

THE SPY GAME



A ROLEPLAYING GAME OF ACTION & ESPIONAGE

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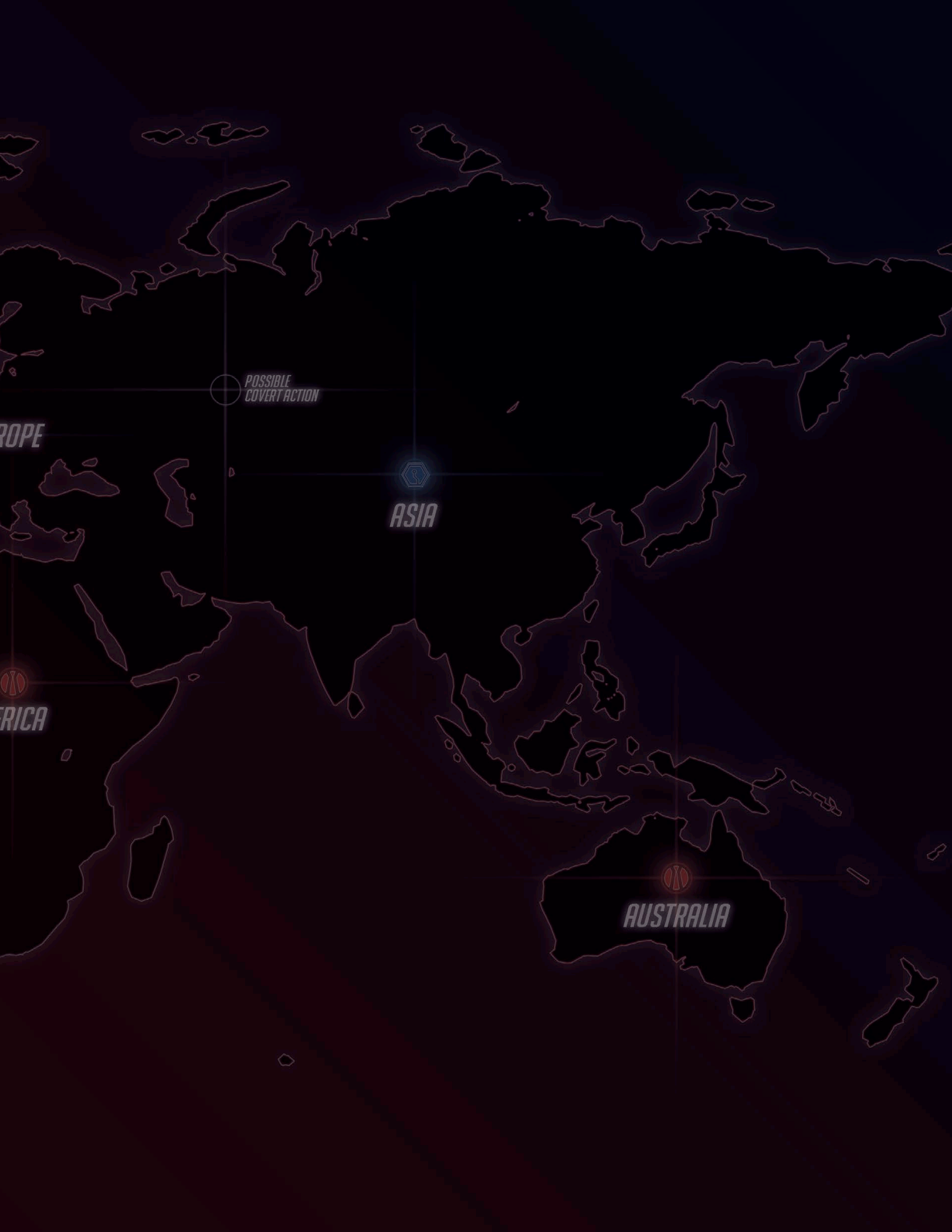



*NORTH
AMERICA*


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EUROPE


AFRICA



EUROPE



POSSIBLE
COVERT ACTION



ASIA



AFRICA



AUSTRALIA

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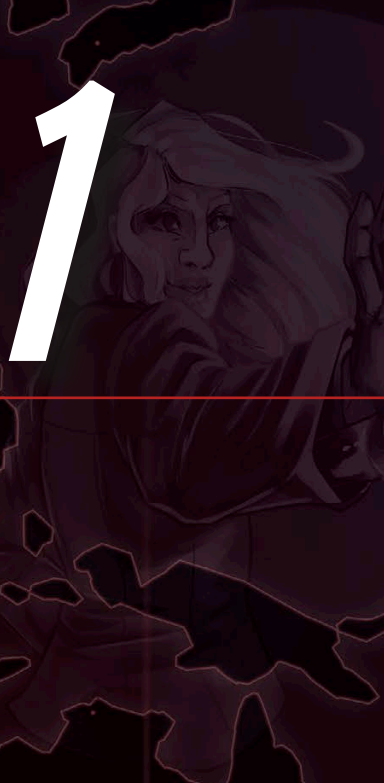


ASIA

PART 1



AUSTRALIA





CHARACTERS AND EQUIPMENT

WELCOME TO THE SPY GAME

WELCOME, AGENT...

Welcome to **The Spy Game**. Don't pay attention to the man in the trilby and overcoat very pointedly not listening or taking notes as you read. Ignore the low hum of the wiretap we've put in your room. And certainly don't inspect the downloads folder on the device you're reading this on. None of that matters, because now you've peeled the shrink wrap and opened this book, you work for us.

This is **The Spy Game**, a roleplaying game of international espionage, secret infiltration, and cinematic action, as you create an original character—your agent—to save the world from the other mercenary agencies and government organizations that hold plans for their enemies.

This book may self-destruct if you do not read on. The freedom of the world, and your life, hang in the balance. Good luck, agent.

PLAYING A ROLEPLAYING GAME

A roleplaying game is one in which you take on a character, usually of your own creation, in order to play your way through a story. Like a video game's engine and controls, you use the rules of this book to interact with the story. The difference is that the story isn't entirely scripted and can take on a life of its own. At the helm, the lead storyteller and referee, you will have a game master (usually shortened to GM)—a special kind of player who takes the lead in telling the

story and uses a whole cast of characters to give you someone and something to fight against.

You get to decide how your character responds and acts in the scenes your game master describes, who then may ask you to make some dice rolls to determine the outcome. If you succeed with your dice roll, the game master describes how your actions change the scene, if not then they may describe how your failure complicates the scene further—either way, the story moves forward.

CREATE A CHARACTER

To play this game, you'll need to create a character. You can find out how, as well as all kinds of characters you can make from Creating a Character (p10). You'll also need to print a character sheet, found at the back of this book and printable from the PDF edition, to record your character's abilities, skills, equipment, and other features. You'll use this character sheet to reference any rules that are unique to your character, as well as to track how they're doing while in combat with enemy characters.

LEARN THE RULES

It's the role of the game master to have the final say on the rules and how they work in play, and they will interpret your dice rolls and adjudicate your actions, but it's important to know the basics of how the game is played so that the flow of play is smooth and the pace is as exciting as the genre it reflects. Learning how to use your abilities begins in Using Ability Scores (p132), while how you attack and complete actions while fighting is in Infiltration and Combat (p146).



GRAB SOME DICE

The Spy Game uses a special set of dice, called a polyhedral dice set. It contains a twenty-sided die—used the most often—a twelve-sided die, a ten-sided die, an eight sided die, a six-sided die, and a four-sided die, as well as a special ten-sided die rolled with the other ten-sided die to generate a result from 1-100. Polyhedral dice sets are available from local games stores and online, and from Black Cats Gaming website. There are also dice rolling apps and websites you can use if you don't have these to hand.

Throughout the book each type of dice will be abbreviated to its number with a “d” in front of it—for example, a six-sided die will be abbreviated to a d6. So each of those dice is written in the book as d20, d12, d10, d8, d6, d4, and d100.

You'll also want to grab some pencils and an eraser to write on your character sheet, and possibly some notepaper, to write down the details of the story you discover.

SAVE THE WORLD

With the rules at your disposal, and a character in your hands, you can be a spy, save the world, and bring down evil organizations, all from the comfort of your computer screen or your dining table. Some of the people you meet playing this game will become lifelong friends, and the stories you tell and the deeds of your characters will become legendary, and live on inside your imagination for years to come.

The Game Master

If you're the GM and you're reading this book, congratulations! The stories you're about to weave for your players will stay with them for a long time. You'll need to do a bit more work than the other players at the table though. You're the one that drives the action, narrating what the players' characters see, hear, and experience. You also control the non-player characters (NPCs), the players' allies and adversaries, choosing how they act and how they respond to the players' choices.

You'll need to know how the game plays, by reading through Using Ability Scores (p132) and Infiltration and Combat (p147), before moving onto Running the Game (p199) for help and guidance on how to be a game master.

THE TRUTH BEHIND THE FICTION

The stories in **The Spy Game** can sometimes bleed over into real life, emulating current affairs, historical events, or themes of a troubling nature. After all, spying and clandestine operations are effectively covert warfare against an enemy, whether that be a small group of people or an entire group of countries. It's up to you and your group which stories you tell,

which themes you specifically want to include, which you want to omit.

We've purposefully fictionalized aspects of our world so that it doesn't exploit people suffering oppression or minority causes. Missions in **The Spy Game** will be political—they'll favor someone over another, or promote a particular message—but part of the fun is confronting your own political ideals in relation to the missions you're given. This also includes current conflicts in any sphere of life, not just the political but also religious or territorial.

It's important that you're comfortable in the group you're playing with, so make sure you've established any off-limits topics or themes. It's important to talk to the group to make sure the style of game and conflicts involved are ok to roleplay through. We also strongly suggest your GM uses safety tools to make sure that if you feel uncomfortable with what's happening, you can express that in a structured way that everyone will respect. We recommend the following tools.

SAFETY TOOL: THE X-CARD

The X-card is a simple but effective tool John Stavropoulos created to pause the situation and change the story elements of the game if you feel uncomfortable, overwhelmed, or don't want to be reminded of a past previous experience. Since most RPGs are improvisational, you won't know what will happen until it does, so it's possible the game will go in a direction you didn't expect and don't want. The X-card is a simple tool to fix problems as they arise.

If your game master has an X-card on the table and the game moves in a direction that makes you uncomfortable, you can tap the card to indicate you need to pause the game and what's happening could hurt you. You can ask for a break, talk privately to the GM about what's worrying you, or just inform the group of the theme you want to move on from, and you and the GM can edit out those things and move on.

The X-card doesn't have to be a tool just for safety, it can be used to keep the game on track and its themes focused. **The Spy Game** is about international espionage and thrilling action scenes, so if someone introduces the fact they're an alien or a fantasy creature into the game, and your group hadn't agreed to that, someone might touch the X-card to pause the game and ask that person about why they added that and ask them to change that detail.

You also don't need to explain the reason for your use of the X-card, particularly if the topic is related to past trauma or your mental health.

Want to use the X-Card in your published game? You can! The X-Card is published under a Creative Commons Attribution-ShareAlike 3.0 Unported (CC BY-SA 3.0) License. Simply credit John Stavropoulos and link to this document here: <http://tinyurl.com/x-card-rpg>

Seduction in the Spy Genre

Love and lust are sometimes key tropes used in the spy genre, from real world honey traps to James Bond's promiscuity on an assignment by assignment basis, to the seduction as a means for espionage in *Red Sparrow*. **The Spy Game** specifically doesn't have a seduction mechanic. Some groups are happy to explore themes of romantic and sexual relationships with underlying deceit, but not everyone is okay with those themes in play. Your whole group should be okay with any form of seduction between characters, and you should always ask for the consent of the other players at the table.

Safety Tool: Lines and Veils

Lines and veils are useful tools to define what you don't want to see in a game, and any subjects you only want to reference but don't want described in detail. They were first referenced by Ron Edwards in *Sex and Sorcery*, in order to deal with sexual content in roleplaying games, but apply well for all themes that might come up! They let you preemptively edit out things you don't want to see in the game, and should be discussed with the GM before the game.

Lines are topics, themes, or things that will never come up in the game. If you list something as a line then the group should never mention it at the gaming table. Anything can be a line, but they define clear boundaries for other players of topics you explicitly don't want in the game. As well as for any topics that might trigger trauma or stress, they are great for keeping the mood and tone of the genre by excluding anything that would break the setting.

Veils are more opaque, and might be mentioned in the game, but they won't be described in detail or when they come up the GM may 'fade to black'. You can list anything as a veil—they're great for topics you might be uncomfortable with but won't bring up any trauma or mental health issues.

Interrogation and Torture

Over the course of investigations your group may need to question people to get intelligence and further their mission. Various inhumane techniques have been practiced in order to coerce people into talking. These techniques cause physical and psychological harm to the captive, to force them into talking for fear of further pain.

Torture is not only inhumane but has proven time and again to be a wholly unreliable method of information gathering, meaning it is even more cruel and unnecessary. Torture would usually be an automatic line in your games. However, if you and the whole group are exploring a grittier game of spies, then torture could become a veil, but only if everyone agrees and is comfortable with it—and even then, that consent can be withdrawn at any time. If torture is one of your veils, it should never be described in detail, often with the GM ending their narration before anything happens—fading to black, and moving on.

MODERN ACTION AND ESPIONAGE

The Spy Game bases its rules on the 5th edition of the most popular roleplaying game in the world. Its core mechanics are recognizable, and if you have experience playing fantasy games with d20s, fighting dragons and delving into underground lairs, you'll already be familiar with the basics of how you play **The Spy Game**.

This game expands upon some of those mechanics, or adapts the rules to suit the espionage and action genres, or modernize their context. New classes, e.g. the Face, Hacker, and Technician all bring unique ways of playing the game to the table. We've added a phase to combat called infiltration, which expands on the ideas of surprise and detection. Gadgets take the place of magic items—high-tech equipment that lets you accomplish extraordinary things, and a requisition system that's simple to follow. Hacking is a new part of the rules system, that is structured in a similar way to spellcasting, but affects computing software, operating systems, and information technology.

Excerpt from 'The Well Rounded Agent's Toolkit', Training manual available to all new recruits.

There are many skills and abilities that will be tested when in active services. Most agents have their specialties in specific areas, but all agents must have some fundamental elements of spy craft and espionage before they can even be considered for field work, let alone be allowed on to active service lists—to do otherwise endangers the neophyte agent as well as the team they are assigned to.

A rigorous physical ability is necessary, along with combat skills, both at range and in close quarters. A solid understanding of hands-on tradecraft and traditional techniques are essential in all cases. Even if modern technology has superseded some of the more traditional procedures, they must be committed to memory in case of emergencies. When in remote and inhospitable locations learning these core skills will turn from quaint nostalgic knowledge to life saving information.

But first and foremost in a covert agent's bag of tricks is their ability in languages. All agents must be fluent in at least two languages—ideally one shared with the team and another pertinent to the area of operation. More are desired, as few legendary agents live long enough to become so without the ability to converse not just in multiple tongues but also in several dialects as well. How can you get information from a broker if you cannot converse with them? On top of a mountain looking for a guide when all your tech is dead, how can you hire one if you can't ask for help? How can you blend into a crowd, or build rapport with a target if the most you can ask is what they'd like to drink? Languages are the true lock pick in our business.

CREATING A CHARACTER

GETTING STARTED AS A SPY

The Spy Game is all about your character, their life as an agent and the daring exploits of their team as they take on worldwide threats and egomaniacal villains. Even the most elite spy has to start somewhere, and in this case it's in your imagination.

The first thing you need to do is think up a concept or idea of what your character will be like. Will they be a tough loner, forced to join the team? Will they be a quirky but loveable hacker, physically weak but a genius in cyberspace? What about a suave, debonair woman, able to talk her and her team's way in and out of any situation? The possibilities are endless; all you need to do is think of the kind of spy you'd like to be, and then use this chapter to build them.

Once you have decided on a concept for your character, use the following steps to bring them to life. You'll need a character sheet, which can be found at the back of this book, or is freely available online for download and print. As you make your way through the steps of character creation, you'll need to record the information on this sheet. If you're using a printed sheet, filling it in using pencil is suggested so you can easily add or change information as you go, or as your character levels up and gains features and bonuses.

STEP 1: CHOOSE YOUR CLASS

Take a look at the different character classes available to you and, with your fellow players, decide which type of character you'd like to play. A character's class represents their profession and role in the team, like a Soldier or a Technician. As this is a new character, assume they start their career at 1st level, noting down all the information on the page. As they gain enough experience points (XP) for completing missions and defeating enemies, they gain class levels, granting them new powers and abilities.

You can also start a character at higher levels if your group is not beginning at 1st level. The same creation process applies; just create a 1st-level character and then go step by step through the class levels you choose until you are at the level your group is starting with.

STEP 2: PICK YOUR BACKGROUND

Your background represents your character's life before their career in espionage. They may have had a similar career in the past, or been recruited from a civilian vocation. This gives you an idea of the character's experiences and where they're from. It also provides them with an increase to some ability scores when you determine them in step 3, as well as some proficiencies and unique advantages. Finally, you'll get to decide their personality traits, including their double life, a secret they know, and their flaws.



STEP 3: GENERATE ABILITY SCORES

Now that you have chosen a class and background you need to generate some ability scores. These six scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and show you your character's mental and physical aptitude in these areas. The higher your score in an ability, the better your character is when using that ability. Different classes rely on different ability scores to excel; Soldiers are better with high Strength for example, while Medics usually rely on a high Wisdom.

CHARACTER ADVANCEMENT		
Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2700	4	+2
6500	5	+3
14000	6	+3
23000	7	+3
34000	8	+3
48000	9	+4
64000	10	+4
85000	11	+4
100000	12	+4
120000	13	+5
140000	14	+5
165000	15	+5
195000	16	+5
225000	17	+6
265000	18	+6
305000	19	+6
355000	20	+6

You can decide to either roll your abilities randomly, with six-sided dice, or buy them using points. Both of these methods are described in Generate Ability Scores (p65), and will give your character 6 scores between 8 (below average) and 18 (almost preternaturally good).

STEP 4: FINISHING DETAILS

Finally, you will need to determine all of your character's details, including their starting hit points (HP), Armor Class (AC), skill modifiers, saving throws modifiers, initiative modifier, and attack values. All of these numbers are determined by the decisions you made in the previous steps. Aside from these, you need to decide on your character's name, age, and physical appearance.

BEYOND 1ST LEVEL

The character you create will not be the final version of your agent. As your character engages in espionage operations and completes mission objectives they gain experience, represented by experience points (XP). When your character reaches a specified experience point total they advance in capability, and increase their character class level. This grants you new abilities, skills and features to use in the game. It's worth thinking about how you'd like your character to grow and what you'd like to explore with them as you level them up.

When your character gains a level, their class grants additional features, as detailed in the class description. Sometimes reaching a new level in a class will grant you the Ability Score Improvement feature, that allows you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

You will also gain more overall health. Each time you go up a level you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 17, when they reach 8th level, they increase their Constitution score from 17 to 18, increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

THE FACE

At the museum's charity gala an elegantly dressed Indian woman smiles at the Prime Minister's joke, phone in one hand, old fashioned in the other. Her elegant gown and flowing laugh are the talk of the gala, but no one seems to know who she is or quite how she got this close to him...

Sharp night wind whips across the scrub, kicking up sand and grit. It is cold this time of year in Northern Sudan, especially on cloudless nights. Dilek and Omari turn back to the fire, thankful for the free cigarettes from their new friend. It is only as he disappears deeper into the mercenary camp that Dilek realises they didn't catch his name...

The agreement is struck. Soon 'The Mandible' will be able to print unlimited sums of money with these currency plates. Javier Delgado smiles as much as his broken mouth will allow. He puts the plates in their case and hands them off to some flunky. Now is the time for celebration! Drinks are ordered and the party gets going. No one notices the disheveled flunky leave the room, straighten up, and walk briskly towards the helipad...

The Face is the master of manipulation and the mistress of deception. They are at home as the centre of attention, bluffing their way into a tyrant's inner circle. They fade into the background so perfectly they are almost invisible. The Face is a chameleon in their chosen style, hidden in plain sight or commanding with sheer bravado.

SO OVERT, IT'S COVERT

Any spy must have lying and living a double life as second nature. However it takes a truly proficient agent to mould their entire personality, walk, bearing, and manner into a completely different person and cover identity. The Face uses their skills to charm and disarm, knowing that a full frontal assault rarely gets the job done as well as the swift hand or quick knife.

Some agents prefer the brash approach, purposefully drawing attention to themselves and relying on their quick wits and charm to see them through. They have an easy way with people, and can talk themselves into secure rooms and closed meetings by ingratiating themselves with high level assets and befriending them.

A select few go even further, using existing celebrity to completely bluff into situations where 'mere mortals' have no reasonable place having access. These agents are so egregious in their use of charm and personality that they trample over complaints or objections with their famous (or infamous) credentials, before seamlessly getting down to the real mission.



Most Faces will have multiple covers and quick exits set up just in case things don't go to plan or to help the team infiltrate all areas. Sometimes it's more useful to have unquestioned access to restricted places with a janitor's outfit and an unassuming pose. This is where the less flashy but often more covert Face will shine. Blending is a skill in and of itself, and some agents are so expert at it that they are almost a part of the scenery or background noise in any scenario.

THE FACE

Level	Proficiency Bonus	Class Features
1st	+2	Cover Identities, Theme
2nd	+2	Jack of All Trades
3rd	+2	Face Archetype feature
4th	+2	Ability Score Improvement
5th	+3	Cover Identities (2)
6th	+3	Face Archetype feature
7th	+3	Charm Offensive
8th	+3	Ability Score Improvement
9th	+4	Face Archetype feature
10th	+4	Cover Identities (3)
11th	+4	Unarmored Defense
12th	+4	Ability Score Improvement
13th	+5	Team Player
14th	+5	Quick Change
15th	+5	Polyglot
16th	+5	Ability Score Improvement
17th	+6	Cover Identities (4)
18th	+6	Face Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Master of Disguise

CREATING A FACE

Face characters are good at talking and interacting with NPCs of all types - from the villain of a mission to civilians on the street. Faces tend to play on classic spy tropes of bluffing at a casino or putting on a disguise and sneaking past security. They are a good choice for players who like to talk their way into (and hopefully out of) trouble, enjoy stealth and manipulation, and use words as their weapons of choice. This doesn't mean they are defenseless in a firefight however. At level 2 they gain the 'Jack of All Trades' class feature, making them effective at most skills and tests, and at higher levels they gain the 'Unarmored Defense' class feature giving them an AC that can be on par with heavily armored teammates.

Common builds for a Face include high Charisma and Wisdom to make the best use of their class features. They will also tend to use their Infiltration, Insight, and Persuasion skills to good effect; all of these are Charisma or Wisdom based. Dexterity is also very useful to a Face, helping them with Stealth and Sleight of Hand.

CLASS FEATURES

As a Face you gain the following class features.

HIT POINTS

Hit Die: 1d8 per Face level.

Hit points at first level: 8 + your Constitution modifier

Hit points at higher levels: 1d8 (or 5) + your Constitution modifier per Face level after the 1st

PROFICIENCIES

Armor: Light armor

Ranged: Simple ranged weapons

Melee: Simple melee weapons

Tools: Disguise kits and forgery kits

Vehicles: Choose any two from: motorbikes, cars, planes, or helicopters

Saving Throws: Dexterity, Charisma

Skills: Choose any three from: Deception, Espionage, Infiltration, Insight, Perception, Persuasion, Sleight of Hand, or Stealth

EQUIPMENT

You start with the following equipment, in addition to any equipment granted to you by your background. Choose (a), (b), or (c) from each bullet point:

- (a) a light pistol, (b) a knife, or (c) a garrote string
- (a) an undercover vest or (b) leather clothing
- (a) a diplomat's pack or (b) an undercover pack
- (a) a disguise kit or (b) a forgery kit

COVER IDENTITIES

You have a multitude of cover identities (including your own true identity). They function exactly like real identities, with practical living conditions and official documentation. You begin with one cover identity. Decide the background for this persona, from the Backgrounds section (p53). This identity functions as if it were real in every way, so much so that it is almost infallible as a disguise. While you have this cover identity, you also gain access to the equipment granted by its background. At 5th level you gain a second cover identity, at 10th level you gain a third, and at 17th level a fourth cover identity.

THEME

You may establish a pattern of behavior in a public space, known as a “theme,” in order to safely gather intelligence about a location, for example a tourist visiting a famous spot, or a businessperson waiting for a meeting. You can make a Wisdom(Infiltration) check, and add your Charisma modifier as a bonus to blend into the scene, as well as observe the target location. Your ability check result becomes the DC for enemy agents to discover your presence.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

FACE ARCHETYPE

At 3rd level, you choose a Face archetype to follow. Choose either Greyman, Master Manipulator, or Celebrity, all of which are described at the end of this class description.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CHARM OFFENSIVE

From 7th level, if an attack you could make would have advantage, instead of making an attack you can try to verbally pacify an enemy. The single enemy you target must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier, with advantage if they currently outnumber you. If they fail, they immediately gain the Incapacitated condition, and drop whatever weapons they are carrying.

UNARMORED DEFENSE

From 11th level, while you are wearing no armor and not wielding a shield, your Armor Class (AC) equals 10 + your Dexterity modifier + your Wisdom modifier.

TEAM PLAYER

From 13th level, your leadership and awareness allows you to apply tactical thinking in combat situations. As an action, you can grant one ally you can communicate with one of the following actions that they may take immediately: Attack, Dodge, or Disengage.

QUICK CHANGE

From 14th level, you can quickly change your appearance. As an action, you can make a Dexterity (Stealth) check while you are obscured or behind cover to rapidly change your appearance with a disguise kit, changing some items of clothes and accessories. Targets trying to identify you must succeed a Wisdom saving throw with a DC equal to your ability check, or they will not recognise you. If enemy agents did not see you before you changed, they cannot identify you.

POLYGLOT

At 15th level, you have learned to speak eloquently in several languages. You gain a number of new language proficiencies equal to your Intelligence modifier (minimum 2). You may also ignore disadvantage when using a language you are not proficient in, but only to convey basic information using Deception or Persuasion.

MASTER OF DISGUISE

At 20th level, the combination of your acting ability and disguise kits you use, as well as your acting ability, make you indistinguishable from the disguise you are wearing. If you have this ability, when you make a Charisma (Deception) check while wearing a disguise you add your Wisdom modifier to the ability check, and automatically succeed against any enemies with a Wisdom score of 11 or less.

FACE ARCHETYPES

While the practitioners of deceit and manipulation can have similar approaches, different styles exist within an intelligence context, from the easily-forgotten government employee Gray Man, to the charm and misdirection of the Master Manipulator and the huge personality of the Celebrity.

THE GRAY MAN

The Gray Man is a term used amongst the intelligence community as someone who operates under many low-level covers, often in the form of government or business officials that are easily forgotten. Aides, attachés, inspectors—anyone in a suit with low-level clearance. These people can often operate in the open and undetected, and have a unique skill in dampening their personality so they are forgotten as quickly as you meet them.

CORPORATE IDENTITY

When you choose this archetype at 3rd level, you gain a free official identity at the beginning of each mission. This identity marks you as an employee of a public company, a member of an military organization, or a government official in a recognized department. You gain the accompanying clothing or uniform, and identification for that organization for the duration of your mission. At the beginning of each mission, you can maintain this official identity, or change it for another.

COLD READING

From 6th level, whenever you make a Charisma (Deception) check against a target, they must make a Charisma saving throw with a DC equal to 8 + your proficiency modifier + your Wisdom modifier. If they fail, you may learn some basic information about that character that they give away from subtle facial expressions and body language. At the GM's discretion, you may instead get information about the location or situation from their responses to your leading statements.

HIDDEN IN PLAIN SIGHT

From 9th level, while wearing an appropriate outfit or uniform, you may attempt the Hide action as a bonus action, while obscured within a group of people. If you are successful, you add your Charisma modifier to the DC of ability checks made to detect you again, as long as you remain in character and with a group of people. This does not have to be the same group you first hid in.

LOW TARGET PRIORITY

From 18th level, when combat begins, you cannot be the target of an attack until you take an offensive action (e.g an attack or interacting with enemy assets) or use a class feature. In addition, your first attack in combat has advantage.

MASTER MANIPULATOR

The Master Manipulator is a mentalist with incredible insight into the human mind, able to misdirect and influence, using the subtlest of psychological techniques to mislead their marks. Through their use of superficial charm they are able to perform incredible confidence tricks that go as far as brainwashing and low-level hypnosis.

BEFRIEND

When you choose this archetype at 3rd level, you can befriend a target through charm and misdirection. Befriending a target takes an appropriate setting and time, as well as a Charisma (Persuasion) or (Deception) check to be lured into the false friendship. While the target is befriended they will not attack you, and any further social interactions with the target have advantage.

KEY WORDS

Starting at 6th level, you can interlace your speech with words of manipulation, subliminally conditioning your target to agree or go along with a pattern of behavior. As an action, you can target one person with which you can communicate. The target must make an Intelligence saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. If they fail you may direct them to perform one simple action, such as moving to a location nearby, look in a particular direction, or place their weapon down. Both you and the target must be fluent in the language you are using, and the GM always has final say on what action can be performed by the target. From 15th-level you can attempt to manipulate targets whose language you aren't proficient with, but the target has advantage on their saving throw.

PUNCHBAG

At 9th level, when you are the target of a melee attack you can allow the attacker to automatically hit you. If you do, the attacker takes a -2 penalty to their AC until the beginning of their next turn, letting their guard down as you present an 'easy target'. From 13th level, you also gain advantage on attack rolls while this penalty is in effect.

ENTRANCE

From 18th level, you can put unaware or befriended targets to sleep with a hypnotic command. The target must make a Wisdom saving throw, with a DC equal to 8 + your proficiency bonus + your Charisma modifier, or immediately suffer the Unconscious condition (p159) for 1d4 hours, unless disturbed.

CELEBRITY

Celebrities use their notoriety and recognition as a weapon, working in plain sight and using overt actions to mask their true intentions. Their double life and agency work intertwine, while their fans and the public at large know nothing about their clandestine activities.

FAME

From 3rd level, when you choose this archetype, you can use your fame to redirect your foes. While you appear as your celebrity persona, you may distract anyone that can see or hear you. Your targets must make a Wisdom saving throw with a DC equal to 8 + your proficiency modifier + your Charisma modifier. Anyone that can't be influenced by your reputation, like animals, automatically succeeds their saving throw, and if your companions are fighting a target, they have advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive anyone other than you until they can no longer see or hear you.

VIP Access

From 6th level, you can use your influence to get entry into public events. You have advantage on Charisma checks in order to gain entry to a public event like a party, premier, or press junket. In addition, you can legitimately acquire an invitation to such an event by making an Intelligence (Espionage) check with a DC determined by the GM, depending on the prestige of the event.

In Front of the Camera

From 9th level you are used to being in front of cameras so much you have a better sense of where they are. When you are the target of video surveillance equipment, you gain a +2 bonus to saving throws you make to avoid their field of view, and you are granted a saving throw to avoid your likeness being captured if the camera or trap doesn't call for one.

Stage Presence

From 18th level, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, anyone attempting to determine if you are telling the truth only perceives that you are being truthful.

THE HACKER

Morris stares bleary-eyed at the security monitors. It's warm at reception behind the main desk, and working the graveyard shift isn't his idea of fun at the best of times. With the icy rain lashing down there's even less reason to check the perimeter. Hugging his luke-warm tea, he doesn't notice the monitors blink for a second and the time-stamp in the corner of each screen start to loop...

Millions of lines of invasive code race towards their target as the speed of light. Digital ripper worms head straight for the control system of the United Nations' new medical assistance network. If it falls under a villain's control billions will be at risk. Fingers flash across a keyboard, and in a substation in the heart of New York there is a pause, before Maniko smiles and lightly taps the enter key. Like a purging tidal wave the malicious code is expunged from the system, and a trace begins on their origin...

The jungle air is heavy and clings like damp palms on the skin. The assault team is ready, clustered around the 9-inch thick facility door that even their toughest member or strongest explosives couldn't dent. The oppressive heat doesn't stop Alec in his work. His tablet is out, hooked up to the tri-tantalum biometric lock. With a low hiss of air pressure, the door softly opens. They're in...

Code is Life

The Hacker is seen through their work more than any other agent. Electrically locked doors open on a whim, pipelines explode and computers grant access with a few lines of code. They feel their way into computer systems as easily as the infiltrator stealths into restricted areas, and can do even more harm. The team disappears from satellite imagery or has pursuing cars stop dead, all thanks to code written by the Hacker. They protect the agency's systems and reverse attacks on enemies that would do the same to the team.

Basic understanding of computer systems are a must for any covert agent, even to a higher level than a standard civilian programmer. The high level encryptions and lock-outs that face agents can require even more expertise, which is where the Hacker comes in.

Creating a Hacker

Hackers are the people to go to when you need access to a device. Experts at infiltrating computer systems, manipulating code, and ripping data, they are a good choice for players who want to use their technical abilities to assist their team, engage in espionage, and outsmart their enemy. As they gain levels they get access to new and more powerful hacking tools, while being supported by strong base hacking abilities unlike any other class.



Common builds for a Hacker include high Intelligence and Charisma to make the best use of their Hacking class feature, and some of the socially-manipulative hacking tools at their disposal. They will also tend to use their Infotech skills when working with any computer or communication system, Deception when they're pretending to be tech support, and Espionage when gathering intel from the data they mine. Dexterity is also useful to a Hacker, helping them defend themselves with firearms if needed.

CLASS FEATURES

As a Hacker, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Hacker level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Hacker level after 1st

PROFICIENCIES

Armor: Light armor

Ranged: Simple ranged weapons

Melee: Simple melee weapons

Tools: Hacking tools

Vehicles: Choose one from either motorcycles or cars

Saving Throws: Intelligence, Charisma

Skills: Choose four skills from: Deception, Espionage, Infiltration, Infotech, Mechanics, Persuasion, Sleight of Hand, or Stealth

EQUIPMENT

You start with the following equipment, in addition to any equipment granted to you by your background. Choose (a) or (b) from each bullet point:

- (a) a laptop or (b) a tablet
- (a) a taser or (b) a baton
- (a) padded/leather clothing
- (a) a wet work pack or (b) an investigation pack

HACKING

As a programmer and skilled computer user, you have a device—a laptop or tablet—that allows you to install hacking tools that you can use to infiltrate and manipulate other devices.

HACKING ACTIONS

At 1st level, as an action you can perform one of the following hacking actions:

Attack. You can make an attack targeting operating systems or firewalls manually, against their AC and hit points. Attacking software follows the rules outlined in Using Hacking Tools (p163). All hacking attacks deal coding damage. Making an attack using this hacking action deals 1d4 coding damage.

Bypass. When faced with a protected operating system or password protected software you can use the Bypass action in an attempt to circumvent that security and gain access to the targeted device. The DC is based on the complexity of the software or firewalls installed.

Modify. You can rewrite software in order to change its function within an operating system. Doing so may also alter the function, or disable other pieces of software. The base DC is 10, modified depending on the complexity of the software and how many other pieces of software use it within the operating system, as well as any firewalls present.

Patch. You can remove bugs and heal corruption from operating systems to bring them back online. You must make a DC 15 hacking ability check, healing 1d4 coding damage on a success.

HACKING ABILITY

Intelligence is the skill you use for your hacking tools, since you code your tools through dedicated study and skill. You always add your proficiency bonus to hacking actions.

You use your Intelligence whenever a hacking tool refers to your hacking ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a hacking tool you install and when making an attack roll with one.

Hacking save DC = 8 + your proficiency bonus + your Intelligence modifier

Hacking attack modifier = your proficiency bonus + your Intelligence modifier

When you make a hacking attack, you do not add your Intelligence modifier to the damage.

PERSONAL OS

At 1st level, you have a custom-built operating system with two 1st-caliber executable slots. Your unique operating system is a repository of hacking tools and firewalls you have personally developed or sourced, and can use these to hack computers, protect your own OS, or install in target operating systems. As you gain levels in this class, your operating system is augmented with additional executable slots, as shown in the Executable Slots columns of the Hacker table. Each executable slot supports the runtime of one hacking tool or firewall, as described in Hacking Tools (p163).

As your gain levels in this class, your operating system increases in caliber. Your OS is caliber 1 when you are 1st level in this class, caliber 2 when you are 4th level in this class, caliber 3 when you are 8th level in this class, caliber 4 when you are 13th level in this class, and caliber 5 when you are 17th level in this class.

Your operating system is also vulnerable to attacks, with an AC and HP that increase as your abilities increase.

Operating system AC = 10 + your Intelligence modifier + class features

Operating system HP = 1d8 (4) + Intelligence modifier per caliber

If your operating system is reduced to 0 HP, then it shuts down and you can no longer use any software installed on it. Your operating system can be rebooted, regaining all its hit points, after you complete a long rest.

Programs Installed of Caliber-1 and Higher

You have installed two caliber-1 hacking tools of your choice from the Hacking Tools and Firewalls lists (p163).

The Programs Installed column of the Hacker table shows when you install more programs—hacking tools or firewalls—of your choice. Each of these tools must be of a caliber for which you have executable slots.

Additionally, when you gain a level in this class, you can choose one of the programs you have installed and replace it with another program from Hacking Tools and Firewalls lists, which also must be of a caliber for which you have executable slots.

HACKING STYLE

At 2nd level, you choose the hacking style that best suits your method of accessing systems and manipulating data. Your choice grants you features at 2nd level, and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

OVERCLOCK

At 18th level, you can push your devices' hardware beyond its normal limits in order to use programs for which you do not have sufficient executable slots. You can use the At Higher Calibers feature of a hacking tool or firewall, without having to use a higher-caliber executable slot. When you do, your device takes 1d4 electric damage per caliber difference in the executable slot you used and its effective caliber when used. For example, if you used a hacking tool in a caliber-1 slot, but used its effect at caliber 3, your device would take 2d4 electric damage.

ADVANCED PERSISTENT THREAT

Your hacking tools and abilities are so prolific and incisive that most agencies believe your hacking is performed by an entire team of people. When you reach 20th level, you master two of your hacking tools and can use them as if they were a hacking action. Choose two caliber-3 hacking tools as your 'signature' tools. You can use these tools even if they are not installed in your operating system. During combat, when you succeed on a hacking action, either of these tools can be used as a bonus action.

THE HACKER

Level	Proficiency Bonus	Features	Programs Installed	Executable Slots (caliber)				
				1	2	3	4	5
1st	+2	Hacking, Personal OS	2	2				
2nd	+2	Hacking Style	3	2				
3rd	+2	-	4	2	1			
4th	+2	Ability Score Improvement	5	3	1			
5th	+3	-	6	3	2			
6th	+3	Hacking Style Feature	6	3	2			
7th	+3	-	7	3	2	1		
8th	+3	Ability Score Improvement	7	3	2	1		
9th	+4	-	8	3	2	1		
10th	+4	Hacking Style Feature	8	3	2	1		
11th	+4	-	9	3	2	1		
12th	+4	Ability Score Improvement	9	3	2	1		
13th	+5	-	10	3	2	1	1	
14th	+5	Hacking Style Feature	10	3	2	1	1	
15th	+5	-	11	3	2	2	1	
16th	+5	Ability Score Improvement	11	3	2	2	1	
17th	+6	-	12	4	2	2	1	1
18th	+6	Overclock	12	4	2	2	1	1
19th	+6	Ability Score Improvement	13	4	3	2	1	1
20th	+6	Advanced Persistent Threat	14	4	3	2	1	1

HACKING STYLES

For the most part Hackers are either Black or White Hat, or a Master Programmer. White Hat hackers shore up systems and lay traps for enemy agents, while Black Hat hackers are the opposite, hacking into enemy systems and breaking through covert firewalls with ease. Master Programmers are scalpel sharp with their code and more involved with creating new code for backdoors and protections than actioning them

BLACK HAT

Hackers that don the black hat start out as script kiddies, using hacking tools they're bought or been provided with to run automated malicious processes, and then develop their own custom tools to distribute, or gain enough knowledge to infiltrate systems themselves. The aim of the game is the con, the scam, and to profit by using sensitive data to blackmail and ransom. These hackers are experts in exploiting

weaknesses in systems, devastating attacks before they start and devastating nefarious schemes before they can cause harm.

SCRIPT KIDDIE

Beginning at 2nd level, when you choose this style, the cost to purchase caliber-1 hacking tools is halved.

RAPID RESPONSE

Beginning at 2nd level, when you choose this style, you may make a hacking Attack action against a firewall you triggered this turn as a reaction.

DATA CORRUPTION

Starting at 6th level, your hacking damage becomes even more potent. The damage from your hacking Attack action becomes 1d6, and you add 1d6 bonus damage to any damaging effect from a hacking tool. From 11th level your bonus damage increases to 2d6, and from 16th level you bonus damage increases to 3d6.

ZERO-DAY VULNERABILITY

Beginning at 10th level, hacking attacks you make against other operating systems deal damage as if the OS had a vulnerability to coding damage.

MAXIMUM PAYLOAD

Starting at 14th level, you can increase the power of your simpler software. When you use a hacking tool that deals damage, you can deal maximum damage with that attack rather than rolling for the damage dealt.

The first time you do so, you suffer no adverse effects. If you use this feature again before you finish a long rest, your personal OS takes 2d6 coding damage for each caliber of the tool, immediately after you use it. Each time you use this feature again before finishing a long rest, the coding damage to your OS per caliber increases by 1d6. This damage ignores any resistance or immunity.

WHITE HAT

White Hat hackers are the “good guys”, security experts who test IT systems for vulnerabilities to enhance the security in place. Their knowledge of firewalls and other security measures is second to none.

SOFTWARE UPDATE

Beginning at 2nd level, when you choose this style, your operating system, as well as any firewalls you install, gain a damage threshold equal to your proficiency bonus + Intelligence modifier.

TRACER

Beginning at 2nd level, when you choose this style, as a reaction you can use a scanner-type hacking tool whenever your personal OS is damaged by a hacking action or tool.

HANDS-ON IMPERATIVE

You are focused on open content, and the sharing of knowledge, and unfettered access of information to share that knowledge. From 6th level, at the beginning of every mission you can purchase one caliber-1 firewall for free.

PENETRATION TESTING

Starting at 10th level, you can bolster the defenses of either a firewall or your personal OS when an attack hits. As a reaction, when your OS is successfully hit by a hacking attack, by tool or hacking action, you can grant 1d10 temporary hit points to the targeted software. You must complete a long rest before you can use this feature again.

SYSTEM FORENSICS

Starting at 14th level, you can automatically discern the nature and history of an intrusion into a system you have access to, the result of the hack, and if any

data or software installed on the system was modified, copied, or deleted. You also have advantage on Intelligence (Infotech) checks in order to deduce the hacking tools used, or the perpetrator of the attack.

MASTER PROGRAMMER

Master Programmers have an incredible reputation for neat solutions to scripting apps and tools, as well as designing these tools from scratch. They have a deep understanding of the benefits of various platforms, designing for those systems, as well as the best way to exploit them. Their ability to debug and develop software is universally revered in the programming world, but rarely get on well with other programmers—unless they’re on the same level of ability.

DESIGN PRINCIPLES

From 2nd level, when you choose this style, you gain a bonus to any Modify hacking actions equal to your Wisdom modifier (minimum 1).

THE RIGHT TOOL

From 2nd level, when you choose this style, you are able to choose a hacking tool or firewall you have installed and substitute it for a new hacking tool or firewall of the same level, at the beginning of each mission. This substitution remains until you make a new substitution.

HOTFIX

From 6th level, as a reaction when your OS takes damage, you can grant your operating system a +2 bonus to its AC until it takes damage again. You must take a short rest before you can use this feature again.

PROGRAMMING LANGUAGE EXPERT

From 12th level, you have mastered most programming languages, algorithms, and cyphers. You gain a new hacking action: Decipher.

Decipher. You can unscramble information from its ciphertext state into its normal plaintext format so that it can be read/accessed. If you have the encryption algorithm the DC is 0 and a roll is not required, however if you do not have the algorithm then the DC is based on the saving throw DC of the encryption firewall.

CUSTOM DEBUG

From 14th level, as an action, you can automatically end one effect of a hacking tool or action that is affecting your device. In addition, the DC or Armor Class for the same tool or action to have the same affect on your device is increased by 5.

THE INFILTRATOR

The Festa Major De Gracia is in full swing - not the best timing, but Carlo can't help that. The nighttime sounds echo through the compound from the Barcelona streets outside. He waits, his men primed. A firework lights the sky, his face sliding into a grin. Soon. Soon it will be time. The afterglow barely shows the creeping shadow on the wall behind him...

"I've done it again" coughs Simeon, sitting on his deck. The crisp Ontario air tugs at his long, greasy hair. Whiskey in hand, he dryly hacks and splutters - a legacy of years of work with bio-weapons. "And tomorrow will be my triumph". He speaks to the wide blue vista, knowing no one and nothing will stop him now. He hears two coughing sounds, not his own. His next splutter is oddly wet and heavy. Looking down he sees the two bullet holes and dripping red patch spreading over his chest. "But...how...how did you find me?" are his last bubbling words...

High summer has singers, actors, jugglers, and comedians rubbing shoulders on the Royal Mile in the center of Edinburgh. The mood is light and free and the air is full of music and laughter as a large group of circus performers and clowns roll and twist drawing all eyes to them. The show builds in bluster and noise as crowds are caught up in the acrobatics. They leap, they jump, they tumble. And no one notices when one leaps further than the others, up and through the open window of a certain corporate lawyer's office...

An Infiltrator is exactly as the name suggests—a shadow. A breath on the wind. A deadly voice from behind. These agents excel at stealth and infiltration missions, getting into restricted areas unseen and exfiltrating just as smoothly once the mission is complete. Where a Face will seem to blend in, the Infiltrator will prefer not to be seen at all.

DEADLY SHADOWS

Any Infiltrator will be highly trained in black ops and ghost tactics. They do their best work in the shadows, at night or with the aid of misdirection. They know that some missions require a light touch and for the target to be unaware that anything is amiss. Infiltrating an area is difficult enough as it is, however the main goal of these agents is not just getting into an area undetected. Their missions tend to be either espionage, retrieval or kill order based, breaking them into three main specialties—Assassins, Ghosts, and Thieves.



CREATING AN INFILTRATOR

Infiltrator characters are good at stealth, cunning and getting into places that others would prefer they didn't. They play on the spy ideas of wiring down from the ceiling into high security vaults or stepping out from unseen hiding spots to neutralise the enemy. They are a good choice for players who like being stealthy and roguish, with sneak attacks and multiple ways of disengaging, hiding and coming back for more in combat as they level up.

Common builds for an Infiltrator include high Dexterity, with medium to high Wisdom and Intelligence for infiltration and moderate ability to get past complex security systems. Infiltration and Stealth are the most obvious skills to take, but don't neglect Espionage and Perception if you're looking to sneak around and gather intel, as well as some back up skills so help you out of a sticky situation if you get caught!

CLASS FEATURES

HIT POINTS

Hit Die: 1d8 per Infiltrator level.

Hit points at first level: 8 + your Constitution modifier

Hit points at higher levels: 1d8 (or 5) + your Constitution modifier per Infiltrator level after the first

PROFICIENCIES

Armor: Light and medium armor

Ranged: Simple and explosive ranged weapons

Melee: Simple melee weapons

Tools: Choose any two from forgery kits, hacking tools, or thieves' tools.

Vehicles: Choose two from motorcycles, cars, helicopters, planes, or unmanned

Saving Throws: Dexterity, Charisma

Skills: Choose four from Acrobatics, Athletics, Deception, Infiltration, Infotech, Perception, Persuasion, Sleight of Hand, Stealth, or Tactics

EQUIPMENT

You start with the following equipment, in addition to any equipment granted to you by your background. Choose (a), (b), or (c) from each bullet point:

- (a) a baton or (b) a garrote string
- (a) a taser or (b) a compound bow and quiver of 20 arrows
- (a) an infiltration pack, (b) a wetwork pack, or (c) an undercover pack
- (a) leather armor, two knives, and thieves' tools

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with tools) to gain this benefit.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. At 1st level, once per turn, you can deal an extra 1d6 damage to one target you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You may Sneak Attack without needing advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Infiltrator table.

NIGHT EYES

You have adjusted to working in dark conditions. At 2nd level, you can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

QUICK REFLEXES

Starting at 2nd level, your quick thinking and agility allow you to react to being discovered while infiltrating. You can take the Attack, Dash, or Disengage action as a reaction when you have been detected during the infiltration phase.

INFILTRATOR ARCHETYPE

At 3rd level you gain an Infiltrator Archetype. Your archetype choice grants you features at 3rd level, and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SLEEPER HOLD

Starting at 5th level, you can make a special grapple attack against an unaware opponent. Using both hands, you wrap your arms around your target's neck, constricting their air supply. Make an unarmed attack against an unaware or surprised target. If you hit, you restrain your target and they suffer the Unconscious condition for 1d4 minutes. If you miss, your target suffers the Grappled condition instead.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an explosion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. If you take no damage in this way, the GM determines if any other outcomes of the area effect are applied.

THE INFILTRATOR

Level	Proficiency Bonus	Sneak Attack	Class Features
1st	+2	1d6	Expertise, Sneak Attack
2nd	+2	1d6	Night Eyes, Quick Reflexes
3rd	+2	2d6	Infiltrator Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Sleeper Hold
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Infiltrator Archetype Feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Infiltrator Archetype Feature
14th	+5	7d6	Situational Awareness
15th	+5	8d6	Mental Fortitude
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Infiltrator Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Specter

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

SITUATIONAL AWARENESS

Starting at 14th level, when you are already aware of an enemy target within line of sight and you are able to hear, you maintain awareness of the location of that character while they are within 30 feet of you. If they make a successful Hide action, or move more than 30 feet away from you, you lose them.

MENTAL FORTITUDE

By 15th level, you have acquired greater mental strength and fortitude. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

SPECTER

When you reach 20th level, providing you are not within any enemy's line of sight, you can automatically become hidden again as a bonus action. You will remain hidden so long as you adhere to the detection rules outlined in Surprise and Detection (p147).

INFILTRATOR ARCHETYPES

Infiltration is a key part of espionage and intelligence operations, but its specialists are revered and highly sought after by agencies across the globe. Assassins take contracts from those who want to see a target dead and leave no trace; Thieves pride themselves on being able to get in, and out, of anywhere, all the while securing prized objects; Ghosts are paramount observers and information gatherers, able to use their hacking and stealth in equal parts to get into secure systems and areas.

ASSASSIN

Assassins come from a darker side of spy work. When all else fails targets may have to be eliminated with subtlety and skill. These agents are hardened stealth killers, able to infiltrate seemingly impregnable bolt holes and fortresses to take out the target with any means necessary. Some are so honed in their skills that the deed may not be discovered for hours afterwards - the primary is down, often with two neat holes in the chest and one in the head.

QUICK TO ACTION

Starting at 3rd level, when you choose this archetype, you add your proficiency bonus to Dexterity checks to determine your place in the initiative order. In addition, you have advantage on any attack you make during a surprise round, and can make a reaction even if you are surprised.

DUAL PISTOLS

Starting at 3rd level, when you choose this archetype, you may add your proficiency and Dexterity modifiers to the attack and damage rolls when you use a bonus action to make a ranged attack with a light pistol in your off-hand.

ASSASSIN'S MARK

Starting at 9th level, you can mark someone for assassination. As an action, you can designate a character within line of sight as your mark. Attacks targeting this character always have advantage, and score a critical hit on a 19-20. You may mark a different character as an action, and the mark lasts until the end of your next short or long rest.

EXTRA ATTACK

Beginning at 13th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you make the Attack action against an unaware opponent, both of these attacks have advantage.

ASSASSINATION

Beginning at 17th level, the focus on your mark is deadly. When you hit your assassin's mark with a sneak attack, you deal maximum damage with that attack, instead of rolling damage. Once you use this feature, you cannot use it again until you have completed a short or long rest.

THIEF

You hone your skills in the larcenous arts. Burglars, pickpockets, and kleptomaniacs all follow this archetype—those individuals who love the thrill of a heist and acquiring goods that are closely guarded.

FAST HANDS

Starting at 3rd level, you can use a bonus action to make a Dexterity (Sleight of Hand) check, using your thieves' tools to disarm a trap, open a lock, or take the Use an Object action.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal. Climbing no longer costs you extra movement, and in addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

ESCAPIST

Starting at 9th level, you can slip bonds and others' grasps with speed and grace. You can attempt to escape from the Grappled or Restrained condition as a bonus action. In addition, you have advantage on Dexterity checks to escape physical restraints such as handcuffs, cable ties, or rope.

WITHOUT A TRACE

Starting at 13th level, whenever you use a tool to tamper with a trap, item, or any software, the DC to detect any work you do is equal to your Dexterity (Stealth) score. In addition, you leave no evidence of your presence while you are hidden.

THIEF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You cannot use this feature if you are surprised.

GHOST

Ghosts represent thieves and infiltrators who utilize technology and exploit vulnerable locations through hacking. They have some skill at bypassing digital security, and are able to use the gadgets they choose with great effect. Without leaving a trace, their gear and hacking abilities afford them access to the most secure locations on the planet, and lets them fool opponents and neutralize threats between them and their prize.

SYSTEM INTRUSION

Starting at 3rd level, when you choose this archetype, you gain the ability to make the Attack and Bypass hacking actions. You always add your proficiency bonus to hacking actions.

You use your Intelligence whenever a hacking tool refers to your hacking ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a hacking tool you install and when making an attack roll with one.

Hacking save DC = 8 + your proficiency bonus + your Intelligence modifier

Hacking attack modifier = your proficiency bonus + your Intelligence modifier

When you make a hacking attack, you do not add your Intelligence modifier to the damage.

Attack. You can make an attack targeting operating systems or firewalls manually, against their AC and hit points. Attacking software follows the rules outlined in Using Hacking Tools. All hacking attacks deal coding damage. Making an attack using this hacking action deals 1d4 coding damage.

Bypass. When faced with a protected operating system or password protected software you can use the Bypass action in an attempt to circumvent that security and gain access to the targeted device. The DC varies, based on the complexity of the software or firewalls installed.

In addition, you gain a personal device—a laptop or tablet—that you can use to hack other devices and install hacking tools you purchase onto.

STEALTHY DEPLOYMENT

Starting at 3rd level, whenever you use a gadget as an action you can spend your bonus action to make a Dexterity (Stealth) check to disguise or silently deploy it, against the passive Perception scores of those around you with line of sight to the gadget. If you are already hidden when you use this feature, the Dexterity (Stealth) check has advantage.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

INCISIVE HACK

From 13th level, your hacking damage becomes much more potent. The damage from your hacking Attack action becomes 2d6, and you add 1d6 bonus damage to any damaging effect from a hacking tool.

UNDETECTABLE GEAR

From 17th level, whenever you requisition gadgets at the beginning of a mission, you can decide to miniaturize or disguise the gadget for free. In addition, any gadget you decide to disguise in this way retains its normal function, and any miniaturized gadget smaller than your hand, on your person, is impossible to find by a Wisdom (Perception) check or anyone frisking/searching you.

THE MARTIAL ARTIST

All four men are ready, guns trained on the armored hatchway. A ringing starts-dull, sonorous, thumping impacts. It sounds like someone ringing a bell by hitting it. Thud, ring. Thud, ring. One woman, they said. It's only one woman. Thud, ring. It's unbelievable. The hatchway is starting to buckle. Thud, ring. Thud, ring. One man bolts, running deeper into the complex. Thud, ring. Another follows. The hatch is caving in, and fist marks are visible in the metal. Thud, ring. The third man sobs and collapses into a ball. Thud, ring. The hatch smashed open, and she stands haloed in the desert sun. The last man drops his gun and falls to his knees in terror...

The wind is strong this high up the mountain, even with the concrete bulk of the facility so close by. Here on the exposed helipad the spinning rotor blades kick up the snow and ice making it even harder to move. But they caught him, and 'The First Man' is ready to be transported. He is a dangerous agent, but Karlov has a gun to his back and his men all around. 'Tell me' says the agent as they approach the chopper. 'Tell me, what's your favourite color?' Karlov is confused for a second-it's all the time the agent needs. Seconds later his men are dead, and Karlov's gun is pointed at his own head...

The exchange is going as planned. Bright lights and noise echo down the back alley. Soon the placement of all chinese agents will be in the hands of the Triad. A curt bow between the two men is enough. One holds out an attaché case. The other does the same, the cases identical. Suddenly a heap of garbage and boxes erupts next to them. A blur vaults from one wall of the alley to the other, somersaulting over the two bewildered agents. In the blink of an eye the cases are gone, and the only evidence left is a swirl of rubbish on the breeze...

Martial Artists are masters of their body and their surroundings. They employ a variety of close combat moves to hit hard and deliver accurate strikes in ways that baffle most onlookers. They are deadly close quarters fighters and draw from a range of techniques to disarm, disable and destroy any threats.

MARTIAL PROWESS

All Martial Artists are built to peak physical prowess and control. In any martial school of training power is nothing without control, and precision is nothing without the force to inflict damage. The balance of both is equal parts mental fortitude and physical attainment that can disarm enemies, stun them, and inflict a flurry of blows so devastating that armor and toughness are no match for them. The exact details of the martial training depends on the school of martial arts that the agent practises.



