice, he may choose a Chase feat instead.

Clandestine (Seasons Only: +0 XP): The cloak of shadow masks an incredible world of cutthroats and thieves. Each time a player character gains any non-Covert feat choice, he may choose a Covert feat instead.

Comedy of Errors (+75 XP, 3 GC Action Die): The characters are bumbling or the world is extremely unforgiving. All skill check DCs increase by 5. Further, each character's error range with any skill check whose key attribute is the lowest of his six attribute scores is increased by 2. However, the maximum number of action dice that may be spent to activate any skill check error is 2. Finally, taking 10 requires 4 × the standard time (instead of 2 × the standard time). These rules apply to all characters in the setting, even NPCs.

Common Spectacle (Seasons Only: –25 XP): Water cooler moments are all too common. A Triumph occurs with any skill check result of 60 or higher. However, the Triumph's XP bonus is reduced to 5%.

Corrupt (–25 XP, 1 GC Action Die): Rare is the honorable soul. The GC may not spend action dice to designate characters as honorable during bribes. Further, all Reputation and Net Worth exposure penalties inflicted for violating an honor code are reduced to 1/2 standard, rounded down *(see page 436)*.

Diplomatic (–25 XP, 1 GC Action Die): Hope springs eternal. When a player or special character gains a skill check bonus for possessing a positive disposition toward his target, that skill check bonus increases by +1.

Elite Ops (Seasons Only: +0 XP): The characters are among the most highly trained operatives in the world. Each time a player character gains any non-Skill feat choice, he may choose a Basic Skill feat instead.

Faction (Seasons Only: +0 XP): All player characters work for a large organization (e.g. an intelligence or military unit), which hands out and sponsors their missions. In the default espionage campaign, this Faction is called "The Agency." All player characters are subject to the Faction gear rules *(see page 219)*. Further, Faction characters may only gain Reputation, *not* Net Worth *(see page 439)*. Finally, the *Freelance* campaign quality may not also be in effect.

Fast Attributes (Seasons Only: –75 XP): Each player character gains 1 attribute point per 3 career levels (rather than 1 per 4 career levels, as standard).

Fast Feats (Seasons Only: –50 XP): Each player character gains 1 feat per 2 career levels (rather than 1 per 3 career levels, as standard).

Fast Growth (Seasons Only: +0 XP): The XP required to gain each level is reduced to 1/2 standard (rounded down). Further, you may gain up to 2 levels between missions.

Fast Interests (Seasons Only: –25 XP): Each player character gains 1 Interest per 3 career levels (rather than 1 per 4 career levels, as standard).

Fast Proficiencies (Seasons Only: –25 XP): Each player character gains 1 proficiency per career level (rather than 1 per 2 career levels, as standard).

Feat Purchase (Seasons Only: +0 XP): At the end of each mission, a player character may give up 1,000 XP × his career level in order to gain 1 additional feat. A character may not reduce his total XP below the minimum XP required to remain at his current career level.

Fragile (Seasons Only: +0 XP): Characters are frighteningly susceptible to mortal harm. After Level 1, each special and player character gains only 2 vitality points per career level (with a d8 vitality die), 3 vitality points per career level (with a d10 vitality die), or 4 vitality points per career level (with a d12 vitality die).

Freelance (Seasons Only: +0 XP): All player characters work for or with a network of supporters, from which they gain their missions and gear. All player characters are subject to the Freelance gear rules *(see Long-Term Gear, page 222)*. Further, Freelance characters may only gain Net Worth, *not* Reputation *(see page 439)*. Finally, the *Faction* campaign quality may not also be in effect.

Gladiators (Seasons Only: +0 XP): In a world of one-on-one combat, closing on an enemy is not only favored, it's encouraged. Close Quarters Battle (CQB) range becomes the distance between Melee Range and 20 ft. Further, every character — including every NPC — gains a bonus to Defense against all ranged attacks equal to the total number of Melee and Unarmed Combat feats he possesses. Finally, no characters may interrupt or join a Stand Off *(see page 359)*.

The Great Game (Seasons Only: +0 XP): Canny undercover operatives lurk around every corner. Each time a player character gains any non-Tradecraft feat choice, he may choose a Tradecraft feat instead.

Gritty (+100 XP, 4 GC Action Dice): The specter of death looms large across the world and characters live each day like it could be their last. The cost to activate a critical injury inflicted on a player or special character decreases by 1 action die (minimum 0).

Further, the range of damage at which a Fortitude save must be made to avoid a critical injury becomes 16–25 *(see page 331)*, and the threshold at which a Fortitude save must be made to avoid dropping to –9 wound points becomes 26+.

Finally, the DCs of all Medicine checks increase by 5, and the error ranges of all such checks increase by 2.

Guerilla Warfare (Seasons Only: +0 XP): The most important battles are fought on favored ground. Each time a player character gains any non-Terrain feat choice, he may choose a Terrain feat instead.

Gunmen (Seasons Only: +0 XP): In a world of ranged death, no one bothers to close with their enemies anymore. Close Quarters Battle (CQB) range becomes the distance between Melee Range and 60 ft. Further, all range increments are doubled. Finally, a character retains the benefits of the Aim and Brace actions even if he or his target moves, so long as neither he nor his target takes a Run action, and so long as the target doesn't move out of the character's line of sight. These rules apply to all characters in the setting — even NPCs.

Historical (Seasons Only: +0 XP): A specific year is chosen as the time period for the season. During the season, any item already introduced may be gained per the standard rules *(see page 225)*; any other item is considered a gadget Housing or effect, as appropriate, with a Caliber 1 higher than standard (maximum Caliber V). Further, all money values and actual costs are adjusted as shown on Table 7.4: Historical Money Conversions *(see below)*. This quality may also come into play if the characters are somehow transported back in time (via a gadget or other GC-introduced plot device).

TABLE 7.4: HISTORICAL MONEY CONVERSIONS

Year	Modifier*
1875–1900	× 0.01
1901–1909	× 0.025
1910–1919	× 0.03
1920–1929	× 0.05
1930–1949	× 0.06
1950–1959	× 0.1
1960–1969	× 0.2
1970–1979	× 0.3
1980–1989	× 0.6
1990–Present Day	× 1

* Multiply each monetary value and actual cost in the game by this value.

Hybrid (Seasons Only: +0 XP): Some player characters work for a large organization (e.g. an intelligence or military unit), and others work for or with a network of supporters, each gaining missions and gear accordingly. Each player character is designated either an "Faction character" or a "Freelancer." Faction characters are subject to the Faction gear rules and gain only Reputation, *not* Net Worth *(see pages 217 and 439, respectively)*. Freelancers are subject to the Freelance gear rules and gain only Net Worth, *not* Reputation *(see pages 217 and 439, respectively)*.

Jack-of-All-Trades (Seasons Only: +0 XP): The player characters have little trouble picking up new skills. All skills are considered class skills for all classes. Skill point gains are unaffected.

The Market (Seasons Only: +0 XP): Everyone who's anyone lives and dies by the strength of their equipment. Each time a player character gains any non-Gear feat choice, he may choose a Gear feat instead.

Mellow (–75 XP): Cooler heads usually prevail. All stress damage is reduced to 1/2 standard (rounded down, minimum 1).

Mercenary (Seasons Only: +0 XP): Soldiers of fortune and trained military operatives rule the day. Each time a player character gains any non-Combat feat choice, he may choose a Basic Combat feat instead.

Modular (Seasons Only: +0 XP): During character creation, a player may gain 1 or more additional feats. Each feat costs 2 points normally spent to acquire attributes. Alternately, the player may give 1 or more feat choices. Each feat lost grants the player 2 additional points to acquire attributes.

Omni-Competent (–100 XP, 1 GC Action Dice): Characters can accomplish nearly anything, regularly exceeding the limits of their training. All skill check result caps are lifted. Further, all checks become active. Finally, each skill check penalty suffered is reduced to 1/2 standard (rounded down, minimum –1).

Paranoid (+0 XP, 2 GC Action Dice): In a world in which fear is the dominant climate, the characters can trust no one. All special and player characters gain a +4 morale bonus with Blend/Stealth and Sneak/Hide checks made to determine who benefits from a surprise round *(see page 323)*. Further, all characters of any type suffer a –4 morale penalty with skill checks made to shift a target's disposition or convince a target to take or participate in any action.

Rare Spectacle (+25 XP, 4 GC Action Dice): Few spikes dot the action. A Triumph only occurs with a skill check result of 90 or higher.

Revolving Door (Seasons Only: +0 XP): Whenever a player character dies during a standard scene — and his body is not *destroyed* — he may return at the start of the following mission. This miracle costs the character 200 Reputation or $10,000,000, which pays for his recovery and resurrection using gadget or other black ops technology. In a typical *Spycraft* campaign, Faction characters restored by their organizational masters, while Freelance characters are assumed to be brought back by connected allies in the private and military sectors.

Routine (Seasons Only: +0 XP): Characters may never undertake Crossroads Subplots *(see page 53)*.

Shoe String Budget (Seasons Only: +0 XP): Most people in the game live hand to mouth — some are even slave-wagers or homeless mercenaries — and gear is regularly scraped together from what's on hand. The Caliber of each gear pick assigned to or gained by any character — including any NPC — decreases by 1 (e.g. a Caliber III gear pick becomes a Caliber II gear pick). If this decreases the Caliber of any gear pick below I, the character loses access to the item. Further, at character creation, each PC begins with a Debt Subplot *(see page 55)*.

Slow Attributes (Seasons Only: +75 XP): Each player character gains 1 attribute point per 5 career levels (rather than 1 per 4 career levels, as standard).

Slow Feats (Seasons Only: +50 XP): Each player character gains 1 feat per 4 career levels (rather than 1 per 3 career levels, as standard).

Slow Growth (Seasons Only: +0 XP): The XP required to gain each level is doubled.

Slow Interests (Seasons Only: +25 XP): Each player character gains 1 Interest per 5 career levels (rather than 1 per 4 career levels, as standard).

Slow Proficiencies (Seasons Only: +25 XP): Each player character gains 1 proficiency per 4 career levels (rather than 1 per 2 career levels, as standard).

Small Screen (Seasons Only: +25 XP): The characters are everyday people thrust into extraordinary situations. Each player character may spend only 32 points to increase his starting attribute scores (rather than the standard 36). Further, no character may begin play with any attribute score above 18 (including Origin benefits).

Soap (Seasons Only: +0 XP): Every character seems to bring more than his share of baggage to the team. The number of Subplots in which each character may simultaneously be involved increases by 1.

Speed-Frame (–25 XP, 1 GC Action Die): The player characters frequently breeze through even the most daunting tasks. The number of Challenges required to complete each Complex Task decreases by 1 (minimum 1). Further, during a Dramatic Conflict, the effect of every Lead Advantage increases by 1.

Spirited (–50 XP): Luck is always a factor, sometimes overshadowing the characters' raw skills and talent. Each player character begins each session with 2 extra action dice. When a character may use a class ability a number of times equal to his starting action dice, his uses are unaffected by this quality. Further, player character action dice also explode with a natural roll of 1 *(see page 61)*. Finally, all player character action die types increase by 1 (e.g. d4s become d6s, d6s become d8s, etc.).

Strange Providence (Seasons Only: +0 XP): Characters live bizarrely gifted lives. Each time a player character gains any non-Chance feat choice, he may choose a Chance feat instead.

Style Over Substance (Seasons Only: +0 XP): All characters are flashy and fashionable trendsetters. Each time a player character gains any non-Style feat choice, he may choose a Style feat instead.

Subtle (–50 XP, 2 GC Action Dice): Diplomatic and stealthy solutions are always preferred. Any attack check made by any character — including any NPC — suffers a –1 penalty.

Tense (+75 XP, 3 GC Action Dice): At every turn, the characters are trapped in an unbearable pressure cooker. Soon, they'll boil over... All stress damage is doubled. Further, no character of any type may take 10 with any skill check.

Thriller (+25 XP): The characters frequently face extreme confrontations. The number of Challenges required to complete each Complex Task increases by 1 (this may increase the number of required Challenges past 10). Further, during a Dramatic Conflict, the effect of every Lead result decreases by 1 (minimum 0).

Violent (+50 XP, 2 GC Action Die): Characters are trained to take head and vital shots whenever possible. The threat ranges of any attack check made by any character — including any NPC — increases by 2.

Virtuous (+25 XP, 1 GC Action Die): For the moment at least, the characters are surrounded and supported by honorable people who demand the team adhere to their moral and ethical codes. All Reputation and Net Worth exposure penalties inflicted for violating an honor code are doubled *(see page 436)*.

Wire Fu (–25 XP, 1 GC Action Die): Personalities regularly defy the laws of physics. Each special and player character may take movement actions in any direction, even directly up through the air or along a vertical surface. If at the end of the character's movement, he is not on a stable surface, he is subject to the falling rules. Any falling damage suffered, however, is reduced to 1/2 standard (rounded down).

APOCALYPTIC

The apocalyptic genre — and its more familiar cousin, the 'post-apocalyptic' genre — provide a rich environment for modern roleplaying adventure. The player characters become survivors of a cataclysmic event that wipes out much of civilization and changes life — and the world — as we know it. The end could be any of a number of things — a global revolution, a nuclear holocaust, a deadly virus, or even the fulfillment of a religious prophecy. In this case, the concept doesn't matter as much as the result: the collapse of modern infrastructure, as government, law, and civilization give way to a new, lawless order in which the strong survive and the weak ultimately perish.

There are two species of apocalyptic campaign. "Apocalypse Today" campaigns present the drama inherent in trying to *stop* or *survive* the end, and the difficulties of living in a world with none of the rules to which we've become familiar. Meanwhile, "Apocalypse Tomorrow," or post-apocalyptic campaigns, defy the players to rebuild society or survive in a wasteland governed by new conditions and new factions limited only by their imaginations.

In both campaign types, the players become survivors, people who managed to weather the end due to luck, talent, stamina, or fortune. They come together for many reasons — survival, loneliness, even fate — and face a diverse assortment of difficulties, from lawless bandits to insane gang lords and tribal leaders to fascist governors enforcing their vision of 'order' at any cost. Beyond that, however, they face the environment, which in this genre is frequently painted as a predator of the first order. The player characters must constantly struggle against the elements, wild and sometimes terrifying creatures, radiation, disease, and famine across a blighted landscape, almost always with no end in sight.

Life after the world's end is cruel and unforgiving, and missions undertaken against this backdrop should accentuate this mood. The GC should feel free to introduce regular and difficult threats to the campaign, forcing the characters to search for a safe haven during a violent tear of acid rain, or fight mutant raiders for a tank of gas so they can get across a newly untamed national forest. These sorts of workday worries are precisely what sets the apocalyptic genre so far apart from the modern day setting in which most *Spycraft* games occur.

Campaign Qualities: The following campaign qualities apply in apocalyptic games. The GC may alter this list if he desires a less traditional version of the genre.

- *Freelance:* Widespread destruction and ensuing social upheaval have left most of the world's organizations scattered and the player characters to fend for themselves.
- *Gritty:* The savage land of the future is a brutal and unforgiving place where the strong dominate the weak, and proper medical knowledge is a rare luxury.
- *Paranoid:* The world after the bomb is sometimes a strange and foreboding place, full of desperate people and alien creatures — all of which want what the character has.

Common Classes: The following class options are especially well suited for an apocalyptic game.

REFERENCE ABBREVIATIONS

The list of recommended inspirations for each genre is coded as follows.

A	Anime
B	Book, short story, or magazine collection
CB	Comic book
CG	Computer game
M	Movie
R	Radio
RPG	Roleplaying game
TV	Television
W	Writer

- *Explorer:* The apocalyptic Explorer seeks knowledge and ancient secrets (or in some far-flung post-apocalyptic settings, modern secrets buried by annihilation). His survivalist fellows sometimes fail to appreciate his work, but he knows that his discoveries can help to restore humanity — or allow him to dominate what remains.
- *Pointman:* This charismatic leader drags his teammates up from the ashes, becoming a tribal leader, military commander, political figure, or even a local warlord in his aggressive new world.
- *Scout:* Across a treacherous wasteland, where the very environment can turn against you, the Scout becomes one of the most valuable allies available. He is at once a tribal guide and guerrilla fighter who can successfully navigate the terrain and locate basic necessities like water and fuel.
- *Soldier:* The Soldier is a common sight in the apocalyptic game, where spilled blood is often the only difference between freedom and oppression.
- *Wheelman:* The Wheelman is a staple in most post-apocalyptic settings, where nomads roam the empty highways of the scorched earth. He may become a pragmatic lawman trying to re-establish order, or a reckless marauder living off the other survivors like a parasite.

Common Objectives: Apocalyptic objectives commonly focus on the essentials required for survival — food, shelter, weapons, and natural resources.

- *Acquire:* Food, fuel, and weapons are a scarce and precious commodity in most apocalyptic campaigns, and protecting — or capturing — them is vital. Pre-collapse fuel depots, warlord fortresses, supply trains, and tribal firearms caches are incredible prizes that are regularly besieged for their precious supplies.
- *Investigate:* The cataclysm that devastated the planet also buried with it the secrets of civilization, including medicine, technology, and history itself. Characters often explore blasted cities, ancient ruins, unearthed bunkers, and other locations for this long-lost knowledge, seeking society's restoration — or its conquest.

- *Rescue:* With lawlessness and brigandry running amok, it's often up to the characters to restore order and protect the weak. Typical rescue objectives include liberating subjugated peoples from powerful tribal leaders and gang lords, capturing scientist, sages, and others with valuable knowledge, and negotiating trade to recover lost or stolen assets.

Recommended Inspirations: *12 Monkeys* (M), *A Boy and His Dog* (B, M), *After the Bomb* (RPG), *Aftermath* (RPG), *Alphaman* (CG), *The Andromeda Strain* (M), *Damnation Alley* (B), *The Day After* (M), *The Day After Tomorrow* (M), *Deep Impact* (M), *Earth Abides* (B), *The End* (RPG), *Escape From New York* (M), the Fallout series (CG), *Gamma World* (RPG), *Hell on Earth* (RPG), *I Am Legend* (B), *Independence Day* (M), *Just a Pilgrim* (CB), the Left Behind series (B), *Logan's Run* (M), *Lucifer's Hammer* (B), the Mad Max series (M), *The Morrow Project* (RPG), *Omega Man* (M), *On the Beach* (B, M), *Planet of the Apes* (M), *The Postman* (B, M), *The Rapture* (RPG), *Rifts* (RPG), *The Stand* (B), *Steel Dawn* (M), *Swan Song* (B), *Tank Girl* (M), *Them!* (M), *Threads* (TV), *Torg* (RPG), *Twilight: 2000* (RPG), *Waterworld* (M), *Y: The Last Man* (CB).

CHOP SOCKEY

From the exploits of Bruce Lee to the heroic bloodshed of John Woo's sub-genre to the mind-bending stunts of Jackie Chan — martial arts have consistently evolved as a powerful field of action filmmaking. In turn, chop sockey campaigns can vary widely in theme and time period, but are characterized most sharply by their penchant for wild accomplishments, magnificent physical maneuvers, and zany plots.

While the chop sockey genre is closely associated with classic martial arts films of the 70s and 80s, GCs should not feel limited to telling similar stories. 'Blaxploitation' films and Tsui Hark's action epics share the same themes as their kung-fu predecessors, albeit with more gunplay. All that's required for a good chop-sockey game is over-the-top spectacle, machismo, a dash of Asian philosophy, and a healthy dose of point-blank violence.

Chop sockey teams are often closely knit, by history or by fate's fickle hand. Characters become martial arts rivals (as illustrated in *Bloodsport* and *Enter the Dragon*), syndicate criminals (the Kill Bill series), cops with a personal stake (*Hard Boiled* and the Supercop series), and many others, often coupled oddly by extraordinary coincidence or cause (*The Killer*). Regardless of their connection, however, chop sockey teams are bound by warrior's honor, often standing together against near impossible odds.

Special characters are given lavish attention in the chop sockey genre, often representing the yin to the player characters' yang. Their backstory is often tied specifically to the history of one or more of the player characters, and are always dramatically significant to the current mission. Standard NPCs, on the other hand, are usually "mooks" or "three-shot men" (so named for their ability to take 3 bullets before dying).

In the long term, chop sockey campaigns center upon highbrow concepts, such as living honorably, pursuing philosophical questions, and seeking self-discovery. Missions vary and may seem random taken one at a time, but all relate to the parable at each season's core. The characters learn this parable over time, developing wisdom from reflection on a life of conflict and drawing parallels between their martial and mental skills, and the difficulties facing their spirit. One of the most critical jobs of any GC is to ensure that the players are given the opportunities to develop in this fashion, achieving a balance in and out of combat.

That is, of course, unless the players are just looking for some good old-fashioned martial arts mayhem — in which case, the genre can easily focus exclusively on the physical tropes so common in the movies.

Campaign Qualities: The following campaign qualities may apply in chop sockey games. The GC may alter this list if he desires a less traditional version of the genre.

- *Historical:* Many chop sockey stories explore turbulent times in Asian history, especially upheavals such as the Boxer Rebellion and ancient legends like the Shaolin monks.
- *Common Spectacle:* Most chop sockey fight sequences linger on the heroes and named villains as they perform amazing physical, cinematic, or artistic deeds. In these moments, the acting character rises above all around him, taking on a divine quality; for a second, he walks with the masters of old.
- *Violent:* Grindhouse films — bloody martial arts stories of betrayal and revenge — are a prominent contribution to the chop sockey genre. Their brutal nature infects most modern successors, though less pervasively in mainstream efforts.
- *Wire Fu:* In nearly all martial arts features, the main characters routinely breeze past the scenery like the very wind, diving, flipping, and spinning across impossible distances with fluid grace.

Common Classes: The following class options are especially well suited for a chop sockey game.

- *Advocate:* The wizened martial arts master, the eccentric monk, and the obsessive student of arcane secrets are all examples of the chop sockey Advocate, whose depth of knowledge and dedication to his cause makes them a fine ally — or villain.
- *Intruder:* Part acrobat, part hardened killer, the Intruder is a fixture of the chop sockey genre, a fine tool for building a nimble thief, ninja spy, graceful fence, crafty courtesan, or even a Thuggee assassin.
- *Soldier:* The quintessential fighter and hero of the genre, the Soldier's many combat feats and all-around toughness make him an excellent addition to any chop sockey campaign.

Common Objectives: Chop sockey objectives tend to concentrate on the characters' personal motivations, which can be as confined as winning a big tournament or as expansive as avenging a slain master killed decades ago by the current Emperor.

- *Defend:* Chop sockey heroes are often champions of the people or a cause, unafraid to stand against oppressors and zealots. Guarding a village from a conquering force, protecting a temple's inhabitants from a rival faction, and escorting a royal in danger of kidnapping or assassination are all common variations on this theme.
- *Neutralize:* A favorite of many mid-70's grindhouse films, vendetta objectives find the characters unleashing bloody havoc upon their enemies. Reclaiming honor, championing an injured lover, and hunting evil dictators intent upon destroying culture are all examples of this idea.

- *Rescue:* Chop sockey heroes are frequently charged with recovering something (especially if they failed to protect it in the first place), freeing a captive, and discovering ancient secrets.
- *Training:* Finally, one of the best known premises in the martial arts genre is the training cycle — one or more standard missions during which young pupils are directed in or taught the methods and ways of the world by an enlightened master. Commonly, this involves the pupils setting out from their temple or dojo to complete a great quest, accomplishing many tasks and learning many lessons along the way.

Official Spycraft Products: For a greatly expanded unarmed and melee combat system, look for Crafty Games' *Throw Down!* series of PDF releases. This mini-product line offers all the character options and rules required to take your close quarters combats to the next level, introducing everything from hyperactive anime action to ultra-violent video game carnage!

Recommended Inspirations: The Armor of God series (M), *Bloodsport* (M), the Chinese Ghost Story series (M), *Crouching Tiger, Hidden Dragon* (M), the Dead or Alive series (CG), the Drunken Master series (M), *Enter the Dragon* (M), *Feng Shui* (RPG), *Game of Death* (M), *Hard Boiled* (M), *Hong Kong Action Theater* (RPG), *House of Flying Daggers* (M), *Infinite Kung Fu* (CB), *Iron Monkey* (M), *Kill Bill: Vol. 1 and 2* (M), *The Killer* (M), *Kiss of the Dragon* (M), *Kung Fu* (TV), *Kung Fu: The Legend Continues* (TV), *Lone Wolf and Cub* (CB), *Martial Law* (TV), *Mortal Kombat* (CG, M), *Naruto* (A), *Once Upon A Time in China* (M), *Ong-Bak* (M), the Police Story series (M), *Rise to Honor* (CG), *Shaolin Soccer* (M), the Street Fighter series (CG), *Teenage Mutant Ninja Turtles* (CB, M), the Tekken series (CG), *Usagi Yojimbo* (CB), the Virtua Fighter series (CG).

CONSPIRACY

Tense, claustrophobic, and quickly paced, the conspiracy genre is a dark reflection of the popular espionage genre. The heroes of the piece are trapped in a web of lies and deceit that often surrounds a great or dangerous truth. If revealed, this truth could change the world as we know it, forever shattering peoples' perceptions of their insignificant lives.

Conspiracy stories are almost universally layered, with the heroes gradually revealing secrets or hidden events over time, only to find answers leading to more questions, and uncover surprise information with far-reaching, often world-spanning implications. These implications usually threaten national or global stability, or point to major scientific or military developments. Sometimes they involve astounding departures from reality, establishing treaties with alien races, government psychic programs, and other radical mythologies.

Characters entrenched in the conspiracy genre dig through intricate deceptions, hidden agendas, and obscure mysteries, slowly peeling away lies and putting down minor threats. At every step, they hope the ultimate facts about their setting are just around the next corner. Sometimes, this hope is desperate, fueled by revelations that a clock is ticking, and that sooner or later the conspiracy will achieve some terrible goal menacing the entire planet.

Teams facing this genre are usually a hodgepodge of people touched by the conspiracy in some way. Many members have nothing else in common, hailing from widely diverse backgrounds. Distrust and suspicion can run deep in a conspiracy game, even amongst player characters, who have no reason to believe that their allies aren't in touch with those behind the curtain.

By the same token, conspiratorial villains rarely linger at the horizon as typical criminal masterminds or shady terrorists; rather, they find ways inside, getting close to the heroes and finding ways to burrow under their skin. Trusted friends and supporters, authority figures, and even those whom the heroes rescue can all wind up turning on the team, covertly feeding them false puzzles, dead ends, and useless information.

More so than other genres, conspiracy games demand close attention to detail — both on the part of the GC and the players. With investigation one of the primary facets of any conspiracy campaign, great effort is required to maintain mission structure, and keep every adventure on the right track (or at least on an interesting track). It's that much more difficult for purists, who will strive to simulate the classic conspiracy model in which seemingly unconnected clues are rummaged from far and wide, only coming together during the mission or season's final scenes. Care must be taken to ensure that logic, redundancy, and other mission-building tactics are applied effectively, though ultimately invisibly, so the illusion that the characters are piecing together an enormous tapestry of clues is retained.

Pace and tone are also critical, as interest can easily wane. The longer the characters go without an accepted explanation for the strange events surrounding them, the more chance there is that they become disengaged or disenfranchised. This is especially true when NPCs and clues repeatedly supply explanations that are later refuted, validating the characters' paranoia. The GC should strive always to keep the team on target, with a goal in sight, lest the entire exercise fall apart.

Campaign Qualities: The following campaign qualities may apply in conspiracy games. The GC may alter this list if he desires a less traditional version of the genre.

- *Clandestine:* In order to uncover the true agendas lurking in the shadows, characters must enter the shadows themselves, using their enemies' strengths against them.
- *Paranoid:* Uncertainty and suspicion run high in the conspiracy genre, rarely providing the characters with a moment's calm.
- *Rare Spectacle:* Major victories are few and far between in conspiracy games, but reason for celebration and retrospection when they arrive.
- *Thriller:* The stakes are always high in conspiracy games, and so are the risks.

Common Classes: The following class options are especially well suited for a conspiracy game.

- *Advocate:* As a daring reporter or a conniving politician, the Advocate's devotion to the cause makes him an excellent tool for uncovering the truth — or concealing it.
- *Hacker:* The adage that "knowledge is power" is no truer than in the conspiracy campaign, and with the Hacker the undisputed master of the Digital Age, no one is better suited for a position of strength and leadership.
- *Scientist:* New and bizarre technology often rests at the heart of modern conspiracies, and so, too, does the Scientist. He is an inventor or researcher using his skills to expose the truth or greedily hoard it — for personal gain or the good of the world.

- *Sleuth:* The undercover agent, private detective, criminal profiler, and eager journalist are all classic examples of the Sleuth in a conspiracy game. This class's unmatched interpersonal skills, networking capabilities, and keen investigative knack make it ideal for player characters and foils in this genre.
- *Snoop:* The Snoop fits in well on either side of the conspiracy campaign's ethical fence. He dominates as a diligent truth hunter and as a cagy "man in black," his mastery of tradecraft providing him with shrewd ways to circumvent or eliminate the competition.

Common Objectives: Conspiracy objectives almost invariably revolve around the revelation of a particular secret or truth — typically one with far-reaching consequences or impact on the world at large. Thus, most objectives undertaken by teams in this genre gravitate towards information gathering, clandestine communication, and investigation.

- *Confirm:* Because so much of a conspiracy game's setting and storyline is questionable, much of the action comes back to seemingly accepted details. Trusted relationships are questioned, presumed facts are denied, and entire mythologies are routinely twisted inside out to keep outsiders guessing. Confirmation objectives are often frustrating, but ultimately revealing experiences, shedding light on previously missed clues and weaving disparate threads of deceit together.
- *Contain:* Equally vital for all those involved in a conspiracy — on the inside and out — is the continued security of their information, the details they can't allow to slip into the enemy's hands. In this sort of frantic environment, containment objectives often become bloody affairs, the cost of secrecy paid in the lives of field agents.
- *Infiltrate:* Infiltration is a common activity amongst truth hunters, especially in most conspiracy settings, where organizations hold all the cards.
- *Investigate:* Much of any conspiracy game involves slow build up — collecting evidence, building support for your cause, and slowly chipping away at a convoluted plot before taking action. Common objectives encountered along the way take the characters to crime scenes, abandoned labs, cramped police station interrogation rooms, and beyond. Eventually, most conspiracy campaigns even turn inward, returning the characters to their own organization or origins for details. In the conspiracy genre, all scenes are investigation scenes.
- *Observe:* Between the paranoid inspections and the nail-biting action sequences are the long periods of cautious observation, when the characters are watching and listening to everything for leads — the newspapers, the Internet, the prophesizing street corner freaks who invariably get something right... Characters in a conspiracy setting never let details slip by, because they know that sooner or later, everything matters.

Recommended Inspirations: *3 Days of the Condor* (M), *13 Days* (M), *All the President's Men* (M), Dan Brown (W), *Conspiracy Theory* (M), *Conspiracy X* (RPG), *Dark Matter* (RPG), *Dead Zone* (B, M, TV), *Edge of Darkness* (TV), *Enemy of the State* (M), *Firestarter* (B, M), *The Human Target* (CB), *Lost* (TV), *The Manchurian Candidate* (M), *Memento* (M), *Millennium* (TV), *Nowhere Man* (TV), *The Parallax View* (M), *The Pelican Brief* (B, M), *Planetary* (CB), *The Star Chamber* (M), *Winter Kills* (M), *The X-Files* (TV).

ESPIONAGE

Espionage is *Spycraft 2.0's* most common genre, in which characters become extremely capable superspies working for a global defense organization called "The Agency." This intelligence directorate sends character teams on missions at trouble spots all over the globe, striving to thwart the objectives of criminal masterminds and evil geniuses everywhere. These missions take characters, or "agents," on a wide variety of incredible adventures — from high-speed boat chases in Camron Bay to treks through the jungles of Kenya to infiltrations through Siberian military compounds — with downtime in the form of luxurious getaways to Monaco, Casablanca, and other romantic hotspots.

Espionage encompasses some of the strongest elements from the other genres presented in this section. A typical spy game might feature elements of high society politics, urban tension, government intrigue, wilderness exploration and survival, high-tech gadgetry, and battlefield dominance all at once, sometimes even in the same mission! Spies travel the world, encounter strange and sometimes terrifying situations, engage in over-the-top pursuits, and use technology years or even decades ahead of its time. Likewise, this genre provides a platform upon which to play any number of genres; characters can engage in serious, high-stakes trickery during one mission and light-hearted, low-impact interpersonal conflict the next.

Players can draw from a rich history of strong character concepts. Spies have diverse and colorful backgrounds, and well-rounded abilities allowing them to become part conspirator, part soldier, part criminal, and part outlaw hero during any mission. Most agents are extremely competent troubleshooters, recruited for their natural talent or voracious devotion, but retained for their personal strength and style.

The agents' enemies are just as fantastic, commonly fielded by corrupt governments or corporations acting beyond and sometimes above the law. Most of these structures are eternal, too large even for The Agency to topple entirely, though the agents are their best shot. Seasons tend to revolve around the plots of one or more enemy franchises, as the agents take down henchman after henchman, slowly approaching the center of the proverbial web of attempted world domination, the broken and beaten bodies of hundreds behind them.

The espionage genre tends to be more mission- and objective-driven than many other genres, and this is the fuel for *Spycraft 2.0's* default mission design system *(see page 423)*. The goals are usually clear, though plot twists frequently send the team in new directions, with new goals, especially when the classic James Bond model is adopted.

Campaign Qualities: The following campaign qualities may apply in espionage games. The GC may alter this list if he desires a less traditional version of the genre.

- *Big Budget:* What's a Bond movie without the glamorous cars, wonderful gadgets, and exotic locations? Many campaigns feature this quality to represent the Agency's deep pockets, and the agents' proclivity for fabulous expense.
- *Blockbuster:* Espionage missions rarely disappoint when the fuse runs down, but somehow, the main characters are always a few steps ahead of the blast.

- *Faction:* Espionage characters are rarely encountered without the support of a larger organization that doles out their mission objectives and supplies their amazing gear. Some campaigns adopt the *hybrid* campaign quality instead, featuring Freelance characters as allies and others called in to assist Agency teams with their assigned tasks.
- *The Great Game:* Espionage is more a lifestyle than a career, often overwhelming all other aspects of the characters' lives.
- *Omni-Competent:* In cinema, spies rarely find themselves at a loss. They make mistakes, but it's not often because they lack the required skills.

Common Classes: The following class options are especially well suited for an espionage game.

- *Faceman:* A masterful infiltrator and socializer, the Faceman plays a key role on any espionage team. His ability to gather information discreetly, in person and through his family of developed assets, is often critical during large-scale operations.
- *Hacker:* The Hacker rides the bleeding edge of technology, where many enemy leaders and exploited resources live and breathe. This digital bloodhound isn't only critical as an information gatherer but also as a code breaker, data thief, and electronic saboteur.
- *Intruder:* Silent and deadly, the Intruder works equally well as an assassin and covert infiltrator, penetrating enemy lines to eliminate opposition ahead of his team.
- *Pointman:* In the team-oriented espionage environment, the Pointman is both a spymaster and a team leader. His inherent flexibility and ability to coordinate in the stickiest of situations makes him a critical logistical and field support resource.
- *Snoop:* The Snoop is the purest black hat in *Spycraft*, the epitome of the spy archetype. He's vigilant, secretive, and professional in every way, and his mastery of tradecraft and keen attention to detail ensure that his team never misses the finer nuances between victory and defeat.

Common Objectives: Espionage objectives run the gamut, borrowing from all genres. Today, the team might attempt to rescue a VIP hostage, and tomorrow they might assassinate the same target. Agents are pawns in a world-spanning chess game between power players, often acting for random or nonsensical reasons that are only sometimes explained at the season's climax.

- *Destroy:* Agent teams sometimes act as provocateurs, disrupting or distracting enemy forces ahead of a larger action. This sabotage takes many forms, though the most common are physical (e.g. destroying a power plant or closing a supply line), social (e.g. seducing an enemy VIP, or spreading a damning rumor), and electronic (e.g. changing a nuclear launch code or disrupting an enemy's communications).
- *Evade:* Even good missions can go bad, and when they do, escape is the spy's first concern, his first duty to himself and to the Agency. These objectives make for an exciting ending to any long-term or botched mission.
- *Infiltrate:* Espionage teams are often outnumbered and outgunned, making infiltration one of their favorite tactics.
- *Neutralize:* In the world of espionage, termination ops typically unfold over days or weeks, as the team arranges for the target's death, and for everyone to believe it was a suicide or accident. Sometimes, termination doesn't even involve death; character assassination, or the destruction of a person's credibility through propaganda, set-ups, and dirty politics, can neutralize a target without a single bullet fired.
- *Rescue:* When the agents aren't working to safeguard the world, they're often trying to keep valuable resources out of the hands of those who would threaten it. Their rescue objectives often center around a McGuffin — a person or object whose relevance to the agents' cause is at first unclear.
- *Sting:* Complex interpersonal power plays are mainstays in the espionage genre, often fueled by one or both parties' need to trick the other into revealing critical secrets or sensitive data.

Official Spycraft Products: Crafty Games continues *Spycraft's* premiere support for the espionage genre in its core line of *Toolkit* PDF releases. New gear, locations, organizations, threats, and more await you at **www.crafty-games.com**!

Recommended Inspirations: *24* (TV), *The Agency* (TV), *Alias* (TV), Eric Ambler (W), *The Avengers* (TV), *Black Ops* (RPG), the James Bond series (M, RPG), the Jason Bourne series (B, M), Tom Clancy (W), *Danger Girl* (CB), *Danger Man/Secret Agent* (TV), *Firefox* (M), Fredrick Forsyth (W), Alan Furst (W), *Get Smart* (TV), *Global Frequency* (CB), *Golgo 13: The Professional* (A), Graham Greene (W), *I Spy* (TV), Jack Higgins (W), *La Femme Nikita* (M, TV), John LeCarre (W), Robert Ludlom (W), *The Man From U.N.C.L.E.* (TV), the Metal Gear series (CG), *Millennium's End* (RPG), the Mission: Impossible series (M, TV), *The Professionals* (TV), *The Prisoner* (RPG, TV), *Queen and Country* (CB), *The Recruit* (M), *The Saint* (TV), *Sneakers* (M), *Splinter Cell* (CG), *Spooks/MI-5* (TV), *Spookshow* (RPG), *Spy Fiction* (CG), the Spy Hunter series (CG), *Spy Game* (M), *Top Secret* (RPG), *True Lies* (M), *The Wire* (TV).



HORROR

The horror genre is difficult to capture, but when it's effectively presented, it's an excellent platform for powerhouse roleplaying. Characters are usually ordinary people faced as much with their own inner demons as true opposition. Indeed, some horror stories lack any real enemy at all, rather pitting the protagonists against the unknown and building the suspense until someone cracks. And in any horror story worth its salt, someone always cracks, sooner or later.

One of the most difficult things about running horror RPGs is that the genre is so inherently fractured. Beyond the underlying principle that people are fragile beasts whose psyches are indiscriminately abused — sometimes by outside forces and sometimes all on their own — there aren't many similarities between the various sub-genres.

'Suspense' horror is what most people think of when they consider the genre, but it's also the most difficult to capture. In this sub-genre, the characters are faced with looming danger. A threat, or merely the apprehension of a threat, crawls into their heads and takes root, undermining their confidence and convincing them that it can and will strike when they least expect it. So long as the characters believe they're in danger, and especially if any hope of salvation is seemingly just out of reach, the suspense remains. It's in the pay-off that most suspense horror stories, and games, go awry. If the ultimate threat is found to be unoriginal, expected, or unimpressive, the entire experience falls flat. A great example of suspense horror is *The Others*, wherein the strange (though relatively minor) details keep the audience guessing until the film's amazing finish.

On the opposite end of the scale, 'survival horror' focuses less on the characters and more on their actions, dropping them into some immediately life-threatening situation with few to no resources. Survival horror shines as an RPG setting primarily because virtually no effort is required to make it work. The characters are faced with a vastly superior enemy and must somehow turn the few tools at their disposal to their advantage — much like the scenario presented by most adventures in any roleplaying genre. Fantastic examples of survival horror include George Romero's legendary zombie trilogy — *Night of the Living Dead*, *Dawn of the Dead*, and *Day of the Dead*. Another great example not always viewed as a survival horror piece is the low-tech sci-fi masterpiece *Pitch Black*.

A relatively modern convention is 'splatter horror,' which blends elements of suspense and survival horror in an unholy union of looming terror and shock therapy. Splatter horror presents a situation in which a threat — commonly a single, nigh-unstoppable and mute villain with godlike strength and endurance — lurks in the background until one of the ensemble cast steps away for a second. Then the story plunges headlong into unmitigated gore, dispatching the wayward victim with the maximum possible prejudice. Splatter horror is a mixed bag as a roleplaying environment, largely because it relies upon short bursts of explosive violence that must necessarily claim someone. In anything other than a one-shot game or a campaign with very liberal character creation policies, this generally demands legions of NPCs. When the player characters invariably dedicate every fiber of their being to keeping these would-be carpet stains alive, the GC is forced into an early confrontation with the ultimate evil, and — unless the characters have figured out how to stop it — a total party kill.

Any or all of these sub-genres can appear in a horror campaign, though GCs are advised to mix and match only at their own risk. Some combinations, such as suspense and splatter horror, do not combine well, and can work at cross-purposes unless presented as independent segments of the same setting.

Most horror games feature the supernatural, though the genre can be equally effective without them. The presentation and the intent remain largely the same — only the enemies change. As when using any genre that potentially deviates from the real world, the GC should decide about the presence of the supernatural in his setting before running his first session. He need not tell the players what to expect, of course, but it's critical that his details remain consistent with his backstory at all times. Otherwise, he runs the risk of leaving the players, his audience, confused and frustrated about the game.

Campaign Qualities: The following campaign qualities may apply in horror games. The GC may alter this list if he desires a less traditional version of the genre.



- *Bleak:* Without the spark of boosted luck enjoyed by most *Spycraft* protagonists, the characters must rely upon their wits to survive, and their skills to figure out a way to end the approaching menace.
- *Fast Growth:* Characters don't live long in the horror genre. To balance the scales, and provide room for a little mechanical development, they rise in level a little faster.
- *Fragile:* 'Combat fatigue' is an alien concept in most horror campaigns, where characters are notoriously vulnerable once cornered.
- *Tense:* Palpable fear permeates any true horror environment, threatening to unravel the characters' minds, leaving them unspooled and unable to fight back.

Common Classes: The following class options are especially well suited for a horror game.

- *Explorer:* Beyond the standard 'tomb raider' archetype, the Explorer becomes a globe-hopping investigator unafraid to get his hands dirty in the team's search for ancient or terrifying secrets. His many connections and knack for coming through tough scrapes makes him a perfect fit for the oft-dangerous pursuit of occult and supernatural lore.
- *Pointman:* In this unforgiving genre, characters must rely heavily upon one another for survival, and the Pointman is key to holding it all together. He is not a military or espionage commander here, but rather the natural leader seen so frequently during the final reel, his diplomatic and cross-training abilities keeping the surviving members of his team alive and sane long enough to face their fears — one last time...
- *Scientist:* The mad scientist, paranormal researcher, and psychological profiler are all everyday sights in the horror genre. The Scientist can support any of these concepts; further, his unparalleled skills and ability to tutor his teammates in esoteric subjects make him an equally good ally or enemy.
- *Snoop:* The pinnacle of forensic investigation, the Snoop is perfectly equipped to seek out evidence of the bizarre and supernatural. His unerring eye for detail, aptitude for technology, and natural intuition gives him a distinct edge as a modern-day 'ghost buster.'

Common Objectives: Horror missions come in two basic varieties — those in which the team finds the trouble, and those in which the trouble finds the team. In the former case, the team usually starts off seeking something else — the culprits behind a bizarre string of murders, an ancient relic with legendary powers, or a scientific or paranormal anomaly — only to stumble into the awful scenes awaiting them. In the latter, the trouble tends to invade another mission or genre type, surprising the characters and chasing them down from there.

- *Aid:* The horror genre is particularly well suited for aid objectives, which usually involve a relative, friend, or colleague stumbling into the evil first and then asking the characters for help (or a posthumous end to the danger).
- *Contain:* Vampries, werewolves, zombies... The infection is spreading out of control! One of the most compelling horror scenarios involves your characters racing to destroy a monstrous strain before it explodes beyond any hope of containment. This might simply require that the team kill one source to revert everything back to normal, or the strain could be more persistent, with each infected victim also a carrier. In some particularly challenging plots, there might not be a way to stop the spread at all, or the beasties might not be killable. The cosmic horrors of H.P. Lovecraft's mythos, for instance, are generally impossible to permanently eliminate, and often can't be harmed through conventional human means. Instead, the characters must seek out lost and hidden lore from before and beyond time to stave off inevitable decimation.
- *Defend:* Cut off and hemmed in, the characters must face off with the source of the mission's evil... Characters in any horror campaign will likely become all too familiar with this objective, which will often show up alongside many other mission goals.
- *Destroy:* Horror doesn't have to leave the characters helpless. In some settings, such as the world of Joss Whedon's *Buffy the Vampire Slayer* and *Angel*, the forces of good not only fight back, they often win. Small victories, to be sure, and rarely without their price, but victories nonetheless. Action-horror is perhaps the closest subset of this genre to *Spycraft's* core play style, with the characters regularly facing down beatable opponents of greater and greater power.
- *Evade:* When you can't kill it and you can't stop it, the only option is to run. This is the basic premise behind nearly all survival horror, and as mentioned earlier in this section, a simple and straightforward plot for any quick and loose mission.

Official Spycraft Products: *The Crucible*, a new setting soon to be released from Crafty Games, thrusts your characters into the dark realm of movie monster mayhem. Your team can take the role of human hunters staving back the forces of evil, or unleash their inner creature and sink their fangs and claws into dominating the entire world. Don't forget to pack your holy water!

Recommended Inspirations: *28 Days Later* and *28 Weeks Later* (M), *30 Days of Night* (CB), *A Clockwork Orange* (B, M), the Alone in the Dark series (CG), *An American Werewolf in London* (M), *Angel* (TV), Clive Barker (W), *Below* (M), *Blood of the Lamb* and *The Resurrectionist* (B), the Borderlands series (B), *Brimstone* (TV), *Buffy the Vampire Slayer* (TV), *Call of Cthulhu* (RPG), *Constantine* (M), *Criminal Macabre* (CB), *Delta Green* (RPG), *Dark Inheritance* (RPG), George Romero's "Dead" series (M), *Dracula* (B, M), *Dracula 2000* (M), *The Exorcist* (B, M), *The Fog* (M), *Frankenstein* (B, M), *Friday the 13th: The Series* (TV), *Halloween* (M), *Hellblazer* (CB), *Invasion of the Body Snatchers* (M), *Jacob's Ladder* (M), Steven King (W), *Kingdom Hospital* (TV), *Kolchak: The Night Stalker* (TV), Dean Koontz (W), *Kult* (RPG), *Little Fears* (RPG), H.P. Lovecraft (W), Brian Lumley (W), *Manhunter/Red Dragon* (B, M), *Millennium* (TV), Thomas E. Monteleone (W), *The Order* (M), *The Others* (M), *Pitch Black* (M), the Resident Evil series (CG, M), *The Resurrected* (B, M), *The Ring* (M), *Silence of the Lambs* (B, M), the Silent Hill series (CG), *The Sixth Sense* (M), *The Thing* (M), *The Twilight Zone* (TV), *Ultraviolet* (TV), *Walking Dead* (CB), *Werewolf* (TV), *World War Z* (B).

LIGHT-HEARTED (COMEDY)

Most *Spycraft* games are serious business, pitting the characters against corrupt corporations, maniacal masterminds, or depraved generals to save the world from total destruction. For a break from the routine, however, *Spycraft 2.0* provides you with all the tools necessary to recreate your favorite action-comedies, complete with witty wisecracks, zany action, and goofy subplots. Whether you want to recreate a classic "buddy cop" film, play a team of "international men of mystery," or simply discover some new levels of humor at your table, light-hearted games are a refreshing take on the system from which any group can benefit.

Comic missions give the players an opportunity to let their hair down, to make jokes and not worry whether their characters will live to see the next mission (since, due to the campaign qualities likely in play, they will). Games with a lighter tone are also useful for the GC, creating a contrast that can help showcase the gravity of upcoming serious missions.

Teams best suited for light-hearted games are misfit bands of improbable or disparate concepts and abilities. Standard teams can enjoy the genre as well, but if they're transplanted from another genre (even for a brief time), everyone must be especially careful not to carry any inappropriate or disruptive behavior back to the regular campaign.

Striking this balance isn't the only obstacle facing groups entering a light-hearted campaign. Without a fresh story, any comedic effort is likely doomed to fall flat as the players either force or abandon the humor along the way. Likewise, without at least a marginal sense of humor, the willingness to let jokes come and go naturally, and a commitment from every player to a minimum degree of tact, the whole effort is lost before it begins.

Finally, light-hearted games shouldn't ignore plot. Indeed, it's even more important that the players have a direction when the jokes dry up. The GC should keep the mission structure simple and obvious, yes, but as much detail should go into it as with any other genre — perhaps even more. He should spend the lion's share of his time on the situations and NPCs, however, as that's where the players will find the meat of the comedy on their way to defeating the bad guys.

Campaign Qualities: The following campaign qualities may apply in light-hearted games. The GC may alter this list if he desires a less traditional version of the genre.