THE MARTIAL ARTISTS

Level	Proficiency Bonus	Martial Arts	Qi Points	Unarmored Movement	Class Features
1st	+2	1d6	-	-	Unarmed Defense, Martial Arts
2nd	+2	1d6	2	+10 ft.	Qi, Unarmored Movement
3rd	+2	1d6	3	+10 ft.	Martial Tradition, Bulletproof Monk
4th	+2	1d6	4	+10 ft.	Ability Score Improvement, Disarming Strike
5th	+3	1d8	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d8	6	+15 ft.	Qi-Powered Strikes
7th	+3	1d8	7	+15 ft.	Evasion, Stillness of Mind
8th	+3	1d8	8	+15 ft.	Ability Score Improvement
9th	+4	1d8	9	+15 ft.	Martial Tradition Feature
10th	+4	1d8	10	+20 ft.	Purity of Body
11th	+4	1d10	11	+20 ft.	Martial Tradition Feature
12th	+4	1d10	12	+20 ft.	Ability Score Improvement
13th	+5	1d10	13	+20 ft.	Scrupulous Insight
14th	+5	1d10	14	+25 ft.	Focused Awareness
15th	+5	1d10	15	+25 ft.	Tireless Body
16th	+5	1d10	16	+25 ft.	Ability Score Improvement
17th	+6	1d12	17	+25 ft.	Martial Tradition Feature
18th	+6	1d12	18	+30 ft.	Empty Body
19th	+6	1d12	19	+30 ft.	Ability Score Improvement
20th	+6	1d12	20	+30 ft.	Perfect Self

Shaolin Kung fu is one of the oldest forms in existence, derived from ancient Chinese beginnings. It focuses on finessing the mind and body to move as one, employing blistering speed to disable opponents with fist or staff, and shrugging off injuries that would fell lesser agents. They can move like water when needed, flowing around attacks with almost preternatural speed before returning a knockout blow.

Krav Maga is more earthly in its origins and practicality, but no less deadly for it. The discipline is constantly changing and adapting to incorporate new moves and refining old ones, and focuses on real-world combat and efficiency. Anticipating moves, striking in response with deadly precision is always the aim in this tradition which was created to be a front line combat technique.

Ninjutsu focuses on the hidden and the shown, on guerrilla tactics and choosing the perfect time to strike. Withdrawing from a fight to attack again with highly accurate strikes is built into the tradition; choose the right moment, exploit the weakness you create and stab for the killing blow.

CREATING A MARTIAL ARTIST

This class is a close combat specialist, most deadly when up close and personal. The emphasis for them is controlled damage at close range where their speed and damage can rapidly devastate a target. They are firm favourites for players who like speed and aggression in CQB, as well as more action-movie style agents where the heroes get up close and personal with the enemy.

Strength is the most obvious route for this class, however Dexterity is also a very good choice due to their 'Unarmed Defense' and 'Martial Arts' rules. This also helps with Stealth - a good choice so that characters can get closer to the enemy and throw the first punch. Insight, Perception and Survival benefit from higher Wisdom scores as well, and work with the classic Martial Artist tropes (depending on the background you want your character to have).

CLASS FEATURES

As a Martial Artist, you gain the following class features:

HIT POINTS

Hit Die: 1d10 per Martial Artist level.

Hit points at first level: 10 + your Constitution modifier

Hit points at higher levels: 1d10 (or 6) + your Constitution modifier per Martial Artist level after the first.

PROFICIENCIES

Armor: Light armor

Ranged: Simple ranged weapons

Melee: Simple and traditional melee weapons

Tools: Choose any one type of tools

Vehicles: Choose any one of either motorcycles or cars

Saving Throws: Strength, Dexterity

Skills: Choose any two from Acrobatics, Athletics, Infiltration, Insight, or Stealth

EQUIPMENT

You start with the following equipment, in addition to any equipment granted to you by your background. Choose (a) or (b) from each bullet point:

- (a) a traditional melee weapon or (b) a traditional ranged weapon
- (a) an infiltrators pack or (b) a wilderness pack

UNARMED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and any melee weapons that don't have the two-handed property.

You gain the following benefits while you are unarmed or wielding any traditional melee weapons AND not wearing armor or wielding a shield:

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and traditional melee weapons.

You can roll a d6 in place of the normal damage of your unarmed strike or a traditional melee weapon as described above. This dice changes as you gain Martial Artist levels, as shown in the Martial Arts column of the Martial Artist table.

When you use the Attack action with an unarmed strike or a traditional melee weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a katana, you can also make an unarmed strike as a bonus action, as long as you haven't already taken a bonus action already this turn.

QI

Starting at 2nd level, your training allows you to harness the energy of qi, the underlying metaphysical energy or 'life force' in some Asian martial arts traditions. Your access to this energy is represented by a number of qi points. Your Martial Artist level determines the number of points you have, as shown in the Qi Points column of the Martial Artist table.

You can spend these points on various qi features at the costs detailed in each feature. At 2nd level you know three qi features: Flurry of Blows, and Patient Defense. You learn more qi features as you gain levels in this class. When you spend a qi point, it is unavailable until you finish either a short or long rest, at the end of which your qi replenishes.

Some of your qi features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Qi save DC = 8 + your proficiency bonus + your Wisdom modifier

- **Flurry of Blows.** Immediately after you take the Attack action on your turn, you can spend 1 qi point to make two unarmed strikes as a bonus action.
- **Patient Defense.** You can spend 1 qi point to take the Dodge action as a bonus action on your turn.
- **Step of the Wind.** You can spend 1 qi point to take the Disengage or Dash action as a bonus action in your turn, and your jump distance is doubled for the turn.

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain Martial Artist levels, as shown in the Martial Artist table. At 9th level, you gain the ability to move a quarter your speed along vertical surfaces, on your turn, without falling during the move. If you do not end your move on a horizontal surface you can balance on, you fall.

MARTIAL TRADITION

When you reach 3rd level, you commit yourself to a martial tradition. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

BULLETPROOF MONK

Starting at 3rd level, you can use your reaction to attempt to dodge ballistic ranged attacks, or catch simple ranged missiles (such as arrows or thrown weapons) when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Martial Artist level.

If you reduce the damage to 0, you can catch any simple missile if it is small enough for you to hold in one hand and you have at least one hand free—but not ballistic ammunition. If you catch a missile in this way, you can spend 1 qi point to make a ranged attack with the weapon or missile you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, with a range of 20 feet.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DISARMING STRIKE

Beginning at 4th level, you can disarm opponents and take a weapon they are wielding (not counting holstered weapons, any they are carrying or directly attached to). As an attack, you can make a Strength (Athletics) or a Dexterity (Acrobatics) check contested by an opponent's Strength (Athletics) or a Dexterity (Acrobatics) check. If you succeed, you take one weapon they are holding. You may spend 1 qi to immediately make an attack with that weapon, as a bonus action.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE

Starting at 5th level, you can strike nerve points on an opponent's body. When you hit another target with a melee weapon attack, you can spend 1 qi point to attempt a stunning strike. The target must succeed on a DC10 Constitution saving throw or be stunned until the end of your next turn.

QI-POWERED STRIKES

Starting at 6th level, your unarmed strikes ignore resistance to bludgeoning damage.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as an explosion or grenade blast. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STILLNESS OF MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be frightened or stunned.

PURITY OF BODY

At 10th level, your mastery of the qi flowing through you makes you more resilient to disease and poison. You have advantage on any saving throws against poison, disease, or toxins.

SCRUPULOUS INSIGHT

Starting at 13th level, you have advantage on all Wisdom (Insight) checks to determine if someone (friend or foe) intends you harm. Those who you have read with a successful Wisdom (Insight) check cannot surprise you in combat, until you have completed a long rest.

FOCUSED AWARENESS

Beginning at 14th level, your mastery of qi grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 qi point to re-roll it. You must take the second result.

TIRELESS BODY

At 15th level, you gain a second use of the Second Wind action during combat, and may spend qi in the place of hit dice, rolling your Martial Arts dice as opposed to your hit die.

EMPTY BODY

Beginning at 18th level, you can use your action to spend 8 qi points to stabilize yourself while dying.

PERFECT SELF

At 20th level, when you roll for initiative and have no qi points remaining, you regain 4 qi points.

MARTIAL TRADITIONS

Martial arts have an incredibly diverse history throughout the warfare practices of history, including the kung fu techniques throughout Asia, the historic European martial arts practiced by modern hobbyists, and the modern techniques in constant development in the world's security and fighting forces today. Martial arts here are broken into those two broad categories: traditional and modern—the former deriving its techniques from a tradition and rich history, while the latter is developed from a range of techniques and refined into a practical and efficient methodology.

SHAOLIN

The Shaolin temple in China is a long standing monastery of Buddhism that for centuries has housed a tradition of warrior monks that practice Shaolin kung fu, one of the most renowned styles around the world. The discipline of Shaolin martial arts combines the philosophies of Chan Buddhism with Quan, the martial arts techniques they practice—with a deep focus on combining the two as a form of meditation and defense. The style itself combines dynamic, athletic, open hand techniques with staff and spear weapon use.

FIVE TIGERS INTERCEPTION STYLE

Starting at 3rd level, when you choose this tradition, you gain proficiency with a staff, and can apply the Martial Arts class feature to it, regardless of its two handed property. Whenever you hit a living target with an attack using an unarmed strike or staff, you may spend a qi point to impose one of the following effects on that human target:

- They must succeed on a Dexterity saving throw or be knocked prone.
- They must make a Strength saving throw. If they fail, you can push them up to 15 feet away from you.
- They can't take reactions until the end of your next turn.

WHOLENESS OF BODY

At 9th level, you can draw on qi reserves in the body to stay in the fight. As an action, when you are below half your maximum hit points, you can gain temporary hit points equal to twice your Martial Artist level. You must finish a long rest before you can use this feature again.

QI POWERED STAFF

From 11th level, you can spend qi points when you attack with a staff. Each qi spent adds a Martial Arts die to the damage roll (as shown on the Martial Artist table). If this damage is more than double the attack's normal maximum damage, the GM may declare the staff is broken.

DRUNKEN BOXING

From 17th level, you can channel your flow of qi like water, for unconventional, deceptive movements and postures. If you spend 1 qi, as a reaction, you can make a contested Dexterity (Acrobatics) check in response to an attack to avoid the attack. If you win the contested roll, you take no damage, and can spend 1 additional qi to move 10 feet without provoking an opportunity attack. If you fail the contested roll you take half damage instead.

KRAV MAGA

Rather than a tradition of fighting, Krav Maga is a modern school of fighting techniques for militaries across the world. Originating from Israel, it focuses on real-world close combat scenarios and fighting techniques to end a fight as quickly as possible. Known for its evolving techniques, it is a simple and practical training for efficient strikes and holds.

ESCAPE HOLD

At 3rd level, when you choose this tradition, if grappled or restrained by an opponent you can escape by making an Attack action with an unarmed strike. If you cause damage to your opponent, you may spend 1 qi to also escape their grasp, removing the grapple or restrained condition.

COUNTERSTRIKE

At 9th level, when an opponent fails an attack roll targeting you with a melee weapon, you may spend 1 qi to make an unarmed strike attack as a reaction, with a +2 bonus to the damage roll.

TARGET WEAK POINTS

From 11th level, you can target the weak points of your targets. Whenever you hit a human enemy with an unarmed strike or melee weapon, you can impose one of the following effects on that target, until the end of their next turn:

- Blinded
- Incapacitated

DEADLY PALM STRIKE

At 17th level, you gain the ability to make a lethal unarmed strike. When you hit a human target with an unarmed strike, you can spend 4 ki points and the target must make a DC10 Constitution saving throw. If they fail, they are reduced to 0 hit points. If they succeed, they take 10d10 bludgeoning damage.

NINJUTSU

The practical espionage techniques of feudal Japan are shrouded in modern myth; conflicting historical accounts and Western fictional depiction blur the legends with reality. What can be said with certainty is that ninjas—also called shinobi—were Japanese espionage experts, practicing a lifestyle of martial arts, asymmetric tactics, and covert techniques. Modern schools of ninjutsu teach parts of an extensive array of martial arts techniques, concentrating on self-defense.

KENJUTSU

At 3rd level, when you choose this tradition, you are a student of the art of the sword. You gain a +2 bonus to attack rolls with a katana, and use a katana as a finesse weapon (see *Sword* p73). In addition, with a critical hit, you slice through an opponent and make a damage roll to another enemy within your reach, using the weapon's base damage dice without the Strength or Dexterity bonus.

SHINOBI-IRI

From 9th level, you no longer need to make Dexterity (Stealth) checks while moving when an enemy could hear you but cannot see you. If you were hidden from this enemy before you moved, you remain hidden no matter how far you move, providing they do not spot you.

SPIRITUAL REFINEMENT

From 11th level, as an action you can spend 2 qi points to end one of the following conditions affecting you:

- Blinded
- Deafened
- Frightened
- Stunned

In addition, you gain the ability to see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

SMOKE ESCAPE

From 17th level, you are equipped with 3 traditional torinoko—smoke bombs—at the beginning of every mission. As an action, you can throw a smoke bomb with a range of 20/50 feet that explodes with a loud snap and obscures an area in a 10-foot radius from its point of impact. The area inside the blast radius is heavily obscured until the end of 1d4 rounds.



THE MEDIC

'Man down, man down!' He hadn't seen the shot. Everything spins, everything is slow, the world leaks into his vision. The runway tarmac comes up to meet him like he is still and the rough ground is moving. Everything is trapped in tar, everything is wet, it drips. But not tar; Red, like red water. Face down, he breathes in tarmac as if it will save him. Then speed. Movement. Light. He is face up. The blue sky flecked with red. A face appears in the sky. No. Closer. Above his. Kind. Kindly. Rough, old. Seasoned. But kind. 'I've got you son'...

'What's your poison?', the bartender says. Alfons pays him little mind; he is scoping the scene for the kill. The witness has seen too much, and Alfons has a knife ready for her. Euros clink off the bar as his drink turns up. He barely looks at it as he sips, blending in for the moment. She'll be here soon. The drink is good, but slightly bitter in the aftertaste.

'Had one too many' quips the bartender, wiping up after the spilled drink and any traces of the tranquiliser with it. Alfons' head lolls on the bar...

The world is made of bright glowing yellow. Anything that isn't is stark white with large red hazmat signs on it. The entire scene has been cordoned off, the third block in Chicago to be attacked this month. From the control room in D.C. the satellite feed is clear. A lone figure in a yellow hazard suit moves forward to the shrivelled corpse. The agent takes a sample, standing from their work. A sad smile plays across their face. They are confident that this will be the last piece of the puzzle...

Medic agents cover all careers from field surgeons to biochem experts and everything in between. They are well trained in their area of expertise, with still hands and calm demeanors when needed. This reserve is needed given the damage and danger they face in their work - some even going on missions with no offensive weaponry at all, only their wits and desire to make sure the team get through alive.

MEDICAL EXPERTISE

Medics from all backgrounds have a solid understanding of the human body and how to keep it in top condition. This may not extend to themselves (some agents have more of a 'do as I say, not as I do' mentality), and few medic agents have taken the hippocratic oath; those that have have a very loose interpretation of it. With that said, they are dedicated members of the team, and there are no group of people more important if the mission goes 'loud'.



The step up from standard medical training is a fully trained Doctor. They can diagnose and treat injuries in the team more quickly and with better long term results, and are adept at speedy healing of seemingly long term injuries. Blinding with grenades, stunning with flashbangs and going from unconscious to combat able (if not full capability) are well within their training. If things get even worse they are able to operate with incredible skill - or put their knowledge of human anatomy to more deadly use should the enemy get too close.

Biochemists tread a fine line between saviour and destroyer. Thankfully, all agency personnel are rigorously tested for megalomaniacal tendencies before acceptance. This is just as well in the case of biochemists as they are capable of incredible good or harm with a few changes to the makeup of a virus or poison. They can find cures to all but the most insidious hazards, even tracing the origins of these threats back to their perpetrators. They can also deploy (in limited circumstances) targeted strains themselves, able to deploy toxins and nerve agents against enemies to full and devastating effect. Only when authorised, of course.

The Combat Medic is the boots on the ground, dive in and triage as needed lifesaver. They may have less specific medical knowledge than a doctor and be less comfortable around viruses than a biochemist, but they are shell hole heroes. Combat medics have nerves of steel, dodging incoming fire to be on the spot as soon as trouble starts. Many are even more taciturn than their hospital dwelling cousins, having seen up close the damage that can be done and that the team can do. Most even have a 'rifleman first, everything else second' attitude, and can be more soldier than healer if needed.

CREATING A MEDIC

Medics are key characters for many teams. In a world where bullets can fly seconds after everything seems calm and ordered, having someone able to patch up damage and keep team members alive is the difference between the entire mission failing or pulling off an action-movie finale. Medics are also important for investigating and true spy work; forensic analysis of an area and suspected enemy agents or curing deployed terrorist bioweapons are all in their wheelhouse.

Wisdom is the main stat that Medics use, not only for Wisdom (Medicine) checks but also for Insight and Perception. Intelligence and Charisma are also good skills for a Medic as they influence planning and investigation (as well as for good bedside manner). This isn't just good for roleplay; informants and foes will often let things slip to a friendly doctor that otherwise might not come to light.

THE MEDIC

Level	Proficiency Bonus	Class Features
1st	+2	First Aid, Diagnosis
2nd	+2	Vital Points
3rd	+2	Medical Specialization
4th	+2	Ability Score Improvement
5th	+3	Resuscitation
6th	+3	Vigilance, First Aid Improvement
7th	+3	Stabilizer
8th	+3	Ability Score Improvement
9th	+4	Medical Specialization Feature
10th	+4	Vital Points Improvement
11th	+4	First Aid Improvement
12th	+4	Ability Score Improvement
13th	+5	Medical Specialization Feature, First Aid Improvement
14th	+5	Frontier Medic
15th	+5	Vital Points Improvement
16th	+5	Ability Score Improvement
17th	+6	Medical Specialization Feature, First Aid Improvement
18th	+6	Aura of Courage
19th	+6	Ability Score Improvement
20th	+6	Life Saver

CLASS FEATURES

As a Medic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Medic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Medic level after 1st

PROFICIENCIES

Armor: Light and medium armor

Ranged: Simple ranged weapons

Melee: Simple melee weapons

Tools: First aid kit. Choose either forensic kit, or surgeon's tools

Vehicles: Cars

Saving Throws: Intelligence, Wisdom

Skills: Choose three skills from: Athletics, Infiltration, Infotech, Medicine, Persuasion, or Survival

You start with the following equipment in addition to any equipment granted to you by your background. Choose (a), (b), or (c) from each bullet point:

- (a) a submachine gun or (b) a light pistol and a knife
- (a) an undercover vest or (b) a stab vest
- (a) an investigation pack, (b) a medical pack, or (c) forensic tools
- A first aid kit

FIRST AID

Beginning at 1st level, you can tend to your wounded allies during a short rest. If you or one other friendly agent regains hit points at the end of the short rest by spending one or more Hit Dice or using medical supplies, you can grant them an extra 1d6 hit points, up to their hit point maximum. The extra hit points increase when you reach certain levels in this class: to 2d6 at 6th level, to 3d6 at 11th level, 4d6 at 13th level, and 5d6 at 17th level.

DIAGNOSIS

At 1st level, you can use your diagnostic skills and medical knowledge to determine vital information about a patient or a deceased individual.

You can:

- Diagnose a disease someone has contracted, and identify how long it has been affecting them as well as any lasting issues.
- Clearly recognize wounds, their cause, and the cause of death of a person provided you have the time to examine them.
- Identify poisons or toxins, depending on the traceability of the toxin.

Once diagnosed, you have advantage on Wisdom (Medicine) checks to treat infections, injuries, and toxins afflicting your patients.

VITAL POINTS

From 2nd level, your knowledge of the human body allows you to exploit its vulnerable points. If you attack a living thing using Dexterity with a weapon with the Finesse quality, you may add 1d6 bonus damage to the damage roll. That bonus increases to 1d8 at 10th level, and 1d12 at 15th level.

MEDICAL SPECIALIZATION

At 3rd level, you choose a medical specialization that you practice. Your specialization choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

RESUSCITATION

From 5th level, you gain the ability to resuscitate a deceased character with CPR. If the patient has been dead for less than 6 minutes, you can make a Wisdom (Medicine) check with a DC of 20. If you succeed, they are brought back to life, with 0 HP, but are not stable and must begin making death saving throws once more.

VIGILANCE

From 6th level, when a character you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. In addition, when a character you can see attacks a target other than you, and you can communicate with the target, and uses an attack with the blast quality, you can use your reaction to grant them advantage on their Dexterity saving throw to avoid the blast, and if they succeed they take no damage.

STABILIZER

From 7th level, when you are using a first aid kit, you do not need to make a Wisdom (Medicine) check to stabilize other characters. In addition, when you stabilize a character you grant it temporary hit points equal to half your Medic level (rounded down). These temporary hit points do not bring the character back to consciousness, but protect them from attacks and absorb damage as normal.

FRONTIER MEDIC

From 14th level, you suffer no disadvantage, or are stopped from providing first aid to a character, because you do not have medical equipment, provided you have access to basic materials like cloth, water and splint-making materials.

AURA OF COURAGE

At 18th level, you and your allies within 30 feet of you can't be frightened while you are able to communicate with them.

LIFE SAVER

Starting at 20th level, when you would normally roll one or more dice to restore hit points with medical equipment, you instead use the highest result possible for each die. For example, instead of restoring 2d6 hit points to a character, you restore 12.

MEDICAL SPECIALIZATIONS

While many medical practitioners specialize in a particular field, concentrating on one system of the body, for the intelligence community two branches dominate—doctors capable of rapid diagnosis and treatment, and chemistry specializing in agents and toxins.

DOCTOR

Doctors are the beating heart of medical work, people across the world who study and practice the difficult science of healing others against indiscriminate viruses, injury, and life-threatening diseases. They are experts in the body's biology, and perform life-saving feats on a daily basis.

TRIAGE UNDER FIRE

From 3rd level, when you choose this specialization, you can use a first aid kit on a person you have treated or stabilized in order to heal 2d6 + 2 hit points, or you can remove one of the following conditions:

- Blinded
- Deafened
- Stunned
- Unconscious

The first aid kit counts as expended (destroyed) after use.

PROCUREMENT SPECIALIST

From 9th level, whenever you purchase or requisition a medical device, item, or substance, you are provided with 1 additional use, shot, or charge of that equipment. In addition, whenever you purchase or requisition a medical procedure, you are provided with the tools to complete the procedure yourself, in the field, instead of being limited to circumstances of its process.

FINDING THE CURE

From 13th level, you halve the time it takes to synthesize a known cure for a disease, poison, or nerve agent, and any patient you treat for an ongoing condition or disease recovers at double the normal rate (halving the time until recovery).

BEACON OF HOPE

From 17th level, you can choose any number of people you have healed during a short rest. Until the beginning of your next short rest, each human character you have treated has advantage on saving throws and death saving throws, and regain the maximum number of hit points possible from any healing they receive.

BIOCHEMIST

Dealing with silent, chemical killers—neural agents and poisonous toxins—biochemists are experts in their composition and effectiveness. Heroes and potential villains, they can both identify and neutralize harmful chemical compounds, and mix deadly cocktails of poisons and toxins. They also excel at analysing chemicals and bodies for biological evidence, from DNA and medical clues to criminal forensics and toxicology.

CHEMISTRY

From 3rd level, when you choose this specialization, you can create chemical compounds that affect the biology of humans and other animals, and can better evaluate forensic evidence. Your proficiency bonus is doubled when using forensic tools.

In addition, given the right tools and components outlined in Standard Equipment (p68), you can create medicines, toxins and poisons, nerve agents, and other chemicals that affect the biological processes in living things, at the discretion of the GM. Any substances you create have as many doses as you can make from the ingredients available.

You can synthesize any standard substance, and any caliber-1 and caliber-2 substances. You can create substances of higher calibers as you gain levels in this class. From 8th level you can synthesize caliber-3 substances, from 12th level in this class you can synthesize caliber-4 substances, and from 16th level you can synthesize caliber-5 substances.

CONTROLLED METABOLISM

From 9th level, from your medical knowledge of toxins and nerve agents, you are better equipped to deal with them when you are a target. You add your proficiency bonus to Constitution saving throws against toxins, poisons, and other chemical agents. As a bonus action, you can grant one ally that you can clearly communicate with advantage on their next Constitution saving throw against chemical agents.

VIRULENT STRAIN

Starting at 13th level, chemical agents you produce are purer and more virile than their manufactured counterparts. When you create a toxin or nerve agent, you can decide to either double its duration, or increase the DC of the saving throw to resist its effects by 5. In addition your toxins linger on your targets for longer, eventually infecting them even if they are not

effective at first. Until the end of combat, each time a target that succeeded their saving throw against a toxin you used takes damage from a different source, they must make another saving throw against your toxin's effects.

FORENSIC GENIUS

At 17th level, you are the premier expert in forensic medicine, applying your knowledge of biology and chemistry to examination and investigation of scenes, analyzing DNA, chemical traces, and other evidence of activity. When you are presented with a scene you wish to investigate, you are immediately aware of obvious evidence of the activity you are looking for: directions of blood splatter, tire marks, and other visible evidence. Your proficiency is doubled for any Wisdom (Medicine) or Intelligence (Espionage) check you make handling the evidence you find, and you may decide to re-roll one of these checks, once, while you are at the forensic scene. You may not re-roll such checks again until you have completed a short or long rest.

COMBAT MEDIC

Combat Medics are in the thick of any fight. In many cases they start life in the military with some medical training which they build upon before being thrust into combat. They are half combat veteran, half doctor, but completely dedicated to their team or squad, charging into danger to administer aid.

FIGHTING STYLE

At 3rd level, when you choose this specialization, you adopt a particular style of fighting as your specialty. Choose one of the following options. You may not choose a Fighting Style option more than once, even if you get to choose again later. In addition, you gain a proficiency with medium and heavy armor, and military ranged weapons.

- **CQC.** You gain a +2 bonus to attack rolls you make with unarmed or melee weapons. In addition, you can attempt to disarm an opponent while you are restraining them as a bonus action.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Marksmanship.** You do not suffer disadvantage from attacking at long range with a ranged weapon.
- **Traditional.** You gain a +1 bonus to damage rolls you make with simple and traditional melee weapons, bows, crossbows, and improvised ranged weapons.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

COMBAT THERAPY

From 9th level, you can rally your allies. You may make a Wisdom (Medicine) check to remove either the Frightened, Petrified, or Stunned conditions. The DC varies, based on the DC of the saving throw that caused the effect or determined by the gamemaster. You must be within reach of the person, and they must be able to hear you.

EXTRA ATTACK

Beginning at 13th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 18th level in this class.

TRIAGE

From 17th level, you can push yourself to get to a downed agent. If you make the Dash action to within reach of a dying character, you can attempt to stabilize that character as a bonus action.

THE RANGER

They walk into the centre of Ouadane. Light wind tugs at the sand and girt etched into their skin. The tattered backpack shows signs of animal attack and years of wear and tear. The sun is at its zenith, burning down onto the Mauritanian sands. They don't seem to notice. They walk into the local 'campsite' - little more than a tent for drinks and latrine trench. The owner rouses himself, shocked that anyone is here at this time. He starts even more when he sees this person, their kit is riddled with holes - including their canteen, clearly dry for days... 'One cup of tea, please' they say, in clipped British tones...

The damp sand erupts in front of him, the blade coming for his chest. It's impossible. His minions checked the beach yesterday. It's been high tide since then. This is the perfect place to inspect the new submarine from land, so they were rigorous. Nothing could have escaped notice. As the knife plunges in, his final thoughts are of wonder. The agent would have to have been hidden for days...

He was top rated in his class. He is tougher than any of his classmates. He got the highest marksmanship score his instructors had ever seen. He's the best of the best. And he's freezing his ass off in the deep snow. Code name: Express hugs his triple-insulated jacket closer to him, almost too cold to fold up the wingsuit. An inquisitive growl behind him makes him spin round. A full dog team looks at him, heads cocked. 'Anytime you're ready' comes a hard Belarussian voice from his contact astride the sled, a light jacket and goggles making it look like she's on holiday in the alps...

Rangers are some of the toughest agents around. They use their training and talent in field and environmental settings to become experts in survival and their surroundings. Rugged individuals, Rangers intuitively blend with their environs use natural defenses and settings for hit and run attacks and stealthy infiltration. They attack from impossible areas that the enemy would never think traversable and map out routes for the team through seemingly impenetrable terrain.

MASTERS OF TERRAIN

Rangers are constant explorers. They map and travel their favoured habitats to get a sense of any danger or opportunity that might present itself. Their toughness and resolve also makes them incredibly dangerous in close quarters, either with melee weapons or hardy firearms. Rangers are resilient and resourceful and are a solid core of any team of agents.



For the most part Rangers break into three groups: Guerrilla Fighters, Survivalists and Dog Handlers. Guerrilla Fighters have training in sabotage and local underground-agent networks. They can utilise any slight unrest in a region for the good of the mission, planning ambushes with their knowledge of the terrain and local support or staging attacks on enemy installations as key mission objectives.

Survivalists tend to be more internalised in their preparations. They focus on personal toughness and grit, enabling them to take huge amounts of damage and keep going. Survivalists can absorb the worst that an area can throw at them and keep coming back for more, even building immunity to local poisons and toxins and pushing their bodies beyond the limits of even the most well trained agent.

Dog Handlers meld the skills of a highly trained agent with the abilities of a loyal canine companion. This gives the agent a combination attack dog and investigative partner; these dogs are able to rapidly put down threats on command or search out buried evidence or substances. Typically German Shepards, the actual animal involved depends on the agent. Some will focus on the combat efficiency of a rottweiler or husky, while others opt for jack russell or beagle breeds for search and chase operations. One highly successful agent even chose a corgi, using the element of surprise to disable three foes in one attack. No matter the combination, the synthesis of ranger handler and trained dog makes a formidable addition to the team.

CREATING A RANGER

Rangers are the local experts, cutting through the jungle path with a machete or leading the way up and over a mountain pass. They tend to rely on technology less than the rest of a spy team, and what they do use will be rugged 4x4 vehicles or hardy helicopters. Rangers are hugely assets as many threats are not based in urban, high tech skyscrapers but in secret bases in far-flung locals. Even in the city, the ranger's toughness and damage output means they shouldn't be discounted.

Rangers rely on Constitution to tough out damage and Wisdom for their survival skill. They also have bonuses for vehicles and improvised explosives, so Intelligence will help with Intelligence (Mechanics) checks and to keep their (often rusty) transports going. Depending on their fighting styles players should also consider Strength or Dexterity to help with accuracy and damage in combat.

THE RANGER

Level	Proficiency Bonus	Class Features
1st	+2	Natural Explorer, Danger Sense
2nd	+2	Fighting Style, Connected
3rd	+2	Ranger Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Danger Sense Improvement, Natural Explorer Improvement
7th	+3	Ranger Archetype Feature
8th	+3	Ability Score Improvement, Land's Stride
9th	+4	Vehicle Proficiency
10th	+4	Camouflage, Natural Explorer Improvement
11th	+4	Ranger Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Multiattack
14th	+5	Tracking Expert, Vehicle Proficiency Improvement
15th	+5	Ranger Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Resilience
18th	+6	Natural Senses
19th	+6	Ability Score Improvement
20th	+6	Master Hunter

CLASS FEATURES

As a Ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st

PROFICIENCIES

Armor: Light and medium armor

Ranged: Simple and military ranged weapons

Melee: Simple and traditional melee weapons

Tools: Climbing kit

Vehicles: Motorcycles, cars, and heavy vehicles

Saving Throws: Dexterity, Constitution

Skills: Choose three from: Acrobatics, Athletics, Infiltration, Medicine, Perception, Stealth, Survival, or Tactics

EQUIPMENT

You start with the following equipment in addition to any equipment granted to you by your background. Choose (a), (b), or (c) from each bullet point:

- (a) a machete, (b) a spear, or (c) a hand axe
- (a) a heavy pistol or (b) a compound bow
- (a) padded leather clothing or (b) a stab vest
- (a) a wilderness pack, and a knife

NATURAL EXPLORER

You are familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, urban, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost in a location you are familiar with.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- Your group can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other people or animals, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You choose one additional favored terrain type at 6th level, and again at 10th level.

ANGER SENSE

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps. You may not use this feature if you are blinded, deafened, or incapacitated. From 6th level, you can re-roll one of the d20s rolled, and take the result from either the re-rolled die or the remaining die from the original roll.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You may not choose a Fighting Style option more than once, even if you get to choose again later.

- **CQC.** You gain a +2 bonus to attack rolls you make with unarmed or melee weapons. In addition, you can attempt to disarm an opponent while you are restraining them as a bonus action.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Marksmanship.** You do not suffer disadvantage from attacking at long range with a ranged weapon.

- **Traditional.** You gain a +1 bonus to damage rolls you make with simple and traditional melee weapons, bows, crossbows, and improvised ranged weapons.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

CONNECTED

At 2nd level, you have established a network of international contacts that are available to complete favors for you or provide you with information and equipment. Once per mission, you can call on your contacts to provide you with one piece of equipment, caliber-1 vehicle, complete a single task for you, or give you information on one local person or organization.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate and master. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LAND'S STRIDE

Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through hazardous vegetation without being slowed by it and without taking damage from it if it has thorns, spines, or a similar hazard.

VEHICLE PROFICIENCY

Beginning at 9th level, you gain a new proficiency in two ground vehicles or one new air vehicle proficiency. You gain one other vehicle proficiency at 14th level.

CAMOUFLAGE

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, bricks and other materials or debris with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. Your Dexterity (Stealth) checks have advantage as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

MULTIATTACK

At 13th level, you gain one of the following features of your choice:

Volley: You can use your action to make a ranged attack against any number of targets as long as they are within 10 feet of a point you can see, and they are within your weapon's range. You must have enough ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack: You can use your action to make a melee attack against any number of targets within 5 feet of you, with a separate attack roll for each target.

TRACKING EXPERT

Starting at 14th level, you can automatically find the tracks of animals, people, and vehicles that are not trying to cover their movement. You also have advantage on Wisdom (Survival) checks when trying to find evidence of movement that has been obscured by the target or enemy.

RESILIENCE

Starting at 17th level, you can re-roll one saving throw that you fail. You must take the second result even if it is worse than the first. You may use this feature up to 3 times between long rests.

NATURAL SENSES

At 18th level, you learn to trust your senses so that they help you fight enemies you can't see. When you attack an enemy you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against them.

You are also aware of the location of any hidden enemies within 20 feet of you, provided you aren't deafened, and you are in your favored terrain.

MASTER HUNTER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

RANGER ARCHETYPES

Rangers are a mix of survivalists that are incredibly proficient at thriving in remote locations and wilderness, to unconventional soldiers utilizing asymmetrical tactics to overcome a larger organized force. Whether a practical vocation of choice, or being forced into more remote locations, rangers possess a unique set of skills sought after by agencies across the globe, whether that's their ability to survive in inhospitable locations or their specialized tactical approach.

GUERRILLA FIGHTER

Guerilla fighters have a mind for asymmetrical warfare tactics, pushed to become rebels or freedom fighters because of political and social strife. With their only option armed opposition even when they have inferior numbers and limited supplies, they become experts at engaging their enemy in asymmetric combat; able to turn the tide against a larger force, through ambushes, sabotage, raids, and hit-and-run tactics.

IMPROVISED EXPLOSIVE DEVICES

Starting from 3rd level, when you choose this archetype, you gain proficiency with explosive weapons. In addition, you may manufacture explosive compounds and traps from components, or improvise the construction of mechanical traps from flora and terrain within your favored terrain, at the GM's discretion.

AMBUSH TACTICIAN

From 7th level, you can organize a smaller unit to overwhelm a larger force. When you attempt to infiltrate or gain surprise over an enemy in your favored terrains, you can make an Intelligence (Tactics) check in place of the group's Dexterity (Stealth) checks, against the enemy's passive Wisdom (Perception). If you succeed, all members of your team have surprise over the enemy NPCs.

SABOTAGE

From 11th level, you gain a bonus 1d8 to the damage roll of attacks against objects or vehicles. Damage rolls against enemy personnel either caught in the blast, or targeted by an attack with explosives do not receive this bonus damage.

ASYMMETRIC TACTICS

At 15th level, you gain one of the following features of your choice.

ARMOR KILLER

When a vehicle that is Large or bigger attacks you, you may use your reaction to attack the vehicle after its attack is resolved, provided that you can see it. This may only be used if the attack specifically targets you, not if it targets the ground or the attack has an area effect that you are caught in.

SQUAD BREAKER

Once per turn when you make a weapon attack, you can make another attack with the same weapon against a different person that is in range of your weapon and within 5 feet of the original target.

EVASION

When you are subjected to an attack or explosion that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MULTIATTACK DEFENSE

When an enemy hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that enemy for the rest of the turn.

TENACIOUS MOVEMENT

Opportunity attacks against you are made with disadvantage.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SURVIVALIST

Those adept at surviving in the wilderness with nothing but their own bushcraft skills are called a variety of things, from adventurers to survivalists, outdoorsmen, and more. These practitioners of wilderness survival skills have a tenacity for living in inhospitable environments, sustained on the little food, water, and shelter it offers. These people lead expeditions, train military personnel for the worst, and explore the world.

DETERMINATION FOR SURVIVAL

Beginning at 3rd level, when you choose this archetype, you gain a +2 bonus to Constitution saving throws to resist the effects of taking levels of exhaustion from not getting enough food or water.

PUSHING THROUGH

Beginning at 7th level, as a bonus action, you can gain 1 Hit Die in temporary hit points (adding your Constitution modifier to the roll). This increases to 2 Hit Dice at 13th level, and 3 Hit Dice at 17th level. In addition, when you spend hit dice to regain hit points during a rest and you are in your favored terrain, you add your proficiency bonus to the result.

POISON RESISTANCE

From 11th level, naturally occurring poisons and venoms take longer to affect you. You have advantage on saving throws against being poisoned, and have resistance to poison damage.

TRUE SURVIVOR

From 17th level you gain a bonus 1d6 to all Wisdom (Survival) checks, and have advantage on saving throws you make related to suffering conditions inflicted by the environment of your favored terrains. In addition, in your favored terrains you can no longer be surprised in combat.

DOG HANDLER

Dogs have been a domesticated companion of humans for centuries, used to help hunt and track, as well as provide companionship. Service dogs and K9 units faithfully assist many branches of government and military services, from police and fire and rescue, to security and bomb disposal. Having a companion while in the wilderness helps both survive physically, as well as maintain mental health while facing physical hardship.

Exit, Pursued by a Bear

*The Dog Handler archetype is designed in the same way as the rest of **The Spy Game**, in that it is real world but with an espionage/movie spin to it. This means that rules for Dog Handlers are best used as just dogs, and that even then most breeds wouldn't be suitable as companions.*

With that said, we encourage you to use the rules as a jump off point for high speed covert missions and epic spy tales. If you have a well developed idea of an animal companion that fits with the tone of the game you and the rest of the players are going for, have a conversation with the GM about this alternate familiar. It will require some homebrewing of the rules for the animal used, though the class features for the Dog Handler should still work for most creatures (substituting 'dog' in the rule for your animal of choice). Particular favourites are Bears, raptor-style birds like Hawks and Eagles, Otters, and, of course, Cats.

CANINE COMPANION

At 3rd level, when selecting this archetype you gain an animal companion, a dog bred to be trained and work for a handler in law enforcement or military organization. The dog is a character, under your control, with abilities and skills as outlined in each breed. During missions you can issue commands to your dog companion to make skill checks using its own abilities.

ATTACK DOG

Medium animal

Armor Class 13 (natural armor)

Hit Points at 3rd level 16

Hit Points per level d8 (5) + Constitution modifier per Ranger level

Hit Die d8

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages None, but understands basic commands in any one language its handler is proficient in.

Keen Hearing and Smell. *The Dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.*

Pack Tactics. *The Dog has advantage on attack rolls against a target if at least one of the Dog's allies is within 5 feet of the target and the ally isn't incapacitated.*

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: **7 (2d4 + 2) piercing damage.** **If the target is a Medium or smaller human,** they must succeed on a **DC 11** Strength saving throw or be knocked prone.

ANIMAL PROTECTION

From 7th level, while your dog companion is within your reach and not incapacitated, and you are the target of a melee attack, you can spend your reaction to impose disadvantage on their attack roll. In addition, if an opponent moves out of reach of you or your dog companion, both you and your dog companion may make melee attacks as a reaction, moving up to 5 feet to make the attack.

THROAT ATTACK

From 11th level, when you issue your dog with an attack command, so long as it moves to make a melee attack it may add 1d6 bonus piercing damage to its attack. If the attack roll is a critical hit and the target is a medium or smaller living creature, the target is knocked prone and automatically grappled by your dog companion. At 15th level, this bonus damage increases to 2d6.

ANIMAL BOND

At 15th level, you may add your dog companion's ability modifier to your own when you attempt skill checks or make Dexterity or Wisdom saving throws, while the companion is within 10 feet.

During combat, as a bonus action, you can issue a command to your dog companion, as outlined below. Your dog companion will always move up to its speed in order to complete the command, or you can command it to move up to its speed to a specific place.

Move. Your dog companion moves up to its speed to a space of your choice.

Attack. Your dog companion moves up to its speed to make a melee attack within range.

Track. The dog companion makes a Wisdom (Perception) check to find hidden enemies, and if successful moves its speed towards that enemy, by the shortest route.

Hide. The dog companion lies down, making no noise and makes a Dexterity (Stealth) check, while obscured, in order to hide from the enemy.

COMPANION PROFICIENCY BONUS

When you reach 5th level, your dog companion increases their proficiency bonus to +3. At 9th level this increases further to +4, at 13th level it increases to +5, and at 17th level it increases to +6.

THE SOLDIER

A solitary soldier strolls down the centre of the shell-marked street towards the checkpoint.

"Halt!" comes the order from behind the sandbags, "Surrender!"

"You wish to surrender? Excellent. You have three seconds" comes his response. He appears to be unarmed, wearing nothing but camo fatigues. He puffs on a thin cheroot. They are confused. They have the guns.

"Three"

"We have the guns. We are the ruling party."

"Two"

"We are in charge here"

"One"

"Never! We will alwa-" the guard is cut off by a series of sharp gunfire and wet coughs of blood and sinew.

The platoon has done its work well, as the soldier knew they would. He takes another draw on the smoke, and heads deeper into enemy territory...

She's always reminded of walking through a swamp. Even here, even in a Moscow backstreet. Even as the world is carpeted in white, and you can see your breath almost freeze. Hard, wet, impacts like waders in green brackish water. Every fist impact as she makes on these three men sounds like a wet, crunching, slushing impact. There's no finesse, just close quarters brawling. There's no green, just red spurts on the snow as all three are down...

Later, he remembers the exact moment. There's little else he does remember, and the more he drinks the more it all turns to warm buzzing haze. But this...this he can't get out of his head. The one thing he wants to forget. They were on the podium. They were so close to ultimate power, to having it all. To crush the filth with righteous fury. Every precaution had been taken. But the shot came, and Arkardi-his mentor, his brother-was falling, a neat hole between his eyes...He takes another swig from the dregs of the bottle...

Soldiers are one of the most adaptable types of agents. Their training extends to all aspects of combat and warfare, from long-range sniping ability and marksmanship to brutal close quarters combat and brawling. They are the muscle of the team, tough and reliable veterans of multiple conflicts.

CREATING A SOLDIER

The Soldier is a good toolbox of abilities and play styles. They are a great starter into the game if players are unsure what they'd like to specialise in, as they can also be refined even more than other classes at later levels. They are solid combatants, and while they aren't the best at sneaking or interacting with NPCs, they aren't bad with these skills either. Soldiers are great all-rounders, and are often multiclassed after a few levels as a good basis for most agents.



Soldiers are good all rounders for players, and so an even spread of stats is a good choice. More Strength is good for Assault and Enforcer builds, while Dexterity is important for Sharpshooters. Giving your character average stats in Constitution will also bolster your effectiveness and ability to take hits, while adding to your other stats for multiclassing and making your Soldier an all rounder will also help. Platoon Leaders will want slightly higher Charisma as well, not only for their skills but also for roleplay as they will be more likely to be called on the lead. Soldiers are a very versatile choice, allowing you to mould them to circumstance as you level or building for more specialised characters early on.

CLASS FEATURES

As a Soldier, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per Soldier level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Soldier level after 1st

PROFICIENCIES

Armor: All armor, shields

Ranged: Simple ranged weapons, military ranged weapons, heavy ranged weapons, and grenades

Melee: Simple melee weapons

Tools: First aid kit and gun cleaning kit

Vehicles: Choose two from: motorcycles, cars, heavy goods vehicles, or unmanned

Saving Throws: Strength, Constitution

Skills: Choose three skills from: Acrobatics, Athletics, Insight, Intimidation, Perception, Survival, or Tactics

EQUIPMENT

You start with the following equipment in addition to any equipment granted to you by your background. Choose (a), (b), or (c) from each bullet point:

- (a) tactical armor or (b) stab vest and a taser
- (a) a machine pistol and a shield, (b) a carbine rifle, or (c) a marksman rifle
- (a) a light pistol or (b) any simple melee weapon
- (a) a wet work pack or (b) a wilderness pack

TRAINING

Choose one of the following options to define how you fight during combat. You cannot choose the same training more than once, even when given the option to choose another training at a later level.

- **Automatics.** When you make an attack using a weapon's Burst Fire or Full Auto properties, each target must succeed a Wisdom saving throw or gain the Frightened condition, with you as the object of its fear, until the end of its next turn.

THE SOLDIER

Level	Proficiency Bonus	Class Features
1st	+2	Training, Adrenalin Burst
2nd	+2	Action Surge
3rd	+2	Quickload, Squad Role
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Squad Role Feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable
10th	+4	Squad Role Feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Squad Role Feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Squad Role Feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

- **Close Quarters Combat.** You gain a +2 bonus to attack rolls you make with unarmed or melee weapons. In addition, you ignore disadvantage when making ranged attacks within Reach of your target, with any firearm that does not have the two-handed property.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Explosives.** You gain proficiency with explosives, and add your proficiency bonus to the damage of explosives you use.
- **Marksmanship.** You do not suffer disadvantage from attacking at long range with a ranged weapon.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

ADRENALINE BURST

You have a limited reserve of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to gain temporary hit points equal to 1d10 + your Soldier level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. Once during your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use this feature twice before a rest, but only once per turn.

QUICKLOAD

From 3rd level, reloading is second nature to you, and you can reload your weapon as a bonus action.

SQUAD ROLE

At 3rd level, you choose your squad role—a set of skills that define how you operate in a team while engaging the enemy. The role you choose grants you features at 3rd level, and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1 each. As normal, you may not increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

INDOMITABLE

Beginning at 9th level, you can re-roll a saving throw that you fail. If you do so, you must use the new result. You may not use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

SQUAD ROLES

Soldiers are flexible combatants capable of a range of masteries. While they are experts in most forms of combat, their training will specify disciplines and abilities that they have honed to a razor's edge. These cover everything from accurate use of fully automatic weapons to precision explosive knowledge. No matter their choice, they will be hardened, redoubtable warriors able to push past normal levels of endurance to fire that winning shot or land the final blow.

'Soldier' is a wide definition, and agents that fit this description come in broader types than any other category. These include but aren't limited to Platoon Leaders, Assault, Enforcer, and Sharpshooter specialists.

PLATOON LEADER

Platoon Leaders are natural NCOs and Officers; leaders by example and experience. They can strategize and coordinate the team for the best combat outcome, inspiring team members in critical moments. In military organizations, a platoon leader is responsible for planning patrol routes, assigning tasks, and positioning and employing the soldiers under their command.

FIRE TEAM COORDINATION

At 3rd level, when you choose this squad role, you may use the Designate a Target action to direct an ally you can communicate with to make an attack. Your ally immediately makes a melee or ranged attack using their line of sight, abilities, proficiencies, and the weapon they are holding. If they are unable to make the attack for any reason, the action is lost.

LEAD BY EXAMPLE

From 7th level, as a reaction you can grant any allies within 20 feet a bonus to saving throws equal to your Charisma modifier.

ADDITIONAL TRAINING

Starting at 10th level, you can choose a second option from the Training class feature.

SQUAD ASSISTANCE

Starting at 15th level, you can use the Help action as a bonus action in combat.

EXPERT STRATEGIST

From 18th level, instead of rolling for initiative, you can treat your initiative roll result as a 1, and then add your Intelligence modifier to all your allies' initiative rolls within 60 feet.

ASSAULT

Assault specialists are shock and awe masters. They excel at riot suppression and house/strongpoint breaching, often rapidly switching from ballistic shields to shotguns, and SMGs to pistols, in the blink of an eye, annihilating close ranged targets in quick succession and with lightning speed. An assault soldier is the first through the door, getting up close and personal to enemy combatants.

SHIELD BONUS

Starting at 3rd level, when you choose this role, you gain a +2 bonus to AC while using a shield.

BREACHING

Starting at 7th level, you can detonate explosive charges as a bonus action.

ADDITIONAL TRAINING

At 10th level, you can choose a second option from the Training class feature.

SNAP SHOTS

At 15th level, you can use your action to make a ranged attack against any number of targets within 20 feet cone, within your weapon's short range. You must have enough ammunition for each target, as normal. You make a separate attack roll for each target. In addition, if no targets present themselves, you can take the Ready action as a bonus action in your turn.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have less than half your hit point maximum remaining. You do not gain this benefit if you have 0 hit points or are unconscious for any reason.

ENFORCER

Enforcers are brutal up close fighters, as comfortable with brass knuckles as they are with a gun. They tend to be rough around the edges, with very specific 'views' on authority figures one way or the other. However they are pugilists in the purest sense, able to take a pounding and still stay standing, winning the fight no matter the cost (or the dirty moves needed to lay the enemy low).

CLOSE PROTECTION

When you choose this role at 3rd level, if an enemy you can see attacks a target other than you, and you are within 5 feet of the enemy, you can use your reaction to give that enemy disadvantage on the attack roll.

STONE COLD

From 7th level, when you make a melee attack against an unaware enemy, you do an additional 2d8 damage. At 11th level you do an additional 3d8 damage, and at 15th level you do an additional 4d8 damage.

TWIST THE KNIFE

From 10th level, whenever you score a critical hit on an opponent and deal slashing damage, the wound bleeds heavily. At the beginning of each of their turns, the target suffers 1d6 damage (unmodified by Strength or Dexterity), until they are stabilized. This feature cumulative with successive critical hits (i.e two critical hits with slashing damage would be 2d6, 3 would be 3d6 etc).

DIRTY FIGHTING

From 15th level, when you hit a human or animal enemy that is Medium or smaller using a melee weapon, you can impose one of the following conditions, instead of adding your Strength modifier to the damage roll:

- Blinded
- Deafened
- Prone
- Stunned

The prone condition lasts until they stand, while other conditions last until the end of the target's next turn.

THICK SKULL

Starting at 18th level, you gain resistance to Bludgeoning damage, and may always make a Constitution saving throw to ignore the Stunned condition.

SHARPSHOOTER

Where Enforcers are bruising hammers, Sharpshooters are long-ranged stiletto knives. They are pinpoint marksmen able to hit critical weak points from long distances. Sharpshooters are snipers par excellence, setting up nests with panoramic views and laying low for hours or even days ready for the perfect shot. They also provide key and incisive close support when needed, each shot unerringly finding its way to the most damaging point, often past cover or seeming to curve the bullet.

IMPROVED CRITICAL

Beginning when you choose this role at 3rd level, your ranged attacks score a critical hit on the roll of 19 or 20.

SNIPER'S NEST

Beginning at 7th level, as an action you can set up a sniper's nest, making a Wisdom (Survival) check to establish the DC to see through its camouflage. While inside the sniper's nest you are heavily obscured, and gain half cover from all ranged attacks that target you from more than 10 feet away.

HEADSHOT

Beginning at 10th level, you can roll one additional weapon damage die when determining the extra damage from a critical hit with a ranged attack. This increases to two additional damage dice at 17th level.

BULLET PENETRATION

At 15th level, your ranged attacks can affect an additional target behind your primary target, if the first target is human or animal. When you hit an enemy with a ranged attack with a battle rifle, marksman rifle, bolt-action rifle, or anti-material rifle, you can make a second attack roll against a second target, if line of sight and range to the second target can be drawn directly through your primary target. Make separate damage rolls for each attack.

SUPERIOR CRITICAL

At 18th level, your ranged attacks score a critical hit on a roll of 18-20.

THE TECHNICIAN

They are done for. The government forces are closing in around them, and the make-shift barricade they've thrown together on this cliff top is falling apart. Bullets ping and rattle off the corrugated iron, and heavy calibre rounds are punching fist-sized holes in the flimsy metal over the place. The entire team's taken hits. They won't last much longer. There's an updraft of wind and debris as a chopper appears from below the cliff-level.

"Anyone for a lift?" is heard over comms...

Itsy scampers up the drainpipe, its eight legs clicking off the rusty metal as it goes. Its USB input/hackdrive is safely tucked up under its abdomen. Its blue stealth paint is flecked and scratched from the night's work, but it's still as chipper as its programming will let it be. Itsy's eight miniature eyes sense familiar movement, air currents, and heat from the top of the building in the post storm damp. As it gets to the roof she picks him up and it downloads the information from the mission.

"Good boy Itsy" she smiles.

"00111010 00101001 00001101 00001010" it chirps back...

The boss is yelling. This is a common occurrence. He is highly strung. She takes another sip of diet cola. The ice is melting in the glass. Hmm. Maybe she could synthesis better synthetic ice. The Doctor may have some ideas on chemical composition.

"Do you hear me? We had one shot, and you're sitting by the pool with a drink!"

He seems to have stopped yelling. This is usually the moment to talk.

"The exchange went down three point two minutes ago four floors below us, and neither party walked away with anything of value. My clone-drop bugs and rerouters sent everything to base as they did it. In either case, it seems to me that, even at a private pool, talking loudly about the mission is not very stealthy."

He smiles for a second, then starts yelling again. She thinks more about the ice...

Technicians are miracle workers of the modern age. They can finesse microphones and bugs out of common household objects; they can build floating gun drones or deconstruct 'unbreakable' military tech; they can hot wire tanks and make rust buckets into racing vehicles. If technology, remote controls or combustion (in all senses of the word) are involved, Technicians are the right agents for the job.



TINKERERS AND BUILDERS

Inveterate bodgers, technicians are always keen on seeing how things work by taking them apart and then putting them back together again - usually with extra features. This applies to anything mechanical or electrical. In many cases this leads to an image of a smudge-covered tinkerer handing agents a device they have 'serviced', with a small bag of parts 'it didn't really need in the first place' or that have been 'upgraded'. However just as many of these agents are the opposite - laying out plans and diagrams with the dedication and precision of a watchmaker. Technicians run the gamut from slapped together but somehow working repairs to precision engineering, milled and fabricated in laboratory conditions.

CLASS FEATURES

As a Technician, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Technician level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per Technician level after 1st

PROFICIENCIES

Armor: All armor

Ranged: Simple, military, and heavy ranged weapons, and explosives

Melee: Simple melee weapons

Tools: Choose any two from: electrician's tools, mechanics' tools, hacking tools, or thieves' tools

Vehicles: Choose any four from: motorbikes, cars, heavy goods vehicles, tanks, helicopters, planes, ships, or unmanned

Saving Throws: Dexterity, Intelligence

Skills: Choose four skills from: Athletics, Acrobatics, Espionage, Infiltration, Infotech, Mechanics, Medicine, or Sleight of Hand

EQUIPMENT

You start with the following equipment in addition to any equipment granted to you by your background. Choose (a), (b), (c), or (d) from each bullet point:

- (a) a heavy pistol, (b) a taser, or (c) a submachine gun
- (a) Any simple melee weapon
- (a) Electrician's tools, (b) mechanics tools, (c) a tablet, or (d) thieves' tools
- (a) an infiltration pack or (b) a wetwork pack

THE TECHNICIAN

Level	Proficiency Bonus	Technical Points	Features	Gadget Slots by caliber				
				1st	2nd	3rd	4th	5th
1st	+2	-	Technical Services, Repairing Equipment	2	-	-	-	-
2nd	+2	-	Technical Expertise	3	-	-	-	-
3rd	+2	3	Technical Wizard	3	1	-	-	-
4th	+2	4	Ability Score Increase	3	1	-	-	-
5th	+3	5	Precision Techniques	3	1	-	-	-
6th	+3	6	Technical Expertise Feature	3	1	-	-	-
7th	+3	7	-	3	2	-	-	-
8th	+3	8	Ability Score Increase	3	2	-	-	-
9th	+4	9	-	3	2	1	-	-
10th	+4	10	Technical Expertise Feature	3	2	1	-	-
11th	+4	11	Precision Techniques (2)	3	2	1	-	-
12th	+4	12	Ability Score Increase	3	2	1	-	-
13th	+5	13	-	3	2	2	-	-
14th	+5	14	Technical Expertise Feature	3	2	2	-	-
15th	+5	15	-	3	2	2	1	-
16th	+5	16	Ability Score Increase	3	2	2	1	-
17th	+6	17	Precision Techniques (3)	3	2	2	1	-
18th	+6	18	-	3	2	2	1	1
19th	+6	19	Ability Score Increase	3	2	2	1	1
20th	+6	20	Salvaged Tech	3	2	2	1	1

TECHNICAL SERVICES

At 1st level, you gain two caliber-1 gadgets of your choice. These choices are permanent, personal tools that you use on missions. They do not count against missions' requisitions, and you know these items inside-out. If you use a personal gadget that, due to its operation, is expendable (like an explosive or a chemical compound), you replace it at the beginning of your next mission. These items remain in your inventory as long as you do not lose them, or until they are destroyed or the GM informs you otherwise. Replacing them costs the use of one of the gadget slots in the next mission.

ACQUIRING NEW GADGETS

As you gain Technician levels, you add gadgets of your choice to your kit for free, as shown in the Technician table. Each of these gadgets must be a caliber for which you have gadget slots. For instance, when you reach 3rd level in this class, you can requisition one gadget of caliber-2 or lower for free. This choice remains in your personal inventory until lost or destroyed.

REPAIRING EQUIPMENT

You can heal an object's hit points, or restore a piece of equipment to function, provided you have the appropriate tools and resources. Simple objects of small or tiny size can be restored to full hit points with a single action, while larger objects can be mended by 1d4 hit points with an action, or the GM may estimate a time until the larger object is made good at their discretion.

More complex equipment or gadgets can be repaired by making an Intelligence (Mechanics) check against a DC chosen by the gamemaster depending on their complexity, and the item may take more than one action or extra resources and components to be restored to working order.

TECHNICAL EXPERTISE

At 2nd level, you choose a technical archetype, which focuses your experience and training in a particular part of technical services, from demolitions and ordinance, to gadget work and mechanics, and driving and piloting. Your choice grants you features at 2nd level, and again at 6th, 10th, and 14th level.

TECHNICAL WIZARD

From 3rd level you are incredibly adept with gadgets and field equipment, able to use them with unrivalled precision.

- **From 3rd level, you have 3 technical points.** You gain more as you reach higher levels, as shown in the Technical Points column of the Technician table. You can never have more technical points than shown on the table for your level. You regain all spent technical points when you return to your agency's headquarters.

You can use your technical points to gain additional gadgets, or gadget slots to gain additional technical points. You learn other ways to use your technical points as you reach higher levels.

- **Creating Gadget Slots.** While gearing up for a mission, you can spend technical points to gain gadget slots, enabling the team to requisition more gadgets for your mission. The Creating Gadget Slots table shows the cost of creating a gadget slot of a given caliber. Any gadget slot you create with this feature is removed when you finish a mission and return to base, and any gadgets acquired for your personal hardware are lost.
- **Converting a Gadget Slot to Technical Points.** While gearing up for a mission, you alternatively expend one of your own gadget slots, or an empty gadget slot, and gain a number of technical points equal to that slot's caliber (as shown in the Creating Gadget Slots table). You can only do this once per mission, and any gadget you expend is available again after the mission.

CREATING GAGET SLOTS

Gadget Slot Caliber	Technical Point Cost
1st	2
2nd	4
3rd	6
4th	8
5th	10

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PRECISION TECHNIQUES

At 5th level, you have become an expert at adapting technology to suit your needs. You gain two of the following techniques of your choice. You gain another one at 11th and another at 17th level. You may not gain the same technique twice either when first choosing or when gaining additional techniques as you level up.

You can only use one technique when using equipment, unless otherwise noted.

Directional Charges. When you use a weapon or piece of equipment that forces other characters to make a saving throw, you can protect some of those characters from the effect. To do so, spend 1 technical point and choose a number of characters up to your Intelligence modifier (minimum one character). The chosen characters automatically succeed their saving throws against the effect.

- **Range Extender.** When you use a gadget that has a range of 5 feet or greater, you can spend 1 technical point to double the range of that item. When you use an item that has a range of touch, you can spend 1 technical point to make the range of the item 30 feet.
- **Overclocked Gadget.** When you roll damage for a gadget or piece of equipment, you can spend 1 technical point to re-roll a number of damage dice up to your Intelligence modifier (minimum of one). You must use the new results. You can use the Overclocked Gadget technique even if you have already used a different technique during the gadget's operation.
- **Extended Battery Life.** When you use an item that has an operating lifespan of 1 minute or longer, you can spend 1 technical point to double its operating lifespan, to a maximum duration of 24 hours.
- **High Impact.** When you use an item that forces a character to make a saving throw to resist its effects, you can spend 3 technical points to give one target disadvantage on its first saving throw made against that effect.
- **Rapid Deployment.** When you use an item that requires an action to use, you can spend 2 technical points to use the item as a bonus action instead.
- **Subtle Deployment.** When you use an item, you can spend 2 technical points to make its effect unnoticed by the enemy.
- **Chained Effect.** When you use a gadget that targets only one person or object and doesn't have a range of touch, you can spend a number of technical points equal to the gadget's caliber to affect a second target in range with the same gadget. To be eligible, the gadget must be incapable of affecting more than one target at its current caliber.
- **Bodge Job.** If a piece of equipment has been broken so that it no longer functions, you can spend a number of technical points equal to the item's caliber (1 point for standard equipment) to grant the item 1d4 uses. You can only do this once, per piece of equipment. It is then no longer functional until the start of a new mission unless otherwise stated. You may not use Bodge Job on any piece of equipment that is designed to be expendable (like an explosive or a chemical compound) if it has been used, but you may use it on expendable equipment that has been broken but not yet used.

SALVAGED TECH

At 20th level, you regain 4 expended technical points whenever you finish a short or long rest.

TECHNICIAN ARCHETYPES

Technicians break down into three main groups, although the overlap is clear in their desire to fix, build and reconstruct (or deconstruct); Gadgeteers, Transporters, and Demolitionists.

GADGETEER

Gadgeteers are experts in the function and design of their equipment, able to get the most from them, and deploy them with incredible efficiency. Their passion lies in their tech, and the love they have for refining and augmenting their gear is evident more than any other type of technician.

Focus

At 2nd level, when you choose this technical expertise, select one tool proficiency granted by your class features. Your proficiency bonus using this tool is doubled.

Black Market Contacts

From 6th level, your contacts in technical services extend to the black market. Whenever you are in the field during a mission and the GM agrees it is appropriate, you can acquire gadgets by spending technical points.

Function Over Form

From 10th level, when you acquire a gadget at the beginning of a mission or as you gain more from your Technical Services class feature, and decide to disguise it in an everyday object, that object retains its normal function as well.

Custom Enhancements

From 14th level, when you acquire a gadget at the beginning of a mission you may spend up to 3 technical points to increase the gadget's ability modifier, attack modifier, or Armor Class, by +1 per technical point spent. This may only be done once per gadget.

TRANSPORTER

In contrast to Gadgeteers, Transporters tend towards a more rough and ready approach. They can drive, fly, or pilot anything with a stick or steering wheel - and most things that could only charitably be called vehicles. They couple their know-how of engines and engineering with high levels skills in manoeuvring vehicles, pushing them to the limits with death defying tricks and skids. They are invaluable members of the team to get into or out of sticky situations.

ADVANCED COURSE

When you select this expertise at 2nd level, you can select one classification of ground vehicle or aircraft from the Vehicles section. You gain a +2 bonus to checks to operate this type of vehicle. At 13th Level, you can select another classification of vehicles, and this bonus increases to +4.

CONTROLLED SKID

From 6th level, when you turn in a vehicle, provided you have moved at least half of the vehicle's speed, you can turn the vehicle up to 90° without having to move in the direction you wish to turn, and then choose to stop. In addition, when you Dash in a vehicle, providing you have moved at least half of the vehicle's speed, you can move forward up to the vehicle's remaining speed in the new direction.

DRIVE-BY ATTACK

From 10th level, you ignore disadvantage to ranged attacks targeting a vehicle's weak points. If you are driving or piloting, you can also make the Attack action as a bonus action.

EVASIVE MANEUVERS

From 14th level, when you make a successful Weave maneuver, you can designate an opposing vehicle. Your vehicle and everyone aboard it receives a +2 bonus to AC against attacks from that vehicle and its crew. You can only select one vehicle per turn, and choosing another negates the bonus to AC against the previous enemy.

DEMOLITIONIST

Demolitionists are concerned with how things work less so that they can improve them and more so that they can deconstruct them as spectacularly as possible. They will rebuild and repair tech with hidden surprises for enemies, and are experts at finding weak points for thermite charges and C4. Their abilities also make them front-line bomb disposal agents able to disarm devices even as the countdown ticks towards zero.

SAFETY ON

At 2nd level, when you choose this technical expertise, you can no longer accidentally set off an explosive device from a failed ability check, if you are setting it yourself or attempting to disarm it, unless your actions would trigger the trap.

EXPLOSIVE EVASION

From 6th level, if you fail a saving throw to avoid damage from an explosive device or weapon, you take half damage instead of the full total.

STRUCTURAL WEAKNESSES

From 10th level, you can ignore the damage threshold of objects and vehicles that have one, and you can ignore any target's resistance to explosive damage.

SAFE PAIR OF HANDS

From 14th level, you have advantage on Wisdom (Perception) checks to identify and detect explosive substances, and may reroll any Intelligence (Mechanics) checks to disarm them.

BACKGROUNDS

Each background grants you a number of features that help describe what you learned in your life before you became an intelligence agent. It also informs what kind of life you came from, as well as the kind of profession you were a part of.

Some backgrounds will lend themselves to certain classes more than others; for example, a criminal background may suit Infiltrators, or a Diplomatic or Government background may give bonuses that work better for a Face. This is one way to create characters, and can make you more effective as your chosen spy.

However a big part of enjoying playing as a character is choosing a background that you think suits the character you want to make, not just the most effective. Characters are usually more interesting to play as when they have diverse backstories and you can create interesting roleplay moments with the rest of your group. To that end at this step you also choose traits, secrets and flaws that give you a fully rounded character to explore and play as when you take on your missions for your agency.

BACKGROUND TRAITS

Firstly you create the following character traits: your double life, secret, ideal, and bond. They describe your personality, beliefs, important relationships and life outside the agency, and can be used to inform how your character reacts to the events of the game's story, as well as by the gamemaster to use as plot hooks in their story.

DOUBLE LIFE

Your double life is your civilian life—who you are outside your agency, and what complicates your personal life. It can describe your family, your friends, or your standard of living—but your double life can be used against you if your enemies discover it, or personal crises can get in the way of your important work in the field. How much your double life impacts on your spy games is up to the gamemaster, but it's important to think about who you are outside the agency, to ground your character in real circumstances.

Your teammates may know about the specifics of your double life, maybe even being a part of it, but it is up to you. Either way can lead to fun and interesting roleplay moments.

SECRET

Your secret is a piece of valuable political, personal, or security information that would compromise someone's safety if discovered. You may have discovered it while on a mission and not shared it, or it may be something personal you're keeping from your agency. Your secret is valuable to someone—anyone who can use it against you, or who would profit from discovering what you know.

Your secret should be something that only you and your GM know. If it's revealed during your spy career it could be catastrophic.

Personal Lives.

How much your double life impacts on your life as a spy depends on the game you and your game master want to play. Your double life could be demanding, requiring that you carefully balance your attention between work and your personal life, and have a serious impact on your spy work. Alternatively, it can be ignored entirely, either because you don't have much of a life at all outside the agency, or because you'd rather focus on exciting action and adventure of missions!

IDEAL

It's your ideal that grounds you and informs why you pursue a life in the espionage world. It can be moralistic, describing how you view the world, or it could be political, describing your relationship with other states and their representatives. It can even be materialistic or hedonistic, just being in it for the money or the rush of the action—it's up to you and how you want your character to act.

BOND

Your bond is a special relationship with someone, whether that's someone from your private life or work as a spy. It could also be tied to your double life, or your secret. Your bond should describe what it is that ties you to the person, and what you think of them.

Depending on how you meet your team and how the mission is carried out, the bond may also be something that you create during your first few missions together. If you're starting out as a team at first level or can't decide on a bond, this can be a good way of creating one emerging out of your play sessions.

CHOOSE A BACKGROUND

Each background gives you the following benefits (see each for specific details):

Ability Score Increase. Two of your ability scores increases by 1 each.

Skill Proficiencies. You gain proficiency in two skills.

Speed. Your speed is given in feet. This is how far you can move during combat (p147)

Nationality. Choose your nationality, which may inform how you are supported diplomatically throughout the world (or where you can no longer set foot, depending on your roleplay choices!).

Languages. Choose at least 1 language you are proficient in; you may be granted additional language proficiencies depending on the background chosen.

Special Advantage. You gain advantage on a skill check or saving throw.

Special Proficiency. You gain a proficiency with one set of tools, a category of weapons, armor, or a category of vehicles. You always add your proficiency bonus to checks using the chosen special proficiency.

Equipment. You gain some equipment relevant to your background and lifestyle.

Choose a background from those listed below, noting its benefits on your character sheet. You can also roll randomly for a background if you prefer using the table.

<i>BACKGROUNDS</i>	
d12	Background
1	Academic
2	Athlete
3	Civil Servant
4	Con Artist
5	Criminal
6	Diplomat
7	Law Enforcement
8-9	Military
10	Motorist
11	Outdoorsman
12	Scientist

ACADEMIC

"Why must we employ ruffians? Thieves? Killers, even? Well, some missions require muscle, while others need a deft hand or even to have someone eliminated for the common good. Even in this world of constant surveillance and lives lived online, sometimes things must be more visceral. How do we decide, however? How do we delineate between friend and foe; who is the mission and who is the team? That is where we come in. If you'd please turn your attention to the interactive white board..."

Special Agent Dr. Helen Alexander,
Agency Training, [Location Redacted]

Academics specialise in learning and information comprehension, usually focused on specialist subjects. Having an academic background gives characters higher intelligence and proficiency and knowledge of an extra set of tools. This makes them ideal for Medics and tactical agents who can put these extras and higher intelligence to good use.

Ability Score Increase. Your Intelligence and Wisdom scores are increased by 1 each.

Skill Proficiencies. You gain proficiency with Espionage and Insight.

Speed. Your speed is 25 feet.

Nationality. Choose your nationality.

Languages. You gain 2 language proficiencies, and proficiency with English.

Special Advantage. You have advantage on Wisdom saving throws.

Special Proficiency. You gain proficiency with your choice of one set of tools.

Equipment. A laptop (containing research material relating to your specialist subject), smartphone, identification for one academic institution, a passport, and driving license (car or motorbike).

FEATURE: SPECIALIST SUBJECT

From your years of academic research you have greater knowledge than anyone about one specialist subject of your choice. You have advantage on any rolls relating to this specialist subject, and may discern any basic answers relating to this subject by asking the GM. Specialist subject examples include: neurotoxins, particle physics, robotic engineering.

DOUBLE LIFE

Choose one or make up your own:

- *"I'm studying for my fourth PhD, and the deadline won't move forever."*
- *"I'm the leading neurosurgeon in the country, and lives depend on me."*
- *"I'm responsible for the development of aircraft piloting systems, and my project is millions of dollars over budget."*
- *"My work in a national museum is a front for my plan to steal a valuable artifact."*

SECRET

Choose one or make up your own:

- *"My research has found that a rare mutation in the human genome has been engineered by the government."*
- *"Some key archeological findings are being suppressed, all to further the political ideals of oppressive regimes."*
- *"I made a scientific discovery the world should never know."*
- *"The institute I worked for is a front for secret weapons development."*

IDEAL

Choose one or make up your own:

- *"The furthering of human knowledge comes second to nothing."*
- *"Ethics cannot be breached, regardless of the research."*
- *"To stay one step ahead of terror and oppression, we must freely share knowledge, expertise, and resources."*
- *"To excel in a field is to devote your life to it."*

BOND

Choose one or make up your own:

- *"I owe it to my mentor to finish their project."*
- *"I will guard my research from those that would corrupt it."*
- *"I would die to recover an ancient artifact that has been lost to my research."*
- *"Someone in my team funded my education, and in turn I will help them whatever their objectives."*

ATHLETE

"Of course last year this event was all Wilson Jr.'s. He was the first decathlete to win the medal three times - at the world championships twice and then gold at the Olympics. A true Olympian, he came first or second in each of the ten events, making him an all-rounder in every sense. His inclusion in the hall of fame would have been certain were it not for his sudden exit from the sport. He is quoted as having 'diverse interests' and 'leaving to pursue other callings'. Well, we wish him luck in his life as we go over the other competitors on the track..."

Commentary on decathlon event, 2012 London Olympics.

The Athlete background is all about applying strength and toughness with precise control. They obviously excel at the Athletics skill with a bonus in Strength and Constitution stats, but also have increased speed. This makes them a good choice for Martial Artists and Rangers who rely on these skills, as well as Field Medics who need to get to the injured quickly and in one piece.

Ability Score Increase. Increase your Strength and Constitution scores by 1 each.

Skill Proficiencies. You gain proficiency with Athletics and Acrobatics.

Speed. Your speed is 35 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 3 languages.

Special Advantage. You have advantage on Dexterity saving throws.

Special Proficiency. You gain proficiency with a climbing kit.

Equipment. Padded clothing, smartphone, and a passport.

FEATURE: TRACK AND FIELD

You can push yourself further than others, in short bursts. You may re-roll any one Strength or Dexterity check but must take the re-rolled result. You may not use this feature again until you have completed a long rest.

DOUBLE LIFE

Choose one or make up your own:

- *"I'm a famous olympian/paralympian."*
- *"I'm the captain of a team."*
- *"I'm retired, but keep up my regime out of habit."*
- *"I always come second, but there's always next year."*

SECRET

Choose one or make up your own:

- “I’ve been involved in illegal doping.”
- “I know who’s been bribing my sport’s governing body.”
- “A foreign team is a front for their intelligence agency.”
- “An oligarch owns two rival teams, and profits from their fans’ violent clashes.”

IDEAL

Choose one or make up your own:

- “We should live in a world where everyone has an equal opportunity to compete and triumph.”
- “I will enhance and refine my skills so that I can be the best at what I do.”
- “Winning is about personal profit.”
- “Espionage, like sport, is a young person’s game.”

BOND

Choose one or make up your own:

- “I will make up for past losses in the competitions of my past.”
- “I will live up to the expectations of my fame.”
- “My team and I are family.”
- “I will prove the cheating incident that got me banned was faked.”

CIVIL SERVANT

With these earmarks in mind, the Generalissimo’s funding for the new missile system will of course be met. This will require a reduction in spending on certain other defense projects, but nothing that will have a large scale impact on overall fiscal issues. Some small cuts can be covered by the excellence of our armed forces; 15-minute power downs every 8 hours of the electrical systems. Once every two week this will coincide with shift change, however this is seen as worth it for the overall missile system to be achieved.

Misfiled memo on changes to compound security.

Civil Servants know the ins and outs of the corridors of power, and have worked in similar systems. All the ‘semi-official’ orders for mercenary work, or green-lit missions for Agencies have to come from somewhere, and these agents know how it all happens. This makes them perfect for infiltrating and blending in with similar systems the world over; great for Face and Infiltrator characters (especially Grey Man archetypes). They are also a good choice for Technicians and Hackers who can use the boosted infotech and Espionage to their advantage.

Ability Score Increase. Increase your Wisdom and Charisma scores by 1 each.

Skill Proficiencies. You gain a proficiency in Espionage and Infotech.

Speed. Your speed is 25 ft.

Nationality. Choose your nationality.

Languages. You gain 2 language proficiencies.

Special Advantage. You have advantage on Wisdom (Insight) checks.

Special Proficiency. You gain proficiency with forgery kits and hacking tools.

Equipment. Office clothes, a smartphone, a laptop, a government ID card, a passport, and a caliber-1 Password firewall.

FEATURE: INTERNAL SECURITY

Being familiar with the security software and structure of government servers, you can re-roll Intelligence saving throws while using hacking tools on computers that use a government programming infrastructure.

DOUBLE LIFE

Choose one or make up your own:

- “I am an advisor to a senior politician in our government.”
- “I am a highly successful political campaign manager.”
- “I am a low-level administrative assistant in a branch of government, but that grants me access to everything I need.”
- “I’m a mole for another government department, trying to root out corruption from within.”

SECRET

Choose one or make up your own:

- “I have access to highly restricted files.”
- “I know the account and password information for some of my government’s most valuable data systems.”
- “My government has a secret branch of research.”
- “The leader of our country is actually a near perfect double.”

IDEAL

Choose one or make up your own:

- “Freedoms rely on a free flow of information.”
- “Legalism brings the necessary structure to people’s lives.”
- “Discretion is the better part of espionage.”
- “I am the voice of the common citizen.”

BOND

Choose one or make up your own:

- “I will bring down the government I blew the whistle on.”
- “I will mend the mistakes of past officials.”
- “I owe loyalty to the politician that jump-started my career.”
- “I will feed my press contacts information for as long as I can.”

CON ARTIST

"She was only caught when two of her buyers met by chance 'inspecting their purchase'. Supposedly they were so proud of it they couldn't help but brag despite the stipulations of the sale. They came to blows after they argued about who actually owned the rights to the Louvre Pyramid in front of hundreds of laughing onlookers. The money from the 'Sale' has yet to be recovered."

Police report on con artist 'The Venus of Paris', who disappeared from custody not long afterward.

Con Artists are a good choice for any class that interacts in social situations with NPCs. Getting information from prisoners or talking your way into a VIP room rely on Deception and Espionage skills, mixed with the bravado to pull it off. The Con Artist gives bonuses to Intelligence and Charisma, so it's a favourite of many Face characters. It's also a good background for Soldiers and Rangers looking to have a broad range of skills and boost their tactics and abilities in leading others on missions.

Ability Score Increase. Increase your Intelligence and Charisma by 1 each.

Skill Proficiencies. You gain a proficiency in Deception and Insight.

Speed. Your speed is 30 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 3 languages.

Special Advantage. You have advantage on Charisma saving throws.

Special Proficiency. You gain proficiency with forgery kits.

Equipment. A civilian uniform, forged ID badge, passport, smartphone, burner cell phone, a laptop with a caliber-1 Phisher hacking tool.

FEATURE: THE CONFIDENCE GAME

Whenever you make a Charisma (Deception) check to pretend to be someone else or convince someone of a course of action, your proficiency bonus is doubled.

DOUBLE LIFE

Choose one or make up your own:

- *"I subscribe a homeopathic medical lifestyle to the rich and stupid. They have no idea my new age cures are fake."*
- *"I advertise several tropical holiday homes online, only when the guests arrive they find an inhospitable environment and no amenities."*
- *"I fence the most expensive stolen treasures around the world, but only the fakes I make of the real treasures that I keep."*
- *"I've convinced a large bank that I'm the dynastic owners' long lost heir, standing to inherit billions."*

SECRET

Choose one or make up your own:

- *"I know of a placebo medicine on the open market that generates huge profits but helps no one."*
- *"Insider trading is rife within the financial sectors of the world, and I know who stands to benefit the most."*
- *"My 'charitable prince' scam has infected accounts throughout the world, and I have the account details of hundreds of thousands of people."*
- *"I've managed to convince someone to give me the president's login details to their personal accounts."*

IDEAL

Choose one or make up your own:

- *"If you're dumb enough to be duped, you don't deserve the wealth you've built up."*
- *"What I do is a victimless crime—the only people that stand to lose out are the insurance companies that exploit people."*
- *"All of this is a game and a test, and I haven't found my limits yet."*
- *"Everyone can be played if you set up the right circumstances."*

BOND

Choose one or make up your own:

- *"I need to keep in contact with a victim regularly to see my con come through."*
- *"As more people begin to know my fake persona, the more attached I get to it."*
- *"I'm caught between the love of two partners, but I actually care for them both."*
- *"I've played the con all my life, and have forgotten who are my victims and who aren't."*

CRIMINAL

"It's not as if he didn't have it coming. He had it coming. Attacking little old ladies like that, breaking and entering. He had it coming. Of course, some people would say I should have turned him in to the police, or at least done him in before he did all that. But I say, look, if I steal from him after beating him up, that's stealing from him, a hardened crook, not all those innocent people. When you look at it like that, I'm doing the community a good turn, and just relieving him of his ill-gotten gains seems like a fair reward."

**Jimmy 'Handouts' Smithens,
on his view of 'redistributing the wealth'.**

Criminal backgrounds are for characters with a decidedly shady past, but put their underworld skills to good use for the agency. Infiltrating Thieves, Sharpshooting Soldiers and Black Hat Hackers archetypes can all benefit from this background, as can most classes who want to have something dark hidden in their past.

The type of Criminal you were is not stated, so you could be one with a heart of gold or a hardened low-life, though if you're looking for roguish swagger and a glint in the eye it's also worth considering Con Artist as well.

Ability Score Increase. Increase your Dexterity and Charisma by 1 each.

Skill Proficiencies. You gain a proficiency in Infiltration and Sleight of Hand.

Speed. Your speed is 30 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 2 languages.

Special Advantage. You have advantage on Dexterity saving throws.

Special Proficiency. You gain proficiency with thieves' tools.

Equipment. Burglary clothing, a civilian uniform, a knife, a smartphone, and a set of thieves' tools.

FEATURE: ESCAPE NOTICE

During a chase, as a bonus action you can take the Hide action, as long as you are out of your pursuers' line of sight. Successfully hiding may end the scene as the pursuers move past you, or lose you altogether.

DOUBLE LIFE

Choose one or make up your own:

- "I am an infamous cat burglar."
- "I am wanted by Interpol, and spend my life on the run."
- "I lead a team of master criminals."
- "I steal as a form of activism, targeting the ruling classes and the corporate machine."

SECRET

Choose one or make up your own:

- "I have the layout of the world's biggest bank committed to memory."
- "I stole an original piece of priceless artwork, and installed a fake for public display."
- "My friends and colleagues' identities are fake; they are actually Interpol's most wanted."
- "My plans for a heist could bring down all the major banks."

IDEAL

Choose one or make up your own:

- "I only go after worthwhile targets; some people just have it coming."
- "I only steal to help the poor, with 50% of the world's wealth in the hands of the top 3% of people - it's time there was some redistribution."
- "What I can do is an incredible skill, and I aim to be infamous around the world."
- "I'm only in it for myself."

BOND

Choose one or make up your own:

- "I will break my partner in crime out of prison."
- "I will steal the biggest prize in the Eastern hemisphere."
- "I have a unique relationship with the detective that wants to take me down."
- "One day, I will finally break into the one place that has stopped me so far."

DIPLOMAT

He visited the Opera, the National Theater, the colonnade of artists. His opponents made speeches in the legislature that made him visibly yawn (on the few occasions he was there). He planned parties and joyful public holidays. In the upper house bills were proposed and rejected, all the while he was attending openings and the weddings of subordinates. But more politics and policy were decided in ten minutes smoking quietly at a wedding than was done in a week at the parliament.

Overview of a recruit from the Diplomatic sector.

Diplomats are some of the most charismatic smooth talkers of all the possible backgrounds. Less in the thick of it than Con Artists, they share an affinity to make people see things their way. Many Diplomats have also dabbled in espionage actions for their nations before becoming agents, and use their status as a protective umbrella if things go badly. This is a great choice for Face characters who want to maximise their Charisma or Infiltrators who want to bridge the gap between their physical stealth and their cover story.

Ability Score Increase. Your Charisma score increases by 2.

Skill Proficiencies. You gain a proficiency in Deception and Espionage.

Speed. Your speed is 30 feet.

Nationality. Choose your nationality.

Languages. You gain a proficiency in 3 languages.

Special Advantage. Advantage on Charisma saving throws.

Special Proficiency. You gain proficiency with a forgery kit.

Equipment. A diplomatic passport, a smartphone, a smartwatch, and formal clothes.

FEATURE: DIPLOMATIC IMMUNITY

You have a diplomatic passport from your home state or country that grants you certain diplomatic privileges while abroad. While you are in another nation state you are not held accountable to local laws--only that of your home nation. You cannot be tried or convicted of a crime while abroad, only expelled from that country and declared a persona non grata (prohibited from entering or staying in the country).

DOUBLE LIFE

Choose one or make up your own:

- "I am a member of a royal family."
- "I am my country's chief international hostage negotiator."
- "I am an aide to my country's foreign minister."
- "I lead an NGO in their mission of peace and protection."

SECRET

Choose one or make up your own:

- "I know who is responsible for a high profile assassination."
- "I know of an unauthorized military training facility in foreign soil."
- "I bribed government officials in order to see a trade deal through."
- "I am the corruption at the heart of my government."

IDEAL

Choose one or make up your own:

- "My position allows me to enjoy the finer things in life, and so I shall."
- "I work to further the goals of my political outlook and support leaders around the world who share those views."
- "We need to bring people of different ideals together to build a stronger world."
- "Diplomacy is the velvet glove that disguises the fist of power."

BOND

Choose one or make up your own:

- "I will make good on the peace negotiations that broke down."
- "I will bring a war criminal to justice."
- "I can ease the tensions between sworn enemies."
- "I must repay the business interests that have donated to our cause."

LAW ENFORCEMENT

"Now, you may be wondering why you're flat on your back. You'll no doubt be thinking that you'd given me the slip, and the twists and turns you'd taken were enough to confuse anyone following you. I wasn't following you, I was waiting for you, as should be clear by your aforementioned horizontal position. You may also be wondering why I've placed my foot so squarely on your right hand, causing you no small amount of pain and general discomfort. This is to preclude your pulling the large knife kept in the sheath on your right belt loop that you're reaching for at the time of your capture. All caught up? Right then. You're nicked, my lad."

Metropolitan Police Inspector Gyan has a conversation with a suspect before she reads him his rights.

Being a Law Enforcement professional requires the physical ability to apprehend suspects and the mental acuity to pursue and catch the right person in the first place with an appropriate level of force. For character creation this makes Law Enforcement a good background choice for having both logical thinking and physical prowess. It's a good all round choice that gives players a few different options in multiple situations. While it might also seem left field, it's also a fun choice for Face characters because of the pre-built police identity that it comes with.

Ability Score Increase. Increase your Strength and Wisdom scores by 1 each.

Skill Proficiencies. You gain a proficiency in Espionage and Perception.

Speed. Your speed is 30 ft.

Nationality. Choose your nationality.

Languages. You gain 2 language proficiencies.

Special Advantage. Advantage on Intelligence (Espionage) checks.

Special Proficiency. You gain proficiency with batons, pistols, and stab vests.

Equipment. A police uniform, police ID badge (carrying the power of arrest in your country), a smartphone, and a light pistol.

FEATURE: WARRANT FOR ARREST

You have contacts with both national and international police forces, that often cooperate to fight organized crime. You can gather information on currently outstanding warrants within your jurisdiction, as well as apply for warrants to be issued by a court order or judge.

DOUBLE LIFE

Choose one or make up your own:

- “I am a detective, consulting for police departments at a federal level.”
- “I was one day away from retirement... before getting recruited into intelligence.”
- “I’ve been undercover years, and have more friends committing crime than I do trying to prevent it.”
- “I’ve been fighting organized crime my whole life, holding those who prey on the vulnerable to account.”

SECRET

Choose one or make up your own:

- “My superiors are corrupt, being paid by the very people they should be putting behind bars.”
- “My department sent an innocent person to prison, just to save face for the politicians in charge.”
- “I know of a warrant out on a high-profile figure that is being ignored.”
- “I have the location of a victim in the witness protection program.”

IDEAL

Choose one or make up your own:

- “No one is above the rule of law.”
- “It is every nation’s duty to protect its citizens from crime.”
- “Crime is a symptom of society’s wider issues.”
- “The principal duty of law enforcement is justice.”

BOND

Choose one or make up your own:

- “I will bring my family the justice they seek.”
- “I promised to get revenge for my partner’s death.”
- “I will hunt the world’s most wanted to the ends of the Earth.”
- “I will clear my name from the crime I didn’t commit.”

MILITARY

He carried the trooper for 3 miles under fire, dispatching 3 enemy soldiers with a personal side arm along the way. This, after leading a squad on a mission he registered grave reservations about, deep into occupied territory. Frankly the decision to dishonorably discharge him after his altercation with a superior on his return is not our finest hour. Our loss will be someone else’s gain...

**Memo about Major Anthony Inzali
from the desk of his Battalion commander.**

Military backgrounds are all about ability with weapons and toughness, with extra Constitution and Dexterity. They also have access to a vast array of weapon proficiencies, making them perfect for soldiers, especially in the Assault and Sharpshooter subclasses. It’s also a good background choice for Rangers, further buffing up their survival skills.

Ability Score Increase. Increase your Dexterity and Constitution scores by 1 each.

Skill Proficiencies. You gain proficiency with Survival and Tactics.

Speed. Your speed is 35 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 2 languages.

Special Advantage. You have advantage on saving throws against being frightened.

Special Proficiency. You gain proficiency with military ranged weapons, and any one other proficiency from: heavy weapons, explosives, tanks, helicopters, or planes.

Equipment. A battle dress uniform, formal dress uniform, a military ID, a light pistol with 3 clips, and a knife.

FEATURE: RANK

You hold your choice of military rank in one of the military or paramilitary organizations around the world. You command the respect of any personnel of the same organization that you outrank, and can order them to engage in activities on your behalf or follow you into a combat situation. While on good terms, you may be able to gain assistance from the organization or requisition equipment or supplies from them. The higher the rank, however, the higher the responsibility, and your organization may call on you for their own operations, obliging you to assist them.

Sir yes Sir!

The Rank feature can be one of the most fun and interesting background features to throw into a game - it could equally massively help out a team or be a liability, if operating in a country that is against or even at war with the military you are commissioned in! It’s worth talking to the GM and thinking about the impact your choice will have on your missions, but also the rank you hold. Discuss with the GM what rank is appropriate for your level and missions - being Supreme Commander, Allied Forces Nato or a similarly high rank might be slightly out of proportion for your game!

DOUBLE LIFE

Choose one or make up your own:

- “I’m a leading figure in my country’s military.”
- “I’m trained in a specialist role and take pride in my work.”
- “I’m a private contractor, I work for whoever I please.”
- “I take green recruits and train them, turning them into elite soldiers.”

SECRET

Choose one or make up your own:

- *"I was involved in a secret black-bag operation for my government."*
- *"I found evidence of dangerous weapons and was told to cover it up."*
- *"I know the location of operations personnel."*
- *"My unit was witness to my government performing crimes against civilians, but we have been warned against speaking out."*

IDEAL

Choose one or make up your own:

- *"I am willing to make the ultimate sacrifice to protect good people."*
- *"I will be a sibling to everyone that fights alongside me."*
- *"I keep my cool, whatever the situation."*
- *"Surviving in hostile environments is what I'm trained for."*

BOND

Choose one or make up your own:

- *"I must preserve the memory of fallen comrades in arms."*
- *"I must rescue my commanding officer from the captivity of our enemy."*
- *"I serve to make my family proud."*
- *"I owe everything to my unit leader."*

MOTORIST

The crowds were wowed by his skill and preternatural maneuvers through the wrecks. The crash had taken out the five lead cars, scattering debris and wreckage across the track. He was clearly on course to be the sixth. At the speed he was going the crowd was prepared for further disaster, and held its collective breath. Miraculously he wove between the twisted piles of metal like they weren't even there, missing every nut and bolt scattered over the surface.

Track report on Arno Mokoena, Monaco Grand Prix.

Motorists are consummate drivers and pilots. They feel most comfortable in control of a vehicle and are a great choice for Technician Transporters, and the Ranger. Because of their enhanced driving abilities motorists are also fun for any class where players want to include more vehicle proficiencies into trope; Soldiers who prefer motorbike extractions, or Medics who want to fly into the dropzone in a helicopter.

Ability Score Increase. Increase your Dexterity and Wisdom scores by 1 each.

Skill Proficiencies. You gain proficiency with Mechanics.

Speed. Your speed is 30 feet.

Nationality. Choose your nationality.

Languages. You gain 2 language proficiencies.

Special Advantage. You have advantage on Dexterity saving throws while driving or piloting a vehicle.

Special Proficiency. You gain proficiency with motorcycles, cars, heavy goods vehicles, and mechanic's tools.

Equipment. Overalls, leather clothing, a set of mechanics tools, a driving license, a passport and either (a) a sports bike, or (b) a sedan car.

FEATURE: HOME BEHIND THE WHEEL

When you lose control of the vehicle you are driving or piloting, you can regain control of the vehicle as a bonus action in your turn. You cannot use this feature again until you have completed a short or long rest.

DOUBLE LIFE

Choose one or make up your own:

"I'm a long distance haulier traversing the most dangerous routes in the world."

"Racing is my hobby but I could have gone pro."

"I'm the getaway driver for our Mafia connections."

"I've been around mechanics all my life, and now own my family's garage."

SECRET

Choose one or make up your own:

- *"Gas emissions are a lot worse than the public know, and research on its effects are being suppressed."*
- *"The racing team I work for has an advantage on the track that no one knows about."*
- *"I know the plans for a heist that was abandoned but can still be attempted, and might succeed."*
- *"We covered up the malfunctions that led to a disastrous crash."*

IDEAL

Choose one or make up your own:

- *"You have to maintain a team like keeping an engine running."*
- *"Automated piloting will never be a substitute for the judgment of a person."*
- *"Just give me the joy of the open road."*
- *"Living life in the fast lane soon catches up with you."*

BOND

Choose one or make up your own:

- *"I live my life for the people I lost in a crash."*
- *"I must regain my racing title, no matter the cost."*
- *"I know my place in my team, and do the very best to support them."*
- *"An old rivalry consumes me, but I'll be free of it once I win."*

OUTDOORSMAN

"We were done for, that's for sure. The night was drawing in, and the guide was delirious. We weren't sure if our radio message had gotten through, and we were struggling to pitch any kind of shelter in the biting cold. All of a sudden this voice comes out of nowhere 'You folks need a hand, eh?' and he strides up to us out of the snow. Five minutes later we've got a shelter up, ten minutes after that we're snug as anything and the guide's on the mend."

Survivors interview with 'Adventure Trek' holiday makers in Northern Alberta.

Outdoorsman is a background for rough and ready agents who are attuned to their surroundings; as such, it's a popular background for Rangers. The orientation feature supplements their already fearsome survival abilities, as does the bonus in Constitution. It's also a good choice for a down to earth Infiltrator who wants to tough out the infiltration rather than rely on stealth.

Ability Score Increase. Increase your Constitution and Wisdom by 1 each.

Skill Proficiencies. You gain proficiency with Athletics and Survival.

Speed. Your speed is 30 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 3 languages.

Special Advantage. You have advantage on Constitution saving throws.

Special Proficiency. You gain proficiency with climbing kits and first aid kits.

Equipment. A bivouac sack, a knife, a mess kit, a camping stove, a climbing kit, passport, and a wrist-mounted GPS device.

FEATURE: ORIENTATION

Your experience traveling wilderness environments means you rarely get lost. When you make a Wisdom (Survival) or (Perception) test to get your bearings or find your way, you treat any result of 9 or lower as 10.

DOUBLE LIFE

Choose one or make up your own:

- *"I live out in the wild, away from the toxicity of urban life."*
- *"I train military and civilian services to survive in the most inhospitable places on Earth."*
- *"Outdoor pursuits are my escape, a place to clear my head."*
- *"I grew up separated from modern civilization, and I'm learning to integrate through my work."*

SECRET

Choose one or make up your own:

"I know the location of a secret bunker that stores a group of each endangered species."

"I found the lost wreckage of a shot down airliner, but was blackmailed into silence."

"A persona non grata is hiding out within the country they were expelled from, and I know who they are and where."

"Extreme climate protests are a false flag operation for the benefit of dirty energy businesses, to sour public opinion for the climate crisis."

IDEAL

Choose one or make up your own:

"We must establish a better relationship with our planet and its ecosystems."

"Hunting has been a way of life for millennia, and I enjoy the thrill of hunting non-endangered species."

"Until people are in real danger, they will not change their environmentally damaging behaviours."

"I belong in the wild, and feel at home on the edge of the world."

BOND

Choose one or make up your own:

"I will guide my team through the wilderness."

"I will find my lost climbing partner, after he fell and we got separated."

"I will protect an endangered species from the sport of poachers."

"I will stop the crime boss who engages in the ivory trade."

SCIENTIST

'Some people would suggest her ideas were genius. Revolutionary. Even revelatory. Others called her dangerous; a warped mind taking a bad turn onto a twisted road, more unhinged than enlightened. Either way, there was no disagreeing with her results. Leaps forward in AI technology, next generation quantum computing tech and miniaturization techniques ahead of their time. Her sudden disappearance is as full of supposition and speculation as her work was.'

From 'The Great Minds of Our Time', by AI Green, publication on hold for unknown reasons.

Scientists are ahead of all others in creation and application of new technology and the practical applications of knowledge. Where Academics know more on a range of subjects, Scientists are focused on improvements and research into new possibilities. They have a massive extra 2 Intelligence, which is huge for Medics, Technicians, and Hackers, but to the exclusion of all else. This makes for very specialised backgrounds, capable of great and terrible feats as agents.

Ability Score Increase. Increase your Intelligence score by 2.



Skill Proficiencies. You gain proficiency with Espionage and Medicine.

Speed. Your speed is 25 feet.

Nationality. Choose your nationality.

Languages. You gain proficiency with 3 languages.

Special Advantage. You have advantage on Intelligence checks to investigate or research topics of a purely chemical, biological, or physical nature.

Special Proficiency. You gain proficiency with forensics kits.

Equipment. A lab coat, a forensics kit, a smartphone, a tablet, a smartwatch, and a passport.

FEATURE: R&D

You are used to working with the latest technology, in-development devices and prototype material. When you roll a 1 on a d20 for an attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.

DOUBLE LIFE

Choose one or make up your own:

- “I lead a team of nano-technicians, and we’re looking at a breakthrough any day now.”
- “I’m a technician at a robotics lab, and can’t help but take my work home with me.”
- “I’ve dedicated my life to finding a cure for a disease, but it eludes me to this day.”
- “I engage in industrial espionage, paid for by the largest tech firms.”

SECRET

Choose one or make up your own:

- “I know the codes to disable experimental military technology.”
- “My research led me to human experimentation, not ethically cleared by the scientific community.”
- “A material I developed is in lots of manufactured products, but it’s properties can be dangerous.”
- “A government minister is a deep fake persona, never seen out in public.”

IDEAL

Choose one or make up your own:

- “Nothing is more exciting than the moment of a new discovery.”
- “I seek fame and fortune from the results of my research and development projects.”
- “I work hard to further human knowledge for the betterment of people’s lives everywhere.”
- “Without questioning why, we stagnate as a civilization.”

BOND

Choose one or make up your own:

- “A discovery I made haunts me everywhere.”
- “The patients I’ve cured are lifelong friends.”
- “I will prove my peers in the scientific community wrong about their flawed conclusions.”
- “I am obliged to continue my research for my government.”

LANGUAGES

When you select your background, you choose a number of languages that you can read and write fluently, known as language proficiencies. Languages that you are not proficient in confer disadvantage to ability checks to communicate in those languages. For example, if you are trying to persuade a guard to drop his weapon and they do not speak a language that you do, the Charisma (Intimidation) check will be at disadvantage.

As for second languages, the most popular is by far English, spoken by just under a billion people as their second language, which moves it past Mandarin, which is spoken by a total of 1.15 billion people, including native speakers.

You can of course choose a language not from these lists to add diversity to your games, and adding common second languages will allow your character to speak to others in an international setting.

Sign Languages

Sign languages are used to communicate by deaf communities around the world, and are also valid choices for your language proficiencies. Sign languages use hand movements and facial expression to convey words and meaning to others who understand the language, and there are hundreds of signed languages around the world, and are grouped as much by their location than any verbal counterpart—English speaking countries the United States, United Kingdom, Australia, and New Zealand all have their own sign languages, for example.

TOP 20 LANGUAGES BY POPULATION

1	Mandarin
2	Spanish
3	English
4	Hindi
5	Arabic
6	Portuguese
7	Bengali
8	Russian
9	Japanese
10	Punjabi
11	German
12	Javanese
13	Wu
14	Malay
15	Telugu
16	Vietnamese
17	Korean
18	French
19	Marathi
20	Tamil

TOP 10 SECOND LANGUAGES

1	English
2	Hindi
3	Malay
4	Mandarin
5	French
6	Arabic
7	Russian
8	Spanish
9	Swahili
10	Hausa

GENERATE ABILITY SCORES

You've now chosen your class and background, which determines the style of spy you'll be, gives you a good grounding in your origin story and creates interesting intrigues and possible avenues for how to play your character. You'll also have picked up proficiencies, skills and extra rules based on your choices. Now you have to generate your base level scores for your six main abilities. Follow the guide below to work out how to create these. It's also a good idea to talk to the GM about whether they are happy with you using one or other of the score generation paths below; some Game Masters prefer you to only buy ability scores using the points method, others are happy for you to roll, or may have pre-gen or other ways of giving you ability scores.

There are two different methods used to generate ability scores; Rolling or Purchase. Each of these methods gives a different level of flexibility and randomness to character creation. The bonus scores from your background are applied after the scores are generated.

TABLE: ABILITY SCORE POINTS

Game Type	Points
Gritty	10
Standard	15
Heroic Espionage	20
Super-spies	25

ROLLING

Standard: Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until you've generated six numbers. Assign these totals to your ability scores in any order you like, and add your background's ability score improvement(s). This method is less random than Classic and tends to create characters with above-average ability scores.

Classic: Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores in any order you like. This method is quite random, and some characters will have clearly superior abilities compared to others. You can take this randomness one step further, with the totals applied to your ability scores in the order they are rolled. It can be difficult to fit your chosen class to these random scores, as they might not support the class or your character idea.

True Random: Choose an ability score. Roll 3d6 and add the dice together. Record this total for that ability score. Continue until all six scores have been rolled.

You may then swap two of the scores. This is a risky way of creating a character as you can only swap two of the scores, so it can make for more underpowered characters, but can create some really interesting roleplay possibilities. It can also make for more specialised characters, since the score swap you're allowed means you can take your best roll and assign it to the ability that your character is most likely to rely on.

Heroic: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores in any order. This is less random than the standard method and generates characters with mostly above-average scores. If this would take any of your scores above 20 they are counted as 20 instead unless your GM says otherwise.

CHARACTER CREATION YOUR WAY

Classic roleplaying games ask you to randomly roll your ability scores first, to see what your character was good at, before choosing a background and class. In *The Spy Game* we suggest you choose your background and class first, which encourages you to decide on your roleplay and think about character choices rather than which choice is better to maximise.

However, although the stages are listed 1-3 numerically, you can approach the steps to creating a character in any order. You might have an idea of a character's background before you know what class you want to play, or you might want to know their ability scores before you decide on their class and background. Any order is fine as long as you complete all three stages; use whichever works best for you and your group.

After you have generated all six ability scores, apply your background's ability improvements and any ability improvements granted by your chosen class, noting all your final scores on your character sheet

PURCHASE

Instead of rolling randomly to generate your character's ability scores, you can assign points from a pool to create your ability scores. With this method, your abilities start at a base score of 10, which you can increase by spending points using the tables below. You increase each ability score by spending some of these points. Likewise, you can gain more points to spend on other scores by decreasing one or more of your ability scores below 10. No score can be reduced below 8 or raised above 16. Use the Ability Score Costs table for the costs of each score. After all the points are spent, apply your background's ability improvement and any ability improvements granted by your chosen class.

TABLE: ABILITY SCORE COSTS

Score	Points
8	-2
9	-1
10	0
11	1
12	2
13	3
14	5
15	7
16	10

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. The Ability Score Points table has a number of possible point values depending on the style of campaign and how intense and knife edged or hyperable and movie-style the characters are. The purchase method emphasizes player choice and creates equally balanced characters.

PUTTING IT ALL TOGETHER

Once you've chosen your character class, determined their background, and generated their ability scores, you are ready to decide the final details for your character. Without these finishing touches, your character is just words and numbers on a character sheet. These final details will add personality and real character to your agent.

CHARACTER DESCRIPTION

How your character looks, dresses, and carries themselves reflects their values and personality as much as what they do, and you can decide everything about that from their height and weight, to their hair color, eye color, down to the tiniest detail.

When you're thinking of your description you can consider your ability scores, and use your description to reflect that. If they have a high Strength score, are they muscular with a heavier build? If they have a high Dexterity they might be slim and poised. How might a high Intelligence, Wisdom or Charisma score show itself—do they dress fashionably, or formally, or maybe they have a unique style? Their style may also be reflective of their background, or you may wish to dress them more conventionally, so they blend into a crowd and move freely about society.

NAME AND CODENAME

Everyone needs a name, and your agent has two: their real name, and their codename. While their real name will be tied to their double life and their nationality, their codename is an original creation by their agency. Most codenames are like nicknames—short, evocative, and give your agent an aura of mystery. Codenames can be anything, from animals, to colors, places, items, or weather. Handlers will refer to you by your codename, and that's how you will be known to the wider intelligence community. Meanwhile, you may decide your real name is a secret, depending on how confidential and separate your double life is to your life as an agent, or you may use it advantageously telling everyone you meet, starting with your surname, and then repeating it by saying your whole name next...

PERSONALITY AND POLITICS

Your background gives you the opportunity to decide some key points about your life—double life, secret, ideal, and bond, but that's just the start. People hold a lot of opinions and thoughts about the world and the society they live in, trying to do the best by them, their loved ones, or for a cause. With your background details, you may want to flesh out more personality traits and views on their espionage work, and the people they work with and for. A more developed background sets you up to be better-informed to roleplay your character and how they react to new information, and how they approach the obstacles to their objectives.

BACKSTORY

You may also want to write a more detailed backstory to your agent's life so far, with key events that have shaped their view of the world, as well as more bonds with other people, whether that's allies or enemies. Shared with your game master, they might use parts of your background for your missions, or a person in your background as an NPC. You can also use it to establish some relationships with your fellow player agents, or any NPCs that your GM might have already told you about.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Face	Charisma 13
Hacker	Intelligence 13
Infiltrator	Dexterity 13
Martial Artist	Dexterity 13 and Wisdom 13
Medic	Wisdom 13
Ranger	Dexterity 13 and Wisdom 13
Soldier	Strength 13 and Dexterity 13
Technician	Intelligence 13

MULTICLASSING

Multiclassing allows you to gain levels in different classes than the one you chose when you created your character. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

You have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character's actual level. For example, if you have three levels in Hacker and two in Soldier, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing into a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score requirements for both your current class and your new one, as shown in the Multiclassing Prerequisites table, below. For example, a Ranger who decides to multiclass into the Technician class must have Dexterity, Wisdom, and Intelligence scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. So, if you are a 6th-level Medic and 1st-level Soldier, you must gain enough XP to reach 8th level before you can take your second level as a Soldier or your seventh level as a Medic.

HIT POINTS AND HIT DICE

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character, not when you gain the 1st level in another class.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. If, however, your classes give you Hit Dice of different types, keep track of them separately. If you are a 5th-level Infiltrator and a 5th-level Martial Artist, for example, you have five d10 Hit Dice and five d12 Hit Dice.

PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class. For example, if you are a 3rd-level Face and 2nd-level Infiltrator, you have the proficiency bonus of a 5th-level character, which is +3.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and some features have additional rules when you're multiclassing; for the core classes, these are Extra Attack and Unarmored Defense.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless the feature says you do (as the Soldier's version of Extra Attack does, for example).

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Face	Light armor, disguise kits, any one skill from the class's skill list
Hacker	Hacking tools, any one skill from the class's skill list
Infiltrator	Light armor, any one skill from the class's skill list, thieves' tools
Martial Artist	Simple and traditional melee weapons
Medic	One tool from the class's tool list, any one skill from the class's list
Ranger	Light armor, traditional melee weapons, any one skill from the class's skill list
Soldier	Light armor, medium armor, shields, military ranged weapons
Technician	Any two tools from the class's tool list

STANDARD EQUIPMENT

PURCHASING STANDARD EQUIPMENT

Each agent has their own standard equipment, which includes any weapons, ammunition, armor, and tools provided by their background and class. At the start of each mission, ammunition replenishes and any weapons and tools are replaced if lost.

While preparing for a mission, your team may be given a budget to purchase standard equipment contained in this chapter. Once you have acquired a piece of standard equipment it remains in your inventory until used, lost, or destroyed. Your GM may also offer you an opportunity to gain additional equipment from downtime actions or as mission rewards.

When you purchase equipment, you have a budget based on the caliber of the mission, as detailed in the Standard Equipment Mission Budgets table. How to calculate mission calibers is explained in detail in *Creating Missions and Campaigns*, (p189).

Alternatively, your GM might offer your team a bundle of pre-selected equipment, based on your mission and your budget.

Economics in The Spy Game

In the real world the costs for requisitioned equipment and weapons range from cents to hundreds thousands if not millions of dollars. In The Spy Game, all costs are rounded up to the nearest \$10. While this may make some items slightly expensive, using real world costs makes it unwieldy for players and notetaking alike, so there is a level of abstraction involved.

TYPES OF EQUIPMENT

Equipment is described as several types, from weapons, armor, and items to devices, substances, and outfits. They all have specific considerations when requisitioned and used. You should take these into account and decide on when the equipment is either introduced during play or requisitioned.

ARMOR

Armor is protective clothing designed to provide protection from incoming attacks and injuries to the wearer. Armor is usually bulky, and even items like undercover vests are visible from the way they change the shape of someone's clothing over the top. Armor provides an Armor Class (AC), and could also provide other effects and bonuses. Armor is worn as a whole outfit, or as a chest piece that covers vital areas of the torso and abdomen.

STANDARD EQUIPMENT MISSION BUDGETS

Mission Caliber	Average Agent Level	Budget
1	0-3	\$500 per agent
2	4-8	\$1,000 per agent
3	9-12	\$2,000 per agent
4	13-16	\$5,000 per agent
5	17+	\$10,000 per agent

ATTACHMENT

An attachment is fixed to and augments a weapon, providing a bonus or giving it another function. An attachment can only be fixed to the weapons in its description, based on its function and shape. They do not negatively affect the accuracy of the weapon they are attached to unless otherwise stated.

DEVICE

A device is a piece of electronic hardware that gives its user a unique attack or action, or provides some protection to its user. Some devices might need to be paired to another device in order to be operated, like a remote control, smartphone, or a laptop or tablet that has an operating system.

All devices have some operating system, and can be attacked and manipulated using Hacking actions as described in *Hacking* (p160), and can support a number of executable slots equal to the device's caliber (1 if standard equipment). If the device's operating system Hit Points are reduced to 0, or a successful Disable hacking action, the device no longer works.

EXPLOSIVE

Explosives are volatile chemical compounds shaped into blocks or encased in grenades. Explosives deal damage in a radius when they explode, often producing a shockwave and igniting in the air inside the radius. Explosives can be thrown or placed, and either detonate on impact or can be triggered by a method outlined in their description. They can be disguised inside objects or used as ammunition for heavy weapons and vehicles.

ITEM

Items are either a single object, handheld piece of equipment, or an article of clothing. They take the form and shape of the item's description, and either provide attacks, modifiers, unique actions, or other benefits or drawbacks based on its function.

OUTFIT

An outfit comprises a set of clothing, covering the whole body if necessary. Outfits differ from items in that they can change the social appearance of the wearer, this could be due to the outfit being a uniform, or for a specific task. They provide the whole body with the effect indicated, and could provide damage resistances, immunities, or even vulnerabilities. They can even give characters different movement speeds and other benefits.

PROCEDURE

While strictly not an item, a procedure describes a medical or industrial process an agent goes through in order to analyze or change something about themselves. This might be aesthetic, if they wish to change their appearance, or it could be curative or preventative. Procedures provide agents with unique outcomes, as detailed in their descriptions.

SOFTWARE

Software is an application that provides a unique action to its user, or deals coding damage to other software. Software can only operate while installed on a device with an operating system such as a computer, tablet, or smartphone. Software can be manipulated by hacking actions, such as being modified or disabled.

SUBSTANCE

Substances categorize all medicinal compounds and chemical agents. Substances are often contained in bottles, syringes, thin bags, or other containers, and deal damage or impose conditions on an agent.

SUPPORT

Support equipment provides agents with something they could not accomplish with their personal equipment alone. Support requisitions provide agents with methods of traveling long distances, vehicles with crews, heavy weapon attacks, and other means of supporting a mission.

WEAPON

Weapons are damage dealing items, used for self defense and attacking enemy operatives. They are often wielded in one or two-hands, and are mostly recognizable by others. Firearms, like pistols, shotguns, and rifles fire bullets or shells at high velocities piercing the target's body and inflicting internal trauma. Melee weapons are used to strike an opponent, cutting them with an edged blade or causing concussive injuries with bludgeoning damage. Weapons require a character to draw them before they can be used, and holstered or stored while they are not in use.

ARMOR

The Armor table shows the cost, weight, and other properties of the common types of armor worn by paramilitary, military, policing and security forces around the world. All armor is designed to fit medium humans. If the armor user does not fit this size (i.e. it is for small or large sized users), the GM will decide the result or if you may equip it at all; possible options are having a lower AC than it states while using it, disadvantages on saving throws, or simply gaining no benefit from it at all.

ARMOR PROFICIENCY

Anyone can wear a ballistic vest, or other protective clothing, but only those with an armor proficiency know how to wear it effectively. Your class or background gives you proficiencies with certain types of armor, from light, medium, to heavy. If you wear a type of armor that you do not have a proficiency in, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

ARMOR CLASS (AC)

Armor protects its wearer from attacks. When combined with your innate skills and agent training, the armor you wear, and any shield you wield, determines your Armor Class, abbreviated to AC.

LIGHT ARMOR

Made from natural or manmade fibers, leathers, or skins, light armor is favored by agile agents as it offers mobility over protection, and is subtle or hidden from view. If you wear light armor, you add your Dexterity modifier to your base Armor Class (AC).