- *Bottomless Clip:* Minutiae like tracking bullets is a hindrance when the point is to laugh. At every opportunity, the GC should shrug off "unnecessary details" to keep the game — and the jokes — flowing smoothly.
- *Bulletproof:* Critical injuries are funny — when other people suffer them. Characters shouldn't be subjected to them during a light-hearted campaign, unless it makes even the player controlling the victim laugh.
- *Cakewalk:* Challenging the characters isn't as important as giving them lots of opportunities to mock the enemy.
- *Comedy of Errors:* Characters habitually blunder their way into the most hilarious situations in light-hearted games. Fortunately, *all* characters do so — even the enemy.
- *Revolving Door:* Amusing heroes never stay dead. Witness *Hudson Hawk* during the final reel ("Air bags in the back seat, can you freaking believe it!?").
- *Soap:* It's alarming — yet somehow oddly appropriate — how much time is spent dealing with every character's convoluted subplots, not to mention the eccentric cast of supporting characters that seems to follow them everywhere (even into missions).

Common Classes: The following class options are especially well suited for a light-hearted game.

- *Faceman:* The light-hearted Faceman might be a master of 1,000 outrageous faces, or simply a suave, witty spy with a knack for biting commentary. His most defining characteristic, though, is likely some amusing "schtick," such as dating washed up starlets or always winding up in the mastermind's bedroom with the mission's foil (even when he's supposed to be halfway around the world at the time).
- *Scientist:* This class makes for a perfect comedic character. He could be a *Nutty Professor*-style gadgeteer, a Heavy Metal-loving punk with a talent for forensics, or just a scatter-brained genius with no inside voice always explaining situations in their worst possible context (e.g. "That looks bad. Maybe Hanta virus... Or it could be jelly. I had a doughnut this morning.").
- *Sleuth:* The classic Sleuth in the light-hearted genre is the bumbling inspector, "hot" on the characters' heels throughout the mission, and always catching up just in time to undermine the team's efforts during a dramatic scene. Alternately, he might be the guy who gets every detail wrong, except when speaking about one particular — and peculiar — fetish (e.g. a Sleuth who can't piece clues together unless he can make sense of them using an advertising slogan).
- *Wheelman:* The unnerving shell-shocked Army pilot, the wacky hippie van driver, and the sentimental Agency Wheelman still driving a gadget clunker that should have been retired 20 years ago are just samples of the light-hearted possibilities for this base class.

Common Objectives: Light-hearted games aren't as objective-driven or goal-oriented as most serious campaigns, but the plot must remain strong. The stories should center primarily upon the player characters, but nearly all scenes should be set up to end with or without their involvement, so they can focus on the humor while the mission unfolds in the background. Comedic mission structures should be a little faster and looser than average, and when the players leap into the action, they should be able to finish each objective with nearly any approach (no matter how ludicrous).

- *Destroy:* Light-hearted games aren't famous for subtlety, as situations routinely blow up in the characters' faces as soon as the bullets start flying. When combat erupts, the GC should be prepared for the PCs to leave *nothing* standing.
- *Evade:* A lot can go wrong in a light-hearted mission, and it's not uncommon for the team to eventually end up in the clutches of the evil mastermind. Their escape efforts can provide an excellent scene in which the team concocts outlandish tactics to escape its dim-witted captors.

- *Test:* Applying the *Nutty Professor* idea to an entire season, the characters might be introduced to the new Head of R&D, a "reformed" criminal genius who never gives them quite the gear they need. It all *looks* right at the home office, but as soon as the team uses it in the field, it does something... unexpected. The madcap mission outcomes are only part of the humor in this situation — the characters must also wonder whether their new ally is insane or insidious, whether he's failing to *help* them or failing to *kill* them...

- *Transport:* Escort missions are common in light-hearted games, where the characters may become second-string operatives asked to ensure a character who consistently drags them into explosive or comical situations.

Recommended Inspirations: *48 Hours* (M), *A Fish Called Wanda* (M), *Angel* (TV), *Armed and Dangerous* (CG), the Austin Powers series (M), *The Blues Brothers* (M), *Buffy the Vampire Slayer* (M, TV), *Dead Men Don't Wear Plaid* (M), *Dr. Strangelove, or How I Learned to Stop Worrying and Love the Bomb* (M), *Dragnet* (M), *Extreme Vengeance* (RPG), the Fletch series (M), the Flint series (M), *Good Morning, Vietnam* (M), *Gotcha!* (M), *Grosse Point Blank* (M), *Hogan's Heroes* (TV), the Hot Shots! series (M), *Hudson Hawk* (M), *The Last Action Hero* (M), *M.A.S.H.* (TV), *The Man Who Knew Too Little* (M), the Men in Black series (CB, M), *Midnight Run* (M), *Monk* (TV), the Naked Gun series (M, TV), *National Security* (M), the No One Lives Forever series (CG), *The Nutty Professor* (M), *Paranoia* (RPG), the Pink Panther series (M), *Real Genius* (M), *Remo Williams: The Adventure Begins* (M), *Reno 911* (TV), *Sledge Hammer* (TV), *Spies Like Us* (M), the Thin Man series (M), *Top Secret* (M), *The Venture Brothers* (TV).

MILITARY

Alongside intelligence agencies, military forces are the main arm by which governments preserve their interests. The military genre offers a refreshing take on *Spycraft*, allowing players to engage in action-packed counter-terrorist operations, classic historical conflicts, or mercenary work in the world's most thrilling hot spots.

Military function is almost diametrically opposed to that of most cinematic espionage organizations, following a strict hierarchy with stringent behavior codes, and often undertaking enormous overt engagements. Yet soldiers and secret agents deploy much of the same technology (gadgets notwithstanding, of course), and they both encounter armed forces, engage in special operations behind enemy lines, and receive dedicated logistical and material support from their governments. The main difference between military and special operatives is the nature of their assignments.

Military teams tend to be single squads assigned to a particular duty, unit, or base. They can vary from the most elite Special Forces troops to the dogfaces and doughboys of the trenches. Personal motivations rarely run deeper than a strong sense of duty, but the brotherhood forged during the heat of battle is as strong as any established between superspies, perhaps more so.

The true villain of a military mission is rarely ambiguous — it's the guy on the other side of the battlefield, firing back — though things get slightly more uncertain in a modern setting, where the line between enemy and bystander has blurred. Insurgents, guerillas, and terrorists are excellent tools for shaking up any long-term military campaign, striking unexpectedly at civilian and other targets, and drawing the characters into protracted campaigns away from the typical fields of war.

Inspiration for military genre missions is everywhere, from current events to history books, newspapers, and cable shows. All that's required is devotion to real-world causes and conditions, leaving speculation, bizarre enemies, and hyperbolic action to genres less fixed in the real world. Assuming the player characters are soldiers, their duty compels them to undertake any mission provided, so the GC doesn't need to worry about mismatched operations; his biggest concern is presenting believable events and reactions, which requires a little research or a working knowledge of the genre. This makes the military campaign a difficult endeavor for some GCs, but the experience is its own great reward, providing a level of intensity and mortality unseen in many other genres.

Campaign Qualities: The following campaign qualities may apply in military games. The GC may alter this list if he desires a less traditional version of the genre.

- *Faction:* It's rare for a military team to operate without a supporting organization that supplies them with weapons, mission specs, and other material and logistical support.

- *Gritty:* No one is safe in war; military campaigns are characterized by the frailty of mankind and the horror that accompanies the human condition.

- *Historical:* Military campaigns are a great venue for historical storytelling, from the fields of the Somme to the beaches of Normandy to the jungles of Vietnam.

- *Mercenary:* Few long-term military characters acquire many non-combat feats, as the availability and necessity of the training is low. In a Special Forces or other globe-trotting military game, the GC may alternately apply the *guerilla warfare* quality, representing the increased need for terrain specialty (though we recommend not applying both, as that would likely prove unbalanced).

- *Tense:* Extended periods of combat are exceptionally stressful, even for the most hardened soldiers.

Common Classes: The following class options are especially well suited for a military game.

- *Pointman:* The Pointman has numerous applications in the military campaign. His leadership skills make him a perfect squad leader or officer, and his knack for teamwork and broad skill set are great representation of any Special Forces operative.

- *Scout:* This rugged fighter is commonly encountered in a military campaign as a guerrilla fighter, sniper, reconnaissance expert, or a forward observer for a larger force.

- *Soldier:* The battlefield is the Soldier's native environment, where his raw skill, ruggedness, and weapons knowledge place him head and shoulders above all other classes.

- *Wheelman:* The Wheelman is also common on the battlefield (and throughout a military campaign), becoming a driver, tanker, helicopter pilot, submarine navigator, or filling another vital slot in the military's arsenal.

Common Objectives: As in the default espionage campaign, military missions tend to be very objective-oriented. Because military teams are often small parts of a much larger force, their objectives and required methods are typically very specific, and deviation is frowned upon. Thus, the excitement of most missions is in the action itself — the skirmishes with enemy forces, the covert insertions into hostile territory, and the raids through target installations — and in the mix-ups, mistakes, and unexpected complications along the way.

- *Capture:* These missions are often the most dangerous, as the team must overcome an enemy target without destroying it. Commonly, this mission objective involves a display of clear superiority and the hope that the enemy is wise enough to surrender.
- *Destroy:* Sieges upon fortified positions, attacks upon armored columns, and frontal assaults upon enemy encampments are all straightforward military objectives.
- *Observe:* Reconnaissance missions are often the province of military intelligence, but occasionally fall to other branches as well. Such objectives might include probing enemy lines for weak points or locating and guiding friendly forces to a hidden target.
- *Transport:* Infrastructure and supply lines are a vital part of keeping any military force at top strength. Characters assigned to transport missions might also escort secret technologies, prisoners, or VIPs through dangerous territory.

Recommended Inspirations: *The A-Team* (TV), *Apocalypse Now* (M), *Band of Brothers* (TV), *Black Sheep Squadron* (TV), *Blackhawk Down* (M), *Call of Duty* (CG), *China Beach* (TV), *Combat* (TV), the Counter-Strike series (CG), *Crimson Tide* (M), the Die Hard series (M), *Enemy at the Gates* (M), *Full Spectrum Warrior* (CG), the Ghost Recon series (CG), *GI. Joe* (CB, TV), *Ice Station Zebra* (M), the Medal of Honor series (CG), the Missing in Action series (M), *The 'Nam* (CB), *Navy Seals* (M), *No Man's Land* (M), *Patton* (M), *Platoon* (M), the Predator series (M), the Rainbow Six series (B, CG), the Rambo series (M), *Red Dawn* (M), the Rogue Spear series (CG), *Saving Private Ryan* (M), *SOCOM: Navy Seals* (CG), *Tour of Duty* (TV), *U-571* (M), *The Unknown Soldier* (CB), *War of the Rats* (B), W.E.B. Griffin (W).

NEAR FUTURE

For decades, authors and gamers alike have speculated about a future in which people become more than human through evolution, cybernetic enhancement, and genetic therapy, where the planets and even the stars become the new frontier, and where man's folly threatens his environment. *Spycraft 2.0* is an excellent toolkit for running games in any such brave new world.

Though the 'cyberpunk' future may feature amazing new technologies, bizarre characters, and exotic locations, its stories are frequently throwbacks to classic genres and styles, commonly westerns and *film noir*. Lawlessness and corruption infect every level of society, the gap between the haves and the have-not's is impossibly large, and the world in which the characters live — be it a city, nation, or planet — is a callous and inhospitable place. In this harsh environment, the characters must be willing to fight and die for their beliefs. This is especially true if the characters must defy the setting's authorities to support their beliefs, or make a living, or survive.

Near future characters often live on the fringes of polite society, outcasts for their social position or moral stance, and make their living as mercenaries or freelancers taking on tasks with which the powerful can't or won't sully their hands. These characters may be bound by mutual history, shared interests, greed, ambition, or mere bloodlust, but no matter their bond, all they have is each other.

Those in power, whether they be corporate, political, military, or even criminal, are usually the central opposition, against whom the characters fight not only to make a living, but also to make a statement — that Order and Control are no substitute for self-determination and empowerment. This battle is rarely fought head to head, however — more often, the characters work out their aggressions on those in the employ of those in power, including corporate security guarding dangerous experimental technologies, scummy gangsters ravaging the populace, and corrupt cops enforcing the will of the setting's overlords.

At their core, near future campaigns are often parables, scarcely concealed beneath a skin of modern veneer, a bedtime story dressed up in chrome and soot. Films like *Ghost in the Shell*, *Blade Runner*, and *The Terminator*, for instance, directly confront the issue of rising technologies such as artificial intelligence, new species, and advanced tools of warfare, as well as the unintended consequences of their development (e.g. replication of the soul, environmental devastation, domination of the human race, etc.). Such issues can make for immensely satisfying and authentic science fiction gaming, where the player characters no longer just rebel against the rules, but rather look at hard issues and moral dilemmas facing their society within the microcosmic context of their own daily lives.

Campaign Qualities: The following campaign qualities may apply in near-future games. The GC may alter this list if he desires a less traditional version of the genre.

- *Big Budget:* Despite the meager conditions under which many near future player characters live, the setting tends to produce fantastic gear. One change to this quality recommended in this genre — per the GC's discretion, when a character gains an additional piece of gear due to an increased Caliber rising above V, the character gains a Caliber I item in the same category *or a Caliber I gadget*. Most effects considered super-science in a contemporary setting are likely justifiable as mundane items in the future.
- *Fast Attributes:* In lieu of a full set of cybernetic rules, the augmentation of characters can easily be handled with increased attributes (improved Strength representing limbs, improved Wisdom representing eyes, etc.).
- *Freelance:* Almost universally, near future characters live from mission to mission, socking money away in the hope that they can buy their way into one of the Paradise cities — or create their own version of utopia — at some point.
- *Modular:* In the near future, everything is modular — especially humans.
- *Style Over Substance:* Most near future games feature a layer of society entirely dedicated to 'flash' — the desperate need to prove one's value by appearing cooler than everyone else. In these conditions, celebrity and fashion are absolutely vital traits.

Common Classes: The following class options are especially well suited for a near-future game.

- *Hacker:* The Hacker comes fully into his own in the computer-dependant world of the near future. His skills allow him to tap into the electrical pulse driving the world. No longer is he confined to sorting through lines of code — now he's free to enter the virtual world of cyberspace where he can interface with artificial intelligences, deadly corporate security programs, and rogue anarchists bent upon collapsing The System.
- *Intruder:* There will always be a market for a capable hitman, thief, or black marketer — and the Intruders is all three. In the near future genre, he may become a 'tech ninja,' a shifty fence, or a slick thug prowling the chrome underground for marks and other victims.
- *Soldier:* In many future games, society teeters on the brink of collapse as the gap between the rich and the poor threatens to tear civilization in two. A Soldier can find gainly employment in this setting as a bodyguard, security officer, black ops agent, or mercenary working for a nation, corporation, or even an insanely wealthy private citizen.
- *Wheelman:* The Wheelman of the near future might be a chromed-out 'cowboy' riding a turbo-charged bike or even a bleeding-edge low-orbital spacecraft. Rebellious and wild, he revels in thumbing his nose at authority, knowing full well that freedom can only be found in speed.

Common Objectives: Characters in most near future campaigns become 'runners' working for a variety of clients — on all sides of the law — and hired by and for the job. Because the team's current contract dictates its ideology, the story thread between missions is often narrow (if it exists at all). Motivations and objectives change constantly, sometimes even flipping 180° in a single mission, and detachment gives way to more important goals, like payment and personal safety. When outlining missions, then, the GC must very carefully plot the characters' growth in terms of compensation and client relations — unless he plans to throw the team a curve ball by investing them in a moving personal story along the way.

- *Acquire:* Missions to locate or steal objects are customary in any near future season — usually from powerful holders in a tight time frame and with little to no information about the object in question.
- *Contain:* The gap between the sleek, chromed façade and the filthy, corrupt cogs that run the public machine is wide, but it's not entirely defined by money — tactics and discretion play a part in the separation as well. In order to preserve their precious outward appearance, many organizations hire mission teams to "dispose" of dirty laundry with which they no longer want to be associated, such as mouthy employees who've become a liability and evidence at crime scenes (e.g. botched corporate raids).
- *Destroy:* Teams are regularly hired into the shadow war raging between rival corporations, usually to sabotage the enemy's physical, monetary, or cyberspace holdings.
- *Infiltrate:* Competition between corporations and governments of the future is so intense that their facilities commonly resemble medieval fortresses, complete with supremely high-tech security and armies of ex-military guards. Infiltrating one of these complexes as part of a larger op is one of the most dangerous and best-paying contracts that any team can hope to obtain.

Official Spycraft Products: *Shatterpunk*, a new setting soon to be released from Crafty Games, explores a world in the throes of social and technological explosion, where the future has arrived and it's not quite what anyone expected. Bring your corporate contracts, your cybernetics and biomods, and settle into the exotic world of Southeast Asia circa 2037 in this bleeding edge print product from Mongoose Publishing.

Recommended Inspirations: *1984* (B, M), *Aeon Flux* (A), *Akira* (A), *Appleseed* (A), *Battle Angel Alita* (A), *Blade Runner* (M), *Brave New World* (B), *Bubblegum Crisis* (A), *Cowboy Bebop* (A), *Cyberpunk 2020* (RPG), the Deus Ex series (CG), *Do Androids Dream of Electric Sheep?* (B), *Ex Machina* (RPG), the Front Mission series (CG), William Gibson (W), *Ghost in the Shell* (A), *Hackers* (M), *Hardware* (M), *Johnny Neumonic* (M), *Killzone* (CG), *The Lawnmower Man* (M), *Minority Report* (M), *Mirrorshades* (B), *The Moon is a Harsh Mistress* (B), *Neuromancer* (B), *Shadowrun* (RPG), Masamune Shirow (W), Neal Stephenson (W), *Spares* (B), *Strange Days* (M), the Syndicate series (CG), the Terminator series (M), *THX-1138* (M), *Transmetropolitan* (CB), *When Gravity Fails* (B).

PULP

The 1920s were a time of great optimism — amazing medical and technological strides were made, explorers unearthed countless new cultures and ancient treasures in exotic locations, the booming economy could make even the most common man wealthy, and the good guys had won the War to End All Wars, halting the threat of German imperialism once and for all (or so they thought). Pulp was a direct descendant of these happy times, a genre of stories about the power and wonder of science, full of daring adventures by square-jawed heroes who knew no fear.

The pulp genre has a number of themes, chiefly hope. The genre's popularity peaked between the end of WWI and the end of the Great Depression — times of murky morals and a questionable future — and ran almost directly counter to the zeitgeist. Pulp heroes fought gangsters, solved mysteries, foiled the plots of evil geniuses, made thrilling new discoveries for the benefit of all, and traveled the world in search of adventure. Indirectly, pulp also tackled political and social issues of the day, such as racism, organized crime, and the role of women in society.

In the pulp genre, characters possess unique specialties or talents that set them apart from their fellows (up to and including strange options such as mystic or psychic abilities). They have diverse concepts and histories, but work together for a single organization or other common interest (such as the simple desire to do good).

Villains are drawn from a wide range of concepts, nearly all of which defy reality. They can be evil robots bent on global destruction, goose-stepping Nazis, ancient evils awakened by modern meddling, intergalactic tyrants, or something else entirely. The sense of mystery inherent in the pulp genre extends to its villains as well, typically leaving the player characters to wonder at their enemies' origins and motives, and driving them across the globe where discovery, romance, and other adventures await.

Campaign Qualities: The following campaign qualities may apply in pulp games. The GC may alter this list if he desires a less traditional version of the genre.

- *Black and White:* The line between good and evil is very clearly defined in the pulp genre, in which valiant patriots and moral crusaders battle deranged madmen and sadistic Nazis for the fate of the world.
- *Diplomatic:* The power of persuasion is a tangible force in the pulp genre — even between heroes and villains. Though most missions ultimately resolve with a fight, there's usually a moment of two of talking along the way.
- *Gladiators:* In a world of "two-fisted action," many characters eschew firearms in favor of good old-fashioned fisticuffs.
- *Historical:* The era of classic pulp fiction lasted from the 1920s through the 1940s.
- *Spirited:* Pulp heroes are *adventurers* in every sense of the word, facing down overwhelming odds with nothing more than a spark of wit and a set jaw.

Common Classes: The following class options are especially well suited for a pulp game.

- *Advocate:* Crusading journalists, impassioned inventors, and inspirational leaders are all pulp staples well represented by the Advocate class. Their drive, vision, and charisma make them valuable allies and intriguing NPCs.
- *Explorer:* Traveling the world, exploring new cultures, and delving into the mysterious and mystical are classic themes of the pulp genre and the specialty of the Explorer class. Such a fearless individual pairs curiosity and intellect with respectable fighting skills and toughness, making him an excellent fit for the diverse obstacles and locations of the pulp campaign.
- *Scientist:* Pulp was one of the first genres to graduate the Scientist from sidekick to starring role — Doc Savage, one of the most iconic pulp characters, was a brilliant inventor. A pulp Scientist uses his brilliance to push past the boundaries of scientific knowledge and make amazing and often unbelievable discoveries for his team, and the world.
- *Sleuth:* Classic pulp fiction featured many Sleuths, from hard-boiled private eyes to inquisitive truth chasers. This class' insight into the human condition and knack for tracking information down in the most unlikely of places makes it a critical addition to any team that makes a business of investigating the unknown.
- *Wheelman:* At the helm of a dog-fighting bi-plane or an experimental spacecraft, the Wheelman is a lynchpin of the pulp genre — and the team's fastest way out of the sticky situations in which it's destined to find itself.

Common Objectives: The preeminent aspect of pulp missions is adventure. Characters are well-rounded travelers and thrill seekers unafraid to get their hands dirty — or their knuckles bloody — in pursuit of what's right. As in the espionage genre, pulp objectives tend to explode into larger problems as the mission unfolds. For instance, a team's exploration of an ancient ruin might reveal that a rival team of archeologists has already been to the site, unwittingly releasing an ancient evil that only the team can bring to heel.

- *Aid:* Helping others in a remote location is a common first objective in the pulp campaign. The team may be asked to join a stranded explorer or bring supplies to an archeological outpost. Once there, however, the plot skews off in some new direction, with the characters stumbling across a larger plot or discovering something that begs further investigation.
- *Acquire:* The black market is booming, with bootleggers, relic hunters, arms dealers, and gangsters engaged in a virtual gold rush of peddled contraband. Periodically, items of incredible but poorly understood value periodically find their way into this illicit trade circuit, providing character teams, and others, the chance to snatch them up.
- *Distract:* With characters and their NPC allies constantly getting into trouble, it's advisable to have at least a couple backup plans. Somehow, plans "B" or "C" usually involve some kind of hair-brained — and yet entirely possible — distraction.
- *Investigate:* Investigations come in many different flavors in the pulp campaign. Characters can explore enemy military bases, unravel ancient mysteries (like that of the Rosetta Stone), and seek the identities of masked menaces terrorizing the populace, to name just a few options.
- *Rescue:* Opportunities to rescue innocents in jeopardy and save bystanders from harm are numerous in the pulp genre, especially in games where evil geniuses are wont to unleash devastating doomsday weapons and other threats into cities as a sign of their power.

Recommended Inspirations: *Adventure!* (RPG), *The Avenger* (B), Ray Bradbury (B), Max Brand (W), Edgar Rice Burroughs (W), Raymond Chandler (W), *Dick Tracy* (B, M, R), the Doc Savage series (B), the Doc Savage series (B), *G-8 and his Battle Aces* (B), Earl Stanley Gardner (W), the Flash Gordon series (B), Edmond Hamilton (W), Dashiell Hammett (W), the Indiana Jones series (M), The John Carter: Warlord of Mars series (B), *The League of Extraordinary Gentlemen* (CB), the Mummy series (M), *Nocturne* (CG), *Operator #5* (B), *The Rocketeer* (M), *Sandman: Mystery Theater* (CB), *The Shadow* (CB, M, R), *Sky Captain and the World of Tomorrow* (M), E.E. Smith (W), *The Spider* (B), *The Spirit* (CB), *Tales of the Gold Monkey* (TV), the Tarzan series (B), *Tom Strong* (CB), the Tomb Raider series (CG, M).

STREET

Many genres find extraordinary people visiting exotic places, using amazing technologies to confront impossible enemies and overwhelming threats. On the other hand, the street genre focuses on the events in one's own back yard, in the mean streets of the world's largest cities. The heroes populating this genre aren't superspies or adventurers, but ordinary men, gangsters, cops, thieves, and grifters. Their "missions" don't take place in other lands, but deep in the dark side of urban life. Yet despite these familiar surroundings, street games offer many exciting gaming opportunities, allowing the players to crush crime, build their own gangs, conduct daring heists, and run slick cons.

The street genre has been around since the 1920s, when organized crime first captured the public's imagination. Racy stories of noble gangsters and streetwise detectives played across theater screens, filled with sleazy characters, shadowy back alley deals,

and bloody retribution. Later, these stories developed into *film noir*, a dark and brooding picture of urban life in which everyone was corrupted by the dirty and oppressive machinations of the big city. Today, street stories are amongst the most popular in books, films, and television, ranging from true crime and cop dramas to gangster epics like *Goodfellas* and *The Godfather*.

Player characters in the street genre may be born of any number of modern concepts, but most possess "edgy" backgrounds, being crooks, lawmen, thugs, gang bangers, mercenaries, con artists, or corporate raiders. Generally, their teams, or "crews," share one of three different allegiances — the law, a criminal organization, or a shared cause. These crews are tight-knit and work jobs together, forming a circle of trust and secrecy that rarely extends outside the membership.

Street antagonists are determined by each crew's composition. Cops rarely end up in open conflict with other lawmen, for instance (though turf battles occasionally happen); gangsters fight just about anyone threatening their power base. Of course, agendas and motives are always questionable, even among presumed allies — everyone is working some kind of angle, and betrayal is all too common. Enemies can come from any direction at any time, and the private activities of one's allies — whether they're legal or not — can bring the authorities and others down upon the crew in a heartbeat.

The city is generally moody and fatalistic, a dark, corrupted reflection of reality. At its best, its nihilistic underworld is amped up even further, the laws of greed, passion, and crime pulling the strings behind all organizations. Moral ambiguity and mistrust become vital survival tools, and no one is clean — least of all the city itself. Oppressive and monolithic, the asphalt jungle attracts predators and wide-eyed prey alike, and sets the rules for all who visit: kill or be killed.

Campaign Qualities: The following campaign qualities may apply in street games. The GC may alter this list if he desires a less traditional version of the genre.

- *Bloodbath:* Every bullet has someone's name on it, but most are willing to negotiate with the first person they meet.
- *Corrupt:* Everyone is dirty on the Street. *Everyone*.
- *Freelance:* Street characters rarely work for large organizations, but rather rely upon their own ingenuity and private bankrolls to finance their exploits.
- *Gritty:* The big city is a dangerous place, where death can careen around any corner, at any time.

Common Classes: The following class options are especially well suited for a street game.

- *Faceman:* As a crafty con artist or duplicitous politician, the Faceman's unparalleled style and people skills ensure he makes the connections he needs to survive — and thrive.
- *Intruder:* Daring heists and contracted hits are common events in the criminal underworld, and the Intruder is a finisher in either department.
- *Sleuth:* The street Sleuth is almost always a hardboiled police detective or a solitary private eye, venturing into the wilds of the city with little more than his wits, a trench coat, and a pistol to his name. His uncanny insight into human nature, network of stool pigeons, and ability to devise theorems from obscure clues make him a valuable ally and a fearsome foe.
- *Wheelman:* One part heavy, one part getaway driver, the Wheelman is well prepared for the street game. He can be found anywhere in the city, from police station motor pools to suburban drag strips.

Common Objectives: Personal agendas dominate the objectives of every street crew. Whether the group is trying to boost its credibility, avenge a sleight, or simply gain control of an important resource, its purpose is always closely tied to its members' aspirations and ambitions. GCs must be willing to accept considerable input from the player characters, about their missions and why their motives, as the campaign progresses.

The crews have many of their own concerns as well. Competition for limited resources — turf, manpower, and control of legal and illegal markets — is vicious and often bloody, and PC crews defend territory as much as they seize it. Interpersonal politics are also an omnipresent reality; in a world where reputation is king and memories are long, crews that constantly break oaths, rat out enemies, or work both sides of the fence quickly find themselves in danger from all sectors.

- *Acquire:* The best urban operators keep their plans on the "down low," slowly and covertly building their resources in preparation for a moment of decisive action.
- *Destroy:* Conflicts between gangs and police often escalate into open warfare as the opposing forces vie for power, territory, and resources.
- *Investigate:* Most commonly the purview of lawmen, investigations are undertaken by crews of all stripes as they attempt to unravel mysteries, cut through layers of deception, and foil plots against their operations or their lives.
- *Transport:* The street is a violent and unpredictable place, where attacks and ambushes can erupt at any time. This makes secure transport an absolute necessity.

Official Spycraft Products: *Ten Thousand Bullets*, an original setting by Ascent Studios and Crafty Games, explores all aspects of the street genre using the *Spycraft 2.0* system. This essential series of sourcebooks present the fictional Empire City, complete with a long and checkered history, a grim but colorful cast of characters, detailed descriptions and maps of neighborhoods and key locations, and all the expansion material required to round out any world of crime noir urban adventure. New classes, feats, and rules give you greater control over the black market, introduce scams and heists, and help your crew shoot, steal, lie, cheat, and con your way to ruling the city atop your own personal empire. *Get Yours Soon!*

Recommended Inspirations: *100 Bullets* (CB), *The Asphalt Jungle* (M), *Assault on Precinct 13* (M), *The Big Heat* (M), *The Big Sleep* (M), *Boomtown* (TV), *Concrete* (CB), *Daredevil* (CB), the Driver series (CG), *The Equalizer* (TV), *The French Connection* (M), *Gangland* (CB), *Glitz* (B), The Godfather series (M), *Goldfish* (CB), *Goodfellas* (M), the Grand Theft Auto series (CG), *Heat* (M), the Hitman series (CG), *Homicide: Life on the Street* (TV), *Jinx* (CB), *The Killer* (M), *Kingpin* (TV), *Kingpin: Life of Crime* (CG), *Leon/The Professional* (M), Elmore Leonard (W), the Lethal Weapon series (M), the Max Payne series (CG), *Mean Streets* (M), *Menace II Society* (M), *Miller's Crossing* (M), the Police Quest series (CG), *Punisher* (CB), *Reservoir Dogs* (M), *Ronin* (M), *Scarface* (M), *The Shield* (TV), *Sin City* (CB), *The Sopranos* (TV), Mickey Spillane (W), *Stingray* (TV), *Training Day* (M), *UC: Undercover* (TV), *The Untouchables* (M, TV), *The Usual Suspects* (M), *Vigilante* (CB), *White Jazz* (B), *Wiseguy* (TV).

WESTERN

Tales of solitary cowboys and frontiersmen taking a stand against would-be oppressors have formed one of the most influential genres in modern fiction. Corrupt lawmen and business owners, frontier vigilantes, "black hats," "white hats," and noble Robin Hood-like rogues have shifted from their roots in the western genre to pulp, science fiction, and other new terrain with ease.

The western genre offers *Spycraft 2.0* players a refreshing take on modern roleplaying. Its familiar themes include political corruption, greed, lawlessness, and apathy, but its trappings present these themes in a very different light, amidst a sea of moral ambiguity and contradiction. Player characters take on the role of renegade saviors — gunfighters and other drifters who look out for themselves first and foremost yet risk their lives to prevent injustice. Their histories are often murky, laced with tales of vengeance, banditry, and worse, but in the old west, most men were judged by their actions alone.

Western campaigns often center on personal quests — for fame, redemption, glory, or revenge. These quests define the characters and their motivations, usually becoming the focal point for entire seasons. The GC is best served by developing such quests over time rather than dropping the characters into the thick of it — even periodic references to player-centered events in unrelated missions is enough to keep the thread alive long enough for it to become legend (and true western quests shouldn't be undertaken before then).

Campaign Qualities: The following campaign qualities may apply in western games. The GC may alter this list if he desires a less traditional version of the genre.

- *Black and White:* In most western settings, morality is clear and distinct, and everyone knows where to line up at high noon.
- *Gritty:* Good medicine is hard to find in the dusty plains and lonely towns of the wild frontier, and getting shot is more often than not a last act.
- *Historical:* Any modern or near future setting can tap the western genre (for a wonderful science fiction example, watch the *Firefly* TV series, or see its feature film, *Serenity*), but the "pure" western is set firmly in the past.
- *Shoe String Budget:* Western heroes get by with little more than a good shooting iron, a trusty horse, and a grizzled mug.
- *Violent:* In the Wild West, most conflicts are resolved in one of two ways — with quick retreat or through a haze of gun smoke.

Common Classes: The following class options are especially well suited for a western game.

- *Faceman:* Whether he's selling snake oil or slinging cards, the western Faceman makes an excellent huckster, con man, or card shark.
- *Scout:* The Scout plays many different roles in the western game — army ranger, Indian warrior, misunderstood hermit, even backwoods trapper. These disparate concepts all share a respectable skill at arms, innate understanding of the wilderness, and unmatched proficiency with the natural world.
- *Soldier:* On the lawless American frontier, knowing how to handle oneself in a fight is a valuable life skill. Union troops, bounty hunters, and cutthroat *banditos* are all prime examples of the western Soldier.
- *Wheelman:* From wild to iron horses, this cowboy, nomad, wagon train leader, or Pony Express rider is always ready to ride!

Common Objectives: Like characters of the near future and street genres (both of which draw heavily upon western tradition), this genre's heroes mainly take on missions for personal reasons. Ironically, most gunslingers and other classic western icons want little more than to live peaceful, quiet lives, without interference by ruffians or the government. But the violence of their surroundings invariably draws them back into the action, for good or ill.

- *Aid:* Isolation and inconsistent law enforcement make western settlements easy targets for criminals, natives, and other hostile forces. Teams sent to free law-abiding citizens from harassment are often hired by a third party with an interest in the area, such as the local Madam or a businessman who owns the local mine.
- *Defend:* Western characters often find themselves defending helpless settlers or civilians from the menace of cruel tycoons or bandits. The final standoff of *The Magnificent Seven* is an excellent example of this objective.
- *Neutralize:* Outlaw characters might strike at railroads, banks, farms, and wagon trains in search of riches and supplies.
- *Transport:* The vast expanse was difficult to travel, fraught with danger from wild animals, hostile natives, extreme weather, and disease. Shipments of gold, mail, and vital supplies were all routinely protected during their travels across the Midwest to points in Oregon, Washington, and California, and character teams can easily find employment working these lines. These journeys offer so many opportunities for adventure that a GC could base an entire campaign around the travels and exploits of just one trip along the Oregon or Sierra Madre trails.

Recommended Inspirations: *Bonanza* (TV), James Fenimore Cooper (W), *Cimarron* (M), *The Covered Wagon* (M), *Deadlands* (RPG), *Deadwood* (TV), *Desperadoes* (CG), *The Dirty Dozen* (M), *Firefly* (TV), John Ford's Cavalry trilogy (M), *The Great Train Robbery* (M), Zane Grey (W), *Gunfight at the O.K. Corral* (M), *Hang 'Em High* (M), *High Plains Drifter* (M), *High Noon* (M), *How The West Was Won* (M), Sergio Leone's "Spaghetti" westerns (M), *Lonesome Dove* (TV), Louis Lamour (W), *The Magnificent Seven* (M), *Maverick* (M, TV), *The Outlaw Josie Wales* (M), *The Ox-Bow Incident* (M), *Rawhide* (TV), *Red Dead Revolver* (CG), *The Searchers* (M), *Shanghai Noon* (M), *Shane* (M), *Silverado* (M), *The Treasure of the Sierra Madre* (M), *True Grit* (M), *Unforgiven* (M), *The Wild Bunch* (M).

MISSION BASICS

Once the genre and campaign qualities are chosen, it's time for the Game Control to consider the "missions," or "adventures," he plans to run for the players. A mission is a loose script of planned plot and trials spanning 1 or more "sessions," or evenings of play.

A mission isn't a playbook, and it doesn't dictate what the characters can and can't do, but rather establishes the backstory for each episode of the characters' lives, and the difficulties they face along the way. Every mission will play out differently — a few will follow the GC's notes exactly, and others will deviate wildly, becoming something entirely unexpected. Most will fall somewhere in-between.

THREAT LEVEL

Spycraft 2.0 does not feature Encounter Levels or Challenge Ratings. Instead, each team has a "Threat Level" (TL) ranging from 1 to 20. This number is used to automatically scale each mission's NPCs and other statistics, and to determine each character's total XP reward for each mission *(see page 440)*.

A team's default Threat Level is calculated at the start of each mission. It is equal to the sum of the career levels possessed by each character on the team, divided by 5 (rounded up, minimum 1).

Example 1: The default Threat Level for a team of 5 characters, each of whom has a career level of 5, is 5.

Example 2: The default Threat Level for a team of 6 characters, each of whom has a career level of 5, is 6.

Example 3: The default Threat Level for a team of 4 characters with career levels 10, 11, 13, and 19, is 11.

In a home campaign, the GC may adjust this Threat Level by up to 2 in either direction, or allow the players to make this choice. For instance, the players could jointly make this decision before the event begins. An adjusted Threat Level automatically alters the mission's difficulty and XP reward, and also affects its Reputation and Net Worth rewards as shown on Table 7.5: Adjusted Threat Levels *(see below)*.

A mission's Threat Level may **not** increase above 20.

Special Note: Whether a mission's Threat Level is adjusted or not, each character's XP and other mission rewards are calculated using the adjusted Threat Level or the character's career level, *whichever is lower (see page 440)*.

TABLE 7.5: ADJUSTED THREAT LEVELS

Threat Level	Mission Reputation Reward	Mission Net Worth Reward
Decreased by 2	–2	–$100,000
Decreased by 1	–1	–$50,000
Increased by 1	+1	+$50,000
Increased by 2	+2	+$100,000

* Rounded down.

MISSION STRUCTURE

A mission is comprised of an **Intel Phase** and 2 or more **scenes**, with each scene encompassing 1–3 closely related objectives (e.g. a scene might entail finding and disarming a bomb or rescuing a group of hostages, and then capturing those responsible). Scenes are strung together to form a cohesive mission plot not unlike that of a feature film. Thus, each mission becomes an "episode" or "chapter" in the characters' lives, during which they face off against a primary threat (commonly a henchman or recurring mastermind, and his nefarious plot).

THE INTEL PHASE

Every mission features an "Intel Phase," during which the characters — or in the espionage genre, the "agents" — gather with "Control." This gives the GC an opportunity to speak with the players in character as he lays out the mission ahead. It also precludes many common pitfalls associated with introducing new characters, providing a ready opening for the characters' organization or support network to introduce new colleagues. This works best if the new characters provide abilities lacked by the team or required for the mission, but most players in these circumstances will accept new blood at face value regardless.

After the mission briefing, the characters are given a small amount of time to plan and choose their mission gear (we recommend no more than 10 minutes, lest the session bog down with shopping and tactical debate), and then sent off to complete their mission objectives.



OTHER CHARACTER INTRODUCTIONS

Some Game Controls may bring new characters into the team outside the Intel Phase, preferring a more fluid or story-oriented approach. This requires a little more work to ensure the introduction is plausible, but it provides the player characters with much more grist for roleplaying and character building. Some options include previous connections or shared history between the new and existing team members, which allows them to develop some additional backstory that may later be expanded. Alternately, a scene or two can be dedicated to establishing the presence of the team's new "sidekick," an ally acquired during a previous off-screen (i.e. unplayed) mission.

During a season against a major villain, any number of new characters can be introduced as "enemies of the enemy," others who share an interest in eliminating the common threat. This option is especially appropriate in a setting with many factions that are aware of one another or only weakly allied, such as the *World on Fire*, a new sourcebook from Crafty Games and Mongoose Publishing.

SCENE TYPES

There are 2 basic scene types — standard and dramatic. All mission scenes are standard unless otherwise specified (either by the mission script or because the GC has spent action dice to convert a standard scene to a dramatic scene, as described on page 398).

During a **standard scene**, the playing field between the player characters and their enemies is generally level and the chance of success without the team taking extraordinary measures is fair. All standard *Spycraft 2.0* rules apply during a standard scene.

During a **dramatic scene**, however, the odds are stacked against the player characters and success is contingent upon clever planning and reactions, and lucky dice rolls. Dramatic scenes usually occur at the conclusion of a mission or when the plot demands a higher level of tension or difficulty. Many rules change during a dramatic scene, as follows.

- The GC's action dice explode with the lowest *and* highest natural results (e.g. a d10 explodes with a natural result of 1 or 10).
- The starting or current Initiative of each opponent facing the player characters is doubled (maximum 50).
- The GC may spend action dice to increase the Initiative Count of any opponent facing the player characters at any time, even after a combat has started.
- After an attack has hit an NPC, the GC may spend 1 or more action dice to boost the NPC's Defense against that attack *only* by the action die's result. This may cause the hit to become a miss.
- The GC may spend up to 3 action dice to boost any DC (instead of the standard limit of 1 per DC).
- Any player character or NPC who dies during a dramatic scene cannot return, even when the *revolving door* campaign quality applies. This prevents the GC from spending action dice to save a special NPC from death.

When the GC plans a dramatic scene ahead of time as a complication, the mission's base XP reward increases *(see page 435)*. When he spontaneously makes a scene dramatic during play, the mission's base XP reward is unaffected *(see page 398)*.

SCENE STYLES

There are many different styles of scenes, each appropriate to a different plot or story objective. The GC should use them when he feels they're appropriate, mixing and matching to achieve various results, but he must also be wary of overusing them, lest their overall effect wane. Scene styles have no mechanical effect on play.

OPENING SCENES

Occasionally, an "opening scene" is built into the mission, allowing everyone to start *in media res* (in the middle of things), as seen in many James Bond pre-title sequences. This gives the GC and the players a chance to get their feet wet before diving into the main plot, and also gets everyone's blood pumping right from the start, before the Intel Phase. We recommend that an opening scene be either the final scene of another mission not intended to be fully played, be peripherally linked to the current mission (preferably in a way that isn't immediately obvious), or both.

An opening scene usually kicks off with a bang, thrusting the characters into an explosive situation with little or no warning. This can be highly effective, especially with groups whose attentions frequently wander. It does raise the bar for subsequent action during the mission, however, which can prompt later distraction unless the thrill is somehow sustained or replaced with equally exciting intrigue.

Another way to quickly and successfully launch an opening scene is to use it to showcase the characters. The players each describe their characters' activities — again, *in media res* (we recommend they showcase their downtime lives, or the end of an immediately previous assignment). They promote their characters' personalities, lifestyles, schticks, and other quirks in the process, "showing off" for the GC and other players. Their descriptions may even merit an action die or two, though if this is the case, the GC should earmark any players left out for awards early in the mission.

CUT-SCENES

A "cut-scene" shifts the *players'* perspective to simultaneous events at another location. The *characters*, however, remain oblivious. In fiction, the "meanwhile..." convention is the gateway to a cut-scene. The GC can use a cut-scene to reveal details about the current mission or season in a fluid cinematic fashion, without the hassle or risk of introducing them in the team's proximity.

One of the benefits of fiction over roleplaying is that the fiction reader is a helpless audience. At any time, his only recourse is to put the book down. In a roleplaying session, however, the player characters have much more power over their surroundings, and the story as a whole. They can attack NPCs before the final showdown, foil enemy plans before they reach fruition (potentially achieving anti-climax in the process), and generally shred the GC's mission script, ruining critical plot points or crucial moments the GC has worked very hard to put in place. By introducing a cut-scene, the GC ensures the players witness important events without being able to undermine them. He simply pulls the players out of the action for a moment and describes the alternate scene.

There is a major pitfall with this approach, however, in that some player characters respond poorly to losing control of the story. This reaction may be exacerbated if the team finds the cut-scene long or dull. The first step to avoiding this problem is to apply the basic rules of scene scripting to every cut-scene: the GC should ensure the action is concise and focused on details of

SEASONS

A **season** is a linked series of missions with related plots and trials, akin to a movie or television series. The primary threat during a season is commonly a mastermind and his criminal organization, against which the player characters struggle to prevent diabolical catastrophe.

The classic espionage example of a mastermind heading a season is Ernst Stavro Blofeld and his expansive collection of villainy, S.P.E.C.T.R.E. Blofeld is never seen in the first Bond film, *Dr. No*, though a vague sense of the larger threat he poses is laced through his henchman's climactic dialogue. Blofeld makes an appearance in the second Bond film, *From Russia With Love*, as S.P.E.C.T.R.E. strikes out at its enemy directly, though again, Bond never encounters him, instead combating the mastermind's henchmen, Rosa Klebb and Donald "Red" Grant. *Goldfinger*, the third film in the series, features an entirely separate nemesis and a plot completely unrelated to Blofeld and his machinations (thus giving Bond's "player" a breather from the season's storyline). Yet the follow-up, *Thunderball*, once again returns to S.P.E.C.T.R.E. with the organization's Number Two, Emilio Largo, orchestrating the theft of a NATO Vulcan bomber carrying several full-yield nukes. Bond finally comes face to face with his distant archenemy in the fifth film, *You Only Live Twice*, in which the MI6 superspy fakes his own death to track the villain down.

Spycraft 2.0 leaves the Game Control to build seasons from any number of missions. Ultimately, there's no practical game difference between 1 season of 5 missions and 2 seasons of 3 and 2 missions each, except in how the storyline unfolds.

relevance and interest to the team, and give the players plenty of openings to ask questions (in a basic cut-scene, this is the only way the players can interact with him).

An advanced cut-scene might provide prepared NPCs that the players can control for the scene's duration. For example, the players might be given control of one or more minions serving a henchman to whom the mastermind is introducing — but not explaining — a doomsday weapon. This option is only recommended for detail-oriented GCs and those who can improvise well, however, as it reintroduces the chance that player action can upset the story. Any NPC created for use during a cut-scene should have a very clearly defined stance and set of objectives, and the players must be mature enough not to superimpose their own aims, or those of their characters. Following the earlier example, the minions wouldn't have a reason to attack either the henchman or mastermind (and wouldn't have the power to injure them if they tried). Also following this example, the GC might script a moment when the mastermind orders the player-controlled minions to enter a courtyard, where the doomsday weapon incinerates them, illustrating — but again, not explaining — its function to the players. The conversation between the mastermind and henchman continues after the minions' death (the end of the cut-scene), leaving the players wanting more, and wondering what's going to happen next. All in all, a wildly successful cut-scene!

DREAM SEQUENCES

Another excellent way to safely convey information or introduce plot elements is the "dream sequence." There are two major problems with this scene style. First, unless there's a plausible setting reason for more than one character sharing a dream (e.g. gadgets, the supernatural or psychic abilities, for instance), only one player may be involved. Second, unless the GC states upfront that the characters are having a dream, he runs the risk of betraying their trust or destroying their suspension of disbelief when they find out.

Once the GC overcomes these problems, however, he can use dream sequences to remind the players about important clues, foreshadow important upcoming plot points, or shed new light on a storyline, perhaps in a surreal or frightening way. None of these things should be obvious; dreams are rarely frank. Instead, the GC should strive to present everything in a dream as a veiled or intentionally coded message, a miniature puzzle for the players to decipher when they wake.

FLASHBACKS

A "flashback" is a scene portraying past events as they're described in the modern narrative, usually through a player or non-player character. Player-prompted flashbacks might involve how the current team came together (assuming it hasn't already been established during play), or reveal important events in the history of the team's organization. NPCs can prompt flashbacks to explain their origins, or how they survived their assumed death during a previous scene.

In all cases, the GC should only run a flashback when he's confident it reinforces or enriches the current mission or season. Further, the relevance and importance of the information conveyed in the flashback should always dictate its length. Revealing how a second- or third-string villain cheated death might only warrant a brief mini-scene, for instance, while the birth of a major organization with influence everywhere in the setting might generate an entire mission of its own.

As usual, flashbacks can cause problems. First, like dream sequences, they must either be short or involve everyone, lest they alienate some of the players.

Second, especially in long flashbacks, there's a very real chance of contradicting known history. This can be avoided by running a flashback involving no current plots or characters, but this largely defeats the purpose. Instead, the GC should spend some time developing reasonable ways to explain any anticipated paradox. If a major character dies in a flashback, for instance, the GC might reveal that the person the characters assumed was the same person in the modern day is actually the character's child. The GC can also turn these upsets into powerful story devices by redefining the present. Consider this example: an organization attributes its wondrous gear, including recent inventions, to a famous but reclusive scientist — one of its founders, who is abruptly killed during a violent flashback. The GC could leave this hanging at first, leaving the players to question the discrepancy, and later reveal that the scientist long ago developed a device capable of channeling his intellect, which various researchers tap into when the organization needs new toys. Or the GC could simply refute the scientist's involvement in later inventions, revealing that the true inventors shun credit out of respect for their fallen colleague.

When running a flashback, the GC should consider allowing the players to use their modern-day characters with new names, backgrounds, and motives appropriate to the flashback's time period, setting, and situation. This gives the players an anchor within an otherwise alien environment, and reduces the amount of time required to "get into" the scene.

Two special flashback types deserve special mention. First is the classic "begin at the end" style of mission scripting, which sees the characters playing some or all of a mission's final scene first, then flashes back to the mission's start so the characters can "catch up" with themselves, skipping over the previously played bit when they reach it. In this case, the GC must take great care to prevent the players from discovering or doing anything in the initial part of the final scene that might throw off the rest of the mission, introducing blocked passages, gadget-produced illusions, and other contrivances to ensure the proper outcome.