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement and is obvious to observers. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class (AC).

HEAVY ARMOR

Heavier armor restricts a wearer's movement and is obvious to any witnesses. If the armor table shows a number in the Strength column for an armor type, the wearer must have a Strength score equal to or higher than that rating, otherwise their speed is reduced by 10 ft.

STEALTH

If the armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

SHIELDS

Riot or ballistic shields are made from plastic polymers or metal and are strapped to one arm. Wielding a shield increases your Armor Class by 2. You can only benefit from one shield at a time.

Un-armored or naked

*It may be that for one reason or another a spy will find themselves naked or only in underwear. There are myriad reasons why this might be; stripping to remove contaminants on clothes, having been villy imprisoned, throwing equipment and clothes away to lose trackers, etc. Firstly, always ensure that players are comfortable with the reasons for and outcomes of this situation - see *The Truth Behind the Fiction* (p7). Secondly, there is no set AC for this situation, but we suggest AC 8, since agents without armor are still dexterous and mobile combatants, however GMs can alter this to reflect the situation as needed.*

Padded/Leather Clothing

Heavy clothing, like jackets, padded vests, and thick leathers can absorb and protect an agent from the bludgeoning force of punches and kicks, but aren't good for much else. They do however padded and leather clothing has a great deal of give and provide excellent flexibility. These items are also the most inconspicuous types of armor, which is helpful while trying to blend in while remaining somewhat protected.

LEATHER ARMOR

Modern versions of leather armor are used by motorsports to protect their drivers, from motorbike leathers to padded motocross body armor. Most bike leathers-and especially motocross armor-is molded and reinforced with metal and plastic to protect impacts to the spine and high impact points like the elbows, shoulders, knees, with reinforced boots to protect ankles. Leather armor can be inconspicuous if styled like biker leather, but isn't easily concealed underneath outerwear.

UNDERCOVER VEST

An undercover vest is a special design of body armor, thin enough to be concealed under clothing but with added stab, slashing, and bullet impact protection from woven and laminated fibers. The vest offers low-level protection, and only to the torso, leaving arms, legs, and head exposed to attack, but the vest does fit under most clothing without ruining the line of the attire, perfect for operating quietly in the open.

STAB VEST

Deployed by police, security, and some military personnel throughout the world, the stab vest is thicker and offers more enhanced protection from stabbing and bullet impacts than its undercover counterpart. Stab vests are bulky, and worn on the torso over clothing, but can be worn under a coat or rain jacket, though they are not concealed by doing so.

TABLE: ARMOR

Armor	Armor Class (AC)	Strength	Stealth	Weight	Special	Cost
<i>Light Armor</i>						
Padded/leather clothing	11 + Dex modifier	-	-	2 lb.		\$75
Leather armor	12 + Dex modifier	-	-	3 lb.		\$200
Undercover vest	12 + Dex modifier	-	-	5 lb.		\$250
<i>Medium Armor</i>						
Stab vest	13 + Dex modifier (max 2)	-	-	6 lb.		\$300
Tactical armor	14 + Dex modifier (max 2)	-	-	8 lb.		\$500
<i>Heavy Armor</i>						
Light Plate Carrier	16	Str 13	Disadvantage	16 lb.		\$1,200
Heavy Plate Carrier	18	Str 15	Disadvantage	26 lb.		\$1,500
<i>Shields</i>						
Riot Shield	+2	-	-	5 lb.	-	\$200
Ballistic Shield	+2	Str 13	-	20 lb.	Resistance: Piercing	\$500

Tactical Armor

Tactical armor includes a ballistic vest with added thigh, shoulder, and arm protection. It offers a balance of maneuverability and protection, with densely woven fibers dispersing ballistic impacts. Armor like this is conspicuous, and often combined with helmets. It is used by special police units and lightly-armed paramilitary forces when their combat stance is obvious and they need protection.

Light Plate Carrier

Plate carriers combine the protection of a dense, specially developed fibers spun to a high tensile strength, and thin metal plates inserted into pouches within the armor to protect from weapon impacts. A full suit consists of a kevlar plate carrier vest, webbing, collar and shoulder guards, elbow, knee, and thigh guards, and a helmet as necessary.

Heavy Plate Carriers

Heavier plate carriers can be augmented with ceramic or metal plates to offer enhanced protection. Heavy metal plates are inserted into pouches inside a plate-carrier vest, often added to key areas like the thigh guards, groin, and shoulders. This is weighty and reduces flexibility, but what it lacks in maneuverability it makes up for in protection.

Riot Shields

Riot shields are fashioned for police and security forces from thick polymers for clear but robust shields. They are predominantly used by riot police and security forces when they need added protection and engaging hostile groups. Riot shields can be seen through, covering about 3 to 4 feet of the body depending on the design, but don't offer as much ballistic protection.

Ballistic Shields

A ballistic shield is designed to offer close quarters ballistic protection to the upper body, and fashioned from strong polymers augmented with ballistic fibers. Ballistic shields offer a viewing window that can be held at eye level, and are lightweight enough to be held for extended periods of time while also firing a handgun in the other hand.



WEAPONS

The Weapon table shows the damage, cost, weight, range, and other properties of the types of small arms used by Agents.

WEAPON PROFICIENCY

Your class or background grants proficiency with certain weapons, reflecting your training and the weapons you have most likely utilized during your career.

Makes, Marks and Manufacturers

*There are many global weapons manufacturers that produce many different versions and marks of the items they make. In **The Spy Game** we don't want to get too bogged down in the minutiae of variants and makes, so the weapons listed here are genericized, with only special versions or munitions that make a big difference to the game being listed. If you want to use specific makes for character reasons (such as a Walther PPK or a Kalashnikov AK-47), you can discuss with your GM how this affects your game.*

AMMUNITION

When the weapon has the ammunition property, each time you use the weapon it expends ammunition. Firearms have an ammunition capacity in the form of magazines that feed the gun with bullets, ranging from 5 to 30, up to 200+ 'rounds'. Where the weapon table shows the "Ammunition" property it will be followed by a number of attacks; this is the number of ranged attacks the weapon can make before it needs to be reloaded. Reloading is an action.

Any weapons provided to your class receive 3 loads of ammunition, or 'clips', that replenish between missions. Any simple or military ranged weapons you purchase using the mission budget, or your pay for completing missions, come with 3 loads of ammunition, but they aren't replaced between missions. Each heavy ranged weapon you purchase comes with a single load of ammunition. You can also purchase additional reloads from your mission budgets or rewards.

Ammunition comes in many sizes, related to the chamber inside the gun you're firing. You can buy whole clips to reload your simple and military ranged weapons at the costs shown in the Ammunition Costs table.



WEAPONS

Name	Damage	Weight	Properties	Cost
Simple Melee Weapons.				
Baton	1d4 bludgeoning	2 lb.		\$70
Garrote string	1d4 bludgeoning	1 lb.	Finesse, two-handed, special: garrote	\$50
Handaxe	1d6 slashing	2 lb.	Thrown (range 10/30)	\$30
Knife	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)	\$20
Machete	1d6 slashing	2 lb.		\$60
Sledgehammer	1d10 bludgeoning	15 lb.	Two-handed	\$50
Unarmed strike	1d4 bludgeoning	-	-	-
Traditional Melee Weapons.				
Nunchaku	1d6 bludgeoning	2 lb.	Versatile (1d6)	\$20
Sai	1d6 bludgeoning	1 lb.	Finesse, light	\$30
Spear	1d6 piercing	3 lb.	Reach, thrown (range 20/60), versatile (1d8)	\$150
Staff	1d6 bludgeoning	4 lb.	Versatile (1d8)	\$7
Sword	1d8 slashing	3 lb.	Versatile (1d10)	\$120
Whip	1d4 slashing	3 lb.	Finesse, reach	\$40
Shuriken	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)	\$20
Simple Ranged Weapons.				
Bow, compound	1d6 piercing	2 lb.	Range 80/320 ft, reload (1 attack), two-handed	\$300
Crossbow	1d8 piercing	5 lb.	Range 80/320 ft, reload (1 attack) two-handed	\$700
Speargun	1d8 piercing	2 lb.	Range 20/60 ft, Reload (1 attack) two-handed	\$400
Pistol, light	1d8 piercing	2 lb.	Range 40/160 ft, reload (9 attacks), light	\$500
Pistol, heavy	1d10 piercing	3 lb.	Range 30/120 ft., reload (6 attacks)	\$900
Machine pistol	1d8 piercing	3 lb.	Range 30/60 ft, reload (6 attacks) Special: Full Auto	\$2,250
Taser	1d6 electric	2 lb.	Range 20, reload (1 attack), light, special: Taser	\$1,000
Military Ranged Weapons.				
Submachine gun	1d10 piercing	7 lb.	Range 40/160 ft, reload (4 attacks) Special: Burst Fire	\$1,850
Assault rifle	2d6 piercing	10 lb.	Range 50/200 ft, reload (4 attacks) Two-handed, special: Burst Fire, special: Full Auto	\$2,500
Carbine rifle	2d6 piercing	7 lb.	Range 45/180 ft, reload (4 attacks) Two-handed, special: Burst Fire	\$2,250
Battle rifle	2d8 piercing	9 lb.	Range 80/240 ft, reload (4 attacks) Two-handed, special: Burst Fire	\$2,700
Marksman rifle	2d6 piercing	9 lb.	Range 100/400 ft, reload (6 attacks) Two-handed	\$2,250
Rifle, bolt action	2d8 piercing	11 lb.	Range 125/500 ft, reload (6 attacks) Two-handed	\$1,600
Shotgun	2d10 piercing	6 lb.	Range 20/80 ft, reload (2 attacks) Two-handed, special: Spread	\$1,300
Light machine gun	2d8 piercing	22 lb.	Range 40/160 ft, reload (4 attacks) Two-handed, special: Full Auto	\$7,500
Medium machine gun	2d10 piercing	28 lb.	Mounted, range 40/160 ft, reload (4 attacks) Special: Full Auto	\$9,200
Heavy machine gun	2d12 piercing	128 lb.	Mounted, range 40/160 ft, reload (4 attacks) Special: Full Auto	\$14,000
Anti-materiel rifle	2d10 piercing	29 lb.	Mounted, range 125/500 ft, reload (6 attacks) Two-handed, special: Armor Piercing	\$8,000

Rounds Per Minute

While modern firearm clips have a capacity for between 5 and 200 rounds, depending on the firearm, **The Spy Game** treats their rate of fire with ambiguity, using the values of the ammunition property to reflect the dramatic choice of when to attack and reload. An attack represents firing several shots, meaning that you can fire a few short bursts, or one or two well placed shots and expend the same ammunition in the game, rather than having to count each individual bullet used.

WEAPON PROPERTIES

BLAST

Weapons with the blast property fire an explosive round or explode when triggered, causing damage to all characters in a sphere around the impact point. The range of this blast is shown in feet. The blast damages all characters that can be targeted by line of sight if they fail a DC 15 Dexterity saving throw. To avoid being the target of a blast weapon's area of effect, characters must have total cover from the point of impact.

FINESSE

When making an attack with a finesse weapon, you may use your choice of either your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

GUIDED

When you fire a guided weapon, as long as you have a line of sight to the target you may target it as if you were at short range.

LIGHT

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

MOUNTED

The weapon needs to be mounted on a bipod, tripod, or vehicle mount, and cannot be used to make attacks by someone holding the weapon freely in two-hands. Bracing a weapon that is mounted on a bipod or tripod is part of the move action.

RANGE

A weapon that can be used to make a ranged attack has a range listed as two numbers. The first is the weapon's short range in feet, and the second indicates the weapon's long range. When attacking a target beyond short range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH

This weapon adds 5 feet to your reach when you attack with it, as well as when you determine your reach for opportunity attacks with it.

Using Restricted Weapons

*Some weapons such as flamethrowers, chemical weapons and white phosphorus are restricted by international laws in most of the world, and often have horrific effects in real life. In **The Spy Game** there is an element of fantasy violence and abstraction which is often found in spy tropes. For this reason restricted weapons are available, however depending on how real-world or graphic your game it's worth noting that these can be very dangerous weapons with horrific effects. Always remember to make sure everyone at the table is happy with the tone of the game, and have safeguards in place.*

SPECIAL: ANTI-AIR LAUNCHER

Anti-air launchers can only be used against airborne targets.

SPECIAL: ARMOR PIERCING

Attacks with this property ignore any resistances to piercing damage, and reduce any immunity to piercing damage to a resistance instead.

SPECIAL: BURST FIRE

Burst Fire sprays any 10 ft square in short range and line of sight with a burst of bullets. Each character in this area, friendly or enemy, needs to make a DC 10 Dexterity saving throw or suffer the damage as normal. This attack takes up two actions of ammunition.

SPECIAL: FULL AUTO

As a ranged attack, you can fire a weapon with this property using its fully-automatic firing option, attacking all characters, friendly or enemy, within line of sight in a cone up to its long range. Each character within the cone needs to succeed a DC 10 Dexterity saving throw or take damage, with advantage on the saving throw if within the weapon's long range. This attack requires a full magazine of ammunition, and empties an entire clip when used.

AMMUNITION COSTS

Category	Ammunition per clip
Simple ranged weapons	\$15
Military ranged weapons	\$25
Heavy ranged weapons	\$50

SPECIAL: GARROTE

When you succeed an attack roll with this weapon, you also grapple the target.

SPECIAL: SPREAD

If you hit with a ranged attack using a weapon with this property, you can apply portions of the damage between other enemies within 5ft of the target. Roll damage as normal then split the damage as evenly as possible between the main target and the other targets, with any remainder going to the main target.

SPECIAL: TASER

When a living target is successfully dealt electrical damage by this weapon, they must succeed a DC 10 Constitution saving throw, or suffer the paralyzed condition until the end of their next turn.

THROWN

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe you use your Strength, but a knife throw can use either your Strength or your Dexterity, since the dagger has the finesse property. You must retrieve the weapon afterwards or it is removed from your inventory and lost.

If the weapon is a handheld explosive, like a grenade, make a DC 5 Strength or Dexterity check to throw the grenade into the targeted space, applying your proficiency bonus if you are proficient with grenades. Failing the check means the thrown explosive lands 5ft away from the intended space, decided by the GM. Thrown explosives that go off cannot be retrieved and are destroyed when used.

TWO HANDED

This weapon requires you to use two hands to attack with it.

VERSATILE

This weapon can be used with one or both hands. A damage value in parentheses appears with the property, which is the damage inflicted when the weapon is used with two hands.

SIMPLE MELEE WEAPONS

Some of the simplest weapons in the world can also be the most deadly. Where bombs and missiles are powerful and devastating, sometimes a subtle knife can be even more effective. Simple Melee Weapons are usually easy to obtain, have few if any moving parts, and rely on the skill or strength of the user to inflict damage.

BATON

Batons cover everything from simple truncheons, to extendable batons and night sticks that can be pocketed or placed on a belt, and are used as non-lethal weapons by police and security personnel.

GARROTE STRING

Garrotes are fashioned from a thin cord and are used to strangle the wielder's target, often silently while their throat is closed.

HANDAXE

A handaxe or hatchet, has a striking head with the blade on one side. Typically used to split wood or as a survival tool, they can be deployed as a weapon when needed.

KNIFE

Knives come in all shapes and sizes, with broad serrated blades at their most vicious, to small flick knives for concealment. Knives are versatile tools for agents, and their small size helps with concealment.

MACHETE

Machetes are a survival tool turned weapon, designed with a long blade weighted at one end to chop and hack foliage. Their length means they are more brutal than a knife but harder to hide.

SLEDGEHAMMER

A sledgehammer is a construction tool, used to break down walls and brickwork, but can be used to apply significant blunt force trauma to a victim. They measure around 3 to 4 feet in length, with a weighty, blunt, striking head.

TRADITIONAL MELEE WEAPONS

Traditional Melee Weapons are those that have been used throughout history and refined, either for their deadly nature or the reliability of the damage they can inflict.

NUNCHAKU

Nunchaku, or "nunchucks" when anglicised, are Japanese martial arts weapons constructed of two short wooden poles connected by a metal chain. They are intended as a training weapon, but can be used to deal rapid strikes to a target.

SAI

The sai is a short, one-handed, trident used in martial arts throughout south-east Asia, India, and Japan. Its longest, central prong is blunted on the end, and its two winged prongs on either side provide grip and protection to the hilt. They can be used as a striking weapon, and for blocking and parry blows.

SPEAR

Spears are found throughout the ancient world, and were used well into the late medieval periods of many cultures. Spears range from a few feet to the ten feet long pike, designed to strike an opponent with a sharp bladed tip, thrusts to strike from longer distances.

STAFF

Staves are wooden or metal shafts measuring anything from a few feet to over six feet. While more inconspicuous than bladed weapons, they often proved to be just as effective in the right hands.

SWORD

Swords are bladed metal weapons, ranging from one-handed weapons at around 3 feet, to hand-and-a-half blades at 4 to 5 feet, to two-handed blades up to six feet. Swords can be found in every culture around the world, in all sizes and grips.

WHIP

Whips are made of tightly woven material into a flexible lash that can extend several feet, and can be cracked in order to strike an opponent with enough concentrated force to cut into the skin.

SHURIKEN

Shuriken are ancillary weapons in Japanese combat, used as concealed blades or thrown weapons. They come in a variety of shapes, but are fashioned predominantly into flying discs with protruding blades, sharpened to cut deep into flesh when thrown.

SIMPLE RANGED WEAPONS

Simple ranged weapons require low levels of maintenance and may include few if any moving parts. They are rugged and versatile, often being easy to construct or conceal as needed.

TASER

Tasers are a brand of electrical weapon, dubbed “less than lethal” rather than non-lethal, that fires darts connected with insulated copper wires. These deliver an electric shock to the target, incapacitating them as they lose voluntary control of their muscles.

BOW, COMPOUND

A compound bow provides the utility of a traditional bow and arrow with modern engineering. Fiberglass houses a system of pulleys to give added power to the shot.

CROSSBOW

Crossbows are a traditional weapon dating from medieval warfare, but have seen popularity with modern hunters and hobbyists. Modern crossbows use fiberglass for their stock, with similar pulleys for a mechanical advantage to loading and poundage.

SPEARGUN

Spearguns are pneumatic underwater weapons used for hunting large fish. The barrel of the weapon holds a spear, often barbed to embed and snag at the flesh of its target, and are usually around two feet long.

PISTOL, LIGHT

Light pistols encompass smaller, lower-velocity, semi-automatic handguns or revolvers, including magazine and barrel loaded firearms.

PISTOL, HEAVY

Heavy pistols are higher-caliber pistols, either semi-automatics or revolvers, providing greater stopping power and better penetration than pistols of a smaller caliber.

HEAVY WEAPONS

Name	Damage	Weight	Properties	Cost
<i>Heavy Weapons.</i>				
Flamethrower	1d10 fire	72 lb.	Range 20/80 ft, reload (4 attacks), two-handed, special: Spread	\$500
Rocket-propelled grenade	3d6 slashing	15 lb.	Range 50/180 ft, reload (1 attack) Two-handed, Blast (20)	\$500
Grenade launcher	3d6 slashing	12 lb.	Range 40/160 ft, reload (6 attacks), two-handed; Blast (20)	\$1,000
Rocket Launcher	3d10 fire	8 lb.	Range 40/160, reload (1 attack), two-handed; Blast (25)	\$10,000
Anti-tank (AT) launcher	3d12 piercing	48 lb.	Guided, reload (1 attack), two-handed, special: Armor Piercing	\$200,000
Anti-air (AA) launcher	3d12 fire	35 lb.	Blast (10), guided, reload (1 attack), two-handed, special: Anti-Air Launcher	\$38,000

Pistol, Machine

Machine pistols are similar in size to other handguns, but with a full auto feature, spraying an area with a hail of bullets at rapid fire rates. They are often inaccurate and hard to control, but useful for engaging multiple, lightly-armed targets.

MILITARY RANGED WEAPONS

Militaries the world over must arm and equip their personnel for war. These weapons are some of the standard and high grade firepower that modern military forces use for protection and offensive actions.

SUBMACHINE GUN

A submachine gun, or SMG, is a two-handed automatic carbine, firing pistol-caliber rounds. It provides a variable fire rate, including burst fire, and is more accurate than a machine pistol.

ASSAULT RIFLE

Assault rifles are a loose group of selective-fire rifles, first adopted in the Second World War, and mass produced and widely used throughout the world—the most popular being the AK-47. They fire an intermediate round, higher caliber than a pistol, but less powerful than most battle rifles.

CARBINE RIFLE

Carbines are shorter, more compact version of battle rifles. They can fire the equivalent caliber ammunition of their full-sized counterparts, or fire lower-powered ammunition of pistol calibers. They are predominantly used by specialized troops, such as special forces or paratroopers.

BATTLE RIFLE

The battle rifle was the standard-issue service rifle for military personnel throughout the world until overtaken by the assault rifle, firing rifle caliber ammunition, with selective fire options. They have a longer effective range than assault rifles but can lack the power of some higher-caliber marksman rifles.

MARKSMAN RIFLE

More accurate than a battle rifle, marksman rifles share the power and build of a battle rifle but with better sights, longer barrels, and other modifications built for precision.

RIFLE, BOLT ACTION

Bolt action rifles, built for long range and precision, serve as sniper rifles for modern soldiers. Fitted with high-magnification scopes, as well as stocks, grips, and bipods to stabilize a sniper's shot, skilled marksman can use these rifles to devastating effect.



SHOTGUN

Shotguns are designed to fire a cone of smaller pellets out from the muzzle of the weapon that can inflict significant trauma at short ranges. Their damage at close range makes them effective for close-quarters combat and as defensive weapons for both law enforcement and military forces.

LIGHT MACHINE GUN

Light machine guns, or LMGs, are automatic firearms that use a similar caliber to assault rifles but hold much larger clips for sustained long bursts of fire. Light machine guns, compared to medium and heavy versions, are designed to be used by an individual soldier in a support role to a larger squad.

MEDIUM MACHINE GUN

Medium machine guns are belt-fed automatic weapons fired with support from a bipod, tripod, or mount. They are designed to reload quickly, with similar caliber ammunition to that used in battle rifles.

HEAVY MACHINE GUN

Heavy machine guns use large-caliber ammunition for greater damage against light vehicles, buildings, or heavily-armored targets. Often set up and deployed on mounts or heavy-duty tripods, their utility for a single soldier or small squads is limited due to their size and weight.

ANTI-MATERIEL RIFLE

Anti-material rifles, or AMRs, are high-caliber rifles specifically designed for use against light and medium vehicles, and fortifications, rather than enemy personnel, and are equipped similarly to a marksman or sniper rifle, with magnified scopes and bipods to provide precision and support the soldier against the weapon's massive recoil.

HEAVY WEAPONS

Heavy weapons are area effect or high damage output weapons and munitions. They tend to be cumbersome and often require at least a two person team to set up and use. Most unit-based anti-vehicle weapons are heavy weapons, and they tend to be specialty requisitions for elite units.

FLAMETHROWER

Flamethrowers propel liquid or gaseous flammable compounds in a jet of fire from a nozzle. The fuel, stored in tanks, is connected to an ignition point that sets the substance alight, covering the target area in burning jets of flame.

ROCKET-PROPELLED GRENADE

A rocket-propelled grenade, or RPG, is an explosive launcher fired from the shoulder, loaded from the muzzle, and used with a mix of anti-tank and anti-personnel explosives.

GRENADE LAUNCHER

A grenade launcher uses large shells containing a grenade charge, firing them in quick succession over medium range.

ROCKET LAUNCHER

A rocket launcher, similar to the RPG, fires unguided rockets from a large barrel supported on the shoulder. Rocket launchers have a longer range, and often explosive payloads, and can be loaded with a range of high explosive, anti-tank, and anti-personnel rockets.

ANTI-TANK (AT) LAUNCHER

Anti-tank launchers are bulkier than their RPG counterparts, and fire guided missiles at targets using a variety of targeting methods including heat signature, laser designation, and radio signals. These "fire and forget" munitions are designed for maximum penetration of armor and shielding, locking onto a target and guiding themselves to the 'lit up' enemy after launch.

ANTI-AIR (AA) LAUNCHER

Anti-air launchers target aerial enemies including planes, helicopters, or drones. Launchers that can be equipped by a single soldier can be limited in range, but are guided like their anti-tank counterparts, firing missiles that track their targets through laser designation, radio, or heat signatures.

EXPLOSIVES

Explosive compounds are best handled by those with a proficiency in explosives. Substances like C4, dynamite, thermite, and phosphorus are all explosives, while pre-made grenades are thrown weapons and can be utilized by all agents. Unless otherwise stated explosives are one use only and are destroyed on use.

ANTI-SHIP MINE

Anti-ship mines include magnetic nautical mines and floating or sub-surface directional mines. These can be placed in waterways or close to the sides of ships to cause serious damage to vessels. They tend to be triggered by proximity of large masses or magnetically pulled towards large ferrous objects, so can only be triggered by Gargantuan or larger vehicles unless the GM states otherwise.

ANTI-TANK MINE

Anti-tank mines include magnetic or pressure mines used to damage or destroy large vehicles. These can be buried in the earth or placed on top of roadways, either to stop vehicles and tanks from moving past or to inflict damage when they do. Anti-tank mines tend to be triggered by proximity of large masses or weight from heavy vehicles, so can only be triggered by Large or bigger vehicles unless the GM states otherwise.

C4/SEMTEX

These so-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be molded to take various shapes. C4/Semtex requires a detonator to set off remotely or by an external trigger.

CLAYMORE MINE

Claymore mines are directional anti-personnel explosives. Unlike traditional mines, Claymores are usually user activated, designed for active defense rather than passive mining. Claymore mines require a detonator (remote or wired). When placed, decide the direction of the blast. This cannot be altered unless a character deactivates and moves the mine before reactivating it. When detonated the explosive affects all characters and objects within a 30-foot cone.

DET CORD

Det cord is an explosive in a ropelike form, rapidly burning rather than exploding. Used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree, post or other object to cut it neatly in half. Det cord requires a detonator to set it off.

Detonators

Detonators are used to trigger explosives, and take many forms:

Electronic Timer. An electronic timer registers a countdown in hours, minutes, and seconds until reaching 0:00, when it runs an electrical current through a highly reactive explosive igniter, detonating the main explosive payload.

Fuse. A fuse is a thin rope of varnished jute over gunpowder, that burns at a relatively safe rate of 1 foot every 30 seconds.

Remote Detonator. A remote detonator relies on manual activation using a device that sends a signal to the igniter to detonate the payload. The remote detonator can be a phone or handheld dead-man's switch that sends a signal to the ignitor.

Tripwire. A tripwire allows an explosive device to be independently triggered as a reaction to physical movement. Literal tripwires are taut wires that detonate the explosive payload if pressure is exerted on them from physical force. Electronic tripwires, like lasers, detonate explosives if their beam is broken or there is movement within their field of detection.

DYNAMITE

One of the most common and straightforward explosives, dynamite is both stable and reliable. A stick of dynamite requires a fuse to be lit, or detonator to set it off. Additional sticks can be set off at the same time if they are within the blast radius of the first stick, dealing their own damage to characters and objects caught in the blast radius. It's also possible to wire

together several sticks of dynamite for even greater area of effect. Dynamite requires a detonator; this is usually a fuse cut to the required time length set off with a spark or flame, though other detonators are also used.

FLASH BANG

A flashbang, or stun grenade, is a non-lethal explosive that emits a loud bang and a blinding flash of light once detonated. On a failed Dexterity saving throw, targets within the blast radius gain the blinded and deafened conditions until the end of their next turn.

SMOKE GRENADE

Smoke grenades provide a blanket of cover by obscuring targets inside their blast radius with a cloud of particles. The area inside the blast radius is heavily obscured, granting them a +5 bonus to AC, until the end of 1d4 rounds.

TEAR GAS GRENADE

Military and police forces use these chemical grenades to disperse crowds and smoke out hostage takers. When thrown the tear gas grenade floods a 15-foot radius with a cloud of chemical irritant that causes eyes to fill with tears, that disperses at the end of 1d4 rounds.

A character caught in a cloud of tear gas at the beginning of their turn must make a DC 15 Constitution saving throw or be stunned until the beginning of their next turn. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus to the Constitution saving throw.

EXPLOSIVES

Name	Damage	Weight	Properties	Cost
Grenades.				
Flashbang	1d4 force	1 lb.	Blast (30), thrown (range 20/50), special (see entry)	\$50
Fragmentation grenade	3d6 slashing	1 lb.	Blast (20), thrown (range 20/50)	\$400
Incendiary Grenade	1d10 fire	1 lb.	Blast (15), thrown (range 20/50)	\$600
Molotov Cocktail	1d6 fire	1 lb.	Blast (5), thrown (range 20/50)	\$40
Smoke grenade	Special (see entry)	1 lb.	Blast (10), thrown (range 20/50)	\$40
Tear Gas Grenade	Special (see entry)	1 lb.	Blast (15), thrown (range 20/50)	\$70
Thermite Grenade	6d6 fire	1 lb.	Thrown (range 20/50)	\$250
White Phosphorus Grenade	2d6 fire	1 lb.	Blast (10), thrown (range 20/50)	\$500
Explosives.				
C-4/Semtex	2d12 force	1 lb.	Blast (30)	\$750
Det Cord	2d6 fire	1 lb.	Blast (5)	\$50 / 5 ft.
Dynamite	2d6 force	1 lb.	Blast (10), thrown (range 20/50)	\$250
Claymore mine	2d6 slashing	1 lb.	Blast (cone, 30)	\$200
Anti-personnel mine	2d6 slashing	1 lb.	Blast (15)	\$175
Anti-tank mine	2d8 piercing	2 lb.	Special: Armor Piercing	\$750
Anti-ship mine	4d8 piercing	60 lb.	Special: Armor Piercing	\$1,500

Thermite Grenade

Thermite does not technically explode, instead it creates intense heat that burns and melts through an object within its blast radius. Thermite grenades are used to quickly destroy key pieces of equipment or cut through layers of armor in seconds.

White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade takes an additional 1d6 fire damage until they spend half their move to douse the flames.

In addition, a phosphorus grenade creates a cloud of smoke, like a smoke grenade (see above), except that it only fills a 5 foot radius of the detonation point for the first round after it is thrown, out to 10 feet in the second round, dispersing with adequate ventilation.

SPECIAL AMMUNITION

Special ammunition costs more than regular calibers, but is still based on the damage dice as shown in the Special Ammunition Costs table.

Designed to punch through armor, ranged attacks by armor piercing rounds ignore resistance to piercing damage and reduce an immunity to piercing damage to a resistance.

Expanding

Constructed of softer materials and designed to expand upon impact, “dum dum” rounds cause +2 damage to targets wearing light or no armor.

Flechette

Flechette rounds are shells containing several metal darts, used for their armor piercing qualities. However these rounds are quite inaccurate, increasing the potential collateral damage. Flechette rounds fire in a cone in front of the attacker, at a range equal to the short range of the weapon. Each target inside the cone must succeed at a DC12 Dexterity saving throw, or take half the weapon’s normal damage. Flechette rounds can only be loaded into a crossbow or shotgun.

Hollow Point

Hollow point rounds disrupt more tissue inside of the target than a normal bullet. Any Wisdom (Medicine) checks made to stabilize someone who has been incapacitated by an attack made with hollow point rounds increases the DC to 20, instead of 15.

Incendiary

Designed to ignite flammable materials, incendiary rounds deal 1d6 fire damage in addition to any other damage inflicted. Requisitioning this ammunition changes all your ammunition for a single ranged weapon to this type.

Non-Lethal

These rounds are designed to take down the target without killing them, and include rubber bullets and bean-bag rounds. These rounds deal bludgeoning damage equal to the weapon’s usual damage. Targets wearing medium or heavy armor have resistance to any damage from non-lethal rounds.

Targets that are reduced to 0 hit points by non-lethal rounds are not killed and do not take death saves. Instead they are unconscious, and will remain so for one hour unless revived.

Tracer

Designed to burn bright during travel, tracer rounds are used by fire teams to zero in on their targets. If you attack a target using tracer ammunition, all other ranged attacks against the same target receive a +2 bonus to their attack rolls until the beginning of your next turn.

SPECIAL AMMUNITION COSTS

Special Ammunition	Cost per reload
Armor Piercing	\$20
Expanding	\$20
Flechette	\$50
Hollowpoint	\$20
Incendiary	\$50
Non-lethal	\$20
Tracer	\$20



WEAPONS ATTACHMENTS

Many modern weapons have rails for attachments and hardpoints for sights and rangefinders. Barring that, enterprising agents can often make custom attachment ports, or even judicious use of duct tape.

FLASHLIGHT

Item, \$30

An underslung or jury-rigged flashlight attachment to your weapon. While they cast pinpoint light over a short distance, they are less powerful than purpose made torches. Flashlight attachments cast bright light in a 30-foot cone and dim light for an additional 30 feet. They have a battery life of 2 hour. Using an equipment slot to requisition a Flashlight provides the whole team with a set.

Attaches to: Any simple or military ranged weapon.

GRENADE LAUNCHER, UNDERSLUNG

Weapon, \$500

An underslung grenade launcher is attached to a two-handed rifle and can be loaded with grenade rounds. As a ranged attack, you can fire the underslung grenade launcher with any grenade from the weapons section, and has the same properties as a grenade launcher, with the reload (1 attack) property. The Launcher comes with 2 underslung grenade reloads that may only be used by this or another underslung grenade launcher.

Attaches to: Assault rifle, carbine rifle, battle rifle, shotgun.

LASER SIGHT

Item, \$100

A laser dot sight projects a tight, low-intensity laser beam matching a bullet's trajectory. At short range, a laser sight provides a +1 bonus to ranged attack and damage rolls with the weapon.

Attaches to: Any simple or military ranged weapon, grenade launcher, or rocket launcher.

REFLECTOR SIGHT

Item, \$550

A reflector (or 'reflex') sight projects a dot or circular target onto a clear piece of perspex. It provides no magnification, but clearer, more accessible sights at short range. You gain a +2 bonus to ranged attack rolls at short range with a reflex sight.

Attaches to: Any simple or military ranged weapon.

SUPPRESSOR

Item, \$800

A suppressor, or "silencer", significantly decreases the noise and muzzle flash of a firearm. When you fire a weapon equipped with a suppressor it cannot be heard within its long range, and within its short range a DC 15 Wisdom (Perception) check is required to detect the shot noise.

Attaches to: Any pistol and military ranged weapon apart from medium or heavy machine guns, or anti-materiel rifle.

Silent Shots

Suppressors in real life do not work the way they are shown in movies, reducing the noise of a shot to a whisper. While they are effective at reducing sound, they don't make weapons completely silent (as their more colloquial name 'silencers' would suggest). We have included the more filmic version here because it's a classic spy trope and fun to use in game; players wanting much more realistic games should consider not including these, or using a modified version of the rules above.

TELESCOPIC SIGHT

Item, \$1200

A telescopic sight uses lenses to magnify targets for the shooter, and provide a +2 bonus to ranged attack rolls at long range.

Attaches to: Bows, crossbows, and military ranged weapons.

CLOTHING AND DOCUMENTS

'Clothes maketh the man', or in this case, the agent. From medium to long distances, the right clothing can be the difference between complete success and mission failure. From there the documents become important. Having the right military pass with the correct signatures is just as important as having the right time card for the power plant. Combined, a skilled agent can use the right clothing and documents to get into almost any area, no matter how restricted.

Dressing for the Occasion

How you requisition clothing, documents and uniforms before the mission should be discussed with your GM. Some GMs don't ask that you are specific about clothing and documents, allowing you some leeway in your planning and making decisions on the fly. Others will want to know which documents you're bringing, which license it is or the camouflage of ghillie suit. There's no right way to do this; sometimes having brought the urban camo to a forest, or a navy uniform to an airforce base is a fun obstacle for players to overcome, whereas at other times it just becomes an annoyance or feeling that players have wasted some of their budget. Deciding beforehand helps set expectations and your sense of realism in the game.

BURGLARY CLOTHING

Outfit, \$80

Consisting of dark clothing and a balaclava, burglary clothing is designed to help those breaking and entering to hide in dark places and stay covert.

BATTLE DRESS UNIFORM (BDU)

Outfit, \$75

A battle dress uniform is the standard field uniform for all official military organizations around the world. BDUs all include camouflage to a greater or lesser extent, with the pattern depending upon the most common/most expected area of operation for that particular unit. The uniform comes with hard-wearing camouflage trousers, top, and outdoors jacket.

CIVILIAN UNIFORM

Outfit, \$60

A civilian uniform is one worn by any professional that doesn't belong to an emergency service, such as chef whites, security guard uniforms, or even just simple high visibility garments. Civilian uniforms are used to blend into a civilian work environment.

DEAD DROP SPIKE

Item, \$30

A dead drop spike is a covert way of depositing information to be picked up by a contact later. It's a short cylinder with a spiked end that can be pushed into soft ground, and a screw cap at the other end. You can store physical messages on rolled up paper, or items no bigger than half an inch.



IDENTIFICATION DOCUMENTS

Item, \$145

Identification documents can take the form of photographic ID cards, passports, or diplomatic papers that prove the identity of their named owner. Having the correct identification gives a player advantage on Charisma (Deception) checks to appear credibly as that persona.

Ghillie Suit

Outfit, \$75

A camouflage suit with hood. These loose fitting trousers, jacket, and hood can be worn over most uniforms and armor and is a weave of loose strands of fabric colored to the environment it is designated for, providing heightened camouflage for soldiers in the field and is favored predominantly by snipers. A ghillie suit provides advantage to Dexterity (Stealth) checks to hide in the appropriate environments.

LICENSE

Item, \$45

A license grants you permission to do something within the authority's jurisdiction. A driving license allows you to drive a vehicle, for example. If the license you obtain would give you permission for your actions, law enforcement personnel are much more likely to let you carry on with your business.

Falsifying Documents.

If you can't legitimately (or covertly) obtain genuine documents within your area of operation, you may need to make forgeries. The difficulty of forging these documents depends both on their complexity and how obscure they are. You might need to make an ability check to make the documents yourself, or spend money with a contact who can forge them for you.

OFFICIAL UNIFORM

Outfit, \$500

Official uniforms consist of a variety of emergency service or governmental outfits, for example police, doctor scrubs, and coastguard outfits. Official uniforms are slightly harder to acquire than civilian uniforms but command a high level of respect from civilian targets.

ELECTRONICS AND SECURITY

Bugs, cameras, storage devices and computers are key elements of any agent's equipment. In the modern age of instant data transfer and cyber attacks being as damaging to security as physical ones, if not moreso, these devices are crucial. Security devices are usually more mechanical than electronic, but work in concert with more high-tech equipment to secure (or assault) sensitive locations.

360 DEGREE CAMERA

Item, \$450

This camera can photograph and take video in high definition in a 360° radius. Augmented with an interactive 3D environment, viewers can use a compatible device or VR goggles to "sit" in the position of the camera, either viewing live or recorded footage.

BALL BEARINGS (500 PER PURCHASE)

Item, \$10

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A character moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A character moving through the area at half speed doesn't need to make the save.

BINOCULARS

Item, \$200

Objects viewed through binoculars are magnified to twice their size, allowing agents to glean details from further away, reconnoiter enemy positions and plan routes through the landscape.

CAMERA, DSLR

Item, \$420

A digital single-lense camera uses a digital sensor to record imagery and store it on small SD cards. Although mirrorless cameras—such as those on smartphones—have become more popular, DSLR cameras remain the professional's preferred piece of kit due to its adaptable settings and quality.

CELLPHONE, BURNER

Item, \$30

A burner phone is a disposable, temporary cell phone purchased cheaply with prepaid minutes so its user doesn't have to use their personal (traceable) information to a network provider. They can still be triangulated, but are easily used and disposed of, hence the name.

COMPUTER, LAPTOP

Device, varies

A laptop is a personal computer designed to be portable with several hours of battery life.. Hackers on the move, or operators in the field, value laptops for their mobility; thieves value them for exactly the same reasons.

The cost of the laptop reflects the caliber of its operating system. \$400 for a caliber-1 operating system, \$540 for a caliber-2 operating system, \$860 for a caliber-3 operating system, \$1,200 for a caliber-4 operating system, and \$1,700 for a caliber-5 operating system.

COMPUTER, PERSONAL

Device, varies

Personal computers are now prevalent in most homes and workplaces. They allow digital documents to be stored on hard drives, complex computer programs to be run, and access to the Internet if a modem is connected. Depending on the connection, these hardline-linked computers often have faster connections and better processing power than more mobile laptops.

The cost of the computer reflects the caliber of its operating system. \$350 for a caliber-1 operating system, \$480 for a caliber-2 operating system, \$610 for a caliber-3 operating system, \$940 for a caliber-4 operating system, and \$1,400 for a caliber-5 operating system.

OPERATING SYSTEMS

Operating systems are used by devices to power installed software. Devices can have any number of installed programs, but can only support a limited number running at the same time. Each piece of software running on the device takes up an executable slot, and the caliber of the operating system dictates how many slots it has, and what caliber of software it can support—a caliber-1 OS can support caliber-1 software, while a caliber-5 OS can support caliber-5 software.

OPERATING SYSTEMS			
OS Caliber	AC	HP	Executable Slots
Caliber-1	11	5 (1d8+1)	1
Caliber-2	13	12 (2d8+4)	2
Caliber-3	15	18 (3d8+6)	3
Caliber-4	17	30 (4d8+12)	4
Caliber-5	21	38 (5d8+15)	5

Cover Identity

Support, \$200

A cover identity provides an alias with proof of identity and citizenship documents. This cover identity does not exist beyond official records, either in hand or planted on governmental databases.

Disc, Blu-Ray

Item, \$30

A blu-ray disc is a digital-optical storage method used in commercial video and computing. The flat disc is four and a half inches in diameter, and can store around 50GB of data. \$30 buys a pack of 50.

Disc, CD

Item, \$30

A compact disc is a digital-optical storage method used in commercial audio and computing. The flat disc is four and a half inches in diameter, 700MiB of data. The data is stored on one reflective side of the disc, that is read by a laser inside a CD drive. \$30 buys a pack of 50.

Disc, DVD

Item, \$30

A digital versatile disc is a digital-optical storage method used in commercial video and computing. The flat disc is four and half inches in diameter, and can store up to 17GB of data. Mass produced DVDs have data stamped onto the disc, while DVD-RWs (rewritable DVDs) allow you to add and remove files. \$30 buys a pack of 50.



Disk, Floppy

Item, \$10

A floppy disk is a magnetic storage method still used in older computing methods. A thin plastic casing holds a magnetic disc which is read and written onto by a floppy disk drive. Originating in a disk size of 8 inches across, floppy disks then reduced in size to 5 ¼ inches, and 3 ½ inches. Over time, 8-inch disks were developed to store up to 1.8MB of data, while 3 ½-inch disks can store 1.44MB.

Enforcer

Item, \$240

An Enforcer is a hand-held battering ram for breaking down locked doors. It is a steel tube, held at the end with one hand and by a handle on top, with the other. The steel pad at the impact end can apply 1d12 bludgeoning damage to objects, or provides advantage to Strength checks made to break down a locked door. While wielding an enforcer you have disadvantage on melee attacks against human targets, due to its cumbersome nature.

Flashlight, Blacklight

Item, \$100

A blacklight emits ultraviolet light that is not within the visible human spectrum, but does cause some substances to become fluorescent under the light, such as bodily fluids and chemicals. A handheld blacklight casts dim purple light in a 5-foot cone, and has a battery life of 12 hours. Using an equipment slot to requisition a blacklight torch provides the whole team with a set.

Flashlight, Handheld

Item, \$50

A handheld flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. It has a battery life of 12 hours. Using an equipment slot to requisition a blacklight torch provides the whole team with a set.

GPS, Wrist Mounted

Device, \$230

A wrist mounted GPS receiver uses global positioning satellite systems to measure its precise location, providing a map of the local area with an orientation, longitude and latitude, and altitude.

Handcuffs

Item, \$20

These restraints can securely bind someone's wrists together. Escaping the cuffs requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of handcuffs comes with one key. Without the key, an agent with access to and proficiency with thieves' tools can pick the lock with a successful DC 15 Dexterity check. Handcuffs have 10 hit points.

LASER DESIGNATOR

Item, \$1,700

Laser designators provide a precise target location for laser-guided bombs, missiles, and artillery. Acting like a pair of binoculars, handheld laser designators can help agents visualise a target and pinpoint their location to a laser-guided strike from the air.

LASER RANGEFINDER

Item, \$1,600

A laser rangefinder is a measuring device that measures the time taken for a laser pulse to be reflected off its target to judge its distance. They can be handheld binoculars, mounted on vehicles, or set up on a tripod.

METAL DETECTOR

Item, \$100

A handheld metal detector consists of a sensor unit and either headphones or display that indicates the presence of conductive metals to the operator. Metal detectors use an oscillator that produces an alternating magnetic field to detect metals in its range. A dial on the handle shows the proximity and headphones emit a tone that rises in pitch as a metal object gets closer.

MEMORY CARD, SD

Item, varies

Secure digital memory cards are small data storage systems used in smaller devices (such as laptops, tablets and digital cameras) that store data in a solid state—directly onto circuit chips. A standard SD card is flat, and roughly 1 inch long and 3/4 inch wide, while a miniSD card is around 3/4 the size, and a microSD card roughly 1/2 the size. SD cards can store anything from 64GB (\$15) of data up to 128TB (\$300).

Microphone

Microphones are used to convert sound waves and vibrations into an electronic signal. Many variations of the technology exist, but all work in a fundamentally similar way. A sensor detects the physical sound and converts it into an electrical signal. Microphones are used in all sorts of devices, from telephones, laptops and tablets, to recording equipment and two-way radios. A microphone alone can't record sound, it needs to be connected to a device that amplifies the signal and records it, such as a smartphone, computer, or digital sound recorder.

Some items may contain microphones integrated into their construction, and microphones may be connected to larger electrical systems.

Wireless Clip-on Microphone. Item, \$200

Condenser Microphone. Item, \$120

MICROPHONE BLOCKER

Item, \$10

A microphone blocker is a tiny device that plugs into the audio jack of a cell phone, tricking the phone into disabling its internal microphone. While the internal microphone is disabled it does not pick up any audio, and therefore stops any audio surveillance using the phone's microphone.

NIGHT VISION GOGGLES

Item, \$1,000

These goggles that detect infrared light and translate that into a green and black image. They grant you darkvision up to a range of 60 feet. If bright light is shined at the goggles, you are blinded for 30 seconds. At the end of each of your turns, you can make a Constitution saving throw (DC 11), ending the blindness on a success.

PAGER, TWO-WAY

Device, \$100

A pager, or beeper, can wirelessly transmit phrases and numbers to other pagers connected to the same transmitter network. First introduced publicly in the 1950s, pagers are most often used by emergency services and in areas where cellular reception is especially poor. Pagers can be used as receivers for triggers, for traps or explosive devices.

Phone, Landline

More traditional landline phones use a wired connection to connect the callers via to an operator or switchboard so they can be connected to the receiver of their call. These telephones are more vulnerable to bugs, and unplugging the phone's wire removes its connection entirely. Tampering physically with a phone and planting a bug is a job for more of a technician's job than a hacker's, whereas listening in on a landline call via a telephone exchange is more in a Hacker's areas of expertise.

PERISCOPE

Item, \$10

A periscope uses a set of angled mirrors and lenses inside a case to see above or around obstacles. A handheld periscope allows you to see around 3 ft above or around an object in front of you, without you having to expose your body, while a periscope fitted to a vehicle may offer increased height and magnification.

PHONE, SATELLITE

Device, \$600

A satellite phone uses a direct to satellite connection to make calls that are on the mainstream phone networks. They are used in more remote locations by field agents and military personnel, it provides a phone connection in locations with no need for the usual telecommunications infrastructure such as cell towers and exchanges.

RADIO, TWO-WAY

Device, \$80

A two-way radio operates on ultra-high frequency wavebands to transmit audio messages between individuals. The standard range for a handheld two-way radio is approximately 3 miles, but may not work in overly built-up environments or underground. Each requisition slot provides enough radios for your whole team, with the option for looped earpieces and clip on microphones.

RADIO SCANNER

Item, \$200

A radio scanner is a receiver that automatically tunes to several frequencies in order to identify and listen to those channels. The radio can either be handheld, or desktop at your discretion, and can scan VHF, UHF radio signals, as well as AM, MW, and FM radio.

Earpieces and Microphones.

Radios can come with a multitude of earpieces and microphones.. From headphone sets with boom mics just in front of the face to hidden earbuds and throat microphones, there are several options depending on the mission requirements.

Earpieces. Most earpieces loop around the ear, or sit on the ear, and are modelled in black plastic and so are highly visible. Security earpieces have a discreet clear plastic design that loops around the back of the ear and down the collar, making them more discreet but still visible. Concealed earbuds sit at the top of the ear canal, are wireless and colored nude to the wearer to be almost imperceptible.

Microphones. Small microphones attached to the wires of the earpiece accessories can be clipped to the user's clothing, either on a collar or inside a cuff, for discreet conversations. Throat microphones are contact microphones that directly measure the vibrations of the vocal cords, and can pick up speech in incredibly windy conditions or whispers in covert situations.

SAT NAV, CAR

Device, \$150

A commercial 'satnav' is a simple navigation device designed to assist drivers follow a route to a destination in real time. The software contains a map of regional roads and tracks the device's location via GPS satellites, providing directions for drivers. They can also be programmed to mislead drivers, sending them the wrong way or into traps.

SMARTPHONE

Device, varies

A smartphone is a cellular phone that contains an operating system and data storage, allowing it to use software, firewalls, and connect to networks. Smartphones also come with an inbuilt camera, microphone, and speaker, with a touchscreen user interface.

The cost of the smartphone reflects the caliber of its operating system. \$100 for a caliber-1 operating system, \$200 for a caliber-2 operating system, \$300 for a caliber-3 operating system, \$500 for a caliber-4 operating system, and \$700 for a caliber-5 operating system.

SMARTWATCH

Device, varies

A smartwatch is a wearable device, comparable to a smartphone—able to connect wirelessly to networks, contains an operating system, and is operated by touchscreen. Often, a smartwatch will provide a user interface for a more complex device, such as a smartphone or tablet.

The cost of the smartwatch reflects the caliber of its operating system. \$150 for a caliber-1 operating system, \$250 for a caliber-2 operating system, \$500 for a caliber-3 operating system, \$750 for a caliber-4 operating system, and \$1,000 for a caliber-5 operating system.

TABLET

Device, varies

Larger than a smartphone, but with processing power more akin to PCs and laptops, a tablet handles applications by way of a touchscreen. Tablets often come with in-built microphones, cameras, SD card drives, and other physical and wireless connectivity.

The cost of the tablet reflects the caliber of its operating system. \$100 for a caliber-1 operating system, \$500 for a caliber-2 operating system, \$700 for a caliber-3 operating system, \$1,200 for a caliber-4 operating system, and \$1,700 for a caliber-5 operating system.

Thermal Goggles

Item, \$10,000

These goggles detect work by measuring the temperature of objects in view by detecting thermal radiation using the infrared spectrum. While wearing them you have thermal vision out to a range of 60 feet. You see people, animals, and objects in a spectrum of deep blue to bright white, based on their surface temperature.

Wireless Access Point

Device, \$80

A wireless access point is a device that allows other wireless devices to connect to a wired network. Often used in conjunction with a router to connect to the internet, an access point allows devices to connect on the network, even if the other device is not within wireless range.

USB Flash Drive

Item, \$100

A USB flash drive is a solid-state digital storage device that connects to a computer or other device via a USB port. USB flash drives can come in a variety of sizes, from 2 inches to ½ inch long, and store from 8GB to 2TB.

Video Camera

Device, \$1,200

This palm sized electronic device can record ultra-high-definition video and audio. It can also be mounted onto clothing or a tripod for hands free surveillance.

Medical and Survival

Medical and survival equipment goes to the extremes of humanity, used either to keep people alive in extreme or critical circumstances, or inflict damage and disaster on enemies. Much of the equipment listed can be a balm or horrifically destructive, depending on context and application.

Acid - One Flask

Substance, \$30

As an action, you can splash the contents of this vial onto a target within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a character or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Anaesthesia - Two Doses

Substance, \$300

A dose of anaesthetic can be injected to numb the pain receptors on an area of the patient's body, or render the patient unconscious for 1 hour.

Antibiotic - Two Shots

Substance, \$10

Antibiotics can be used when you have contracted a bacterial disease; Constitution checks to overcome the disease have advantage for 24 hours per shot used.

Antivenom - Two Shots

Substance, \$200

An antivenin shot heals you of the Poisoned condition, and requires an action to administer.

Artificial Pacemaker

Procedure, \$6,250

An artificial pacemaker is a small electronic device, inserted into the chest of a patient to regulate their heartbeat due to age, injury, or disease. The pacemaker delivers electrical impulses to the heart through electrodes, and all modern models contain an in-built defibrillator. Inserting a pacemaker makes a patient vulnerable to electrical damage.

Bivouac Sack

Item, \$120

A bivouac (or "bivy") sack is a small personal-sized, water resistant sleeping bag and shelter. It is a minimalist alternative to a tent and sleeping bag, and can be easily camouflaged or hidden in terrain

Camping Stove

Item, \$70

This mobile cooking hob comes in a briefcase-style carry case with metal frame, and uses butane canisters for fuel. Each canister provides 1 hour cooking time, and most 1-person survival meals are heated in 10 minutes.

Chem Light

Item, \$10

For 8 hours, a chem light or "glow stick" sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Compass

Item, \$50

A compass uses a magnetic needle to point magnetic North, and show 0-360° compass bearings.

Computer Tomography (CT) Scan

Procedure, \$2,500

A CT scan uses X-ray measurements to produce a layered cross-section of the body, enabling diagnostics without the need for invasive surgery. From this cross-section, software maps a 3D model of the patient's body. CT scanners involve large machines, meaning that portability is severely limited and cost is high.

DEFIBRILLATOR

Item, \$2,870

A defibrillator is an electronic device that sends electrical impulses to the heart to shock it into beating again. A defibrillator is made up of a small briefcase size base unit and two pads. As an action, you can use the defibrillator to resuscitate a person without needing to make a Wisdom (Medicine) check. Doing so expends the charge of the defibrillator's battery, and it cannot be used again. The defibrillator can be reduced in size to fit inside a pocket, by using a caliber-1 gadget slot.

ELECTROCARDIOGRAPH

Procedure, \$270

An electrocardiogram (ECG) measures a patient's heart rate, by placing electrodes over a part of the body (most frequently the tip of the ring finger). Most ECGs come as a desktop device on an independent cart with integrated keyboard and monitor.

ENTRENCHING TOOL

Item, \$60

An entrenching tool is a collapsible spade used by military forces and survivalists around the world. It can also be used as a hand axe, though it may not be thrown.

FIRE RESISTANCE UNDERWEAR

Outfit, \$70

Consisting of leggings and underwear top, these clothes made from Polybenzimidazole are fire and heat resistant for the duration of their lifespan. They provide the wearer with resistance to fire damage, so long as the damage inflicted does not exceed a threshold of 20, at which point the clothing loses its protective qualities.

FISHING KIT

Item, \$130

This kit includes a fiberglass rod, fishing wire, bobbers, metal hooks, sinkers, artificial lures, and narrow netting suitable for coarse fishing.

FLARE, HAND SIGNAL

Item, \$20

A flare shines a bright light by burning through a chemical pyrotechnic. Red flares are recognised as distress flares, used to signal to those nearby that you are in need of help. A flare can be any color, and sheds bright light in a 10-foot radius, and dim light for an additional 40 feet. This is doubled in a dark area or at night.

FLARE GUN

Item, \$140

A flare gun can shoot a signal flare into the air with a long range of 300 feet, and if fired into the air return slowly to the ground, giving as much time as possible for the bright light to be seen. This light can be any color, and sheds bright light in a 20-foot radius, and dim light for an additional 80 feet. Due to its miniaturized nature, the flare gun can be hidden inside anything down to a palm-sized object.

GEIGER COUNTER

Item, \$90

A handheld Geiger counter comprises a Geiger-Müller tube and a display. The Geiger-Müller tube measures the amount of ionized particles are inside, and the display shows a count per minute/second and dose in a gray (Gy). An exposure of 1-2 Gy over 24 hours will cause minor symptoms, while 6-8 Gy will cause severe symptoms with a strong possibility of death.

GRAPPLE GUN

Item, \$450

As an action, fired at a ledge or protruding surface within 30 ft, the grapple gun provides an anchored cord allowing the character to climb a vertical surface by making an Strength (Athletics) check. Alternatively, as part of their move, the character can retract the cord while holding onto the gun and moves up to 30 ft directly towards the grapple's anchor.

At Higher Calibers. When you requisition this item using a slot of caliber-2 or higher, you can equip the whole team with grapple guns.

HUNTING TRAP

Item, \$20

Hunting traps are designed to trap wild animals for food. The trap is 'loaded', usually with a spring clip, creating a saw-toothed steel ring, and then snaps shut when a creature steps on the pressure plate in the center. To set this trap you must use your action to load it. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A living creature or character that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and become restrained for one minute. Until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Hollow Tooth

Procedure, \$300

As a procedure, you can have a tooth permanently replaced with a hollow prosthetic tooth, allowing you to store a single dose of a substance safely inside your mouth. As an action, you can bite down on the tooth, and the substance deals its effect to you. The substance must be acquired separately.

Immunization - Two doses

Procedure, \$210

By receiving this dose of immunizing vaccine, you are immune to contracting diseases for 4 weeks after the injection.

Lantern, Electric

Item, \$30

A camping lantern that casts bright light in a 15-foot radius and dim light for an additional 30 feet. An average battery lasts for 48 hours.

Lantern, Paraffin

Item, \$20

A paraffin lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the flame's intensity, reducing the light to dim light in a 10-foot radius, and doubling the burning time of any remaining oil.

Life Jacket

Item, \$60

A life jacket, or floatation device, is a life-preserving vest that goes over the head and provides buoyancy—keeping your head above water. Life jackets commonly come with a signal light and whistle, as well as a tube to manually inflate the jacket. Life jackets can be purchased separately, but they are commonly provided on planes and boats from the Vehicles and Support section.

Mess Kit

Item, \$20

Common to military personnel, a mess kit contains a metal skillet, food tray, mug, and canteen (capable of carrying 2 pints of water).

NBC Suit

Outfit, \$1,000

A nuclear biological chemical suit, or hazmat suit, protects its wearer from exposure to substances that are hazardous on contact. A thin layer of impermeable material is durable yet flexible, stopping anything from touching the person inside. NBC suits are worn over clothing or armor, and come with a respirator. Its design can be white, fluorescent, or camouflage.



NEBULIZER

Item, \$50

A nebulizer is a device that vaporizes medicine into a mist, enabling the patient to breathe in medical solutions rather than ingest them or receive an injection. Nebulizers are used predominantly for respiratory issues, and Wisdom (Medicine) checks to heal a respiratory issue with a nebulizer have advantage.

PARRAFFIN FLASK

Substance, \$10

Paraffin oil usually comes in a metal flask that holds 1 pint. As an action, you can splash the oil in this flask onto a target within 5 feet of you or throw the flask up to 20 feet. If the target you splashed takes any fire damage before the oil dries (1 minute) it takes an additional 5 fire damage. You can make a ranged attack against the flask, with a DC of 10. On a hit, the flask and a 5ft radius around it is set alight. Any characters or objects in the radius take 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any person or object that enters the area or ends their turn in the area. A person object can take this damage only once per turn.

RATION PACK, 24 HR

Item, \$20

These boxed ration packs contain 2000 calories for 24 hours, with a mix of prepared meals that can be eaten hot or cold, powdered energy drinks, nuts, sweets, tea, coffee, sweetener, tissues, hot sauce, and a plastic spork. One equipment slot of rations provides 5 days of rations.

RATION PACK, SELF-HEATING

Item, \$10

These single meal ration packs contain a prepared meal and a separate bag, the contents of which chemically reacts to water to heat the meal to an appetising temperature. One equipment slot of rations provides 5 days of rations.

RESPIRATOR

Item, \$250

A respirator, commonly known as a gas mask, is a protective mask that filters airborne contaminants when worn. They can either be full face, protecting the eyes and face from contact, or a half mask, going over the mouth and nose.

SANITIZING WAND

Item, \$90

A sanitizing wand blasts a surface with directed UV rays to kill bacteria and sterilize it. It is most often used as an alternative to liquid disinfectants.

SCUBA GEAR

Outfit, \$950

A scuba diving outfit consists of wetsuit, mask, compressed air system, depth gauge, fins, and snorkel. You can breathe underwater for 60 minutes and gain a swim speed equal to half your speed.

SEDATIVE - ONE SHOT

Substance, \$250

When you administer this shot, the target must make a DC 20 Constitution save. On a failed save they are Unconscious for 1d4 hours; on a successful save they are Poisoned for 1d4 hours instead.

SKIING EQUIPMENT

Item, \$600

While wearing a pair of skis and equipped with a pair of ski poles, difficult terrain due to snow and ice doesn't cost you extra movement.

SLEEPING BAG

Item, \$120

A sleeping bag provides insulation for campers, by wrapping the body in a layered quilt of down and synthetic fibers. Sleeping bags come in various thicknesses, protecting against mild to extremely cold temperatures, the lowest being -40°F (-40°C).

TENT, TWO-PERSON

Item, \$230

This nylon fabric tent can sleep 2 people, is water resistant, and can be put up, or taken down, in 10 minutes. It packs down into a backpack.

TENT, FOUR-PERSON

Item, \$420

This nylon fabric tent can sleep 4 people in two separate pods, is water resistant and can be put up, or taken down, in 15 minutes. It packs down into a large backpack.

THERMAL CLOTHING

Outfit, \$50

While wearing these insulating layers of clothing, you gain the following benefits:

- You have resistance to cold damage.
- You can tolerate temperatures as low as -50°F (-45°C).
- Have advantage on Constitution saving throws to endure temperatures between -50°F and -100°F (-73°C).

Thermometers

There are multiple ways of testing heat or cold in an area or of a person. Usually for medical or safety purposes, it can also be helpful in tracking vehicles, people or animals, in discerning specific habitats and chemical compounds, and investigating crime scenes. Most thermometers are easy to find in kits and packs for free, but can be purchased separately as needed.

THERMOMETER, AMBIENT

Item, \$10

Using liquid mercury inside a thin glass chamber, the thermometer gives an accurate ambient temperature reading.

THERMOMETER, INFRARED

Device, \$80

An infrared thermometer takes a temperature reading using a laser to measure the thermal radiation of a surface. Used to measure the underarm skin, or inner ear, the thermometer can give an accurate internal temperature reading of a patient.

ULTRASOUND SCAN

Procedure, \$260

An ultrasound scanner is a diagnostic device using high frequency sound waves to capture imaging of the internal body of a patient, with older models producing a black and white 2D image and newer imaging producing 3D renders of its scan. Scanners themselves cost tens of thousands, so the cost reflects a single scan.

VENTILATOR

Procedure, \$400

A ventilator uses air pressure to provide breathing to a patient who is unable to do it themselves, by moving air in and out of the lungs by way of a face mask or tube inserted down the throat. The cost reflects a ventilator's cost per day.

WATCH, MEDICAL MONITOR

Device, \$70

This wearable technology allows a user to monitor their vital signs and potential hazards—heart rate, fall detection, and sleep—alerting the wearer or a user remotely monitoring the device. The watch can be paired to another device, giving someone the ability to monitor the device's readings from their device. It gives users a beats-per-minute reading of the wearer's heart rate, and notifies a remote user if the wearer falls and the watch detects no further movement.

WATER PURIFICATION TABLETS - ONE PACK

Substance, \$10

Water purification tablets cleanse water of harmful bacteria, making it safe to drink. 1 tablet purifies a quart of water when dissolved. Tablets come in a pack of 8.

WINGSUIT

Outfit, \$1,350

A wingsuit resembles a flight suit and crash helmet, with an area of fabric between the legs, and the arms and torso in order to increase the lift of the wearer while they're in freefall. While you are falling in a wingsuit, you gain a flight speed of 40 ft, up to a terminal velocity of 1000 ft (or 122 mph), but must descend by at least 2 ft for every 5 ft moved.

X-RAY SCAN

Procedure, \$350

An X-ray scanner is an imaging device that captures parts of the internal body that absorb X-rays, such as bones. Continued exposure to X-rays can cause cancer, as the X-ray emitter inflicts radiation damage.

TOOLS

A tool helps you to do something you couldn't with just your bare hands, such as craft or repair an item, forge a document, or pick a lock. Your class or background gives you proficiency with certain tools. Proficiency with a set of tools allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

For example, the GM might ask you to make a Wisdom check with forgery tools to make sure the correct information is on the document, while they might also ask you to make a Dexterity check when glueing the photo or forging the signature.

CLIMBING KIT

\$400

A climber's kit includes pitons, boot tips, gloves, and a rope and harness. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to climb a surface. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor. Climber's rope has 6 hit points, an AC of 13, and can bear a load of 400 lbs.

DISGUISE KIT

\$150

This pouch of cosmetics and prosthetics, hair dye, small props and accessories lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

ELECTRICIAN'S TOOL BAG

\$300

This tool bag contains a set of screwdrivers, alan keys, spare cabling, wire cutters, soldering iron, electrical tape and multimeter. Proficiency with these tools lets you add your proficiency bonus to checks made to modify and repair electrical equipment.

FIRST AID KIT

\$50

A first aid kit contains materials and medicine to provide basic medical assistance in the field before proper treatment methods can be found. It is equipped with hemostatic bandages, gauze, medical tape, scissors, medical gloves, and antiseptic wipes. Proficiency with this kit allows you to add your proficiency bonus to checks to stabilize a dying character or provide basic medical attention.

FINGERPRINT KIT

Item, \$90

A fingerprint kit provides a means to identify and 'lift' fingerprints from a surface or object. This single use kit contains a pot of black latent powder, soft-fiber brush, fingerprint tape, and white backing cards. It

has enough uses for up to two full desk sized surfaces, approximately six feet by six feet; alternatively it can be used up to ten times before its components run out and need replacing.

FORENSIC TOOLS

\$200

Forensics tools come in a sturdy briefcase that contains tapes and brushes for lifting hair and fingerprints, evidence bags, uv flashlight, swab sticks, magnifying glasses, face masks, and vinyl gloves. Proficiency with these tools allows you to add your proficiency bonus to checks to investigate a scene and its evidence.

FORGERY KIT

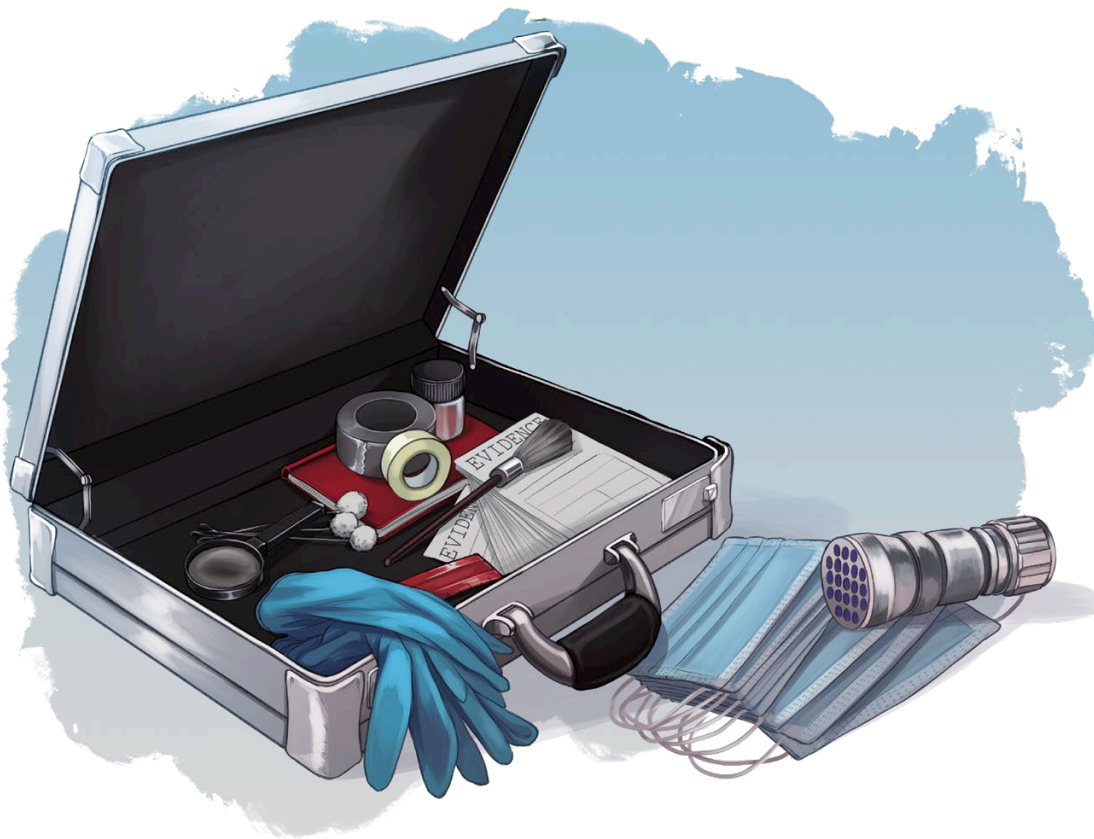
\$200

This small briefcase contains a variety of paper, pens and ink, laminator, gold and silver leaf, plastic cards with chips and magnetic strips, and other supplies necessary to create convincing forgeries of physical documents and photographic identification. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document or identification.

GUN CLEANING KIT

\$150

This cloth roll contains oils, lubricants, cloths, and brushes in order to maintain and clean firearms. Proficiency with a gun cleaning kit lets you add your proficiency bonus to ability checks made to repair and maintain standard firearms, from pistols to machine guns.



Hacking Tools

Varies

Hacking tools come in a variety of programs and pieces of software. If you have proficiency with hacking tools, you can add your proficiency bonus to ability checks made using those programs. More information on hacking tools can be found in Hacking Tools (p163).

Mechanic's Tool Kit

\$300

A mechanic's tool kit contains spanners, wrenches, screwdrivers, a car jack, oils, and lubricants, and vinyl gloves. Proficiency with mechanics tools lets you add your proficiency bonus to any ability checks made to make, modify, or repair mechanical objects.

Surgeon's Tools

\$100

Surgeons tools are designed for specialist medics, allowing them to operate on a patient's internal organs by making incisions in the skin and opening up the body. Tools for surgery include scalpels, tweezers, retractor, forceps, saws, and clamps. Proficiency with these tools lets you add your proficiency bonus to any ability checks made to operate on a character, living or dead. These tools do not contain an anesthetic, which is incredibly important to prevent patient morbidity.

Thieves Tools

\$100

This set of tools includes a small file, a set of hooks and lock picks, an under door tool, a set of common utility keys, a glass cutter, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks made to bypass a lock, or disarm a trap, or otherwise break into somewhere.

EQUIPMENT PACKS

The starting equipment you receive from your class includes a collection of useful espionage gear, put together in a pack. The contents of these packs are listed here. At the start of a mission, you can requisition further packs at the listed price.

Diplomatic Pack

\$750

Includes a briefcase, a caliber-1 laptop, a caliber-1 smartphone, diplomatic papers, a business suit, a formal outfit, pens, a diary, a notepad, headed paper, perfume or cologne, and a forgery kit.

Infiltration Pack

\$300

Includes a backpack, burglary clothing, a bag of 500 ball bearings, 10 feet of wire, red headlamp, a crowbar, a hammer, 10 pitons, a torch, 5 day's rations, a lighter, a canteen, and thieves' tools. The pack also contains 50 feet of rope and a grappling hook strapped to the side of it.

Investigation Pack

\$500

Includes briefcase, dictaphone, maps, caliber-1 smartphone, notepad and pen, a high-vis jacket, dust suit, clipboard, evidence bags, vinyl gloves, torch, magnifying glass, and forensics tools.

Medical Pack

\$200

Includes a leather doctor's bag, vinyl gloves, face mask, pen and notepad, pen torch, painkillers, vials, petri dishes, swabs, stethoscope, and watch.

Wet Work Pack

\$300

Includes an assault backpack, balaclava, camouflage BDU, cable ties, chem lights, torch, personal radio and headset, webbing, and 3 extra clips of ammunition for one military ranged weapon of your choice.

Wilderness Pack

\$400

Includes a bivouac sack, mess kit, camping stove, 3 butane canisters, flint and steel, 5 twenty-four-hour ration packs, electric lantern, 10 pitons, a compass, survival blanket, and signal whistle. The pack also contains 50 feet of rope and a grappling hook strapped to the side of it.

Undercover Pack

\$450

Includes a civilian uniform, a change of clothes, a messenger bag, forged identity documents, local driving license, notepad and pen, a burner cell phone, a covert earbud and personal two-way radio, and a torch.

WHAT IS A GADGET?

Gadgets are unique pieces of equipment, developed by technicians and engineers throughout the world and requisitioned by agents. They may look like ordinary objects with hidden and extraordinary properties, or they may be completely new inventions that are unrecognizable to those who don't know how they work.

GADGET CALIBER

Gadgets have a caliber from 1 to 5. A gadget's caliber gives an indication of how powerful it is. Your mission's caliber will detail the caliber of gadgets you can requisition.

Your mission caliber grants you a number of gadget slots of each caliber. You can requisition any gadgets of this caliber or lower, each gadget filling one of the slots appropriate to its caliber. Gadgets requisitioned in this way are returned to your organization at the end of your mission.

ACQUIRING A GADGET AT A HIGHER CALIBER

When you requisition a gadget using a slot that is higher in caliber than the gadget, the gadget assumes a higher caliber for that mission.

For example, Agent Athena acquires a screen scrambler at caliber 3. That screen scrambler is caliber 3 and uses that gadget slot level. When she uses it, because it is 2 levels higher than normal, the duration increases by 2 minutes.

Technical Mastery

If you have one or more Technicians in your team, remember they grant bonus gadgets and boosts to many of your chosen gadgets. Think about any extra rules, boosts or changes to gadget statistics and abilities when choosing which gadgets you want to take on the mission. Different choices and options can create powerful synergies and really fun combinations with the gadgets at hand.

WEARABLE GADGETS

Some gadgets are worn by or otherwise attached to an agent. These items do not need to be drawn or readied before their use, and if worn in combat can be used as an action.



CLOTHING

If the gadget is an item of clothing based on its name or description, you can decide what item of clothing the gadget is when you requisition it, including its color, cut, and style. At your GM's discretion, it can take the form of an official civilian or military uniform.

MULTIPLE WORN ITEMS

Use common sense to determine whether more than one of a given kind of gadget can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves, one set of body armor, or one item of headwear. You can make exceptions--a character might be able to wear a hat under a helmet, for example, or to layer two coats.

USING GADGETS

When you use any gadget the same basic rules are followed regardless of the character's class or the gadget's effects.

Each gadget's description begins with what type of item it is (if it's not unique, or clear from the description), its caliber, and a description of its effect. If a gadget has variations or options, they will be listed, and one should be chosen when you acquire the gadget. Finally, any bonuses from choosing the gadget at a higher level are also listed.

ACTIVATING AN ITEM

Activating some gadgets requires a user to do something special, such as vocally activating it with a command code, or opening a secret compartment with a fingerprint. The description of each item category or individual item details how it is activated. Most gadgets require an action to use. That action is not a function of the 'Use an Item' action, so class features such as the Thief archetype's Fast Hands can't be used to activate the gadget. If a gadget does not require an action to use, it will be listed in the gadget's description.

DESIGNATING A TARGET

Some gadgets utilize elements that are away from the area of operation, like close air support or fire support. These gadgets require you to designate a target in order for you to make an attack using its statistics. A target can be a person, vehicle, part of a building, or a discreet location in your area of operation.

When you designate a target you either describe its location, relay its coordinates, or use an item that marks a target by laser or some other method. Designating a target requires an action and line of sight to your target, to make an attack using a close air support or fire support gadget's weapon values.

Designating a target by describing its location or relaying coordinates means the attack has disadvantage. Using a piece of equipment to designate a target means the attack is resolved as normal.

PAIRING

Some gadgets require an interface or application to be used remotely. With these items you cannot operate them without pairing them first. Paired gadgets usually need to be paired to a device that uses an operating system, like a computer, tablet, or smartphone. Pairing an item to a device requires you to spend a short rest establishing the connection, with both the device and the gadget within reach. If the short rest is interrupted, the pairing fails. Otherwise, at the end of the short rest, you gain control of that gadget by using your device, and only that device.

Other people can use the paired device to control the item, so long as they have the device. A gadget can only be paired to one device at a time, and a device can only be paired with up to three gadgets at once. Any attempt to pair a fourth gadget fails. Additionally, you can't pair more than one copy of an item. For example, you can't pair two remote-controlled vehicles to the same smartphone.

REQUISITIONING GADGETS

When you are preparing for a mission, you may be given the opportunity to request some gadgets from your agency. You can select a number of gadgets based on the mission's caliber.

Each gadget has a caliber rating, from 1 to 5, which describes its potency and capabilities, from a low of 1 to a high of 5. You will have access to higher-caliber gadgets on missions with higher challenge ratings. Your mission's challenge rating will determine the maximum caliber of gadget you can acquire.

GADGETS BY MISSION CALIBER

Mission Caliber	Average Agent Level	Gadget Slots Available	Maximum Caliber Available
1	0-3	3	1
2	4-8	3	2
3	9-12	4	3
4	13-16	4	4
5	17+	5	5

GADGET SLOTS

When you gear up for a mission, you will have gadget slots that you can use to requisition gadgets from your agency. Each gadget slot allows you to requisition and use one gadget of the mission's maximum available caliber or lower, based on its challenge rating. For example, a mission with a challenge rating of 4 has 3 gadget slots, and you can requisition any caliber-1 and caliber-2 gadgets.

STANDARD EQUIPMENT

GADGET OPTIONS

When you are choosing gadgets for your mission, you can select one of the following options for any piece of standard equipment or gadget. These options either create a new gadget from a piece of augmented standard equipment, or modify the deployment of a gadget in some way.

MINIATURIZE

Any item from the Equipment chapter, excluding weapons or vehicles, can be miniaturized down to 1/4 its original size, as a caliber-1 gadget. It retains its normal function, but is a quarter of its size.

COMBINING GADGETS

At the GMs discretion, gadgets and equipment may be incorporated into others providing there is space. Doing so creates one gadget that has all the uses of its combined gadgets. For example, a laser watch might also have a garotte string inside, or a set of scuba gear might also have a bonus +1 AC and resistance to Slashing damage. Each gadget choice must be accounted for individually when combined in this way, but functions as a single item with multiple benefits.

DISGUISED EQUIPMENT

You can disguise a piece of standard equipment or gadget inside a mundane object using a caliber-1 gadget slot. If you disguise a weapon and use a weapon in its normal fashion, the disguise is broken for those witnessing your actions. For example, a gun disguised inside a camera will make enough noise for witnesses to know it isn't a camera. Disguised surveillance equipment can operate as long as someone doesn't discover and sabotage it.

When you disguise a piece of equipment inside an everyday object, that object no longer functions normally. So, in the example above, anyone using the gun disguised inside a camera may shoot the gun however the camera will not take pictures.

MOUNTING GADGETS

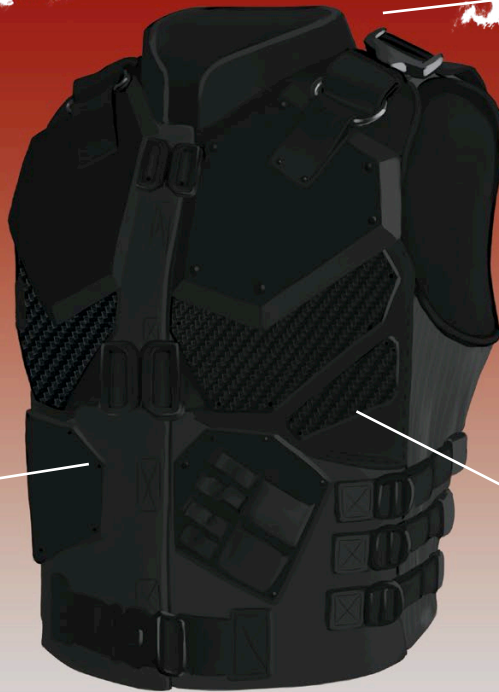
You can also mount gadgets onto vehicles, at the discretion of your GM. The vehicle must have the necessary space and fittings to be able to include the gadget, such as an aircraft's radar system being augmented by a radar jammer. This doesn't take up another caliber-1 slot, and requires a short rest to mount if not done before a mission starts.

BALLISTIC INSERTS

KEVLAR WEAVE

MODULAR CARRIER

TACTICAL POCKETS



ARMOR

ARMOR, +1, +2, OR +3

Armor (light, medium, or heavy)

Caliber-1 (+1), caliber-2 (+2), caliber-3 (+3)

You have a bonus to AC while wearing this armor, determined by its caliber.

ARMOR OF RESISTANCE

Caliber-1 armor (light), or caliber-2 armor (medium, heavy)

You have resistance to one type of damage while you wear this armor. You choose the type from the options below:

Acid. The armor contains a layer of alkaline material that reacts with acid to neutralize it.

Bludgeoning. The armor has extra padding and stabilizers for protection against blunt force trauma.

Cold. The armor has extra thermal layering, or even micro-environmental controls to protect from freezing temperatures.

Electrical. The armor has insulating materials, and grounding to redirect electrical energy.

Fire. The armor has a layer of fire resistant protection against heat and flame.

Force. The armor has additional cushioning layers for protection against shockwaves.

Piercing. Additional kevlar or gel layers inside the armor protect its wearer from ballistic attacks.

Radiation. The armor has a lining of layered lead and radiation shielding, preventing particles getting through.

Slashing. The cross-matted weave of the armor is designed to deflect incoming sharp edges such as blades or shrapnel.

Toxic. The armor contains a breathing apparatus that allows for filtering of toxic material in the air.

BULLET-CATCHING SHIELD

Caliber-3 armor (shield)

This shield has a strong electromagnet attachment that diverts bullet trajectories. You gain a +2 bonus to AC against ballistic ranged attacks and melee attacks from metallic sources (GM's discretion), in addition to the shield's normal bonus to AC. In addition, whenever an attack from such a source that targets a character within 5 feet of you, you can use your reaction to become the target of the attack instead.

BLUE DRAGON ARMOR

Caliber-3 armor (tactical armor)

This medium armor takes the form of layers of metal scales on top of a liquid Magnet Rheological fluid. It provides the wearer with enhanced flexibility, but will also form a strong rigid casing when the wearer runs an electric current through it. While you wear this armor, you ignore the Dexterity maximum while calculating your AC.

As a bonus action while wearing this armor, you can activate its electric current to transform the MR liquid into a solid, incredibly strong metal. You suffer the Restrained condition, but you gain resistance to all damage types while the electric current is active.

BULLETPROOF GEL

Caliber-2 substance

Developed synthetically from the mucus of a spineless fish, this gel provides bullet-stopping protection better than kevlar, and can be smeared onto the body or on the lining of clothing. The gel gives you resistance to piercing damage from ranged weapons while smeared on your body or clothing.

BULLETPROOF SHIELD, WITH SCREEN

Caliber-5 armor (shield)

This shield gives its wielder resistance to piercing, slashing, and bludgeoning damage. It also contains a screen that acts as a digital window of the scene in front of the wielder, is 6 feet tall and 3 feet across.

CHAMELEON SUIT

Caliber-3 armor (padded clothing)

The chameleon suit is an advanced, one-piece sneaking suit, inspired by the study of adaptable camouflage in animals in nature. The suit's color and pattern changes to match a surface you are touching. It provides +1 AC, and while you wear this suit you have advantage on Dexterity (Stealth) checks made to Hide as long as you have not moved in your turn.

COMPOSITE METAL FOAM ARMOR

Caliber-3 armor (padded clothing, stab vest or tactical vest)

This armor contains layers of thin but ultra-strong and lightweight foam made from a composite of metals and plastics. It provides excellent ballistic defense, as well as flexibility for its wearer. This armor provides +1 AC, resistance to piercing damage, and removes the Dexterity bonus maximum for calculating your AC.

GLAMOROUS ARMOR

Caliber-3 armor (padded clothing)

While wearing this light armor, you gain a +1 bonus to AC. This armor is made from high-tech fibers that appear as formalwear, either a suit or dress. You decide what it looks like, including color, cut, and style when you acquire the item, but the armor retains its normal bulk and weight.

At Higher Calibers. When you requisition this item using a caliber-5 slot, you can give the armor resistance to piercing and slashing damage.

HYDRA ARMOR

Caliber-3 armor (tactical armor)

This complete set of medium armor is made from newly-developed plastic and metal composites, gives you a +2 bonus to your AC, and resistance to bludgeoning and slashing damage.

It contains an in-built POV camera, microphone, body sensors, heartbeat monitor, damage reporting procedures, and a monocular head-up-display that can show live maps, medical information, and a data connection to mission control and allies.

LIQUID “MITHRAL” ARMOR

Caliber-2 armor (medium armor)

Mithral is the codename given to newly developed shear thickening fluid that, combined with kevlar fibers, grant excellent ballistic protection. Liquid Mithral armor gives you a +1 bonus to AC, and the STF inside the armor does not impose disadvantage on Dexterity (Stealth) checks or have a Strength requirement.

NANOWEAVE VEST

Caliber-1 armor (undercover vest)

You have a +1 bonus to AC while wearing this vest of tightly woven micro-fibers. This slim vest can be worn underneath even skin-tight clothing.

REINFORCED PLATES

Caliber-2 armor (ceramic/metal plate armor)

You can replace your heavy armor plates with these reinforced tri-weave kevlar and diamond plates, one of the hardest substances developed by human engineering. While you're wearing it, any critical hit against you becomes a normal hit.

TAILORED ARMOR

Caliber-3 armor (any)

This armor is custom made to an agent's specifications and size, as close fitting and comfortable as the tailored suits the name is derived from. You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor, even if you lack the proficiency with the armor's type.

TARRASQUE ARMOR

Caliber-5 armor (Plate)

This heavy armor is made from newly-developed light but strong metal alloys, gives you +3 AC, resistance to bludgeoning, piercing and slashing damage, but disadvantage on Dexterity (Stealth) checks. It contains an in-built POV camera, microphone, body sensors, heartbeat monitor, damage reporting procedures, and a helmet-lense heads-up-display that can show live maps, medical information, and a data connection to mission control and allies.

TRANSPARENT POLYMER SHIELD

Caliber-4 armor (shield)

This lightweight shield is made up of alternating layers of elastomeric polymers, that allow it to be entirely transparent but provide incredible protection from ballistic attacks. You can see through the shield clearly, it provides a +2 bonus to AC, and resistance to bludgeoning and piercing damage.



WYVERN ARMOR

Caliber-3 armor (leather)

This light armor and helmet is made of a blend of cutting-edge lightweight, flexible materials, and provides a +1 bonus to AC and resistance to bludgeoning damage. It contains an in-built POV camera, microphone, body sensors, heartbeat monitor, damage reporting procedures, and a monocular head-up-display that can show live maps, medical information, and a data connection to mission control and allies.

WEAPONS

AMMUNITION +1, +2, OR +3

Weapon (any ammunition),

Caliber-1 (+1), Caliber-2 (+2), or Caliber-3 (+3)

You have a bonus to attack and damage rolls made with this calibre of ammunition. When you requisition this ammunition, choose one type of ranged weapon damage dice—all ammunition of that type is upgraded with these bonuses.

AMPHIBIOUS FIREARM

Caliber-1 weapon (heavy pistol or submachine gun)

Underwater guns and ammunition enable marksmen to use firearms underwater without the range reduction and increased critical failure chance. Amphibious guns are gas operated, in the case of flechette rounds, or are contained environments allowing air to remain inside the gun. You can modify a pistol or submachine gun into one of the following two versions:

Flechette. The gun fires darts, dealing 1d8 piercing damage, with a range of 40/160, and a reload of 6 attacks.

Multi-Environment Ammunition. The gun fires specially developed rounds, dealing its original damage value, with its reduced range improved to a maximum of 20/80, and maintaining its original properties. Note that an amphibious weapon does not gain the Aquatic rule unless specifically otherwise stated.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, you can equip the whole team with amphibious firearms.

Firing Guns Underwater.

Firearms do not function well underwater, with the density of the water massively decreasing a bullet's punching power, and the ignition of the bullet's powder. Unless the weapon has the Aquatic rule, being underwater reduces a firearm's range to a quarter, and the attack critically fails on the roll of an 1-3.

CACHE, WEAPONS

Caliber-1 support

A cache of weapons is disguised and secreted somewhere the agents have access to, in order to be acquired later. The cache holds five simple melee weapons, traditional melee weapons, or simple ranged weapons of your choice in any combination. In addition, the cache holds 12 (2d10 + 1) reloads of standard ammunition of your choice. Its hiding place and nature of disguise are decided by you when you requisition this gadget.

At Higher Calibers. When you requisition this gadget at caliber 2, you can also choose from military ranged weapons. When you requisition this gadget at caliber 3, you can also choose grenades. When you requisition this gadget at caliber 4, you can choose a single heavy weapon with one reload, instead of five other weapons.

CLUSTER GRENADE

Caliber-3 grenade

A cluster grenade bursts into smaller charges on impact, spreading its damage over a much wider area of effect. When you requisition this item you get a belt of 3 grenades. As an action you can prime and throw a cluster grenade. Each target within 60 feet of the explosion is affected as indicated below. On a successful save, the target is unaffected.

Fragmentation grenade. Each target within the radius must make a DC 15 Dexterity saving throw. On a failed save they take 3d6 slashing damage.

Smoke grenade. The area inside the blast radius is heavily obscured, granting everyone a +5 bonus to AC, until the end of 1d4 rounds.

Flashbang. Each target within the radius must make a DC 10 Dexterity saving throw. On a failed test they take 1d4 force damage and gain the Blinded and Deafened conditions until the end of their next turn.

Concussion grenade. Each target within the radius must make a DC 15 Dexterity saving throw. On a failed Dexterity saving throw, the target takes 2d10 force damage.

Incendiary Grenade. Each target within the radius must make a DC 15 Dexterity saving throw. On a failed Dexterity saving throw, the target takes 1d10 fire damage. The fire ignites flammable objects in the area that aren't being worn or carried.

Tear Gas Grenade. A character without breathing protection caught in a cloud of tear gas at the beginning of their turn must make a DC 15 Constitution saving throw or be stunned until the beginning of their next turn.

Thermite Grenade. Each target within the radius must make a DC 15 Dexterity saving throw. On a failed Dexterity saving throw, the target takes 6d6 fire damage.

White Phosphorus Grenade. Each target within the radius must make a DC 15 Dexterity saving throw. On a failed Dexterity saving throw, the target takes 2d6 fire damage. Smoke lightly obscures the blast radius.

At Higher Calibers. Cluster grenades acquired as a caliber-5 gadget can be formed into rounds for a grenade launcher (see Grenade Launcher, p76)

ELECTRICAL WHIP

Caliber-2 whip

This whip is laced with metal fibers while a taser charge provides an electrical kick to anyone it strikes. The whip has an activation stud on the handle to electrify it. While it is electrified, the whip deals an extra 2d6 electrical damage to any target it hits.

ELECTROMAGNETIC PULSE (EMP) DEVICE

Caliber-2 device

This palm-sized device is an electromagnetic pulse generator and antenna that creates a pulse of electromagnetic energy that damages all electrical objects and devices. As an action you can activate this device, either manually or remotely, causing 2d8 electrical damage to all electronic devices and objects within a 30 foot radius regardless of line of sight. This includes any electronic devices used by or in the possession of the team if caught in the pulse.

At Higher Calibers. When using an EMP device of caliber-3 or higher, increase its range by 10 feet and its damage by 1d6, for each caliber above 2.

EXPLODING GUM

Caliber-2 explosive

This stick of gum comes in an inconspicuous silver wrapper, has two colored ends, and when combined As an action, you can prime and throw this stick of gum up to 60 feet. Each target within a 10ft radius must make a DC 15 Dexterity saving throw; on a failed save they take 3d6 fire damage, or half the rolled damage on a successful one.

At Higher Calibers. When using explosive gum of caliber-3 or higher, increase its range by 5 feet, and its damage by 1d6, for each caliber above 2.

EXPLODING PEN

Caliber-3 explosive

This sophisticated ball-point pen contains a powerful explosive, and is primed with a 4 second fuse after three clicks, while another 3 clicks disarms it. As an action you can prime and throw the pen up to 60 feet. Each target within a 15-foot radius must make a DC 15 Dexterity saving throw, on a failed save they take 2d6 fire damage and 2d6 force damage, and half as much damage on a successful one.

At Higher Calibers. When you requisition an exploding pen of caliber-4 or higher, increase its range by 5 feet, and each of its damage type dice by 1d6, for every caliber above 3.

HEAT SEEKING MISSILE

Caliber-3 ammunition

This missile ammunition can be loaded into launchers so that it homes in on its target. An infrared tracker in the head of the missile guides it towards a heat source. When you make ranged attacks against a target that is Large or bigger and has a source of heat, such as a tank's engine, or an airplane's jet exhaust, that attack has advantage and gains the guided property if the ammunition doesn't already have it.

You can also augment a vehicle's normal missiles with this heat seeking version.

HIDDEN WEAPON COMPARTMENT

Caliber-2 weapon

A secret compartment can be added to a vehicle to covertly equip it with heavy weapons. As an Attack action you can reveal and make a ranged attack using a heavy weapon inside the compartment. You can equip the compartment with any of the military ranged weapons in the Weapons table on p73. The weapons can't be found with any normal or cursory visual inspection of the vehicle, and requires a DC20 perception check to find.

At Higher Calibers. When you requisition a hidden weapon compartment using a caliber-3 gadget slot or higher, you can equip the compartment with any of the heavy weapons in the Heavy Weapons table on p76.

LAPTOP GUN

Caliber-4 light machine gun

This light machine gun is disguised as a laptop, but when deployed can be used by an agent to either make ranged attacks normally, or set up as an automated sentry.

While set up as a sentry, it can be set up on any horizontal or vertical surface, and independently track and make ranged attacks against any unfriendly target within range. Before deploying the gun a player needs to define a rule that identifies 'friendlies'; the gun will not target these characters based on its software.

Any character not designated as a friendly will be targeted until incapacitated, starting with the closest target and then the next closest.

At the end of each round, the sentry gun makes a ranged attack against a target within range. It does so with a +5 attack modifier and deals 2d8 + 2 piercing damage. The laptop gun has an AC of 15, and 10 (3d6) HP. It has enough ammunition to fire 4 times if deployed.

At Higher Calibers. When you requisition a laptop gun using a caliber-5 gadget slot, increase its attack modifier by +2 and its damage modifier by +1.



MICRO GRENADE

Caliber-1 fragmentation grenade

This tiny grenade is the size of a golf ball, explodes on impact, and can be thrown up to 80 feet. Each target within a 15ft radius must make a DC15 Dexterity saving throw, on a failed save they take 3d6 slashing damage, and half as much damage on a successful one. You can decide the grenade's appearance, based on its size, like a golf or squash ball.

At Higher Calibers. When you requisition a micro grenade using a caliber-2 gadget slot or higher, increase its blast radius by 5 feet, and its damage by 1d6, for each two calibers above 1.

MINI-ROCKET CIGARETTE

Caliber-2 explosive

This cigarette is capable of firing a small rocket a range of 10/60 feet. Priming the rocket requires the cigarette to be lit, while making a ranged attack with it requires the wielder to push the filter together. The rocket deals 2d6 fire damage, with a blast radius of 10 feet, and has enough ammunition for 1 attack.

PALM FLAMETHROWER

Caliber-3 flamethrower

This hidden device extends into the palm and contains a tiny canister of flammable liquid and an igniter. As an attack action you can ignite a 10 ft cone in front of you, dealing 2d10 fire damage to anyone who fails a DC 13 Dexterity saving throw. If a target succeeds on their saving throw, they still take half damage.

At Higher Calibers. When you requisition a palm flamethrower using a gadget slot of caliber-4 or higher, increase its damage by 1d10 for each caliber above 3.

PALM-LOGGED GRIP

Caliber-2 attachment

A palm-logged grip fits a biometric reader to the grip of a ranged weapon, programmed to only unlock the weapon's trigger if held by the dominant hand of an individual. When you acquire a palm-logged grip you can fit it to any of your firearms and scan your hand with it. The weapon can only be used by you to make ranged attacks. While logged to your fingerprints, only you can reprogram the grip to accept a different set of prints.

SELF-DESTRUCT DEVICE

Caliber-3 explosive

A self-destruct function can be added to most weapons, items, vehicles, or armor for the event of the equipment falling into the wrong hands. When you make an item self-destructible, only you can activate, pause, or deactivate the countdown, and specify its length. You can also decide on a trigger for the self-destruct sequence to begin—for example, when the item is further than 100 feet from you, or in place of a car alarm. Others wishing to halt the countdown must make a DC20 Intelligence (Mechanics) check to defuse it. The explosion causes 3d6 fire and 3d6 force damage to those who fail a Dexterity saving throw within 10 feet of the item or vehicle, and the item or vehicle is destroyed.

TESLA ROD

Caliber-3 baton

This baton is armed with a deadly electrical charge that can fling static discharges to targets at range. This baton deals an additional 3d10 electrical damage on successful melee attacks. As a ranged attack you can also throw the baton at enemies within 15 feet, dealing 3d10 electrical damage.

CLOTHING AND DOCUMENTS

ATTACHÉ CASE

Caliber-2 item

Standard issue to some secret organizations, the attaché case comes with several items hidden in a false bottom and within the lining of the metal outer casing. The compartment will not be found on a cursory inspection, and requires a DC 20 Perception check to find. Any ranged weapons inside require 1 minute to reconstruct before being used.

The contents concealed inside are determined by the type of the case.

Assassination. A marksman rifle, telescopic sight, 2 rifle magazines, a garrote string, and a civilian uniform.

Assault. A carbine rifle, a knife, 2 rifle magazines, a fragmentation grenade, and a flashbang.

Covert. A silenced light pistol, a garrote string, 4 pistol magazines, \$500 in cash, disguise kit.

Forensics. Forensics tools, chemical analyzer, NBC suit, antitoxin patch, and 3 doses of antidote.

Surveillance. A cover identity, pair of binoculars, contact microphone, \$250 in cash, GPS tracking device.

AUGMENTED REALITY GLASSES

Caliber-1 device

Augmented reality (AR) glasses use modern projection technology to overlay graphics in the wearer's field of vision, letting them view data 'on top' of their normal vision. Information can be overlaid in real time based on your view, giving you information pertaining to other weapons, gadgets, vehicles, or the mission, such as enemy locations. The glasses take any style you decide, and include a GPS locator, WiFi connection, satellite uplink, camera, and microphone.

At Higher Calibers. If the AR glasses are requisitioned using a slot of caliber-3 or above, add a vital sign biometer, and the ability to interact with the overlay using gesture.

BIOMETER WATCH

Caliber-1 device

A biometer watch provides health readings and transmits them via satellite connection. It records and transmits your vital signs: heart rate, blood pressure, body temperature, and respiratory rate, allowing those with access to this information to diagnose trauma you receive as if they were present, with no increase to the DC of Wisdom (Medicine) checks.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, you can equip the whole team with biometer watches.

BLADED BOOTS

Caliber-2 item

These boots feature a retractable blade that extends about 4 inches from the toe, turning unarmed strikes you make with your feet into weapons that deal slashing damage, with a +1 bonus to attack and damage rolls, and a damage die of d6.

At Higher Calibers. If you requisition the bladed boots using a slot of caliber-3 or higher, they contain a neurotoxin (p113).

BRACELET OF ANIMAL INFLUENCE

Caliber-3 item

This bracelet or watch has 3 doses of pheromones that you can spray into a 10-foot cone as an action, with one of the following effects:

Pacify an animal. Each animal in a 15-foot range, that can breathe the pheromone, must succeed a DC 13 Constitution saving throw or become docile and passive, as well as suffer the Poisoned condition, for one hour.

Scare an animal. Each animal within 15 feet that can breathe the pheromone must make a DC 13 Constitution saving throw or suffer the Frightened condition. While frightened the animals must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight on you, it can make another Wisdom saving throw. On a successful save, the effect ends.

Climbing Suction Cups

Caliber-1 item

Worn on the hands and knees, these suction cups contain a tiny vacuum that creates suction onto sheer surfaces, removed with a rolling motion on and off. While wearing these gloves and knee pads you have advantage on Strength (Athletics) checks made to climb flat surfaces.

Contact Lenses, Disguise

Caliber-3 item

These contact lenses are an incredibly detailed 3D printed membrane of the structure of the iris. They can be made to replicate a unique individual's eyes, or make a random pattern determined by the manufacturing algorithm. These contact lenses will fool any recognition software, and on inspection require a successful DC 20 Wisdom (Perception) check to identify as fraudulent.

At Higher Calibers. If these are requisitioned using a slot of caliber-4 or above, they come with the lense scanner and maker, with a scanning wand and micro 3D printer. Taking one hour to scan the eyes and then re-create them, you can copy any willing or incapacitated person's eyes exactly. There is enough material to copy 3 sets of eyes. The printer can also work from detailed eye scans inputted into it from other sources i.e. an eye examination or biometric scan.

Stun Ring

Caliber-2 item

This ring has a tiny battery with a charge that applies an electric shock if the wearer punches it into bare skin. The ring can be disguised as a signet ring or a jeweled ring. The ring delivers an additional 1d6 electrical damage to the normal unarmed strike. The target must then take a DC 10 Constitution check, or suffer the Stunned until the end of their next turn. The ring has two charges, and can be recharged with a power supply over a long rest.

At Higher Calibers. When you requisition this item using a slot of caliber-4 or higher, it does an additional 1d6 electrical damage, and has 4 charges.

EM Barrier

Caliber-3 item

Any accessory of your choice can be equipped as an electromagnetic field generator, that disables all electronic equipment in the area. Within a 20-foot radius of the item (yourself, if worn) any electronic items malfunction, short circuit, or simply don't work. In addition, agents and objects inside the field are immune to electrical damage.

Exploding Necklace

Caliber-2 item

This necklace has 1d6 + 3 beads, appearing to be precious stones. You can use an action to detach a bead and throw it up to 60 feet away. On impact, the bead detonates and deals 3d6 fire damage in a 20-ft-radius sphere. You can hurl multiple beads, or the whole necklace, as one action. When you do so, increase the damage and radius by 1d6 and 1 ft for each bead beyond the first.

Exoskeleton Arms

Caliber-2 item

While wearing the exoskeletal frame on your arms, your Strength increases by 2, to a maximum of 20, though your dexterity is reduced by 1 (to a minimum of 1).

At Higher Calibers. When you requisition this item using a gadget slot of caliber-3 or higher, the armor's clawed gauntlets turn unarmed strikes with your hands into weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls, and a damage die of 1d8.

Garrote Watch

Caliber-1 item

A watch simply disguised to conceal a garrote string that can be drawn from the watch by turning and pulling on the watch's crown (See Garrote, p73)

Grappling Hook Gauntlet

Caliber-2 item

As a bonus action, fired at a wood or stone surface, the grapple hook gauntlet provides an anchored cord granting you a climb speed equal to half your movement, while you are under the anchor point. Alternatively, as a bonus action, you can retract the cord and move 30 ft directly towards the grapple's anchor.

At Higher Calibers. When you requisition this item using a gadget slot of caliber-3 or higher, its grapple is also magnetic, allowing you to anchor it to metal surfaces.

HEAT RAY WATCH

Caliber-3 item

Built into a wristwatch, a heat ray is an 'active denial system' that deters targets by non-lethal means due to microwaves heating their skin. The watch face flips up to form a small antenna that focuses a microwave beam towards a target of your choice. As an action, you can target a single individual who must make a DC 15 Constitution saving throw, on a failed test you push them 10 feet in any direction away from the trajectory of the microwave. If the target is exposed to the beam for longer than 2 seconds they take 2d6 radiation damage, every 6 seconds.

HEAT SHIELD CLOTHING

Caliber-2 item

Consisting of a thin layer of leggings and vest top, these fire-resistant clothes are developed with incredible protective qualities and provide total protection from fire and heat. They provide the wearer with immunity to fire damage and exposure to temperatures up to 392°F (200°C), so long as the damage inflicted does not exceed a threshold of 30, at which point the clothing loses its protective qualities.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, you can equip the whole team with heat shield clothing.

JET PACK

Caliber-4 item

This harness and backpack work with a combustible propellant in tanks inside the backpack to produce thrust enough to lift a person or Medium object. The jet pack can be ridden in the air but must be controlled by one hand. It has a flying speed of 50 feet, can hover, and has a maximum range of 5 miles before requiring refueling (while hovering, each turn counts as 30 feet of movement). It can carry up to 400 pounds, but its flying speed becomes 30 feet with a maximum range of 3 miles when it carries over 200 pounds.

JET PACK, UNDERWATER

Caliber-3 item

This harness and backpack uses compression to propel a jet of water out of the bottom of the backpack, shooting a person through water. Activated by a control panel, the jet pack gives the wearer an underwater swim speed of 40 feet, and has a maximum range of 25 miles before requiring recharging.

LASER NECKLACE/WATCH

Caliber-3 item

While wearing this item, you can use an Attack action to make a ranged attack with proficiency and 2d6 piercing damage with a range of 5/15. The laser watch has 6 attacks worth of ammunition, and can be reloaded by attaching a power source to recharge it over the course of a long rest.

MAGNETIC KNUCKLES

Caliber-1 item

This hand grip resembling a knuckle duster contains a tiny but powerful electromagnet, that allows you to pick up magnetic objects. You may still need to make a Strength check to lift heavy items, and items you cannot lift you are stuck to until you deactivate the magnet or remove the hand grip.

MEDICAL EMERGENCY WATCH

Caliber-3 item

While you wear this watch, you are automatically stabilized by an injection of adrenaline and pain killers whenever you are dying, at the start of your turn, without the need to make a Wisdom (Medicine) check. The watch has one shot of stabilizing medicine, and once used is expended.

At Higher Calibers. If you requisition this time using a slot of caliber-4 or higher, increase its number of uses by 1 for each caliber above 3.

METAL/RAZOR BRIMMED HAT

Caliber-1 item

This bowler or trilby hat contains a sharpened metal ring inside the brim that lets the hat double as a throwing weapon, dealing 1d6 + Strength slashing damage, with a range of 15/50 feet. Alternatively it can be used as a simple Melee weapon with the light and finesse rules, causing 1d6 slashing damage.

MORPHIC PROSTHETIC

Caliber-4 item

This mask can change shape, subtly altering features, as well as skin and hair color. While wearing this full head mask, you can activate it as an action to alter your current appearance. To discern you are disguised, a character can use their action to inspect your appearance and must make a DC17 Intelligence (Espionage) or Wisdom (Perception) check.

PARACHUTE CUFFLINKS/BRACELET

Caliber-2 item

This pair of cufflinks or bracelets can be activated as a reaction to release a parachute. You descend safely 30 ft per round and take no damage from falling.

PROSTHETIC FINGERPRINTS

Caliber-3 item

These fingerprints, made of latex, cling to the fingers and can be formed into the fingerprint of a unique individual or sculpted randomly by the manufacturing algorithm.

SCRAMBLER CLOTHING

Caliber-4 item

While wearing this clothing, you cannot be identified by AI or computer algorithms monitoring a video stream. Further, you do not appear to the naked eye on video surveillance—instead a scrambled image appears made up of the surrounding environment.

SECOND SKIN

Caliber-3 item

This full prosthetic head mask is sculpted to the likeness of a specific individual or original likeness, and disguises the wearer as the individual they wish to appear as. People trying to see through the disguise must succeed on a DC 20 Wisdom (Perception) or (Insight) check. If the Second Skin is paired with a Voice Modulator, the check has disadvantage.

SOUND DAMPENING BOOTS

Caliber-2 item

While you wear these boots, your steps make no sound providing they are on solid ground (surfaces that break or move underfoot will still make a noise), and you have advantage on Dexterity (Stealth) checks that rely on you walking or running silently.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, you can equip the whole team with sound dampening boots.

STILLSUIT

Caliber-2 outfit

While wearing this clothing, your body is hidden from thermal imaging and other chemical detection methods. The suit can take the appearance of civilian overalls or a battle dress uniform; choose it's appearance when requisitioned.

VOICE MODULATOR

Caliber-2 device

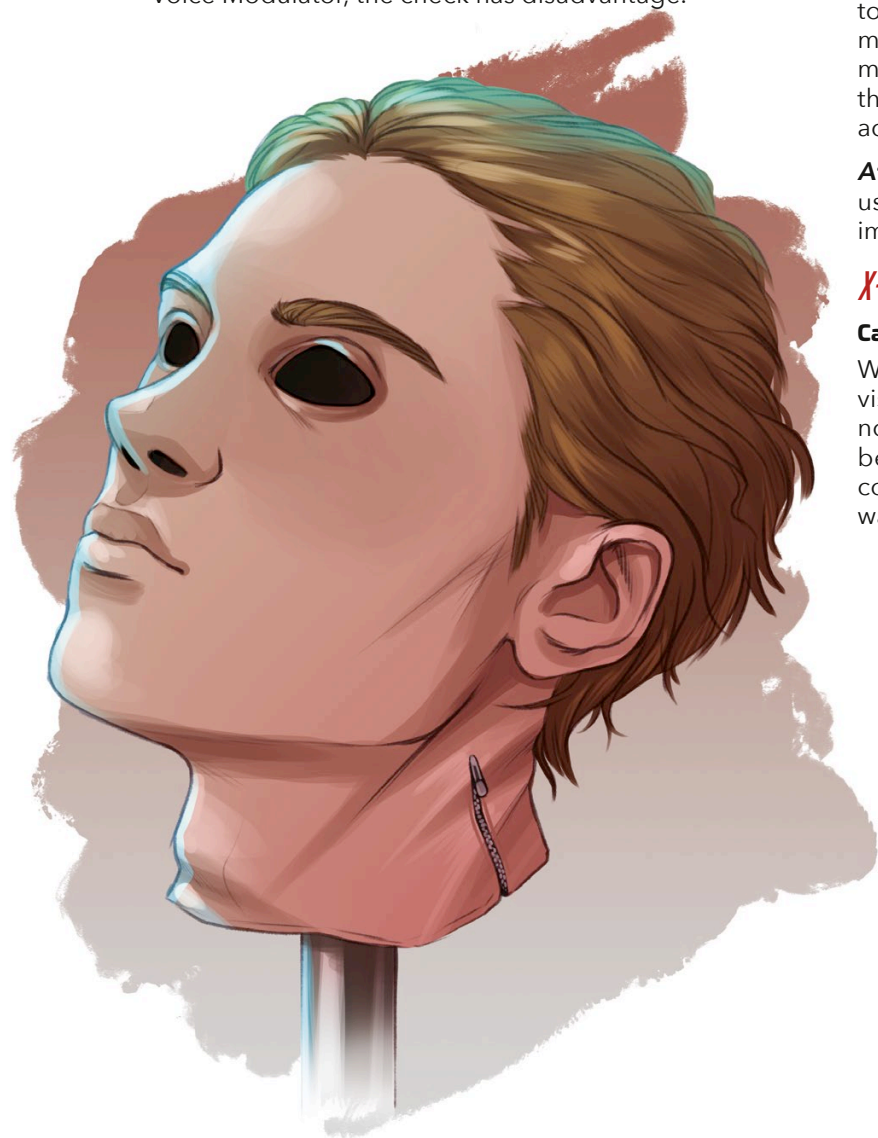
Adhesively fixed to the neck in front of your vocal cords, this small electronic device changes your voice to that of a specific subject or changes its pitch to mask your identity. Choose one voice the device can mimic. Charisma checks made in order to pass as the individual, or obscure the agent's identity, have advantage if the voice is key to the check.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, the modulator can imitate 1 more voice for each caliber above 2.

X-RAY GLASSES

Caliber-3 item

While wearing these glasses you can activate its X-ray visual function to see through solid objects that do not absorb X-rays. Clothing, flesh, thin walls can all be seen through, while dense material such as bone, concrete, dense or heavy metals and deep bodies of water cannot be seen through.



ELECTRONICS AND SECURITY

ACOUSTIC KEYLOGGER

Caliber-2 device

This bug records and interprets the taps of keys on a keyboard to record the information being typed. It then maps a user's hand movements based on the sound the keyboard makes, displaying keystrokes and passwords to the gadget's user.

ANALOGUE ENCRYPTOR

Caliber-1 item

An analogue en/decrypter is an electro-mechanical device resembling a typewriter that displays a letter when one of the alphanumeric keys is pressed based on the cipher. Agents can use an analogue encryption to encrypt and decrypt written messages, provided they have the algorithm.

BABEL EARPHONE

Caliber-2 device

This covert earbud can translate foreign languages in real time. When you are wearing the babel earbud you can understand any language as if it was your first language, and can speak any language by reciting the earpiece instructions; Charisma checks you attempt while reciting instructions from a babel earbud are at disadvantage.

At Higher Calibers. When you requisition this item using a slot of caliber-5, you can equip the whole team with babel earbuds.

BLUEPRINT SCANNER

Caliber-3 device, requires pairing

This photographic device captures a snapshot 3D image of the room you are standing in and records its dimensions and details, providing the end user with a 3D map of the room.

BOMB DETECTOR

Caliber-2 device

This handheld wand uses a range of chemical and mass spectrometry methods to search for explosive residue. The operator must sweep the object or person they wish to analyze within reach in order to detect any explosive compound. If any explosive is in range, the detector will provide a positive reading, and the agent is able to identify the location of any explosive compounds.

At Higher Calibers. When you requisition this item using a slot of caliber-3 or higher, increase its range by 5 feet for each level above caliber 2. In addition, the device can identify the explosive.

BUG SWEEPER

Caliber-2 device

A bug sweeper detects the presence of audio and visual recording equipment in a 15-foot radius. Its method of detection only indicates bugs are present, not their location.. The sweeper will sometimes struggle to find inactive bugs (rather than those constantly recording or transmitting) and requires an Intelligence (Espionage) check at DC13 to find bugs of this type.

At Higher Calibers. When requisitioning a bug sweeper using a slot of caliber-3 or higher, increase its range by 5 feet for each caliber above 2. Further, the check to find inactive bugs is reduced to DC 10.

When requisitioning a bug detector using a slot of caliber-4 or higher, it can identify the location of each bug it detects. It also detects all bugs of any type, even if they are inactive.