Second is the *Memento* style of mission scripting, which finds the player characters progressing through the scenes in reverse order. This is an especially difficult type of play, requiring absolute control over every nuance of every scene, as well as several gentlemanly agreements about what the players can and can't do *(see page 462)*. Ironically, it's easiest to run this type of game "ad hoc" (without preparation), except for the set-up (i.e. the final scene). In this case, the GC sets up the mission's final moment and lets it play out, then takes that information and quickly sets up the previous scene at the table. Once the players run though the second to last scene, the GC takes what happened there and sets up the third to last scene, and so on, until the characters reach the Intel Phase or the opening scene, whichever comes first. To keep this format from falling apart, the GC and players must agree that no PC can die after the first (final) scene, and that no NPC can die twice. Of course, the dice will sometimes violate this agreement, at which point the GC and players will have to come up with a suitable explanation before play continues.

MONTAGES

Some activities — such as traveling, searching more than a couple locations, or conducting more than a couple interviews at a time — are too repetitive or mundane to warrant more than a few moments of playtime. In these cases, the GC is encouraged to cut to a montage, a brief description that summarizes the action so the team can move on to more interesting pursuits. A traveling montage, for instance, might include descriptions of the locale, its populace, and important landmarks (this is especially useful if the details come up later in regular scenes), while an interview montage might include one or two answers that come up repeatedly (the result of the skill check made when asking the questions).

PARALLEL SCENES

When something interesting happens in two places at once (e.g. the team is captured, split up, and simultaneously interrogated), the GC is advised to run a "parallel scene," in which time progresses apace at both locations and the GC shifts his attention back and forth between them. This keeps everyone involved and immerses them in the events at hand. It can be tricky, however, for the GC to split his focus, and so this option is only advised for well-rested, quick-thinking GCs who have little trouble seeing the big picture.

The GC can even script parallel scenes into his missions, setting up objectives at two or more locations so the team must split up to tackle the problem. This requires careful coordination to ensure that one scene doesn't bog down in detail (e.g. combat) while the other expands with brush strokes (e.g. investigation), but with a little effort and some calculated cinematic assumptions (e.g. that distant combats happen simultaneously), the result can prove most worthwhile.

MISSION DESIGN

Outlining a *Spycraft 2.0* mission is a complex but highly rewarding process. First, the GC should photocopy the Mission Design Worksheet from the back of this book *(see page 492)*. Then, with sheet in hand, he follows these steps (detailed instructions are provided for each step beginning on the pages listed in parentheses).

STEP 1: PLOT (427)

Every mission begins with a basic plot — the significant events that necessitate the characters' involvement, and what happens around the team once it's into the thick of it. The GC also builds the opposing NPCs during this step, generating roughly half the mission's base XP reward in the process *(see page 441)*.

STEP 2: CHOOSE A STRONG MOTIVATION (428)

Providing the PCs with a strong motivation for getting involved is critical to any enjoyable mission. Also during this step, the GC rates the Faction or Freelance network's interest in the mission's apparent plot with a Caliber ranging from I to V. He may also create a mission bundle at this time, listing gear provided to the team during the Intel Phase at no cost.

STEP 3: DETERMINE OBJECTIVES (430)

With the plot, NPCs, motivations, Caliber, and bundle in mind, the GC lays out the mission's skeleton, establishing scenes and choosing objectives for each. He also creates the mission's "clue chain," the flowchart-like links between scenes that ensure the players don't venture too far from the plot and planned scenes. The chosen objectives generate roughly the second half of the mission's base XP reward *(see page 440)*.

STEP 4: CHOOSE COMPLICATIONS (435)

Complications make it harder for the team to accomplish its objectives. Possible complications include dramatic scenes, security, time limits, and other obstacles, each of which further increases the mission's base XP reward.

STEP 5: DETERMINE MISSION REWARDS (439)

The GC adds up the base XP reward from NPCs, objectives, and complications, checking to make sure that it doesn't exceed 750 per scene. If so, the GC is strongly advised to scale the scene's options back to fall beneath this maximum, lest the mission become unbalanced against the team.

STEP 1: PLOT

In the core espionage genre, most *Spycraft* plots begin with a threat to the world. The public at large is sometimes aware of some or all of the threat (e.g. Elliot Carver's manipulation of events during *Tomorrow Never Dies*), but most of the time, it's completely oblivious (Bond's pursuit of Blofeld in *On Her Majesty's Secret Service*). The characters and their organizations wage private battles beyond notice to preserve lives, peace, or freedom.

This is only one narrow set of options, however. Even in the espionage genre, the field of play is wide open. The characters can take on personal crusades, stumble into "disputes" between agencies, or digress into comedic escapades. They can be targeted for blackmail, recruitment, or liquidation. Something in their personal lives can enter the picture — a lover could be endangered, a friend could get himself into trouble with criminals, or a relative could go missing. When you consider that new genres and settings open up even more options, the possibilities become endless.

Finding the right plot for each GC and his players is a difficult task, involving personality reads and lucky hunches as much as measured analysis. There are a few rules, though. First and foremost, every plot should promote conflict and give the player characters a chance to impact the conflict's outcome. Without the former, the piece becomes aimless and limp, without any true roleplaying potential, and without the latter, it becomes a shadow play enacted before the players, a production they can criticize, but can't change. Either result is a surefire failure.

Second, every plot should involve jeopardy. If nothing's at stake — for the player characters, their friends, family, or organization, or some other part of the setting — then there's no point to the conflict, and the proposed mission becomes a meaningless exercise. It isn't always necessary to threaten someone or something to achieve jeopardy — a plot can be equally engaging when something is offered but not promised, something for which the player characters can strive or fight, like freedom, justice, or material gain.

Third, while a strong plot can involve the characters' routine lives, it shouldn't focus on them. Ultimately, the GC should view every mission's plot as a high point in the characters' lives, during which the team faces critical trials and makes life-changing decisions. Anything less is merely art imitating life, which is far from the escapist point of roleplaying.

Fourth, while internal conflict makes for many excellent plots in any other medium, the same is not necessarily true for roleplaying. There just isn't enough grist for an entire mission in any choice the characters have to make. Now, making such conflict part of a scene is another thing all together *(see Plot Point and Objective Dos, page 431)*.

Fifth and finally, the proposed plot must matter to the characters, not just in the long run but from the mission's very outset *(see Motivation, page 428)*. No plot can survive apathy or rejection, no matter what epic destination the GC has in mind.

THE IDEA

A plot kernel can come from anywhere — newspapers, books, movies, television, magazines, websites, life experience, even random snippets of conversation overheard on the street. Occasionally, the initial idea presents itself as a complete, ready-to-run mission (e.g. the headline, "Terrorist plot to gas subways foiled"); usually, however, it won't be fully realized at first. In order to turn an interesting tidbit into a plot idea, the GC should start asking questions, searching not for the obvious answers, but the *interesting* ones.

For example, after reading a newspaper story about odd tidal patterns in the South Pacific, the GC might ask himself what caused them. The obvious answer could be a complex meteorological explanation, but a more interesting answer might involve a weather-control gadget, or the emissions of a new submarine design that unexpectedly alter the behavior of deep-sea whales. An enemy organization could have created or captured either of these technologies, intending to use them to create a stranglehold over international shipping.

THE ENEMY

Once the basic conflict is established, the Game Control should spend some time with the villains, developing their personalities and motivations, goals and justifications. NPC creation is handled in a separate section *(see page 441)*, but there are a few additional concerns when building villains that are best addressed here.

First, the villains must always be able to justify their own actions (others might *also* be able to justify their actions — even the player characters — but it isn't required). Characters who can't give cause for what they're doing, at the very least subconsciously or due to duress, are senseless plot devices destined to irritate players who are at all invested in the storyline.

Second, the villains must be a suitable obstacle for the player characters, conceptually and mechanically. Just as entirely intellectual characters can't stand toe to toe in physical combat with a team of Soldiers (at least, not without the help of special gear or conditions), neither can that team easily track down an intensely clever criminal genius whose only weakness is a penchant for leaving a trail of highly cerebral puzzle-clues in his wake.

Villains can and should be built to illustrate player character weaknesses, but never to exploit them. The point isn't to punish players for building human characters, but rather to take advantage of the fact that the PCs are imperfect, even fallible. In this way, the GC can use the villains to strengthen the player characters, in the process elevating both as more than the sum of their parts.

Finally, the GC must always question the reaction any villain might elicit from the players. A sadistic tormentor, for instance, is likely to provoke rage, perhaps even undermining mission objectives as the player characters drop everything to see him dead. If the same villain proved to the players to be unstoppable (whether he actually is or not), the GC shouldn't be surprised if the players give up, turning away from the plot, or even the game.

The best reactions for which any GC can hope are respect and curiosity, as these make for villains the players want to fight, and in the end, that makes for a better gaming experience. Prompting these reactions is tough for even the most experienced GCs, and begins with understanding the players on a basic level. When playing with friends, the GC can rely on his history with them, using their reactions with various real-world people as the template (his own reactions can also help, especially if he and his players have similar tastes and opinions). Otherwise, the GC can only rely upon basic psychology to guide his estimations, and learn from any mistakes he makes along the way.

Special Note: The mission design and reward systems are balanced at a per-scene average of 1 special antagonist (usually a mastermind or henchman), and 1 standard antagonist type (usually the mastermind or henchman's minions), though the GC may choose to include more by scaling the scene's objectives or complications back. He could also ignore the base XP reward maximum, though this is discouraged unless the GC is comfortable with faster than standard PC level progression.

SUBPLOTS

Just as every player character's life can be made more interesting with Subplots, so can a season. Using the basic Subplot categories and effects *(see page 53)*, the GC can sculpt one or two recurring storylines that crop up every once in a while during the main plot. Season Subplots should be planned in advance, with major events and characters progressing to a natural end alongside or before the main plot wraps up, unless the GC intends to continue with future seasons of play.

The Game Control should always keep unresolved Subplots in mind, and be ready to re-introduce one whenever it can help move the action along. He should strive to keep any Subplot clearly separate from the mission's main plot, focusing on uninvolved characters, events, and locations, and should introduce no more than one Subplot, perhaps two, at any time.

Alternately, a Subplot can become the main plot for an entire mission, giving the players a break from the villains, plots, and themes of the main season. This should only happen if the GC is ready to introduce a major chapter in the Subplot's development, though; full missions should never be wasted on "more of the same."

ALTERNATE PLOT DEVELOPMENT

When the GC is at a loss for what to run next, he might consider using one of the following alternate options for developing a plot.

ACTIVE MISSIONS

Sometimes, the players may wish to take the reins of a mission or two. This requires a little more work on the GC's part, but the end result can be highly satisfying. The players provide the basic plot ("Let's track down that assassin who escaped two sessions ago!"), and the GC comes up with the details: Where is the assassin now? What's he doing? Have his statistics changed? What obstacles has he set up in case he was trailed? What other plots are touched upon in the process of tracking him?

The players also provide a plan, which gives the GC the first scene, perhaps two, but thereafter, he should flesh the mission out as any other, focusing on ways to turn a potentially dry confrontation or lead into something new and inventive. The most important goal here is to pay off the players' request — at least in part. If the team traipses off to capture an assassin and winds up being diverted into yet another trap staged by a recurring mastermind, they're likely to feel betrayed. Now, having the assassin flee to one of his most powerful former employers — the mastermind in question — is entirely within bounds, and offers a stellar chance for the GC to show off the mastermind's new lair, perhaps even as a backdrop for the final fight against the team's lethal target.

Active missions can be a great help when the GC is at a loss about what to run next, as a central premise and a scene or two can often rejuvenate his creativity, throwing open gateways to new adventure. The next time the juices stop flowing, it might help to simply give the players the floor, asking what they'd like to do next.

IN THE MOVIES

A simple technique with instantly accessible results is the "in the movies" approach, in which the game takes the premise of an existing movie and inserts the player characters in place of the main protagonists. The team can replace the movie heroes entirely or pick up after the villains kill or incapacitate the original stars, and the story can begin with the movie's opening or at any point before or after. The only rule is that once the action starts at the table, the movie's "script" goes out the window. In order to make anything of this technique, the GC and the players must let go of all preconceived notions of the film's outcome and let it progress where they think it should, given the new heroes and the villains' new helmsman.

This approach is great for one-shot missions, but can be jarring as part of longer-term games unless they're already decidedly cinematic. The GC should never use this option without talking it over with the players first.

STEP 2: MOTIVATION

One of the GC's responsibilities is to devise an intriguing opening that hooks the *players* and gives the *characters* a reason to see the mission through. Some of the many ways to accomplish this follow, as do explanations of mission Caliber and mission bundles, which come into play during the Intel Phase.

"ACCIDENT"

Characters drawn into a mission by "accident" — being in the right place at the wrong time, for instance — must be given additional incentive to pursue the plot, lest idle indulgence with scenery, NPCs, or their own character traits get in the way. The best accidental motivations strike a deep chord with enough of the team to capture everyone's focus. Lotharios and chivalrous characters are equally susceptible to the opposite gender in plight, just as sympathetic and vindictive characters are equally prone to respond when innocents are endangered.

ADVENTURE

Many teams are receptive to the promise of adventure, the thrill of undertaking a new task, defeating a worthy foe, or simply getting swept up in a grand or noble quest. This is perhaps the easiest motivation to establish, but it's also one of the least stable, as the players are likely to weigh every loss and hardship against their level of interest in the mission, wondering at every step whether it's worthwhile to continue.

CURIOSITY

Like adventure, curiosity can only drive the players so far through a difficult or damaging mission, though in this case, the team may exhibit greater endurance if seeking answers or insight they've previously failed to obtain. Players are notoriously bull-headed about success in all things, and the GC can take advantage of this to guide them toward nearly any plot point that doesn't threaten to massacre them.



DUTY

By default, *Spycraft* characters have always been treated as field operatives of a global protectorate, going where Control points and doing what Control asks, but this formula doesn't work as well in inherently freelance genres, and games without a rigid chain of command. Duty can still become a driving force, however, on a different scale. Characters committed to their culture, for instance, can be counted upon to respond to threats against their people, or trials of the culture's integrity, faith, or other values. A team's duty to a Subplot NPC, religion, or its own members can likewise be used to motivate it to action.

EMOTION

Striking a nerve is the most economical way to immediately get the characters' attention. Unfortunately, it's frequently the *wrong kind* of attention. Inciting fear, anger, lust, pride, and other passionate feelings can heighten the opportunity for vivid roleplaying, but it can also whip the team into a frenzy from which they can't easily recover, and threaten any sensitive confrontations later in the mission. Worse, some players might see it as justification for their characters to cross the line, believing that only the harshest possible reaction is appropriate. Worse still, unless the players are experienced, there's every chance they'll embrace the motivating emotion as well, endangering the good will at the table.

Even if the GC feels that his team can handle this motivation, care must be taken not to overuse it. Loss and revenge are powerful forces that can generate powerful stories, but repeated use deadens the players' reaction to them.

ETHICS

Confronting a character's ethics — insulting his honor, for instance, or appealing to his sense of (in)justice — is ripe with roleplaying potential, but it's also loaded with potential debate. Some of the strongest gaming possible — and a great deal of genre fiction — deals with ethical questions, and in games exploring these themes, this motivation is ideal.

LOYALTY

It's in the Game Control's best interest to develop a strong supporting cast *(see page 466)*, in no small part because he can periodically use them as the gateway into a mission. Players never pass up the opportunity to help a likeable NPC, and count success in such endeavors among their greatest accomplishments.

MORALITY

Moral questions are difficult to present in a roleplaying game, especially one in which characters adopt many varied ideologies. It's easy to wind up with a mission that only some of the characters want to tackle, the rest sympathizing with the villains. The GC should closely examine the team's moral bent before introducing this motivation, ensuring that all outgoing characters will respond in roughly the same (anticipated) way.

SURVIVAL

Endangering the team leads to visceral, straightforward roleplay, and, with adventure and curiosity, is best used to counterweight heavy character exploration.

MISSION CALIBER

Each mission has a "Caliber" ranging from I to V that gauges the perceived gravity of the situation, in the eyes of the team's Faction or Freelance networks. A mission's Caliber is either chosen by the GC (in a home campaign), or established in each official mission (in convention and in-store games). Caliber defines the number of action dice the GC receives at the start of each session, and the gear options available to each character *(see page 212)*, as well as the mission's base Reputation and Net Worth rewards *(see page 439)*.

Once determined, Caliber cannot be adjusted except in a limited fashion by specific class abilities and other rules.

THE MISSION BUNDLE

A staple of the espionage genre — and an excellent tool in any modern game — is the "mission bundle," a selection of gear that the characters don't choose, but are given by Control, a supporter, or an R&D character at the start of a mission. In the source material, this gear invariably winds up being critical at some point in the story — usually to assist in a critical check or provide a talent the protagonists don't possess, or as the only way out of a dangerous situation.

When putting together a *Spycraft 2.0* mission, the GC should carefully consider whether specific gear is required for any of the objectives *(see page 430)*. If so, he should consider adding the required item to the mission's bundle, so the characters gain it automatically. This often has the welcome side effect of giving the players a heads up about what they're getting into — without telling them specifically what to expect.

Any gear pick may be added to a mission's bundle. Each pick added reduces the mission's base XP reward by an amount equal to 10 × the item's Caliber (e.g. a Caliber IV pick reduces the mission's base XP reward by 40). Common Items may also be added to a mission bundle. For each Common Item added, the mission's base XP reward decreases by 1.

A mission bundle is made available to the entire team — if 1 pick is added to the bundle, the entire team gains only 1 of that item (though the GC may add 2 or more to the bundle if he likes, reducing the total mission reward accordingly).

STEP 3: OBJECTIVES

After the Intel Phase of any mission, the characters dive into the business at hand, pursuing leads, tracking enemy operatives, and completing objectives. The mission's difficulty gradually rises from start to finish, with minor obstacles blossoming into grueling confrontations by the breathtaking climax. Likewise, a mission's complexity increases as it unfolds, with seemingly unrelated clues, characters, and events coming together to reveal the true threat facing the world, and how to stop it.

Developing a mission's objectives is a two-step process. First the GC builds the mission's "skeleton," the unembellished structure that leads the characters from scene to scene, and the various ways that scenes can be combined, re-ordered, or skipped. Then, he fleshes out each scene and its objectives, adding the flavor that makes for an engrossing game.

THE SKELETON

A mission can consist of any number of scenes, though the average is 3. Each scene contains 1 or more plot points, or steps toward the mission's climax. In broad terms, a plot point can establish atmosphere, introduce or explain a clue, identify an enemy, or build toward or resolve a major confrontation.

Example: A four-scene counter-terrorism mission consists of six plot points. During Scene 1, the characters disarm a bomb at the Agency home office (plot point #1), tracing it back to a mole in the organization's ranks (plot point #2). In Scene 2, as the team searches for the mole, the GC establishes a culture of paranoia at the headquarters with several minor altercations the characters can clear up (plot point #3). By the end of Scene 2, the characters find the mole (plot point #4), and in Scene 3, they interrogate him for information about his true masters (plot point #5). Scene 4 finds the team raiding a terrorist cell and capturing the mole's handlers (plot point #6).

A mission's plot points suggest its objectives, and which ones must be completed to prevent the mission from stalling. In the previous example, there are six primary objectives, in a common linear pattern (each leading to the next, one after another). Additionally, there are a small number of secondary objectives in the altercations, which might generate base XP rewards but aren't necessary to finish the mission. Secondary objectives are fine, so long as they account for no more than 20% of the mission's base XP reward from objectives — any more and the players will cry foul that they miss so much experience for paying close attention to the main storyline.

NON-LINEAR MISSIONS

Some plots don't lend themselves to a linear format; likewise, some GCs and players find the linear format too restrictive, too perfunctory. There are two other options, each progressively more difficult to present. The first is the "flowchart format," in which each scene leads to 2 or more other scenes in an interconnecting fashion with all courses eventually leading to one climax.

Example: Following the previous example, the mission after the terrorist cell's capture might involve the player characters tracking the cell's parent network. Information found during the raid points to three other cells, each on a different continent. The characters can raid these cells in any order, discovering unique information about the network's leadership, resources, and defenses at each, until they're ready to confront the network's mastermind at a fourth location. The characters have enough information to eliminate the network's mastermind after taking just one of the three intermediary cells, but they gain more details and increase their chance of success with each subsequent intermediary cell they capture. On the other hand, each raid increases the chance that the mastermind learns of the attacks and shores his defenses ahead of time.

As this example attests, the GC sometimes builds more scenes than he runs in this format, but the players have more control over the action. Further, the format provides the GC with ways to change the action as the mission progresses, based on the player characters' choices.

The most difficult-to-use option is the "open format," which presents each location or encounter as a separate scene and leaves the players to find each in the course of the action. This is the most organic, naturally evolving format, but it requires great attention to detail on everyone's part. The Game Control must make sure that every scene can be reached from any other scene, and the players must focus more closely to the clues they find, and be more discerning about which are important, to complete the mission. Also, because the characters might stumble on the final scene at any time, they could conceivably finish a mission with a very small XP reward — unless the GC opts to reward the mission's XP as one lump sum *(see page 440)*.

EVENTS

The characters become the driving impetus in nearly all missions, but it's often helpful to have one or two events in reserve, just in case the action begins to flag or the characters miss a crucial plot point. The GC can include events from a *Spycraft* product *(see page 399)*, or design them himself. They can come in at a set time (an excellent tool if the game needs to run within a limited window), when triggered (by a specific character action, NPC reaction, or even another event), or whenever needed. The GC should decide the nature and introduction of an event when he adds it to the mission script.

MYSTERIES

The examples presented earlier in this section involve clues, but they aren't proper "mysteries." To qualify as a mystery, a mission must involve many clues — usually several per scene — all linked to one or more central puzzles the characters have to solve (e.g. Which one of several suspects is a murderer? Where are the stolen documents?). The mystery can't be solved until at least half the clues are found (or, in some cases, until 1 elusive but crucial clue is found), and doesn't become obvious without all of them.

Building a mystery is hard work. Not so much a "cause and effect" chain as an intricate collection of finger pointing, misdirection, and subtle insinuation, a mystery is almost impossible to run on the fly and in most cases requires meticulous accounting of every character's background and recent activities, as well as complex notes for each clue and piece of evidence. The GC must build in extra redundancy to ensure the characters miss no vital details, and absolutely must spend time placing himself in the characters' shoes and analyzing each character and clue from their perspective to make sure he has answers to all of their questions.

Running a mystery is even harder. The GC must be ready to make anything in which the player characters take an interest feel as detailed and integral to the mission as any scripted element; otherwise, the players will quickly realize what's important and forego the actual process of investigating (the lifeblood of any mystery). As the GC introduces things not related to the mystery (in mystery terms, "red herrings"), he must always be thinking ahead, finding ways to casually bring the mission back on track. Also, because the characters must come to the mystery's final realization themselves, guiding them to it is much more a balancing act than directing them into the final scene of any standard mission.

Still, presenting a successful mystery is one of the greatest joys possible for a Game Control, and a feather in his cap few of his peers can claim.

PLOT POINT AND OBJECTIVE DOS

- Always create objectives that the team can accomplish together (i.e. that don't leave anyone with nothing to do).
- Always confront the players with tough emotional, strategic, or heroic decisions and no clear path to victory. Empower them to choose their own destinies, but make them choose between equally favorable or equally adverse outcomes.
- Always "dry run" missions by running through each scene, considering how the players will react to them.

PLOT POINT AND OBJECTIVE DON'TS

- Never overload a mission with objectives. More than 1–3 per scene will bring the mission to a halt and leave the players feeling useless or needlessly taxed.
- Never create a scene in which the player characters are spectators, unable to affect the action. Likewise, never create a scene that preempts or shuts down all of the characters' abilities.
- Never assume the players will act according to the mission script, even if the action is "obvious" or "right." Do not railroad the characters or force their hand.

OBJECTIVE XP REWARDS

The number of possible mission objectives is nearly endless, but the majority of them fall into a small number of categories, as shown on Table 7.6: Sample Objectives *(see below)*. *Spycraft 2.0* measures the difficulty of each objective — and therefore, its XP reward — with a grade ranging from 1 to 5. Each objective increases the mission's base XP reward by an amount equal to its grade × 25.

When phrasing an objective, it's imperative that it be as clear and precise as possible, with no room for confusion. For example, "Befriending Kevin Walsh" is a poor objective, as there are no rules for "befriending" anyone in *Spycraft*. On the other hand, "Improving Kevin Walsh's disposition toward any player character to Friendly" states with no uncertainty how the objective is completed.

TABLE 7.6: SAMPLE OBJECTIVES

Objective Type/Grade	Sample Objectives
Crucial Skill Check	
1	Standard skill check (DC 10 + Threat Level); opposed skill check (skill bonus up to 1/2 highest in team)
2	Standard skill check (DC 15 + Threat Level); opposed skill check (skill bonus more than 1/2 highest, up to highest in team)
3	Standard skill check (DC 20 + Threat Level); Complex Task (2–4 Challenges, DC 10 + Threat Level); opposed skill check (skill bonus more than highest in team)
4	Standard skill check (DC 25 + Threat Level); Complex Task (5–7 Challenges, DC 15 + Threat Level); Dramatic Conflict (Lead 2–6, opposing skill bonus up to highest in team)
5	Complex Task (8–10 Challenges, DC 20 + Threat Level); Dramatic Conflict (Lead 7–10, opposing skill bonus more than highest in team)
Aid/Advise	
1	Ensure a character completes a delicate (but not particularly dangerous) transaction; ensure a government or organization successfully mediates a warmly contested point with a shaky ally
2	Ensure a character completes a delicate and dangerous transaction; ensure a government or organization successfully mediates a hotly contested point with a bitter enemy
3	Ensure a character clears his name (minor crimes or mildly damaging slander); Ensure a government or organization successfully roots out a single well-placed mole
4	Ensure a character clears his name (single felony charge or extremely damaging slander); Ensure a government or organization successfully roots out new or unstable mole network
5	Ensure a character clears his name (multiple felony charges); Ensure a government or organization successfully roots out deeply entrenched and well-informed mole network
Acquire	
1	Collect/recover a single obscure artifact; hijack a poorly armed civilian transport; steal a poorly defended object from someone whose interest in it is mild
2	Collect/recover several obscure artifacts lost for less than a year; hijack a well-armed private transport; steal a well-defended object from someone whose interest in it is moderate
3	Collect/recover many obscure artifacts lost for up to a decade;hijack a well-armed government transport; steal an intensely defended object from someone whose interest in it is moderate
4	Collect/recover many obscure artifacts lost for up to a century; hijack a well-armed villain transport; steal a well-defended object from someone whose interest in it is fanatic
5	Collect/recover many obscure artifacts lost for millennia; hijack several well-armed transports; steal an intensely defended object from someone whose interest in it is fanatic

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TABLE 7.6: SAMPLE OBJECTIVES CONTINUED

Objective Type/Grade	Sample Objectives
Capture	
1	Arrest an unarmed (but cagy or elusive) minor criminal;abduct a civilian authority supporting the enemy
2	Arrest an armed minor criminal; abduct a trained non-military authority supporting the enemy
3	Arrest an armed felon; abduct a trained military authority supporting the enemy
4	Arrest several armed felons; abduct a trained military combatant supporting the enemy
5	Arrest a criminal mastermind; abduct several trained military combatants supporting the enemy
Confirm	
1	Confirm the veracity of one defined piece of information, or the motives of one unwitting character
2	Confirm the veracity of several obviously associated (though defined) pieces of information, or the motives of several obviously associated, unwitting characters
3	Confirm the veracity of several seemingly associated and poorly researched pieces of information, or the motives of several seemingly associated, unwitting characters
4	Confirm the veracity of several seemingly unassociated and poorly researched pieces of information, or the motives of several seemingly unassociated unwitting characters
5	Confirm the veracity of several seemingly unassociated and unresearched pieces of information, or the motives of several seemingly unassociated characters aware they're being evaluated
Contain	
1	Contain single minor secret amongst small group; cover up minor mission botch in sparsely populated area
2	Contain several minor secrets amongst small group; cover up minor mission botch in well-populated area
3	Contain several minor secrets amongst large group; cover up moderate mission botch in well-populated area
4	Contain several moderate secrets amongst large group; cover up major mission botch in well-populated area
5	Contain one or more major secrets amongst large group; cover up publicized major mission botch
Defend	
1	Defend single easily protected location or a single attentive NPC against enemies with lower than recommended statistics
2	Defend single hard-to-protect location or a single inattentive NPC against enemies with lower than recommended statistics
3	Defend single hard-to-protect location or a single inattentive NPC against enemies with recommended statistics
4	Defend single easily-protected location or a single attentive NPC against enemies with higher than recommended statistics
5	Defend single hard-to-protect location or a single inattentive NPC against enemies with higher than recommended statistics
Destroy	
1	Destroy an undefended civilian location or sabotage an undefended civilian vehicle or piece of gear
2	Destroy a poorly defended civilian location or sabotage a poorly defended civilian vehicle or piece of gear
3	Destroy a well-defended civilian location or sabotage a well-defended civilian vehicle or piece of gear
4	Destroy a well-defended military location or sabotage a well-defended military vehicle or piece of gear
5	Destroy a well-defended villain location or sabotage a well-defended villain vehicle or piece of gear
Distract	
1	Keep 1 person from noticing a quiet incident
2	Keep 1 person from noticing a noisy incident
3	Keep several people from noticing a quiet incident
4	Keep several people from noticing a noisy incident
5	Keep everyone from noticing an obvious incident
Evade	
1	Escape or avoid capture by inferior opposing force in familiar territory
2	Escape or avoid capture by inferior opposing force in unfamiliar territory
3	Escape or avoid capture by equal opposing force in unfamiliar territory
4	Escape or avoid capture by superior opposing force in unfamiliar territory
5	Escape or avoid capture by superior opposing force in enemy territory
Infiltrate	
1	Infiltrate an undefended civilian location
2	Infiltrate a poorly defended civilian location
3	Infiltrate a well-defended civilian location
4	Infiltrate a well-defended military location
5	Infiltrate a well-defended villain location
Investigate	
1	Investigation involves 1 clue, minor research, or minutes-long search or scouting mission
2	Investigation involves 2–4 clues, 1 simple puzzle, moderate research, or an hour-long search or scouting mission
3	Investigation involves 5–6 clues, 1 tricky puzzle, extensive research, or an hours-long search or scouting mission
4	Investigation involves 7–9 clues, 1 complicated puzzle, exhaustive research, or a day-long search or scouting mission
5	Investigation involves 10 clues, 1 nearly impossible puzzle, impeccable research, or a days-long search or scouting mission

Continued on page 433

TABLE 7.6: SAMPLE OBJECTIVES CONTINUED

Objective Type/Grade	Sample Objectives
Neutralize	
1	Liquidate or force-retire a civilian authority
2	Liquidate or force-retire a trained non-military authority or several civilian authorities
3	Liquidate or force-retire a trained military authority or several trained non-military authorities
4	Liquidate or force-retire a trained military combatant or several trained military authorities
5	Liquidate or force-retire several trained military combatants
Observe	
1	Detect 1 activity at a busy or easy-to-navigate location with heavy concealment
2	Detect 1 activity at a quiet or hard-to-navigate location with moderate concealment; detect 2 or more activities at a busy or easy-to-navigate location with heavy concealment
3	Detect 1 activity at a silent or near impossible-to-navigate location with little or no concealment; detect 2 or more activities at a quiet or hard-to-navigate location with moderate concealment
4	Detect 1 activity while evading enemy surveillance or guards; detect 2 or more activities at a silent or near impossible-to-navigate location with little or no concealment
5	Detect 2 or more activities while evading enemy surveillance or guards
Recruit	
1	Convince an uninvolved, reticent NPC to join a cause with no obvious risk
2	Convince an uninvolved, opposed NPC to join a cause with no obvious risk
3	Convince an uninvolved NPC to join a cause with minor risk; convince an enemy to betray his weak masters
4	Convince an uninvolved NPC to join a cause with moderate risk; convince an enemy to betray his strong masters
5	Convince an uninvolved NPC to join a cause with major risk; convince an enemy to betray his fearsome masters
Repair	
1	Fix a simple object with short time frame *or* under enemy fire
2	Fix a simple object with short time frame *and* under enemy fire
3	Fix a complex object with short time frame *or* under enemy fire
4	Fix a complex object with short time frame *and* under enemy fire
5	Fix several complex objects with short time frame *and* under threatening enemy fire
Rescue	
1	Rescue 1 uninjured character or salvage 1 undamaged vehicle or item from minor environmental danger or enemies with lower than recommended statistics
2	Rescue 1 slightly injured character or salvage 1 slightly damaged vehicle or item from minor environmental danger or enemies with lower than recommended statistics
3	Rescue 1 moderately injured character or salvage 1 moderately damaged vehicle or item from moderate environmental danger or enemies with recommended statistics
4	Rescue 1 moderately injured character or salvage 1 moderately damaged vehicle or item from moderate environmental danger or enemies with higher than recommended statistics
5	Rescue 1 severely injured character or salvage 1 highly damaged vehicle or item from major environmental danger or enemies with higher than recommended statistics
Sting	
1	Execute thorough, pre-planned operation targeting 1 mark
2	Execute shaky pre-planned operation targeting 1 mark; concoct and execute original plan targeting 1 mark
3	Execute crazy pre-planned operation targeting 1 mark; concoct and execute original plan targeting 2 or more marks
4	Concoct and execute original plan targeting 2 or more marks in short time or with few resources
5	Concoct and execute original plan targeting 2 or more marks in short time *and* with few resources
Test	
1	Intentionally test gear with unexpected (but not threatening) side effects
2	Intentionally test gear with side effects that threaten user
3	Intentionally test gear with side effects that threaten user's entire team; unwittingly test gear with unexpected (but not threatening) side effects
4	Unwittingly test gear with side effects that threaten user
5	Unwittingly test gear with side effects that threaten user's entire team
Transport	
1	Publicly transport an easily carried item or piece of information a short distance with little danger
2	Publicly transport an easily carried item or piece of information a moderate distance with mild danger; secretly transport an easily carried item or piece of information a short distance with little danger
3	Publicly transport a difficult-to-carry item or piece of information a moderate distance with mild d anger; secretly transport an easily carried item or piece of information a moderate distance with mild danger
4	Publicly transport an easily carried item or piece of information a great distance with substantial danger; secretly transport a difficult-to-carry item or piece of information a moderate distance with mild danger
5	Publicly transport a difficult-to-carry item or piece of information a great distance with substantial danger; secretly transport any item or piece of information a great distance with substantial danger

THE FLESH

Once the GC chooses a mission's objectives, he layers flavor over them to achieve the desired pacing and mood. This often involves choosing a theme for the mission or season, and using the flavor of one or more scenes to reinforce it. For instance, if the GC runs a survival horror game, his themes might be isolation and overcoming the insignificance of human effort. In this case, it's a good idea to set the mission in a remote location, perhaps an island far away from any shipping routes, with little hope of escape (e.g. because the antagonists set the docks on fire early in Scene 1). Hunted by monstrous villains and possessing little gear, the team must find a way to infiltrate the only structure on the island — a fortified tower at the edge of the tallest cliff in sight. The characters must also keep moving, as the villains can sense their location when they remain still for too long. Together, these elements detach the characters from their common lives (supporting the isolation theme), and force them to take action against a stronger enemy to live (supporting the second theme).

Allowing the intended premise to guide the pacing, mood, and objectives in this fashion bolster's the game's authenticity, making it easier for the players to let go and become part of the experience. It also creates a consistent internal logic everyone can use to guide their choice of actions, decreasing the chance that a session devolves into an analysis of the setting and what's appropriate to it.

The island example fulfills a second important aspect of fleshing a mission out — the benefit of being exotic. In order to remain fresh and exciting, movie scouts are always searching for unique, untapped scenery, and the GC is well advised to take their lead. Just an ounce of original window dressing is worth its weight in plutonium, especially if it directly supports the scene's action or theme, as the island does superbly.



LEAVING ROOM TO IMPROVISE

Missions are nearly always more complex than they appear at the outset, as subsequent investigation lures the team in unexpected directions and shocks them with thrilling twists of outline and fate. This is where the true magic of mission design is seen — anyone can devise a linear or flowchart mission, but it takes talent and experience to blend the needs of a cohesive plot with the necessary malleability to improvise along the way.

Part of achieving the right blend involves increasingly open scene design. Except when a mission's first scene directly follows the previous mission's final cliffhanger, the GC can exert a great deal of control over the scene's details, using frequent scripted exposition and making fairly accurate assumptions about the characters' actions. As any mission progresses, however, the characters' actions — and the reactions of the mission's organizations and NPCs — have the potential to send the action farther and farther off course, until the mission script becomes little more than a list of suggestions. Thus, the GC usually benefits from leaving more and more open, or integrating more and more "if/then" results, into each subsequent scene.

Another way to counteract script entropy is to include at least 1 event per scene as an "emergency measure" — something that makes the objectives obvious or drags the characters back on track no matter where their attention is fixed. Surprise chases and combats are excellent emergency measures, as are "ringer" NPCs (characters with limited knowledge about the plot that they can impart when and if needed).

KEEPING IT FRESH

One last note about scripting mission flavor — unlike most creators, the Game Control benefits from second-guessing himself (and, for that matter, second-guessing the players). Predictability can quickly murder even the best-run game, as the players groan that they've seen it all before and the GC complains that the characters' responses are growing stale. The root of both these problems is repetition — of plots, locations, threats, obstacles, or objectives — which can easily be overcome with a little self-monitoring. The GC should constantly ask himself whether he's treading familiar ground, and if so, how he can make it seem original and fresh. If he can't, he should abandon the idea and try something new.

THE END?

After all this talk about objectives, the GC might wonder how to end his mission. Well, he doesn't — the *characters* do. It's a good idea to have one or two ways to end the mission in mind, particularly if the GC wants to incorporate a cliffhanger *(see page 467)*, but it's even more important to leave the ending open to the magic of roleplay. It's said that no mission script survives contact with the players, and this is especially true at the conclusion, when the chips are down and everyone's spending action dice like they're going out of style. At that point, everyone is best served by letting the thrill of the moment sink in and take over, and letting the mission's fallout guide the next mission, and the mission after that. It's one of the ways roleplaying is special — no one owns the future.

STEP 4: COMPLICATIONS

After a mission's plot and objectives are decided, the GC should consider adding one or more complications to spice things up. He can add one or more campaign qualities to the mission or make additional scenes dramatic. He can limit the characters' options or devise insidious security systems for them to thwart.

Complications are obstacles and difficulties scripted directly into the mission, and increase the mission's base XP reward. Like all other rewards, they are **only** be applied when they threaten the characters or directly stand in their way. When a complication is ignored for any reason — even an ingenious reason — its XP reward is reduced to 1/2 standard (rounded up).

CAMPAIGN QUALITIES

Just as the GC may add campaign qualities to a mission "on the fly" *(see page 398)*, he can script 1 or more campaign qualities directly into each mission. This modifies the mission's base XP reward as noted in each quality's description *(see page 406)*.

Campaign qualities in place for an entire season also modify the base XP reward of each of the season's missions in this fashion.

CRITICAL OBJECTIVES

The GC may designate any number of objectives as "critical," flagging them as things that either the characters' Faction or Freelance network feels are essential. Failing these objectives produces exposure *(see below)*.

Each mission may feature 1 critical objective without a change to its XP reward, though the GC may add more. For each scripted critical objective beyond the first, the mission's XP reward increases by 25. Including no critical objectives decreases the mission's XP reward by 50.

DRAMATIC SCENES

Just as the GC may spontaneously designate a scene as "dramatic" *(see page 424)*, he can script 1 or more dramatic scenes directly into each mission. Each mission automatically features 1 dramatic scene without a change to its XP reward, though the GC may add more. For each scripted dramatic scene beyond the first, the mission's base XP reward increases by 100. Alternately, the GC may script a mission with no dramatic scenes, in which case, the mission's base XP reward decreases by 50.

EXPOSURE

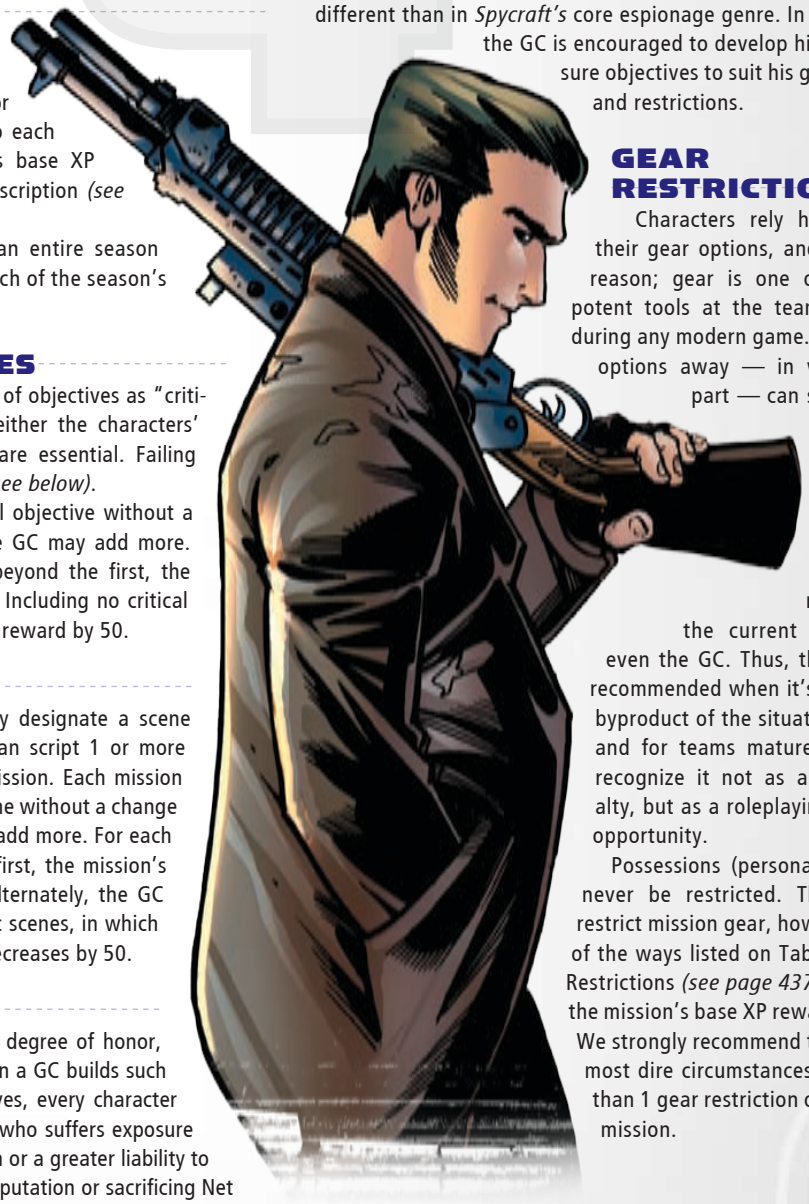
Most missions demand a minimum degree of honor, attention, discretion, or all three. When a GC builds such requirements into a mission's objectives, every character is subject to "exposure." A character who suffers exposure becomes less useful to his organization or a greater liability to his supporters, respectively burning Reputation or sacrificing Net Worth to reestablish his standing.

The GC may add 1 or more exposure objectives to any mission, chosen from the italicized options on Table 7.7: Exposure *(see page 436)*. In some cases, the mission's base XP reward is increased, and in all cases, a list of infractions is provided for each objective. Each time a character commits one of these infractions during a mission, his total Reputation or Net Worth is immediately reduced by the listed penalty, as appropriate (the mission's Reputation/Net Worth reward is unaffected).

There is only 1 exception — when a character commits the infraction while attempting to prevent or stop another infraction, and the penalty for the character's infraction is equal to or less than the infraction he is trying to prevent or stop, he only suffers 1/2 the listed penalty (rounded up).

There are dire consequences for negative Reputation or Net Worth *(see page 439)*.

Special Note: In some campaigns, the importance and prevalence of caution, honor, and the treatment of NPCs are radically different than in *Spycraft's* core espionage genre. In these cases, the GC is encouraged to develop his own exposure objectives to suit his game's flavor and restrictions.



GEAR RESTRICTIONS

Characters rely heavily upon their gear options, and with good reason; gear is one of the most potent tools at the team's disposal during any modern game. Taking gear options away — in whole or in part — can substantially restrict the team's potential, but it can also make the group resentful of the current mission, or even the GC. Thus, this option is recommended when it's an obvious byproduct of the situation at hand, and for teams mature enough to recognize it not as a game penalty, but as a roleplaying and story opportunity.

Possessions (personal gear) may never be restricted. The GC may restrict mission gear, however, in any of the ways listed on Table 7.8: Gear Restrictions *(see page 437)*, modifying the mission's base XP reward as listed. We strongly recommend that only the most dire circumstances place more than 1 gear restriction on any single mission.

TABLE 7.7: EXPOSURE

Mission Objective/Outcome	XP Reward Worth	Reputation/Net Penalty*
*Adhere to Honor Code**	*+0*	—
Character steals from any bystander	—	–2/–$100,000
Character intentionally allows one or more bystanders or responsibilities to be harmed/damaged, captured, or killed/destroyed	—	–4/–$200,000
Character intentionally harms/damages one or more bystanders or responsibilities	—	–6/–$300,000
Character intentionally allows someone to use brutal force (e.g. mutilation, torture, etc.)	—	–8/–$400,000
Character intentionally kills/destroys one or more bystanders or responsibilities	—	–10/–$500,000
Character intentionally uses brutal force for any reason	—	–10/–$500,000
Avoid "Incidents"	*+25*	—
Character responsible for isolated incident (e.g. prompts a public brawl, or rumors about a sensitive or embarrassing topic)	—	–1/–$50,000
Character responsible for localized incident (e.g. becomes wanted (1 action die), prompts a gang battle, or a college newspaper story about a sensitive or embarrassing topic)	—	–2/–$100,000
Character responsible for citywide incident (e.g. becomes wanted (2 action dice), prompts a gang war, or a city newspaper story about a sensitive or embarrassing topic)	—	–4/–$200,000
Character responsible for national incident (e.g. becomes wanted (3 action dice), prompts a military battle, or a national newspaper story about a sensitive or embarrassing topic)	—	–6/–$300,000
Character responsible for international incident (e.g. becomes wanted (4 action dice), prompts a military war, or an international newspaper story about a sensitive or embarrassing topic)	—	–8/–$400,000
Avoid "Noise"	*+50*	—
Suspicious activity noticed by up to 10 people	—	–1/–$50,000
Suspicious activity noticed by 11–100 people	—	–2/–$100,000
Suspicious activity noticed by 100–500 people	—	–3/–$150,000
Suspicious activity noticed by 501–1,000 people	—	–4/–$200,000
Suspicious activity noticed by 1,001+ people	—	–6/–$300,000
Suspicious activity recorded by civilian	—	–2/–$100,000
Suspicious activity recorded by college or city news agency	—	–4/–$200,000
Suspicious activity recorded by national or international news agency	—	–6/–$300,000
Character draws a Small or smaller weapon in public	—	–1/–$50,000
Character draws a Medium or smaller weapon in public	—	–2/–$100,000
Character draws a Large or bigger weapon in public	—	–4/–$200,000
Character attacks with a 1-handed melee weapon in public's visual or hearing range	—	–0/–$0
Character attacks with a 2-handed melee weapon, or any ranged weapon in public's visual or hearing range	—	–4/–$200,000
Character attacks with an explosive or tactical weapon in public's visual or hearing range	—	–8/–$400,000
Character breaks or destroys public vehicle or item of up to Large size	—	–4/–$200,000
Character breaks or destroys public building or item of Huge or bigger size	—	–8/–$400,000
*Complete Critical Objective (Complicaton)***	*+25 per add. objective*	—
Character fails to complete Grade I mission objective	—	–1/–$50,000
Character fails to complete Grade II mission objective	—	–2/–$100,000
Character fails to complete Grade III mission objective	—	–3/–$100,000
Character fails to complete Grade IV mission objective	—	–4/–$200,000
Character fails to complete Grade V mission objective	—	–5/–$250,000
*Cooperation With Others**	*+0*	—
Character betrays assigned teammate	—	–2/–$100,000
Character attacks assigned teammate	—	–4/–$200,000
Character refuses assignment from Faction or Freelance network	—	–5/–$250,000
Character betrays Faction or Freelance network	—	–10/–$500,000
Character attacks Faction or Freelance network	—	–15/–$750,000
Maintain Anonymity	*+25*	—
Character identified by up to 10 people	—	–2/–$100,000
Character identified by 11–100 people	—	–4/–$200,000
Character identified by 100–500 people	—	–6/–$300,000
Character identified by 501–1,000 people	—	–8/–$400,000
Character identified by 1,001+ people	—	–10/–$500,000t
Character identified by enemy operative	—	–12/–$600,000

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TABLE 7.7: EXPOSURE CONTINUED

Mission Objective/Outcome	XP Reward Worth	Reputation/Net Penalty*
Character identified by enemy organization or nation	—	–15/–$750,000
Character linked to suspicious activity	—	–4/–$200,000
Character linked to criminal activity	—	–8/–$400,000
Character responsible for teammate being identified	—	–2/–$100,000
Character responsible for teammate being linked to suspicious activity	—	–4/–$200,000
Character responsible for teammate being linked to criminal activity	—	–6/–$300,000
Character responsible for Faction or Freelance network being identified	—	–5/–$250,000
Character responsible for organization being linked to suspicious activity	—	–10/–$500,000
Character responsible for organization being linked to criminal activity	—	–15/–$750,000
Character allows prototype or unique item to fall into enemy hands	—	–5/–$250,000
Character leaves minor evidence of presence (e.g. Faction or Freelance network-issued shell casings, rents item or vehicle using cover identity with Power Rating of +1 to +4)	—	–2/–$100,000
Character leaves moderate evidence of presence (e.g. Faction or Freelance network-issued weapon, rents item or vehicle using cover identity with Power Rating of +5 to +8)	—	–4/–$200,000
Character leaves major evidence of presence (e.g. Faction or Freelance network-issued vehicle, rents item or vehicle without cover identity)	—	–8/–$400,000
Character incarcerated for minor crime	—	–10/–$500,000
Character incarcerated for felony	—	–15/–$750,000

* We *strongly* recommend that these objectives apply to all missions in all games.