CELLULAR INTERCEPTOR

Caliber-2 device

The cellular interceptor is a handheld device taking the appearance of a digital voice recorder that can remotely tap into an active cell phone call being made within 100 feet, takes 10 minutes to set up and may only tap into a cell phone as the call is in progress. Its software records the audio of the call that is being intercepted as you monitor it. You must make a DC 15 Intelligence (Infotech) check in order to intercept the call.

CELLULAR JAMMER

Caliber-2 device

A cellular jammer blocks signals to cell phones within a 50-foot radius, by broadcasting its own radio waves on the frequencies used by cellular networks, and is a palm-sized switch and antenna. Cellular devices such as phones, smartphones, pagers, etc. cannot send or receive calls, texts, or access a data connection. Using a cellular jammer at a cell site or cell tower may disable service to a much wider area depending on its physical location in the network and providers using that site.

At Higher Calibers. When requisitioning a cellular jammer using a slot of caliber-3 or higher, increase its range by 25 feet for each caliber above 2.

CONTACT MICROPHONE

Caliber-1 device

This audio recorder uses a special ceramic contact microphone that when pressed against objects can detect sensitive vibrations in the material and converts that into audible sound, enabling agents to listen and record sounds and conversation on the other side of walls, ceilings, or inside vehicles.

CONTACT LENSE CAMERA

Caliber-3 device

A contact lens camera contains minute electronics that uses the eye's lense to record still images or video in high-definition. The contact lens is transparent, so you can still be identified using eye biometrics, but must be returned to a base station to extract the information. The contact lens can record 10 minutes of video, or 100 still images.

At Higher Calibers. When you requisition this device using a slot of caliber-5, the amount of images it can store increases to 60 minutes of video and 500 still images.

COVERT MICROPHONE

Caliber-1 device

This tiny microphone measures 1/100th of an inch, and can be secreted in any hole that size such as between the stitching of fabric or keys of a keyboard. The covert microphone can be incorporated into any ordinary object, but to transmit the audio it must still use a recording device with microSD card storage, about the size of a thumb nail. The DC to detect the covert microphone is 25, while the DC to detect its recording device is 20. This counts as a bug in case of any attempts to detect bugs or use a bug sweeper.

At Higher Calibers. When you requisition this gadget using a slot of caliber-2 or higher, the covert microphone can transmit its audio wirelessly to a separate recording device, located within 30 feet.

DIRTBOX

Caliber-3 device

A "dirtbox" is a device that mimics a cell site, making cellular devices connect to it because it is the strongest signal within a 100-foot radius. With a dirtbox you can monitor all calls, texts, and other data that passes through it, as well as determining the distance to cellular device based on signal strength. Dirtboxes can be placed on vehicles or drones in order to gather surveillance on cellular devices in a wide area..

At Higher Calibers. When you requisition a Dirtbox using a slot of caliber-5, increase its range by 50 feet.

DOCUMENT SCANNER

Caliber-1 device

This phone-sized device makes a visual sweep of a document, not only taking a picture but providing a plain text version for use on any PC or computing device.

At Higher Calibers. When you requisition a document scanner using a slot of caliber-3 or higher, it automatically translates any text into any other language. It also minaturises the scanner to the size of a pen or large coin.

ELECTROENCEPHALOGRAPH (ECG) NET

Caliber-2 device

This hood is covered in electrodes that can read brain waves through the skull of its wearer, and comes with a tablet to monitor its readings. It can detect a basic vocabulary, as well as numbers 1 through 10, just by the wearer thinking of them.

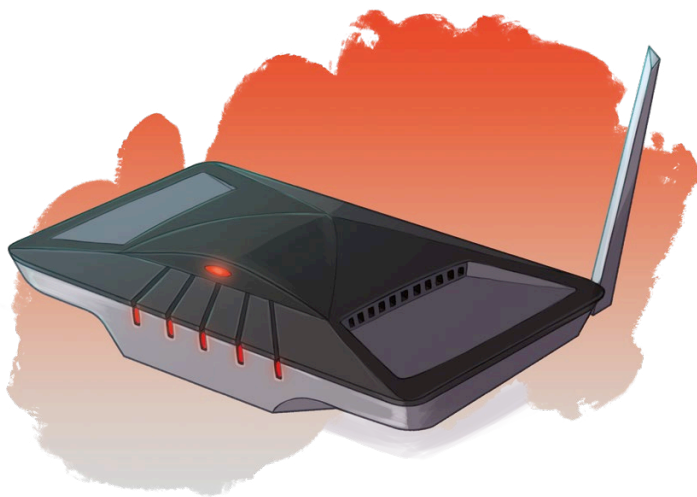
At Higher Calibers. When you requisition an ECG net using a slot of caliber-4, it can detect if the wearer is being deceptive while being questioned.

EVIL TWIN

Caliber-2 device

An Evil Twin is a small box that looks like a wireless access point or router. The Evil Twin, however, is a fraudulent WiFi access point that diverts data from computers through its hardware by identifying as a legitimate WiFi network within 30 feet. An Evil Twin allows you to eavesdrop on the information being passed through it (like search results, passwords, or the contents of messages and emails), or obtain passwords and usernames through social manipulation or scamming them. It can also be used as a delivery system for remote hacking tools.

At Higher Calibers. When you requisition an evil twin using a slot of caliber-3 or higher, increase its range by 10 feet for every caliber above 2.



FACE RECOGNITION SOFTWARE

Caliber-1 software

Facial recognition by computer algorithm allows for automated tracking and identification. You can scan several hours of footage in minutes using the software and a scan of the individual's face, or set it up to track real-time surveillance and alert you when identification of an individual has been made.

FINGERPRINT SENSOR

Caliber-1 device (requires pairing)

A fingerprint sensor takes a digital impression of a fingerprint pattern, processed to form a biometric template of its individual features. The most advanced version is optical imaging, in which the sensor captures a digital image from a touch surface the individual places their fingertips on and matched to a database.

FIBERSCOPE

Caliber-2 device

This device can be snaked through quarter-inch holes and transmits video and audio to a connected monitor.

At Higher Calibers. When you requisition a fiberscope using a slot of caliber-3, you can grant the device a choice of either darkvision or thermalvision of 20 feet. When you requisition a fiberscope using a slot of caliber-4, it gains both darkvision or thermalvision of 60 feet.

GPS TRACKER, IMPLANT

Caliber-1 item

This GPS transponder is injected under the skin. While operational it sends its location to a base station, is undetectable by normal means, and has a lifespan of 3 years.

GPS TRACKER, PILL

Caliber-2 item

This pill contains a traceable GPS transponder that sends its location to a base station. It is undetectable, but indigestible, meaning it only has a use of 10-24 hours.

IRIS RECOGNITION SOFTWARE

Caliber-2 software

Iris recognition is a form of biometric identification that uses the pattern of an individual's eyes as a signifier. The iris is a unique yet stable feature, making iris recognition very accurate. These biometric programs can be used by many devices, and even embedded in architecture, so long as the device has a means of providing the image.

LONG RANGE ACOUSTIC DEVICE (LRAD)

Caliber-2 device

A long range acoustic device is an antenna set up on a tripod or mounted on a vehicle that focuses prerecorded or live audio messages and warning tones over long distances. LRADs can work better at longer distances and louder than loudspeakers, allowing for long range communications or non-lethal crowd control. Using a LRAD, you can broadcast an audio message that can be clearly heard and understood in a cone for 3 miles, or in all directions for 1 mile.

You can also broadcast tones that are painful and damage hearing. You can use the LRAD to emit a warning tone that deals 1d6 force damage to all targets that begin their turn within a 60 foot cone originating from the LDAR.

MAGNETIC LATCH

Caliber-1 device

This magnetic device is attached to the hinges or a door or hatch, or over the mechanism of a safe or blast door. While attached, the door cannot be opened normally. If paired, the device responds to your voice commands, locking or unlocking on your command.

MICROPHONE, LASER

Caliber-2 device

A laser microphone projects a laser beam onto a surface and measures the vibrations of that object, allowing you to listen to any sound being made near the object. It works most effectively on windows and surfaces that vibrate easily rather than stone, brick or concrete. You can hear sounds at a volume as if you were in the object's place, and you can target any object within line of sight.

MICROPHONE, PARABOLIC

Caliber-1 device

This microphone and recording system can be used to listen to sounds up to 500 ft away, so long as those sounds are at a normal conversational level. Whispered or obscured sounds heard using the microphone may require a Wisdom (Perception) check.

At Higher Calibers. When you requisition a parabolic microphone using a slot of caliber-2 or higher, you can increase its range by 250 ft for every two calibers above 1.

MOTION DETECTOR BUG

Caliber-1 device (requires pairing)

This coin-sized bug alerts you to movement within an area. Within a 20-foot radius of where you set the bug, an alarm alerts you whenever there is movement of any sized NPC or vehicle. When you pair the bug with your device you choose whether the alarm is silent or audible. The bug has a range of 400 feet to your device.

OPTICAL CAMOUFLAGE SCREEN

Caliber-4 device

This screen, set up on a tripod, has a projector arm that scans the environment behind the screen, and creates a false 3D projection of that environment on the enemy-facing side of the screen. People looking out behind the screen can see the environment in front of it normally, due to a two-way mirror effect.

QUANTUM RADAR

Caliber-4 device

Quantum radar can detect vehicles with stealth technology, is immune to jamming or interference, and operates in areas of high background noise. The antenna and computer takes 30 minutes to set up, or the device can replace or be integrated into a vehicle's existing radar technology.

RADIO JAMMER

Caliber-1 device

A radio jammer is a handheld device that blocks radio signals within a 50 foot radius, by broadcasting its own radio wave "noise" on the frequencies used by the radio devices in the area. Radio devices such as two-way radios, radio base stations, Bluetooth, and WiFi cannot send or receive transmissions or data.

At Higher Calibers. When requisitioning a radio jammer using a slot of caliber-2 or higher, increase its range by 10 feet for each caliber above 1.

RETINAL SCANNER

Caliber-2 device

A retinal scanner is a biometric method of identification, using infrared light to scan the back of the eye. The pattern of retinal blood vessels doesn't change from birth until death, even due to eye diseases, and retinal scans are the most effective biometric recognition tool, aside from DNA sequencing. The device looks like a handheld eye examination scope.

SAFE CRACKER

Caliber-2 device

This handheld device can be attached to a safe, and displays the correct numeric code as it detects the dial being turned to the correct number, allowing the operator to get access to the contents simply by turning the dial in the correct combination displayed.

SATCOM TERMINAL

Caliber-2 device

You can use this relay station to transmit audio, video, and data globally through a satellite network, and your transmissions are encrypted. Each terminal comes with a relay post that acts as a transceiver for electronic gear you carry and use. This transceiver has an effective range of 4 miles, and can connect any number of personal devices. SATCOM terminals can also be deployed on vehicles.

At Higher Calibers. When requisitioning a SATCOM terminal using a slot of caliber-3 or higher, increase its range by 2 miles for each caliber above 2.

SCREEN SCRAMBLER

Caliber-1 device

These palm sized devices disable video screens within a 20 foot range. The screen displays static on older displays, or no signal on newer devices for 1 minute, after which the device runs out of power.

At Higher Calibers. When you requisition this device using a slot of caliber-2 or higher, the duration increases by 1 minute for each caliber above 1.

SMART PROJECTOR

Caliber-1 device (requires pairing)

A smart projector can project an OS onto any surface, and be operated by the user interacting with that surface by tapping, pinching, or dragging their hands across the surface. The projector compensates for projected image dimensions, distance, and people obstructing the projection. The projector can display a computer's operating system, allowing the user to operate it as if the surface was a touchscreen, or it can project live streamed audio and video.

SONIC LOCK PICK

Caliber-3 item

As an action, this metal remote control can be activated and pointed an inch or so away from a cylinder lock. The lock pick emits sonic waves that vibrate the lock's pins and unlocks it without physical manipulation.

STRESS ANALYZER

Caliber-1 device

Otherwise known as a lie detector, the analyzer can detect subtle changes in voice modulation, heart rate, pupil dilation, and sweating when a target is lying. They device must be applied to them, and either restrained or willing to take the test. A stress analyzer grants a +5 bonus to Insight checks to tell if a target is lying.

TRACKING DEVICE, GPS

Caliber-1 device (requires pairing)

A GPS tracking device obtains accurate location information from orbiting global positioning satellites. This palm-sized box is magnetic and as long as the object or person it is attached to remains outdoors, or the device has line of sight to the sky with no dense materials blocking it, its location can be tracked live, and its location history stored.

At Higher Calibers. The device can be made half the size if requisitioned using a caliber-2 slot or higher, or 1/100th of an inch by requisitioning the device using a caliber-3 slot.

TRANSLATION ALGORITHM

Caliber-2 software

This piece of software can either be installed within surveillance equipment, loaded onto its default dictaphone apparatus, or as an application on a smartphone, tablet, or computer and can translate conversations in near-real time, taking into account context for an accurate translation as possible.

USB, INFECTED

Caliber-1 item

This USB flash drive can be loaded with a single hacking tool, by copying a hacking tool already installed on an agent's laptop or tablet. As an action, the usb can be inserted into another device, where it automatically and immediately runs the hacking tool installed on it. In order for spyware or other remote surveillance tools to work, the hacker must still have a connection with the device the usb is plugged into. If the hacking tool records or copies information from the target device, it does so up to 2TB or by an amount of information determined by the game master.

WIRETAP, INDUCTIVE COIL

Caliber-1 item

An induction coil wiretap is a manual electrical device that picks up a signal inductively at the base of the telephone or the mouthpiece, and transmits that audio via a fixed line to either a device or listening apparatus. This counts as a bug for searching for bugs or sweeping for bugs.

MEDICAL AND SURVIVAL

ADRENAL STIMULANT SHOT, ONE SHOT

Caliber-1 substance

After administering this shot, for two rounds (or 12 seconds) the patient's speed is doubled, they gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each of their turns. This additional action can only be used to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action. When the stimulant's effect ends, the patient can't move or take actions until after their next turn, as they suffer adrenal crash.

At Higher Calibers. When you requisition an adrenal shot using a slot of caliber-2 or higher, the stimulant lasts for an additional round (or 6 more seconds) for each caliber above 1.

ANTIDOTE, TWO DOSES

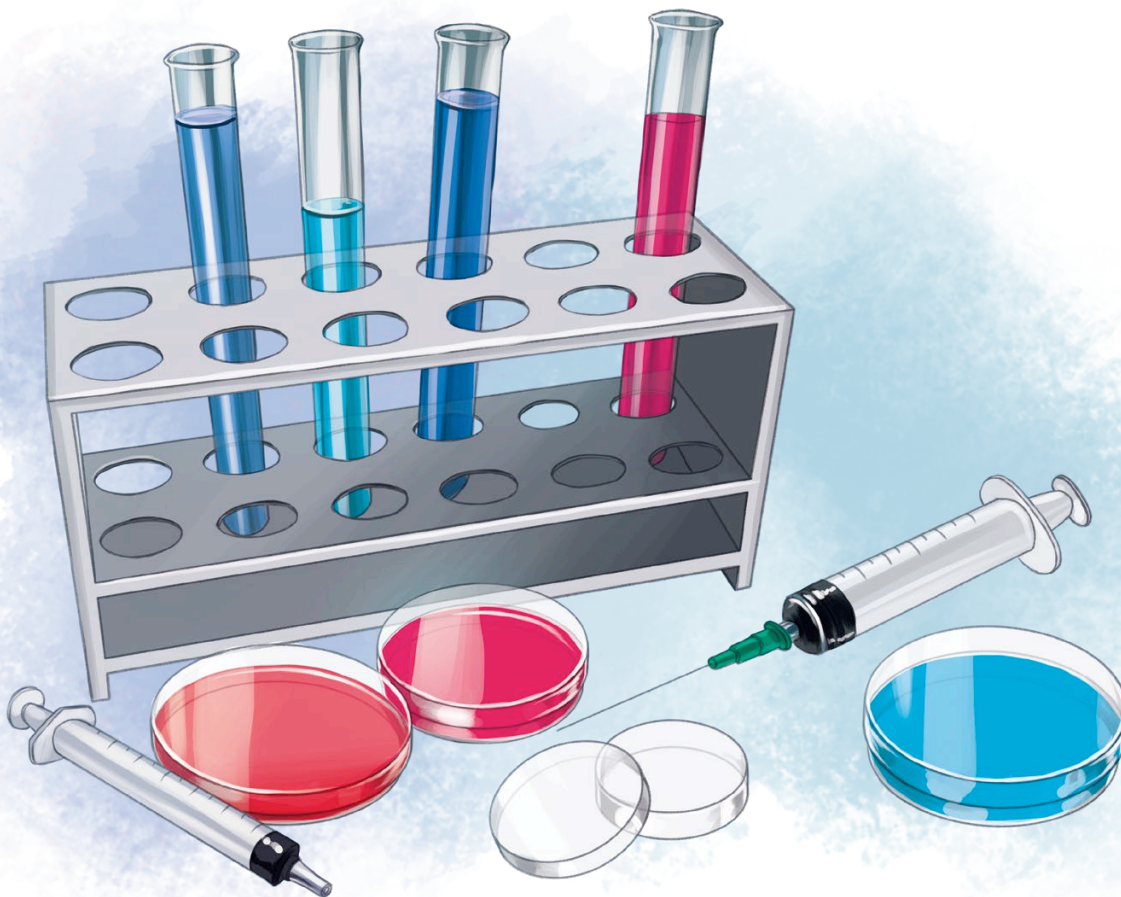
Caliber-1 substance

An antidote, cures all conditions due to poisons, toxins, and nerve agents, and neutralizes any substances affecting the patient's body. Administering an antidote correctly requires a DC 10 Wisdom (Medicine) check.

ANTITOXIN PATCH

Caliber-1 item

While wearing this patch on an exposed bit of skin, you have advantage on saving throws against poisons and toxins, and have resistance against toxic damage.



AUGMENTATION, ARTIFICIAL LIMB

Caliber-3 item

An artificial limb covers prosthetics and augmentations to your limbs or other, regular prostheses, to enhance your abilities. Artificial limbs can be designed to provide one of the following benefits:

Agility. These limbs grant a +2 bonus to Acrobatics checks.

Sprinting. (Legs only) These limbs increase your speed by 10 feet.

Stability. These limbs grant a +2 bonus to Dexterity checks and saving throws.

Strength. These limbs grant a +2 bonus to Strength checks and saving throws.

Augmentation Requisition.

When you requisition an augmentation for a mission, it is specifically designed for one of the listed benefits. That augmentation must be returned to your organization at the end of the mission, whether you wear a prosthesis or not. Any prosthesis you wear normally confers no modifier.

If you gain an artificial organ from a mission, it is permanent, but it takes up a gadget slot of equal or higher level for all future missions.

AUGMENTATION, ARTIFICIAL ORGAN

Caliber-3 item

An artificial organ provides a replacement for a patient's natural organ, and can be augmented to provide one of the following benefits:

Bionic Eye. Enhanced ocular organs grant a +2 bonus to Wisdom (Perception) checks that rely on sight.

Cochlear. A cochlear implant enhances a subject's sense of sound, and grants a +2 bonus to Wisdom (Perception) checks that rely on hearing.

Neurostimulant. A neurostimulant implant assists brain function, and grants a +2 bonus to Intelligence checks.

Respiration. A respiratory augmentation improves a subject's lung capacity, increasing the time they can hold their breath by 2 minutes before making Constitution saving throws, and providing a +2 bonus to Constitution saving throws that rely on the lungs.

Skeletal. A skeletal augmentation provides added durability and integrity to the skeletal structure, and gives a +2 bonus to Strength and Constitution saving throws to resist physical force.

Augmentations at Higher Calibers. If you gain an artificial limb or organ of using a requisition slot of caliber-4 or higher, modify the bonus by +1 for each caliber above 3.

BIOCHEMICAL ANALYZER

Caliber-1 device

A clinical chemical analyzer is a desktop device that autonomously measures different chemicals in biological samples. It can detect and identify hundreds of different chemicals found both in nature and created by laboratory synthesis. It does not require a check, and can perform its analysis in 30 minutes. Basic information can be deduced automatically, while any Wisdom (Medicine) checks to analyze the results have advantage.

BLINDING TOXIN, TWO DOSES

Caliber-2 substance

This toxin disrupts the ocular nerve, cutting the connection between the eyes and the brain, blinding the target. This serum can be loaded into a dart or delivered by a syringe as an improvised melee weapon with the finesse property, delivering 1d4 toxic damage. Targets hit by an attack with this toxin must succeed a DC 12 Constitution saving throw or become Blinded until cured.

At Higher Calibers. If you requisition a blinding toxin using a slot of caliber-3 or higher, increase the number of doses by 1 and its damage by 1d4 for each caliber above 2.

BODY BAG, WATERPROOF

Caliber-1 item

This body bag is impermeable, keeping whoever is inside perfectly dry. Inside is a canister of oxygen, with breathing apparatus to allow for the person inside to breathe normally for 1 hour.

At Higher Calibers. If you requisition a waterproof body bag using a slot of caliber-2 or higher, increase the hours of breathable air by 1 hour for each caliber above 1.

CHOROSIVE ENZYME, ONE VIAL

Caliber-3 substance

This enzyme can be spread over a surface by way of an aerosol, and quickly forms into a chorosive foam. The enzyme is formulated to break down and melt a substance, as decided when you requisition the gadget. The enzyme causes 3d6 toxic damage it is in contact with, destroying objects or injuring people and animals.

Flesh. The enzyme breaks down the protein molecules that make up the bodies of living creatures.

Glass. The enzyme melts through glass.

Metal. The enzyme melts through metals and alloys.

Plastic. The enzyme breaks down the organic polymers that make up plastic substances.

At Higher Calibers. When you requisition a chorosive enzyme using a gadget slot of caliber-4 level or higher, its damage ignores any damage threshold the object or material has.

COMPUTER TOMOGRAPHY (CT) SCANNER, PORTABLE

Caliber-2 device

A CT scan uses X-rays to produce images of a cross-section of the body. A portable CT scanner is set up with two spherical scanners on articulated mechanical arms that move around the body scanning the required areas, allowing a CT scan in almost any environment. Wisdom (Medicine) checks made to diagnose a patient using a CT scanner have advantage.

CYANIDE CIGARETTE

Caliber-3 item

This cigarette contains a lethal dose of cyanide, which if inhaled by smoking the cigarette proves deadly. Each time a character inhales the smoke from the cigarette, they must make a DC 10 Constitution saving throw. On a failed save, their hit points are reduced to 0, they are unconscious and dying (see Dropping to 0 Hit Points p157). Stabilizing a dying character with cyanide poisoning is a DC 20 Wisdom (Medicine) check.

DART GUN

Light pistol or bolt-action rifle

A dart gun is a compressed air weapon that fires darts containing a chemical substance. The below darts which inject the chemical into the target upon impact. The dart gun can be loaded with any of the shots below, has the reload (1 attack) property, and comes with 3 darts.

Adrenal Stimulant. (Caliber-2) The target's hit point maximum increases by their hit die for 6 hours, or until they have a long rest.

Blinding Toxin. (Caliber-3) The target must make a DC 12 Constitution saving throw or become Blinded until cured.

Deafening Toxin. (Caliber-3) The target must succeed a DC 12 Constitution saving throw or become Deafened until cured.

Nerve Agent. (Caliber-5) The target becomes Stunned. While they are Stunned, at the end of their turn the victim must make a DC 20 Constitution saving throw. On a failed save, the victim takes 3d6 toxic damage, or half as much damage on a successful one.

Necrotoxin. (Caliber-4) The target must make a DC 15 Constitution saving throw. On a failed save they take 2d10 toxic damage and become Poisoned until cured.

Sedative. (Caliber-2) The target must make a DC20 Constitution save. On a failed save they are Unconscious for 1d4 hours, on a successful save they are Poisoned for 1d4 hours

DEAFENING TOXIN, TWO DOSES

Caliber-2 substance

This toxin disrupts the inner ear, cutting the connection between the cochlea and the brain, deafening the target. This serum can be loaded into a dart or delivered by a syringe as an improvised melee weapon with the finesse property. Targets hit by an attack with this toxin must succeed a DC 12 Constitution saving throw or become Deafened until cured.

ELECTROCARDIOGRAPH, PORTABLE

Caliber-1 device (requires pairing)

This ECG unit consists of two touchpads that the patient places their fingers on. Connected to smartphone or similar device, the portable ECG provides heart rate readings in the field.

GECKO CLIMBING GEAR

Caliber-2 item

These gloves and shoes have been developed with the adhesion of a gecko's feet. Due to the material's structure and electrostatic interaction with the climbing surface, the gloves and shoes grip the surface perfectly, allowing the climber to cover sheer surfaces by crawling over them. The Gecko climbing gear gives the wearer a climb speed equal to half their speed.

At Higher Calibers. When you requisition this item using a slot of caliber-4 or higher, you can equip the whole team with gecko climbing gear.

GEIGER CAMERA

Caliber-3 device

Like a Geiger counter, this device measures radioactivity. It looks and operates like a dSLR camera, except the images it captures display radioactive intensity of the objects in shot, up to a range of 100 feet, using a spectrum of colors.

HYPERGEL DRESSING

Caliber-3 item

These bandages are formed of a solid gel that vastly accelerates the body's natural healing processes, soothes localized pain, and does not stick to the wound so removing it doesn't cause any additional damage. Patients with regenerative medical gel applied to an injury heal a bonus 1d6 hit points during a short rest. Each gadget slot contains 4 dressings, and each bandage's effect lasts until the patient takes a long rest.

At Higher Calibers. When requisitioning hypergel dressings using a slot of caliber-4 or higher, increase the bonus hit points by 1d6 for every caliber above 3.

IMPLANTED CARDIOVERTER-DEFIBRILLATOR

Caliber-5 device

A defibrillator implanted in the body works similarly to pacemakers, they monitor your heart rate and automatically administer electric shocks to the heart due to cardiac arrest or life-threatening arrhythmias. If you have a cardioverter-defibrillator implanted, you regain 1 hit point and consciousness on a death saving throw if you roll a 19 or 20, and Wisdom (Medicine) checks made to resuscitate you have advantage.

MICRO-LUNGS

Caliber-1 item

This mouthpiece has two small compressed air cylinders that contain 10 minutes of breathable air, for swimming underwater. The whole mouthpiece is 6 inches long, and 1 inch in diameter.

At Higher Calibers. When requisitioning a set of micro-lungs using a slot of caliber-3 or higher, you can equip the whole team with these items.

NERVE AGENT, GAS, ONE CANISTER

Caliber-4 substance

Nerve agents are deadly, and highly toxic substances that break down the nervous system. Contained in a canister, as an action you can prime and throw the canister up to 60 feet. When thrown the canister fills a 5 foot radius with the gas, growing in area to a 10 foot radius at the beginning of your next turn, and finally at the beginning of your subsequent turn filling a 15 foot radius. The gas disperses with adequate ventilation. In fully enclosed spaces or without adequate ventilation it settles in a layer 4 foot high from the floor after ten minutes. Targets that breathe in a nerve agent become Stunned. While they are Stunned, at the end of each of their turns the victim must make a DC 20 Constitution saving throw. On a failed save, the victim takes 3d8 toxic damage, or half as much damage on a successful one.

At Higher Calibers. When you requisition a nerve agent using a caliber-5 slot, you increase the saving throw DC by 5 and the toxic damage by 2d8.

NERVE AGENT, LIQUID, ONE VIAL

Caliber-4 substance

Nerve agents are highly toxic liquids that break down the nervous system and are incredibly difficult to wash away. Targets coming into skin contact with a nerve agent become Stunned. While they are Stunned, at the end of their turn the victim must make a DC 20 Constitution saving throw. On a failed save, the victim takes 3d8 toxic damage, or half as much damage on a successful one. Nerve agents are dangerous and restricted in most countries (see Restricted Weapons, p74)

At Higher Levels. When you requisition a nerve agent using a caliber-5 slot, you increase the saving throw DC by 5 and the toxic damage by 2d8.

NECROTOXIN, ONE VIAL

Caliber-3 substance

You gain a +1 bonus to damage rolls made with weapons that are coated in this contact venom, or delivered by a syringe as an improvised melee attack with the finesse property. Targets hit by an attack with this venom must succeed a DC 15 Constitution saving throw or take 2d8 toxic damage and become Poisoned until cured. The venom has one use.

At Higher Calibers. When you requisition a necrotoxin using a slot of caliber-4 or higher, you increase the saving throw DC by 2 and the toxic damage by 1d8 for every caliber above 3.

NEUROTOXIN, ONE VIAL

Caliber-4 substance

You gain a +1 bonus to damage rolls made with weapons that are coated in this contact toxin, or delivered by a syringe as an improvised melee attack with the finesse property. Targets hit by an attack with this toxin must succeed a DC 15 Constitution saving throw or take 2d10 toxic damage and become Stunned until cured. The toxin has one use.

At Higher Calibers. When you requisition a neurotoxin using a caliber-5 slot, you increase the saving throw DC by 5 and the toxic damage by 2d10.

PLASTIC SURGERY

Caliber-2 procedure

Patients of plastic surgery can have their appearance permanently altered so they do not appear as themselves, or take the appearance of a unique individual. Bone structure, as well as soft tissue and skin grafts can drastically alter the person's appearance. Facial surgery can take several weeks or months to recover from, and the patient will need plenty of rest after the procedure.

RAGE STIMULANT, ONE SYRETTE

Caliber-2 substance

While you have an enemy within 20 feet, you must succeed a DC 15 Wisdom saving throw, or begin to rage. You may always choose to fail the check. While raging, you gain the following benefits:

You have advantage on Strength checks and Strength saving throws.

When you make a melee weapon attack using Strength, you gain a bonus to the damage roll determined by the caliber of the shot.

Caliber-3: +2

Caliber-4: +3

Caliber-5: +4

You have resistance to bludgeoning, piercing, and slashing damage.

While you are affected you must use your action each round to attack the enemy nearest you. If you can make extra attacks as part of the Attack action, you use those extra attacks too, moving to the nearest enemy after you defeat your current target. If you have multiple targets, you attack one at random. You rage until you start your turn with no visible enemy targets within 30 feet. If there are no visible enemy targets within 30 feet, you attack the nearest visible ally.

At the end of the rage, you have disadvantage on Strength and Constitution saving throws until you take a short or long rest.

SEDATIVE, GAS, ONE CANISTER

Caliber-2 substance

These canisters operate like aerosol grenades, dispersing the tranquilizer into the air. As an action you can prime and throw the canister up to 60 feet. In the turn it is thrown the canister fills a 5 foot radius with the gas, at the beginning of your second turn it fills a 10 foot radius, and finally in your subsequent turn it fills a 15 foot radius. The gas disperses with adequate ventilation. If inhaled, the target must pass a DC 15 Constitution saving throw. On a failed save they are Unconscious for 1d4 hours, on a successful save they are Poisoned for 1d4 hours.

At Higher Calibers. When you requisition a gas canister using a slot of caliber-3 or higher, increase the area of effect by 5 feet, the saving throw DC by 2, and the number of canisters requisitioned by 1, for each caliber above 2.

SMART BANDAGES

Caliber-3 item (requires pairing)

These bandages contain tiny electrodes that measure a variety of vital signs and transmit those readings to a paired device in the area. The signal from the bandages has a range of 100 feet, and transmit basic vital signs: heart rate, respiration rate, body temperature, and blood pressure. Anyone reading the measurements on a paired device knows immediately if the patient is Incapacitated, Stunned, or Unconscious and dying.

At Higher Calibers. When you requisition smart bandages using a caliber-4 slot or higher, extend the range of signal to 500 feet.

SPACE SUIT

Caliber-3 outfit

A space suit provides a sealed environment for a single person, hardened against the vacuum of space. A portable life support system gives the wearer a stable internal pressure, supply of breathable oxygen, and expulsion of carbon dioxide. A space suit provides immunity to radiation damage, 8 hours of breathable air, and 24 hours of power for headlamps that cast bright light in a 30-foot cone, and dim light for an additional 30 feet. Due to its decreased mobility, Dexterity checks and saving throws have disadvantage while the space suit is worn.

STEROID, ONE SYRETTE

Caliber-1 substance

Your Strength and Constitution scores are increased by 2, to a maximum of 20, for 1 hour after you administer this shot.

STIMULANT, ONE SYRETTE

Caliber-2 substance

Your Intelligence and Wisdom scores are increased by 2, to a maximum of 20, for 1 hour after you administer this shot.

UNIVERSAL SOLVENT, ONE SOLVENT

Caliber-2 substance

You can use this liquid as an action, to pour it onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches.

WATER FILTRATION SYSTEM

Caliber-1 item

This item resembles three large water bottles attached to a filtration unit, that can remove all contaminants, diseases, and viruses from 1 gallon of water with 1 hour of independent operation thanks to reverse osmosis and membrane filtration.

VEHICLES AND SUPPORT

ARTILLERY STRIKE

Caliber-3 support

An artillery shell hits a target you designate within line of sight. The radius and damage is determined by the type of shell used. As an action, you can call in an artillery strike that lands and deals damage at the beginning of your next turn. You can take this action once per requisition.

Chaff. The shell scatters a 60 foot radius of metal foil into the air. Ability checks using radar to scan the area have disadvantage.

Chemical. Anyone without respirators in a 30-foot radius of the impact must make a DC15 Constitution saving throw, every turn they begin in the blast radius. They take 4d10 toxic damage on a failed save, and half as much damage on a successful one. The explosion damages objects in the radius.

Flares. The shell scatters 8 flares into a 60 foot radius above the target location, casting bright light within 20 feet of each flare, and dim light for a further 40 feet, and descend 10 feet per round, and each burn of 2d4 rounds. The flares' color can be chosen by you.

Flechette. Anyone in a 30 foot radius of the impact must make a DC15 Dexterity saving throw. They take 4d6 piercing damage on a failed save, and half as much damage on a successful one.

High Explosives (HE). Anyone in a 40 foot radius of

the impact must make a DC15 Dexterity saving throw. They take 4d6 fire damage and 4d6 force damage on a failed save, and half as much damage on a successful one. The explosion damages objects in the radius.

High Explosive Anti-Tank (HEAT). The shell deals 4d6 piercing and 4d6 fire damage to the target, with the special: armor piercing property. The splash of the impact deals 2d8 fire damage to anyone within 10 feet if they fail a DC10 Dexterity saving throw.

Incendiary. Anyone in a 20 foot radius of the impact must make a DC10 Dexterity saving throw. They take 7d10 fire damage on a failed save, or half as much damage on a successful save. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Minelayer. The strike spreads 6 mines in a 60 foot radius from the designated target location. Mines laid in this way have a Dexterity saving throw DC of 33 if stepped on, and deal 6d10 force damage.

Shrapnel. Anyone in a 30-foot radius of the impact must make a DC 15 Dexterity saving throw. They take 8d6 slashing damage on a failed save.

Smoke. The shell drops a smoke bomb onto the target location, heavily obscuring a radius of 30 feet. The smoke clears in 1d6 rounds, with good ventilation.



At Higher Calibers. When you call in an artillery strike using a gadget slot of caliber-4 or higher, it is a short barrage of shells instead of one. Any damage increases by 1 damage die for each caliber above 3 (e.g. High Explosive rounds would do 5d6 fire damage and 5d6 force damage instead of 4d6 each).

BODY DOUBLE

Caliber-2 support

A body double is an actor that looks like you, or could be made up to look like you in order to impersonate you in situations where you may be followed or identified. A body double can be correctly identified as a different individual if they speak to someone who knows your voice, or by the target of the deception succeeding a DC 10 Wisdom (Perception) check within reach, or DC 15 at range. If the stats for a body double are needed they use 'Civilian' (see p235)

CLOSE AIR SUPPORT

Caliber-3 (unmanned combat aerial vehicle), Caliber-4 (helicopter gunship), caliber-5 (ground attack aircraft)

You can call in close air support (CAS) to assist your ground operations. The close air support vehicles you can use depend on the gadget slot you use to requisition them, and are crewed and armed as detailed in their respective entries the Vehicles chapter, and below. You must designate a target for close air support crew to attack, as an action, choosing one of their weapons to attack with. Once their ammunition is depleted, they can no longer make attacks.

CLUSTER BOMB STRIKE

Caliber-4 support

Artillery rains down a cluster of shells on a target location you designate. The radius and damage is determined by the type of shell used. As an action, you can call in a cluster bomb strike that lands and deals damage at the beginning of your next turn. You can make this attack once per equipment slot. Any use of Cluster Bombs is Restricted.

Chemical. The blast radius consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each character in the area without breathing protection must make a DC15 Constitution saving throw, every turn they begin in the blast radius. They take 4d10 toxic damage on a failed save, and half as much damage on a successful one. The explosion damages objects in the radius.

High Explosives (HE). The blast radius consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each character in the area must make a DC15 Dexterity saving throw. They take 4d6 fire damage and 4d6 force damage on a failed save, and half as much damage on a successful one. The explosion damages objects in the radius.

High Explosive Anti-Tank (HEAT). The blast radius consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each character in the area must make a DC15 Dexterity saving throw. The shell deals 4d6 piercing and 4d6 fire damage to targets that fail the save, with the special armor piercing property.

Incendiary. The blast radius consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each character in the area must make a DC10 Dexterity saving throw. They take 7d10 fire damage on a failed save, or half as much damage on a successful save. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Smoke. The blast radius consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. The blast zones are heavily obscured for 1d6 rounds, with good ventilation.

At Higher Calibers. When you call in cluster bomb strike using a caliber-5 gadget slot, any damage increases by 1 damage die for each caliber above 3 (e.g. High Explosive rounds would do 5d6 fire damage and 5d6 force damage instead of 4d6 each).

FULTON EXTRACTION

Caliber-3 support

The Fulton surface-to-air extraction system is a method of exfiltration for people and objects on the ground. Using a harness and balloon system, the person or item is lifted into the air and intercepted by a special operations aircraft. Each Fulton kit provides an extraction for two people or one large-sized object. The item being extracted rises to 100 ft over 3 minutes, before being winched inside an aircraft.

MORTAR STRIKE

Caliber-3 support

A mortar fires on a target you designate. Targets within reach must make a Dexterity saving throw. A target takes 3d6 force damage on a failed save, or half as much damage on a successful one. You can make this attack once per equipment slot.

At Higher Caliber. When you call in a mortar strike using a slot of caliber-4 or higher, the force damage increases by 1d6 for each caliber above 3.

REMOTE CONTROL, VEHICLE

Caliber-2 device (requires pairing)

A remote control for a vehicle can be a device resembling a controller for a gaming console, or installed as an app on a smartphone or tablet. When acquired, a single vehicle must be chosen to be paired with the remote control. The remote control enables the user to drive or pilot the vehicle, use its weapons to make ranged attacks, use its features, and has a connection distance of 1 mile.

It also has a homing device that when activated will bring the vehicle to its user under autopilot.

At Higher Caliber. When you requisition a remote control using a slot of caliber-3 or higher, increase its connection distance by 1 mile for each caliber above 2.

UNMANNED GROUND VEHICLE, AUTOMATED (A-UGV)

Caliber-3 vehicle

With cutting edge AI technology, the automated unmanned ground vehicle is an autonomous drone that can support a number of agents or soldiers in their field operations. Configured for the terrain it will operate in, the A-UGV can carry equipment, provide surveillance and reconnaissance imaging to a paired device, and even be equipped with weapons for fire support. Its artificial intelligence suite allows it to follow verbal commands, analyze threats, and determine directions and a course of action from its surroundings and mission parameters. It can be tracked by GPS and paired to a device within 100 feet.

The A-UGV comes with a mechanical arm and grip to interact with objects in its surroundings. When you requisition a U-AGV using a slot of caliber-3 or higher, the arm can be replaced by either a medium machine gun, grenade launcher, or rocket launcher with a single payload of ammunition.

GROUND-ATTACK AIRCRAFT

Gargantuan vehicle

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	25 (+7)	14 (+2)	13 (+1)	10 (0)

Armor Class. 21

Hit Points. 105 (10d20)

Damage Threshold. 10

Resistances. bludgeoning

Speed. Fly 120 ft. / 220 mph

Range. 290 miles

Crew Positions. Pilot (1)

Cargo Capacity. 0 lb.

Perception. Headlights (bright light 40 ft., dim light 40 ft.), radar

ACTIONS

30mm cannon strafing run. The ground-attack aircraft targets a 60-foot cone as designated from the ground. Each character or vehicle within the cone must make a DC15 Dexterity saving throw, taking 10d6 piercing damage on a failed save, or half as much damage on a successful one.

Ordinance. The ground-attack aircraft is armed with 76 rockets, 6 missiles, and 1 bomb.

Rockets. Ranged Weapon Attack: **+9 to hit**, range 1 mile / 6 miles, Hit: **5d12** fire and 5d12 force damage (blast 30)

Missiles. Ranged Weapon Attack: **+9 to hit**, range 1 mile / 6 miles, Hit: **4d12** fire and 4d12 force damage (blast 10, guided)

Bomb. Ranged Weapon Attack: **+9 to hit**, range 2 mile / 9 miles, Hit: **4d12** fire and 4d12 force damage (blast 30, guided)

HELICOPTER GUNSHIP

Huge vehicle

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (0)	10 (0)	10 (0)	8 (-1)

Armor Class. 17

Hit Points. 45 (7d12)

Damage Threshold. 8

Resistances. -

Speed. Fly 30 ft. / 60 mph

Range. 400 miles

Crew Positions. Pilot (2), passenger (4)

Cargo Capacity. 250 lb.

Perception. Headlights (bright light 40 ft.)

ACTIONS

Medium machine gun. Ranged Weapon Attack: **+6 to attack**, range 40/160 ft., one target, Hit: **2d10** Piercing(special: Full Auto)

Rockets. Ranged Weapon Attack: **+6 to attack**, range 40/160 ft., one target, Hit: **2d10** Fire (special: Full Auto)

UNMANNED COMBAT AERIAL VEHICLE (UCAV)

Massive Vehicle

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Armor Class. 16

Hit Points. 39 (6d12)

Damage Threshold. 5

Resistances. -

Speed. Fly 60 ft. / 120 mph

Range. 1,150 miles

Crew Positions. Pilot (1, remote), commander (1, remote)

Cargo Capacity. 0 lb.

Perception. Scope: thermalvision

ACTIONS

Laser Designator. Range 6 miles

Missiles. Ranged Weapon Attack: range 1 mile / 6 miles, Hit: **4d12** fire and **4d12** force damage (blast 10, guided)

Bomb. Ranged Weapon Attack: range 2 mile / 9 miles, Hit: **4d12** fire and **4d12** force damage (blast 30, guided)

UNMANNED GROUND VEHICLE, AUTOMATED (A-UGV)

Medium vehicle

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	1 (-5)

Armor Class. 12

Hit Points. 17 (5d6)

Damage Threshold. 5

Resistances. Piercing, bludgeoning, and slashing damage

Speed. 20 ft. / 10 mph

Range. 50 miles

Cargo Capacity. 250 lb.

Perception. Scope: thermalvision (60 feet)

VEHICLES

Vehicles of all shapes and sizes can be driven or piloted by agents or NPC crews. Ground vehicles include motorbikes, cars, trucks, tanks, as well as boats and ships for amphibious operations. Air vehicles include a mix of small private helicopters, fast military attack helicopters, and planes ranging from single-engine propeller-driven planes to jets.

OPERATING A VEHICLE

To operate a vehicle, characters in the crew positions use their actions to drive, fly, fire its weapons, and use its instruments.

ENTERING AND EXITING A VEHICLE

Once during your move, you can take or vacate a position in a vehicle that is within 5 feet of you—whether that’s as an operator or a passenger. Doing either costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to enter or exit a vehicle.

Falling Damage From a Vehicle

If an effect moves a vehicle while you’re in it, and you aren’t belted or strapped into your position, you must succeed on a DC 10 Strength saving throw or fall from your crew position, landing prone inside the vehicle. If you’re knocked prone in an open-top vehicle, you must make the same saving throw, if you fail you fall from the vehicle and may suffer falling damage. If your vehicle is knocked prone for any reason, you can use your reaction to quickly leave it as it falls, landing prone yourself. Otherwise, you automatically vacate the crew position and fall prone in a space within the vehicle, unless you are belted into the crew position.

CONTROLLING A VEHICLE

If you are the driver or pilot in a moving vehicle, you have two options. You can either:

Control the vehicle using the Control Vehicle action, or

Take another action. If you choose this option the vehicle will maintain the same course and speed that it was on during your last action. Further, the divided attention means the action you take will be at disadvantage.

The first time you take the Control Vehicle action you may move the vehicle up to its speed if it was stationary. If you used the Control Vehicle action last turn, you may instead move up to double the vehicle’s speed. If the movement of your vehicle provokes an opportunity attack while you’re inside it, the attacker can target you or the vehicle—you cannot dodge or disengage using a vehicle.

TURNING A VEHICLE

Most vehicles need to move forward to also turn left or right, known as a turning circle. A vehicle can turn a maximum of 90° while moving up to its speed, or 45° if moving double its speed.

VEHICLE PROFICIENCY

If you have proficiency with a certain type of vehicle you can add your proficiency bonus to any actions to take to operate that vehicle. The types of vehicles are motorbikes, cars, heavy goods vehicles, tanks, helicopters, planes, ships and uncrewed.

VEHICLES IN COMBAT

Vehicles can be the target of attacks in combat, with their own AC and hit points. They also provide cover for passengers and crew inside, depending on how exposed the passengers are.

OPERATING A VEHICLE’S WEAPONS

In order to use a vehicle’s mounted weapon you must be in the gunner crew position relevant to the weapon. To make an attack, make a ranged attack as normal, noting your proficiencies and the type of mounted weapon, and use the weapon’s damage for the damage roll. Some gunner positions allow you to operate multiple mounted weapons, so any additional Attack actions you make can use a different weapon. Unless otherwise stated, you may use the same weapon up to twice in the same turn.

FIRING FROM A VEHICLE

You may make attacks with your weapons as normal from a vehicle, providing the normal conditions for combat apply. You may not be able to reach your target with a melee attack while inside or on the back of a vehicle, but you may be able to shoot through an open hatch or even through the thin glass of a car’s windows.

ATTACKING CREW OR PASSENGERS

Any character or NPC targeted with a ranged attack while in a vehicle counts as being in half cover, increasing their AC by +2. If it is an armored vehicle this is increased to full cover (AC +4), and if it is a tank or heavily armored transport the bonus is increased to AC by 6.

ATTACKING WEAK POINTS

Some vehicles have weak points, like tyres or engines that can be the target of attacks. When you target a weak point, you make an attack against the object’s own AC and hit points, with disadvantage if the vehicle is moved by at least its speed during the driver’s last turn.

Weak points may be protected or out of sight. The engine of a car is below its chassis, out of most attackers' line of sight, while the wheels of an APC may be protected by armor plating. If you cannot see a weak point, you can only target it at the discretion of the gamemaster, depending on the circumstances.

Reducing a weak point to 0 HP destroys the object, and makes controlling the vehicle much more difficult, or stops it altogether. Destroying a weak point of propulsion—like an engine—will bring the vehicle to a natural stop (which could be cataclysmic for an aircraft), and destroying its tires or tracks will confer disadvantage on its driver's ability checks.

VEHICLES IN A CHASE

Vehicles will most often be involved in cat and mouse tailing and high-speed chases. Chases have additional rules to keep the action flowing. The chase should take a number of rounds based on distance between the parties and the comparison in top speeds. If the speed of the chaser is double that of the prey, then the chase is usually over in one round. If prey has double the maximum speed or their chaser, they have advantage on their rolls.

Chases are structured like combat, with rounds and turns, with each round representing a portion of time where pilots jostle for position while crew members assist them, or take actions of their own. If there are multiple characters in each vehicle's crew positions, make an Initiative roll to establish an Initiative order.

CHASES WITH INITIATIVE

If the vehicles are crewed by several people, they each take a turn in Initiative order, as described in the Initiative Phase of the Order of Play (p147). Crew can take actions to assist the chase, like navigating, or attacking a vehicle's weak points. Each participant of the chase can move, take one action, reaction, and bonus action, as outlined in Infiltration and Combat. Drivers and pilots take their turns as normal in Initiative order, but their actions are compared at the end of the round and the gamemaster resolves the relative distances of the chase.

CHASES AS A CONTEST

If the drivers or pilots of the vehicles are the only people involved, then the chase is a simple contest—each driver makes a chase maneuver, applying their vehicle proficiency to the check if it applies. The winner of the contest gains ground, based on their relative speeds—the pursued moving away from their pursuer, or the pursuer gaining ground on their mark. Continue the contests until the chase comes to an end. For more information on contests, see Contests (p134).

WEAK POINTS

Weak Point	AC	Fragile HP	Resilient HP
Tires	13	3 (1d6)	10 (3d6)
Tracks	18	4 (1d8)	18 (4d8)
Engine	19	4 (1d8)	18 (4d8)



CHASE MANEUVERS

Proceed. You focus on the terrain ahead, pushing the vehicle as fast as it will go while maintaining control over it. Make a Wisdom check. If you win the contest, and you are pursuing another vehicle you close 10 feet of distance for every 5 mph you are faster than your prey, or maintain the distance if your speed is slower than your prey's. If you win the contest, and you are being chased, you gain 10 feet of distance from your pursuers for every 5 mph you are faster than your pursuer, or maintain the distance if you are slower. If you fail, you are one step closer to the chase ending in favor of your opponent—your pursuers close distance or your prey builds distance in the chase, or they maintain their distance depending on their speed.

Weave. You weave in and out of traffic, avoid an obstacle in your path, or swap lanes without changing direction to find a quicker path. If you win the contest you gain a bonus of +2 to your AC, apply your pursuer with disadvantage on their next ability check to chase you, and lets you avoid incoming damage from an obstacle. If you fail the check, you lose control of your vehicle.

Sideswipe. You can attempt to sideswipe a vehicle or other target to deal damage to it or to cause another driver to lose control of their vehicle. You can target a moving vehicle within 10 feet and make a Dexterity check. If you win the contest, you deal Sideswipe damage equal to the size of the vehicle (below) and the target's driver or pilot loses control of their vehicle.

Ram. You can attempt a full collision with the target vehicle in order to damage it significantly or bring it to a stop. You can target a moving vehicle within your relative speed and make a Wisdom check. If you win the contest, your vehicle both deals and takes Ram damage equal to the size of the two vehicles. Both you and the target's driver must make a DC 15 Dexterity saving throw, or the vehicle comes to a stop - and if the stop is abrupt enough, like a head-on collision, then deal damage to every crew member and passenger in both vehicles as described in Falling Damage From a Vehicle

LOSING CONTROL OF THE VEHICLE

If you lose control of your vehicle for any reason, your ability checks to control the vehicle have disadvantage, until you succeed another check to pilot the vehicle. By succeeding your ability check, you regain control of the vehicle and make ability checks as normal. You can lose control of your vehicle by either being the target of a successful attack or maneuver, or by rolling a 1 on an ability check to drive the vehicle.

ATTACKING A VEHICLE

Attacking a vehicle during a chase is an effective way for other crew members or passengers to assist in the chase. You can make a ranged attack, either with a personal weapon, or a weapon mounted on the vehicle that you can control from your position, to any target within range and line of sight. You can target another vehicle, object, or personnel inside other vehicles.

RAMMING ANOTHER VEHICLE

A driver may decide to target an enemy vehicle using their own. As a Control Vehicle action, you can move the vehicle you drive or pilot into another, and cause damage to the vehicle you impact. You deal 1 vehicle hit die of bludgeoning damage per 20 feet of movement, or 1 hit die of bludgeoning damage per 10 mph difference of relative movement with the target vehicle. If your direction of movement opposes the target vehicle's direction, you deal maximum damage.

As part of the collision, your vehicle also takes the same amount of damage. If that damage would reduce your vehicle's hit points to 0, it is wrecked and can no longer be operated.

Passengers in a collision suffer force damage. Each passenger in the vehicle suffers 1d6 bludgeoning damage for every 10 feet of movement before the collision, or 1d6 bludgeoning damage for every 10 mph. If any passengers weren't strapped into a seat, they suffer the same damage as the vehicle, and are thrown from their position.

For example, if a car rams into another car in combat, and moved 40 feet, as a large vehicle it will deal 2d10 bludgeoning damage, but will also receive the same damage. If the same car rammed another car in a chase scene, and was traveling 30 mph, while the other car was traveling in the opposite direction at 40 mph, the collision would cause 70 bludgeoning damage, enough to wreck both cars.

FALLING DAMAGE FROM A MOVING VEHICLE

Falling from a moving vehicle deals bludgeoning damage to your HP, similar to rules for falling, depending on the speed of the vehicle. If you fall from a moving vehicle, you suffer 1d6 bludgeoning damage for every 10 feet the vehicle moved before you fell, or 1d6 bludgeoning damage for every 10 mph of the vehicle's speed when you fell. You land prone.

DAMAGE BY VEHICLE SIZE

Size	Sideswipe Damage	Ram Damage
Medium	2d8	4d8
Large	3d10	6d10
Huge	4d12	8d12
Gargantuan	8d12	16d12

REQUISITIONING VEHICLES

Just like standard equipment, vehicles can be purchased with cash or requisitioned using gadget slots during a mission's briefing. The two options presented provide different lasting benefits.

PURCHASING VEHICLES

You can purchase a vehicle with the cash available to you and your team. If you do, that vehicle remains in your possession unless lost or destroyed. The prices described in the Vehicle Profiles are for new vehicles, whereas your GM may allow you to find used or previously-owned vehicles for sale, however they may make adjustments to the vehicle's maximum hit points, Armor Class, damage threshold, speed, or other scores depending on its age.

REQUISITIONING VEHICLES USING GADGET SLOTS

You can requisition vehicles using a gadget slot appropriate to its listed caliber. Doing so gains you the use of the vehicle until it is destroyed or you finish your mission, at which point you must return the vehicle to your agency. You must requisition the use of a vehicle from your agency at the beginning of every mission—if you have previously requisitioned the same vehicle, you get no discount on using a gadget slot to requisition it again.

At Higher Calibers. If you requisition a vehicle using a caliber slot higher than the caliber of the vehicle, you can augment it with a caliber-1 gadget, providing your GM allows you to mount it on or inside the vehicle. The vehicle can also be made "smart" by using a higher caliber gadget slot, allowing it to drive itself or be paired with a device to be driven remotely while connected to a mobile data internet connection.

VEHICLE PROFILES

Vehicles have profiles like characters with base ability scores, a speed, hit points (HP), and armor class (AC), as well as a damage threshold, resistances, and immunities.

SIZE

Vehicles have a size in the same way that characters do, ranging from small to titanic.

ARMOR CLASS (AC)

Vehicles often have armor plating, thick metal bodywork or rely on their speed for protection. Whenever the vehicle is the target of an attack, compare the attack roll result to its AC, and if it is equal or greater than the AC the attack hits and deals damage. Some vehicles are heavily armored, with a high armor class, resistance, or immunity to certain types of damage.

HIT POINTS

A vehicle's hit points (HP) indicate how much damage it can sustain before the vehicle is wrecked and can no longer be used. At 0 hit points, a vehicle's engine and structural integrity fail, bringing it to a stop and rendering its other systems inoperable. If a damage roll reduces a vehicle's hit points to 0, and the remaining damage equals its hit point maximum, the vehicle explodes in a vicious fireball. The blast radius and damage done are shown in the Explosive Vehicle Damage table, and are measured from the edges of the vehicle.

RESISTANCES

Any damage resistances the vehicle has will be listed. If a vehicle has resistance to a damage type, damage of that type is halved against it.

DAMAGE THRESHOLD

Vehicles often have a resilience to damage that would seriously injure a person. Armored military vehicles may even be all but immune to small arms fire or take only superficial damage. A vehicle with a listed damage threshold has immunity to all damage unless it takes an amount of damage from a single attack that's equal or greater than its damage threshold, in which case it takes all the damage as normal. Any damage that fails to meet or exceed this threshold is superficial and doesn't reduce the vehicle's hit points.

VEHICLE SIZE

Size	Space	Crew Positions	Example
Tiny	2½ by 2½ ft.	See Entry	RV car
Small	5 by 5 ft.	See Entry	Aerial Drone
Medium	5 by 5 ft.	1+	Motorcycle
Large	10 by 10 ft.	2+	Car
Huge	15 by 15 ft.	3+	APC
Gargantuan	20 by 20 ft.	3+	Tank

EXPLOSIVE VEHICLE DAMAGE

Vehicle Size	Blast Radius	Damage
Tiny	5 ft	1d4 Slashing
Small	5 ft	1d6 Slashing
Medium	10 ft	2d6 Fire, 1d4 Slashing
Large	15 ft	3d6 Fire, 1d6 Slashing
Huge	15 ft	4d6 Fire, 2d6 Force
Gargantuan	20 ft	4d8 Fire, 3d6 Force

If a vehicle has both a resistance and a damage threshold, apply the damage threshold first—the vehicle then suffers half the full damage total.

Some attacks do two or more types of damage. In this case you do not apply the threshold to each type of damage individually. Instead roll all of the damage for the hit and total it - compare this to the threshold as normal. If the total is equal to or greater than the threshold the vehicle takes the damage, applying any immunities or resistances to the individual damage types as normal.

The damage threshold of the vehicle does not apply to weak points; if a weak point has a damage threshold, it will be listed in the weak point's rules.