** *For more information about critical objectives, see page 437.*

TABLE 7.8: GEAR RESTRICTIONS

Restriction	XP Reward
–1 gear pick (player's choice)	25
–1 gear pick (GC's choice)	50
–2 gear picks (player's choice)	75
–2 gear picks (GC's choice)	100
–3 gear picks (player's choice)	125
–3 gear picks (GC's choice)	150
Restricted weapon options (12 specific weapons available, chosen by GC)	75
Restricted gadget options (12 specific Mechanisms available, chosen by GC)	75

SECURITY

Alarm systems, locks, traps, and other security devices are rarely a mission objective in and of themselves; rather, they stand in a character's way, preventing him from completing his assignment. Thus, they modify a mission's base XP reward as shown on Table 7.9: Security Options *(see page 438)*. As with any complication bonus, this reward is only applied once per time the characters *must* overcome a security device to complete 1 or more objectives.

Example: A building containing an objective has 3 entrances, each protected by an identical sensor and trap. The XP reward for only 1 sensor and 1 trap are applied to the mission reward.

All security devices are **locks**, **sensors** or **traps**.

- Each lock possesses a Damage save bonus that is used against any damage sustained. A sealed portal or container commonly opens when all protecting locks are broken, with a few exceptions as noted on Table 7.9. Alternately, a successful skill check may bypass a lock, as noted on the same table.
- Each sensor possesses a Notice/Awareness skill bonus. When a character enters the sensor's target area, the GC makes an Awareness check using this bonus, which opposes the character's listed skill bonus (occasionally, the character must make a Reflex save against a set DC instead). This Awareness check is never subject to a result cap. If the device wins the opposed check or the character fails his save, the sensor is triggered and issues an alert, activates a trap or weapon, or performs another pre-programmed action.
- A trap may only be activated manually or by a sensor. Each trap possesses either an attack bonus or a Reflex save DC. In the former case, each trap possesses an error range of 1 and an threat range of 20. Further, when the trap is activated, it makes a Standard Attack against the character who triggered the sensor, inflicting the listed damage with each successful hit. Some traps continue to attack until disabled, as noted on Table 7.9. In the latter case, the character who triggered the sensor makes a Reflex save against the listed DC. With success, he suffers 1/2 the listed damage (rounded down).

Security devices may be combined in any fashion. Thus, a sensor might be combined with a lock and set to trigger an attack drone if someone fails the skill check to open the protected portal or container. Each device must be installed separately using the Security/Installation check *(see page 157)*, and all links between security devices must be determined when they're installed.

All security devices are discovered with a successful Notice/Awareness or Search/Perception check made against the device's listed Detect DC. Once discovered, a device may be rendered inoperative with a successful Security/Disable check made against the listed Disable DC.

Finally, when a security system may be attacked, its Defense is equal to its Detect DC.

TABLE 7.9: SECURITY OPTIONS

Lock	Target Area*	Damage Save Bonus*	Open Skill*	Open DC*	XP Reward*
Badge/card/strip reader	1 portal or container	+(PR) †	Security/Disable or Falsify/Forgery ††	10 + (PR × 2)	PR × 2
Car door lock	1 portal or container	+(PR × 2)	Security/Disable	10 + (PR × 2)	PR × 3
Combination lock	1 portal or container	+(PR × 2)	Security/Disable	10 + (PR × 2)	PR × 2
Dead bolt lock	1 portal or container	+(PR × 3)	Security/Disable	10 + (PR × 3)	PR × 6
Door hinge	1 portal or container	+(PR × 2)	Security/Disable	10 + (PR × 1)	PR × 1
Electronic keypad lock	1 portal or container	+(PR) †	Security/Disable	10 + (PR × 2)	PR × 2
Finger/palm print scanner	1 portal or container	+(PR) †	Security/Disable or Falsify/Forgery ††	10 + (PR × 3)	PR × 4
Maglock	1 portal or container	+(PR × 3)	Security/Disable	10 + (PR × 3)	PR × 7
Padlock	1 portal or container	+(PR × 2)	Security/Disable	10 + (PR × 1)	PR × 1
Puzzle box	1 portal or container	+(PR × 2)	Analysis (Int)	10 + (PR × 4)	PR × 6
Retinal/DNA scanner	1 portal or container	+(PR) †	Security/Disable or Falsify/Forgery ††	10 + (PR × 5)	PR × 8
Safe lock	1 portal or container	+(PR × 4)	Security/Disable	10 + (PR × 3)	PR × 7
Signature analyzer	1 portal or container	+(PR) †	Security/Disable or Falsify/Forgery ††	10 + (PR × 3)	PR × 6
Tumbler lock	1 portal or container	+(PR × 3)	Security/Disable	10 + (PR × 2)	PR × 3
Vault lock	1 portal or container	+(PR × 5)	Security/Disable	10 + (PR × 5)	PR × 10
Voice print scanner	1 portal or container	+(PR)†	Security/Disable or Bluff/Deception	10 + (PR × 4)	PR × 6

Sensor	Target Area* Bonus*	Awareness Skill**	Opposed	Detect DC*Δ	Disable DC*	XP Reward*
Chemical sniffer	PR × 5 ft. radius	None ΔΔ	None ΔΔ	10 + (PR × 3)	10 + (PR × 3)	PR × 8
Circuit wires (embedded)	1 window or door	None ΔΔ	None ΔΔ	10 + (PR × 2)	10 + (PR × 4)	PR × 8
Contact plate	1 lock	None ΔΔ	None ΔΔ	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Heat sensor	PR × 5 ft. radius	None ΔΔ	None ΔΔ	10 + (PR × 4)	10 + (PR × 3)	PR × 10
Metal detector	1 entry point	None ΔΔ	None ΔΔ	None (automatic)	10 + (PR × 3)	PR × 6
Motion sensor	PR × 25 ft. cone	+(PR × 2)	Acrobatics (Dex)	10 + (PR × 4)	10 + (PR × 3)	PR × 8
Noise sensor	PR × 10 ft. radius	+(PR × 3)	Blend (Dex) or Sneak (Dex)	10 + (PR × 4)	10 + (PR × 3)	PR × 8
Pressure plate	(PR) 5-ft. squares	None ΔΔ	None ΔΔ	10 + (PR × 3)	10 + (PR × 4)	PR × 8
Tripwire	(PR) 5-ft. squares in a line	—	Special ΩΩ	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Tripwire, laser	(PR × 2) 5-ft. squares in a line	—	Special ΩΩ	10 + (PR × 3)	10 + (PR × 3)	PR × 6
Vibration sensor	PR × 5 ft. radius	+(PR × 4)	Blend (Dex) or Sneak (Dex)	10 + (PR × 4)	10 + (PR × 3)	PR × 8
Video camera Ω	PR × 25 ft. cone	+(PR × 2)	Blend (Dex) or Sneak (Dex)	10 + (PR × 2)	10 + (PR × 3)	PR × 6
X-ray checkpoint	1 entry point	None ΔΔ	None ΔΔ	None (automatic)	10 + (PR × 3)	PR × 6

Trap	Target Area/Range*	Attack Bonus/ Save DC*	Damage*	Detect DC*Δ	Disable DC*	XP Reward*
Acid jet	(PR) ft. (min. 5 ft.) ∞∞	DC 10 + PR	(PR)d6 acid	10 + (PR × 4)	10 + (PR × 2)	PR × 10
Automated weapon, explosive	Per Blast *(see page 343)*	DC per explosive	Per explosive	10 + (PR × 3)	10 + (PR × 3)	PR × 8 §§
Automated weapon, handgun	Per weapon	+(PR × 2) §	Per weapon	10 + (PR × 4)	10 + (PR × 3)	PR × 5
Automated weapon, rifle	Per weapon	+(PR × 2) §	Per weapon	10 + (PR × 3)	10 + (PR × 3)	PR × 8
Automated weapon, tactical	Per weapon	+(PR × 2) §	Per weapon	10 + (PR × 2)	10 + (PR × 3)	PR × 10
Bear trap ◊	1 square	DC 10 + PR	(PR)d4 lethal	10 + (PR × 2)	10 + (PR × 2)	PR × 6
Cage trap ◊	1 square	DC 10 + PR	None ◊◊	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Crushing wall	Up to (10 + PR) squares	Automatic hit ∞	(PR × 2)d6 lethal	10 + (PR × 3)	10 + (PR × 2)	PR × 4
Crushing wall, spiked	Up to (10 + PR) squares	Automatic hit ∞	(PR × 2)d8 lethal	10 + (PR × 3)	10 + (PR × 2)	PR × 4
Electrified surface	Up to (10 + PR) squares	Automatic hit	(PR)d10 electrical	10 + (PR × 3)	10 + (PR × 3)	PR × 4
Fire jet	(PR) ft. (min. 5 ft.) ∞∞	DC 10 + PR	(PR)d6 fire	10 + (PR × 4)	10 + (PR × 2)	PR × 10
Flooding chamber	Up to (10 + PR) squares	None ∞	P er drowning	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Gas vent	(PR × 5) ft. radius	None	Per contagion	10 + (PR × 4)	10 + (PR × 2)	PR × 4
Hydraulic buzz-saw	Same or adjacent square	+(PR × 2) §	(PR + 2)d6 lethal	10 + (PR × 3)	10 + (PR × 3)	PR × 6
Klaxon	(PR × 10) ft. radius	None	None	10 + (PR × 3)	10 + (PR × 2)	PR × 6

TIME LIMIT

One of the most effective complications is a short time period — particularly if the time allotted is less than the team needs to easily complete its mission objectives. This dramatically increases a mission's difficulty, creating tension during otherwise calm scenes and forcing the characters to devise new ways to overcome otherwise trivial problems *(for an example, see Complex Tasks, page 99)*.

When the Game Control adds a time limit that prevents common tactics or makes skill use or other activities more difficult, the mission's base XP reward increases by 50.

The GC is strongly urged not to include any time limit that automatically prompts failure (unless it's a necessary plot point with no XP reward), and to avoid time limits that permit only 1 attempt to complete any objective.

STEP 5: REWARDS

Finally, the GC determines the mission's Reputation/Net Worth and XP rewards, as follows.

REPUTATION AND NET WORTH

Reputation and Net Worth represent a character's standing in his community. In a Faction campaign, a character may only possess Reputation. In a Freelance campaign, a character may only possess Net Worth. In a Hybrid campaign, each character may possess one or the other (but *never* both). *For details, see the* Faction, Freelance, *and* hybrid *campaign qualities on page 407.*

Each character begins with a Reputation of 2 or Net Worth of $100,000, as appropriate. This is the case no matter what level the character enter play. For each mission the character completes, he earns an amount of Reputation or Net Worth determined by the mission's Caliber, as shown on Table 7.10: Reputation and Net Worth Rewards *(see page 440)*. The character earns this Reputation or Net Worth regardless of mission success, unless 1 or more mission objectives are defined as "critical" *(see Exposure, page 435)*. Also, the character may attempt to increase this base reward with a Profession/Accomplishment check *(see page 146)*.

Reputation has a palpable effect upon a Faction character's relationship with his organizational masters, and Net Worth has a similar effect upon a Freelance character's relationship with his network of supporters. A character may "spend" Reputation or Net

TABLE 7.9: SECURITY OPTIONS CONTINUED

Trap	Target Area/Range*	Attack Bonus/ Save DC*	Damage*	Detect DC*Δ	Disable DC*	XP Reward*
Laser mesh	Room's entire height and width (up to PR in squares)	DC 12 + PR	(PR × 2)d6 laser	10 + (PR × 3)	10 + (PR × 3)	PR × 10
Laser Turret	(PR × 25) ft. ∞∞∞	+(PR × 2) §	(PR)d6 laser	10 + (PR × 3)	10 + (PR × 4)	PR × 10
Net gun	(PR × 10) ft. ∞∞∞	+(PR × 3)	*Entangled*	10 + (PR × 2)	10 + (PR × 3)	PR × 6
Pit	Up to (PR) squares	DC 12 + PR	(PR)d6 falling	10 + (PR × 3)	10 + (PR × 3)	PR × 4
Pit, spiked	Up to (PR) squares	DC 12 + PR	(PR)d8 falling	10 + (PR × 3)	10 + (PR × 3)	PR × 4
Poison dart	(PR × 5) ft. ∞∞∞	+(PR × 2) §	Per contagion	10 + (PR × 3)	10 + (PR × 2)	PR × 6
Spring-loaded blade	1 adjacent square	DC 12 + PR	(PR)d8 lethal	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Spring-loaded ram	1 adjacent square	DC 12 + PR	(PR)d8 subdual	10 + (PR × 2)	10 + (PR × 2)	PR × 4
Steam jet	Same or adjacent sqaure	DC 10 + PR	(PR)d4 heat	10 + (PR × 4)	10 + (PR × 2)	PR × 6
Strobe flash	(PR × 5) ft. radius	DC 12 + PR	(PR)d6 flash	10 + (PR × 2)	10 + (PR × 3)	PR × 8
Ultrasonic siren	(PR × 5) ft. radius	Automatic hit	(PR)d6 bang	10 + (PR × 2)	10 + (PR × 3)	PR × 8

* PR = Device Power Rating. The GC chooses this number when it isn't set by another rule.
** All skill checks made to avoid detection by a security sensor possess the Armor Check Penalty tag *(see page 101)*.
† Breaking or destroying this lock does *not* open the sealed portal or container — it merely prevents anyone from making a skill check to open the lock. Once this happens, the sealed portal or container must be opened separately.
†† This skill check gains a synergy bonus from the Computers skill when a computer is used to forge the required access item.
Δ If any device is intentionally hidden, the Detect DC is equal to the hiding character's Stash Item (Scenery) check result.
ΔΔ This sensor is automatically tripped unless disabled (e.g. a circuit wire is triggered if the protected window or door is broken or destroyed, a contact plate is automatically tripped when a locked door is opened, a heat sensor is automatically tripped when a person without special gear moves into its target area, a pressure plate is automatically tripped by 20 or more lbs. of weight, etc.).
Ω This sensor's skill bonus is only used when the eye is automated. When a person observes the feed from a remote location, that person's skill bonus is used instead. All statistics other than Awareness bonus still apply when the eye is human-controlled.
Ω Ω Avoiding a tripwire requires a successful Reflex save (DC 10 + the device's Power Rating). Avoiding a laser tripwire requires a successful Reflex save DC 15 + the device's Power Rating).
§ Until this device is disabled or until it runs out of ammunition, it attacks 1 character within its target area per round. Unless otherwise specified, any ranged weapon with this footnote may fire a number of shots equal to its Power Rating × 5.
§§ Per die of explosive damage (maximum +10).
∞ This trap's effects are applied after 1d4+1 rounds.
∞∞∞ This weapon's Power Rating multiplier doubles as its range increment. Further, its error range is 1 and its threat range is equal to 1/2 its Power Rating (rounded up). For example, a laser turret with a Power Rating of 5 has a threat range of 18–20.
◊ These traps are rarely linked to locks or sensors, but rather used to capture animals — and sometimes people — in the wild.
◊◊ The character is caught inside the cage, which has a Damage save bonus equal to its Power Rating × 3 and a Security/Disable check DC of 10 + (its Power Rating × 2).

Worth to request additional gear and other benefits *(see page 221)*. Reputation and Net Worth spent in this fashion does *not* refresh — the character must go on subsequent missions to earn more.

Conversely, Reputation may be lost for ignoring or mistreating his Faction or Freelance network, and periodically for other reasons as well. This reduces his leverage and can have potentially disastrous effects if it continues…

- A character whose Reputation or Net Worth drops below 0/$0 is burned, losing all access to mission gear and resources (i.e. he may only use his personal Possessions during play). This condition persists until the character's Reputation or Net Worth rises above 0.
- A character whose Reputation or Net Worth drops below –20/–$1,000,000 is targeted for liquidation. The character loses access to mission gear and resources, as if burned. Also, the GC rolls 1d20 at the start of each mission, and if the result is equal to or less than 4 + 1 per consecutive mission during which the character has been targeted for liquidation (including the first), a Marked for Death event occurs, with the character as the target and his former Faction or Freelance network as the aggressors *(see page 399)*.

Special Note: Each character's Reputation or Net Worth reward is calculated individually. Teams *never* earn Reputation or Net Worth. Also, cooperative, team, and other non-standard skill check rules may *never* be applied to a Profession/Accomplishment check.

Special Note: The GC may voluntarily decrease the scale of Net Worth in any game where he'd like to see smaller numbers (e.g. in a street game where characters generally make and keep less, he might reduce all Net Worth values to 1/100 standard, or even 1/1,000). In this case, all Net Worth rewards and modifiers should decrease by the same percentage.

TABLE 7.10: REPUTATION AND NET WORTH

Mission Caliber	Base Reputation Reward	Base Net Worth Reward
I	2	$100,000
II	5	$250,000
III	10	$500,000
IV	15	$750,000
V	20	$1,000,000

EXPERIENCE POINTS (XP)

Experience Points, or "XP," represent a character's personal growth — what he's taken away from his missions and translated as raw learning. A character earns XP at the end of each mission, and as he accumulates XP, he rises in level, gaining access to class levels and other level-dependent benefits *(see page 27)*.

The Game Control determines each mission's XP reward. This may seem like a complicated prospect, but it's actually as simple as adding together all the XP rewards granted by NPC antagonists *(see page 441)*, mission objectives *(see page 430)*, and complications *(see page 435)*. Each reward is applied once per scene during which the antagonist, objective, or complication appears *and presents a threat or acts as an obstacle* to the player characters (an NPC appearing merely to give a monologue is not enough, nor is a clue the characters can find with little or no trouble). Further, XP is only generated by antagonists who actively attempt to harm the player characters, or prevent them from accomplishing their mission objectives (typically, this means that XP comes only from the mission's villains).

Spycraft 2.0 assumes an average of 3 scenes per mission, as well as 1 special NPC threat, 1 standard NPC threat, and 1–3 objectives per scene. Of course, this is a lot of balancing, and few missions will be designed strictly according to this formula. The GC is encouraged to regularly shake things up, balancing the NPC threats, objectives, and complications accordingly. On average, each scene should produce approximately 500 XP. We strongly recommend that no scene produce more than 750 XP.

DISTRIBUTING XP REWARDS

XP may be handed in out in a variety of ways. Here are three:

- The option we recommend for standard tabletop play is to divide the total mission XP reward between the scripted NPC antagonists and objectives (ignoring complications unless they're integral to the plot), and assign the highest XP rewards to the most critical or most impressive goals rather than those that produce the highest initial XP reward. This option balances the needs of each mission against the hard mechanics of mission design.
- Some GCs may wish to simply hand out the actual XP reward of each NPC antagonist, mission objective, or complication as it's defeated. This option requires less work, but yields a higher average reward for defeating enemies than completing objectives.
- Still other GCs may wish to simply hand out the total mission reward as one lump sum, not allowing for graded success. This option is dangerous, as some teams may prize getting to the end of the mission over accomplishing their objectives, potentially derailing the GC's plot or undermining his setting.

Any of these options is fine. Each GC should carefully consider his choice before running his first game session, and only change his mind between missions.

In all cases, characters *only* gain XP at the end of a mission (and may therefore only rise in level between missions).

CALCULATING TOTAL XP REWARD

This system produces a mission's *base* XP reward — adjustments must be made to find each character's *total* XP reward.

XP is always awarded *by character* (not by team). At the end of each mission, each character's base XP reward increases by 25 per action die he was rewarded during the mission (maximum 25 XP × his current career level). Thereafter, each character's total XP reward is equal to his base XP reward × (his career level or the team's Threat Level, *whichever is lower*).

Example 1: A character with a career level of 5 is part of a team with a Threat Level of 8. At the end of the mission, his base XP reward is multiplied by 5.

Example 2: A character with a career level of 13 is part of a team with a Threat Level of 11. At the end of the mission, his base XP reward is multiplied by 11.

NPC BASICS

Each character not controlled by a player is called a **non-player character (NPC)**. There are three types of NPC — **standard NPCs**, **special NPCs**, and **animals**. Further, some NPCs are defined as **antagonists** (threats or obstacles during a mission), or **villains** (antagonists intentionally fighting against the player characters, with a variety of special abilities and effects).

STANDARD NPCS

Standard NPCs populate the backdrop. Most of the time, they're of little significance. Few have names. Standard antagonists are only minor threats or obstacles.

Most uninvolved civilians are standard NPCs, as are those who only appear to provide bits of information or point the team in the right direction. Minions — who fill out the rank and file of most villain organizations — are also standard NPCs.

SPECIAL NPCS

Special NPCs are the "stars" of the GC's drama, the focal points for his setting or storyline, and those with whom the player characters are expected to come into the most frequent contact. All have names. Special antagonists are major threats or obstacles.

Masterminds, henchmen, and other highly capable people are special NPCs, as are those who need to survive more than a few seconds if caught in a crossfire.

ANIMALS

Animals are typically standard NPCs, but the rules for creating and using them demand a separate NPC type. When ridden, animals become vehicles *(see page 289)*.

NPC TYPES

Some NPCs are presented as "types" rather than specific personalities. An NPC type is a group of NPCs with identical statistics (e.g. "security guard," "clerk," "Special Forces troops"). The GC need only design each type once and use the same statistics for each NPC of the type whom the player characters encounter. Further, each NPC type is treated as a single NPC personality for the purposes of mission design and rewards (i.e. 1 mission reward is added per NPC type, not individual NPC with the same type).



NPC DESIGN

Building an NPC or animal is a simple process. First, the GC should photocopy the appropriate Record Sheet from the back of this book *(see page 493)*. Then, with sheet in hand, he follows these steps (detailed instructions are provided for each step beginning on the pages listed in parentheses).

STEP 1: CONCEPT (442)

Every NPC or animal begins with a basic concept. The GC might want a devious mastermind, a brutish henchman, a batch of mercenary minions, a pack of vicious trained attack dogs, or something entirely different.

STEP 2: STATISTICS (443)

Unlike a player character, each of an NPC's statistics is largely independent of the rest. The GC may choose nearly any combination of statistics without restriction *(see Behind the Curtain: NPC Balance, page 442)*.

STEP 3: NPC QUALITIES (446)

With statistics chosen, the GC may add 1 or more NPC qualities, altering the character's flavor, as well as statistics and/or abilities.

STEP 4: XP REWARD (452)

Finally, the GC adds together the XP rewards generated by the NPC's statistics and qualities, applying the result to the base XP reward of any mission in which the NPC is an antagonist. Again, each NPC type is applied only once, no matter how many antagonists of the same type are encountered, or how many scenes feature them. An NPC's XP reward is otherwise ignored.

STEP 1: CONCEPT

Much is said about player character concepts in Chapter 1 *(see page 14)*, and while this information may be extremely helpful when creating an NPC or animal, the GC must introduce far too many of his own characters to build them all with the same care as the players. Instead, he should focus on each creation's most fundamental and obvious traits, scripting no more than a single paragraph for each major personality and only a few words for each NPC type or "bit player." Breaking any NPC concept down to its most important component parts, there are only a few things to consider.

Additional information about antagonists may be found in the Mission Design section *(see page 426)*.

BEHIND THE CURTAIN: NPC BALANCE

The *Spycraft 2.0* NPC creation rules regularly 'break' the PC scale, allowing the Game Control to populate his setting with far stronger, — or far weaker — personalities. They also permit NPCs with radically varying statistics (e.g. an extremely high Attack bonus with an extremely low Defense bonus). All of this is intentional, for several reasons.

First, the player character options are strictly scaled to present a balanced heroic progression ranging from strong competence to explosive ability. Some NPCs — such as villains and common civilians — fall well outside this progression, necessitating a wider range of bonuses and options.

Second, there's the issue of cinematic minion design. It may not feel realistic, but players like to regularly take out waves and waves of foot soldiers before reaching a mission's true villain. The only way this is possible is with vastly inferior minion statistics.

Third, there's the issue of cinematic henchman and mastermind design. In order to represent a true test, a special NPC must be able to outmatch not just a single player character but an entire PC team.

Finally, there's the fact that broadening the NPC statistics scale and adding qualities that change the way they function breathes variety and uncertainty into the game. Characters must now question each NPC's strength (or weakness) based solely on what they witness, not presumptions about the game system.

The *Spycraft 2.0* NPC rules solve all these problems by simultaneously allowing a GC to build realistic, cinematic, outrageous, or mundane NPCs, all using 1 set of statistics that are automatically scaled to challenge the player characters at any Threat Level. The trade-off, of course, is a lack of strict balance across the NPC system, which is instead replaced with appropriate XP rewards based on each antagonist's capabilities. The GC can build any pushover or monstrous villain he likes, and the PCs rise in level accordingly for defeating them.

If the GC wants to build NPCs who are roughly on the same power scale as the player characters, he should assign grades of IV to VI in each numerical statistic and choose equipment and qualities comparable to the PCs' gear and class abilities. He should recognize, though, that any well-built team is destined to make quick work of even a few NPCs with this construction.

MOTIVATION

Most NPC motivations begin with one word: "acceptance," "adventure," "ambition," "corruption," "curiosity," "destruction," "duty," "ethics," "fear," "greed," "honor," "justice," "knowledge," "love," "loyalty" "madness," "morality," "power," "pride," "religion," "revenge," "survival," "thrill," "violence," "wisdom," etc. Adding just a little definition can give any unimportant NPC or animal all the motivation it needs. A defined fear motivation, for example, might resemble: "Dr. Kholera's Zero Sum serve him to receive treatments for the flesh-eating virus ravaging their bodies."

Some NPCs — particularly special characters and most antagonists — deserve a slightly more complex set of motivations. This can be as easy as matching and defining two or more motivations, but usually also involves a goal: "Dr. Kholera is an unhinged, nihilistic madman trying to perfect a virus that can wipe out 99.9% of humanity."

Every NPC should be able to justify his own motivations, and those of any people or organization he serves (though some may be wavering in the latter case, providing a chance for the player characters or others to lure them away).

STRENGTHS AND WEAKNESSES

Every NPC and animal should feature its own conceptual strengths *and* weaknesses, and its statistics should bear them out. It's easy to build a "super character" with every beneficial quality and Xs in every numerical statistic, but what's the point? Realistically, such a caricature can only inspire fear, resentment, and ultimately, spiteful attacks from all quarters. Mechanically, he can only become the player characters' ultimate target, the focus of their one all-consuming mission until he lies in a pool of his own superhuman blood. And what then? Where can a campaign go after the characters have bested the single most powerful NPC on the planet?

No, better to focus on what makes the NPC strong, and consider what weaknesses his strengths or background might imply. A supremely rich diplomat, for instance, likely has a very high Wealth statistic: VIII, perhaps even IX or X if he's among the richest men in the world. If he inherited these riches, however, his Competence (universal skill bonus) might be quite low, indicating that he never had to work for his fortune (or, for that matter, anything). Likewise, his attack bonus might be inadequate since he's always relied upon paid bodyguards to protect him. Considering each statistic as a defining element of the NPC's background, personality, or lifestyle can generate well-rounded personalities without the need for special rules or over-the-top numbers.

THE TEST

All NPCs should be memorable, not only to the players but also to the GC, who must enjoy his creations enough to invest in their presentation. If the GC feels that an NPC is dull or poorly conceived, the players will sense his feelings and turn on the NPC, or worse, consider him a joke.

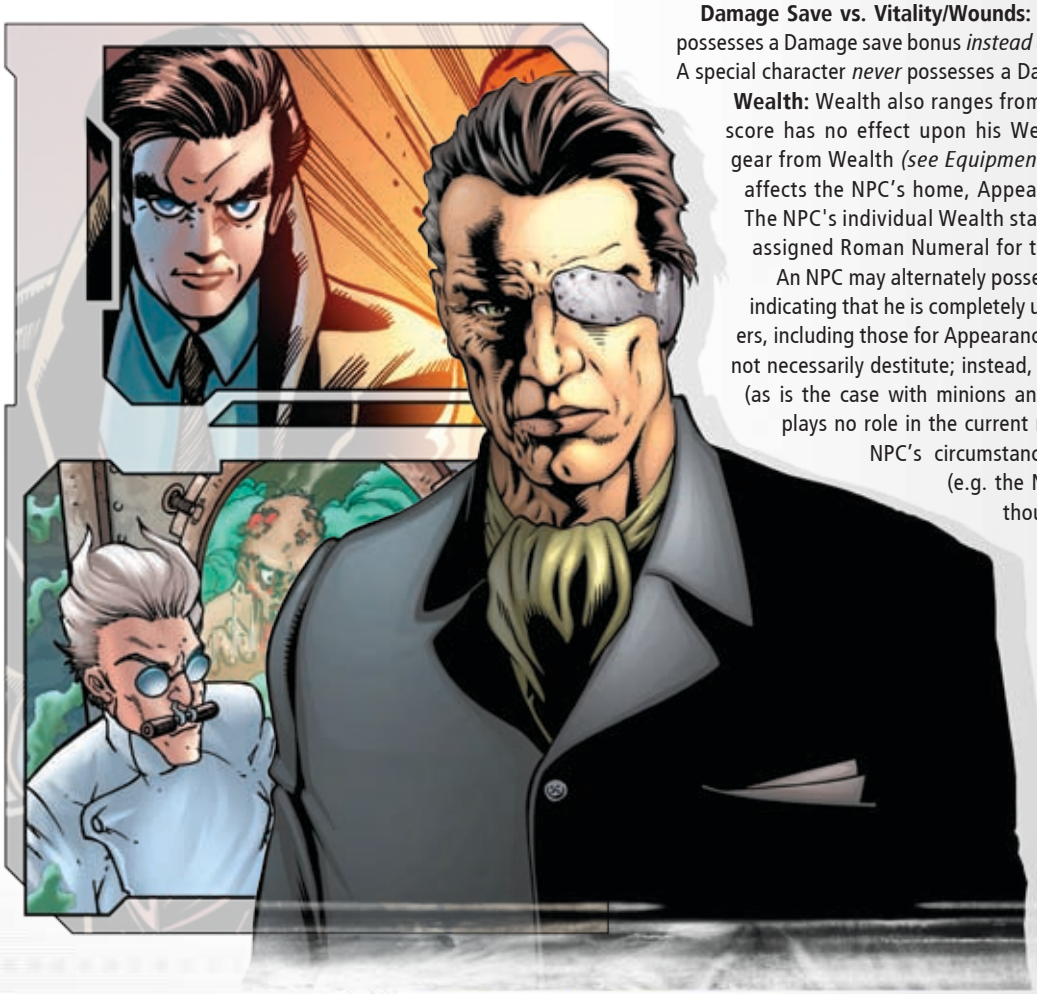
Of course, it's impossible for every NPC to be equally cool. Special characters should naturally be more interesting and engaging than their standard nephews and nieces, and antagonists must be better still. The litmus test in this regard is pretty simple.

- An animal or standard character must be interesting enough to capture the players' attention for a single combat (perhaps more if he makes multiple appearances during the mission).
- A special character must be interesting enough to capture the players' attention for an entire scene (perhaps more if he makes multiple appearances during the mission, and definitely more if he's a mastermind).

Beware, however. While creating an NPC is similar to creating any fictional personality, and the GC can benefit from falling in love with the best of his characters, he must avoid making them the "stars" of any mission. No matter how memorable an NPC becomes, he must remain window dressing for the team's exploits or the game's focus shifts to him, cutting the players out of their own escapist adventure.

APPEARANCE

At last, the GC decides on a "look" for his creation. Strong NPC appearances are "trademarked" — that is, they're unique enough that the players never confuse them with other characters. The best NPC appearances go a step farther, enhancing or reinforcing the personality, or visually supporting his concept. Dr. Kholera's wild appearance, for example, supports the fact that he's not entirely right in the head, and no one would ever question that he's a supremely confident scientist. Even his silhouette is distinctive, allowing him to be recognized from a great distance.



STEP 2: STATISTICS

Each NPC and animal built with the default rules is presented using a standard template, called a 'stat block.'

Animal, NPC, or NPC Group Name (["Standard NPC"/"Special NPC"/"Animal"] — [#] XP): Init [Roman Numeral]; Atk [Roman Numeral]; Def [Roman Numeral]; Resilience [Roman Numeral]; Damage Save *or* v/wp: [Roman Numeral]; Competence: [Roman Numeral]; Skills: None; Wealth: [Roman Numeral]; Weapons: [Weapon Name]; Gear: [Item Name]; Vehicle: [Vehicle Name]; Qualities: [Quality Name].

A completed stat block is scaled to quickly produce a version of the NPC or animal at any Threat Level. This allows the Game Control to choose the required statistics for any encounter and rapidly produce an NPC's stats "on the fly" during a game.

For several completed sample NPCs of each type, see page 453.

CHOOSING STATISTICS

Roman Numerals: Each Roman numeral ranges from I to X, and stands for a grade and bonus found on Table 7.11: NPC Statistics *(see page 444)*. These grades do not necessarily scale according to any human "average." The GC may choose each of an NPC's statistics grades independently, creating any character he wishes from scratch without worrying about the effects of any single stat on all the others *(see the Behind the Curtain: NPC Balance, on page 442)*.

Damage Save vs. Vitality/Wounds: An animal or standard NPC possesses a Damage save bonus *instead of* vitality and wound points. A special character *never* possesses a Damage save bonus.

Wealth: Wealth also ranges from I to X. An NPC's Charisma score has no effect upon his Wealth. An NPC **never** gains gear from Wealth *(see Equipment, below)*; NPC Wealth only affects the NPC's home, Appearance, and Spending Cash. The NPC's individual Wealth statistics are each equal to his assigned Roman Numeral for these purposes only.

An NPC may alternately possess a Wealth stat of "None," indicating that he is completely unaffected by Wealth modifiers, including those for Appearance. An NPC with no Wealth is not necessarily destitute; instead, his affluence is insignificant (as is the case with minions and bit players whose money plays no role in the current mission or season). Such an NPC's circumstances can change, of course (e.g. the NPC gains levels in a class), though the GC is encouraged to introduce storyline reasons for such an adjustment.

Equipment: Unlike Roman Numeral stats, equipment is chosen once and remains constant at all Threat Levels. Each standard and special NPC begins with 1 Caliber I weapon and 1 Caliber I non-weapon gear pick. Further, each special NPC or group of standard NPCs begins with 1 Caliber I vehicle.

TABLE 7.11: NPC STATISTICS

Grade	Threat Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Initiative Bonus																				
I	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
II	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3
III	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
IV	+1	+1	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+8	+9	+9
V	+1	+1	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12
VI	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15
VII	+2	+3	+4	+5	+5	+6	+7	+8	+9	+10	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18
VIII	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21
IX	+2	+3	+4	+5	+6	+8	+9	+10	+11	+12	+13	+15	+16	+17	+18	+19	+20	+22	+23	+24
X	+3	+4	+6	+7	+8	+9	+11	+12	+13	+14	+16	+17	+18	+19	+21	+22	+23	+24	+26	+27
Attack Bonus																				
I	-1	-1	+0	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5
II	-1	+0	+0	+0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7
III	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10
IV	+0	+1	+1	+2	+3	+3	+4	+4	+5	+6	+6	+7	+7	+8	+9	+9	+10	+10	+11	+12
V	+0	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15
VI	+1	+1	+2	+3	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+13	+14	+15	+15	+16	+17
VII	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
VIII	+1	+2	+3	+4	+5	+6	+7	+9	+10	+11	+12	+13	+14	+15	+17	+18	+19	+20	+21	+22
IX	+2	+3	+4	+5	+7	+8	+9	+10	+11	+13	+14	+15	+16	+17	+19	+20	+21	+22	+23	+25
X	+2	+3	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+21	+22	+23	+25	+26	+27
Defense Bonus																				
I	-1	-1	-1	+0	+0	+0	+0	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+4	+4	+4
II	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
III	+0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8
IV	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10
V	+1	+1	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12
VI	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12	+13	+14
VII	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16
VIII	+3	+4	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+12	+13	+14	+15	+16	+16	+17	+18
IX	+3	+4	+5	+6	+7	+7	+8	+9	+10	+11	+12	+13	+14	+14	+15	+16	+17	+18	+19	+20
X	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22
Resilience Bonus																				
I	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3
II	+0	+0	+0	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5
III	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
IV	+1	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+7	+7	+7	+8
V	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8	+8	+9
VI	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11
VII	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
VIII	+2	+3	+3	+4	+4	+5	+6	+6	+7	+7	+8	+9	+9	+10	+10	+11	+12	+12	+13	+13
IX	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+9	+9	+10	+11	+11	+12	+13	+13	+14	+15
X	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17	+18
Damage Save Bonus																				
I	+3	+3	+3	+3	+3	+3	+4	+4	+4	+4	+4	+4	+4	+5	+5	+5	+5	+5	+5	+5
II	+4	+4	+4	+4	+4	+5	+5	+5	+5	+5	+6	+6	+6	+6	+6	+7	+7	+7	+7	+7
III	+5	+5	+5	+5	+5	+6	+6	+6	+6	+6	+7	+7	+7	+7	+7	+8	+8	+8	+8	+8
IV	+6	+6	+7	+7	+7	+7	+7	+8	+8	+8	+8	+8	+9	+9	+9	+9	+9	+10	+10	+10
V	+7	+7	+7	+8	+8	+8	+8	+9	+9	+9	+10	+10	+10	+10	+11	+11	+11	+12	+12	+12
VI	+8	+8	+8	+9	+9	+9	+9	+10	+10	+10	+11	+11	+11	+11	+12	+12	+12	+13	+13	+13
VII	+9	+9	+10	+10	+10	+11	+11	+11	+12	+12	+12	+13	+13	+13	+14	+14	+14	+15	+15	+15
VIII	+10	+10	+11	+11	+11	+12	+12	+13	+13	+13	+14	+14	+15	+15	+15	+16	+16	+17	+17	+17
IX	+11	+12	+12	+12	+13	+13	+14	+14	+14	+15	+15	+16	+16	+16	+17	+17	+18	+18	+18	+19
X	+12	+13	+13	+13	+14	+14	+15	+15	+15	+16	+16	+17	+17	+17	+18	+18	+19	+19	+19	+20

Continued on page 445

The GC may give an NPC 1 additional Caliber I weapon, gear pick, or vehicle by increasing the NPC's base XP reward by 1. Also, he may raise the Caliber of any weapon, gear pick, or vehicle by increasing the NPC's base XP reward by 1 per Caliber raise (e.g. raising a weapon choice from Caliber I to Caliber III increases the NPC's base XP reward by 2).

Conversely, the GC may take away any starting Caliber I item, decreasing the NPC's XP reward by 2 per item removed.

An NPC's equipment may be chosen from any applicable gear category or sub-category (weapons from any Weapon sub-category, vehicles from any Vehicle sub-category, etc.). Also, unlike a player character, an NPC is *not* restricted to equipment permitted by the mission's Caliber. The Game Control should be mindful, however, that if an NPC carries superior gear, the PCs will loot it at the first available opportunity, using it against enemies encountered later during the mission.

Each standard NPC carries 1 ammunition stockpile per weapon, and each special NPC carries 3 ammunition stockpiles per weapon. Additional ammunition may be added by increasing the NPC's base XP reward by 1 per 2 additional ammunition stockpiles.

Animals begin with no weapons, gear, or vehicles, and only gain weapons or gear with the *augmented* quality.

Qualities: NPC qualities are handled during Step 3 *(see page 446)*.

ANIMAL STATISTICS

An animal's Intelligence begins at 2 and may only rise to 6 with the *superior attribute* quality *(see page 452 for more about NPC attributes)*. Further, an animal may only be proficient with weapons it gains through the *augmented* or *natural weapon* qualities.

An animal never possesses a Competence bonus. It may gain skill ranks in Acrobatics, Athletics, Blend, Intimidate, Notice, Perception, Resolve, Sense Motive, Sneak, Survival, and Tactics, but may only make Ambush, Awareness, Balance, Climb, Coercion, Escape, Falling, Foraging, Forced March, Jump, Hide, Maneuver (Foot), Morale, Power Lifting, Resist Impress, Resist Intimidate, Resist Manipulate, Search, Smash, Speed Push, Stash Item (Scenery), Stealth, Swim, Tumble, and Tracking checks.

Further, an animal gains a bonus with Resolve/Morale checks equal to the number of 'trained' qualities it possesses. When an animal possesses 2 or more 'trained' qualities, its error range with Morale checks decreases by 1, and its result cap with Morale checks increases by an amount equal to twice its rider's Charisma modifier (if positive).

Also, unless an animal possesses 1 or more 'trained' qualities mentioned in the Survival/Animal Training skill check, it is considered **wild**. All Survival/Maneuver checks made with a wild animal suffer a –8 penalty.

Every animal possesses a Training DC, which is used in Survival/Animal Training checks *(see page 165)*. A wild animal's Training DC is 30; any other animal's Training DC is equal to 30 – its Wisdom score (minimum 15).

Typically, an animal may only perform the Standard Attack, Standard Move, Bull Rush, Called Shot, Cheap Shot, Coup de Grace, Crouch, Delay, Disarm, Drop Prone, Fight Defensively, Press, Refresh, Regroup, Run, Stand Up, Threaten, Trip, and Withdraw combat actions. It may also perform a Grapple action, but may not draw or use an item or weapon, grapple a second opponent, or manipulate an opponent's gear. An *augmented* animal with an attached firearm may also perform the Autofire, Cover Fire, Strafe, and Suppressive Fire actions. Also, an animal with an Intelligence score of 5 or 6 may also perform the Anticipate, Bounce, Burst, Draw/Holster/Pick Up a Weapon, Pummel, Ready, Stand Off, and Tire actions.

Each time an animal suffers stress damage due to bang, fire, or flash damage, the amount of stress damage suffered is doubled.

Finally, animals operate as vehicles when ridden *(see page 289)*.

TABLE 7.11: NPC STATISTICS CONTINUED

Threat Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Vitality Points/Wound Points																				
I	3/13	6/13	9/13	12/13	15/13	18/13	21/14	24/14	27/14	30/14	33/14	26/14	39/14	42/15	45/15	48/15	51/15	54/15	57/15	60/15
II	4/14	7/14	11/14	14/14	18/14	21/15	25/15	28/15	32/15	35/15	39/16	42/16	46/16	49/16	53/16	56/17	60/17	63/17	67/17	70/17
III	4/15	8/15	12/15	16/15	20/15	24/16	28/16	32/16	36/16	40/16	44/17	48/17	52/17	56/17	60/17	64/18	68/18	72/18	76/18	80/18
IV	5/16	9/16	14/17	18/17	23/17	27/17	32/17	36/18	41/18	45/18	50/18	54/18	59/19	63/19	68/19	72/19	77/19	81/20	86/20	90/20
V	5/17	10/17	15/17	20/18	25/18	30/18	35/18	40/19	45/10	50/19	55/20	60/20	65/20	70/20	75/21	80/21	85/21	90/22	95/22	100/22
VI	6/18	11/18	17/18	22/19	28/19	33/19	39/19	44/20	50/20	55/20	61/21	66/21	72/21	77/21	83/22	88/22	94/22	99/23	105/23	110/23
VII	6/19	12/19	18/20	24/20	30/20	36/21	42/21	48/21	54/22	60/22	66/22	72/23	78/23	84/23	90/24	96/24	102/24	108/25	114/25	120/25
VIII	7/20	13/20	20/21	26/21	33/21	39/22	46/22	52/23	59/23	65/23	72/24	78/24	85/25	91/25	98/25	104/26	111/26	117/27	124/27	130/27
IX	7/21	14/22	21/22	28/22	35/23	42/23	49/24	56/24	63/24	70/25	77/25	84/26	91/26	98/26	105/27	112/27	119/28	126/28	133/28	140/29
X	8/22	15/23	23/23	30/23	38/24	45/24	53/25	60/25	68/25	75/26	83/26	90/27	98/27	105/27	113/28	120/28	128/29	135/29	143/29	150/30
Competence Bonus																				
I	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
II	+0	+0	+0	+0	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2
III	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3	+3
IV	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+4	+5	+5	+5
V	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
VI	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7	+7	+8	+8	+8
VII	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7	+7	+8	+8	+8	+9	+9	+9
VIII	+3	+3	+4	+4	+5	+5	+5	+6	+6	+7	+7	+7	+8	+8	+9	+9	+9	+10	+10	+11
IX	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8	+8	+9	+9	+10	+10	+10	+11	+11	+12
X	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12	+12	+13	+13	+14

STEP 3: NPC QUALITIES

NPC qualities are one of the most potent weapons in the GC's arsenal. They offer a wide variety of benefits, drawbacks, and special effects in exchange for modifying the NPC's XP reward. All XP modifications are applied **before** an NPC's base XP reward is multiplied due to his NPC type *(see page 452)*. Further, no combination of qualities may reduce an NPC's XP reward below 1/2 its base (rounded up).

Many qualities may be applied more than once, as noted in their descriptions. Any quality without mention of multiple applications, however, may only be chosen once. Further, unless otherwise specified, no quality benefit may be combined with any identical gear or class ability benefit (e.g. the benefits of the *flight* quality may not be combined with the benefits of a jet pack).

Like any NPC option, each quality may be applied to an animal unless specifically restricted. Further, some qualities are described as 'trained' and may be granted to an animal in play using the Survival/Animal Training skill check *(see page 165)*.

Examples are provided with most NPC qualities, showing how they might support NPC concepts in mundane or fantastic settings. The GC is urged not to include qualities that cannot be plausibly explained in his setting.

NPC QUALITY DESCRIPTIONS

Achilles Heel (–3 XP per damage type): The NPC or animal is particularly susceptible to 1 damage type (e.g. NPC trained with flawed combat style, werewolf). Each time this quality is applied, the NPC becomes susceptible to 1 damage type *(see page 333)*. When an NPC suffers damage of a type against which he's susceptible, the damage is doubled before it is applied.

All Thumbs (–2 XP): The NPC or animal has troublesome, often dangerous, eye-hand coordination (e.g. comic relief or accident-prone crony, cursed NPC). The error range of any attack or skill check made using a weapon or tool, or with the Grasp or Hands-On tags, is increased by 2.

Alternate Identity/Form (+4 XP): The NPC or animal has an innocuous or alternate appearance that conceals his true nature (e.g. sleeper agent, cyborg infiltrator). The NPC's alternate form has a base I in each numerical statistic and no qualities other than this one (though the GC may increase these separately by adding XP reward as standard). While the NPC is in his alternate identity or form, the DC of each skill check made to view his true identity or form is increased by 10. Swapping identities or forms requires 2 full rounds.

Aquatic (+3 XP): The NPC or animal is equally at home in the water and on land (e.g. combat diver or animal native to water, gilled human). The NPC can move at his standard speed underwater, and can't drown. Also, the NPC ignores all penalties and negative effects for being underwater *(see page 349)*.

Attack on Command (+2 XP — animals only, 'trained'): The animal is trained to attack on command (e.g. attack dog, mechanized animal minion). As a free action, the animal's trainer may command it to attack any 1 character within its line of sight. An animal without this quality attacks per the GC's discretion.

Augmented (+3 XP per Caliber, per item/weapon): The NPC or animal has attached or installed items or weapons (e.g. bear with retractable claws, "shark with a friggin' laser beam on its head"). This quality may be applied 4 times, each time granting 1 pick or weapon from the chosen Caliber (above and beyond it or his standard non-integral weapons). The animal or NPC is always considered proficient with any weapon granted by this quality. Further, the animal may ready the item or weapon as a free action, and may not be disarmed.

Burrow (+3 XP — animals only): The animal may tunnel through any substance (e.g. gopher). It may move through any substance with a 1-in. thickness Damage save bonus equal to or less than 1/2 its Strength score (rounded up). It may not take Run actions when burrowing. Further, if the animal burrows through a material with a 1-in. thickness Damage save bonus of +6 or less, no character or animal without the *burrow* quality may follow the animal as it burrows (as the substance fills in behind it).

Camouflaged (+3 XP per terrain type): The NPC or animal's color blends with 1 type of terrain (e.g. alligator in swamp). While located in the designated terrain, the animal gains a +4 bonus with all Blend/Stealth and Sneak/Hide checks. Available terrain types are aquatic, arctic, desert, forest, jungle, mountain, plains, and swamp.

Captivating (+5 XP — special NPCs only): The NPC often stupefies those who might be attracted to him or her (e.g. femme fatale, succubus). The first time any character encounters the NPC during each mission, he must make a Will save (DC equal to 10 + the TL). With success, he loses his next half action and may not again be targeted by the same NPC's *captivating* quality during the current mission. With failure, he becomes *fixated* on the NPC. Additionally, once per opponent per scene as a full action, the NPC may target 1 opponent within CQB Range who can see or hear him to receive this effect.

Carry on Command (+1 XP — animals only, 'trained'): The animal is trained to carry objects to familiar locations (e.g. carrier pigeon, satellite-controlled carrier bat). As a free action, the animal's trainer may command it to transport any 1 item to any 1 location at which the animal has spent 2 or more weeks. The item may be no larger than the animal's Size minus 2 categories.

Class Ability (Special Cost): The NPC benefits from dedicated training (e.g. veteran scout, Ivory Tower inventor). Once per scene, the NPC may use 1 class ability, with a few caveats.

- The ability may be chosen from any class at any level, but may not grant the NPC attribute points, skill ranks, feats, Interests, Subplots, NPC qualities, Wealth, gear, or gear options.
- Any number of core abilities may be gained with this quality.
- If the ability is tiered (e.g. *alertness I*, *alertness II*, etc.), each tier must be acquired separately. Higher tiers may be acquired without lower tiers.
- If the ability provides a constant effect (e.g. *armor use, uncanny dodge* etc.), the NPC benefits from it at all times.

This quality may be applied up to 5 times to a standard NPC or up to 10 times to a special NPC, each time granting a new ability once per session, or allowing the NPC to use an existing ability 1 additional time per scene. Adding this quality to an NPC increases the NPC's base XP reward by a number equal to the lowest level at which the target class gains the target ability.

Clumsy (–2 XP): The NPC or animal is a danger to others when he approaches them (e.g. drunk NPC or NPC with bum leg, entranced NPC). The error range of any attack or skill check made during the same round that the NPC takes his 5-ft. bonus step or any move action is increased by 2.

Commander (+3 XP — minions only): An experienced comrade leads these minions (e.g. a squad sergeant or junior henchman). One minion in the squad becomes the squad's commander and is considered their leader in all things until killed. The commander's statistics are calculated as if the mission's Threat Level were 2 higher.

Construct (+8 XP): The NPC or animal is a robot or otherwise manufactured. A construct is immune to Intelligence, Wisdom, and Charisma damage, and never gains the *bleeding*, *dazed*, *drained*, *drunk*, *enraged*, *exhausted*, *fatigued*, *fixated*, *frenzied*, *frightened*, *nauseated*, *paralyzed*, *shaken*, *sickened*, *sleeping*, *terrified*, or *unconscious* conditions. Further, it never needs to make Resolve/Morale checks and is immune to contagion, sneak attack, stress, and subdual damage. Also, when a construct makes a Damage save, it is subject to the rules for damaging items *(see page 224)*, **not** NPCs *(see page 331)*. When any construct sustains a critical injury result of 51 or higher, it suffers severe internal damage (permanent –4 to 1 random attribute: Strength, Dexterity, or Constitution). Constructs never eat, sleep, or breathe, and can only heal with a Mechanics (Int) check using the Medicine/First Aid or Medicine/Surgery rules, as appropriate. Finally, an NPC with this quality may also gain qualities possessing the "animal only" trait.

Damage Reduction (+3 XP per point): The NPC or animal is extraordinarily resistant to all damage (e.g. hardened soldier, reinforced robot). This quality may be applied up to 8 times, each time granting 1 point of damage reduction *(see page 332)*.

Damage Resistance (+1 XP per point): The NPC or animal is extraordinarily resistant to a specific type of damage (e.g. animal with environmental resistance, robot with special coating). This quality may be applied up to 8 times, each time granting 1 point of damage resistance against 1 damage type *(see page 333)*.

Disarm on Command (+2 XP — animals only, 'trained'): The animal is trained to disarm target characters on command (e.g. police dog). As a free action, the animal's trainer may command it to disarm any 1 character within its line of sight.

Diurnal (–1 XP — animals only): The animal is predisposed to daylight hours (e.g. hawk or falcon). During night and in darkness, the animal suffers a –4 penalty with all attack and skill checks.

Diving (+1 XP — animals only): The animal is accustomed to spending long periods underwater (e.g. whale, Colossal bipedal, city-smashing reptile). The animal may hold its breath for a number of minutes equal to 15 × its Constitution score.

Entertain on Command (+1 XP — animals only, 'trained'): The animal is trained to create a set diversion on command (e.g. show dog or cat). As a free action, the animal's trainer may command it to perform a Diversion action. Instead of a Bluff (Dex) check, however, the animal makes an Acrobatics (Dex) check.

Extended Training (+1 XP — no animals): The NPC can use extra weapons and vehicles (e.g. Special Forces troops, cyber-"chipped" street runner). Each time this quality is applied, the NPC gains 1 additional weapon proficiency and 1 additional Drive skill focus.

Fast Healing (+2 XP): The NPC or animal recovers from injury at an amazing rate (e.g. character with incredible metabolism, post-holocaust mutant). The NPC heals all types of damage at twice the standard rate.

Fearless (+1 XP per grade, 'trained' by grade): The NPC or animal is unshaken in the face of overwhelming odds and mortal danger (e.g. zealous terrorist or hard-core gangster, drug-driven psycho-killer). Each time this quality is applied, the NPC gains a +4 bonus with Resolve/Morale checks (maximum +20).

Fearsome (+5 XP): The NPC or animal inspires fear in his opponents (e.g. disfigured plague victim, unholy abomination). The first time any character encounters the NPC during each scene, he must make a Will save (DC equal to 10 + the Threat Level). With success, he suffers 1d4+1 stress damage. With failure, he becomes *frightened*.

Feat (+2 XP per feat): The NPC has a special talent or benefits from special training that sets him a cut above most other characters (e.g. career military operative or dedicated professional, combat mage). Each time this quality is applied, the NPC gains 1 feat (maximum 5 feats). The NPC must possess all feats listed in the assigned feat's Prerequisites entry, but all other prerequisites are ignored (e.g. an NPC must possess the Combat Mobility feat in order to gain Mobile Offense, but need not meet the base attack bonus prerequisite). NPCs gain no benefit from class and feat abilities affecting statistics they don't possess and rules they ignore (e.g. Reputation or Net Worth, Subplots, etc.). Further, an NPC may not receive a feat that grants an NPC quality

Feral (+2 XP): The NPC or animal is prone to dangerous rages (e.g. wild animal, possessed cultist). Once per combat, at the GC's discretion, the NPC may become *enraged (see page 341)*.

Fleet (+3 XP per 10 ft.): The NPC or animal is exceptionally quick on his feet (e.g. Olympic sprinter, bionic character). Each time this quality is applied, the NPC's Speed is increased by 10 ft. (maximum 60 ft.). This quality's XP reward becomes +1 per 10 ft. if limited to 1 or 2 movement modes (i.e. on foot, when flying, or when swimming).

Flight (+4 XP per 20 ft.): The NPC or animal is equipped with wings or a jetpack, or can otherwise fly (e.g. avian, gene-spliced aerial dinosaur). The NPC gains a new Speed value that's used only when flying (maximum 100 ft.). While in the air, the NPC can only turn 45˚ per 15 ft. of forward movement, and all Maneuver checks are made with Acrobatics/Manuever. Further, if the character does anything other that straight and level flight, he suffers 1 point of subdual damage per round during which he performs such a maneuver.

Foil (Special Cost — no animals): The NPC is pivotal to the mission's plot — or a seemingly vital red herring — whose loyalties are wildly indeterminate, and not obvious due to his or her disposition (e.g. damsel in distress, brainwashed or broken operative). The result of the die roll made to determine the foil's unprompted loyalty and combat decisions is modified by +5 to –5 *(see Disposition, page 457)*. Further, each foil may gain up to 10 feats through the *feat* quality. This quality's XP modifier is equal to the decision modifier (e.g. a with a +3 modifier, this quality increases the NPC's reward by 3 XP, with a –4 modifier, this quality decreases the NPC's reward by 4 XP, etc.).

Guard on Command (+2 XP — animals only, 'trained'): The animal is trained to guard a location on command (e.g. security dog). As a free action, the animal's trainer may command it to guard its present location. Until the trainer redirects the animal or the animal falls asleep, it attacks anyone other than its trainer who approaches within 20 ft. of the location.

Henchman (+4 XP — special NPCs only): The NPC is a career villain, commonly commanding 1 or more minion squads and found in the employ of a mastermind. A henchman is usually the focus of a single mission (e.g. Dr. No, Strik-9). The GC's base action die when boosting a henchman's die rolls or Defense, or healing a henchman, is d8. The cost to save a henchman from death is reduced by

1 action die *(see page 398)*. Also, the threat range of any attack or skill check targeting a henchman is decreased by 1 (minimum 20). Further, an opponent must spend 1 additional action die to activate each critical hit or success against a henchman. Finally, each henchman may gain up to 10 feats through the *feat* quality. A henchman may not also be a minion or mastermind.

Horde (+4 XP — minions only): These minions attack in large groups, forming an unstoppable tide of aggression (e.g. martial arts mooks or action movie extras). The minions' squad size is doubled. Members of a horde consider each other to be teammates.

Horrific (+8 XP — no standard NPCs): The special NPC or animal is an unimaginable horror that inspires unfathomable terror (e.g. scientific abomination, otherworldly terror). Each time any character encounters the NPC during each scene, he must make a Will save (DC equal to 10 + the Threat Level). With success, he suffers 2d4+2 stress damage. With failure, he becomes *terrified*.

Hulking (+5 XP per Size increase): The NPC or animal is bigger than most people, gaining great physical strength and fortitude (e.g. giant henchman, gene-therapy soldier). Each time this quality is applied, the NPC's Size increases by 1 category *(see page 347)*.

Improved Hearing (+3 XP): The NPC or animal's hearing is extremely acute (e.g. dog, human with "danger sense"). The NPC's base hearing range is equal to its Wisdom score × 10 ft. Further, unless *deafened*, the NPC gains a +6 bonus with Notice/Awareness and Search/Perception checks made to determine surprise *(see page 323)*.

Improved Scent (+3 XP): The NPC or animal's sense of smell is extremely acute (e.g. shark, human raised by animals). The NPC's base scent range is equal to its Wisdom score × 10 ft. Further, when the NPC can rely upon its sense of smell, it gains a +6 bonus with Survival/Tracking checks.

Improved Vision (+3 XP): The NPC or animal's vision is extremely acute (e.g. eagle, human with experimental surgery). The NPC's base visual range is equal to its Wisdom score × 20 ft. Further, unless the NPC is *blinded*, each range penalty applied to one of his attacks is reduced by 2 (minimum +0).

Inferior Attribute (–1 XP per –1 attribute score): One or more of the NPC or animal's attributes is particularly weak (e.g. fumbling professor, failed experimental subject). Each time this quality is applied, 1 of the NPC's attributes decreases by 1 (minimum 2). Decreased attributes affect all of the NPC's other stats per the standard rules (e.g. a Dexterity penalty lowers the NPC's Initiative, Defense, and Ranged Attack bonuses, as well as appropriate skill checks). The effects of an inferior attribute are *not* factored into a finished stat block, however — they are applied during play (this distinction is important so that Game Controls understand how to use printed stat blocks in play).

Low-Light Vision (+2 XP): The NPC or animal is unaffected by dim light (e.g. fox, human with gadget lenses). The NPC ignores all vision penalties applied by dawn, dusk, and night.

Mastermind (+8 XP — special NPCs only): The NPC is a premier threat in the setting, commonly commanding 1 or more henchmen and found at the pinnacle of a criminal organization. A mastermind is usually the focus of an entire season (e.g. Blofeld, Dr. Kholera). The GC's base action die when boosting a mastermind's die rolls or Defense, or healing a mastermind, is d10. The cost to save a mastermind from death is reduced by 2 action dice *(see page 398)*. Also, the threat range of any attack or skill check targeting a henchman is decreased by 2 (minimum 20). Further, an opponent must spend 2 additional action dice to activate each critical hit or success against a mastermind. Finally, each mastermind may gain up to 15 feats through the *feat* quality. A mastermind may not also be a minion or henchman.

Meek (–1 XP per grade): The NPC or animal is highly susceptible to the strain of combat (e.g. peacetime civilian, shell-shocked prisoner, soul-shattered puppet). Each time this quality is applied, the NPC suffers a –4 penalty with Resolve/Morale checks (maximum –20).

Minion (+2 XP — standard NPCs only): The NPC is a villain of the lowliest order, commonly found in the employ of a henchman or mastermind (e.g. Octopussy's circus, Dr. Kholera's Zero Sum). Minions are always encountered in squads equal in number to the player character team. Further, the GC's base action die when boosting a minion's die rolls or Defense, or healing a minion, is d6. A minion may not also be a henchman or mastermind. Finally, members of a minion squad consider each other to be teammates.

Mount (+1 XP — animals only, 'trained'): The animal is trained to carry a rider (e.g. riding horse, palanquin-saddled elephant). A animal may be ridden by up to 2 characters 1 Size category smaller, 4 characters 2 Size categories smaller, 8 characters 3 Size categories smaller, and so on. When ridden, the animal operates like a vehicle and is controlled with Survival/Maneuver checks.

Natural Attack (+2 XP per Caliber, per attack): The NPC or animal may attack with part of its body (e.g. bear, human with filed teeth). This quality may be applied up to 4 times, each time granting 1 natural attack from the chosen Caliber, as shown on Table 7.12: Natural Attacks *(see page 449)*. All natural attacks are considered either unarmed Standard Attacks or Kick actions, as noted on Table 7.12. The animal is always considered proficient with this attack and may ready it as a free action. Further, the attack may not be disarmed.

Nocturnal (–1 XP — animals only): The animal is predisposed to night hours (e.g. bat). During day and in bright light, the animal suffers a –4 penalty with all attack and skill checks.

Non-Combatant (–3 XP): The NPC or animal is completely out of his element with any weapon (e.g. systems analyst, past time traveler). The NPC may possess no weapon proficiencies.

Open Doors (+1 XP — animals only, 'trained'): The animal is trained to open doors (e.g. house dog that understands how to open sliding doors). The animal may open any unlocked door it can physically manipulate.

Prodigy (+5 XP — standard NPCs only): The NPC is capable of incredible leaps of logic and acts of daring (e.g. research scientist or veteran secret operative, "divinely inspired" prophet). When the NPC scores a threat with a skill check, the GC may activate it as a critical success.

Removable Quality (linked quality cost –1, minimum 1 — no animals): One of the NPC's qualities is linked to one of its gear picks, and may be disabled by removing that item (e.g. command headset granting *synchronized* quality, NPC with gadget granting *flight* quality). If the chosen item is disarmed, lost, or destroyed, the NPC loses the linked quality.

Rescue (+3 XP — animals only, 'trained'): The animal instinctively protects its trainer (e.g. alpine rescue dog). When the animal is located within line of sight of its unconscious trainer, it moves to the trainer's side and attempts to drag him to safety *(see page 217)*. Also, as a free action, the animal's trainer may command it to rescue any 1 character within its line of sight.

TABLE 7.12: NATURAL ATTACKS

Caliber/Attack	Attack Type*	Damage	Error/Threat	Qualities
Caliber I				
Bite	Unarmed Standard Attack	1d6	1–2/18–20	—
Claw/Kick/Slam/Talon*	Unarmed Standard Attack or KickΩ	1d4	—/20	—
Gore	Unarmed Standard Attack	1d4	1/19–20	*bleed*
Poison**	per poisoned attack	per Caliber I poison	1/—	*injector*
Squeeze†	Unarmed Standard Attack	1d6+1††	—/20	—
Sting	Kick	1d2	1/19–20	*injector*
Swallow**†ΔΔ	Unarmed Standard Attack	1d6+1	1/18–20	—
Tail/Tentacle Slap	Unarmed Standard Attack or KickΩΩ	1d6††	—/20	—
TrampleΔ	Kick	1d6	1/—	*takedown*
Caliber II				
Bite	Unarmed Standard Attack	1d8	1–2/18–20	—
Claw/Kick/Slam/Talon*	Unarmed Standard Attack or KickΩ	1d6	—/20	—
Gore	Unarmed Standard Attack	1d6	1/19–20	*bleed*
Poison**	per poisoned attack	per Caliber II poison	1/—	*injector*
Squeeze†	Unarmed Standard Attack	1d8+1††	—/19–20	—
Sting	Kick	1d2	1/19–20	*injector*
Swallow†ΔΔ	Unarmed Standard Attack	1d8+1	1/17–20	—
Tail/Tentacle Slap	Unarmed Standard Attack or KickΩΩ	1d8††	—/20	—
TrampleΔ	Kick	1d8	1/20	*takedown*
Caliber III				
Bite	Unarmed Standard Attack	1d10	1–2/17–20	—
Claw/Kick/Slam/Talon*	Unarmed Standard Attack or KickΩ	1d8	—/19–20	—
Gore	Unarmed Standard Attack	1d8	1/18–20	*bleed*
Poison**	per poisoned attack	per Caliber III poison	1/—	*injector*
Squeeze†	Unarmed Standard Attack	1d10+1††	—/19–20	—
Sting	Kick	1d3	1/18–20	*injector*
Swallow†ΔΔ	Unarmed Standard Attack	1d10+1	1/17–20	—
Tail/Tentacle Slap	Unarmed Standard Attack or KickΩΩ	1d10††	—/19–20	—
TrampleΔ	Kick	1d10	1/20	*takedown*
Caliber IV				
Bite	Unarmed Standard Attack	2d6	1–2/17–20	—
Claw/Kick/Slam/Talon*	Unarmed Standard Attack or KickΩ	1d10	—/19–20	—
Gore	Unarmed Standard Attack	1d10	1/18–20	*bleed*
Poison**	per poisoned attack	per Caliber IV poison	1/—	*injector*
Squeeze†	Unarmed Standard Attack	1d12+2††	—/18–20	—
Sting	Kick	1d4	1/18–20	*injector*
Swallow†ΔΔ	Unarmed Standard Attack	1d12+2	1/16–20	—
Tail/Tentacle Slap	Unarmed Standard Attack or KickΩΩ	1d12††	—/19–20	—
TrampleΔ	Kick	2d6	1/19–20	*takedown*
Caliber V				
Bite	Unarmed Standard Attack	2d8	1–2/16–20	—
Claw/Kick/Slam/Talon*	Unarmed Standard Attack or KickΩ	2d6	—/18–20	—
Gore	Unarmed Standard Attack	2d6	1/17–20	*bleed*
Poison**	per poisoned attack	per Caliber V poison	1/—	*injector*
Squeeze†	Unarmed Standard Attack	1d12+4††	—/18–20	—
Sting	Kick	1d6	1/17–20	*injector*
Swallow†ΔΔ	Unarmed Standard Attack	1d12+4	1/16–20	—
Tail/Tentacle Slap	Unarmed Standard Attack or KickΩΩ	2d6††	—/18–20	—
TrampleΔ	Kick	2d8	1/19–20	*takedown*

* The NPC or animal gains only 1 of these attacks, as appropriate (e.g. a bear gains claws, while a camel gains a kick attack).

** This attack must be linked to another of the character or animal's natural attacks, or to one of his other unarmed Standard Attacks, Kick attacks, or Grapple attacks. The chosen attack gains the *injector* weapon quality *(see page 301)*, which is used to deliver the chosen toxin.

† The NPC or animal may only inflict this attack's damage during a grapple. Further, the listed threat and error ranges apply to Athletics checks made during a Grapple action

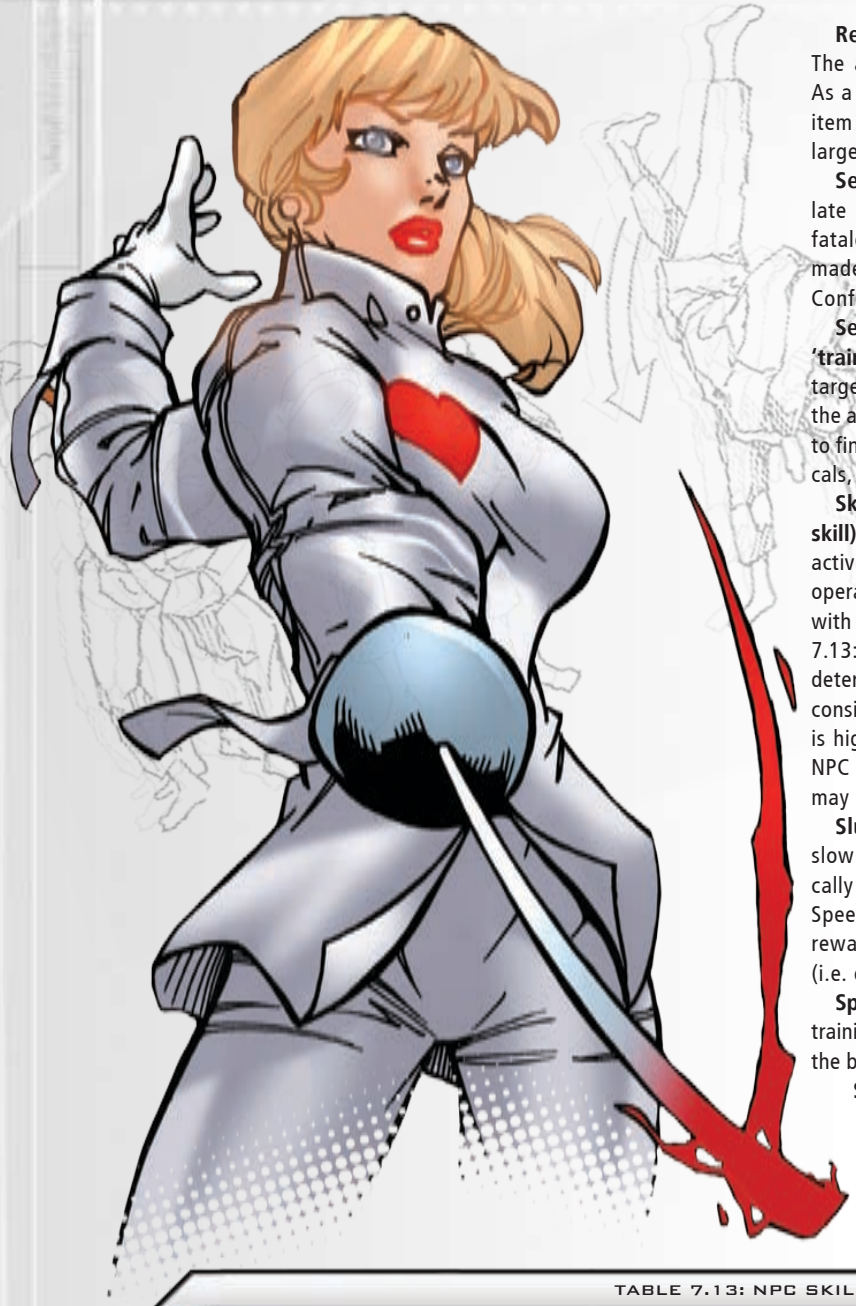
†† This attack inflicts subdual damage.

Δ This attack may only be made against a character or animal at least 1 Size smaller.

ΔΔ This attack may only be made against a character or animal at least 2 Sizes smaller.

Ω Claw and slam attacks are considered unarmed Standard Attacks while kick and talon attacks are considered Kick actions.

ΩΩ Tentacle slap attacks are considered unarmed Standard Attacks while taiil slap attacks are considered Kick actions.



Retrieve on Command (+1 XP — animals only, 'trained'): The animal is trained to 'fetch' on command (e.g. family dog). As a free action, the animal's trainer may command it to bring 1 item within its line of sight to his location. The item may be no larger than the animal's Size minus 2 categories.

Seductive (+3 XP — special NPCs only): The NPC can manipulate player characters with his or her exotic whiles (e.g. femme fatale, vampire). The NPC gains a +4 bonus with all skill checks made to shift disposition, and as part of any seduction Dramatic Conflict *(see page 387)*.

Seek on Command (+2 XP per target — animals only, 'trained'): The animal is trained to seek out 1 or more specific targets on command (e.g. bomb dog or drug dog). As a free action, the animal's trainer may command it to seek all targets it is trained to find within its scent range. Available targets are animals, chemicals, drugs, explosives, food, and people.

Skilled (+1 XP per grade/per skill, 'trained' per grade/per skill): The NPC or animal has developed a strength with 1 or more activities (e.g. academic expert or jack-of-all-trades, programmed operative). Each time this quality is applied, the NPC gains 1 skill with a bonus determined by the grade acquired, as shown on Table 7.13: NPC Skill Bonuses *(see page 444)*. When making checks and determining result caps with a skill, an NPC's ranks in a skill are considered to be equal to his skill bonus or Competence, whichever is higher. This quality may be applied up to 3 times per standard NPC or 5 times per special NPC. An animal may only gain skills it may perform with this quality *(see page 445)*.

Sluggish (–2 XP per 10 ft.): The NPC or animal is exceptionally slow on his feet (e.g. overweight technician, recently cryogenically frozen character). Each time this quality is applied, the NPC's Speed is decreased by 10 ft. (minimum 10 ft.). This quality's XP reward becomes –1 per 10 ft. if limited to 1 or 2 movement modes (i.e. on foot, when flying, or when swimming).

Specialty (+5 XP — no animals): The NPC enjoys specialized training (e.g. Journalist). The NPC benefits from 1 Specialty, including the bonus feat. An NPC may not benefit from more than 1 Specialty.

Squad Item (+8 XP — NPC groups only, no animals): The NPC group carries a powerful item or gadget (e.g. high-tech infiltrators, future time travelers). Each time this quality is applied, the NPC group gains 1 Caliber V gear pick or gadget (above and beyond each NPC's standard equipment).

TABLE 7.13: NPC SKILL BONUSES

Grade	Threat Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skill Bonus																				
I	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10
II	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
III	+2	+3	+4	+4	+5	+6	+6	+7	+8	+8	+9	+10	+10	+11	+12	+12	+13	+14	+14	+15
IV	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17
V	+3	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+13	+14	+15	+16	+16	+17	+18	+19	+20
VI	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23
VII	+4	+5	+6	+7	+8	+10	+11	+12	+13	+14	+15	+16	+17	+19	+20	+21	+22	+23	+24	+25
VIII	+5	+6	+7	+9	+10	+11	+12	+13	+14	+15	+17	+18	+19	+20	+21	+22	+23	+25	+26	+27
IX	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+21	+22	+23	+25	+26	+27	+29	+30
X	+6	+8	+9	+10	+12	+13	+14	+16	+17	+18	+20	+21	+22	+24	+25	+26	+28	+29	+30	+32

Squad Weapon (+8 XP — NPC groups only, no animals): The NPC group carries a powerful weapon (e.g. artillery unit, future time travelers). Each time this quality is applied, the NPC group gains 1 Caliber V weapon (above and beyond each NPC's standard equipment).

Steadfast (+3 XP — no animals): The NPC is a rock, or a moron; either way, he isn't talking (e.g. lunkhead minion, mind-wiped assassin). The NPC may not be persuaded or coerced to reveal information about his organization and masters. He is immune to snitching *(see page 459)*.

Story-Critical (+3 XP): The NPC or animal is critical to the GC's story and therefore favored by the dice gods (e.g. the foil with all the answers, the PCs' nemesis). Each time this quality is applied, the GC's action die is increased by 1 type when he boosts the NPC's die rolls or Defense, or heals the NPC (maximum d12).

Strong-Minded (+2 XP per grade): The NPC or animal is resolute in his opinions (e.g. true believer or indoctrinated terrorist, mind-controlled drone). Each time this quality is applied, the NPC gains a +4 bonus with 'Resist' skill checks (maximum +20).

Subdue on Command (+2 XP — animals only, 'trained'): The animal is trained to bring opponents down without killing them (e.g. de-clawed cat, trained gorilla). As a free action, the animal's trainer may command it to attack any 1 character within its line of sight. The animal converts all its damage to subdual *(see page 345)*.

Superior Attribute (+1 XP per +1 attribute score): One or more of the NPC or animal's attributes is particularly strong (e.g. star athlete, super soldier). Each time this quality is applied, 1 of the NPC's attributes increases by 1 (maximum 30). Increased attributes affect all of the NPC's other stats per the standard rules (e.g. a Dexterity bonus raises the NPC's Initiative, Defense, and Ranged Attack bonuses, as well as appropriate skill checks). The effects of a superior attribute are *not* factored into a finished stat block, however — they are applied during play (this distinction is important so that Game Controls understand how to use printed stat blocks in play).

Swarm (+3 XP — animals only): The animal may attack with others for increased effect (e.g. insects, alien-modified wolves). When 2 or more squares adjacent to an opponent are filled to capacity with animals of the same type, the animals may, as a half action, simultaneously make 1 standard melee attack. This attack automatically hits and inflicts the attack's standard damage × 1 (if the animals occupy 2–3 adjacent squares), × 2 (if the animals occupy 4–5 adjacent squares), × 3 (if the animals occupy 6–7 adjacent squares), or × 4 (if the animals occupy 8 or more adjacent squares).

Synchronized (+2 XP — NPC groups only, 'trained'): The NPC group has trained extensively together, and works like a well-oiled machine (e.g. SWAT team or counter-terrorism unit, mentally linked NPCs). When the NPC group attempts a Joint Action *(see page 358)*, the Tactics (Int) DC is equal to the number of teammates included × 5. Further, when the NPC group attempts a team check, it may always use its bonus or its commander's bonus, whichever is higher (no matter what kind of team check is being made).

Talented (+5 XP — no animals): The NPC enjoys a natural talent (e.g. Caustic). The NPC benefits from 1 Talent, including all attribute modifiers. An NPC may not benefit from more than 1 Talent.

Tough (+5 XP per grade — no special NPCs): The NPC can tolerate incredible amounts of pain (e.g. torture-hardened troops, human with sub-dermal plating). Each time this quality is applied, the NPC ignores the effect of 1 failed Damage save he suffers during each scene. This quality may be applied a maximum of 5 times to any 1 NPC.

Treacherous (+5 XP — no special NPCs): The NPC or animal is capable of incredible violence (e.g. contract killer or trained assassin, human or animal with deadly natural weapons). When the NPC scores a threat with an attack check, the GC may activate it as a critical hit.

Uncoordinated (–2 XP — NPC groups only): The NPC group has little experience as a unit or suffers from hostility within its ranks (e.g. civilian militia or soccer hooligans, ancient racial enemies). The NPC group may not attempt Joint Actions, cooperative skill checks, or directed skill checks. Further, when the group attempts a team check, it must always use its bonus or its commander's bonus, whichever is lower (no matter what kind of team check is being made).

Undersized (–3 XP per Size decrease): The NPC or animal is smaller than most people, gaining increased Defense and a reduced profile (e.g. midget henchman, compact alien). Each time this quality is applied, the NPC's Size decreases by 1 category *(see page 347)*.

Unnerving (+3 XP per grade): The NPC or animal strikes for maximum psychological and physical damage (e.g. sadistic torturer or callous serial killer, ghost). Each time the NPC inflicts 1 or more points of damage with an unarmed or melee attack, the target suffers 1d4 points of stress damage per quality grade applied (maximum 3d4).



STEP 4: XP REWARD

The base XP reward for each antagonist is equal to the sum of his Roman numeral grades (including Wealth).

Example: A standard NPC with Initiative IV, Attack III, Defense IV, Resilience VIII, Damage save VI, Competence IX, and Wealth III has a base reward of 37 XP.

NPC qualities, extra gear, Caliber improvements, and other options may increase this reward.

Example: If the standard NPC from the previous example gained 1 additional Caliber II weapon and the *minion* quality, his reward would increase to 41 XP.

No NPC's XP reward may be negative. Any negative XP reward becomes 0.

The XP reward for each standard NPC and animal antagonist is added to the mission reward **only once, no matter how many times the NPC is encountered during the mission or how the encounter is resolved** (e.g. whether the NPC, or members of an NPC group, are captured, killed, or meet other fates). This rule applies to each special NPC antagonist as well, except that his XP reward is multiplied by 4 before it is added to the mission reward.

Example: A special NPC has a base reward of 50 XP. The mission's XP reward increases by 200.

Again, some NPCs are presented as "types," or groups of NPCs with identical statistics (e.g. "security guard," "base guard"). Each NPC type is treated as a single NPC personality for the purposes of mission design and rewards (i.e. 1 mission reward is added per NPC type, not individual NPC with the same type).

'FULL' SPECIAL NPCS

The GC may wish to build 1 or more special NPCs using the standard player character creation rules. Full special NPCs ignore all class requirements and feat prerequisites that they cannot obtain as NPCs (e.g. Reputation or Net Worth, Subplots, etc.). The mission's XP reward increases by 300 per scene in which a 'full' special NPC antagonist appears.

Standard NPCs may *never* be created using the player character creation rules.

USING NPCS IN PLAY

A non-'full' NPC operates like a PC in all ways except as follows.

Tiers: Throughout this book, many NPCs are referred to with a "Tier" ranging from I to V. An NPC's Tier determines the Threat Level used to calculate his statistics, as well as his XP reward (Tier I = TL – 4, Tier II = TL – 2, Tier III = current TL, Tier IV = TL + 2, and Tier V = TL + 4). An NPC's Tier cannot shift the TL below 1 or above 20. NPC Tiers should **not** be adjusted when building a mission; unless otherwise specified, all NPCs are Tier III.

GC Action Dice: Unless a standard NPC possesses the *minion*, *henchman*, *mastermind*, or *story-critical* quality, the GC rolls d4 action dice when boosting the NPC's die rolls and Defense, and when healing the NPC. The GC's action dice become d6s when applying these effects to a minion, d8s when applying them to a henchman, and d10s when applying them to a mastermind.

Career Level: An NPC's career level is equal to the current TL.

Starting Action Dice: When an NPC benefits from a character option that refers to his 'starting action dice,' that number is determined as if the NPC were a special character of his career level.

Attributes: Unless an NPC possesses the *superior attribute* or *inferior attribute* qualities, all of his attribute scores are 10.

Origin: Unless an NPC possesses the *specialty* or *talented* qualities, he does not benefit from an Origin.

Classes: Except for 'full' special characters *(see left)*, NPCs do not benefit from full class choices. They may gain limited class utility, however, with the *class ability* quality.

Skills: When making a skill check, an NPC uses his Competence bonus or the bonus granted by the *skilled* quality, whichever is greater. This number is also used as the NPC's ranks in the skill when determining result caps and other effects. Finally, an NPC's class skills are those targeted by the *skilled* NPC quality; all other skills are cross-class skills for the NPC.

Feats: Unless an NPC possesses the *feat* quality, he does not benefit from feats.

Proficiencies and Focuses: An NPC is assumed to be proficient with all weapons he or his group carries, and to possess the focus for each vehicle in his stat block.

Saving Throws: An NPC uses his Resilience bonus to make Fortitude, Reflex, and Will saves.

Injury and Death: Damage inflicted upon a special NPC acts the same as damage inflicted upon a player character.

Damage inflicted upon a standard NPC, however, prompts a Damage save *(see page 331)*.

Many character options and other game effects increase or decrease a character's vitality and wound points. These apply to special characters as written. When they apply to a standard NPC or animal, however, the NPC or animal's Damage save bonus rises by +1 per point of wound increase or 2 points of vitality increase. Conversely, the NPC or animal's Damage save bonus drops by +1 per point of wound decrease or 2 points of vitality decrease. The option or effect's duration remains unchanged.

Example: The *blood of heroes* class ability increases a standard NPC's vitality points by 5. His Damage save bonus rises by +2.

Critical Hits and Successes: Unless a standard NPC possesses the *prodigy* or *treacherous* qualities, the GC cannot activate the NPC's critical successes and hits. Critical successes and hits scored by a special NPC may be activated as standard.

Size: Unless an NPC possesses the *hulking* or *undersized* qualities, his Size is assumed to be Medium.

Speed: Unless an NPC possesses the *fleet* or *sluggish* qualities, his Speed is assumed to be 30 ft.

Interests and Subplots: NPCs never benefit from these character options.

Reputation and Net Worth: NPCs do not gain or lose Reputation or Net Worth. The GC may, however, have an NPC use an ability or call upon a resource that normally costs Reputation or Net Worth by increasing the NPC or NPC group's XP reward *for the current mission only* by an amount equal 1/4 the ability or resource's Reputation cost (rounded up). For the duration of the current mission, the NPC and each member of his group, if any, is considered to have suffered exposure of any 1 type of the GC's choice, as if the affected NPC(s) were penalized an amount of Reputation equal to 1/4 the chosen ability or resource's Reputation cost (rounded up).

SAMPLE STANDARD NPCS

Academic (Standard NPC — 8 XP): Init II; Atk I; Def I; Resilience II; Damage Save: I; Competence: VII; Skills: Science X; Wealth: II; Weapons: None; Gear: 3 × Caliber II; Vehicle: None; Qualities: *meek* (–18), *non-combatant*.

Android (Standard NPC — 57 XP): Init IV; Atk V; Def III; Resilience VII; Damage Save: VII; Competence: VII; Skills: None; Wealth: None; Weapons: 1 × Caliber IV; Gear: None; Vehicle: None; Qualities: *construct*, *damage reduction* 5, *low-light vision*.

Biker (Standard NPC — 45 XP): Init IV; Atk V; Def IV; Resilience IV; Damage Save: V; Competence: VI; Skills: Drive VII; Wealth: III; Weapons: 1 × Caliber I; Gear: 1 × Caliber I; Vehicle: 1 × Caliber III; Qualities: *specialty* (Hot Rodder).

Bodyguard (Standard NPC — 81 XP): Init VI; Atk VI; Def V; Resilience V; Damage Save: VII; Competence: V; Skills: Notice VIII, Search VII; Wealth: IV; Weapons: 1 × Caliber III; Gear: 1 × Caliber III; Vehicle: 1 × Caliber III; Qualities: *damage reduction* 2, *strong-minded* (+8), *tough* (2 saves).

Bystander (Standard NPC — 0 XP): Init I; Atk I; Def II; Resilience II; Damage Save: I; Competence: V; Skills: Profession V; Wealth: III; Weapons: None; Gear: 1 × Caliber I; Vehicle: None; Qualities: *meek* (–16), *non-combatant*.

Clerk (Standard NPC — 0 XP): Init I; Atk I; Def II; Resilience I; Damage Save: I; Competence: V; Skills: Manipulate VI; Wealth: I; Weapons: None; Gear: 1 × Caliber I; Vehicle: None; Qualities: *meek* (–16), *non-combatant*.

Company Man (Standard NPC — 75 XP): Init VI; Atk VI; Def V; Resilience V; Damage Save: VI; Competence: VIII; Skills: Blend VII, Notice VI; Wealth: III; Weapons: 1 × Caliber IV; Gear: 3 × Caliber III; Vehicle: 1 × Caliber II; Qualities: *specialty* (Operative).

Cult Follower (Standard NPC — 19 XP): Init II; Atk II; Def II; Resilience II; Damage Save: III; Competence: III; Skills: None; Wealth: None; Weapons: 1 × Caliber I; Gear: None; Vehicle: None; Qualities: *feral*, *steadfast*, *strong-minded* (+8).

Cyborg (Standard NPC — 103 XP): Init VI; Atk VIII; Def VI; Resilience VIII; Damage Save: IX; Competence: III; Skills: None; Wealth: None; Weapons: 1 × Caliber V; Gear: None; Vehicle: None; Qualities: *augmented* (1 × Caliber III), *damage reduction* 5, *fast healing*, *fleet* (+10 ft.), *low-light vision*, *minion*, *superior attribute* (Str 20), *tough* (4 saves).

Gang Member (Standard NPC — 46 XP): Init V; Atk VI; Def V; Resilience IV; Damage Save: V; Competence: V; Skills: Streetwise VII; Wealth: III; Weapons: 1 × Caliber II; Gear: 1 × Caliber I; Vehicle: 1 × Caliber I; Qualities: *specialty* (City Dweller).

Guerilla Fighter (Standard NPC — 42 XP): Init IV; Atk IV; Def V; Resilience VI; Damage Save: V; Competence: VI; Skills: Blend V, Sneak V; Wealth: I; Weapons: 1 × Caliber I; Gear: 1 × Caliber I; Vehicle: None; Qualities: *feat* (Ambush Basics).

Hired Gun (Standard NPC — 42 XP): Init V; Atk VII; Def V; Resilience V; Damage Save: VI; Competence: IV; Skills: None; Wealth: IV; Weapons: 1 × Caliber III; Gear: 1 × Caliber III; Vehicle: None; Qualities: *feat* (Rock and Roll!, Style Over Caliber).

Martial Arts Mook (Standard NPC — 57 XP): Init IV; Atk VI; Def V; Resilience V; Damage Save: VI; Competence: IV; Skills: Acrobatics V; Wealth: II; Weapons: 3 × Caliber I; Gear: None; Vehicle: None; Qualities: *feat* (Boxing Basics, Kicking Basics), *horde*, *minion*, *natural attack* (kick III, slam III).

Mercenary (Standard NPC — 61 XP): Init V; Atk VII; Def V; Resilience VI; Damage Save: VI; Competence: VI; Skills: None; Wealth: V; Weapons: 3 × Caliber II; Gear: 3 × Caliber II; Vehicle: None; Qualities: *damage reduction* 2, *feat* (Autofire Basics), *specialty* (Soldier of Fortune).

Ninja (Standard NPC — 87 XP): Init IV; Atk VI; Def VII; Resilience IV; Damage Save: IV; Competence: VI; Skills: Acrobatics VII, Athletics VII, Blend VIII, Sneak VIII; Wealth: II; Weapons: 3 × Caliber III; Gear: 2 × Caliber II; Vehicle: None; Qualities: *feat* (Ambush Basics, Ghost Basics, Wolf Pack Basics), *minion*, *synchronized*, *treacherous*.

Police Officer (Standard NPC — 62 XP): Init IV; Atk VII; Def IV; Resilience IV; Damage Save: V; Competence: V; Skills: Intimidate VI, Notice VI; Wealth: IV; Weapons: 1 × Caliber III; Gear: 5 × Caliber I; Vehicle: 1 × Caliber II; Qualities: *feat* (CQB Basics, Gunslinger's Eye, Marksmanship Basics).

Security Guard (Standard NPC — 43 XP): Init IV; Atk IV; Def VI; Resilience V; Damage Save: V; Competence: VI; Skills: Notice VII, Security VI; Wealth: II; Weapons: 1 × Caliber I; Gear: 1 × Caliber I; Vehicle: None; Qualities: None.

Special Forces Trooper (Standard NPC — 114 XP): Init VI; Atk VIII; Def V; Resilience VI; Damage Save: VII; Competence: VIII; Skills: Tactics VIII; Wealth: IV; Weapons: 3 × Caliber IV; Gear: 3 × Caliber IV; Vehicle: 1 × Caliber III; Qualities: *commander*, *damage reduction* 2, *extended training* (Hurled, Rotor-Wing Air Vehicles), *feat* (Autofire Basics, Autofire Mastery, Marksmanship Basics, Marksmanship Mastery, Heave), *low-light vision*, *specialty* (Special Ops), *synchronized*, *tough* (2 saves).

Street Fighter (Standard NPC — 47 XP): Init IV; Atk V; Def V; Resilience VI; Damage Save: V; Competence: III; Skills: None; Wealth: II; Weapons: 1 × Caliber II; Gear: None; Vehicle: None; Qualities: *feat* (Brawling Basics, Dirty Fighting Basics), *natural attack* (slam III), *tough* (1 save).

SWAT/Strike Team Member (Standard NPC — 93 XP): Init VI; Atk VIII; Def V; Resilience V; Damage Save: VI; Competence: VI; Skills: Tactics VII; Wealth: IX; Weapons: 2 × Caliber III; Gear: 5 × Caliber III; Vehicle: 1 × Caliber IV; Qualities: *damage reduction* 2, *feat* (CQB Basics, CQB Mastery, Marksmanship Basics, Tac-Squad Basics), *low-light vision*, *synchronized*.

Terrorist (Standard NPC — 70 XP): Init IV; Atk V; Def IV; Resilience VI; Damage Save: VII; Competence: VI; Skills: Science (Chemistry) VI; Wealth: VI; Weapons: 1 × Caliber II; Gear: 3 × Caliber III; Vehicle: None; Qualities: *extended training* (Explosives, Hurled, Motor-Powered Water Vehicles, Rotor-Wing Air Vehicles), *fearless* (+12), *feat* (Explosive Basics, Grenade Basics).

Thug (Standard NPC — 33 XP): Init IV; Atk V; Def VI; Resilience V; Damage Save: VI; Competence: VI; Skills: None; Wealth: III; Weapons: 1 × Caliber I; Gear: None; Vehicle: None; Qualities: *specialty* (Criminal).

Tool-Pusher (Standard NPC — 9 XP): Init II; Atk II; Def I; Resilience I; Damage Save: II; Competence: IV; Skills: Electronics VI, Mechanics VI, Science (Fabrication) II; Wealth: II; Weapons: None; Gear: 3 × Caliber II; Vehicle: None; Qualities: meek (–16), *non-combatant*.

Tribal Warrior (Standard NPC — 48 XP): Init IV; Atk V; Def V; Resilience VII; Damage Save: VI; Competence: VIII; Skills: Survival VII; Wealth: None; Weapons: 1 × Caliber I; Gear: None; Vehicle: None; Qualities: *camouflaged* (forest or jungle), *specialty* (Tribesman).

Zombie (Standard NPC — 36 XP): Init II; Atk V; Def II; Resilience IV; Damage Save: VII; Competence: I; Skills: None; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *all thumbs*, *clumsy*, *construct*, *damage reduction* 5.



SAMPLE SPECIAL NPCS

Arms Dealer (Special NPC — 78 XP): Init IV; Atk V; Def V; Resilience IV; v/wp: IV; Competence: VII; Skills: Networking VII, Streetwise VIII; Wealth: VII; Weapons: 5 × Caliber IV; Gear: 2 × Caliber II; Vehicle: 1 × Caliber III; Qualities: *feat* (Burglar, Criminal Contacts).

Assassin (Special NPC — 82 XP): Init VII; Atk VII; Def VI; Resilience V; v/wp: V; Competence: VI; Skills: Blend VII, Sneak VII; Wealth: V; Weapons: 3 × Caliber IV; Gear: 1 × Caliber III; Vehicle: None; Qualities: *feat* (Darting Weapon, Faceless, Garrote Style, Knife Style, Traceless), *unnerving* (+2d4).

Burglar (Special NPC — 85 XP): Init VI; Atk III; Def VII; Resilience VI; v/wp: V; Competence: VII; Skills: Acrobatics VII, Athletics VI, Blend VI, Security VII, Sneak VII; Wealth: III; Weapons: 1 × Caliber I; Gear: 3 × Caliber II; Vehicle: 1 × Caliber I; Qualities: *feat* (Burglar, Equilibrium Basics, Ghost Basics, Spider Basics, Spider Mastery).

Conspiracy Hunter (Special NPC — 61 XP): Init IV; Atk III; Def V; Resilience VI; v/wp: III; Competence: V; Skills: Analysis V, Investigation V, Networking V; Wealth: III; Weapons: 1 × Caliber II; Gear: 4 × Caliber II; Vehicle: 1 × Caliber II; Qualities: *all thumbs*, *specialty* (Stranger), *talented* (Brainy).

Crime Lord (Special NPC — 76 XP): Init II; Atk II; Def II; Resilience III; v/wp: III; Competence: IX; Skills: Intimidate VIII, Networking VIII; Wealth: X; Weapons: None; Gear: 1 × Caliber IV; Vehicle: 1 × Caliber IV; Qualities: *fearsome*, *feat* (Silver Spoon, Well-Funded), *inferior attribute* (Str 8, Con 8), *mastermind*, *sluggish* (–10 ft.), *specialty* (Criminal), *story-critical*.

Doctor (Special NPC — 73 XP): Init III; Atk I; Def IV; Resilience III; v/wp: II; Competence: IX; Skills: Analysis VIII, Medicine IX; Wealth: IX; Weapons: None; Gear: 1 × Caliber IV; Vehicle: 1 × Caliber III; Qualities: *specialty* (Doctor), *strong-minded* (+8), *superior attribute* (Int 18), *talented* (Privileged).

Driver (Special NPC — 77 XP): Init VII; Atk V; Def VI; Resilience V; v/wp: V; Competence: VI; Skills: Drive IX, Mechanics VI; Wealth: IV; Weapons: None; Gear: None; Vehicle: 1 × Caliber III; Qualities: *feat* (Baby It, Daredevil, Defensive Driving, Offensive Driving), *specialty* (Motorhead), *superior attribute* (Dex 18), *talented* (Agile).

Femme Fatale (Special NPC — 45 XP): Init III; Atk II; Def V; Resilience III; v/wp: II; Competence: V; Skills: None; Wealth: VII; Weapons: 1 × Caliber I; Gear: None; Vehicle: 1 × Caliber IV; Qualities: *captivating*, *feat* (Gorgeous, The Look), *foil* (+0), *seductive*, *talented* (Graceful).

Forger (Special NPC — 56 XP): Init IV; Atk III; Def VI; Resilience III; v/wp: III; Competence: IX; Skills: Analysis VIII, Falsify VIII; Wealth: V; Weapons: None; Gear: 4 × Caliber III; Vehicle: None; Qualities: None.

Giant Brute (Special NPC — 79 XP): Init II; Atk VII; Def II; Resilience VII; v/wp: X; Competence: II; Skills: None; Wealth: I; Weapons: None; Gear: None; Vehicle: None; Qualities: *clumsy*, *damage reduction* 5, *feat* (Berserker Basics, Berserker Mastery), *henchman*, *horrific*, *hulking* (Large), *natural attack* (slam V), *superior attribute* (Str 20).

Hitman (Special NPC — 75 XP): Init IV; Atk VIII; Def IV; Resilience IV; v/wp: IV; Competence: VII; Skills: Sneak VII; Wealth: VII; Weapons: 1 × Caliber IV; Gear: 2 × Caliber IV; Vehicle: 1 × Caliber IV; Qualities: *feat* (Bullseye, Marksmanship Basics, Marksmanship Mastery, Sharpshooter Basics, Sharpshooter Mastery), *superior attribute* (Dex 18).

Hunter (Special NPC — 70 XP): Init VI; Atk VI; Def IV; Resilience VI; v/wp: IV; Competence: V; Skills: Investigation VI, Streetwise VI; Wealth: III; Weapons: 1 × Caliber III; Gear: 3 × Caliber III; Vehicle: None; Qualities: *feat* (Always Get Your Man, Urban Training), *specialty* (Hunter), *talented* (Persistent).