SPEED

A vehicle's speed shows two values. The first, in feet, indicates how far it can move in a single turn in combat, providing the driver or pilot uses their action to control the vehicle, or double that if the driver moved the vehicle its speed in their previous turn. The second value shows its average speed in miles per hour (mph), with its top speed being double that.

Outrunning Vehicles

*As with a few elements of **The Spy Game**, there is a certain amount of suspension of disbelief needed when playing games which involve vehicles. The first speed shown for vehicles is primarily for use in combat encounters. Whereas in real life vehicles are much faster than humans and can easily outrun even the fastest agent, the speeds shown are amended to make the game flow and keep things exciting and workable at the combat scale.*

RANGE

A vehicle's range describes the maximum distance it can travel with a full tank of fuel, at its speed in miles per hour (mph). If you travel at least 1 mile, traveling up to the vehicle's mph speed, deduct that distance from the vehicle's current range. If you travel at least 1 mile at more than the vehicle's mph speed (up to its top speed), deduct double the distance traveled from the vehicle's current range.

CREW

Each vehicle will have at least one crew position. These positions allow the vehicle to be operated by the characters inside, and at least one of these needs to be occupied in order for the vehicle to move and use its basic functions. Vehicles smaller than the size of an average adult, like a drone, might be remote controlled from a remote position or handheld device. The correct position must be occupied to use the actions below.

Driver/Pilot. The driver or pilot position allows the character to use their action to move the vehicle its speed.

Gunner. The gunner position allows the character to use their action to make attacks using the vehicle's weapons.

Commander. The commander position allows the character to use their action to make Wisdom (Perception) checks using the vehicle's visual systems. If the vehicle contains any special vision this is conferred to the character in the command position.

Passenger. The passenger position allows the character to be transported with the vehicles as it moves (the same distance and speed as the vehicle). If the passenger position has a window, the character can make attacks and Wisdom (Perception) checks as normal.

CARGO CAPACITY

A vehicle's cargo capacity indicates the weight the vehicle can bear before its speed is badly affected, in addition to any passengers (each assumed to weigh 250 lbs). If a vehicle carries more weight than its capacity, its speed drops by 10 feet (or 20 mph). If a vehicle carries weight in excess of double its cargo capacity, its speed is halved and the pilot or driver has disadvantage on ability checks to control the vehicle in any way, including saving throws.

Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

VEHICLE PERCEPTION

Some vehicles are equipped with electronic systems that scan and detect the environment around them. These systems allow the pilots and commanders inside to perceive objects outside the vehicle, even if they cannot physically see them.

LIGHTS

Vehicles equipped with lights use high-intensity bulbs or LEDs to illuminate the space in the vehicle's direction of travel. Vehicle lights emit bright light in a cone in front of them by the listed distance in feet, and dim light for the same distance again.

RADAR

Radar detection uses radio waves to measure the distance and speed of objects and terrain.

Characters using radar technology inside a vehicle can measure the terrain around the vehicle and detect large, huge, and gargantuan objects within the radar's range and within its line of sight, as well as a rough topographical map of the area.

RADAR JAMMER

A radar jammer emits a barrage of radar signals in a cone within line of sight. The energy signals effectively block radar within the cone from working, disabling a user's ability to radar fix on the jammer's location. A radar that is the target of a jamming device can no longer detect the environment or objects within its line of sight.

SCOPES

Some vehicles are equipped with visual instruments that allow the commander position to see the environment around the vehicle. These scopes can be equipped with infrared and thermal vision, and telescopic sights, aiding the commander's perceptions in difficult conditions.

SONAR

Sonar, an acronym of sound navigation ranging, uses sound waves to detect objects and terrain around a waterborne vessel. Passive sonar uses detectors to "listen" to the vibrations carried in the water, allowing vehicles like submarines to silently scan for other vessels emitting sound, while active sonar sends out a pulse and the detection system listens to the echoes. Characters using sonar technology in passive mode can detect objects emitting sounds due to their engines or their own active sonar, while using sonar in active mode allows the character to detect the terrain around the vehicle within the sonar's range and line of sight. Vehicles using sonar in active mode are immediately detected by any other sonar users in the area.

SONAR COUNTERMEASURE

This device jams echolocation sensors, like a submarine's active sonar, by overloading the targeted detectors with noise. Sonar that is the target of countermeasures can no longer detect the environment or objects within its line of sight.

EXAMPLE VEHICLES

Below is a list of example vehicles for use in *The Spy Game*. GMs should feel free to create new vehicles and additions to the list to fit their games.

MOTORBIKES

SPORTS BIKE

Sports bikes represent over one-hundred years of engineering for speed. Clocking in top speeds of over 200 mph at the very top end of the industry, sports bikes allow their riders to quickly navigate traffic and urban road networks. Riding a sports bike at high speed effectively requires excellent balance and coordination.

Caliber-2 medium vehicle, \$12,000

Armor Class. 16

Hit Points. 18 (4d8)

Damage Threshold. 4

Resistances. -

Speed. 50 ft / 90 mph

Range. 200 miles

Crew Positions. Driver, Passenger (1)

Cargo Capacity. 250 lb.

Perception. Lights (bright light 30 ft.)

STREET BIKE

A street bike represents lowrider bikes and trikes that seat their driver in a more relaxed position and take up more width on the road. These motorcycles often have a slightly slower top speed than their sportier counterparts, and are best suited to long stretches of road.

Caliber-2 large vehicle, \$12,000

Armor Class. 16

Hit Points. 18 (4d8)

Damage Threshold. 4

Resistances. -

Speed. 45 ft / 60 mph

Range. 250 miles

Crew Positions. Driver, Passenger (1)

Cargo Capacity. 250 lb.

Perception. Lights (bright light 30 ft.)

CARS

PICKUP

A pickup resembles a cabin similar to an SUV with a short, open-top flatbed style luggage space in the rear, giving drivers a good amount of cargo capacity as well as 4 people inside the car.

Caliber-1 large vehicle, \$50,000

Armor Class. 14

Hit Points. 38 (7d10)

Damage Threshold. 5

Resistances. -

Speed. 25 ft / 50 mph

Range.

Crew Positions. Driver, Passenger (3)

Cargo Capacity. 2000 lb.

Perception. Lights (bright light 40 ft.)

SEDAN

A sedan car represents a three-box configuration, which means a separate section has been designed for the engine, the passengers, and the luggage. Sedans represent the vast majority of car design, with average top speeds of around 100 mph in civilian models.

Caliber-1 large vehicle, \$34,000

Armor Class. 14

Hit Points. 36 (8d10)

Damage Threshold. 5

Resistances. -

Speed. 25 ft / 50 mph

Range. 400 miles

Crew Positions. Driver, Passenger (4)

Cargo Capacity. 1550 lb.

Perception. Lights (bright light 40 ft.)



SPORTS CAR

A sports car provides the compact space of a sedan or hatchback with precision engineering and increased horsepower. The end result is sleek lines married to high speed and maneuverability.

Caliber-2 large vehicle, \$35,000

Armor Class. 15

Hit Points. 33 (6d10)

Damage Threshold. 5

Resistances. -

Speed. 40 ft / 60 mph

Range. 400 miles

Crew Positions. Driver, Passenger (1)

Cargo Capacity. 2400 lb.

Perception. Lights (bright light 40 ft.)

SUV

An SUV combines the function and ability of a four-wheel drive car with the design of a city car. SUVs have increased ability over off-road surfaces compared to other civilian vehicles, and are therefore an excellent choice for drivers who need to tackle both urban and rural areas.

Caliber-1 large vehicle, \$62,000

Armor Class. 14

Hit Points. 38 (8d10)

Damage Threshold. 5

Resistances. -

Speed. 25 ft / 50 mph

Range. 350 miles

Crew Positions. Driver, Passenger (3)

Cargo Capacity. 1500 lb.

Perception. Lights (bright light 40 ft.)

Resistances. -

HEAVY GOODS VEHICLES

Bus

Buses are used both between cities, linking rural locations to a hub, and also for cheap long-distance travel between cities or across countries. Long vehicles, with rows of seating for up to 60 passengers, buses have a low top speed, but long range before needing to be refueled.

Caliber-2 massive vehicle, \$550,000

Armor Class. 14

Hit Points. 53 (5d20)

Damage Threshold. 9

Resistances. -

Speed. 20 ft / 40 mph

Range. 250 miles

Crew Positions. Driver, Passenger (60)

Cargo Capacity. 15,000 lb.

Perception. Lights (bright light 40 ft.)

Truck

Trucks are used across the globe to transport goods within short-haul locations, from inter-city couriers to continent-spanning hauliers. Trucks consist of two parts, a front cabin that contains the motor, driver, and passenger positions, and a container that is linked to the cabin section.

Caliber-2 gargantuan vehicle (huge without a load), \$102,000

Armor Class. 15

Hit Points. 52 (8d12)

Damage Threshold. 5

Resistances. -

Speed. 20 ft / 40 mph

Range. 600 miles

Crew Positions. Driver, Passenger (1)

Cargo Capacity. 22,000 lb.

Perception. Lights (bright light 40 ft.)

Resistances. -

Truck, ARMORED

An armored truck is designed to facilitate civilian industries and services with a protected chassis and security for the passengers on board. Used by the financial services to transport money or expensive goods, trucks such as these have features added to assist those roles, from time locks and decoy goods, to GPS tracking and alarm systems.

Caliber-2 huge vehicle, \$72,000

Armor Class. 19

Hit Points. 38 (8d10)

Damage Threshold. 5

Resistances. Bludgeoning, Piercing, Slashing.

Speed. 25 ft / 40 mph

Range. 300 miles

Crew Positions. Driver, Passenger (2)

Cargo Capacity. 1800 lb.

Perception. Lights (bright light 40 ft.)

TANKS

Tank

Tanks have been used by the world's militaries since the First World War—heavily-armored vehicles that protect a crew inside and provide hard-hitting payloads in the form of cannon shells and high-caliber ballistics. They generally operate in armored formations, or to support frontline troop movements.

Caliber-5 gargantuan vehicle, \$1.06m

Armor Class. 21

Hit Points. 122 (7d20 + 35)

Damage Threshold. 10

Resistances. Bludgeoning, Slashing

Speed. 25 ft / 25 mph

Range. 275 miles

Crew Positions. Driver, gunner, commander

Cargo Capacity. 2000 lb.

Perception. Lights (bright light 40 ft.), scope (commander/gunner): darkvision, thermalvision

Tracked Vehicle. Difficult terrain does not cost the tank additional feet of movement.

Weapons

120mm cannon. *Ranged Weapon Attack:* range 1 / 4 miles, *Hit:* 3d12 fire damage and 3d12 force damage (blast 30)

Medium machine gun. *Ranged Weapon Attack:* range 40/160 ft., one target, *Hit:* 2d10 (special: Full Auto)

HELICOPTERS

Private Helicopter

Private helicopters are typically smaller compared to their military counterparts, with a single rotor, taking off and landing vertically they are used by wealthy individuals to travel quickly between congested locations.

Caliber-3 huge vehicle, \$250000

Armor Class. 14

Hit Points. 45 (7d12)

Damage Threshold. 5

Resistances. -

Speed. Fly 30 ft / 60 mph

Range. 400 miles

Crew Positions. Pilot (2), passenger (4)

Cargo Capacity. 250 lb.

Perception. Headlights (bright light 40 ft.)



TRANSPORT HELICOPTER

Transport helicopters are used by military forces to provide flexible deployment options and supplies to remote frontline operations. With versatile take-off and landing options, they are the aerial transport vehicle of choice in most areas of operation.

Caliber-4 gargantuan vehicle, \$39m

Armor Class. 17

Hit Points. 108 (7d20 + 35)

Damage Threshold. 8

Resistances. Bludgeoning, Slashing

Speed. Fly 25ft. / 50mph

Range. 450 miles

Crew Positions. Pilot (2), Passengers (55 light - 33 heavy/full packs)

Cargo Capacity. 50,000 lb.

Perception. Lights (bright light 40 ft.), scope (commander/gunner): darkvision

Medium machine gun. *Ranged Weapon Attack:* range 40/160 ft., one target, **Hit: 2d10** (special: Full Auto)

ATTACK HELICOPTER

Attack helicopters, known as helicopter gunships, are heavily armed and rapidly deployed, able to engage targets both on the ground and in the air. Their armaments often include autocannons, missiles, and rockets, providing close air support for personnel below

Caliber-5 gargantuan vehicle, \$20m

Armor Class. 18

Hit Points. 64 (6d12 + 25)

Damage Threshold. 9

Resistances. Bludgeoning

Speed. Fly 40 ft. / 80 mph

Range. 295 miles

Crew Positions. Pilot (1), gunner (1)

Cargo Capacity. 0 lb.

Perception. Headlights (bright light 40 ft.), scope (pilot/gunner): darkvision, thermal vision

Heavy machine gun. *Ranged Weapon Attack:* range 40/160 ft., one target, **Hit: 2d12** piercing damage (special: Full Auto)

Rockets. *Ranged Weapon Attack:* range 1 mile / 6 miles, **Hit: 5d12** fire and **5d12** force damage (blast 30)

Missiles. *Ranged Weapon Attack:* range 1 mile / 6 miles, **Hit: 4d12** fire and **4d12** force damage (blast 10, guided)

BOATS

SPEEDBOAT

A speedboat, known as a motorboat or powerboat, propels a small vessel of up to four people quickly, but in shallow water. Speedboats typically use a single gas-driven motor to power a propeller at the rear of the vessel.

Caliber-2 huge vehicle, \$35,000

Armor Class. 15

Hit Points. 19 (3d12)

Damage Threshold. 4

Resistances. -

Speed. 25 ft. / 25 mph

Range. 250 miles

Crew Positions. Driver, Passenger (3)

Cargo Capacity. 250 lb.

Perception. -

UNMANNED VEHICLES

Remotely Operated Vehicles

Unmanned vehicles are a category of military asset where the operators of the vehicle control its movement, systems, and weapons from a remote location using a paired device. Where an unmanned vehicle has a crew position listed, that position can be filled away from the vehicle using a remote control linked to the vehicle or a paired device.

DRONE, TWO-WHEELED

These two-wheeled drones resemble a model RV car, or child's toy, but are robust and small enough for short-range reconnaissance over urban terrain.

Caliber-1 tiny vehicle, \$900

Armor Class. 14

Hit Points. 7 (3d4)

Damage Threshold. -

Resistances. -

Speed. 25 ft. / 15 mph

Range. 1 mile

Crew Positions. Pilot (1, remote)

Cargo Capacity. 0 lb.

Perception. Scope (high-definition camera)

Requires Pairing. *The drone must be paired to a remote control, either as provided with the vehicle or via a device with an operating system.*

PRIVATE UNMANNED AERIAL VEHICLE (UAV)

The unmanned aerial vehicles available to the general public are small quadcopter-style drones, equipped with a high-definition digital camera that pairs to an app on a smartphone or other device. Its pairing signal is only strong enough for a limited distance away from its operator, typically about half a mile.

Caliber-1 small vehicle, \$1,500

Armor Class. 12

Hit Points. 14 (4d6)

Damage Threshold. -

Resistances. -

Speed. Fly 40 ft. / 45 mph

Range. 5 miles

Crew Positions. Pilot (1, remote)

Cargo Capacity. 0 lb.

Perception. Scope (high-definition camera)

Requires Pairing. *The UAV must be paired to a remote control, either as provided with the vehicle or via a device with an operating system.*

UNMANNED COMBAT AERIAL VEHICLE (UCAV)

The militaries around the world deploy UCAVs as remote controlled planes that carry surveillance equipment and payloads into dangerous areas of operation while their pilots are at the controls from a base camp miles away. UCAVs offer a support role as well as a tactical strike option.

Caliber-4 huge vehicle, \$4.3m

Armor Class. 16

Hit Points. 39 (6d12)

Damage Threshold. 5

Resistances. -

Speed. Fly 60 ft. / 120 mph

Range. 1,150 miles

Crew Positions. Pilot (1, remote), commander (1, remote)

Cargo Capacity. 0 lb.

Perception. Scope: thermalvision

Requires Pairing. *The UCAV must be paired to a remote control, either as provided with the vehicle or via a device with an operating system.*

Laser Designator. *Range 6 miles*

Missiles. *Ranged Weapon Attack: range 1 mile / 6 miles, Hit: 4d12 fire and 4d12 force damage (blast 10, guided)*

Bomb. *Ranged Weapon Attack: range 2 mile / 9 miles, Hit: 4d12 fire and 4d12 force damage (blast 30, guided)*

UNMANNED GROUND VEHICLE (UGV)

Unmanned ground vehicles include various projects to provide remote ground support for soldiers and security on front lines. Widely used for search and rescue as well as demolition disposal, UGVs can also be used as weapons support or as a mule for equipment.

Caliber-2 small vehicle, \$110,000

Armor Class. 12

Hit Points. 17 (5d6)

Damage Threshold. 5

Resistances. -

Speed. 20 ft / 10 mph

Range. 50 miles

Crew Positions. Driver (remote)

Cargo Capacity. 250 lb.

Perception. Scope: darkvision (60 feet)

Requires Pairing. *The UGV must be paired to a remote control, either as provided with the vehicle or via a device with an operating system.*

Attachments. *The UGV comes with a mechanical arm and grip to interact with objects in its surroundings, that can be replaced by one of the following weapons. These weapons must be requisitioned in addition to the vehicle, before they can be attached.*

Weapons

Light machine gun. *Ranged Weapon Attack: range 40/160 ft., one target, Hit: 2d8 piercing damage (special: Full Auto)*

Grenade launcher. *Ranged Weapon Attack: range 40/160 ft., one target, Hit: 3d6 slashing damage (blast 25)*

After Action Report

FAO: [REDACTED]

OX Field Team – 06,

Mission Designation: Slimline

Agents Involved – Codenames: Valiant, Silica, Father, Galivant, and Athena

The following report highlights the specific use and value of technicians in any team in the field. Previous trials integrating such specialists have been seemingly inconclusive, however the efficacy of the mission and the success in retrieving the [REDACTED] must go some way towards future deliberations on team composition.

The Slimline operation was initially briefed as a simple recon and intel gathering mission at a reception in Geneva. Chatter suggested that [REDACTED] (a person of interest) would be meeting at an evening soiree, held for the engagement of [REDACTED] and a rich Swiss national by the name of [REDACTED]. The party was taking place at an exclusive 5-star hotel on the Quai du Mont-Blanc, a fact that will influence the mission outcome as will be seen.

The team were in place to watch, record, and report, with two members taking active part in the event, two members disguised as support staff, and one technician outside to oversee comms and possible transport. What rapidly became clear was that there were two receptions going on—one for the happy couple, and a more clandestine one for the ambassador's attaché and the key figures the team were after. One in particular drew suspicion, and the team soon confirmed that [REDACTED] had in fact been handed off to her by the attaché.

With the enemy now spooked and alerted, they quickly evaded the rest of the team and exited the hotel. Leaving the event, the enemy agent was pursued along the quayside by several team members. It later transpired that while both our agents and the enemy were armed, neither party drew nor fired their weapons, which is commendable given the diplomatic niceties of the situation.

At this point it seemed that the mission had not only evolved but was dangerously close to failure given the new parameters: stopping the [REDACTED] from falling into the wrong hands at all costs.

The hasty chase ensued, with our agents coming very close to apprehending their quarry several times over the next two minutes. However, civilian interference and the expert combat training of the target meant that they eluded capture. The pursuit ended with the target and their cargo making it to an escape craft before the team could catch up with them. Heading out of the harbor, it seemed like the situation was lost until the team's tech and UCAV came into play.

Cognizant of the fact that an armed drone would draw attention in a built up area and wanting to block off a possible escape route in case of emergencies, the technician had previously submerged their upgraded UCAV half a kilometer out into lake Geneva. This foresight managed to save the mission.

Given the darkness the drone was able to emerge from the water without being seen and await the seemingly home-free enemy. Precision control and targeting meant that not only was the boat disabled in one short burst of fire, but also that the casing for the [REDACTED] was not ruptured. All elements involved have now been recovered and the team has returned without loss or incident – in no small part due to the actions of the UCAV and its controller.

Signed: Special Agent in Charge of Swiss Region



PART 2



**NORTH
AMERICA**

PLAYING THE GAME

**SOUTH
AMERICA**

USING ABILITY SCORES

The Spy Game is a tabletop roleplaying game that uses checks to determine the success or failure of what you want your character (agent) to do. Whenever you want your character to act in the game, and the circumstances of the scene mean you are under pressure or threat, or where your failure might be interesting for the story, you combine a dice and your skills and abilities to check whether you succeeded in your task, or failed in the attempt.

Your character is described using a number of statistics, from their natural mental and physical aptitude to their learned skills and techniques. The better your skills and abilities, the more likely you are to succeed.

ABILITY SCORES

Six abilities describe your agent's physical and mental characteristics with a number, telling you how good they are with each of the six abilities below:

Strength measures physical prowess. Characters with a high Strength score are strong and physically powerful.

Dexterity measures natural agility and coordination. Characters with a high Dexterity score are quick, agile and accurate.

Constitution measures endurance and resilience. Characters with a high Constitution score are tough and hardy.

Intelligence measures reasoning and memory. Characters with a high Intelligence score are clever and knowledgeable.

Wisdom measures perception and insight. Characters with a high Wisdom score are perceptive and insightful.

Charisma measures the force of personality. Characters with a high Charisma score are witty and personable.

There are three main rolls in the game—the ability check, saving throw, and attack roll—each using these ability scores. For each of these rolls, roll a d20, add the ability modifier derived from the ability score, and compare the total to a target number set by the game master. Scoring equal to or better than the target number means your agent successfully completes their action.

ABILITY SCORES AND MODIFIERS TABLE

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-19	+9
30	+10

ABILITY SCORES AND MODIFIERS

Ability scores, on average, range from 8 to 20, with 10 or 11 representing an average person. Secret agents have scores higher than the average in most of their abilities, with 18 being the highest that a person usually reaches; a few incredible agents reach the pinnacle of non-augmented human ability, 20. Some NPCs have higher or lower numbers, representing almost superhuman or sub-human abilities. However player characters cannot usually go above 20 or below 1 in their ability scores.

Each ability has a modifier, derived from its score, ranging from -5 to +10. The Ability Scores and Modifiers table shows the ability modifiers relating to their score. Because ability modifiers affect almost every roll, they come up more often than their associated ability score.

For example, a score of 12 or 13 results in an ability modifier of +1, which is added to relevant d20 results.



PROFICIENCY BONUS

Agents also have another modifier to their d20 rolls, called a proficiency bonus, determined by their level. A proficiency bonus represents an agent's training in particular skills, weapons, or gadgets, which is added to your roll along with your ability modifier. Your agent's proficiency bonus can also apply to saving throws, and attack rolls if they use a weapon they're trained with.

For example, Agent Athena is a 1st-level Infiltrator, and has a Dexterity of 14. When she rolls a Dexterity (Stealth) check, she adds her ability modifier and her proficiency modifier, because she's trained in the Stealth skill, and adds the following modifiers:

Ability modifier (+2) + Proficiency modifier (+2) = d20 + 4

PROFICIENCY BONUS TABLE

Level	Proficiency Bonus
1st-4th	+2
5th-8th	+3
9th-12th	+4
13th-16th	+5
17th-20th	+6

You cannot add your agent's proficiency bonus to a single roll more than once, so if two different rules say you can add your proficiency bonus to a Dexterity check, you may only add it once.

Some special rules will also ask for a proficiency bonus to be halved or doubled before it is applied. If circumstances mean that a proficiency bonus applies more than once, it is still only doubled or halved once, and added to a roll once. If a special rule states a proficiency modifier would be halved or doubled in circumstances where it wouldn't apply, it is not applied and still considered to be 0.

ADVANTAGE AND DISADVANTAGE

Sometimes a class feature, background, or training grants you advantage or disadvantage on an ability check, saving throw, or attack roll. When that happens you roll two d20s when you make the roll. When you have an advantage use the higher of the two rolls. When you have disadvantage use the lower of the two rolls.

If circumstances grant you both advantage and disadvantage, then one negates the other, and you roll a single d20 for that roll.

If special abilities or circumstances would allow you to re-roll the dice, and you have rolled two d20s for that ability check, saving throw, or attack roll, then you must choose one d20 to re-roll.

ABILITY CHECKS

An ability check tests an agent's aptitude to overcoming a challenge. The game master calls for an ability check when the task attempted is difficult for your agent, has a chance of failure, and that failure would be significant for you.

When the gamemaster calls for an ability check, they decide which of the six ability scores you must use. They then choose a difficulty class (abbreviated to DC) for your agent to equal or beat by rolling a d20 and adding their modifiers. The following table shows the most common DCs:

To make an ability check, roll a d20 and add the relevant ability modifier and any proficiency bonus. As with other d20 rolls, apply any bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success and the agent completes their task. If the total is less than the DC, the agent has failed and the gamemaster informs the player of a setback to the agent and their operation.

DIFFICULTY CLASSES

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

CONTESTS

When an agent faces direct opposition, where both the agent and their opponent are attempting the same task, or an opponent is trying to prevent an agent from their goal, a contest occurs. In situations like this both players make an ability check, using appropriate abilities. They each apply their ability modifiers, as well as any bonuses or penalties, and compare their totals. The highest score is the winner, they complete their task successfully or prevent the other from succeeding.

If a contest results in a tie, the situation remains as it was, neither participant completing a task successfully.

SKILLS

Each ability covers a broad range of capabilities, both physical and mental, whereas a skill represents a specific training or vocation relating to an ability score—a focused, learned field of expertise. Each skill relates to an ability score, such as Acrobatics based on Dexterity, or Perception on Wisdom.

STRENGTH

- Athletics

DEXTERITY

- Acrobatics
- Sleight of Hand
- Stealth

INTELLIGENCE

- Espionage
- Infotech
- Mechanics
- Tactics

WISDOM

- Infiltration
- Insight
- Medicine
- Perception
- Survival

CHARISMA

- Deception
- Intimidation
- Persuasion

When the GM asks for an ability check using a specific skill - for example, "Make a Perception check," or if you can argue their agent's proficiency in a particular skill applies to the check, you can add your agent's proficiency bonus to the ability check that involves that skill. Without a proficiency in the skill, you just add your agent's ability modifier as normal.

For example, if Agent Athena attempts to case an entrance into an enemy building, she adds her Infiltration proficiency bonus and Wisdom modifier to that ability check. Without a proficiency in Infiltration, any other agent would just add their Wisdom modifier.

SKILLS WITH DIFFERENT ABILITIES

Normally, proficiency in a skill only applies to a specific ability, as shown above. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations the GM may decide that a skill relates to a different ability, and may ask for a different combination.

For example, when Agent Athena holds her breath, she has trained for such an eventuality during survival training, but the game master asks for her Constitution modifier to apply to the roll, instead of Wisdom.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve rolling dice. Such a check represents an average result from a task done without any time pressure or risk. Passive checks can be used when agents are being vigilant while advancing through a jungle, or searching a building without resistance.

A passive check's total is determined by the following:

10 + all modifiers that would apply to the ability check

If the character has advantage on the check, add 5. If the character has disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level agent has a Wisdom of 15 and a proficiency in Perception, then their passive Perception score is 14.

Sometimes passive checks are used as DCs, if, for example, agents wish to hide from henchmen looking for them. In this case, the agents would roll an ability check with a DC equal to the henchmen's passive Perception.

ASSISTING OTHERS

You can offer and receive assistance with your ability checks. When assisted by another agent, you roll your ability check with advantage, representing the help your agent is receiving. Agents can only assist one another if they would be able to attempt the check themselves—if there are requirements the assisting agent cannot meet then you cannot help the agent attempting the check.

GROUP CHECKS

When the same task is attempted by a whole team, agents who are skilled in the task help others. To make a group ability check everyone present makes the ability check. If at least half (rounded down) of the participants succeed, the whole group succeeds.

INSPIRATION

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to their ideals and bonds, or as a reward to completing steps towards achieving your objectives. By using inspiration, you can draw on your ideals that "no one gets left behind" to give you an edge when you try to stabilize your fallen teammate, or inspiration can let you call on your bond to the Indian ambassador to find the assassin targeting her.

GAINING INSPIRATION

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by your secret or double life, or they reward it as a milestone towards completing your objectives. Your GM can even tell you up front how they expect you to earn inspiration in the game, based on your mission or on your group's preferences.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

USING INSPIRATION

If you have inspiration, you can spend it when you make an ability check, saving throw, or attack roll. Spending your inspiration gives you advantage on that roll. Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game by giving them your inspiration, which they then have to either spend or donate as they wish.

SKILLS

STRENGTH

ATHLETICS

Athletics is the skill associated with physical energy and athletic ability. Running, jumping, climbing and swimming are all activities covered by the Athletics skill, as well as feats of strength like lifting, pushing and pulling heavy objects. Use Athletics to:

- Chase down a target
- Swim to shore
- Free-run up a building site
- Hold onto a plane's landing gear

DEXTERITY

ACROBATICS

Acrobatics is the skill of balancing, contorting the body, and deft gymnastic feats. Crossing a thin surface, somersaults, combat rolls, and other acts of agility all use Acrobatics for their ability checks. Use Acrobatics to:

- Balance on a razor-thin cliff edge
- Combat roll through gunfire
- Slide through a crawl space
- Keep your footing on shifting terrain

STEALTH

Stealth is the skill of remaining hidden, moving undetected, and evading capture. Dampening the noise of footsteps and moving quickly but fluidly are key to avoiding detection. Use Stealth to:

- Slip past a guard
- Get lost in a crowd
- Crawl unseen into a firing position
- Camouflage yourself

SLEIGHT OF HAND

Sleight of Hand is the skill for manual trickery and covertly manipulating small items on your person. Use Sleight of Hand to:

- Pick a lock
- Conceal small objects
- Hand off a package to another agent
- Pickpocket a mark

INTELLIGENCE

ESPIONAGE

Espionage is the skill of surveillance, logically applying evidence, and the gathering of covert information of interest. Espionage covers not only acquiring but also correctly delivering sensitive data, and can be used in an attempt to stop an enemy's espionage attempts—known as counterintelligence. Use Espionage to:

- Listen and interpret audio from a wiretap
- Connect seemingly unrelated events
- Interrogate a prisoner
- Disseminate false information

INFOTECH

Infotech, or Information & Communication Technology, is the skill of manipulating computing and telecommunication systems. It encompasses using a computer effectively, programming, as well as playing, recording and communicating on various telecommunication devices. Use Infotech to:

- Investigate an enemy database
- Clear up a satellite video feed
- Identify a virus in a server
- Tap a phone, microphone or webcam

MECHANICS

Mechanics is the skill that covers building, repairing, and manipulating machinery, electronic hardware, and other technology. Use Mechanics to:

- Repair a piece of equipment in the field
- Sabotage a generator
- Take apart a car's engine
- Jury-rig an helicopter's rotor mid flight

TACTICS

Tactics is the skill used to formulate and execute a military operation, applying knowledge of military assets and equipment to provide the most effective small scale victory over an enemy. Tactics is the smallest scale of strategic planning, applied at the squad level to execute ambushes, assaults, and set up reconnaissance. Use Tactics to:

- Plan an attack
- Find a choke point
- Set up an ambush
- Recognize an objective

WISDOM

INFILTRATION

Infiltration is skill for covert placement and insertion of agents into a location or organization. It is the practical application of Espionage, and is used to gain entrance to buildings, evaluate security measures or get behind enemy lines. Use Infiltration to:

- Find a path past security cameras
- Designate an extraction location
- Get access to a dissident enemy operative
- Evaluate a guard's patrol route

INSIGHT

Insight is the skill of reading other people, judging their social or political views, and perceiving lies and underlying emotion. It's used to combat acts of deception, discern enemy agents from friendly, or make psychological assessments. Use Insight to:

- Detect lies during an interrogation
- Psychologically evaluate an enemy agent
- Make a cold reading
- Identify a target through body language

MEDICINE

Medicine is the skill of healing others, and researching biological viruses and disease. It's used during combat to stabilize injured agents, or during missions to successfully diagnose and understand biological weapons and other viruses. Use Medicine to:

- Provide first aid
- Assess the symptoms of a patient
- Recognise a strain of chemical weapons
- Obtain the DNA of an enemy agent

PERCEPTION

Perception is the skill of identifying threats, and situational awareness, using all the senses available to an agent. It's used in order to detect a specific object, or become aware of an enemy's presence. Use Perception to:

- Observe a group of guards
- Search a prisoner
- Discover a hidden entrance or exit
- Eavesdrop on a conversation

SURVIVAL

Survival is the skill of bushcraft and operating in the field, in a hostile area of operation, or cut off from supplies or conveniences. Any time an agent must operate in wilderness for a length of time, or suffers due to the environment, they must fall back on their survival training. Use Survival to:

- Camouflage a base camp in the local environment
- Endure heat, cold, or dangerous weather
- Navigate through the wilderness
- Forage food and water from the natural world

CHARISMA

DECEPTION

Deception is the skill of fooling others, and assuming another identity. It is used to bluff, lie, and cheat when a mission requires. Use Deception to:

- Pretend to be an alias
- Talk your way past security guards
- Misdirect a line of questioning
- Spread disinformation over a radio

INTIMIDATION

Intimidation is the skill of frightening others in order for them to do something or answer questions. It can be used during interrogations, or to pacify others when challenged. Use Intimidation to:

- Get a suspect to talk
- Hold up an enemy agent
- Push someone to do as you say
- Make someone believe a threat

PERSUASION

Persuasion is the skill of using reasoned arguments to convince others. It exclusively uses the truth in order to further an argument, providing a target with the facts in order to change their mind. Use Persuasion to:

- Turn an enemy agent
- Convince someone to help
- Influence a high ranking official
- Leverage someone on which you have intel

LANGUAGES

When you select your background, you choose a number of languages that you can speak, read, and write fluently—called a language proficiency. During the gathering and interpretation of intelligence, or negotiations and infiltration, it can be vital that you can communicate in the languages that are being used.

Languages you aren't proficient in confer disadvantage to ability checks to convey and understand verbal communication in those languages, and you automatically fail any attempt at written communication in those languages.

For example, if Agent Athena is trying to persuade a guard to drop his weapon and she does not speak the guard's language, her Intimidation check will be at disadvantage—Susie rolls two d20s and takes the lower result.

Conversely, surprising someone with a language proficiency in a negotiation, or knowing a specific dialect while gathering intelligence, could confer advantage on dice rolls depending on the circumstances, at the GM's discretion.

For example, if the target of a diplomatic negotiation is impressed by Agent Athena's proficiency with their first language, she could be given advantage on ability checks to influence them during the dialogue.

The number of languages and dialects around the world are varied and branching, and a list of common languages can be found in *Creating a Character* (p10).

TOOLS

Both your class and your background grant you some tool proficiencies. Proficiency with a tool allows you to add your proficiency modifier to any ability check you make while using that tool. Tool use is not limited to a single ability, since proficiency with a tool represents a broader knowledge of its use.

For example, the GM might ask Susie to make a Dexterity check for Agent X to open a locked door using a set of thieves' tools, or a Wisdom check to make a forged passport with a forgery kit.

Common tools:

- Disguise kit
- First aid kit
- Forgery tools
- Surgeons' tools
- Thieves' tools

VEHICLES

Your background and class give you some vehicle proficiencies that represent your learned skill at driving different categories of vehicle. Proficiency with a type of vehicle allows you to add your proficiency modifier to any ability check you make while driving, piloting, or operating it. Your vehicle proficiency applies to any ability check, and is not tied to a single ability score.

For example, Agent Athena has the military background, so she can gain a vehicle proficiency with tanks, allowing her to add her proficiency bonus whenever she makes a dice roll while driving, operating the gunnery, or using the commander's instruments inside a tank.

The categories of vehicle proficiency are:

- Motorbikes
- Cars
- Heavy Goods Vehicles
- Tanks
- Helicopters
- Planes
- Ships
- Unmanned

The Most Useful Spy (or 'The Right Tool for the Job')

Report on function, focus, and specificity in agent training, by the author of 'The Well-rounded Agent's Toolkit'

One of the questions that many ask is, "Who is the best agent?" Or in some cases "What is the most important skill for an agent to possess?" Over and above a basic level of training and competency, as well as a firm grasp of at least two languages, all training experts champion their own cause. Physical training and combat masters push those elements to the fore. Tech departments push hacking training, gadget interaction, and mechanical inputs. Interpersonal experts suggest charm and disarm above all else.

In truth I caution agencies against singular focus. While this is especially useful for agents themselves, focusing on one exemplar of an agent type for an organization is counterproductive and potentially dangerous. An agency full of combat experts will be disarmed with a clever hack. A stealth dojo of infiltrators and martial artists will be unable to function in any terrain other than their dojo and will quickly be countered by even semi-competent rangers. It takes a team of specialists to counterbalance each other.

Some agencies have managed with highly specialized teams of the same type of specialist, but it is rare in the extreme...

MISSIONS

STRUCTURE OF MISSIONS

Missions are divided up into phases, based on when and where your mission begins. If your mission begins at a home base, or with time to prepare, it could begin with a briefing from your handler—a person or group that leads the agency, gives orders, and assists the agents that work for them.

During the intelligence gathering phase you may get an opportunity to do some research or engage in some real fieldcraft to gain more intelligence on your mission. It may involve working remotely, engaging in remote surveillance or research across the web, or it could mean going in and engaging in espionage 'on the ground'.

During field work you engage your objective directly, acting on the intelligence you've obtained and engage foes, con your mark, or make a move on an objective. Field work covers infiltration and combat, where you fight over your objective, as well as encounters where you steal, sabotage or destroy enemy assets. Field work tends to take place in one discreet location, like an enemy facility, office building, or military base, but may involve several combat encounters in different rooms or locations.

BRIEFING

During the briefing, your handler will give you all the available information they have on your objective and its surrounding circumstances. They may give you details on the people involved, the target, the locations, and may even have details on the counter measures you'll come up against—guards, other agents, security systems, and enemy assets. However, if the target of your mission is particularly secretive or well protected, you may begin your mission with very little information.

INTEL

Intelligence, in the espionage sense, is information that provides you and your agency with a better picture of the mission at hand and illuminates the circumstances of your mission. If you begin without much information on your objective at the start of a mission, it is imperative to get a better understanding of what you'll be up against, how you should approach your mission, and who or what the objective is.

You can gather intelligence in a number of ways, from using remote surveillance like satellite imagery and installing spyware on computers, to heading out into the field and working in person to run agents, case locations, and steal documents.

Sometimes a mission's objective will be some intelligence itself—some knowledge that's important enough to base an entire mission around it. Important intelligence like this could be the identity of the head of another agency, the blueprints for a prototype weapon, or the details of a terror plot.



FIELD WORK

Field work is usually the culmination of a mission, a climactic encounter where you and your allies pursue your objective, facing possible resistance from enemy guards, soldiers, agents, or powerful villains.

Field work takes place when an objective is tangible and you know where to find it. Completing your objective may involve a whole range of spy activity; hacking a database, sabotaging, assets, eliminating, or capturing a target, or rescuing and securing one of your own assets.

Engaging in field work involves a high probability of combat, directly engaging enemies at close quarters. Where gathering intelligence has a risk of being spotted or pursued by any enemy agents, targets of field work are often closely guarded. It's important to be prepared for combat, with weapons, armor, and other equipment that will allow you to overcome a larger force.

MISSION RULES

Missions are governed by a set of rules governing the passage of time in the game, the rate of your movement, how you interact with the world, eat, drink, rest, and spend your time between missions.

While playing *The Spy Game*, you may use these rules at different times as the GM guides you through the mission, as time passes slowly or quickly as you travel short distances in combat or long distances between locations. As you rest and spend time between missions these rules will help your GM shape what you can do.

TIME

All covert operations rely on good timing—breaking a lock in time to meet up with a team moving through the room ahead, or fast-roping through a hatch while a hacker keeps it open long enough so the system doesn't register an error. When timing is important, the GM determines the time it takes to complete a task. They might use a different time scale, depending on the context of the situation, whether it comes down to the wire or over a number of days' work.

In combat and other fast-paced situations, the game uses rounds, which approximate a 6-second span of time.

In a field work environment, agents' actions and movement are normally judged in minutes and seconds. It takes you about a minute to sneak down a hallway, another minute to make a sweep for surveillance devices in the area, and a good ten minutes to crack through the palm-scanner on the door to the objective.

PERSONAL TRAVEL PACE

Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	-
Slow	200 feet	2 miles	18 miles	Able to use stealth

VEHICLE TRAVEL SPEEDS

Speed	Distance Traveled per... (approx.)			Example
	Minute	Hour	Day	
25 mph	Half a mile	25 miles	200 miles	Average inner-city speed limit
50 mph	5/6 of a mile	50 miles	400 miles	Upper urban speed limit
70 mph	1 mile	70 miles	560 miles	Average highway speed limit
100 mph	1 ½ miles	100 miles	800 miles	Average top speed of civilian cars
200 mph	3 miles	200 miles	1600 miles	Top speed of a sports car or speed boat
550 mph	9 miles	550 miles	4,400 miles	Jumbo jet cruising ground speed

When exploring a city or wilderness environment, a scale of hours is more appropriate. Agents making their way on foot to a remote FOB across country will reach their destination fifteen miles away in about four hours' time.

For longer journeys or espionage work, days may be appropriate. Traveling on foot to cross a border to infiltrate an enemy state, could take two days to reach the border, before being spotted by a border patrol.

MOVEMENT

Swimming against rapids, sneaking through government corridors, or free climbing up the Grand Canyon—all kinds of movement play a role in spy adventures.

The game master can summarize your agent's movement without calculating the distance traveled from their speed, describing your movement and timing in more general terms if it's unimportant to the mission or the situation.. When you're in this more freeform mode of play, your agents are considered to be competent, able operatives that can time their actions with the rest of the team appropriately, so long as you keep succeeding on your ability checks.

When timing is important though such as knowing how long it takes to travel from one area to another to meet up with the rest of your team just in time-the GM can take account of your relative speeds, distance, and actions in order to judge how long moving takes. Whether the answer is in days, hours, or minutes, the rules for determining travel time depend on three factors: speed, pace, and the terrain the agents are moving over.

SPEED

Every character and vehicle has a speed, which is a distance in feet that they can move in 1 round. This value assumes your agent makes short bursts of energetic movement in the midst of life-threatening situations, and vehicles maneuver carefully to best place themselves during an engagement.

Your character's speed is used in conjunction with the pace you have set to determine roughly how far they can move in a minute, hour, or day.

DIFFICULT TERRAIN		
Terrain	Distance Increase	Travel Time Adjustment
Off-road, headwind, or traveling against a current	+1/2x	1 ½ times
Difficult (mud, deep snow, turbulence, rough water)	2x	Double
Harsh (sand, mountainous inclines, large ocean currents)	3x	Triple

PACE

While traveling, a group of agents can move a normal, fast, or slow pace, as shown on the Travel Pace table. The table shows how far your group can move in a period of time and whether the pace has any effect on their performance. A fast pace makes characters less perceptive but more determined to reach their destination quickly, while a slow pace makes it possible to sneak around and search an area more carefully.

FORCED MARCH

The Travel Pace table assumes that characters travel for 8 hours a day. They can push beyond this limit, at risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of each hour. The DC is 10 + 1 for each hour past the 8th. On a failed saving throw, a character suffers one level of exhaustion (see Conditions p158).

VEHICLES

Vehicles have two speeds listed, one in feet (for combat) and the other in miles per hour. The miles per hour value lists the vehicle's average speed, while its maximum speed is double this value. Vehicles can vary their speed based on the driver/pilot's desired pace, but vehicles require fuel. If you travel at least 1 mile, traveling up to the vehicle's mph speed, deduct that distance from the vehicle's current range. If you travel at least 1 mile at more than the vehicle's mph speed (up to its top speed), deduct double the distance traveled from the vehicle's current range.

Drivers and pilots must concentrate on the journey they are taking, adjusting road positioning, accounting for difficult terrain and visibility, or keeping in contact with air traffic controllers and monitoring airspace. Drivers and pilots can operate a vehicle safely for 4 hours safely, without a break. For each hour of travel beyond 4 hours, the pilot must make a Constitution saving throw at the end of each hour. The DC is 10 + 1 for each hour past the 4th. Once the pilot has failed a saving throw, they suffer the first level of exhaustion, although this does not increase levels of exhaustion above the 1st (see Conditions, p158).

TERRAIN

Terrain and weather can affect travel just as difficult terrain affects movement in combat. While cars and trucks can travel across road networks with speed and ease, it's almost impossible for them to travel at a good pace off-road, and impossible across anything more than even rural terrain. On foot, hiking across flat or undulating land can take just as long as it normally would, but scaling mountainous passes will take longer.

Just like combat, difficult terrain halves the distance traveled over time, and when calculating fuel consumption the distance traveled is doubled—for every 1 foot of movement in difficult terrain costs 2 feet of speed, and is the same for miles and fuel. GMs may vary the impact of the terrain on your journey, depending on how disruptive it is to your journey, and may increase your agent's levels of exhaustion.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous urban areas or wilderness often involves more than simply walking. Agents might have to climb, crawl, swim, or jump to get where they want to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a gadget or vehicle gives you a swim or climb speed. At the GM's discretion, climbing on a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water may require a successful Strength (Athletics) check.

Climbing or swimming silently may give you disadvantage on an associated ability check to climb or swim. Failing the check can mean you do not progress because of remaining hidden, or breaking cover in order to cover the ground while being heard.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you attempt a long jump, you cover a number of feet up to your Strength score if you have moved at least 10 feet on foot immediately before you jump. When you make a standing long jump, you can leap half your Strength score in feet. Each foot you clear in a long jump costs 1 foot of movement as normal. This rule assumes that the height of your jump isn't restricted, like a leap across a stream or chasm.

At the GM's discretion, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a barrel or low wall. Otherwise, you hit it and are stopped.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before you jump. When you make a standing high jump, you can jump up to half that height. Each foot you clear on a high jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than normal.

You can extend your arms half your height above yourself during the jump, meaning you can reach above you a distance equal to the height of the jump plus 1 ½ times your height.

THE ENVIRONMENT

By its very nature, espionage work involves locations that are dark, dangerous, and full of potential hazards. The rules in this section cover some of the most important ways in which agents interact with the environment of their missions.

FALLING

A fall from a great height is one of the most common hazards facing an agent. At the end of a fall, an agent takes 1d6 bludgeoning damage for every 10 feet they fell, to a maximum of 30d6. Unless the agent avoids taking damage from the fall they land prone.

SUFFOCATING

An agent can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum of 30 seconds).

When an agent runs out of breath or is choking, they can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of their next turn, they drop to 0 hit points and are dying, and can't regain hit points or be stabilized until they can breathe again.

For example, an agent with a Constitution of 14 can hold their breath for 3 minutes. If they start suffocating, they have 2 rounds (or 12 seconds) to reach air before their hit points drop to 0.

VISION AND LIGHT

The most fundamental tasks of espionage—noticing danger, finding hidden objects, hitting an enemy in combat, and lining up a shot—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured, providing some level of concealment.

In a lightly obscured area—such as dim light, patchy fog, or moderate foliage—Wisdom (Perception) checks are at disadvantage.

A heavily obscured area—such as darkness, opaque fog, or dense foliage—blocks vision entirely and characters in darkness are considered to have the blinded condition for the purposes of perception.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets agents see normally. Even gloomy days provide bright light, as do torches, street lamps, fires, and other sources of illumination within a specific radius.

Dim light creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might also provide dim light.

Darkness provides a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), or within the confines of an unlit room.

DARKVISION

Visual technology that uses waves outside the visual spectrum, like night vision goggles, have darkvision.

When equipped with an item that provides darkvision, an agent can see in darkness as if the darkness were dim light, so areas of darkness only count as dim light as far as that character is concerned. However, the character can't discern color in darkness, only a monochrome color provided by the display.

THERMALVISION

Equipment that measures the thermal radiation (temperature) of an object and converts it into an image, like thermal goggles, has thermalvision.

When equipped with an item that provides thermalvision, an agent can see objects between 59°F (15°C) and 82°F+ (28°C+) in any illumination. Thermal imaging displays a spectrum of colors, from dark blue, through purple and orange, to white, depending on the object, animal, or person's temperature.

The infrared technology used to measure the temperature uses the detector's line of sight to get a reading, meaning that insulation—such as clothing or objects—obscure objects, even if it could be seen normally.

FOOD AND DRINK

Characters who don't eat or drink suffer the effects of exhaustion (see Conditions p158). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

DRINK

A character needs to drink half a gallon of liquid (ideally water) per day, or one gallon per day if the weather is hot. Any liquid that is not alcoholic (i.e. anything that does not dehydrate) or dangerous (poisonous, acidic etc) is counted as drinkable. A character who drinks only half that much must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less to drink automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

Most of a character's interaction with objects in an environment simply resolve. You tell the game master what your character is doing, like moving a lever, and the GM describes what, if anything, happens. It's only if there is a further complication that a check will be needed

For example, you might decide to pull a lever that in turn switches some train tracks. If the switch is faulty, you might need to force it. In such a situation, the GM might call for a Strength check to see whether your agent can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons. Objects are immune to poison damage, but otherwise they can be affected by other types of physical damage, much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks (it's hard to cut a rope with a hammer, for example). Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

You can also attempt a Strength check to break an object. The GM sets the DC for any such check. Given enough time and the right tools, you can destroy any destructible object. The GM uses common sense

<i>OBJECT ARMOR CLASS</i>	
Material	AC
Cloth, paper, rope, plastic	11
Glass, ice, PVC	13
Wood, bone	15
Stone	17
Steel	21
Titanium	23

when determining a character's success at damaging an object. For example, can an agent cut through a section of a brick wall with a machete? No, the sword is likely to break before the wall does.

STATISTICS FOR OBJECTS

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, book, chair, or computer—not a building or a vehicle that is composed of many other objects.

When time is a factor, the GM assigns an AC and hit points to a destructible object. They can also give it immunities, resistances, and vulnerabilities to specific types of damage.

HUGE AND GARGANTUAN OBJECTS

Normal weapons are of little use against many Huge and Gargantuan objects, such as a statue, blast doors, or massive boulder. That said, one torch can burn a Huge curtain, and a few grappling hooks can topple a statue. The GM can track a Huge or Gargantuan object's hit points, or they can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan crane might topple over when one of its Large support legs is reduced to 0 hit points.

OBJECT HIT POINTS

Material	Fragile HP	Resilient HP
Tiny (bottle, cell phone)	2 (1d4)	5 (2d4)
Small (briefcase, ammo crate)	3 (1d6)	10 (3d6)
Medium (barrel, server tower)	4 (1d8)	18 (4d8)
Large (trailer, 10 x 10 ft glass pane)	5 (1d10)	27 (5d10)

OBJECTS AND DAMAGE TYPES

Objects are immune to poison damage, and different materials might be immune or resistant to some other damage types. Some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire damage. A chainsaw can cut down a tree, but won't be as effective trying to cut through metal. As always, use your best judgment.

Damage Threshold. Larger objects such as blast doors often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or

greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

RESTING

While network and combat might be focused and intense, where an agent is in the field and active for only a couple of hours, espionage work can take days and weeks. Even the world's most elite special agents have limits, and can't engage in their fieldcraft constantly. They need rest—time to eat and drink, sleep, or tend to their wounds.

Rest periods are defined as long and short rests, giving your agent the benefit of some rest and relaxation between the different parts of their operation.

SHORT REST

A short rest is a period of downtime lasting no less than 1 hour, during which the agent does nothing more strenuous than eating, drinking, reading, making calls, and tending their wounds.

An agent can spend one or more of their class' Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. Each hit die spent in this way, roll the die and add the agent's Constitution modifier to it. The agent regains equal to the total result. You can decide to spend an additional Hit Die after each roll. Your agent regains these spent Hit Dice after finishing a long rest.

LONG REST

A long rest is a period of downtime, at least 8 hours long, during which your agent must sleep or only perform light activities: reading, talking, eating, or stand watch for no more than 2 hours. Many character abilities and weapon options also require a long rest to re-charge before being used again. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, or similar fieldcraft—they must begin the long rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The agent also regains spent Hit Dice, equal to half their level's total Hit Dice. For example, an agent with 8 total Hit Dice will regain up to 4 spent Hit Dice after a long rest.

Your character can't benefit from more than one long rest in a 24-hour period, and they must have at least 1 hit point at the start of the rest to gain its benefits.

ESPIONAGE

Running intel is the information-gathering part of a mission, in which agents have time to pursue broad actions in order to uncover intel on the targets, locations, background or other details of the mission parameters. Agents' work primarily uses skill checks like Espionage, Infiltration, Insight, and Perception in order to gather as much information on their objective as possible, before any direct action takes place.

Order of Play

During missions, agents normally gather intel on their intended objectives before going in and engaging in field work. But sometimes an encounter may provide a new lead to the agents, or a change of mission objectives, at which point they may want to gather more intelligence before engaging in more wetwork. Each mode of action can come at any time, with combat encounters leading to more combat encounters almost immediately. How much intel they gather, and how much field work they engage in is ultimately up to the agents running the mission—so long as the objectives are completed.

Missions may not even require intel to be gathered or wetwork to be done, depending on the circumstances and the objective of the mission.

OBJECTIVES

A clandestine operation can have a variety of objectives, ranging from simple intelligence gathering to assassinating a high-value target or stealing an enemy asset.

Completing objectives will give you experience and renown with your governing organization.

Objectives can be anything the GM decides, and can often include:

Profile. Profiling a target entails getting information on their personality to determine their most likely courses of action in response to events.

Assassinate. Kill an important enemy target. Killing, sanctioned by the state or otherwise is still murder, and agents who are caught are tried for their crimes and disavowed by their agency and government.

Capture. Detain enemy individuals for trial or interrogation. Capture is the preferred method of eliminating a threat in states where the rule of law prevails.

Obtain. Acquire a piece of equipment, technology, or hardware from the enemy. Digital versions of obtaining enemy assets are focused on the Hacker role, but all data is stored somewhere and sometimes it's easier to make physical attempts to take the storage device.

Sabotage. Destroying or breaking enemy assets involves getting up close and personal to cripple their operation. Doing so can be part of a wider mission, robbing the enemy of certain capabilities, or can be the main objective to stop the enemy in their tracks.

Surveillance. Gathering information on enemy targets is the bread and butter of espionage work, and can involve bugging conversations, hacking databases, or staking out a location.

BETWEEN MISSIONS

Between covert operations and struggles against the machinations of evil megalomaniacs, agents need time to rest, recuperate, and prepare for their next mission. Many agents also use this time to perform other tasks, such as creating gadgets and technology, performing research, or spending their hard-earned cash.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new mission, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your purview stay in motion.

LIFESTYLE EXPENSES

Between missions, your quality of life has a financial cost to pay to maintain it. This could be based on your background or double life, having fleshed out the details with your GM, or it could be something you decide upon after each mission. Living a particular lifestyle doesn't have a huge effect on your character, but their lifestyle can affect the way other individuals and groups react to them, or their secrets or bonds.

During any downtime activity you must still pay for your lifestyle expenses.

LIFESTYLE EXPENSES

Lifestyle	Cost/Month
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Poor	\$800
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Modest	\$2100
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Comfortable	\$2800
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Wealthy	\$15000
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Poor. A poor lifestyle means going without some of the comforts available in a society at large. Low-quality food, combined with only buying essential items and paying only necessary bills can mean a poor quality of life and mental health in these conditions. Your accommodations might be a single bedroom in a shared, rented house or apartment. You benefit from some legal protection, but you still have to contend with violence, crime, and disease on an almost daily basis.

Modest. A modest lifestyle provides a safer, healthier quality of life. You may live in a suburban part of town, renting a small house with your family, or sharing an apartment with a roommate. You don't go hungry or thirsty, and your living conditions are clean, with some disposable income.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing, amenities, and have a good amount of disposable income to provide a good quality of life. You could live in an owned house in a middle-class neighborhood, or rent a nice studio apartment on your own.

Wealthy. Affording a wealthy lifestyle means living a life of luxury. You live a lifestyle that many aspire to, but very few can attain, with a spacious home in a well looked after neighbourhood or a penthouse apartment downtown. You also likely employ staff to take care of daily chores and duties, as well as business and financial advisors.



DOWNTIME ACTIVITIES

Between missions, the game master might ask you what your character is doing during their downtime. Periods of downtime can vary in length, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend their downtime performing an activity not covered here, discuss it with your GM.

INVENTING EQUIPMENT

You can modify or invent gadgets and equipment, either modifying your own equipment or creating a custom piece of equipment. You must be proficient with tools related to the object you are trying to create (typically mechanic's tools). You will also need access to specific materials or locations necessary to create it, purchasing them as needed at the discretion of the GM. For example, someone proficient with mechanic's tools could need a workshop in order to modify a motorbike or car.

For every month of downtime you spend inventing, you can create one caliber-1 item. If something you want to manufacture has a caliber above 1, you make progress every month in caliber-1 increments until you reach the caliber of the item.

Multiple characters can combine their efforts toward the manufacture of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 1 caliber worth of effort for every month spent helping to craft the item. For example, three characters with the requisite tool proficiency, funding for materials, and the proper facilities can craft a caliber-3 item in 1 month.

PRACTICING A PROFESSION

You can work between missions, allowing you to maintain your lifestyle without having to pay its expense cost. This benefit lasts as long as you continue to practice your profession.