Investigator (Special NPC — 66 XP): Init V; Atk VI; Def V; Resilience V; v/wp: VI; Competence: VI; Skills: Investigation VI, Search V; Wealth: III; Weapons: 1 × Caliber I; Gear: 4 × Caliber II; Vehicle: 1 × Caliber I; Qualities: *specialty* (Investigator), *talented* (Vigilant).

Journalist (Special NPC — 60 XP): Init VI; Atk II; Def V; Resilience IV; v/wp: III; Competence: VIII; Skills: Investigation VI, Networking V, Notice VII; Wealth: I; Weapons: None; Gear: 1 × Caliber I; Vehicle: 1 × Caliber I; Qualities: *feat* (Charmer), *foil* (+3), *specialty* (Journalist), *talented* (Shrewd).

Lawyer (Special NPC — 67 XP): Init III; Atk I; Def V; Resilience III; v/wp: II; Competence: VIII; Skills: Bureaucracy VII, Impress VI, Manipulate VI, Networking VII; Wealth: IX; Weapons: None; Gear: 1 × Caliber I; Vehicle: 1 × Caliber IV; Qualities: *class ability* (*bookworm 1/session*), *non-combatant*, *specialty* (Contract Professional), *talented* (Caustic).

Mad Scientist (Special NPC — 80 XP): Init IV; Atk I; Def IV; Resilience III; v/wp: II; Competence: IX; Skills: Science (Chemistry) IX, Science (Super-Science) IX; Wealth: IV; Weapons: None; Gear: 1 × Caliber V, 1 × Caliber IV; Vehicle: None; Qualities: *class ability* (*bright idea 1/session*), *mastermind*, *specialty* (Doctor), *superior attribute* (Int 20), *talented* (Brainy).

Martial Arts Master (Special NPC — 76 XP): Init VII; Atk VII; Def VIII; Resilience VII; v/wp: V; Competence: VIII; Skills: None; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *feat* (Boxing Basics, Boxing Moves, Kicking Basics, Kicking Moves, Martial Arts), natural attack (kick IV, slam IV), *specialty* (Warrior), *superior attribute* (Str 14), *talented* (Daring).

Military Commander (Special NPC — 82 XP): Init VI; Atk VI; Def V; Resilience IV; v/wp: IV; Competence: VII; Skills: Intimidate VII, Tactics VIII; Wealth: IV; Weapons: 1 × Caliber IV; Gear: None; Vehicle: 1 × Caliber IV; Qualities: *class ability* (*lead 1/session*), *mastermind*, *specialty* (Serviceman), *talented* (Veteran).

Observer (Special NPC — 74 XP): Init II; Atk III; Def III; Resilience VI; Damage Save: IV; Competence: VIII; Skills: Analysis II, Blend V, Bureaucracy III, Investigation VI, Notice VIII, Resolve III, Sense Motive VIII; Wealth: IV; Weapons: None; Gear: None; Vehicle: None; Qualities: *specialty* (Suit), *steadfast*, *story-critical*, *strong-minded* (+4).

YOUR GAME, YOUR CHOICE!

Every NPC's gear is intentionally left up to the GC, as are all choices permitted by Specialties, Talents, class abilities, feats, and other options. This lets him customize each NPC or NPC group's statistics to his own taste and urges him to review the NPC's options before it enters play. It prevents the NPCs from growing stale when a rule prompts his introduction or the GC needs to bring someone in on the fly. To further promote personalization, the GC should feel free to modify each NPC's XP reward by up to 10 in either direction.

A convenient NPC Record Sheet is provided on page 493 for this purpose, and to track NPCs during play.

Police Detective (Special NPC — 83 XP): Init V; Atk VI; Def V; Resilience V; v/wp: V; Competence: VII; Skills: Bluff VI, Intimidate VI, Investigation VII, Sense Motive VI; Weapons: 1 × Caliber III; Gear: 2 × Caliber I; Vehicle: 1 × Caliber II; Qualities: *class ability* (*human nature*), *specialty* (City Dweller), *superior attribute* (Wis 14), *talented* (Shrewd).

Rabble Rouser (Special NPC — 50 XP): Init III; Atk I; Def V; Resilience III; v/wp: II; Competence: VII; Skills: Bluff VI, Impress VII, Manipulate VIII; Wealth: II; Weapons: None; Gear: None; Vehicle: None; Qualities: *non-combatant*, *superior attribute* (Wis 14, Cha 16), *talented* (Convincing).

Spy (Special NPC — 80 XP): Init VI; Atk VII; Def VI; Resilience VI; v/wp: VII; Competence: IX; Skills: None; Wealth: V; Weapons: 1 × Caliber III; Gear: 3 × Caliber III; Vehicle: 1 × Caliber III; Qualities: *feat* (Career Agent, Charmer, Superior Documentation), *specialty* (Operative), *superior attribute* (Dex 12, Wis 12, Cha 12), *talented* (Mysterious).

Street Brawler (Special NPC — 50 XP): Init V; Atk VII; Def V; Resilience VII; v/wp: VII; Competence: VI; Skills: None; Wealth: II; Weapons: None; Gear: None; Vehicle: None; Qualities: *fearless* (+8), *feat* (Brawling Basics, Brawling Moves, Dirty Fighting Basics, Dirty Fighting Moves, Improvised Weapon Basics), *talented* (Rowdy).

Swordsman (Special NPC — 88 XP): Init VI; Atk VII; Def V; Resilience VI; v/wp: VII; Competence: VII; Skills: Intimidate VI, Tactics VI; Wealth: III; Weapons: 1 × Caliber III; Gear: 1 × Caliber II; Vehicle: None; Qualities: *feat* (Cleave Basics, Cleave Mastery, Darting Weapon, Sword Style), *henchman*, *specialty* (Warrior), *superior attribute* (Str 16, Dex 14), *talented* (Grizzled).

Technician (Special NPC — 47 XP): Init IV; Atk I; Def V; Resilience IV; v/wp: II; Competence: VII; Skills: Computers VII, Electronics V; Wealth: III; Weapons: None; Gear: 1 × Caliber IV; Vehicle: 1 × Caliber I; Qualities: *class ability* (*trap door 1/session*), *meek* (–8), *non-combatant*, *specialty* (Geek), talent (Cunning).

Werewolf (Special NPC — 75 XP): Init VI; Atk VII; Def VI; Resilience VIII; v/wp: VII; Competence: VII; Skills: Survival VI; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *Achilles heel* (lethal damage from silver weapons), *alternate form*, *fearsome*, *feral*, *fleet* (+10 ft.), *improved scent*, *natural attack* (bite III, claws III), *superior attribute* (Str 14, Con 14).

SAMPLE ANIMALS

Alligator/Crocodile (Animal — 47 XP): Init II; Atk V; Def I; Resilience VI; Damage Save: IV; Skills: Notice I, Sneak II; Qualities: *Achilles heel* (cold), *aquatic*, *camouflaged* (swamp), *damage reduction* 3, *diving*, *feat* (Swamp Training), *feral*, *natural attack* (bite III, tail slap III), *sluggish* (–10 ft. on foot).

Bat, Standard (Animal — 15 XP): Init III; Atk I; Def II; Resilience IV; Damage Save: I; Skills: Notice IV, Sneak II; Qualities: *flight* (40 ft.), *improved hearing*, *nocturnal*, *sluggish* (–20 ft. on foot), *undersized* (Diminutive).

Bat, Vampire (Animal — 18 XP): Init III; Atk I; Def II; Resilience IV; Damage Save: I; Skills: Notice IV, Sneak II; Qualities: *flight* (40 ft.), *improved hearing*, *natural attack* (bite I), *nocturnal*, *sluggish* (–20 ft. on foot), *undersized* (Diminutive).

Bear, Black (Animal — 36 XP): Init II; Atk IV; Def I; Resilience V; Damage Save: II; Skills: Athletics IV, Notice III, Survival IV; Qualities: *damage reduction* 1, *fleet* (+10 ft.), *improved scent*, *natural attack* (bite III, claws III), *tough* (3 saves).

Bear, Brown (Animal — 79 XP): Init II; Atk VI; Def I; Resilience VI; Damage Save: IV; Skills: Athletics II, Notice III, Survival IV; Qualities: *damage reduction* 4, *feral*, *fleet* (+10 ft.), *hulking* (Large), *improved scent*, *natural attack* (bite IV, claws IV), *tough* (2 saves).

Bear, Polar (Animal — 90 XP): Init II; Atk VI; Def I; Resilience VII; Damage Save: IV; Skills: Athletics II, Notice III, Sneak I, Survival IV; Qualities: *Achilles heal* (heat), *aquatic*, *camouflaged* (arctic), *damage reduction* 4, *damage resistance* 5 (cold), *feral*, *fleet* (+10 ft.), *hulking* (Large), *improved scent*, *natural attack* (bite IV, claws IV), *tough* (2 saves).

Camel (Animal — 39 XP): Init III; Atk III; Def III; Resilience IV; Damage Save: I; Skills: Notice I; Qualities: *fleet* (+20 ft.), *hulking* (Large), *improved scent*, *natural attack* (bite II, kick III).

Cheetah (Animal — 48 XP): Init IV; Atk III; Def V; Resilience V; Damage Save: II; Skills: Acrobatics III, Notice I, Sneak III; Qualities: *feat* (Dash, Kicking Basics), *feral*, *fleet* (+20 ft.), *natural attack* (bite III, claws II).

Dog, Lap (Animal — 20 XP): Init II; Atk II; Def III; Resilience II; Damage Save: I; Skills: Acrobatics I, Notice I; Qualities: *entertain on command*, *fleet* (+10 ft.), *improved scent*, *natural attack* (bite I), *superior attribute* (Int 12), *undersized* (Small).

Dog, Work (Animal — 38 XP): Init III; Atk IV; Def V; Resilience IV; Damage Save: II; Skills: Athletics I, Notice I; Qualities: *feat* (Wolf Pack Basics), *fleet* (+10 ft.), *improved scent*, *natural attack* (bite III), *seek on command*, *superior attribute* (Int 12).

Elephant (Animal — 88 XP): Init I; Atk VII; Def I; Resilience VIII; Damage Save: VII; Skills: Notice II, Survival I; Qualities: *damage reduction* 6, *fleet* (+10 ft.), *hulking* (huge), *natural attack* (gore V, slam V, trample V).

Gorilla (Animal — 52 XP): Init II; Atk V; Def III; Resilience V; Damage Save: II; Skills: Athletics VII, Notice II; Qualities: *damage reduction* 1, *feat* (Spider Basics, Spider Mastery), *improved scent*, *natural attack* (bite III, claws III), *superior attribute* (Int 14).

Great Cat (Animal — 52 XP): Init V; Atk IV; Def IV; Resilience V; Damage Save: III; Skills: Notice II, Sneak IV, Survival II; Qualities: *camouflaged* (jungle or forest), *feat* (Jungle or Forest Training), *feral*, *fleet* (+10 ft.), *improved scent*, *natural attack* (bite III, claws II).

Horse, Arabian (Animal — 36 XP): Init II; Atk II; Def II; Resilience IV; Damage Save: II; Skills: Notice II; Qualities: *fleet* (+20 ft.), *hulking* (Large), *natural attack* (slam II), *superior attribute* (Int 12).

Horse, Race (Animal — 46 XP): Init III; Atk II; Def III; Resilience IV; Damage Save: II; Skills: Notice II; Qualities: *fleet* (+50 ft.), *hulking* (Large), *mount*, *natural attack* (slam II).

Horse, Riding (Animal — 35 XP): Init II; Atk II; Def II; Resilience IV; Damage Save: II; Skills: Notice II; Qualities: *fleet* (+20 ft.), *hulking* (Large), *mount*, *natural attack* (slam II).

Horse, Work (Animal — 35 XP): Init I; Atk III; Def I; Resilience V; Damage Save: IV; Skills: Notice II; Qualities: *fleet* (+10 ft.), *hulking* (Large), *natural attack* (slam III).

Lion (Animal — 62 XP): Init IV; Atk VI; Def V; Resilience V; Damage Save: IV; Skills: Acrobatics II, Notice I, Sneak V; Qualities: *camouflaged* (plains), *feral*, *fleet* (+10 ft.), *hulking* (Large), *improved scent*, *natural attack* (bite IV, claws III).

Monkey (Animal — 40 XP): Init III; Atk I; Def III; Resilience III; Damage Save: I; Acrobatics V, Athletics VII, Notice I, Sleight of Hand I, Sneak VI; Qualities: *feat* (Spider Basics, Spider Mastery, Spider Supremacy), *natural attack* (bite I), *superior attribute* (Int 14), *undersized* (Tiny).

Raptor (Animal — 35 XP): Init IV; Atk III; Def VI; Resilience III; Damage Save: I; Skills: Notice VII; Qualities: *diurnal*, *flight* (60 ft.), *improved vision*, *natural attack* (claws I), *sluggish* (–20 ft. on foot), *undersized* (Tiny).

Rat (Animal — 24 XP): Init III; Atk I; Def II; Resilience II; Damage Save: I; Skills: Acrobatics V, Athletics VI, Sneak VII; Qualities: *improved scent*, *natural attack* (bite I), *sluggish* (–10 ft.), *swarm*, *undersized* (Diminutive).

Raven (Animal — 11 XP): Init III; Atk I; Def II; Resilience III; Damage Save: I; Skills: Notice II; Qualities: *flight* (40 ft.), *natural attack* (claws I), *sluggish* (–20 ft. on foot), *undersized* (Diminutive).

Shark (Animal — 51 XP): Init III; Atk VI; Def II; Resilience VI; Damage Save: IV; Skills: Notice II; Qualities: *aquatic*, *damage reduction* 2, *feral*, *fleet* (+30 ft. when swimming), *hulking* (Large), *improved scent*, *natural attack* (bite IV).

Shark, Great White (Animal — 60 XP): Init III; Atk VIII; Def I; Resilience VII; Damage Save: VI; Skills: Notice II; Qualities: *aquatic*, *damage reduction* 4, *feral*, *fleet* (+30 ft. when swimming), *hulking* (Huge), *improved scent*, *natural attack* (bite V).

Tiger (Animal — 75 XP): Init III; Atk VII; Def V; Resilience VI; Damage Save: V; Skills: Acrobatics III, Athletics V, Notice I, Sneak IV; Qualities: *camouflaged* (forest or jungle), *feat* (Forest Training or Jungle Training), *feral*, *fleet* (+10 ft.), *hulking* (Large), *improved scent*, *natural attack* (bite V, claws IV).

Wolf (Animal — 40 XP): Init II; Atk V; Def IV; Resilience IV; Damage Save: III; Skills: Notice I, Sneak I, Survival I; Qualities: *feat* (Wolf Pack Basics), *feral*, *fleet* (+20 ft.), *improved scent*, *natural attack* (bite III).

DISPOSITION

The adage goes, "Friends help you move. Real friends help you move bodies." In *Spycraft*, there are also the folks who help you make the bodies in the first place.

Player characters never gain dispositions, but every NPC and NPC group possesses a disposition toward each player character and other NPC and NPC group. All dispositions begin at neutral, which has no effect upon the rest of the system. If an NPC or NPC group's disposition is shifted away from neutral, however, it can dramatically affect skill checks targeting him, as well as his responsiveness and his actions during combat and other times when his loyalty is tested.

SHIFTING DISPOSITION

The rules for shifting an NPC's disposition are included with each relevant skill check (Impress/Influence, Impress/Persuasion, Impress/Seduction, Intimidate/Domination, Manipulate/Slander, and Networking/Endorsement).

A NPC's disposition may never be shifted by more than 2 grades in either direction during any 1 mission. Further, each NPC may be targeted with no more than 1 ability per mission that automatically shifts his disposition.

DISPOSITION EFFECTS

All disposition effects are summarized on Table 7.14: Disposition Effects *(see page 458)*.

Special Note: Villains are immune to all disposition effects; other antagonists, however, are not *(see NPC Basics, page 441)*.

INTIMACY CHECKS

The force of an NPC's emotion guides many of his reactions. Each time a character makes a Blend/Stealth, Bluff/Deception, Impress/Influence, Impress/Performance, Intimidate/Coercion, Intimidate/Domination, or Networking/Endorsement check targeting an NPC, the check result and error range are modified as listed in this column (e.g. a Bluff/Deception check targeting an NPC with a Friendly disposition toward the acting character suffers a –4 penalty and its error range increases by 1).

FONDNESS CHECKS

An NPC's devotion informs his inclination to help or listen. Each time a character makes a Bureaucracy/Bribe, Cultures/Communication, Impress/Persuasion, Medicine/Therapy, Networking/Mediation, Sense Motive/Innuendo, Streetwise/Bribe, Streetwise/Haggle, or Tactics/Rally check targeting an NPC, the check result, threat range, and error range are modified as listed in this column (e.g. an Impress/Persuasion check targeting an NPC with a Friendly disposition toward the acting character gains a +2 bonus and its threat range increases by 2).

LOYALTY

When the NPC must choose a side outside combat, his emotional ties often win out. Each time the NPC must make an unprompted non-combat decision supporting one of two characters or factions, the GC rolls 1d20. If the result is equal to or lower than the number in this column corresponding to the NPC's disposition toward the character or faction for whom he feels strongest, then the NPC sides with that character or faction; otherwise, he sides against them.

When the NPC must make an unprompted non-combat decision supporting one of more than two characters or factions, the GC rolls 1d20 to determine whether the NPC sides with each character or faction in turn, from strongest to weakest feeling, until he sides with one of them or settles for the last.

Example: An NPC is forced to choose between 3 bickering colleagues toward whom he is Neutral, Friendly, and Aloof. The GC first checks to determine whether the NPC sides with the colleague toward whom he is Friendly, and if he doesn't, he checks to determine whether the NPC sides with the colleague toward whom he is Neutral. If the NPC doesn't side with the second colleague, either, he automatically settles for siding with the colleague toward whom he is Aloof.

COMBAT

NPCs tend not to enter combat unless they feel strongly for one side or the other. Each time a combat erupts within the NPC's visual or hearing range, the GC rolls 1d20. If the result is equal to or lower than the number to the right of the slash in this column corresponding to the NPC's disposition toward the character or faction for whom he feels strongest, then the NPC enters the combat on that character or faction's side; otherwise, he remains out of the fight.

TABLE 7.14: DISPOSITION EFFECTS

Disposition	Intimacy Checks*	Fondness Checks*	Loyalty	Combat	Priority
Helpful	–8/E3	+6/T3	18	10/10	×1/4*
Supportive	–6/E2	+4/T2	16	15/8	×1/3*
Friendly	–4/E1	+2/T1	14	20/6	×1/2*
Intrigued	–2/—	+1/—	12	25/4	×3/4*
Neutral	+0/—	+0/—	10	30/2	×1
Aloof	–2/—	–1/—	8	40/4	×1.5
Unfriendly	–4/E1	–2/E1	6	50/6	×2
Hostile	–6/E2	–4/E2	4	60/8	×3
Adversarial	–8/E3	–6/E3	2	Triumph**/10	×4

* "E" stands for error range increase, while "T" stands for threat range increase.

** Rounded up.

Alternately, once per combat, each side may try to convince the NPC to join their side in the fight. This requires a successful standard or cooperative Impress/Persuasion check against the DC listed to the left of the slash in this column, based on the NPC's disposition toward the acting character or group. Once any side successfully persuades an NPC to join it, no other side may attempt this check.

PRIORITY

Finally, each time a character makes a skill check with the Disposition tag targeting an NPC, the time required to make the check is modified as listed in this column, based on the NPC's disposition toward the acting character. This modifier also applies to any task the NPC is persuaded or coerced to perform.

PLAYER CHARACTER AND VILLAIN DISPOSITION

Player characters and villains never possess dispositions. This permits easier bookkeeping, avoids abuse, and keeps the players in control of their characters. Still, many skill checks, abilities, and rules in Spycraft 2.0 modify dispositions and to ensure these remain useful against player characters and villains, the following additional rules apply.

- When a player character or villain is successfully targeted with a skill check, ability, or rule that positively shifts his disposition toward a character, that character gains a +2 bonus with all Intimacy and Fondness skill checks made against the player character or villain *(see page 457)*. Further, the time required to make these checks when targeting the PC or villain decrease to 1/2 standard (rounded up). If the PC or villain is successfully targeted with a second skill check, ability, or rule that positively shifts his disposition toward the same character, this bonus increases to +4, the character's threat ranges with these checks increases by 1, and the time required to make these checks when targeting the PC or villain decrease to 1/4 standard (rounded up).
- When a player character or villain is successfully targeted with a skill check, ability, or rule that negatively shifts his disposition toward a character, that character suffers a –2 penalty with all Intimacy and Fondness skill checks made against the player character or villain *(see page 457)*. Further, the time required to make these checks when targeting the PC or villain increase to 2 x standard. If the PC or villain is successfully targeted with a second skill check, ability, or rule that negatively shifts his disposition toward the same character, this penalty increases to –4, the character's error ranges with these checks increases by 1, and the time required to make these checks when targeting the PC or villain increase to 4 x standard.
- Positive and negative effects cancel each other out by degrees. For example, a character's bonus with the listed skill checks targeting a PC or villain is +4 and his threat range with the checks has increased by 1. If he applies a rule that positively shifts the PC or villain's disposition toward him, nothing happens. If, however, the same character with the same bonus and threat range increase suffers an effect that negatively shifts the PC or villain's disposition toward him, his bonus decreases to +2 and he loses his threat range increase.
- Player characters and villains never suffer Loyalty or Combat disposition effects.

All of these modified disposition effects are lost at the end of the current scene or when the skill check, ability, or rule indicates that the disposition shift fades, whichever comes first.

CONTACTS

A character gains 1 contact at Level 1, and an additional contact for every 4 ranks he purchases in the Networking skill *(see page 144)*. Each contact enters play as an acquaintance, but this relationship may be improved by sacrificing 1 or more new contacts (i.e. sacrificing 1 new contact improves an existing contact from an acquaintance to associate, or associate to confederate, or confederate to partner).

PEOPLE WHO KNOW PEOPLE

At any time, each contact knows 1 consultant or specialist per grade of relationship he shares with the player character. When a consultant or specialist is introduced, its grade is fixed at equal to the contact's current relationship grade with the player character, and **never** improves, even if the contact's relationship with the player character later does.

Further, when a consultant is introduced, the player also chooses 1 skill with which the consultant is adept. This skill choice **never** changes, either.

Finally, when a specialist is introduced, the player chooses 1 class ability possessed by the specialist. This ability may be chosen from any class in the appropriate class level range, as follows. Like all other contact options, this choice **never** changes.

- *Acquaintance-Grade Options:* Base class Levels 1–6, expert class Levels 1–2.
- *Associate-Grade Options:* Base class Levels 1–8, expert class Levels 1–4.
- *Confederate-Grade Options:* Base class Levels 1–10, expert class Levels 1–6.
- *Partner-Grade Options:* Base class Levels 1–12, expert class Levels 1–8.

Example: Kevin gains 1 acquaintance at Level 1 — Backlot, a contact who knows 1 specialist. This acquaintance-grade specialist possesses the *behind the scenes I* ability.

Later, Kevin acquires his fourth rank in Networking and improves his relationship with Backlot to associate. He decides that Backlot should gain 1 consultant. This associate-grade consultant is adept with the Analysis skill. At this point, Backlot knows 1 acquaintance-grade specialist with the *behind the scenes I* ability and 1 associate-grade consultant with the Analysis skill.

When Kevin gains his eighth rank in Networking, he improves Backlot's relationship to confederate and adds a second (confederate-grade) specialist. At this point, Backlot knows 1 acquaintance-grade specialist with the *behind the scenes I* ability, 1 associate-grade consultant with the Analysis skill, and 1 confederate-grade specialist with the *trap door 2/mission* ability.

Finally, when Kevin gains his twelfth rank in Networking, he improves Backlot's relationship to partner and adds a second (partner-grade) consultant with the Survival skill. At this point, Backlot knows 1 acquaintance-grade specialist with the *behind the scenes I* ability, 1 associate-grade consultant with the Analysis skill, 1 confederate-grade specialist with the *trap door 2/mission* ability, and 1 partner-grade consultant with the Survival skill.

SUMMONING CONSULTANTS AND SPECIALISTS

Gaining access to one of contact's consultants or specialists requires a successful Networking/Contact check *(see page 144)*. A character may summon each consultant and each specialist known to a contact once per mission.

Each successfully summoned consultant makes 1 skill check using the skill with which he's adept, as directed by the summoning player character. The consultant ignores result caps and has a bonus with the skill equal to the team's current Threat Level +8 (if he's acquaintance-grade), +12 (if he's associate-grade), +16 (if he's confederate-grade), or +20 (if he's partner-grade). After making the designated check, the consultant withdraws. If he is not directed to make a skill check by the end of the same scene, he withdraws without helping. A consultant who withdraws may not be recalled during the same mission.

Each successfully summoned specialist uses the ability at his disposal, as directed by the summoning player character. If the specialist's career level is required, it is equal to the team's current Threat Level. After using the ability, the specialist withdraws. If he is not directed to make a skill check by the end of the same scene, he withdraws without helping. A specialist who withdraws may not be recalled during the same mission.

Any unspecified consultant or specialist statistic is determined by the NPC's grade: Grade II (if he's acquaintance-grade), Grade IV (if he's associate-grade), Grade VI (if he's confederate-grade), or Grade VIII (if he's partner-grade).

SHARED CONTACTS

Two or more characters may possess the same contact. In this case, the contact's consultants and specialists are determined by the first character to introduce them, and may not be changed thereafter.

Special Note: No character may make a Networking/Contact check to call upon a consultant or specialist known to another character's contact, unless he shares the contact **and** the designated consultant or contact.

Example: Kevin has already introduced Backlot and improved his relationship with the contact to associate. At this point, Backlot knows 1 associate-grade consultant with the Analysis skill and 1 acquaintance-grade specialist with the *behind the scenes I* ability. If another character gains Backlot as an acquaintance at this point, he may only access the same acquaintance-grade consultant with the Analysis skill; he may not choose a different consultant, consultant skill, or any specialist.

SPICING CONTACTS UP

Mechanically, contacts are merely a way for player characters to expand their repertoire of skill bonuses and class abilities; they have no flavor of their own. Both the player and the GC should put a little effort into making them come alive.



For each contact, a player should provide a name, 2–3 words of brief physical description, and perhaps include 1 simple quirk or historical detail. From there, it's up to the Game Control to define the contact's role in the plot and setting (if any), and flesh him out using a few or all of the suggestions in the Concept step of NPC design *(see page 442)*. A well-rounded, well-played contact can become more than just a roving advantage — he can become part of the characters' extended family, and a valuable member of the campaign's supporting cast.

SNITCHES

Villains and certain "in-the-know" NPCs — i.e. those with a high Competence bonus — can often yield important facts about the current mission's enemies and their plans. When the mission script doesn't outline what an approached or captured NPC knows about his masters and organization, the GC may optionally consult Table 7.15: NPC Knowledge *(see page 460)*. Alternately, he may determine that the NPC knows nothing by spending 1 action die (for a standard NPC or minion), or 2 action dice (for a special NPC or henchman). A mastermind always knows something valuable, and the GC may not spend action dice to determine otherwise.

To obtain some or all of this knowledge, the characters must make an Impress/Persuasion or Intimidate/Coercion check opposing the NPC's Competence or Sense Motive bonus, as appropriate. With success, the characters gain the information listed on Table 7.15, per the difference between check results and not to exceed the NPC's actual knowledge (e.g. a difference of 34 against an NPC with a Competence bonus of III still only yields the III result).

RANDOM POSSESSIONS

NPCs can be helpful even when they're dead. When the players start rooting through an NPC's pockets, a GC who hasn't thought ahead can generate random findings by rolling 1d20 and consulting Table 7.16: Random Possessions *(see page 460)*. In general, these random contents are found in addition to any gear listed in the NPC's stat block.

The GC is, of course, encouraged to expand, change, or ignore these lists at will.

TABLE 7.15: NPC KNOWLEDGE

Competence Bonus	Check Difference	Knowledge*
I	Up to 4	Description of 1 suspicious character spotted within 10 miles during last 24 hours**
II	5–8	Location of 1 suspicious event or activity within 10 miles during last 24 hours**
III	9–12†	Name and basic description of enemy organization believed to be responsible for 1 or more suspicious events or activities within 10 miles during last 24 hours**
IV	13–16	(Villain only) Locations of closest enemy installation within 25 miles; all details about 1 of the enemy organization's Ratings
V	17–20	(Villain only) Immediate superior's career level and classes (but not class levels); all details about 2 of the enemy organization's Ratings
VI	21–25	(Villain only) Locations of closest enemy henchman within 50 miles; all details about 3 of the enemy organization's Ratings
VII	26–30	(Villain only) Immediate superior's complete statistics; all details about 4 of the enemy organization's Ratings
VIII	31–35	(Henchman/Mastermind only) Locations of all enemy installations within 100 miles; mastermind's career level and classes (but not class levels)
IX	36–40	(Henchman/Mastermind only) Mastermind's complete statistics; all details about all 5 of the enemy organization's Ratings
X	41+	(Henchman/Mastermind only) Access codes to all enemy installations within 100 miles

* Each result also yields the information listed for all lower results.
** These results may be flawed or red herrings, at the GC's discretion.
† This is the highest result possible when questioning anyone other than one of the mission's villains.

TABLE 7.16: RANDOM POSSESSIONS

NPC*/Result	Possessions
Uninvolved Civilian/Non-Villain Antagonist	
1	Nothing (hole in pocket), or lint
2	Pocket book (appropriate to genre)
3	Club business card with "hot date" number
4	Portable music recorder and earbud headphones
5–7	Cell phone (1d12 random numbers, including family and friends)
8–10	Keys (Caliber I or II vehicle within 1d4 blocks, as appropriate to terrain, chosen by GC, or at random), and house within 2d20 miles (Lifestyle 1d6)
11–18	A wallet containing ID, personal photos, scraps of paper with nonsensical scribbles, and cash and credit cards worth 2d6 × $50
19	Detective shield (undercover police officer)**
20	1 Caliber I melee weapon or firearm (chosen by GC, or at random)
Minion	
1	Suicide tooth (recently removed), in bloody handkerchief
2–3	Pack of cigarettes, foreign
4–5	Deck of cards with unflattering pictures of people on villain organization's hit list
6	Pocket video game console with latest espionage stealth action hit (*Die, Spooky! Die, Die!*)
7	"Lucky" double-headed quarter
8	Ear plugs and a tape player containing the commercially unsuccessful audio book (*101 Ways to Avoid Random Execution at the Bottom of an Evil Empire*)
9	"Authentication" kit (to-scale picture and a tape measure)
10	"Climbing" kit (Velcro and a low-opening parachute)
11	"Disguise" kit (Groucho glasses and yesterday's newspaper)
12	"Electronics" kit (blunt scissors and a magnet)
13	"Forgery" kit (pocket scanner and the number of the nearest self-serve photocopy store)
14	"Mechanics" kit (Swiss army knife and a hammer)
15	PDA containing stock portfolio (well-built, taking advantage of mastermind's latest plot), life insurance plan (paid in full), and 5-year plan to open soldier of fortune training college/fish and tackle super-mart
16–18	Code name ID (e.g. uniform patch, subdermal ID chip)
19–20	Real name ID (e.g. "day job" business card, notes written back and forth during "training," etc.)
20	Clue leading to a henchman in the same organization (e.g. address of safe house where henchman is waiting for the minion, key to self storage locker where henchman's body is stored in family-size freezer)

TABLE 7.16: RANDOM POSSESSIONS CONTINUED

NPC*/Result	Possessions
Henchman	
1	Beeper
2	Several ominous-looking capsules in an unmarked tin (actually designer candies)
3	Designer flask bearing real-world military branch emblem (e.g. SAS, U.S. Special Forces, etc.)
4	Matchbook from exotic faraway bar or café, with foil's name and number written inside
5	Bullet with engraved with words: "Not today" (scar from gunshot wound in vital area)
6	Dead drop spike containing 1 freshly severed finger (wrapped in cellophane)
7	Two clear bottles, both bearing the words: "Drink Up, Junior!" (1 is vintage Vodka, the other inflicts 2d10 acid damage)
8	A Chinese fortune: "A thirsty fool and his palette are soon parted"
9	1 can of gold body paint
10	Partially whittled wood caricature of mastermind or other superior (grossly distorted, with fearful "bug eyes")
11	"Lockpicking" kit (steel-toed boots)
12	"Surgery" kit (needle, thread, and a "insta-cool" ice pack)
13	Organization watch, ring, pin, or other jewelry (worn)
14	Pistol, rifle, SMG, or shotgun firing pin, or grenade pin
15–16	Code name ID (e.g. bar code tattoo, sub-dermal ID chip)
17	Real name ID (e.g. written threat from another henchman, picture of foil girlfriend with note on back, etc.)
18	Clue leading to another henchman in the same organization (e.g. address of other henchman's house and name of his wife, mini-disc containing data collected during recent op on other henchman's computer)
19	Clue leading to mastermind in the same organization (e.g. prize alcohol or snack native to mastermind's homeland — a reward for loyal service, name and number of hitman hired to kill him)
20	Minor clue about current mission (GC's choice)
Mastermind	
1	Dossier and pictures of 1 player character, including recent shots in private locations
2	Pictures of recently AWOL operatives, each brutally slain in some darkly entertaining fashion
3	Two tickets to social event this evening (e.g. opera, symphony, monster truck rally)
4	Blackmail photos of 1 local police official
5	The name of 1 contact (who refuses to work with the characters, but may have other information)
6	Medication for nervous tick or mental disorder
7	Micro-cassette recorder with tape of mastermind practicing his Sinister Cackle™
8	An incomplete sketch of his latest impossibly slow death mechanism
9	An incomplete monologue clearly intended for the victim of his latest impossibly slow death mechanism
10	Hardback book (*Executions And You: The Illustrated Manual For The Modern Mastermind*)
11	Self-styled action figure (30-point articulation and Kung Fu grip)
12	Bank receipts for payment to black marketeer for purchase of 1 exotic animal (albino gorilla, killer whale, etc.) and 1 piece of military hardware (chain gun, microwave cannon)
13	Holographic recording — yet inconclusive proof — of conspiracy cover-up (e.g. Alien Elvis autopsy, Timothy Leary's orbiting "stardust consciousness" and its control of reality television programming)
14	"Pet" tarantula, scorpion, or other poisonous creature small enough to fit in a pocket (Tier II attack bonus + poison chosen by GC, or at random)
15	"To Do" list (e.g. "glower menacingly," "pick up interrogation suit — make sure they get the blood out," "level Paris," "eat more bran," etc.)
16	List of 1d6 cities targeted for destruction
17	List of 1d6 names, each a henchman who displeased the mastermind, each Marked for Death *(see page 399)*
18	1 Caliber I gadget (chosen by the GC, or at random)
19	1 single button remote button (random effect when pushed — mastermind, and button, teleport to nearby safe house, trap door opens beneath character, detonation inflicting 6d6 explosive damage)
20	Major clue about current or next mission (GC's choice)

* Any category may also be used to determine the pocket contents of a foil involved with the listed NPC.

** If the characters are implicated in any violence targeting this civilian, they become Wanted *(see page 404)*.

ADVICE TO GAME CONTROLS

Every GC should read this section before play so they're conversant with the basics of running missions and can recognize and nurture their own style of play.

THE IMPARTIAL CHAMPION

The first thing every Game Control must know is that his is the voice of success *and* failure at his table. He is the definition of drama, the heart of the action, and the characters' gateway into the setting. In all of these ways, the GC is nothing short of God.

This position, this power comes with a vital responsibility. In order to remain the equal, impartial champion of all things, the GC must remain positive and avoid bias at all times. He cannot give in to anger, resentment, or spite, or let any players' negative emotions undermine his confidence and positive outlook.

When a GC remains level and fair, and ensures his setting and NPCs never strain credibility or take advantage of the team, there is no limit to his potential.

WORKING WITH THE PLAYERS

One of a GC's most important duties is managing the *player dynamic* rather than that of the characters. Ultimately, this boils down to entertaining the group, keeping the players' trust, and treating them with respect. The GC should never speak down to his players, nor make them feel dense for not "plugging into" his plots or figuring out his puzzles. He should never give them the impression that his job at the gaming table is more important than theirs — in fact, he should do exactly the opposite, prizing them as the center of the action except when it's necessary to pass along vital information about the setting or the NPCs.

This isn't as difficult or selfless as it sounds. Every RPG revolves around the player characters, and it's a simple step for the GC to assume that mindset in everything he does. Every mission he designs, every NPC he builds, every decision he makes, and every unexpected twist he conceives — it's all there to entertain the players, his friends.

Experienced Game Controls know to release the reins every once in a while, to let the players take charge when they want. This is particularly true with the setting and supporting cast. Every GC can benefit twice over by letting the players' imaginations drive the details that aren't pivotal to the plot. Not only does this immerse the players into their surroundings, it also takes much of the weight of running the game off the GC's shoulders.

CHALLENGING THE TEAM

No team appreciates what it doesn't earn. Part of being a fair and impartial Game Control involves making sure the team works hard for its successes, at least as hard as the GC works to provide the evening's mission. Trial breeds triumph, and triumph breeds fidelity to the setting, the storyline, and its creator. Now, it just requires one false step to sabotage this bond, which is where rules calls come in…

MAKING RULES CALLS

The GC must also work with the players when he interprets the rules. No RPG can account for every possible decision and outcome, and no matter how meticulous the game's construction, rules disputes always come up. In these cases, the GC's call must be the last word, but consideration and presentation are key. The GC must always consider the ramifications of his rulings, not only within the context of the system and the game environment, but also in the minds of his players. If his decision appears rash, cavalier, or dictatorial, he's likely to elicit questions, and perhaps even ire. Likewise, an indecisive or argumentative GC can disrupt the gaming experience, souring everyone's mood.

When the GC knows he's right — that his ruling makes the game more fun and supports fair play — he should stand firm, backing up his stance only if called to task, and then as briefly and concisely as possible. At all costs, the GC should avoid prolonged rules discussions, as they bring the game to a screeching halt and ruin the fun for those outside the conversation. When in doubt, the GC is often best served by making the best call he can at the time and letting everyone know that he'd like to discuss the rule later, after the session is over.

After a new rule is settled upon, the GC must remain consistent in its application. He can always provide ample warning of an upcoming change — say, 1 session in advance — but he shouldn't simply change his mind at the table, or waffle between limp decisions. This frustrates the players, who are trying to engage with an unstable environment and slippery world laws.

LISTENING TO THE PLAYERS

Another way the GC can establish a strong relationship with his players is as easy as listening to them. *Constantly*. He should never assume he's presenting a game the others want to play. He shouldn't even assume that what they found interesting a month ago is still appealing today. Rather, he should periodically start or end a session with a few pointed questions. Are there elements the players would prefer were added or removed from the game? Have they seen any movies or read any books recently that they'd recommend as inspiration? What parts of the session did they like the most? The least?

The players' answers are likely to illustrate a few ways the GC can tailor the game to them, and incorporating just a few of these can make all the difference. Players who feel like they've had a hand in building the game are likely to return week after week, dice in hand and smiles on their faces.

LONG-TERM PLAYER GOALS

Players like to see their characters grow, but when that growth is limited to the character sheet, the effect is lessened. The GC can buy up any player's stock in the game by simply evolving parts of his character's life in play every once in a while. Most players will be ecstatic to see their contacts blossom into recurring NPCs the team interacts with during tricky missions. Adding some details about the characters' growing lifestyles — their homes, differing possessions, and the gradual shift in scenery as they inch toward the high life — these are all things that root the characters, and therefore the players, in the game.

Developing long-term player goals is a joint effort. The GC can certainly get the ball rolling by showing that it's possible (some players won't realize it's an option, especially if their prior campaigns have been insular). After that, it becomes a give and give situation, with both parties adding the tiny details or heaping it on (depending upon the play style), and all the GC needs to worry about is whether anything gets in the way of his plot. By and large, this shouldn't be an issue, as *Spycraft 2.0* has been expressly tailored for characters to develop private off- and on-screen lives separate from their mission-to-mission careers. Indeed, this is the entire point of the Wealth statistic *(see page 215)*.

REWARDING CONCEPT AND EFFORT

Perhaps the most direct way to invest the players is to reward their efforts (not necessarily their successes — those are usually reward enough). Here's an example: a character designed to be covert suffers an error while scaling a wall. The GC *could* spend one or two action dice, causing him to slip and fall noisily into a stack of metal trash cans, but that would penalize the player for having the character do what he's built to do. Instead, he could ignore the roll and let the character try again (or better yet, not call for the roll in the first place). After all, the character is doing something he's trained for... Especially if the roll isn't crucial to the mission's success, why not just let the player describe his success?

Sticklers for honoring random foibles might benefit from using the unlucky result as the seed for a moment of tension. In the aforementioned example, the character might tumble over the wall with little or no grace as guards flip on their flashlights and sweep them across the area, searching for intruders. As the player sweats it out, the GC can consider whether having the guards make Awareness or Perception checks could derail the mission, and if not, whether he has the time remaining in the session for a little diversion. This also gives the player a chance to recover from the upset, perhaps even balancing it out with a whispered comeback into his headset radio that leaves everyone rolling in their seats — and provides both the player and the GC with a bonus action die.

Penalizing negative player efforts can be equally effective, but must be handled carefully to avoid backlash. A Game Control hoping to speed the game up should never allow it to seem like he's going out of his way to undermine careful player planning. Likewise, characters who routinely abandon or undercut their teammates and allies can be shown the dangers of solo operations, but aren't likely to take the message kindly if they think they're being singled out for persecution.

THE FIRM HAND

There are two very important exceptions to the "kid gloves" approach. First, any player who repeatedly and intentionally acts to the detriment of his team, ruining the fun for the others at the table, is a danger not to be coddled. If in-game messages don't work and calm unimpassioned out-of-game observations fail to sink in, the GC must make an appointment to speak with the troublemaker away from the others. In this, the GC must always be absolutely straight and decidedly firm — disruptions or in-character antics that prevent others from enjoying the game are out of bounds. Period. If the player persists after this, it's likely he'll never improve and will have to be politely asked to bow out.

The second instance when a firm hand is helpful is during the mission's "final reel," when the world hangs in the balance. *Spycraft 2.0* has a mechanical way to simulate this period of the game in the "dramatic scene," which grossly shifts the odds in favor of the bad guys, and gives the GC incredible control over the action *(see page 424)*. But this is only half of the equation; a successful dramatic scene falls flat unless the GC supports it with an out-of-game projection of the dilemma. If the GC is inclined, this is the period when he should become more animated, when his in-character dialogue should shine with extra wit, and his descriptions should rise above those seen through the rest of the mission. This is the moment of truth for the characters, and if the players get a sense of that, they'll cherish the event for years to come.





CHARACTER DEATH

The vast majority of the time, the GC should err on the side of caution when the characters are in jeopardy. Character death is an important part of roleplaying, as it grounds the setting in its own version of "reality" and reinforces the seriousness of the team's activities. When it's marginalized, however, or happens without apparent cause, this meaning is lost.

The GC walks a fine line between challenging and overwhelming the player characters, and the ability to recognize when the line is being crossed is a talent earned only with years of experience at the head of the table. It isn't all rules and probability — it's also knowing how to read the players, guessing when they're going to try something suicidal, and being able to think fast enough to smoothly rescue them from themselves.

The veteran Game Control knows when a character is about to die, and prepares for it. Ideally, he gives the player fair warning, and perhaps a way out of the situation with some permanent ability damage or a lingering condition. In a perfect world, he's warned the players before the mission began, "rated" the mission "K" for "killing zone" or dubbed it the "lethal finale" to the current season.

No matter how the death occurs, though, the GC should always give the player one final moment of glory, a chance to go out in style — with a final statement, or a final action, or just a final moment of reverence for a fallen hero. All player characters are heroes when they die; it's the nature of things. No one will mind the GC making an effort to portray this at the table.

Finally, after the dust settles, the GC needs to consider options for the player's new character, and how to slip him fluidly into the storyline. This task is not unlike bringing a team together in the first place *(see page 423)*, and motivating the assembled characters for each mission *(see page 428)*, though overcoming the serendipity of the new character's arrival is a minor obstacle. The strongest option is to link one event to the other, bringing the new character in as "the team's new blood" (in a Faction game where team sizes are regulated), an investigator or observer watching the team for signs of disunity or other problems following its loss, or even as a relative of the lost character, interested in justice (or vengeance).

KEEPING THINGS ON TRACK

Inevitably, players shatter the GC's best-laid plans, pitching his extensive notes out the window and driving the mission into uncharted territory. This isn't malicious — it's merely players assuming their natural role as "chaos" in the make-believe universe. Fortunately, the GC has some options for guiding the players back to the beaten path.

REDUNDANCY

One of the easiest ways a mission can go astray is lack of information. Characters who miss a clue or two can unknowingly focus on unimportant details, or worse, become convinced that a red herring is in fact the intended plot. In addition to his other duties, a Game Control must be part theoretician, second-guessing the players' actions before the mission even begins. He must ask himself whether it's likely the players will think to look for a hidden clue, or press a reticent NPC for more information, and even if he believes the answer is "yes," he should still create alternate ways to find every important detail.

He should also look for new ways that appeal to different classes and different players, so if one player doesn't show up for the session, or the team splits up, there's still a reasonable chance that all the necessary clues will be found. Finally, if it ever looks to the GC like the team may bypass a central pointer altogether, he should be ready to adapt (moving the pointer to another location, converting a physical clue to NPC dialogue, etc.).

REDIRECTION

If asked, most GCs would say they'd rather the team return to the plot on its own terms, without blatant direction. This is tricky, but not impossible. The keys are subtlety and plausibility. The reason for the team's return to the outlined mission must first and foremost seem like it's actually part of the mission, though perhaps not a part the players want to face. For instance, a GC who sets a mission's final scene on a remote island might not have the time or the desire to map out miles of sea in every direction, or he might have to deal with real-world islands not far away. If he were to establish, either early on or as the characters tried to investigate the surrounding terrain, that the seas were infested with sharks and the neighboring islands were home to dangerous cannibals, the players might think twice about proceeding away from the last encounter.

CALLING UPON THE FACTION/FREELANCE NETWORK

Most of the time, the players are expected to handle their assignment and any surprises they encounter on their own, but their Faction and/or Freelance network provides a constant safety net that can bail them out if they get in over their heads (or stray too far off track). The GC can exploit this resource as well, introducing colleagues when support is required and having Control drop the team a line when it needs a little direction that can't be handed out as a hint *(see page 398)*. This tact can be used to simultaneously develop the Faction, Freelance network, setting, or storyline, illustrating some of the Powers That Be and their underlings as they provide much needed assistance in the field.

GC "CRIB SHEETS"

Roleplaying is a detail-oriented hobby, and one that often expands beyond the GC's intentions. Missions veer wildly off track and new plotlines seize control of seasons with alarming frequency. In order to keep it all straight, some GCs must take notes. In this case, we strongly recommend the use of a "crib sheet" or journal during mission planning. This book serves two purposes. First, it lets the GC develop a format for his mission prep materials, organizing them in a fashion that best suits his play style (e.g. information used most frequently at the front, stats at the back, etc.). Second, it gets him in the habit of asking all the right questions about every mission, so he doesn't inadvertently overlook some critical detail.

A GC's journal can include mission flowcharts, or lists of NPCs, events, clues, and other details by location, or a bullet-point list of critical information to get across during free-form roleplaying during each session. Better, it acts as a running diary for each campaign, ensuring that minor setting, location, and character details are never entirely lost (this works best if the GC keeps a separate page at the back end of each mission section expressly set aside for new details he makes up on the fly at the table, and dangling plot threads that must be resolved later).

FAILURE IS AN OPTION

In any world in which risk is a constant, failure isn't far behind; characters sometimes lose. The important thing to remember, though, is that *players* never do. Every player — including the Game Control — wins just for showing up and having a good time. As the GC, it's absolutely critical to downplay the perception that mission success is in any way related to fun. Many players reject this posit, investing too much pride and self-worth into the game, and it's the GC's responsibility — and that of the other players — to illustrate to these wayward individuals how to find as much enjoyment in tribulations and even failures as in victory. Unfortunately, this can only be accomplished through example, as no amount of explanation will prove the point. Yet the process is simple: keep the excitement level high, and higher still as the stakes rise. Eventually, any confused players will notice their friends are having just as much fun when they miss, or botch the mission, and hopefully come around.

SO IS LYING

The GC's mission script is his Bible, and for the most part, the rules are his Commandments, but one of the GC's strongest tools for keeping a game on track, and keeping it fun, is the ability to ignore them. The evening's planned scenes are just theory when a superior option enters the field, and the worst possible die rolls shouldn't be allowed to cut the players off at the knees (unless that's the point). Every GC should watch for moments when he can improve the game simply by throwing the script out the window or ignoring a bad outcome. In time, any GC will get to know when he should be rolling behind his screen or a cupped hand, so the players don't realize he's manipulating the numbers, and how to carefully word his descriptions so they can support later revision. Until the instinct kicks in, we recommend watching the characters' vitality and wound points, making story- and mission-critical rolls out of sight, and realizing that the mission script is never as important as the final result: a good time had by all.

SETTING THE STAGE

During the best campaigns, pulses pound and hands sweat. Players ache for their characters. Everyone's *involved*. This is only partly because of the plot and the setting. The rest is the magic of the moment, which can be enhanced by appropriate narration, music, lightning, and other tricks of the trade. Most of these options require very little preparation.

The most important considerations when incorporating any of the following ideas are *safety* and *comfort*. First, no one should *ever* bring weapons to the table. Second, if anyone ever feels uncomfortable, everyone should dial it back. No one should ask for a reason, nor should they have to explain their position. The game is about fun, and anything that gets in the way of that is simply not appropriate.

NARRATION

As we've said before, the Game Control acts as the players' gateway into his setting. He defines what they see, hear, smell, taste, and feel. In this capacity, he controls the information upon which the team founds its opinions, and must take this duty seriously to prevent misconceptions and guide the team toward the relevant plot and NPCs. There are many important things to remember in the process.

- Too much detail slows the game down and gives the players too many things to focus on (don't assume they'll skip over anything — they never do).
- Misdirection is a powerful tool that can all too easily convince the players to ignore the plot. Use it sparingly.
- Description can help "glaze over" long, dull conversations, but important details should always be conveyed through roleplaying. It's the purpose of the medium.
- Whenever possible, use notes or pull players aside to describe information to which only they have access. Burdening the other players with information their characters don't know is unfair to them, and runs the risk of exploitive behavior.
- Movie-style fade-outs, "pull-aways," and other segue styles are your friends. Rely upon them, but don't abuse them.
- Never assume the players feel anything, or that they intend to do anything. Avoid any and all such phrasing. It can only lead to corrections and other interruptions that ruin the mood and the flow of the game.

LIGHTING

Lighting can have a subtle but potent effect upon a game's mood. In fact, it probably already does. Usually, games occur in well-lit rooms with very few shadows. Gamers are comfortable that way. Besides, they need to read their dice. Lowering the lights — or playing by candlelight — increases suspense and commands everyone's attention. It's a signal that something important is afoot.

This tactic can be expanded or varied for other effects as well. Beginning a session in the dark and slowly bringing the lights up as the characters realize their predicament plants everyone firmly at the edge of their seats, and plants the seed in their minds that they're about to discover something... Something they may not want to find.

MUSIC

Sound is perhaps the most difficult stage element to use effectively, but handled well, it can be one of the most versatile weapons in the GC's arsenal. The most important rule here is to keep the music volume low enough that it doesn't compete with the narration. If the players can't hear the GC, or frequently get distracted or confused by the music, it's too loud. Just as easily, though, music can be too quiet. If the players are straining to hear the tune, they probably aren't paying attention to the GC, or each other.

Lyrics are generally to be avoided. They're distracting and confusing. Movie and television soundtracks are most effective, though some GCs may find period jazz, classical, and other types of music appropriate and evocative as well. Sound collections are also helpful, especially when the GC wants to shock the players with the sudden, thunderous clap of machine gun fire.

PROPS

Let's say the team intercepts a dead drop message intended for an enemy agent. The GC can handle this two different ways. He *could* tell them, "The note is a jumble of letters and digits, seemingly arranged at random," and let them make the appropriate skill checks to decipher it. Alternately, he could hand them a facsimile of the message so they can read it for themselves.

This kind of physical handout is called a "prop," after the movie-making term for bits of scenery the characters cart around. Props instantly draw the players into the action. They also offer a unique approach to puzzles posed in the game. In the example seen in the previous paragraph, an industrious GC might actually devise a code for the players to decipher, perhaps making it part of the mission's clue chain (deciphering each part of the message leads to a new location, where the key to decoding the next part is found).

BACKSTORY AND THE SUPPORTING CAST

A game's "backstory" consists of the setting and plot history, as well as the events taking place behind the main plot that aren't immediately obvious to the player characters. A setting's supporting cast includes all the recurring characters who interact with the PCs but aren't central to the plot (e.g. R&D specialists, noncombatant lieutenants working for the bad guys, and the myriad uninvolved "shadows" populating the middle ground).

Backstory and supporting cast are critical if the GC wants to instill a feeling that the world extends beyond the player characters. When events occur behind the scenes and NPCs develop over time, the players become part of a living, breathing setting, and it's easier for them to ease into their roles within it.

Developing the backstory is simple; getting it across to the players in a fluid way, that's difficult. Many inexperienced Game Controls resort to "exposition," or explaining plot and setting details through one or more NPCs. This is fine when running an anime game, or another genre that accepts such contrivances without question, but in any "true to life" game, exposition feels forced, awkward. When the GC wants to get a facet of the backstory across, he should find a way to do so that feels natural within the context of the game, and preferably supports or develops a mission in the process. Embedding the information within an in-game news story, for instance — on TV or in a newspaper — works well. So does creating a situation that illustrates the condition by example. As an example, let's say that the GC needs to establish that a villain organization now possesses nuclear technology. The GC could have an NPC on the inside warn the Faction of the problem and spark a mission. Alternately, he could open the mission with a "small" display of the organization's new power on a remote island — during the final scene of another mission. Miles away, the characters are forced to withdraw, but soon investigate, leading to the GC's startling revelation.

Likewise, an informant the characters have worked with might be brought into the Faction as a full operative. The GC could have the NPC run into the team in the home office halls, or he could bring the team in for an emergency mission briefing, during which Control reveals the informant's new status — and the fact that he's been captured by a recurring enemy organization during his first field op. The players' surprise and the peril of the moment feed one another, developing a memorable storyline while simultaneously developing an NPC beyond his original role in the campaign. The informant can be even further developed during the mission, when the characters might learn about his natural gift with lockpicking, and a criminal history that attracted the criminal organization to him in the first place. Perhaps the informant was responsible for stealing some priceless work of art containing a cipher the organization needs to fulfill its current plot for global domination. Suddenly, the informant's more than just background noise, or a faceless resource — he's part of the "extended team," and an important part of the game's ongoing storyline.

Finally, some GCs find it useful to reveal information about the backstory and supporting cast in stages, laying the groundwork for startling revelations many missions in advance. The players' guesswork throughout can even lead the GC in new directions with the final revelation, altering and improving the course of the game. Witness the original *Star Wars* phenomenon. Much of the fans' excitement about the setting and story came from *not* knowing the details. Boba Fett and most of the supporting cast struck a chord somewhere deep in the collective geek hindbrain, sparking an unshakable desire to learn more, and conjuring images of the purest personal joy in the absence of official explanation. This hunger led to hundreds of unofficial fan-produced short stories, amateur films, and other speculative offerings, which in turn kept interest in the franchise high for decades. This kind of unacknowledged collaboration can produce extremely enjoyable results for all involved; Game Controls are advised to develop this technique early and use it often.

FORESHADOWING

A sly Game Control scatters hints about upcoming events and characters everywhere. Sometimes these hints are subtle and when they pay off, the players who recognized them in advance can sit back and smile at their friends' gawking faces, relishing that they're part of such a vibrant, developing world. Sometimes they're less subtle and intended to showcase something that hasn't yet been revealed or fully explained, or to establish a precedent the GC later intends to use as a clue or mission introduction.

As an example of the latter option, the team's Hacker might compromise an enemy organization's database to retrieve information about a psychotic criminal in its employ. During his research, he finds a few pieces of code that look suspiciously like video game programming. These clues never pan out as part of the current mission, but during the following season, the Faction



catches wind of a plot to use a recently released video game to subvert the minds of its players, turning them into an army of mind-controlled drones. Fortunately, the characters already know where to look to track down the culprits...

However, the GC needs to avoid giving the players the impression that the game's outcome is predetermined. For example, a Hacker who erases the code found during the initial research is likely to become frustrated if the game shows up on the shelves without a hitch. In this case, the GC is better off upgrading the game to a virtual reality simulation, and perhaps to involve the Hacker directly in the organization's revised plot as a direct result of his interference. The Hacker feels like he made a difference and the villains get a new toy. Everyone wins.

CLIFFHANGERS

Many GCs utilize "cliffhangers" to maintain interest in the game between missions, or even between sessions or seasons. In the spirit of the finest radio serials, pulp magazines, and modern television programs, cliffhangers introduce a twist or surprise ending, leaving the audience — in this case, the players — wanting more. Great care must be taken when deciding on a cliffhanger, not to overdo it and not to strain the players' investment in the game. If the players are *too* shocked by a cliffhanger, they're unlikely to be moved by any subsequent surprise, and if they come to believe that favored parts of the game's history or setting are false, they can reject the cliffhanger as a sign that the game is going places they won't like.

Once these hurdles are overcome, however, the benefit of cliffhangers can't be denied. The best ones challenge the team on a very basic level, impacting the *player* in addition to the characters, and asking them to look at the world a little differently. Of course, the needs of each cliffhanger are different, beginning with its placement.

A **session cliffhanger** usually introduces the mission's next story point, often in the form of a new threat or risk to the agents (such as a new villain, weapon, or unexpected complication). The purpose of a session cliffhanger is to draw the players more deeply into the current mission with an intriguing or worrisome prospect (though never an intimidating or demoralizing one — the point is to convince the players to come back, not give up). Session cliffhangers are best represented by the commercial break "whammies" of popular serialized TV shows like *Buffy the Vampire Slayer* and *Lost*.

A **mission cliffhanger** develops the players' investment in the current season in the same way that a session cliffhanger helps the current mission. Mission cliffhangers tend to be more intense, more landmark than their session-ending cousins, focusing on greater and farther-reaching elements of the over-arching storyline. This is similar to the way that serialized TV *episode* endings hit harder than those seen before the program's commercial breaks.

A **season cliffhanger** should almost universally deal directly with the main storyline or setting, developing the game's "mythology" and using its revelations as momentum for the next season. As might be expected, these should draw from season-ending TV breaks, where the studios go all out to hook their audience for the next year.

A particularly effective cliffhanger also leaves the players with choices to make before they return to the table. The characters might be asked to make a Faustian or character-defining decision (e.g. choosing sides in a key conflict, accepting or declining help from a dangerous NPC), they might encounter a new threat demanding tactical review, or they might receive information that requires very careful deliberation. Regardless, they have something to do between sessions and aren't likely to put the game out of mind when they're away. The next time the group convenes, the players will probably be raring to go, strategy in hand, and the GC can take pride in the success of his story.

HANDLING ACTION

No matter what genre you play, there's always room for action: high-speed chases are as much a staple of Victorian England as they are the modern era (though, admittedly, they involve a slightly different definition of "high-speed"). Likewise, rooftop gun battles can rage through a sci-fi setting as well as they can a crime noir backdrop, and showdowns with criminal geniuses are as frequent in pulp serials as they are in espionage drama.

Every GC benefits from developing his own style of action role-playing. Like many parts of gaming, this begins with questions: How frequently does the GC want action in his game, and when it appears, how intense does he want it to get? What flavor of action does he want? Are these things consistent, or do they vary from mission to mission? Most importantly, what are his players' answers to these questions?

A simple first step is to frame the game's action style within the context of a movie everyone's seen. This quickly illustrates any marked differences between the GC and players' tastes, and might suggest ways to blend them together to create something new. It also gives everyone a chance to offer a brief list of what they *don't* want to see in the game, and highlight any potential conflicts or awkward expectations.



ACTION ADVENTURE PHYSICS

Among the first things to decide about the game are the limits of action in the setting. If the real world is used, and standard physics and human capabilities are the goal, then much of the action seen in movies is right out. GCs seeking more explosive action must define their own limitations, and should relate them clearly to the players, so everyone understands what is and isn't possible.

Spycraft 2.0 assumes a level and flavor of action seen in summer blockbusters, with the heroes regularly performing impossible stunts amidst an endless rain of gunfire punctuated by incredible pyrotechnic explosions. It adheres to real world physics, but only to a point, and that point shifts a bit when needed to keep the action fast and fun. For example, everyone who knows anything about gravity can tell you that Bond could never have caught up with the diving plane in *Goldeneye's* opening sequence, but it was entertaining, and with a liberal GC, it's totally possible in *Spycraft*. One high Skydiving DC, a few action dice, and voila! Instant human torpedo!

Some GCs may want to ratchet the action down a bit — say, to the level of the original Sean Connery Bond movies, or perhaps even further, to the level of *The Spy Who Came In From The Cold* or *Three Days of the Condor*. Any level is fine, so long as the players know what they can get away with, and the GC is willing to give them a heads up when they're about to do something foolish.

ACTION CUES

Players can sometimes find the uncertainty of not knowing when they should draw their weapons as troublesome as "railroad" missions. Establishing a few stock cues that the bullets are about to start flying can really help the game shift fluidly from role-playing to roll-playing without risking shock at an unexpected Initiative check. Cues can range from speed or tone of narrative voice to something as simple as standing up. The only thing to remember here is that action cues should remain consistent: if the GC adopts one, he should keep it the same throughout, and shouldn't use it to signify any other segments of play.

DESCRIBING ACTION RESULTS

A frequently overlooked way to generate excitement at the table is as simple as "choreographing" the check results, describing them as any other skill check result. Instead of relying exclusively on the numbers and table entries to provide the flavor, the GC can treat the battlefield as an evolving canvas, painting details into the scene as it progresses.

When describing action results, the GC should maintain a strong mental picture of the "set" and the locations of every character in the fight. He should also strive to keep his descriptions consistent not only with what has gone before, but also with the range of difference between each result and the target's Defense. Despite the fact that a hit with a result of 16 against a Defense of 14 likely has the same mechanical effect as a hit with a result of 22 against a Defense of 12, the two should *feel* entirely different. The GC might describe the first as "a stinging graze across the chest," for instance, while the second might elicit a "sharp crack under the jaw, slamming the target's teeth together." This kind of detail can draw the players into the scene and away from the abstract reality of their dice, bringing the thrill of the battle to life in a way that mere numbers simply can't manage.

AVOIDING BURNOUT

Every GC eventually gets tired, or wants to play for a while. In these cases, it's better that he step aside and let someone new take over running the game. The big question is whether the same setting and storyline continue under new management, or a sharper break is required. Each GC must make this call for himself, weighing the possibility that something might go astray without him at the helm against the desire for the plot to continue so no one loses sight of it.

Some Game Controls are perfectly content to open their games up to "round robin"-style play, in which two or more players trade off running duties, each building on all that's come before. This is an interesting approach, but sometimes produces uneven results. At the very least, all round robin GCs should agree on basic rules for developing and using story and characters, to avoid derailing each other's work.

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CHIP AWAY

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Lead 1–3
Skill Check Modifier: +0

You try to erode the Prey's mind or test the limits of your control over the target.

Advantages

Alter Memory: The Prey gains or loses all memory of 1 event lasting no more than 1 hour (chosen by the Predator). Each time this Advantage is chosen beyond the first during the same round, the Prey gains or loses all memory of 1 additional event lasting no more than 1 hour.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the brainwashing attempt ends.

BRAINWASHING

FALSE HOPE

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Will save bonus 4+
Skill Check Modifier: –4

You offer the Prey a moment of hope — perhaps openly, perhaps subtly — seeking a way to break through his mental defenses.

Advantages

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a physical approach, the following Conflict round takes only 6 hours).

Revelation: The opposed check winner may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die: his organization's full history, one of his organization's goals that his opponent does not know, one of his organization's Ratings that his opponent does not know (Goals, History, Image, Sites, or Tools), or the location and nature of 1 of his organization's Sites that his opponent does not know.

If a player controls the opposed check winner, the Game Control does not gain 1 action die as a result of this Advantage. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

BRAINWASHING

FLUSTER

Strategy: Predator only
Skill: Sense Motive (Wis)
Requirements: Will save bonus 6+
Skill Check Modifier: –2

You attempt to trip the Prey up in his own lies, leaving him with no defense.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every 2 times this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the brainwashing attempt ends.

BRAINWASHING

MIND GAMES

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Will save bonus 7+
Skill Check Modifier: –4

You keep the Prey busy with seemingly idle chatter, killing time for some reason or trying to get under his skin.

Advantages

Pause: The brainwash is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the brainwashing attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6 (see Table 2.25: Character Deception).

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

BRAINWASHING

NEW TACTIC

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Lead 6–9
Skill Check Modifier: –6

You adopt a new method or try to rattle the Prey with unconventional means.

Advantages

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Fort or Will save (DC 10 + 1/2 the opponent's career level, rounded up). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 2, minimum 5 (his opponent's Crisis DC remains unchanged). If either participant fails this save, he snaps, suffering 1d3 temporary Wisdom and 1d3 temporary Charisma damage. Further, if only one participant fails this save, his opponent wins the Conflict; otherwise, the Conflict continues as standard (this is the case even if both participants snap, though such an outcome likely produces stranger and stranger results as the participants slowly become unhinged). Each participant may skip this saving throw, but the Lead shifts by 3 in his opponent's favor as his determination falters.

New Approach: The Predator's approach shifts from mental to physical, or vice-versa.

BRAINWASHING

PATIENCE

Strategy: Predator only
Skill: Resolve (Wis)
Requirements: Lead 3–7
Skill Check Modifier: –2

You play a waiting game, letting the Prey's inner demons fight for you.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every 2 times this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the brainwashing attempt ends.

BRAINWASHING

SEEDS OF DOUBT

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: None
Skill Check Modifier: +0

You try to drive a wedge between the Prey and his comrades.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Splinter: During the following Conflict round, the Prey group must make a team check using its *lowest* skill bonus. Each time this Advantage is chosen beyond the first during the same round, this effect lasts for 1 additional Conflict round.

BRAINWASHING

TURN THE SCREWS

Strategy: Predator only
Skill: Medicine (Wis)
Requirements: Will save bonus 5+
Skill Check Modifier: –8

You resort to violence.

Advantages

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a physical approach, the following Conflict round takes only 6 hours).

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

BRAINWASHING

ULTIMATUM

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Will save bonus 8+
Skill Check Modifier: –12

You try to provoke the Prey with a warning of worse to come.

Advantages

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6 *(see Table 2.25: Character Deception).*

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

Victory: The brainwashing attempt ends in the opposed check winner's favor.

BRAINWASHING

CLING TO HOPE

Strategy: Prey only
Skill: Networking (Wis)
Requirements: Will (vs. mental)/Fortitude (vs. physical) save bonus 5+
Skill Check Modifier: –2

You draw strength from dreams of rescue, reinforcing your faith that your friends will come for you.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The brainwash is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the brainwashing attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

BRAINWASHING

CONCEDE

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: None
Skill Check Modifier: +0

You plan to give up some of your bargaining chips to gain much needed relief.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Revelation: The opposed check winner may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die: his organization's full history, one of his organization's goals that his opponent does not know, one of his organization's Ratings that his opponent does not know (Goals, History, Image, Sites, or Tools), or the location and nature of 1 of his organization's Sites that his opponent does not know.

If a player controls the opposed check winner, the Game Control does *not* gain 1 action die as a result of this Advantage.

Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

BRAINWASHING

HOLD FAST

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: Will (vs. mental)/Fortitude (vs. physical) save bonus 7+
Skill Check Modifier: –2

You directly resist your captors, putting up the strongest front you can.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The brainwash is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the brainwashing attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

BRAINWASHING

LAST STAND

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: Lead 1–3
Skill Check Modifier: –6

Nearly broken, you make one final attempt to resist your captors' relentless assault.

Advantages

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Fort or Will save (DC 10 + 1/2 the opponent's career level, rounded up). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 2, minimum 5 (his opponent's Crisis DC remains unchanged). If either participant fails this save, he snaps, suffering 1d3 temporary Wisdom and 1d3 temporary Charisma damage. Further, if only one participant fails this save, his opponent wins the Conflict; otherwise, the Conflict continues as standard (this is the case even if both participants snap, though such an outcome likely produces stranger and stranger results as the participants slowly become unhinged). Each participant may skip this saving throw, but the Lead shifts by 3 in his opponent's favor as his determination falters.

New Approach: The Predator's approach shifts from mental to physical, or vice-versa.

BRAINWASHING

MISDIRECT

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: Will (vs. mental)/Fortitude (vs. physical) save bonus 4+
Skill Check Modifier: –4

You search for the ideal moment to reveal something the Predator wants, hoping for the chance to dupe your captor.

Advantages

Revelation: The opposed check winner may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die: his organization's full history, one of his organization's goals that his opponent does not know, one of his organization's Ratings that his opponent does not know (Goals, History, Image, Sites, or Tools), or the location and nature of 1 of his organization's Sites that his opponent does not know.

If a player controls the opposed check winner, the Game Control does not gain 1 action die as a result of this Advantage.

Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Analysis (Wis), Cultures (Int), Falsify (Wis), Intimidate (Cha), Investigation (Cha), Science (Int), or Tactics (Int). None of these checks possess tags.

BRAINWASHING

NEVER SURRENDER

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: Will (vs. mental)/Fortitude (vs. physical) save bonus 8+
Skill Check Modifier: –12

You concentrate much of your remaining reserves in a powerful burst of defiance, trying desperately to prove you're beyond the Predator's influence.

Advantages

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a physical approach, the following Conflict round takes only 6 hours).

Victory: The brainwashing attempt ends in the opposed check winner's favor.

BRAINWASHING

REBEL

Strategy: Prey only
Skill: Resolve (Wis)
Requirements: Lead 7–9
Skill Check Modifier: +0

You sense that your captors may not have the will to break you, and push the advantage, searching for a way to overcome your conditioning.

Advantages

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a physical approach, the following Conflict round takes only 6 hours).

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

BRAINWASHING

STILL IN THE GAME

Strategy: Prey only
Skill: Bluff (Cha)
Requirements: Lead 3–7
Skill Check Modifier: –8

You begin to play mind games of your own, hoping to distract the Predator from your real plan.

Advantages

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6 *(see Table 2.25: Character Deception).*

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Analysis (Wis), Cultures (Int), Falsify (Wis), Intimidate (Cha), Investigation (Cha), Science (Int), or Tactics (Int). None of these checks possess tags.

BRAINWASHING

WORRISOME SMILE

Strategy: Prey only
Skill: Manipulate (Wis)
Requirements: Will (vs. mental)/Fortitude (vs. physical) save bonus 6+
Skill Check Modifier: –4

There are few things quite as infuriating as cool amusement from someone who's supposed to be terrified of you…

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the brainwashing attempt ends.

BRAINWASHING

BUY TIME

Strategy: General
Requirements: None
Skill Check Modifier: –4

You stall, matching speed and maneuvers with your opponent, hoping to put off another confrontation until the odds are stacked more heavily in your favor.

Advantages

Pause: The chase is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the chase is paused for 1 additional round. The action continues during this time (i.e. the participants continue to move, test one another, and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

CHASE

CLIP

Strategy: General
Requirements: Lead 1–2
Skill Check Modifier: –4

You dart close to your opponent and try to brush him. This often has the added benefit of closing below your opponent's minimum weapon range.

Advantages

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Impact: Both the opposed check winner and 1 opponent of his choice suffer collision damage. If either participant is on foot, this damage is determined by the size of the opposing vehicle and its current MPH. If both participants are on foot, each suffers 1d4 lethal damage + 1d4 additional lethal damage each time this Advantage is chosen beyond the first. If in a vehicle, this damage is equal to the opponent's check result. Each time this Advantage is chosen beyond the first during the same round, the damage suffered by the opposed check winner decreases by 4 (while his opponent's damage remains unchanged).

Also, with GC permission, each character in the opposed check winner's vehicle may make an Acrobatics/Jump check to leap onto the target vehicle. This leap must clear 5 ft. or the jumper falls between the vehicles, suffering appropriate falling damage and 1d6 collision damage per 10 MPH the vehicles are currently traveling.

CHASE

EAT MY DUST

Strategy: General
Requirements: Acceleration 5+ or Turning 5+
Skill Check Modifier: –2

You pour it on, hoping to leave your opponent fumbling in your wake.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

CHASE

"GO, GO, GO!"

Strategy: General
Requirements: None
Skill Check Modifier: –4

You make a mad push for victory, ignoring anything that gets in your way. Unfortunately, this dramatically increases your chance of a dangerous error.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Crisis: Outside vehicles, terrain, bystanders, or other obstacles cross the participants' path, complicating things. Each participant must make a Maneuver check against the current Crisis DC, as shown on Table 6.1: Maneuvering Room. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 5, minimum 10 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he or his vehicle crashes; otherwise, the chase continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he slows and recoups.

CHASE

PARTING SHOT

Strategy: General
Requirements: Lead 8–9
Skill Check Modifier: –2

With the chase almost over, you pause for a little casual violence.

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Crisis: Outside vehicles, terrain, bystanders, or other obstacles cross the participants' path, complicating things. Each participant must make a Maneuver check against the current Crisis DC, as shown on Table 6.1: Maneuvering Room. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 5, minimum 10 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he or his vehicle crashes; otherwise, the chase continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he slows and recoups.

CHASE

QUICK REVERSE

Strategy: General
Requirements: Lead 2–6
Skill Check Modifier: –8

You turn on your opponent, trying to shake him, or force him to relinquish some of his control over the chase.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Swap: The Predator becomes the Prey, or vice versa, and the Lead is increased by 1.

CHASE

RAM

Strategy: General
Requirements: Lead 1–4
Skill Check Modifier: –2

You remind your opponent that a vehicle is also a weapon.

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Impact: Both the opposed check winner and 1 opponent of his choice suffer collision damage. If either participant is on foot, this damage is determined by the size of the opposing vehicle and its current MPH. If both participants are on foot, each suffers 1d4 lethal damage + 1d4 additional lethal damage each time this Advantage is chosen beyond the first. If in a vehicle, this damage is equal to the opponent's check result. Each time this Advantage is chosen beyond the first during the same round, the damage suffered by the opposed check winner decreases by 4 (while his opponent's damage remains unchanged).

Also, with GC permission, each character in the opposed check winner's vehicle may make an Acrobatics/Jump check to leap onto the target vehicle. This leap must clear 5 ft. or the jumper falls between the vehicles, suffering appropriate falling damage and 1d6 collision damage per 10 MPH the vehicles are currently traveling.

CHASE

SET UP

Strategy: General
Requirements: None
Skill Check Modifier: –4

You prepare for something completely different — and with luck entirely unexpected — during the next Conflict round.

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Blend (Dex), Bluff (Cha), Impress (Cha), Intimidate (Cha), Mechanics (Int), Sense Motive (Wis), or Streetwise (Wis). None of these checks possess tags.

CHASE

STUNT

Strategy: General
Requirements: Daredevil feat, Acceleration 6+ or Turning 6+
Skill Check Modifier: –8

You attempt your own brand of vehicular insanity, hoping to realign the chase positions or shift the action to a new venue.

Advantages

Room: The Maneuvering Room is adjusted by 1 grade (in a direction of the opposed check winner's choice). If this Advantage is chosen 3 times during the same round, the opposed check winner may adjust the Maneuvering Room to any grade.

Swap: The Predator becomes the Prey, or vice versa, and the Lead is increased by 1.

CHASE

TACTICAL PLOY

Strategy: General
Requirements: Acceleration 8+ or Turning 8+
Skill Check Modifier: –6

You use a strategic move to gain the upper hand (e.g. ducking into a hall of mirrors during a foot chase through a carnival, for instance, or leading a vehicle chase uphill at dawn so the sun shines directly in your opponent's eyes).

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Room: The Maneuvering Room is adjusted by 1 grade (in a direction of the opposed check winner's choice). If this Advantage is chosen 3 times during the same round, the opposed check winner may adjust the Maneuvering Room to any grade.

CHASE

"THAT'S IMPOSSIBLE!"

Strategy: General
Requirements: "That's Impossible!" class ability
Skill Check Modifier: +0

Most days, you and physics have a shifty relationship. When you use this Strategy, you aren't even on speaking terms.

Advantages

If a character possessing the *"That's Impossible!"* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

CHASE

WEAVE

Strategy: General
Requirements: Lead 6–9
Skill Check Modifier: –4

You try to use the terrain, other participants, and bystanders as cover. This often ends badly, both for the intended cover and for you.

Advantages

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Crisis: Outside vehicles, terrain, bystanders, or other obstacles cross the participants' path, complicating things. Each participant must make a Maneuver check against the current Crisis DC, as shown on Table 6.1: Maneuvering Room. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 5, minimum 10 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he or his vehicle crashes; otherwise, the chase continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he slows and recoups.

CHASE

ATTACK RUN

Strategy: Predator only
Requirements: Acceleration 5+ and Turning 4+
Skill Check Modifier: +0

You try to line up a kill shot. Usually, this involves speeding up and leveling out, motions useful for closing on the Prey as well.

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

CHASE

CLOSE IN

Strategy: Predator only
Requirements: Turning 5+
Skill Check Modifier: –2

You hover close behind the Prey, hoping he'll crack under the pressure and make a stupid mistake.

Advantages

Pause: The chase is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the chase is paused for 1 additional round. The action continues during this time (i.e. the participants continue to move, test one another, and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

CHASE

CUT OFF

Strategy: Predator only
Requirements: Acceleration 7+ or Turning 7+
Skill Check Modifier: –12

You try to cut off and trap your foe in one stroke.

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Victory: The chase ends in the opposed check winner's favor.

CHASE

REDLINE

Strategy: Predator only
Requirements: Acceleration 6+
Skill Check Modifier: +2

You push to the limit, hoping to catch up with the Prey in a dangerous burst of speed.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

CHASE

SHORTCUT

Strategy: Predator only
Requirements: Acceleration 4+ and Turning 6+
Skill Check Modifier: –4

You try to force the Prey through dangerous terrain.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Room: The Maneuvering Room is adjusted by 1 grade (in a direction of the opposed check winner's choice). If this Advantage is chosen 3 times during the same round, the opposed check winner may adjust the Maneuvering Room to any grade.

CHASE

STALK

Strategy: Predator only
Requirements: Acceleration 6+ or Turning 3+
Skill Check Modifier: –4

You follow the Prey with caution, keeping the pressure on from a discreet distance. This keeps you out of harm's way, and leaves the Prey confused about what you're planning.

Advantages

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

CHASE

CAREFUL TIMING

Strategy: Prey only
Requirements: Acceleration 5+
Skill Check Modifier: –2

You delay until you spot the perfect moment to spring ahead of the Predator. This isn't as risky as buying time, but requires greater Acceleration.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Pause: The chase is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the chase is paused for 1 additional round. The action continues during this time (i.e. the participants continue to move, test one another, and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

CHASE

CHICKEN

Strategy: Prey only
Requirements: Acceleration 3+ or Turning 6+
Skill Check Modifier: –4

You turn back toward the Predator and charge him head on, hoping to unnerve or injure him.

Advantages

Attack: The opposed check winner gains a +4 bonus with attack checks made against other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the threat range of each affected attack increases by 1.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the chase ends.

CHASE

DETOUR

Strategy: Prey only
Requirements: Acceleration 6+ or Turning 4+
Skill Check Modifier: –4

You make an unexpected turn, hoping to draw the chase into a new area.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

Room: The Maneuvering Room is adjusted by 1 grade (in a direction of the opposed check winner's choice). If this Advantage is chosen 3 times during the same round, the opposed check winner may adjust the Maneuvering Room to any grade.

CHASE

DOUBLE BACK

Strategy: Prey only
Requirements: Acceleration 4+ or Turning 5+
Skill Check Modifier: +0

You whip around, trying to put some scenery between yourself and the Predator.

Advantages

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

CHASE

LONG GONE

Strategy: Prey only
Requirements: Acceleration 7+ or Turning 7+
Skill Check Modifier: –12

You try to lose your tail with one decisive dash.

Advantages

Defense: The opposed check winner gains a +4 bonus to Defense against attacks made by other chase participants for 1 full round. Each time this Advantage is chosen beyond the first during the same round, this bonus increases by an additional +2 *and* the error range of each attack made against the opposed check winner increases by 1.

Victory: The chase ends in the opposed check winner's favor.

CHASE

OUTFOX

Strategy: Prey only
Requirements: Turning 6+
Skill Check Modifier: +2

You hope to force the Predator into one or more turns he can't manage, gaining valuable Lead in the process.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor, *or* an opponent's Smash points are reduced by 1 (opposed check winner's choice).

CHASE

CODE SLINGING

Strategy: General
Skill: Standard
Requirements: None
Skill Check Modifier: +0

You employ common tactics to undermine or reinforce the target system's security.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

HACKING

L337 MOVES

Strategy: General
Skill: Standard
Requirements: Computer Power Rating 7+
Skill Check Modifier: +2

You use your significant system power to wear your opponent down, undermining his confidence and exploiting every mistake he makes.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the hacking attempt ends.

HACKING

MASTER CRACKER

Strategy: General
Skill: Standard
Requirements: Master cracker class ability
Skill Check Modifier: +0

Your uncanny insight allows you to reshape the struggle within the machine.

Advantages

If a character possessing the *master cracker* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

HACKING

PHONE PHREAK

Strategy: General
Skill: Electronics (Int)
Requirements: Trace software
Skill Check Modifier: –4

You analyze communication system traffic, hoping to get a better sense of the situation.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Trace: The opposed check winner may attempt to trace signal traffic to determine another participant's physical location. One opponent of the opposed check winner's choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Trace software x 5). This check possesses the Concentration, Hands On, and Vision tags. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, the trace reveals nothing. With failure, the opposed check winner determines the target's current location, and if he is the defending user, may immediately end the Dramatic Conflict in his favor. This is also sufficient information to prompt a manhunt. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

HACKING

PLAY THROUGH

Strategy: General
Skill: Standard
Requirements: None
Skill Check Modifier: +0

You play various routing games to conceal your whereabouts.

Advantages

Elude: The Power Rating of any Trace software targeting the opposed check winner decreases by 3 until the end of the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, this benefit lasts for 1 additional Conflict round. This Advantage may not reduce the Power Rating of any Trace software by more than 3, even if it is gained again while it's still active.

HACKING

"SHALL WE PLAY A GAME?"

Strategy: General
Skill: Tactics (Wis)
Requirements: Computer Power Rating 3+, Probe software
Skill Check Modifier: –4

You attempt to occupy your opponent with endless processing loops as he launches a desperate gambit elsewhere in the system.

Advantages

Pause: The hack is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the hacking attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — make any progress.

Probe: The opposed check winner momentarily punches through or reinforces security using advanced software and a healthy dose of guesswork. One opponent of his choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Probe software x 5)). This check possesses the Concentration, Hands On, and Vision tags. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, this action reveals nothing. With failure, the opposed check winner may immediately execute 1 core command. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

HACKING

SOCIAL ENGINEERING

Strategy: General
Skill: Bureaucracy (Cha)
Requirements: Probe software
Skill Check Modifier: –4

You focus your attack on the opponent rather than the opponent's machine, hoping to outwit him directly.

Advantages

Probe: The opposed check winner momentarily punches through or reinforces security using advanced software and a healthy dose of guesswork. One opponent of his choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Probe software x 5)). This check possesses the Concentration, Hands On, and Vision tags. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, this action reveals nothing. With failure, the opposed check winner may immediately execute 1 core command. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the hacking attempt ends.

HACKING

INDEX SNATCH

Strategy: Invading user only
Skill: Standard
Requirements: Lead 1–4
Skill Check Modifier: –6

You attempt to pry a file out of the target system using an indirect — and seemingly legitimate — request. Tracking and countering these elusive attacks is one of the most taxing parts of a defending user's job.

Advantages

Extract File: The opposed check winner may extract 1 file of his choice from 1 opponent's target computer. Every *2 times* this Advantage is chosen beyond the first during the same round, the opposed check winner may extract 1 additional file. This Advantage assumes the user knows the name and location of the desired file; if he doesn't, an Investigation/Research check is required. If this Research or the file transfer takes longer than the current Conflict round, it inflicts a –4 penalty with the hacking opposed check during each round it persists.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the hacking attempt ends.

HACKING

INSERT PACKET

Strategy: Invading user only
Skill: Standard
Requirements: Lead 1–3
Skill Check Modifier: –8

You try to drop off a little gift in an unused part of the system.

Advantages

Pause: The hack is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the hacking attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — make any progress.

Seize Control: The opposed check winner may prompt the target computer to run or stop 1 program of his choice, usually a virus. This program must be stored on either the opposed check winner's computer or the target computer.

Alternately, the opposed check winner may seize control of 1 device controlled by the target computer. This control lasts until Step 2 of the following Conflict round.

Each time this Advantage is chosen beyond the first during the same round, opposed check winner gains control of 1 program or device.

HACKING

KERNEL INTERRUPT

Strategy: Invading user only
Skill: Standard
Requirements: Lead 1–2
Skill Check Modifier: –8

You try to seize momentary control of the system and vanish to a new part of the system.

Advantages

Core Command: The opposed check winner may execute 1 of the target computer's core commands. This command may not initiate a system purge, power the machine down, or change the network structure to lock another user out. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may execute 1 additional core command.

Elude: The Power Rating of any Trace software targeting the opposed check winner decreases by 3 until the end of the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, this benefit lasts for 1 additional Conflict round. This Advantage may not reduce the Power Rating of any Trace software by more than 3, even if it is gained again while it's still active.

HACKING

MAGIC BULLET

Strategy: Invading user only
Skill: Standard
Requirements: Computer Power Rating 7+
Skill Check Modifier: –12

You catch sight of a chink in the system's armor, and exploit it to locate or defeat your opponent.

Advantages

Trace: The opposed check winner may attempt to trace signal traffic to determine another participant's physical location. One opponent of the opposed check winner's choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Trace software x 5). This check possesses the Concentration, Hands On, and Vision tags. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, the trace reveals nothing. With failure, the opposed check winner determines the target's current location, and if he is the defending user, may immediately end the Dramatic Conflict in his favor. This is also sufficient information to prompt a manhunt. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

Victory: The hacking attempt ends in the opposed check winner's favor.

HACKING

TROJAN FILE MARKER

Strategy: Invading user only
Skill: Falsify (Int)
Requirements: Computer Power Rating 4+
Skill Check Modifier: –4

Advantages

Back Door: The Predator may either eliminate one of the Prey's silhouettes (shaking the Prey's running invader profile), or install a back door at the current Lead.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

HACKING

CORE COUNTER-MEASURES

Strategy: System/defending user only
Skill: Standard
Requirements: Lead 1–2
Skill Check Modifier: –8

You bring the full strength of your system to bear, hoping to keep the invader at bay, or even quash him like the bug that he is.

Advantages

Core Command: The opposed check winner may execute 1 of the target computer's core commands. This command may not initiate a system purge, power the machine down, or change the network structure to lock another user out. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may execute 1 additional core command.

Pause: The hack is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the hacking attempt is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another),

HACKING

HARD REBOOT

Strategy: System/defending user only
Skill: Standard
Requirements: Computer Power Rating 7+
Skill Check Modifier: –12

Convinced of an imminent security breach, you try to shut down all system access.

Advantages

Trace: The opposed check winner may attempt to trace signal traffic to determine another participant's physical location. One opponent of the opposed check winner's choice must make a Computers (Int) check (DC 10 + (the Power Rating of the opposed check winner's Trace software x 5). This check possesses the Concentration, Hands On, and Vision tags. Each time this Advantage is chosen beyond the first during the same round, this DC increases by 5. With success, the trace reveals nothing. With failure, the opposed check winner determines the target's current location, and if he is the defending user, may immediately end the Dramatic Conflict in his favor. This is also sufficient information to prompt a manhunt. The chosen opponent may skip this skill check, but the Lead shifts by 2 in the opposed check winner's favor as the opponent recovers.

Victory: The hacking attempt ends in the opposed check winner's favor.

HACKING

INVERSE QUERY

Strategy: System/defending user only
Skill: Standard
Requirements: Lead 6–9
Skill Check Modifier: –6

You try to coax the invader to give up vital information in exchange for continued access.

Advantages

Extract File: The opposed check winner may extract 1 file of his choice from 1 opponent's target computer. Every *2 times* this Advantage is chosen beyond the first during the same round, the opposed check winner may extract 1 additional file. This Advantage assumes the user knows the name and location of the desired file; if he doesn't, an Investigation/Research check is required. If this Research or the file transfer takes longer than the current Conflict round, it inflicts a –4 penalty with the hacking opposed check during each round it persists.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

HACKING

SECURITY ALERT

Strategy: System/defending user only
Skill: Security (Int)
Requirements: Security Power Rating 4+
Skill Check Modifier: –4

You harass the Predator by distributing his silhouettes across the system.

Advantages

Silhouette: The Prey may either eliminate one of the Predator's back doors (shaking his code out of the system), or establish a profile silhouette of the Prey. Each silhouette grants a cumulative +1 bonus with all hacking opposed skill checks against the target Predator until the end of the current mission.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the hacking attempt ends.

HACKING

VIRUS SALVO

Strategy: System/defending user only
Skill: Standard
Requirements: Lead 7–9
Skill Check Modifier: –8

You unleash a barrage of viruses in an attempt to cripple the invading Predator or seize control of his system.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Seize Control: The opposed check winner may prompt the target computer to run or stop 1 program of his choice, usually a virus. This program must be stored on either the opposed check winner's computer or the target computer.

Alternately, the opposed check winner may seize control of 1 device controlled by the target computer. This control lasts until Step 2 of the following Conflict round.

Each time this Advantage is chosen beyond the first during the same round, opposed check winner gains control of 1 program or device.

HACKING

AFTER HOURS

Strategy: Predator only
Skill: Sneak (Dex)
Requirements: Cover identity Power Rating 3+
Skill Check Modifier: –4

You try to slip into the organization's facilities during a period of relative quiet.

Advantages

Access Point: The Predator finds a computer terminal without close observation, and may use it to hack the organization's system with Internal Access for up to 1 hour. Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator gains 1 additional hour of uninterrupted hacking time (maximum 4 hours).

Reconnaissance: The Predator learns 1 of the following pieces of information (his choice): the location and nature of 1 previously unknown organization Site of the Prey's choice, one previously unknown organization Rating of the Prey's hoice (Goals, History, Image, Sites, or Tools), or the full stat block for 1 of the organization's standard character of the Prey's choice.

Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator learns 1 additional piece of information.

INFILTRATION

BALD-FACED LIE

Strategy: Predator only
Skill: Standard
Requirements: Bald-faced lie class ability
Skill Check Modifier: +0

Your gift for making the most incredible deceptions seem plausible gives you a sharp edge over the organization's security forces.

Advantages

If a character possessing the *bald-faced lie* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

INFILTRATION

BREAK-IN

Strategy: Predator only
Skill: Security (Int)
Requirements: High profile approach, Lead 1–3
Skill Check Modifier: –6

With knowledge of the organization's most closely guarded resources, you prepare a covert attack.

Advantages

Raid: The Predator may steal or destroy any 1 of the organization's Site benefits at his current location. The Predator must then escape and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator.

INFILTRATION

CHANGE OF PACE

Strategy: Predator only
Skill: Standard
Requirements: Lead 7–9
Skill Check Modifier: –4

You try to fade into the background after a splashy effort, or rise to the organization leaders' attention after a period of low-key work.

Advantages

Extraction: The Predator escapes the organization and the Prey may *not* trigger any events as a result.

New Approach: The Predator's approach shifts from high profile to low profile, or vice-versa.

INFILTRATION

DATA RUN

Strategy: Predator only
Skill: Standard
Requirements: Cover identity Power Rating 4+
Skill Check Modifier: –8

You make a dangerous play to acquire more information about the organization.

Advantages

Access Point: The Predator finds a computer terminal without close observation, and may use it to hack the organization's system with Internal Access for up to 1 hour. Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator gains 1 additional hour of uninterrupted hacking time (maximum 4 hours).

Intelligence: The Predator learns 1 of the following pieces of information (his choice): one previously unknown organization goal of the Prey's choice, the organization's full history, or the Origin, Attribute scores, qualities, feats, and class abilities of 1 of the organization's player of special characters of the Prey's choice.

Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator learns 1 additional piece of information.

INFILTRATION

HAVEN

Strategy: Predator only
Skill: Standard
Requirements: Cover identity Power Rating 3+
Skill Check Modifier: –4

Concerned about being discovered or simply needing to bide your time, you fall back to a prepared location or routine.

Advantages

Fade: The lowest cover identity Power Rating possessed by the opposed check winner increases by 1 (maximum 7). If the winner possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the opposed check winner increases by an additional 1.

Pause: The infiltration is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the infiltration is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

INFILTRATION

MURDER SCHEME

Strategy: Predator only
Skill: Standard
Requirements: Cover identity Power Rating 5+
Skill Check Modifier: –6

You arrange an attack upon one of the organization's major figures.

Advantages

Conspiracy: The Predator may make an Impress (Cha) check (DC 10 + 5 x the organization's History Rating) with the Bribe, Disposition, and Language tags. With success, the target's character or squad's disposition toward both the organization and the Predator becomes Neutral, and the target refuses to participate in any combat or chase on behalf of the organization for the duration of the current mission. With failure, however, the Lead increases by 1.

Each time this Advantage is chosen beyond the first during the same round, the Prey may target 1 additional character or squad. Alternately, he may target a character or squad with a Neutral disposition toward him and the organization, improving its disposition toward him to Friendly, worsening its disposition toward the organization to Unfriendly, and causing it to willingly join him during any combat or chase. These effects last until the end of the current mission.

Showdown: The Predator fights 1 special organization NPC and 1 minion squad (if available). This special NPC may only be the organization's mastermind at the organization's HQ. The infiltration continues with +2 Lead if the special NPC and all minions are captured or killed; otherwise, the infiltration ends in the Prey's favor, the Predator must escape, and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator.

INFILTRATION

QUICK PEEK

Strategy: Predator only
Skill: Standard
Requirements: Lead 4–6
Skill Check Modifier: –2

Rather than try to completely subvert the organization, you seek to gather a little intelligence and flee.

Advantages

Extraction: The Predator escapes the organization and the Prey may *not* trigger any events as a result.

Reconnaissance: The Predator learns 1 of the following pieces of information (his choice): the location and nature of 1 previously unknown organization Site of the Prey's choice, one previously unknown organization Rating of the Prey's choice (Goals, History, Image, Sites, or Tools), or the full stat block for 1 of the organization's standard character of the Prey's choice.

Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator learns 1 additional piece of information.

INFILTRATION

RISKY DECLARATION

Strategy: Predator only
Skill: Impress (Cha)
Requirements: High profile approach, cover identity Power Rating 4+
Skill Check Modifier: –8

You try to construct a scene intended to convince the organization's security forces — or perhaps even its leaders — that you're one of their staunchest supporters, and worthy of their most guarded secrets.

Advantages

Crisis: The infiltration comes to a head as the Predator's loyalty to the organization and the Prey's suspicions about the intruder are simultaneously put to the test. The Predator makes an Impress (Cha) check and the Prey makes a Sense Motive (Wis) check, each with a DC of 25 + the opponent's career level. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If only one participant fails this check, his opponent wins the Conflict (i.e. the Predator convinces the Prey of his loyalty, or the Prey discovers the Predator's duplicity); otherwise, the crisis is averted without tipping the scales in either direction and the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he blunders through the situation.

INFILTRATION

ROTTEN APPLES

Strategy: Predator only
Skill: Manipulate (Cha)
Requirements: Cover identity Power Rating 6+
Skill Check Modifier: –2

You go to work on some of the weak links, trying to build a power base inside the organization.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Conspiracy: The Predator may make an Impress (Cha) check (DC 10 + 5 x the organization's History Rating) with the Bribe, Disposition, and Language tags. With success, the target's character or squad's disposition toward both the organization and the Predator becomes Neutral, and the target refuses to participate in any combat or chase on behalf of the organization for the duration of the current mission. With failure, however, the Lead increases by 1.

Each time this Advantage is chosen beyond the first during the same round, the Prey may target 1 additional character or squad. Alternately, he may target a character or squad with a Neutral disposition toward him and the organization, improving its disposition toward him to Friendly, worsening its disposition toward the organization to Unfriendly, and causing it to willingly join him during any combat or chase. These effects last until the end of the current mission.

INFILTRATION

RUSH JOB

Strategy: Predator only
Skill: Standard
Requirements: Cover identity Power Rating 5+
Skill Check Modifier: –6

You pick up the pace, hoping to gain ground quickly.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a low profile approach, the following Conflict round takes only 6 hours).

INFILTRATION

SHOW OF LOYALTY

Strategy: Predator only
Skill: Standard
Requirements: None
Skill Check Modifier: +0

You put on a show of loyalty, trying to engender yourself with the organization's leadership and advance through the ranks.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Transfer: The Predator discovers the location of 1 known organization Site. If all Site locations are known, he learns the location of the organization's HQ. Further, he may arrange a transfer to any known organization site. Every *3 times* this Advantage is chosen beyond the first during the same round, the Predator learns the location of 1 additional known Site.

INFILTRATION

STEP OUT

Strategy: Predator only
Skill: Standard
Requirements: Cover identity Power Rating 2+
Skill Check Modifier: –4

You try to give any organization watchers the slip so you can confer you're your teammates and allies on the outside.

Advantages

Free Time: The Predator arranges to be unobserved by the Prey for 1 hour, allowing him to meet with his teammates, pick up gear, and perform other activities inside the organization or out before returning to his assumed existence. Every *2 times* this Advantage is chosen beyond the first during the same round, the Predator may act without observation for 1 additional hour (maximum 3 hours).

If the Predator leaves the organization, and does not return by the end of the allotted time, he must make a successful Bluff (Cha) check (DC 20 + (4 x the organization's Goals Rating)) to contrive an excuse of his absence. This check possesses the Bribe, Disposition, and Language tags. With failure, the organization's security forces deduce that the Predator is a mole, at which point the Prey wins the Conflict and gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

INFILTRATION

BACKGROUND CHECKS

Strategy: Prey only
Skill: Standard
Requirements: Organization Goals Rating 3+
Skill Check Modifier: –6

You run a series of background checks, beginning with recent inductees. This directly targets the Predator's front — namely any cover identity he possesses.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Shred: The Power Rating of 1 of the Predator's cover identities decreases by 1 (if the Predator possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

INFILTRATION

"BEFORE I KILL YOU..."

Strategy: Prey only
Skill: Standard
Requirements: *Big brother* or *global search* class abilities
Skill Check Modifier: +0

Your understanding of common infiltration techniques allows your security forces to toy with most invaders.

Advantages

If a character possessing the *big brother* or *global search* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

INFILTRATION

COUNTER-INTELLIGENCE

Strategy: Prey only
Skill: Standard
Requirements: None
Skill Check Modifier: +0

Your primary security experts catch the Predator's scent for a time, and start up or continue a file.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

INFILTRATION

HEIGHTENED SECURITY

Strategy: Prey only
Skill: Standard
Requirements: Organization Goals Rating 2+
Skill Check Modifier: –2

You step up security measures to smoke out any infiltrators.

Advantages

Haste: The duration of the following Conflict round is reduced to 1/2 standard (rounded down, minimum 5 minutes). Each time this Advantage is chosen beyond the first during the same round, the duration is halved again (e.g. if this Advantage is chosen 3 times during a low profile approach, the following Conflict round takes only 6 hours).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the infiltration ends.

INFILTRATION

INNER CIRCLE TRIAL

Strategy: Prey only
Skill: Manipulate (Wis)
Requirements: Lead 1–3
Skill Check Modifier: –8

When the Predator steps away from the heart of the organization, your security details run him through one last loyalty test...

Advantages

Crisis: The infiltration comes to a head as the Predator's loyalty to the organization and the Prey's suspicions about the intruder are simultaneously put to the test. The Predator makes an Impress (Cha) check and the Prey makes a Sense Motive (Wis) check, each with a DC of 25 + the opponent's career level. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If only one participant fails this check, his opponent wins the Conflict (i.e. the Predator convinces the Prey of his loyalty, or the Prey discovers the Predator's duplicity); otherwise, the crisis is averted without tipping the scales in either direction and the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he blunders through the situation.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the infiltration ends.

INFILTRATION

LOCKDOWN

Strategy: Prey only
Skill: Search (Int)
Requirements: Organization Goals Rating 4+
Skill Check Modifier: –4

You suspend all non-essential activities, trying to limit any infiltrator's access.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The infiltration is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the infiltration is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

INFILTRATION

MANTRAP

Strategy: Prey only
Skill: Standard
Requirements: Lead 7–9
Skill Check Modifier: –6

Suspicious of the Predator in particular, your security forces arrange a little 'incident'...

Advantages

Crisis: The Predator makes an Impress (Cha) check and the Prey makes a Sense Motive (Wis) check, each with a DC of 25 + the opponent's career level. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If only one participant fails this check, his opponent wins the Conflict; otherwise, the crisis is averted without tipping the scales in either direction and the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 3 in his opponent's favor as he blunders through the situation.

Showdown: The Predator and 1 of the organization's special NPCs become locked in combat. The GC determines the special NPC and combat's location. If any minions are available, 1 squad accompanies the special NPC. This special NPC may only be the organization's mastermind if the Predator has managed to get himself transferred to the organization's HQ. The infiltration continues if the special NPC and all minions are captured or killed (though in this case, the Lead increases by 2); otherwise, the infiltration ends in the Prey's favor, the Predator must escape, and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator.

INFILTRATION

NEW PROCEDURES

Strategy: Prey only
Skill: Standard
Requirements: Organization Goals Rating 6+
Skill Check Modifier: –8

You alter the organization's routine. Unless the Predator's careful, he might be forced into a position for which he isn't ready.

Advantages

New Approach: The Predator's approach shifts from high profile to low profile, or vice-versa.

Pause: The infiltration is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the infiltration is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

INFILTRATION

RESTRUCTURING

Strategy: Prey only
Skill: Standard
Requirements: Organization Goals Rating 5+
Skill Check Modifier: –6

Suspicious of security leaks or simply on schedule, the organization reorganizes, possibly leaving the Predator back at Square One.

Advantages

Relocate: Suspicious that outsiders have compromised the organization, the Prey moves 1 of its Sites to a new location unknown to the Predator. Every *2 times* this Advantage is chosen beyond the first during the same round, the Prey moves 1 additional Site.

INFILTRATION

RISING QUOTAS

Strategy: Prey only
Skill: Standard
Requirements: Organization Goals Rating 4+
Skill Check Modifier: –2

You accelerate the organization's activities, forcing your people to work harder just to stay where they are. This likely hurts the Predator's cause, leaving him less and less time to further his infiltration.

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the infiltration ends.

INFILTRATION

RUN OF THE HOUSE

Strategy: Prey only
Skill: Impress (Cha)
Requirements: High profile approach, Goals Rating 3+
Skill Check Modifier: –4

You give any infiltrators a wide berth, hoping they'll get cocky or make a mistake.

Advantages

Convert: The Prey begins or continues a seduction Conflict targeting the Predator. Each time this Advantage is chosen during the same infiltration, 1 seduction Conflict round is resolved. The seduction doesn't progress in any other fashion. The Prey's Impress (Cha) and other skill bonuses used in the seduction Conflict are equal to 2 x (the organization's Image or Tools Rating, whichever is higher). Finally, if the Prey wins the seduction Conflict, the Predator joins its ranks as a loyal servant.

Revelation: The Prey may deliberately reveal 1 of the following pieces of information to gain 1 bonus action die: his organization's full history, one of his organization's goals that his opponent does not know, one of his organization's Ratings that his opponent does not know, the location and nature of 1 of his organization's Sites that his opponent does not know, the Origin, Attribute scores, qualities, feats, and class abilities of 1 of the organization's player or special characters of his choice, or the full stat block for 1 of the organization's standard characters of his choice.

If a player controls the Prey, the Game Control does not gain 1 action die as a result of this Advantage. Each time this Advantage is chosen beyond the first during the same round, the opposed check winner may reveal 1 additional piece of information to gain 1 additional bonus action die.

INFILTRATION

SECURITY SWEEP

Strategy: Prey only
Skill: Standard
Requirements: Lead 4–6
Skill Check Modifier: –4

Regular security sweeps are liable to catch the Predator by surprise, leading to a deadly confrontation.

Advantages

Showdown: The Predator and 1 of the organization's special NPCs become locked in combat. The GC determines the special NPC and combat's location based on the opposed check loser's routine. If any minions are available to the organization, 1 squad accompanies the special NPC. This special NPC may only be the organization's mastermind if the Predator has managed to get himself transferred to the organization's HQ. The infiltration continues if the special NPC and *all* minions are captured or killed (though in this case, the Lead increases by 2); otherwise, the infiltration ends in the Prey's favor, the Predator must escape, and the Prey gains a number of action dice equal to the current Lead that may only be spent to trigger a Surprise Chase, Surprise Combat, or Wanted event targeting the Predator.

INFILTRATION

SHOW OF STRENGTH

Strategy: Prey only
Skill: Bluff (Cha)
Requirements: Lead 4–6
Skill Check Modifier: –4

You put on a show for the Predator, seeking to solidify your control over your people with the classics: Money, Ideology, Compromise, and Ego. As a byproduct, the Predator may become entranced as well.

Advantages

Convert: The Prey begins or continues a seduction Conflict targeting the Predator. Each time this Advantage is chosen during the same infiltration, 1 seduction Conflict round is resolved. The seduction doesn't progress in any other fashion. The Prey's Impress (Cha) and other skill bonuses used in the seduction Conflict are equal to 2 ← (the organization's Image or Tools Rating, whichever is higher). Finally, if the Prey wins the seduction Conflict, the Predator joins its ranks as a loyal servant.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the infiltration ends.

INFILTRATION

HEAD FAKE

Strategy: General
Conflict Round Duration: 30 minutes (if chosen by Predator)
Skill: Manipulate (Wis)
Requirements: Will save bonus 6+
Skill Check Modifier: –2

You stage an elaborate mind game, hoping to trip your opponent up.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

INTERROGATION

MOMENT OF CRISIS

Strategy: General
Conflict Round Duration: 5 minutes (if chosen by Predator)
Skill: Standard
Requirements: Lead 1–3
Skill Check Modifier: –6

You try to force an outcome with high-pressure tactics.

Advantages

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Sense Motive (Wis) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he cracks under the pressure, ending the interrogation in his opponent's favor; otherwise, the Conflict continues as standard (this is the case even if both participants crack, though such an outcome likely produces stranger and stranger results as the participants slowly become unhinged). Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as his determination falters.

INTERROGATION

WAITING GAME

Strategy: General
Conflict Round Duration: 1 hour (if chosen by Predator)
Skill: Standard
Requirements: None
Skill Check Modifier: +0

You settle in for a long, drawn out interview, hoping for outside forces to come into play.

Advantages

Pause: The interrogation is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the interrogation is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

INTERROGATION

"WE'RE DONE HERE"

Strategy: General
Conflict Round Duration: 15 minutes (if chosen by Predator)
Skill: Standard
Requirements: Will save bonus 7+
Skill Check Modifier: –12

In a fit of pique, you take things over the line looking for an immediate conclusion.

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

Victory: The interrogation ends in the opposed check winner's favor.

INTERROGATION

BAD COP

Strategy: Predator only
Conflict Round Duration: 15 minutes
Skill: Standard
Requirements: Will save bonus 4+
Skill Check Modifier: +0

You play up your authority or potential for violence, seeking to unnerve and wear down the Prey.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

INTERROGATION

GOAD

Strategy: Predator only
Conflict Round Duration: 1 hour
Skill: Investigation (Wis)
Requirements: None
Skill Check Modifier: –4

You repeatedly come back to the same questions and carefully analyze each of the Prey's responses, trying to ferret out logical inconsistencies.

Advantages

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

INTERROGATION

GOOD COP

Strategy: Predator only
Conflict Round Duration: 30 minutes
Skill: Networking (Cha)
Requirements: Will save bonus 5+
Skill Check Modifier: –6

You make a series of friendly gestures or overtures, trying to win the Prey over or undermine his determination.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Charm: The opposed check winner improves his opponent's disposition toward him by 1 grade until the end of the current scene (maximum Friendly). Every *3 times* this Advantage is chosen beyond the first during the same round, the opponent's disposition toward the opposed check winner improves by 1 additional grade.

INTERROGATION

WORSE COP

Strategy: Predator only
Conflict Round Duration: 5 minutes
Skill: Standard
Requirements: Will save bonus 8+
Skill Check Modifier: –8

You go beyond simple intimidation, your demeanor menacing and frightful.

Advantages

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Sense Motive (Wis) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he cracks under the pressure, ending the interrogation in his opponent's favor; otherwise, the Conflict continues as standard (this is the case even if both participants crack, though such an outcome likely produces stranger and stranger results as the participants slowly become unhinged). Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as his determination falters.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

INTERROGATION

THE 5TH

Strategy: Prey only
Conflict Round Duration: —
Skill: Standard
Requirements: Will save bonus 8+
Skill Check Modifier: –8

You put on a display of detached calm, countering the Predator's questions with reasoned responses and legal loopholes.

Advantages

Crisis: The process reaches a crucial impasse, with Predator and Prey locked in the ultimate test of wills. Each participant must make a Sense Motive (Wis) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he cracks under the pressure, ending the interrogation in his opponent's favor; otherwise, the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as his determination falters.

Pause: The interrogation is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the interrogation is paused for 1 additional round. The action continues during this time (i.e. the participants continue to test one another), but no one — including the opposed check winner — makes any progress.

INTERROGATION

"I'M NO RAT"

Strategy: Prey only
Conflict Round Duration: —
Skill: Networking (Wis)
Requirements: None
Skill Check Modifier: –4

You cling to your loyalties, drawing strength from the knowledge that any slip could endanger your friends and loved ones.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

INTERROGATION

"NOTHING TO SAY"

Strategy: Prey only
Conflict Round Duration: —
Skill: Standard
Requirements: Will save bonus 4+
Skill Check Modifier: +0

You clam up, hoping to resist all provocation.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the interrogation ends.

INTERROGATION

STORY TIME

Strategy: Prey only
Conflict Round Duration: —
Skill: Bluff (Cha)
Requirements: Will save bonus 5+
Skill Check Modifier: –6

You play upon the Predator's intense focus, trying to ingratiate yourself and distract from the matter at hand.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Charm: The opposed check winner improves his opponent's disposition toward him by 1 grade until the end of the current scene (maximum Friendly). Every *3 times* this Advantage is chosen beyond the first during the same round, the opponent's disposition toward the opposed check winner improves by 1 additional grade.

INTERROGATION

OUT OF BOUNDS

Strategy: General
Skill: Survival (Wis)
Requirements: None
Skill Check Modifier: +0

You try to take the manhunt off the asphalt and into the underbrush (e.g. a major city park, a wild life preserve, a local forest, etc.).

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the manhunt ends.

MANHUNT

SET UP

Strategy: General
Skill: Standard
Requirements: Lead 5–9
Skill Check Modifier: –4

You prepare for something completely different — and with luck entirely unexpected — during the following Conflict round.

Advantages

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Athletics (Str), Bureaucracy (Cha), Computers (Int), Drive (Dex), Networking (Cha), Search (Int), Sneak (Dex), or Streetwise (Wis). None of these checks possess tags.

MANHUNT

"TAKE HIM!"

Strategy: General
Skill: Standard
Requirements: Master tracker class ability
Skill Check Modifier: +0

You try to pin your opponent down, or slip out of his net.

Advantages

If a character possessing the *master tracker* class ability wins an opposed skill check using this Strategy, he may spend 1 use of the ability to choose any 1 Advantage, plus 1 additional Advantage per 4 by which he wins the check. He may not choose the Victory Advantage as part of this package.

MANHUNT

ALL POINTS BULLETIN

Strategy: Predator only
Skill: Standard
Requirements: Spending Cash or Tools Rating 4+
Skill Check Modifier: –4
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You put the word out, hoping to drive the Prey into the open.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Athletics (Str), Bureaucracy (Cha), Computers (Int), Drive (Dex), Networking (Cha), Search (Int), Sneak (Dex), or Streetwise (Wis). None of these checks possess tags.

MANHUNT

CHECKPOINTS

Strategy: Predator only
Skill: Standard
Requirements: Spending Cash or Tools Rating 7+
Skill Check Modifier: –6
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You set up shop at major transit hubs and key routes in and out of the search area, hoping to catch the Prey right as he makes a move.

Advantages

Chase: A chase erupts between the Predator and Prey, each with a vehicle chosen by the GC based on their whereabouts and the situation at hand. The chase's starting Lead is equal to the manhunt's current Lead and the Predator gains 2 bonus action dice that may only be spent to boost skill checks made as part of the chase Conflict. If the Prey wins the chase, he escapes *and* wins the manhunt.

MANHUNT

DESK JOCKEY

Strategy: Predator only
Skill: Analysis (Int)
Requirements: Lead 1–4
Skill Check Modifier: –4

You focus on the information in hand, trying to extract telling patterns from it.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Shred: The Power Rating of 1 of the Prey's cover identities decreases by 1 (if the Predator possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's

MANHUNT

DIAL IT BACK

Strategy: Predator only
Skill: Standard
Requirements: None
Skill Check Modifier: –2

You withdraw from the public eye temporarily, trying to cover your tracks and allowing things to cool off.

Advantages

Pause: The manhunt is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Further, the manhunt's publicity decreases by 1. Each time this Advantage is chosen beyond the first during the same round, the manhunt is paused for 1 additional round and its publicity decreases by an additional 1. The action continues during this time (i.e. the participants continue to fox and outfox one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Public Support: The manhunt's publicity decreases by 2. Every *2 times* this advantage is chosen beyond

MANHUNT

"GOTCHA!"

Strategy: Predator only
Skill: Standard
Requirements: Spending Cash or Tools Rating 6+
Skill Check Modifier: –12

You back a hunch and take a tremendous gamble, hoping to catch the Prey unawares.

Advantages

Profile: The Predator reconstructs or even predicts 1 opponent's actions through psychological analysis. He begins or joins a scene featuring the chosen opponent at a location of the GC's choice as a point shown on table 6.15: Profiling Delay. Unless the Lead is 1 or less (after all current modifiers are applied), the winner always arrives *after* the Prey leaves. If the chosen opponent possesses 1 or more cover identities, the Lead increases by 1 for this purpose. Every *2 times* this Advantage is chosen beyond the first during the same round, however, the Lead is decreased by 1 for this purpose. The actual Lead does not change as a result of these modifiers.

Once the Predator arrives on scene, he may make an Investigation/Canvass Area or Search/Perception check against the DC listed on Table 6.15. With success, he gains 1 clue or detail about the Prey. In addition to any other effects the Predator gains for possessing this information, he also benefits from a +2 bonus per clue/detail with all subsequent skill checks made as part of the same manhunt (including any made due to later profile Advantages).

Victory: The interrogation ends in the opposed check winner's favor.

MANHUNT

INTENSE SCRUTINY

Strategy: Predator only
Skill: Search (Int)
Requirements: None
Skill Check Modifier: +0
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You return to previous scenes where the Prey was spotted and subject every detail to intense scrutiny to glean new insight. This threatens any façade the Prey's erected, but also calls unwanted attention to the search.

Advantages

Shred: The Power Rating of 1 of the Prey's cover identities decreases by 1 (if the Predator possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the manhunt ends.

MANHUNT

LEGWORK

Strategy: Predator only
Skill: Standard
Requirements: None
Skill Check Modifier: +2
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You or your proxies head out into the streets to follow up on leads and interview citizens.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

MANHUNT

MEDIA BLITZ

Strategy: Predator only
Skill: Impress (Cha)
Requirements: Spending Cash or Tools Rating 6+
Skill Check Modifier: –6
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You appeal to the populace for support in finding the Prey. While intrusive, this tactic can pay off in a big way as the manhunt progresses.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Public Support: The manhunt's publicity decreases by 2. Every *2 times* this advantage is chosen beyond the first during the same round, the manhunt's publicity decreases by an additional 1.

MANHUNT

MIND OF A KILLER

Strategy: Predator only
Skill: Manipulate (Wis)
Requirements: Lead 1–5
Skill Check Modifier: –4

You immerse yourself in the Prey's life and mindset, believing that if you understand him well enough, you'll be able to predict his next move.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Profile: The Predator begins or joins a scene featuring the chosen opponent at a location of the GC's choice as a point shown on table 6.15: Profiling Delay. Unless the Lead is 1 or less (after all current modifiers are applied), the winner always arrives *after* the Prey leaves. If the chosen opponent possesses 1 or more cover identities, the Lead increases by 1 for this purpose. Every *2 times* this Advantage is chosen beyond the first during the same round, however, the Lead is decreased by 1 for this purpose. The actual Lead does not change as a result of these modifiers.

Once the Predator arrives on scene, he may make an Investigation/Canvass Area or Search/Perception check against the DC listed on Table 6.15. With success, he gains 1 clue or detail about the Prey. In addition to any other effects the Predator gains for possessing this information, he also benefits from a +2 bonus per clue/detail with all subsequent skill checks made as part of the same manhunt (including any made due to later profile Advantages).

MANHUNT

SURVEILLANCE

Strategy: Predator only
Skill: Standard
Requirements: Spending Cash or Tools Rating 5+
Skill Check Modifier: –4

You use wire tapes and other surveillance gear to track the Prey electronically.

Advantages

Fade: The lowest cover identity Power Rating possessed by the opposed check winner increases by 1 (maximum 7). If the winner possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the opposed check winner increases by an additional 1.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

MANHUNT

THE USUAL SUSPECTS

Strategy: Predator only
Skill: Intimidate (Str)
Requirements: Spending Cash or Tools Rating 3+
Skill Check Modifier: –2
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You run down the "usual suspects," interviewing and even squeezing them for information about the Prey.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every 2 times this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6.

Every 2 times this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

MANHUNT

ACT CASUAL

Strategy: Prey only
Skill: Standard
Requirements: None
Skill Check Modifier: +0

You develop a simple, inconspicuous routine to avoid notice.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

MANHUNT

DISGRACE

Strategy: Prey only
Skill: Standard
Requirements: Spending Cash or Tools Rating 5+
Skill Check Modifier: –8
Special: Choosing this Strategy increases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You set up an exhibition of the Predator's "incompetence" and "abuse of authority."

Advantages

Outcry: The manhunt's publicity increases by 1. Every *2 times* this advantage is chosen beyond the first during the same Challenge, the manhunt's publicity increases by an additional 1.

Shred: The Power Rating of 1 of the Prey's cover identities decreases by 1 (if the Predator possesses more than 1 cover identity, this affects the one with the lowest Power Rating). If this reduces the Power Rating to 0, the cover identity is blown. Every *2 times* this Advantage is chosen beyond the first during the same round, the identity's Power Rating is reduced by an additional 1 (if the most recently targeted identity's Power Rating is reduced to 0, this affects the cover identity with the next lowest Power Rating).

MANHUNT

GO TO GROUND

Strategy: Prey only
Skill: Standard
Requirements: None
Skill Check Modifier: –2

You stay out of sight, buying time for other activities.

Advantages

Pause: The manhunt is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Further, the manhunt's publicity decreases by 1. Each time this Advantage is chosen beyond the first during the same round, the manhunt is paused for 1 additional round and its publicity decreases by an additional 1. The action continues during this time (i.e. the participants continue to fox and outfox one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the manhunt ends.

MANHUNT

INTERFERENCE

Strategy: Prey only
Skill: Standard
Requirements: Spending Cash or Tools Rating 4+
Skill Check Modifier: –4

You feed the Predator a series of false leads and red herrings in order to bog down the hunt.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

MANHUNT

NEW FACE, NEW MAN

Strategy: Prey only
Skill: Falsify (Int)
Requirements: Lead 6–9
Skill Check Modifier: –6

You develop a new cover identity to help screen your actions.

Advantages

Fade: The lowest cover identity Power Rating possessed by the opposed check winner increases by 1 (maximum 7). If the winner possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the opposed check winner increases by an additional 1.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

MANHUNT

NO WITNESSES

Strategy: Prey only
Skill: Intimidate (Str)
Requirements: Spending Cash or Tools Rating 3+
Skill Check Modifier: –2

You backtrack, trying to silence any bystanders who might provide the Predator with clues about you.

Advantages

Confront: A combat erupts between the Predator and Prey, with both characters carrying only their personal gear and the Prey benefiting from a quick ambush. If either character defeats the other, he wins the manhunt.

Slip: The opposed check winner gains 1 of the following benefits.

- The winner extracts 1 clue or important secret from 1 opponent.
- The winner presents one lie that is believed to be true as if he made a successful Bluff/Deception check with a penalty of up to –6.

Every *2 times* this Advantage is chosen beyond the first during the same round, the winner extracts 1 additional clue or secret, or increases the penalty limit of the lie by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.).

MANHUNT

RANDOM ACTS

Strategy: Prey only
Skill: Manipulate (Wis)
Requirements: Lead 1–5
Skill Check Modifier: –4
Special: Choosing this Strategy decreases the manhunt's publicity by 1, whether the participant succeeds with the opposed check or not.

You try to break up your routine, throwing off the Predator.

Advantages

Fake Out: The Prey plants a set of false clues about his motivations and methods. The next time the Predator gains a Profile Advantage, the Lead is considered 2 higher when calculating the profile's effect. Choosing this Advantage multiple times does *not* further increase the Lead for this purpose; instead, every *2 times* this Advantage is chosen beyond the first during the same Conflict round, this modifier affects 1 additional Profile Advantage after the first.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the manhunt ends.

MANHUNT

RUN FOR THE BORDER

Strategy: Prey only
Skill: Standard
Requirements: Spending Cash or Tools Rating 6+
Skill Check Modifier: –8

You brazenly try to flee the search area, ending the manhunt with one wild dash for freedom!

Advantages

Chase: A chase erupts between the Predator and Prey, each with a vehicle chosen by the GC based on their whereabouts and the situation at hand. The chase's starting Lead is equal to the manhunt's current Lead and the Predator gains 2 bonus action dice that may only be spent to boost skill checks made as part of the chase Conflict. If the Prey wins the chase, he escapes *and* wins the manhunt.

MANHUNT

SANITIZE

Strategy: Prey only
Skill: Search (Int)
Requirements: None
Skill Check Modifier: –2

You go back over your trail, trying to erase any signs of your passage.

Advantages

Fade: The lowest cover identity Power Rating possessed by the opposed check winner increases by 1 (maximum 7). If the winner possesses no cover identities, he gains 1 cover identity with a Power Rating of 2. Every *2 times* this Advantage is chosen beyond the first during the same round, the lowest cover identity Power Rating possessed by the opposed check winner increases by an additional 1.

Pause: The manhunt is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Further, the manhunt's publicity decreases by 1. Each time this Advantage is chosen beyond the first during the same round, the manhunt is paused for 1 additional round and its publicity decreases by an additional 1. The action continues during this time (i.e. the participants continue to fox and outfox one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

MANHUNT

TAKE IT PUBLIC

Strategy: Prey only
Skill: Impress (Cha)
Requirements: Spending Cash or Tools Rating 7+
Skill Check Modifier: –8

You plead your case to the public, looking to garner sympathy.

Advantages

Outcry: The manhunt's publicity increases by 1. Every *2 times* this advantage is chosen beyond the first during the same Challenge, the manhunt's publicity increases by an additional 1.

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Athletics (Str), Bureaucracy (Cha), Computers (Int), Drive (Dex), Networking (Cha), Search (Int), Sneak (Dex), or Streetwise (Wis). None of these checks possess tags.

MANHUNT

WITHOUT A TRACE

Strategy: Prey only
Skill: Standard
Requirements: Spending Cash or Tools Rating 7+
Skill Check Modifier: –12

You concoct a bold and possibly complex plan to vanish entirely.

Advantages

Pause: The manhunt is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Further, the manhunt's publicity decreases by 1. Each time this Advantage is chosen beyond the first during the same round, the manhunt is paused for 1 additional round and its publicity decreases by an additional 1. The action continues during this time (i.e. the participants continue to fox and outfox one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

Victory: The interrogation ends in the opposed check winner's favor.

MANHUNT

"CALL ME"

Strategy: General
Conflict Round Duration: 1 day
Requirements: None
Skill Check Modifier: +0

You try to keep the upper hand — by keeping the object of your desire at arm's length.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every 2 times this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Pause: The seduction is "put on hold." The Lead remains the same and no steps are resolved during the following Conflict round. Each time this Advantage is chosen beyond the first during the same round, the seduction is paused for 1 additional round. The action continues during this time (i.e. the participants continue to court one another and take other actions during Step 4 of each Conflict round), but no one — including the opposed check winner — makes any progress.

SEDUCTION

LOVE IS BLIND

Strategy: General
Conflict Round Duration: 1 hour
Requirements: Lead 4–6
Skill Check Modifier: –4

You bring new strengths to the table... or the bed.

Advantages

Twist: The opposed check winner may use any of the following skills when making the next opposed check during the same chase: Bluff (Cha), Cultures (Int), Drive (Dex), Manipulate (Cha), Networking (Cha), Profession (Cha), or Resolve (Wis). None of these checks possess tags.

SEDUCTION

SHOW OF GOOD FAITH

Strategy: General
Conflict Round Duration: 10 minutes
Requirements: Lead 3–5
Skill Check Modifier: –6
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

You demand a demonstration of the target's commitment.

Advantages

Favor: The opposed check winner may require the loser to perform 1 action for him as if he made a successful Influence/Persuasion check with a penalty of up to –6. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.). If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

SEDUCTION

COMPROMISING POSITION

Strategy: Predator only
Conflict Round Duration: 1 day
Requirements: Spending Cash 5+ or Image Rating 4+
Skill Check Modifier: –6

You advance on the target with thinly veiled threats of embarrassment or loss.

Advantages

Crisis: The Conflict reaches a crucial impasse, with both parties' unshielded feelings on the table. Each participant must make a Cultures (Cha) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he makes a gross *faux pas,* ending the seduction in his opponent's favor; otherwise, the Conflict continues as standard (this is the case even if both participants slip, though such an outcome likely produces stranger and stranger results as the participants learn uncomfortable things about each other). Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as he blunders through the situation.

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the seduction ends.

SEDUCTION

EXTRA INCENTIVE

Strategy: Predator only
Conflict Round Duration: 10 minutes
Requirements: Spending Cash 4+ or Image Rating 6+
Skill Check Modifier: +0

You sweeten your offering with acts of kindness and other displays designed to win the target over.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

SEDUCTION

HARD SELL

Strategy: Predator only
Conflict Round Duration: 1 minute
Requirements: Lead 1–4
Skill Check Modifier: –4
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

In a romantic panic or as a calculated ploy, you make a bold play for the Prey's heart.

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the seduction ends.

Favor: The opposed check winner may require the loser to perform 1 action for him as if he made a successful Influence/Persuasion check with a penalty of up to –6. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.). If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

SEDUCTION

SEAL THE DEAL

Strategy: Predator only
Conflict Round Duration: 1 hour
Requirements: Spending Cash 7+ or Image Rating 6+
Skill Check Modifier: –12

You make a final play for the Prey's affections.

Advantages

Victory: The interrogation ends in the opposed check winner's favor.

SEDUCTION

"WE HAD SOME GOOD TIMES"

Strategy: Predator only
Conflict Round Duration: 4 hours
Requirements: Lead 6–9
Skill Check Modifier: –8
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

Satisfied with your influence over the Prey, you try to break off the relationship without losing any emotional ground.

Advantages

Favor: The opposed check winner may require the loser to perform 1 action for him as if he made a successful Influence/Persuasion check with a penalty of up to –6. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.). If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

Halt: The seduction ends and neither the Predator nor the Prey wins the Conflict. Both parties retain their current dispositions toward one another.

SEDUCTION

WINE AND DINE

Strategy: Predator only
Conflict Round Duration: 2 hours
Requirements: Spending Cash 4+ or Image Rating 3+
Skill Check Modifier: –6

You pour on the charm, secretly manipulating the Prey's emotions.

Advantages

Charm: The Prey's disposition toward the Predator improves by 1 grade until the end of the current mission (maximum Supportive). Every *3 times* this Advantage is chosen beyond the first during the same round, the Prey's disposition improves by 1 additional grade.

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

SEDUCTION

"I JUST CAN'T"

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lifestyle 7+ or History Rating 6+
Skill Check Modifier: –12

You dig in, resisting the Predator's intentions at all cost.

Advantages

Victory: The interrogation ends in the opposed check winner's favor.

SEDUCTION

IN TOO DEEP

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lead 1–3
Skill Check Modifier: –8

As your bond with the Predator grows stronger, a way to turn the tables comes to light. Perhaps you don't need to be the only emotional victim in this power play...

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the seduction ends.

Swap: The Predator becomes the Prey, or vice versa, and the Lead is increased by 1.

SEDUCTION

"IT'S NOT RIGHT"

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lifestyle 4+ or History Rating 3+
Skill Check Modifier: –6

Your moral objections to the Predator's actions lead to arguments and hurt feelings.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

Disappoint: The Prey's disposition toward the Predator worsens by 1 grade until the end of the current mission (minimum Hostile). Every *3 times* this Advantage is chosen beyond the first during the same round, the Prey's disposition worsens by 1 additional grade.

SEDUCTION

"IT'S NOT YOU, IT'S ME"

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lifestyle 4+ or History Rating 5+
Skill Check Modifier: –6
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

The Predator finds himself dragged into your complicated life, and doing things for love he never thought he'd consider.

Advantages

Crisis: The Conflict reaches a crucial impasse, with both parties' unshielded feelings on the table. Each participant must make a Cultures (Cha) check (DC 25 + the opponent's career level). Each time this Advantage is chosen beyond the first during the same round, the opposed check winner's Crisis DC decreases by 4, minimum 20 (his opponent's Crisis DC remains unchanged). If either participant fails this check, he makes a gross faux pas, ending the seduction in his opponent's favor; otherwise, the Conflict continues as standard. Each participant may skip this skill check, but the Lead shifts by 2 in his opponent's favor as he blunders through the situation.

Favor: The opposed check winner may require the loser to perform 1 action for him as if he made a successful Influence/Persuasion check with a penalty of up to –6. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2. If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

SEDUCTION

"PEOPLE WILL TALK"

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lifestyle 6+ or History Rating 4+
Skill Check Modifier: +0
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

Concerned about appearances, you try to back out of the affair.

Advantages

Lead: The Lead is adjusted by 1 in the opposed check winner's favor. Every *2 times* this Advantage is chosen beyond the first during the same round, the Lead is adjusted by an additional 1 in the opposed check winner's favor.

SEDUCTION

"TELL ME MORE"

Strategy: Prey only
Conflict Round Duration: Standard
Requirements: Lead 6–9
Skill Check Modifier: –4
Special: If this Strategy is successful, the time required to complete the favor is added to the Conflict round's duration.

You act interested, testing the Predator's intentions.

Advantages

Stress: Each participant except the opposed check winner suffers 1d4 stress damage. Each time this Advantage is chosen beyond the first during the same round, this damage increases by +1d4. No character may recover from this damage until the seduction ends.

Favor: The opposed check winner may require the loser to perform 1 action for him as if he made a successful Influence/Persuasion check with a penalty of up to –6. Each time this Advantage is chosen beyond the first during the same round, the penalty limit of this requested action increases by 2 (i.e. to –8 if the Advantage is chosen twice, –10 if it's chosen three times, etc.). If the opposed check winner demands this action, the Lead is adjusted by 1 in his opponent's favor.

SEDUCTION

PASSIVE/SECRET SKILL SHEET

PLAYER NAME _____ CHARACTER NAME _____

PASSIVE SKILL CHECKS

SKILL	CHECK	SKILL BONUS	E/T RANGE	SKILL	CHECK	SKILL BONUS	E/T RANGE
BLEND				NOTICE			
	STEALTH				AWARENESS		
RESOLVE				SENSE MOTIVE			
	MORALE				DETECT LIE		
	RESIST IMPRESS				RESIST MANIPULATE		
	RESIST INITMIDATE						

SECRET SKILL CHECKS

SKILL	CHECK	SKILL BONUS	E/T RANGE	SKILL	CHECK	SKILL BONUS	E/T RANGE
ANALYSIS				INVESTIGATION			
	APPRAISE				DETECT SEARCH		
	AUTHENTICATE				RESEARCH		
	EXAMINE MEDIA			MECHANICS			
ATHLETICS					DISABLE		
	BIND				SABOTAGE		
BLUFF				NETWORKING			
	DECEPTION				ENDORSEMENT		
CULTURES				SCIENCE			
	COMMUNICATION				CHEMISTRY		
ELECTRONICS					FABRICATION		
	DISABLE			SECURITY			
	SABOTAGE				DISABLE		
FALSIFY				SENSE MOTIVE			
	COVER UP				INNUENDO		
	DISGUISE			SLEGHT OF HAND			
	FORGERY				CONCEAL ACTION		
IMPRESS				STREETWISE			
	INFLUENCE				BLACK MARKET		
	PERFORMANCE			SURVIVAL			
INTIMIDATE					FORECAST WEATHER		
	DOMINATION				TRACKING		
				TACTICS			
					AMBUSH		

MISSION DESIGN WORKSHEET

MISSION NAME

PLOT

MOTIVATION

OBJECTIVES

XP

XP

XP

XP

XP

XP

XP

COMPLICATIONS

XP

XP

TOTAL XP REWARD

REPUTATION NET WORTH

XP REWARD DISTRIBUTION

MISSION DESIGN WORKSHEET

MISSION NAME

PLOT

MOTIVATION

OBJECTIVES

XP

XP

XP

XP

XP

XP

XP

COMPLICATIONS

XP

XP

TOTAL XP REWARD

REPUTATION NET WORTH

XP REWARD DISTRIBUTION

NPC/ANIMAL RECORD SHEET

NPC/GROUP/ANIMAL NAME _____ XP REWARD _____

☐ STANDARD NPC ☐ SPECIAL NPC

MOTIVATION

APPEARANCE

STATISTICS

INITIATIVE _____ DEFENSE _____ DAMAGE SAVE BONUS _____ COMPETENCE _____

ATTACK _____ RESILIENCE _____ VITALITY/WOUND POINTS _____

SKILLS

WEALTH

SPENDING CASH _____ LIFESTYLE _____ POSSESSIONS _____

QUALITIES

GEAR

NPC/ANIMAL RECORD SHEET

NPC/GROUP/ANIMAL NAME _____ XP REWARD _____

☐ STANDARD NPC ☐ SPECIAL NPC

MOTIVATION

APPEARANCE

STATISTICS

INITIATIVE _____ DEFENSE _____ DAMAGE SAVE BONUS _____ COMPETENCE _____

ATTACK _____ RESILIENCE _____ VITALITY/WOUND POINTS _____

SKILLS

WEALTH

SPENDING CASH _____ LIFESTYLE _____ POSSESSIONS _____

QUALITIES

GEAR

ORGANIZATION RECORD WORKSHEET

ORGANIZATION NAME	
ORGANIZATION CONCEPT	

GOALS

GOAL	SUPPORTED ACTIVITY	NOTES

HISTORY

TURNING POINT	SUPPORTED SKILL CHECK	NOTES

IMAGE

	AWARENESS	NOTES
GOALS		
METHODS		
LEADERS		
MEMBERS		
SITES		

SITES

SITE	SUPPORTED REQUEST CHECK	NOTES

TOOLS

ELECTRONICS GEAR		GADGETS		RESOURCES		SECURITY GEAR		TRADECRAFT GEAR		VEHICLES		WEAPONS	

SUBSIDIARIES

INITIATIVE TRACKING SHEET

LIST CHARACTERS BY INITIATIVE COUNT (INCLUDE INITIATIVE BONUS FOR BREAKING TIES)

50		25	
49		24	
48		23	
47		22	
46		21	
45		20	
44		19	
43		18	
42		17	
41		16	
40		15	
39		14	
38		13	
37		12	
36		11	
35		10	
34		9	
33		8	
32		7	
31		6	
30		5	
29		4	
28		3	
27		2	
26		1	

INITIATIVE MODIFIERS

BONUSES

Take an Aim action	+1
Take a Brace action	+1
Take a Regroup action	+(Int bonus + 5)
Score a Triumph	+10

PENALTIES

Bleeding *	–1 per round
Fire a tactical weapon	–2
Suffer a movement penalty due to terrain *(see page 325)*	–2
Fire a 1-handed weapon using 2 hands	–2
Make a final attack	–2
Take a Kick action	–2
Lose one or more wounds **	–2
Fail a saving throw	–2
Suffer a critial miss or failure	–2 per action die spent
Become *fatigued* *	–3 (first round only)
Use a weapon for which you don't possess the appropriate proficiency	–4 (once per weapon per round)
Become *shaken II* *	–4 (first round only)
Apply the Called Shot trick	–5
Take a Stand Off action	–5
Suffer a ciritcal hit and lose one or more wounds **	–5
Fail a saving throw made to resist stress damage	–5
Fail a saving throw made to reduce explosive damage	–5
Suffer a critical injury *	–10
Become *exhausted* *	–10 (first round only)
Take a Press action	–20
Suffer 1 or more points of electrical damage	–(amount of damage suffered)
Fail a Sense Motive check made to resist a Diversion action	–1d4 (or –2d4 with a critical success)
Take a Delay action	–(Initiative Count decrease)
Take a Readied action	Initiative Count reset to current

* These modifiers apply even if the condition is gained and lost during the same round. Each of these modifiers may only apply once per round, however.

** These modifiers do not stack when they are triggered by the same injury.

CHARACTER NAME | FIRST CLASS/LEVEL | TALENT

CODE NAME | SECOND CLASS/LEVEL | SPECIALTY

PLAYER NAME | THIRD CLASS/LEVEL | BASE SPEED

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ATTRIBUTE NAME	ATTRIBUTE SCORE	ATTRIBUTE MODIFIER	TEMP SCORE	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

	TOTAL	CURRENT
VITALITY		
WOUNDS		

	THRESHOLD	CURRENT
SUBDUAL DAMAGE		
STRESS DAMAGE		

	TOTAL	CAREER LEVEL	INT MOD	MISC
KNOWLEDGE CHECK BONUS		=	+	+

	TOTAL	CAREER LEVEL	CHA MOD	MISC
REQUEST CHECK BONUS		=	+	+

	TOTAL	CAREER LEVEL	WIS MOD	MISC
GEAR CHECK BONUS		=	+	+

DEFENSE [ ] = 10+ [ ] (CLASS) + [ ] (DEX) + [ ] (SIZE) + [ ] (MISC) - [ ] (ARMOR) — TOTAL

INITIATIVE [ ] (TOTAL) = [ ] (CLASS) + [ ] (DEX) + [ ] (MISC)

	TOTAL	DIE TYPE	SPENT
ACTION DICE			

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTRIBUTE MOD	MISC MOD
FORTITUDE	=	+	+	
REFLEX	=	+	+	
WILL	=	+	+	

BASE ATTACKS	TOTAL BONUS	BASE ATTACK	ATTRIBUTE MOD	MISC MOD
UNARMED	=	+	+	
MELEE	=	+	+	
RANGED	=	+	+	

PRIMARY WEAPON	ATK	RECOIL	DMG	E/T	RANGE	SZ/HAND	WEIGHT	QUALITIES

AMMO TYPE	AMMO SPECIAL	SHOTS	AMMO TYPE	AMMO SPECIAL	SHOTS

SECONDARY WEAPON	ATK	RECOIL	DMG	E/T	RANGE	SZ/HAND	WEIGHT	QUALITIES

AMMO TYPE	AMMO SPECIAL	SHOTS	AMMO TYPE	AMMO SPECIAL	SHOTS

ARMOR AND PROTECTIVE GEAR	DR	RESIST	DEFENSE PENALTY	ACP	SPEED PENALTY	NOTICE/ SEARCH DC	WEIGHT	SPECIAL

SKILLS

MAX RANKS

CLASS SKILL	SKILL NAME	KEY ATTRIBUTES	RESULT CAP	SKILL BONUS	RANKS	ATTRIBUTE MOD	MISC MOD	ERROR RANGE	THREAT RANGE
☐	ACROBATICS	STR/DEX		/=		/			
☐	ANALYSIS	INT/WIS		/=		/			
☐	ATHLETICS	STR/CON		/=		/			
☐	BLEND	DEX/CHA		/=		/			
☐	BLUFF	CHA		/=		/			
☐	BUREAUCRACY	CHA		/=		/			
☐	COMPUTERS	INT		/=		/			
☐	CULTURES ■	INT		/=		/			
☐	DRIVE ■	DEX		/=		/			
☐	ELECTRONICS	INT/WIS		/=		/			
☐	FALSIFY	INT/WIS		/=		/			
☐	IMPRESS	CHA		/=		/			
☐	INTIMIDATE	STR/WIS		/=		/			
☐	INVESTIGATION	WIS/CHA		/=		/			
☐	MANIPULATE	WIS/CHA		/=		/			
☐	MECHANICS	INT/WIS		/=		/			
☐	MEDICINE	INT/WIS		/=		/			
☐	NETWORKING	WIS/CHA		/=		/			
☐	NOTICE	WIS		/=		/			
☐	PROFESSION ■	CHA		/=		/			
☐	RESOLVE	CON/WIS		/=		/			
☐	SCIENCE ■	INT		/=		/			
☐	SEARCH	INT		/=		/			
☐	SECURITY	INT		/=		/			
☐	SENSE MOTIVE	WIS/CHA		/=		/			
☐	SLEIGHT OF HAND	DEX		/=		/			
☐	SNEAK	DEX/CHA		/=		/			
☐	STREETWISE	WIS/CHA		/=		/			
☐	SURVIVAL	WIS/CHA		/=		/			
☐	TACTICS	WIS/CHA		/=		/			

■ THIS IS A FOCUS SKILL.

FOCUSES AND FORTES

CULTURES

KNOWN	FORTE	FOCUS
☐	☐	CENTRAL AMERICA
☐	☐	EASTERN ASIA (INCL. CHINA)
☐	☐	EASTERN EUROPE (INCL. RUSSIA)
☐	☐	NORTH AFRICA
☐	☐	NORTHERN AMERICA (INCL. GREENLAND)
☐	☐	OCEANIA (INCL. AUSTRALIA)
☐	☐	SOUTH AMERICA
☐	☐	SOUTHERN AFRICA
☐	☐	SOUTHERN ASIA (INCL. SOUTHEAST ASIA)
☐	☐	WESTERN ASIA (INCL. THE MIDDLE EAST)
☐	☐	WESTERN EUROPE

DRIVE

KNOWN	FORTE	FOCUS
☐	☐	PERSONAL GROUND VEHICLES
☐	☐	STANDARD GROUND VEHICLES
☐	☐	HEAVY GROUND VEHICLES
☐	☐	MOUNTS AND ANIMAL-DRAWN VEHICLES
☐	☐	PERSONAL AIRCRAFT
☐	☐	PERFORMANCE AIRCRAFT
☐	☐	SERVICE AIRCRAFT
☐	☐	ROTARY-WING AIRCRAFT
☐	☐	PERSONAL WATERCRAFT
☐	☐	STANDARD WATERCRAFT
☐	☐	SHIPS
☐	☐	SUBMARINES

PROFESSION

KNOWN	FORTE	FOCUS
☐	☐	
☐	☐	
☐	☐	
☐	☐	
☐	☐	
☐	☐	

SCIENCE

KNOWN	FORTE	FOCUS
☐	☐	CHEMISTRY
☐	☐	ECONOMY
☐	☐	ENGINEERING
☐	☐	FABRICATION
☐	☐	GENETICS
☐	☐	MATHEMATICS
☐	☐	PHARMACOLOGY
☐	☐	PROGRAMMING
☐	☐	SUPER-SCIENCE

CONDITIONS

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FACTION/FREELANCE

GENDER | AGE | HEIGHT | WEIGHT | EYES | HAIR

CAMPAIGN | CAMPAIGN QUALITIES

XP GAINED | XP NEEDED | REPUTATION / NET WORTH

INTERESTS

SUBPLOTS

COMPLETED	COMPLETED
☐	☐
☐	☐
☐	☐

CONTACTS

CONTACT #1	
NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	
CONTACT #2	
NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	
CONTACT #3	
NAME	
ACQUAINTANCE	
ASSOCIATE	
CONFEDERATE	
PARTNER	

MISSION GEAR

GEAR PICKS	RESERVE PICKS	RESERVE COMMON ITEMS

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	EXTREME LOAD	OVERLOADED

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
☐	☐	UNARMED	☐	☐	HURLED
☐	☐	BLUNT	☐	☐	EXOTIC (HURLED)
☐	☐	EXOTIC (BLUNT)	☐	☐	INDIRECT FIRE
☐	☐	EDGED	☐	☐	RIFLE
☐	☐	EXOTIC (EDGED)	☐	☐	SHOTGUN
☐	☐	EXPLOSIVES	☐	☐	SUBMACHINE GUN
☐	☐	GUIDED	☐	☐	TACTICAL
☐	☐	HANDGUN	☐	☐	VEHICLE WEAPON

CLASS ABILITIES

NAME	EFFECT

FEAT ABILITIES

NAME	EFFECT

WEALTH

TOTAL | LIFESTYLE | SPENDING CASH | POSSESSIONS

SPENDING CASH | APPEARANCE MOD

LIFESTYLE

POSSESSIONS

VEHICLE	SIZE	OCC	A/T	MPH

DEF/SAVE	CARGO	RNG/FUEL	QUALITIES

VEHICLE WEAPON	ATK	DMG	E/T	RANGE	SZ/HAND	BLAST

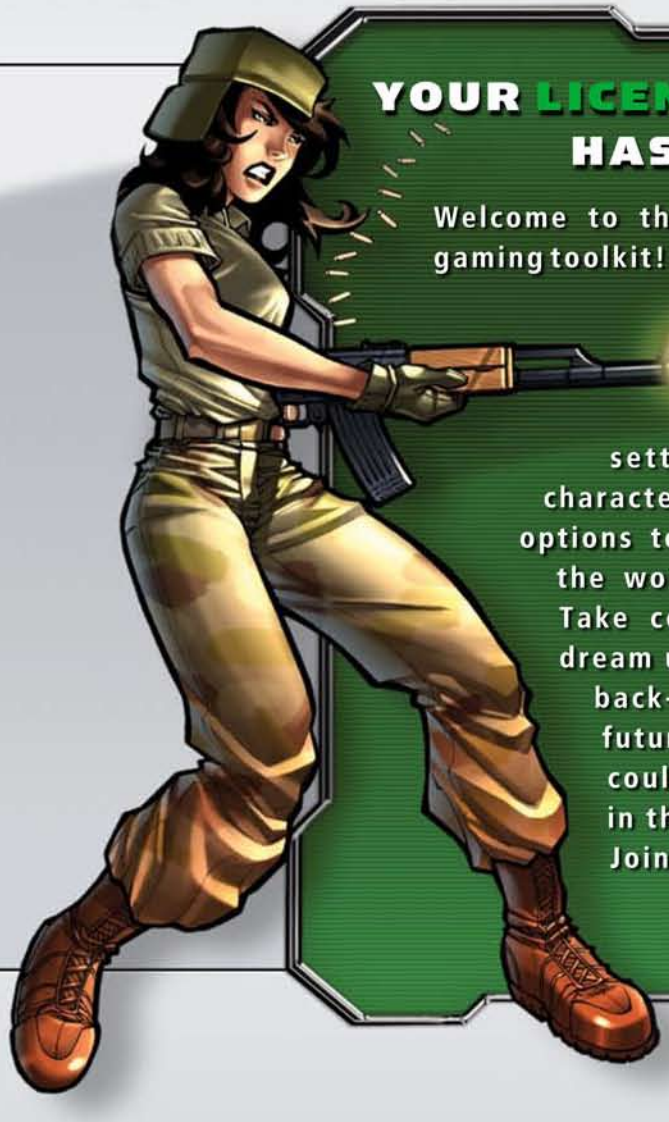
AMMO TYPE	AMMO SPECIAL	SHOTS	AMMO TYPE	AMMO SPECIAL	SHOTS

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