RECUPERATING

You can use the downtime between missions to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 20 Constitution saving throw. On a successful save, you can choose one of the following results:

End one effect on you that prevents you from regaining hit points.

For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

In lieu of a Constitution saving throw, you can have someone with proficiency in Medicine make a DC 15 Intelligence (Medicine) check, giving you three days of downtime medical attention and observation.

GATHER INTELLIGENCE

The time between missions is a great chance to gather intelligence, gaining insight into plots and plans that you may have uncovered over the course of your operations. Gathering intelligence can include searching databases, scouring the net or dark web, or running agents, making contact with informants, and studying surveillance imagery.

When you begin gathering your Intelligence, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions (such as needing to seek out a specific individual, footage, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Espionage) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure an informant's trust. Once those conditions are met, you learn the information if it is available.

TRAINING

You can spend time between missions either learning a new language, learning to drive or pilot a new type of vehicle, or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

On average, learning a tool or vehicle proficiency takes 6 days—or 60 hours—while learning a new language fluently is more effort and takes 48 days—or 480 hours. After you spend the requisite amount of time, you learn the new language, or gain proficiency with the new vehicle category or tool. While you are learning a new proficiency, you must still pay your lifestyle costs, in addition to any training costs the GM decides are appropriate.



OPERATIONS EXECUTIVE

INFILTRATION AND COMBAT

Much of *The Spy Game* involves stealth and espionage, but there will often be moments when the team has to 'go loud' and the shooting starts. The following rules describe how players infiltrate, take their turns, and fight.

ORDER OF PLAY

A combat encounter has a more structured style than the rest of *The Spy Game*. It is broken down into rounds and turns. During each round, every character in the encounter gets a chance to act—their turn—taking a fixed number of actions. These actions include attacking an enemy, moving around the encounter area, hacking computers, climbing over cover, and more.

COMBAT STEP BY STEP

1. **Determine Surprise.** The game master determines whether the agents have been spotted, or currently have the element of surprise, choosing the infiltration phase or the initiative phase.
2. **Establish Positions.** The game master determines the starting positions of the agents, and the enemy NPCs, on a map of the area of operations.

INFILTRATION PHASE

3. **Agents Take Turns.** The players then take turns, in any order they wish, completing actions with their agents, until all the player characters have finished their turns.
4. **Enemy NPCs Take Turns.** The game master then takes actions with the NPCs present, either moving them around the area of operation in their regular routine or taking actions in response to the player characters.
5. **Repeat Steps 4 & 5.** Player agents take turns, then all NPCs. If a player agent is detected by an enemy NPC, all player agents left to act take their turn before moving to step 6.

INITIATIVE PHASE

6. **Roll Initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
7. **Take Turns.** All characters act in initiative order, moving and taking actions.
8. **Begin the Next Round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 7 until the fighting stops.

SURPRISE AND DETECTION

If the agents have successfully infiltrated the area of operation without raising the alarm, then the players have surprise over the enemy within the area of operation, and begin the infiltration phase.

If some of the agents are hidden from the enemy, but others are detected, the first round in the initiative phase is a surprise round. In these situations, any character that hasn't noticed a threat is surprised and doesn't take a turn in the first round of combat. Once the surprise round is over, a new round begins, and all characters can act normally.

INFILTRATION

During the first few turns of combat, enemy NPCs may be unaware of the team's presence. If all player characters are hidden at the beginning of combat, they all take their turns, moving and taking actions as normal in any turn order they wish, taking their turn, moving and completing all their actions before handing over to another player character, until all the player characters have taken a turn.

Then the NPCs take turns moving along their regular patrol routes and taking any actions that are part of their routine. Should a player character agent be detected by an enemy NPC, the remaining player characters yet to take a turn in this round each take a turn, before rolling for initiative.

REMAINING HIDDEN

You remain hidden if you stay out of sight, or succeed a Dexterity (Stealth) check. Full cover, darkness, and other objects that provide a heavily obscured area hide an agent from sight. The GM decides when circumstances allow you to hide, or remain hidden.

When you try to hide, sneak up on a guard, or otherwise need to test to remain hidden, you make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, the ability check's total is contested by the Wisdom (Perception) check of anyone actively searching for signs of your presence. You can't hide from someone that can see you clearly, and you give away your position if you make noise, such as shouting a warning or firing a gun.

In an area of operation, most guards and agents stay alert for signs of danger all around, so if you come out of hiding and approach them, they usually see you. However, under certain circumstances, the game master might allow you to stay hidden as you approach a character that is distracted, allowing you to gain advantage on an attack roll before you are seen, such as sneaking up on them from behind.

Passive Perception. When you are hidden, there's a chance someone will notice you even if they aren't searching. To determine whether they notice you, the GM compares your Dexterity (Stealth) check with their passive Wisdom (Perception) score, which equals 10 + the character's Wisdom modifier, as well as any other bonuses or penalties. If the person has advantage, they add 5 to their passive result. For disadvantage, they subtract 5.

For example, Agent Athena is a 1st-level Infiltrator and has a Wisdom modifier of +1 and is proficient in Perception, so she has a passive Wisdom (Perception) of 13.

So long as your agent remains hidden, you have advantage on your attack rolls.

DETECTION

You will automatically be detected if you appear clearly in an enemy's line of sight without any intervening cover between you and the enemy, and are well lit. If part of your body is visible with some intervening cover along the enemy's line of sight, or darkness obscures your profile, the GM may decide you can make a Dexterity (Stealth) check in order to remain hidden. If you fail a Dexterity (Stealth) check against an enemy's passive Wisdom (Perception), or if a character you were hidden from succeeds a Wisdom (Perception) check looking for you, you will be detected.

LINE OF SIGHT

People do not have a 360 degree field of vision, and as such it may be possible to sneak up on them, or around guards' patrol routes. It is always the GM's discretion when you need to make a Dexterity (Stealth) check, for example if you move from a quiet footing onto a loud surface, or are caught in an enemy's peripheral vision, but the direction an enemy is facing is an important consideration when infiltrating a location.

INITIATIVE

Initiative determines the order of turns in combat. If, during the infiltration phase, you are detected by the enemy, the remaining agents left to act take a turn, then all participants in the combat make a Dexterity check to determine their place in the initiative order. The GM makes one roll for each type of identical NPC, so each member of a group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called initiative order) in which they act during each round. If a tie occurs, the GM decides the order among tied GM-controlled characters, and the players decide the order among their tied characters. If there is a tie between a player character and an NPC, the GM can have the tied characters each roll a d20, highest going first, or could let the player character go first.

SURPRISE ROUND

If the combat starts with the initiative phase, any character that doesn't notice a threat is surprised at the start of the initiative phase. If you're surprised, you can't move or take an action on your first turn of combat—known as a surprise round—and you can't take a reaction until that round ends. A member of a group can be surprised even if the other members aren't. Once all characters who were aware of the threat have taken their turns, the next round begins with the highest character in the initiative order, and characters take turns in the initiative order.

YOUR TURN

Each turn an agent can move up to their move distance and take one action. You can always decide whether to move first, or take their action first and move afterwards. The most common actions are described in Actions in Combat (p150), while other class abilities may grant you additional options or unique actions.

The Movement and Positioning section describes in detail the rules for moving around an area of operation, cover, and other rules important to combat.

You can always decide to forego your turn, let another player go first, or even delay your turn using the Ready action.

BONUS ACTIONS

Various class features or special abilities allow agents to take bonus actions during their turn. These bonus actions have limiting circumstances that describe when these bonus actions are granted and can be used. Otherwise, agents that have these abilities do not have a bonus action and are still limited to a move and take an action as described above.

Only one bonus action can be granted in a single turn, meaning an agent can accomplish a maximum of two actions in their turn. If two different class features would grant a bonus action each, the player must choose which class feature to apply and which bonus action to take.

Any time a rule deprives you from taking actions, bonus actions are also lost.

OTHER ACTIVITY

During actions or moving, an agent may also include other activities that don't require much effort. Agents may communicate short instructions to each other, raise or draw a weapon, open a door loudly or operate a simple keypad.

If you want them to interact with a second object in the area of operation, you must take an action to do so. More complex objects-like using a computer or picking a lock-always require an action, as does anything that requires an ability check to accomplish. It is always the game master's discretion as to what interactions require an action to undertake.

REACTIONS

A reaction is an action taken outside of your turn, when a particular circumstance triggers the reaction. Class abilities, combat actions and other circumstances provide reactions. An opportunity attack is the most common form of reaction, allowing the reactive character to make an attack action against an opponent leaving their melee reach (5 feet).

When you take a reaction, you can't take another until the beginning of your next turn. If the reaction interrupts a character's turn then they continue either moving or taking their action, if they are still able.

MOVEMENT AND POSITIONING

In combat, movement and positioning are important for staying hidden, reaching an objective, or getting line of sight on an opponent.

During your turn, your agent can move up to their movement speed, given in feet. You may move any distance up to your modified speed, and may choose to stop at any point. Movement can include jumping, climbing, crawling, swimming, comprising the whole of the move or part of it.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a Soldier who can make two attacks with the Extra Attack feature and who has a speed of 30 feet could move 10 feet, make an attack, move 20 feet, and then attack again.

DIFFICULT TERRAIN

It's rare that wet work takes place on a perfectly even surface or out the way of hazardous terrain features. Any terrain that is difficult to traverse is called difficult terrain. Every foot of movement in difficult terrain costs 1 additional foot. This rule is true even if multiple sources of difficult terrain are present in a space.

Difficult terrain could comprise some element that makes it hard to move through, like the current of a river or thick vegetation, or makes the terrain difficult to maintain a steady grip, like wet mud or a sheer material.

BEING PRONE

Combatants often find themselves lying on the ground, to steady a shot or get behind low cover, or because they are knocked down. If this is the case, they are prone, a condition described below:

A prone character's only movement option is to crawl, unless they stand up, ending the condition.

The character has disadvantage on melee attack rolls.



SIZE TABLE

Size	Space	Example
Tiny	2½ by 2½ ft.	Cat
Small	5 by 5 ft.	Dog
Medium	5 by 5 ft.	Agent
Large	10 by 10 ft.	Car
Huge	15 by 15 ft.	APC
Gargantuan	20 by 20 ft.	Tank

A melee attack roll against the character has advantage, while range attacks against the character have disadvantage.

You can drop prone without using any of your speed. Standing up takes more effort—doing so costs an amount of movement equal to half your speed. To move while you are prone, you must crawl. Each foot of movement costs 1 additional foot. So, crawling through difficult terrain costs 3 feet for every 1 foot moved.

MOVING AROUND OTHERS

You can move through non-hostile characters' spaces, however you cannot move through spaces occupied by enemies. You may never end your move in the same space as another character. If you leave an enemy's reach during your move you provoke an opportunity attack.

SIZE

Agents and vehicles have a size, based on the size categories below. Their size represents the space they take up around them, not necessarily their exact dimensions.

SPACE

A character's space is the area in feet that they effectively control in combat, not an expression of their physical dimensions. An agent's space is 5 feet, but they aren't 5 ft. wide, for example—they control a space of that size, squared. If an enemy stands in a 5-foot-wide doorway, other agents can't get through unless the enemy lets them. A space also reflects the area an agent needs to fight effectively. For that reason, there's a limit to the number of combatants that can surround another in combat. Eight combatants can fit around 1 other combatant, in the eight spaces surrounding the central 5ft space.

SQUEEZING INTO SPACES

Agents can squeeze into small spaces, defined as half their normal space. So agents can squeeze through gaps down to 2.5ft wide. Each foot of movement while squeezing costs 1 additional foot of movement, and attack rolls and Dexterity saving throws have disadvantage while in a small space. Melee attack rolls have advantage against targets that are squeezed.

Using a Squared Grid

Many groups find it easier to use a combat map split into 1-inch squares that each represent a 5-foot space, widely available from hobby game suppliers. By using tokens, miniatures, or drawing on the map, you can easily track and maintain an understanding of combat, including positioning, distances, ranges, and the terrain.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gain from your class or special features, or an action that you can improvise. When you describe an action not detailed elsewhere in the rules, the game master tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ACTIONS TABLE

Action	Description
Attack	Make an attack against a target within reach or range
Control Vehicle	Move a vehicle (See Vehicles p118)
Dash	Move up to your speed, again
Designate a Target	Mark a target you can see
Disengage	Move without provoking an attack of opportunity
Dodge	Disadvantage on attacks against you, and advantage on Dexterity saving throws
Help	Confer advantage to an ally you can help
Hide	Hide from the enemy
Ready	Delay your turn, and act on a trigger
Reload	Reload your weapon
Search	Look for an object
Second Wind	Spend 1 hit die to regain HP
Use an Object	Interact with an object, not covered by your movement

ATTACK

The most common action is to make a melee or ranged attack.

CONTROL VEHICLE

You move a vehicle up to its speed expressed in feet, or move up to double the vehicle's speed if in your previous turn you took the Control Vehicle action.

DASH

When you take the Dash action, you gain additional speed equal to your speed after applying any modifiers. For example, with a speed of 30 feet you can Dash up to an additional 30 feet. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you also take the Dash action.

If you take the Dash action while hidden, you are detected, and guards may investigate your position, or attack you in their turn.

DESIGNATE A TARGET

When you mark a target that you can see, using an item that can designate a target, you make an attack using a fire support gadget's weapon. Designating a target requires an action, and line of sight at any range, although this does not count as an Attack action.

DISENGAGE

If you take the disengage action, your movement doesn't provoke opportunity attacks until the end of your next turn.

DODGE

Until the start of your next turn, attacks made against you are at disadvantage, and you may make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or your speed drops to 0.

HELP

You can assist another agent in the completion of a task. When you take a Help action, the agent you aid gains advantage on the next ability check they make to perform the task you are helping with, providing they attempt the check before the beginning of your next turn. You can also assist a friendly agent in attacking an enemy within 5 feet of you. You feint and distract the target, teaming up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

You attempt to hide, making a Dexterity (Stealth) check while you are obscured from sight. If successful, guards will no longer target you but will search your last known location in order to attack you again. If no enemy characters remain you may regain the

element of surprise and continue to infiltrate the area to your objective, but the enemy will likely know of a disturbance and will be on alert.

READY

Sometimes you want to wait in hiding to tackle a guard, or engage in overwatch over an area. To do so, you can take the Ready action on your turn which lets you act using your reaction before the start of your next turn. First, you decide which perceived circumstance will trigger your reaction. Then, you choose the action you will take in response. You may choose to, as a reaction, move your speed in response to the trigger. When the trigger occurs you can either decide to take your reaction or ignore it. You can only take one reaction per round.

For example, Agent Athena wants to provide overwatch on an area, so Susie declares that if the enemy were to step into Athena's line of sight, she will make a ranged attack against the enemy. When the enemy steps into her line of sight, she may target them with a ranged attack, or move.

RELOAD

If you have made a number of attacks with a ranged weapon equal to its "Ammunition (attacks)" value, you must spend an action reloading that weapon before it can be fired again. When you take the reload action, you replenish your weapon with its full "attacks" value, allowing it to make that many attacks until it needs to be reloaded again.

SEARCH

You devote your action to searching for an object. Depending on the nature of your search, the game master may ask you to make a Wisdom (Perception) check.

SECOND WIND

As an action, you can spend 1 hit die to heal hit points. Roll your hit die and add your Constitution modifier, healing a number of hit points equal to the result. Spent hit dice from this action count toward your spent hit dice total, until you complete a long rest.

USE AN OBJECT

You normally interact with an object while moving, such as drawing a weapon or opening a door. When an object requires an action, you take the Use an Object action. This may be because the object requires more concentrated or complex operation, such as a computer, or the game master may decide you have interacted with too many objects to be justified alongside your move action.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a gun, or making an attack roll from a gadget, an attack has a simple structure

1. **Choose a target.** Pick a target within your weapon's range: an enemy agent, or object.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, special abilities and other effects can apply penalties or bonuses to your attack.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the attack has specific rules otherwise. Some attacks cause effects in addition to, or instead of, damage.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a target is determined by their Dexterity modifier and armor they are wearing.

MODIFIERS

When a character makes an attack roll, the two most common modifiers to the roll are the ability modifier and the agent's proficiency bonus. When an enemy makes an attack roll, they use whatever modifier is in their stat block.

ABILITY MODIFIER

The ability modifier used for melee weapon attacks is Strength, and the ability modifier used for ranged attacks is Dexterity. Weapons that have the finesse quality can use your choice of either Strength or Dexterity. When you make a ranged attack with a melee weapon that has the thrown quality, you still use Strength for your ability modifier.

PROFICIENCY BONUS

You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

ADVANTAGE

While having advantage isn't a modifier, it allows you to roll 2 d20s and take the better result. Attacking while hidden is one way to gain advantage on an attack, as well as a few others depending on the circumstances or class features.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the rookie to hit or a veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit. If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC. This is called a critical miss.



TARGETING UNSEEN ENEMIES

Combatants often try to escape notice by concealing themselves. When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's position or firing at a target you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM may inform you that the attack missed—not that the target is not in the space you targeted. When an enemy can't see you, you have advantage on your attack roll against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location, whether the attack hits or misses.

RANGED ATTACKS

Ranged combat involves firing weapons and throwing grenades. As the most common form of combat between two opposing sides it's important to understand its fundamental mechanics.

LINE OF SIGHT

Line of sight is the term used to describe the imaginary line that can be drawn from the origin of the attack and its target. If you can draw this line from your weapon to your target, you can make a ranged attack against them.

RANGE

You can only make ranged attacks against targets within a specified range. If a ranged attack has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a firearm, have two ranges, a long range and a short range. Your attack roll has disadvantage when your target is beyond short range, and you can't attack a target beyond the long range.

Designating a Target.

When you mark a target that you can see, you make an attack using a support weapon. Designating a target requires an action, and line of sight at any range, although this does not count as an Attack action.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a ranged weapon, you have disadvantage on the attack roll if you are within 5 feet of an enemy who can see you and who isn't incapacitated.

Equally, if you target an enemy who occupies the space next to you with a ranged attack, instead of a melee attack, you have disadvantage on the attack roll. Firearms that are used to make melee attacks count as improvised melee weapons.

FIRING WITH TWO GUNS

If you wield two firearms with the light property, you can choose which gun to make a ranged attack with. You may use a bonus action to attack with the other light firearm in your other hand, but you do not add your proficiency bonus or Dexterity modifier to the bonus attack.

AREAS OF EFFECT

Weapons with the blast, full auto, and other properties cover an area, allowing them to affect multiple targets at once. These properties, along with certain attacks, specify their area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere.

Every area of effect has a point of origin, a location from which the attack impacts or detonates. The rules for each shape specify how you position its point of origin. An area of effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the area. To block one of these imaginary lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin, typically the weapon you are using to attack with. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect.

CUBE

A cube's point of origin lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in its area of effect.

SPHERE

A sphere extends outward in all directions from its point of origin. The sphere's size is expressed as a radius in feet that extends from the point. A sphere's point of origin is included in the sphere's area of effect.

MELEE ATTACKS

Melee attacks allow you to physically strike an opponent within reach, and several unarmed techniques and melee weapons have been developed since prehistoric times in order to incapacitate or kill an opponent.

Agents have a 5-foot reach, unaided, and can therefore attack enemies in the space next to them when making a melee attack.

Instead of using a weapon to make a melee attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are always proficient with your unarmed strikes.

OPPORTUNITY ATTACKS

At close quarters combatants are constantly watching for a chance to strike, and moving away from an opponent offers them that opportunity. Striking an opponent as they move out of reach is called an opportunity attack. You can make an opportunity attack when an enemy combatant moves out of your reach—more than 5 feet away. To make the opportunity attack, you use your reaction to make one melee attack against the provoking enemy. The attack occurs right before the enemy leaves your reach. You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when moving to an adjacent space within an opponent's reach, or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of an enemy's reach or if gravity causes you to fall out of an enemy's reach.

TWO WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in your off hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

GRAPPLING AND RESTRAINING

When you want to grab an opponent you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your grapple must be within your reach. Using one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability they use).

If you succeed, you grab hold of the opponent and they are subject to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Condition: Grappled.

A grappled person's speed becomes 0, and they can't benefit from any bonus to their speed.

The condition ends if the grappler is incapacitated (see condition).

The condition also ends if an effect removes the grappled person from the reach of the grappler or grappling effect.



If you use both hands to attempt the grapple, and you succeed, you grab hold of the opponent and they are subject to the restrained condition. The restraint condition ends if anything that would end a grapple comes into play, and you can release the target whenever you like (no action required).

Condition: Restrained.

A restrained person's speed becomes 0, and they cannot benefit from any bonus to their speed.

Attack rolls against the restrained person have advantage, while the restrained person's attack rolls have disadvantage.

The restrained person has disadvantage on Dexterity saving throws.

If you have restrained an enemy, and are holding them you can attempt to disarm them of a weapon they are holding. As an action, you must succeed a Strength (Athletics) check contested by their Strength (Athletics) or Dexterity (Acrobatics). This is not an attack, and as per the restrained condition, advantage or disadvantage is not automatically applied. Whether or not this action succeeds, you release your opponent.

Grappling While Hidden. While infiltrating an area, it may be pertinent to grab a guard or enemy agent while sneaking. If you are hidden and grapple an opponent, you make a Strength (Athletics) check against their passive Strength (Athletics) with a -5 modifier (as if they had disadvantage). If you succeed, you are considered to have silenced them temporarily, by covering their mouth. If you do so, they will not alert their allies. The normal grappling and restraint rules still apply.

Escaping a Grapple. A grappled agent can use their action to try and escape. To do so, they must succeed a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

MOVING A GRAPPLED CREATURE

When you move, you can drag a grappled opponent with you, but movement while holding an opponent costs 1 extra foot per foot moved, in addition to any other difficult terrain. You may only move with a grappled opponent if you are standing or crouching.

SHOVING AN OPPONENT

Using the Attack action, you can make a special melee attack to shove an opponent either to knock them prone or push them away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push them 5 feet away from you (your choice which).

COVER

Cover is a vital part of small arms tactics, providing additional protection from incoming enemy fire and also providing a tactical advantage to teams of agents who wish to avoid being flanked. Walls, furniture, trees, dugouts, or pillboxes can all help provide cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half its body. The obstacle might be a low wall, large piece of furniture, a sandbag wall, or another person.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be the wall surrounding a window, a thick tree trunk, or a concrete tank trap.

A target with total cover can't be directly targeted by an attack, though some attacks can reach the target if they have an area of effect. A target has total cover if it is completely obscured by an obstacle.

STANCE

It's possible to increase the degree of cover provided by an object by altering your stance. As part of your move, you can alter your stance to take advantage of cover, such as crouching behind boxes, or going prone behind a dirt mound. You may be able to increase partial concealment to full concealment by altering your stance, at the discretion of the GM.

AREAS OF EFFECT

Weapons with the blast or special property, and some gadgets, cover an area that allows them to affect multiple targets at once.

The weapon's description specifies its area of effect, that is typically measured in a radius from its point of origin, a location from which the weapon or effect is centered. For an explosion it might be the point of impact, or for a gadget it might be the gadget itself.

An area of effect expands in a straight line from its origin in all directions. To benefit from cover against an area of effect, the target must have total cover.

DAMAGE AND HEALING

Injuries are a constant threat to operatives out in the field, be that from bullet wounds, animal bites, or blunt force trauma. Even death is a risk during wet work, and there is rarely a chance to recover an ally if an operation goes wrong.

HIT POINTS

Hit points (HP) represent physical endurance, stamina, and mental conditioning. They are used in combat to determine how much fortitude an agent has to incoming attacks. Agents with more hit points are more difficult to kill or neutralize, while those with fewer hit points are easier to take out.

Your current hit points can be any number from your maximum to 0. This number changes throughout combat, as you take damage or receive medical treatment.

Whenever an agent takes damage, hit points are subtracted from their current total. Losing hit points has no effect on their capabilities in combat, until they drop to 0 HP.

DAMAGE ROLLS

Whenever you successfully attack a target, in melee or at range, you roll the damage dice, add any modifiers, and reduce your target's hit points by the result. Certain weapons or ammunition may grant a bonus to the damage. Some penalties to the damage roll may apply, bringing the damage down to a minimum 0.

When attacking with a weapon, you add your ability modifier to the damage roll—normally the same modifier you applied to the attack roll. If a weapon targets more than one person at the same time, roll damage once and apply that result to each target.

CRITICAL HITS

When you score a critical hit, by rolling a 20 on your attack die, you get to roll extra dice for the attack's damage. Roll all of the attack's damage dice twice and add them all together, then add any relevant modifiers as normal. You only add modifiers once you've totalled the damage roll.

For example, the normal damage for a light pistol is 1d10 + Dexterity modifier. If a critical hit is scored on an attack using that pistol, roll 2d10 and add your Dexterity modifier to the result. If the attack involves other damage dice, from certain class features, roll these dice twice as well.

DAMAGE TYPES

Different attacks deal different types of damage. Certain equipment may apply a modifier to a damage type, or make the target immune from it altogether. These damage types have no rules of their own, but damage resistances rely on these categories.

Acid. Corrosive substances deal acid damage.

Bludgeoning. Blunt force attacks, such as hammers, truncheons, unarmed attacks, and landing from a fall, deal bludgeoning damage.

Coding. Coding damage, like that dealt from hacking software or corruption, only affects software and operating systems.

Cold. Snow storms, exposure to freezing temperatures, and technology that rapidly cools the body deal cold damage.

Electrical. Any weapon that uses an electrical charge causes electrical damage.

Fire. Fire, and any object or weapon that uses a flame as its source, deals fire damage.

Force. Whenever an explosive is detonated, or a grenade explodes near someone, it causes force damage from the shockwave it creates.

Piercing. Bullets, the thrust of knives, or wild animal bites all inflict piercing damage.

Radiation. Weapons that are in some way radioactive, or radioactive environments, cause radiation damage.

Slashing. Axes, machetes and other edged weapons deal slashing damage.

Toxic. Chemical weapons or nerve agents that attack the internal organs cause toxic damage.

DAMAGE RESISTANCE, IMMUNITIES AND VULNERABILITIES

Human targets aren't especially resistant or vulnerable to any type of damage, though mechanical or electronic targets, or different animals, may have their own resistances or vulnerabilities. Protective equipment, like riot shields, or ballistic armor may provide the wearer with damage resistances.

- If an object or piece of equipment has resistance to a damage type, that damage type is halved against it, rounding up.
- If an object or agent has a vulnerability against a damage type, that damage type is doubled against it, rounding down.
- If equipment or object is immune to a damage type, they take no damage from the attack.

Resistances or vulnerabilities that affect the same damage type are only applied once, even if the damage has multiple types and the target is resistant or vulnerable to more than one of them. For example, if an agent has protective gear making them resistant to piercing and radioactive damage, the damage of an irradiated bullet is only reduced by half, not by three-quarters.

If a target would be vulnerable to a damage type, but has some equipment giving them resistance to the same damage type, then damage is rolled and applied as normal.

If an attack has two damage types, such as bludgeoning and electrical, equipment that provides immunity to one of these damage types but not the other does not provide immunity to the incoming damage, and the damage is rolled and applied as normal.

HEALING

Unless it results in death, damage isn't permanent. Rest can restore an agent's hit points, and medical substances can heal some damage in an instant. In addition, you can take the Second Wind action, to spend a hit die to hit points during combat.

When an agent receives healing of any kind, hit points are recovered and added to their current total. An agent's hit points cannot be increased above their maximum hit points, so any hit points left over from healing are lost.

If an agent has died, they cannot regain hit points unless life saving resuscitation has succeeded.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you fall unconscious and are dying.

INSTANT DEATH

A massive amount of damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if that remaining damage equals or exceeds your hit point maximum. For example, an agent with 12 maximum hit points currently has 6 hit points. If they take 18 damage from an attack, they are reduced to 0 hit points. There are 12 hit points remaining, which equals their maximum hit points, and so the agent would die immediately.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn, and you have 0 hit points, you must make a death saving throw to determine whether your injuries worsen or you are stable. Unlike other saving throws, this throw isn't tied to any ability score.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect itself. On the third success, you become stable. On your third failure, you die. The successes and failures do not have to be consecutive—keep track of both until you roll three of a kind. The number of successes and failures resets to zero when you regain any hit points or become stable by some other means.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point and are conscious again.

Damage at 0 hit points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure immediately. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING AN AGENT

The best way to save an agent with 0 hit points is to heal them. If healing is unavailable, the person can at least be stabilized so that they aren't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious agent in an attempt to stabilize them. This requires a first aid kit, and a successful DC 10 Wisdom check—proficiency from either the Medicine skill or a first aid kit applies. The first aid kit's supplies are not used up by stabilizing a single ally, but used enough the GM might rule that its stock of bandages and medicines have run empty.



Having the Right Tools.

Trying to stabilize a dying ally without a first aid kit may impose disadvantage to your roll, or not having any materials to hand may stop you from attempting your check, at the discretion of your GM.

A stable agent doesn't make death saving throws, even though they have 0 hit points, but does remain unconscious. The agent stops being stable if they take any damage, and must start making death saving throws again. Death saving throw totals are reset to zero when an agent is stabilized. A stable agent regains consciousness after 1d4 hours, with 1 hit point.

THE ENEMY AND DEATH

Most game masters have an enemy operative die when their hit points drop to 0, rather than have them fall unconscious and make death saving throws. Important villains, or ranking non-player characters are common exceptions, and the GM might have them fall unconscious instead, following the same rules as player characters.

KNOCKING SOMEONE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces an enemy to 0 hit points with a melee attack, the attacker can knock them out instead. The attacker can make this choice the instant the damage is applied. The enemy falls unconscious and is stable.

TEMPORARY HIT POINTS

Some equipment or class features confer temporary hit points to an agent. Temporary hit points aren't actual hit points—they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over and is applied to your current hit points. For example, if you have 5 temporary hit points, and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, have hit points at their maximum total and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and then receive more from another source you must decide whether to keep the current temporary hit points or gain new ones. For example, if a medical substance grants you 12 temporary hit points, when you already have 10 temporary hit points, you must choose between 10 or 12, you cannot have 22.

If you have 0 hit points, temporary hit points do not restore you to consciousness or stabilize you, but they still protect you from damage.

Unless the equipment or feature has a duration (normally a number of turns), they last until they are depleted or you finish a long rest.

CONDITIONS

Conditions alter a character's capabilities in a variety of different ways. Most conditions, such as blinded, are impairments, but a few can be advantageous.

A condition lasts either until it's countered by an action or its duration has expired.

If multiple effects impose the same condition, each instance of the condition has its own duration, but the condition's effect doesn't get worse. You either have a condition or don't.

BLINDED

- A blinded character can't see and automatically fails any ability check that requires sight.
- Attack rolls against the character have advantage, and the character's attack rolls have disadvantage.

DEAFENED

- A deafened character can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Survival considerations, like dehydration and starvation, sleep deprivation, or the lasting effects of hypothermia or hyperthermia can lead to levels of exhaustion. Each effect gives a character 1 level of exhaustion, with more effects or further exposure to an effect increasing levels of exhaustion.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted character suffers from another effect, their current level of exhaustion increases. A character suffers the effect of its current level of exhaustion as well as all lower levels.

Actions, such as eating, drinking, or sleeping, that remove exhaustion reduce its level as specified or determined by the game master.

Frightened

- A frightened character has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- Characters can't willingly move closer to their source of fear.

Grappled

- A restrained person's speed becomes 0, and they cannot benefit from any bonus to their speed.
- Attack rolls against the restrained person have advantage, while the restrained person's attack rolls have disadvantage.
- The restrained person has disadvantage on Dexterity saving throws.

Incapacitated

- An incapacitated character can't take actions or reactions.

Paralyzed

- A paralyzed character is incapacitated (see above) and can't move or speak.
- They automatically fail any Strength and Dexterity saving throws.
- Attack rolls against the character have advantage.
- Any attack within 5 feet of the character is a critical hit.

Poisoned

- A poisoned character has disadvantage on attack rolls and ability checks.

Prone

- A prone character's only movement option is to crawl, unless they stand up, ending the condition.
- The prone character has disadvantage on melee attack rolls.
- A melee attack roll against the character has advantage, while range attacks against the character have disadvantage.

Restrained

- A restrained person's speed becomes 0, and they cannot benefit from any bonus to their speed.
- Attack rolls against the restrained person have advantage, while the restrained person's attack rolls have disadvantage.
- The restrained person has disadvantage on Dexterity saving throws.

Stunned

- A stunned character is incapacitated (see above), can't move, and can only speak falteringly.
- The character automatically fails Strength and Dexterity saving throws.
- Attack rolls against the character have advantage.

Unconscious

- An unconscious character is incapacitated (see above) can't move or speak, and is unaware of their surroundings.
- They immediately drop any objects they are holding and fall prone.
- They automatically fail Strength and Dexterity saving throws.
- Attack rolls against the character have advantage.
- Any attack within 5 feet that hits the character is a critical hit.

HACKING

WHAT IS HACKING?

While covert missions still involve direct action, a growing majority of intelligence and espionage work is done across the battleground of cyberwarfare. While not officially directly involved, nations and governments are engaged in a proxy war, looking to disrupt and sabotage their enemy's infrastructure, and even its society—all across the internet.

Hacking involves the manipulation and infiltration of computer systems. Within the context of espionage this means procurement of intelligence or information, subterfuge, or the dissemination of misinformation. It covers cybercrime, security programming, and online attacks on target devices and networks. Hacking can relay information from a targeted server, in real time, or a server could be shut down or corrupted beyond repair.

The key difference between hacking and simply using software and applications is the ability to create, modify, or destroy the fundamental infrastructure of the program by accessing the code written to create it. Hackers excel at doing just that: programming computer systems with their own expertise, and using tools to help them make, break, or modify programs to suit their ends.

For players, the difference between the Intelligence (Infotech) skill and the Hacking class feature is that Infotech provides you with proficiency in using software, whereas the Hacking class feature allows you to change or even attack that software.

HACKING TOOLS AND FIREWALLS

A hacking tool is a computer program designed to manipulate and interfere with a computer's regular operations. By installing or executing one of these programs, it completes a specific task on the targeted device. It could be a piece of spyware that's designed to maliciously gather data and transmit it to the hacker, or it could be malware, a program designed to interfere with or disable the computer system's functions. Their counterpart, firewalls, can also be used to protect devices and their systems.

CALIBER

Every operating system, hacking tool, and firewall has a caliber from 1 to 5. Its caliber is a general indicator of how powerful it is, from simple screen loggers to deadly viruses that disable complex computer systems. In order to requisition a program of a higher caliber, your mission's challenge rating must be high enough.

INSTALLED PROGRAMS

Before an agent can run a program, they must have the program installed on a device they can use. A device can have any number of programs installed on its operating system, and each device has an operating system, based on its caliber. That operating system can support a number of programs and paired items, known as executable slots that allow programs to be used, providing the processing power to run this complex software.

When an agent uses a program, an executable slot is in use and it cannot support another piece of software for the duration of the program's effect. This means that while a hacking tool or firewall can effectively run indefinitely, in reality any time it is in use it 'fills' an executable slot. If all executable slots are in use, then the hacker can't use another program until one of the programs filling the slots is closed.

The Hacking class feature allows some hacking actions to be completed without the use of executable slots (see Hacker p17).

USING A PROGRAM AT A HIGHER CALIBER

When a hacker runs a program using an executable slot that is of a higher caliber than the program, the program assumes the higher caliber for that instance. For example, if a Hacker runs Dave's Tool using one of their OS' caliber-2 slots, that use of Dave's Tool is caliber 2. Effectively, the program expands to fill the slot it is run in. Some programs, such as Dave's Tool and Screenlogger, have more powerful effects when run at a higher caliber, as detailed in a program's description.

HACKING ACTIONS

The hacking class feature allows hackers to make certain hacking actions without the use of an installation slot. These actions can be made by the hacker from any device with an operating system and a connection to their target, without the need for specific programs to be installed or running in executable slots.

Hackers add their proficiency bonus to any Intelligence check they make using their hacking actions or any hacking tools. In combat, hacking actions require a single action to attempt.

Bypass. When faced with a protected operating system or password protected software you can use the Bypass action in an attempt to circumvent that security and gain access to the targeted device. The DC varies, based on the complexity of the software or firewalls installed.

Modify. You can rewrite software in order to change its function within an operating system. Doing so may also alter the function, or disable other pieces of software. The base DC is 10, modified depending on the complexity of the software and how many other pieces of software use it within the operating system, as well as any firewalls present.

Attack. You can make an attack targeting operating systems or firewalls manually, against their AC and hit points. Attacking software follows rules outlined in Using Hacking Tools. All hacking attacks deal coding damage. Making an attack using this hacking action deals 1d4 coding damage.

USING HACKING TOOLS

When you use a hacking tool, the same basic rules are followed, regardless of your class or the tool's effect.

Each hacking tool's description includes the tool's name, caliber, type, and Runtime. The rest of a hacking tool's entry describes the tool's effect, and its duration.

RUNTIME

Most hacking tools require an action to execute, but some require a bonus action, or even a reaction, to use. Some hacking tools have a longer runtime to complete their operation, and this time will be given in minutes or seconds—a time measured by the GM in game rather than in real time.

BONUS ACTION

A hacking tool deployed with a bonus action is especially swift. You must use a bonus action on your turn to use the hacking tool, provided you haven't already taken a bonus action this turn.

REACTIONS

Some hacking tools can be deployed as reactions. These tools take a fraction of a second to deploy and are used in response to some event or trigger. If a hacking tool is deployed as a reaction, the tool will describe in what circumstances it can be used.

LONGER RUNTIMES

Certain tools require more time to complete their operation: minutes or even hours—or you may want to keep a tool running. When you activate a hacking tool with a runtime longer than a single action or reaction, you must keep running the tool in an executable slot, and maintain a connection with your target each turn until it is complete. If your connection is broken or your operating system is reduced to 0 HP, the tool fails, and if you want to try using the tool again, you must start over.

PROFICIENCY

You add your proficiency bonus when using hacking tools only if you have a proficiency in hacking tools. An Infotech skill proficiency is not added, due to the specialized nature of hacking tools and related software.

Hackers add their proficiency bonus to all Intelligence checks they make when using hacking tools or taking hacking actions.



DAMAGE

You never add an ability modifier to a damage roll from an attack made with hacking tools. You only inflict the damage listed in the tool's description. Hackers do not add their ability modifier to any damage rolls when they use their hacking Attack action.

TYPES

All hacking tools have a type listed in their entry. This describes the abilities of each tool and how it works.

BRUTE-FORCE ATTACK

A brute-force attack is a set of tools that attacks a password firewall, attempting to break it by submitting all possible password combinations until it finds the right one. This can be done either by submitting all possible letter, number, and symbol combinations or using a dictionary attack whereby common words from a wordlist are submitted with common number and symbol combinations to break longer, user-submitted passwords. Brute-force attacks target password firewalls exclusively, and require you to make a hacking attack.

ENCRYPTION

Encryption is the scrambling of data by using an algorithm that turns plaintext into ciphertext. So long as you have the encryption algorithm you can decrypt the information without making a check.

Using encryption tools to decrypt data involves unscrambling that information from its ciphertext state into its normal plaintext format so that it can be read/ accessed. If you do not have the algorithm then the DC varies based on the complexity of the cypher.

KEYLOGGER

A keylogger records the input of a keyboard or touchscreen on the device it is installed on, making a log of each key pressed or button tapped on and transmits that information so that a hacker can read messages or passwords typed into the computer. Using this information, a hacker could bypass password firewalls by inputting the correct password, or gather intelligence typed into the computer by its user.

ROOTKIT

A rootkit is a software package that, once installed, can access areas of an operating system that is usually off limits to all but the most highest clearance users. Once installed it masks its appearance by modifying existing software to allow it more and more access.

SCANNER

A scanner is a type of tool that looks for and identifies particular software, including firewalls, so that the hacker can effectively deploy and install other tools. Scanners are usually the first thing a hacker will utilize when hacking a target device or network. Most scanners can detect software remotely while connected to a network, while some may be installed and perform surveillance for the hacker inside the operating system.

SPYWARE

Spyware is a type of hacking tool that monitors and transmits data from a target device, without the system or user’s knowledge. It is typically installed amongst the operating system in order to gather information, sending it to a remote user that is engaging in surveillance of the device’s users. It can track user’s internet movement, application use, and other pertinent system data.

CONNECTING TO A DEVICE

In order to deploy a hacking tool or use your hacking actions you need to maintain a connection with the target device. If you lose your connection, you cannot complete the action, and any hacking tools that have a persistent effect stop.

Devices can connect in a few different ways, depending on the hardware built into them. So long as your device has a compatible connection method with the target device, or the target device has been found on a network you are connected to, your hacking tools and actions can be deployed.

CONNECTION METHODS

Wireless connections. Wireless connections rely on high-frequency radio signals to connect devices in a short range of each other. This is true of wireless devices that require pairing, as well as laptops and tablets that connect to a router. If a device has a wireless connection it can connect to another wireless device within 20 feet, but loses its connection with the targeted device if moved out of this range.

Wired connections. Wired connections use a port to physically connect two devices. Data cables provide a stable connection between these devices. If a device supports a wired connection then it can connect to another device when both have a data cable inserted to ports on the devices.

Internet connections. The internet allows individual computers and other smart devices around the world to connect to a shared network of servers that allows users to access mailboxes, websites, and other data. Providing you have identified the physical and IP address of a device, you can target it while it has a connection to the internet. The vast majority of remote hacking is done this way, using malicious software that grants access to the device across the internet from anywhere in the world. If the target device is not connected to the internet, it cannot be targeted, but malware monitoring the device may still be running without the user’s knowledge, and transmit its data to the hacker’s device when a connection is re-established.

OPERATING SYSTEMS

An operating system is a unique piece of software that acts as an interface between the hardware of the device is installed on and the software that is installed on the operating system. Every device has at least a rudimentary operating system, while computers, smartphones, and wearable technology have more sophisticated operating systems.

The capabilities of the operating system depend on the device’s caliber, as well as its hit points, Armor Class, and executable slots.

OPERATING SYSTEM STATISTICS			
OS Caliber	AC	HP	Executable Slots
Caliber-1	11	5 (1d8+1)	1
Caliber-2	13	12 (2d8+4)	2
Caliber-3	15	18 (3d8+6)	3
Caliber-4	17	30 (4d8+12)	4
Caliber-5	21	38 (5d8+15)	5

Armor Class. An operating system's Armor Class measures how difficult it is to corrupt its programming, and its innate security features. The Operating System Statistics table provides these AC values by caliber.

Hit Points. An operating system's hit points measure how much coding damage it can take before being corrupted entirely. Lower-caliber operating systems have fewer hit points than more complex, higher-caliber ones. Once an operating system has been reduced to 0 hit points, it is corrupted, and the software and device cannot be used until repaired. The Operating System Statistics table provides these hit point totals by caliber.

Executable Slots. Devices can have any number of installed programs, but can only support a limited number running at the same time. Each piece of software running on the device takes up an executable slot, and the caliber of the operating system dictates how many slots it has, and what caliber of software it can support—a caliber-1 OS can support caliber-1 software, while a caliber-5 OS can support caliber-5 software. The Operating System Statistics table provides the number of executable slots by caliber.

HEALING OPERATING SYSTEMS

Troubleshooting and fixing software corruption takes time and some expertise. Anyone with proficiency in the Infotech skill can spend a long rest with a device that has 0 hit points to restore it to working order and its hit points to their maximum.

HACKING TOOLS

CALIBER-1 HACKING TOOLS

DNS ATTACK

\$200 software

Type. Brute-force attack

Runtime. 1 action

Duration. Varies (see description)

You target a device using a combination of other devices connected to a network, to make repeated data requests of the target device to effectively "spam" it, so the device can no longer be connected or paired to for 1d12 minutes.

At Higher Calibers. When you use this tool using a slot of caliber 2 or higher, the duration increases by 1d6 minutes for each caliber above 1.

DAVE'S TOOL

\$200 software

Type. Brute Force Attack

Runtime. 1 action

Dave's Tool breaks through a password firewall using dictionary and incremental attacks to find a password. It deals 1d6 coding damage to targeted password firewalls.

At Higher Calibers. If you use Dave's Tool with a slot of caliber 3 or higher, deal an additional 1d6 coding damage for every two calibers above caliber 1.

DECRYPTILE

\$200 software

Type. Encryption

Runtime. 1 action

You target an encryption firewall, and run this tool's algorithm to break its cypher. You deal 1d6 coding damage to the encryption firewall. When you reduce the Encryption firewall's HP to 0, you can read any information the firewall was encrypting.

KEYLOGGER

\$200 software

Type. Keylogger

Keystroke logging is the practice of recording the user input from a keyboard to record passwords or other sensitive information typed by users. Using a keylogger on a target device allows you to monitor the keystrokes in real time whenever a connection is established. The hacker must keep the hacking tool running in an executable slot for the duration of their surveillance.

At Higher Calibers. When you use the keylogger using an executable slot of caliber-2 or higher, the keylogger can record the keystrokes of its target device while the hacker isn't connected, and transmit the recording every time they re-establish a connection.

NMAP

\$200 software

Type. Scanner

Runtime. 18 seconds

You scan a network, identifying other devices connected to the same local network that you could get access to. Once you have identified devices connected to this network, you can perform hacking actions and use hacking tools targeting those devices and the software installed there.

PHISHER

\$200 software

Type. Spyware

Runtime. 1 action

Phishing is an example of a social engineering attack to a target system or device, where the user themselves is spoofed into delivering sensitive information to the attacker. By disguising your spyware as an official communication to a targeted user, you can manipulate them into installing the tool, which allows you to maintain a connection with the targeted device across the internet. You target a user of the device who must make a Wisdom saving throw or be fooled into installing the phisher tool.

QUICKSCAN

\$200 software

Type. Scanner

Runtime. 1 bonus action

You deploy a quick bot to scan the device for any firewalls present.

SCREENLOGGER

\$200 software

Type. Spyware

Runtime. 1 action

While a connection is maintained, a screenlogger intercepts a visual copy of the target device's display (or screen) to the hacker, letting them monitor what the device shows its user. To monitor the target device's screen, the hacker must keep the hacking tool running in an executable slot for the duration of their surveillance.

At Higher Calibers. When you use the screenlogger using an executable slot of caliber-2 or higher, the tool can record the screen of the device it's installed on, and transmits the recorded video to the hacker every time they re-establish a connection.

SHELLCODE

\$200 software

Type. Rootkit

Runtime. 1 action

A shellcode provides the hacker with high-privileged processes on the target OS, circumventing any firewalls that were stopping the hacker from modifying software on the device.

THE SPOOF CALL

\$200 software

Type. Spyware

Runtime. 1 action

You modify your caller ID to appear as any other phone number you know, or as a custom name on the user's device, and make a call to them. This tool gives you a 1d6 bonus to Charisma (Deception) checks made to appear as the caller.

TRAP SENSOR

\$200 software

Type. Scanner

Runtime. 1 action

The trap scanner detects any caliber-1 firewalls present on the target system.

At Higher Calibers. When you use this hacking tool using a slot of 2nd level or higher, the trap sensor can detect firewalls of equal caliber to the executable slot used.

CALIBER-2 HACKING TOOLS

AIR-CRACKER 1.1

\$1000 software

Type. Brute Force Attack

Runtime. 1 action

You target a wireless network protected by Wi-Fi Protected Access, disabling you from connecting to the network and infiltrating the devices it's connected to, and attack it with a specialist brute force attack suite. Make a hacking attack, targeting a password firewall protecting a wireless network, if successful you deal 2d6 coding damage.

At Higher Calibers. When you use this tool using an executable slot of caliber 3 or higher, the damage increases by 1d6 for each caliber above 2.

CRACKEDWEB

\$1000 software

Type. Rootkit

Runtime. 1 action

You install a package that disrupts network traffic and rewrites search engine results, making the device's browser and file manager inoperable to a normal user. Once installed the user experience is so bad that operation of the device is all but impossible.

CLONE TOOL v2.3.16

\$1000 software

Type. Spyware

Runtime. 1 action

With a clone tool, you can copy the entire contents of a target hard drive onto your personal device for decrypting/reading later. Make a Modify action, if successful you copy over the data on an entire target hard drive. This may take several rounds, depending on the size of the hard drive as determined by the GM.

DEVTRACK

\$1000 software

Type. Scanner

Runtime. 12 seconds

You use the device's IP address combined with an illicit catalogue of physical addresses throughout the world to find a target device. When you complete this scan, you can locate the targeted device. You do not learn its precise location, but are provided with an area 300 feet in diameter where it is operating. If you keep this tool running, you can track this location if the device moves outside of it.

At Higher Calibers. When you use this tool with a slot of caliber 3 or higher, you increase its accuracy by 100 feet for each caliber above 2, to a minimum of 5 feet.

HIDE.ME

\$1000 software

Type. Rootkit

Runtime. 1 bonus action

You can use Hide.ME to disguise another hacking tool so that it doesn't trigger any firewalls until the start of your next turn.

I.R.USER

\$1000 software

Type. Rootkit

Runtime. 1 action

You can confuse a device to recognize you as a valid user of its operating system. Make a Bypass action. If successful you gain admin privileges and do not trigger any caliber-1 and 2 Authorization Policy firewalls.

At Higher Calibers. If you use this tool with an executable slot of caliber 3 or higher, you do not trigger Authorization Policy firewalls of the same caliber as the slot used to run this tool.

NESSUS

\$1000 software

Type. Scanner

Runtime. 1 action

Nessus is a vulnerability scanner, allowing you to scan a device for missing updates in an OS, misconfigured access points like open ports, and even scans password firewalls for basic, default passwords. Once used, attacks against the target device and any installed firewalls have advantage.

At Higher Calibers. If you use this tool with an executable slot of caliber 3 or higher, its runtime becomes 1 bonus action.

TOMBCRYPT

\$1000 software

Type. Scanner

Delivery. Manual/Remote

You can scan an Encryption firewall, studying its encrypted data against already known algorithms and cyphers. Subsequent attacks you make against the firewall has advantage, and you deal bonus damage equal to your Intelligence modifier.

UPDATER

\$1000 software

Type. Rootkit

Runtime. 1 action (3 minutes for target to install)

By making what appears to be a regular software update, you can install surveillance software onto a target computer to take control of it. If you are targeting a device that is being used, the user must make a Wisdom saving throw or be fooled into installing the tool. Alternatively you can install the tool remotely. Once installed, you can remotely control the target device and therefore any gadgets or equipment paired with it.

CALIBER-3 HACKING TOOLS

CACHE VERIFICATION

\$2500 software

Type. Rootkit

Runtime. 12 seconds

The cache verification tool checks the integrity of files or software in order to fix corruption or bugs. Deploying this tool heals the target device's OS by 1d8 hit points. The targeted device can be your own.

J/RIPPER

\$2500 software

Type. Brute Force Attack

Runtime. 1 action

J/Ripper is a password breaking tool, designed specifically to crack password firewalls with a brute force attack, but more importantly password firewalls that have been encrypted. Make a hacking attack targeting a password firewall, dealing 3d8 damage. If the password firewall is encrypted, deal a bonus 1d6 damage.

At Higher Calibers. When you use this hacking tool using an executable slot of caliber 4 or higher, the bonus damage increases by 1d6 for each caliber above 3.

ROGUE FIREWALL

\$2500 software

Type. Spyware

Runtime. 18 seconds

You can install a fake (“rogue”) anti-spyware program onto the targeted device. This rogue program mimics a legitimate firewall but instead acts for the benefit of the hacker. When a rogue firewall is installed, you have advantage on saving throws prompted by another firewall on this device.

WORM SUPPORT

\$2500 software

Type. Rootkit

Runtime. 1 action

You install a tool gaining admin permission to disable firewalls temporarily. While installed on the target device, instead of making a hacking attack you can instead attempt to disable a targeted firewall until the end of your next turn, making an Intelligence check with a DC equal to the firewall’s Bypass DC.

CALIBER-4 HACKING TOOLS

BIOS-KIT

\$5000 software

Type. Rootkit

Runtime. 2 minutes

You install a BIOS-Kit tool onto a target device and disable it and wipe the data from it. Once you install this tool, you may remove all the data stored on the device or disable it entirely by taking a Modify action, with a DC equal to the operating system’s AC.

KORRUPTOR

\$5000 software

Type. Rootkit

Runtime. 1 action

You install a rootkit on a device that exposes vulnerabilities in its operating system. Once installed, any firewalls installed on the device, as well as the operating system itself, have a vulnerability to coding damage.

PIVOT

\$5000 software

Type. Brute-force attack

Runtime. 1 action

A pivot exploitation attacks multiple firewalls on all identified devices connected to a network. If you have identified other devices connected to the current network, choose 3 firewalls on those devices connected to the current network. Deal 2d6 coding damage to each firewall.

ZOMBIE

\$5000 software

Type. Rootkit

Runtime. 1 action

You appropriate an already compromised device, so that your attacks originate from it while you and your device remain in a remote location. Creating a zombie device requires a Modify action, if successful your hacking attacks originate from this device, and any further hacking actions targeting this device have advantage.

CALIBER-5 HACKING TOOLS

POLYMORPHIC CODE

\$10,000 software

Type. Rootkit

Delivery. Remote

Runtime. 1 bonus action

You deploy a polymorphic-coded bot that assists you with high-privileged processes on the target operating system, allowing you to use any other hacking action or tool currently installed on your OS as a bonus action. Polymorphic code is written with some experimental AI infrastructure that changes itself in order to hide within a system, imposing disadvantage to any ability checks to detect the polymorphic code.

VPN PIVOT

\$10,000 software

Type. Rootkit

Runtime. 1 action

You create an encrypted layer to tunnel into a device, bypassing a firewall by appearing legitimate and funnelling any network traffic through the current device. When you use this hacking tool, you can target a firewall on this device or another device connected to the same network, and avoid its effects entirely while the pivot is running.

TRIPLE-A

\$10,000 software

Type. Rootkit

Runtime. 30 seconds

Standing for Always Admin Access, Triple-A allows you to install a rootkit in the operating system of the target device, providing you with full access to the operating system and its installed software as if you were the administrator. When this rootkit is installed, your hacking tools ignore all firewalls, and you can use the targeted device without restriction.

FIREWALLS

Firewalls protect devices and their users from malware and spyware, as well as encrypting their data, and providing basic security measures like recognizing user accounts and passwords. Firewalls are installed and use executable slots like hacking tools, but their effects are different, and they often react to hacking actions rather than facilitate them.

Each type of firewall can be of any caliber between 1 to 5, with AC, HP and effects relating to their caliber. Each firewall has a trigger, and an effect.

TRIGGERING A FIREWALL

Most firewalls are triggered when a hacker does something or installs something that the firewall's user wanted to protect. Common triggers include the installation of new software (including hacking tools), being scanned by a vulnerability scanner, or a hacker modifying or attempting to delete software.

When a firewall's trigger activates, its effects are resolved immediately, interrupting the hacker's action.

DETECTING AND BYPASSING FIREWALLS

Some firewalls are obvious, in the case of a password prompt from a Password firewall, while others may not be so obvious when a device is first accessed. A firewall's description specifies the checks and DCs needed to detect it, disable it, or both. If you are actively scanning for a firewall you can use a hacking tool to make an Intelligence (Infotech) check against the firewall's DC. If you detect a firewall before triggering it, you may be able to disable it, either permanently or long enough to do what you need. You might need to make an Intelligence (Espionage) check to deduce what needs to be done, followed by another hacking tool to disable or delete it. Any character can attempt an Intelligence (Infotech) check to detect or disarm a firewall using a computer or similar device and a hacking tool, in addition to any other checks noted in the firewall's description. The DCs are the same regardless of the check used.

FIREWALL STATISTICS

Caliber	Save DC	Bypass DC	AC	HP	Cost
1	10	13	11	5 (1d8 + 1)	\$50
2	12	15	13	12 (2d8 + 4)	\$250
3	15	17	15	18 (3d8 + 6)	\$500
4	17	19	17	30 (4d8 + 12)	\$1000
5	20	21	21	38 (5d8 + 15)	\$2000

LIST OF FIREWALLS

AdBlocker

Trigger: Spyware installed

Effect: When a hacker successfully dupes a user into installing a piece of spyware, then an adblocker will automatically block the malware unless the hacker succeeds an Intelligence saving throw.

Authorization Policy

Trigger: Any hacking action

Effect: When a hacker attempts to change or otherwise manipulate data on a device, an authorization policy checks whether they have permission for that action. Whenever any hacking action targets the system with an authorization policy, they must take and succeed an Intelligence saving throw to complete their action, unless they have proved themselves to be an authorized user.

Certificate Checker

Trigger: Installation attempt

Effect: When a hacking tool is installed, a certificate checker references a list of trusted software and alerts a user if the tool is not on the list. A device installed with a certificate checker means manually installing a hacking tool requires an Intelligence (Infotech) check with a DC equal to the certificate checker's armor class. Users of a device with a certificate checker have advantage on their saving throws or contested rolls in order to see through deceptive tools.

Encryption

Trigger: None

Effect: Encryption firewalls use an algorithm to scramble plain text into seemingly random numbers and symbols. When an Encryption firewall is installed, data on the operating system is unreadable unless the encryption is cracked (by reducing the firewall to 0 HP), and any data intercepted and sent to a hacker is unreadable unless they can break the encryption. Alternatively, the encryption firewall can support one other firewall, and provide 1d8 temporary hit points as long as it runs.

At Higher Calibers. When you use this firewall using a slot of caliber 2 or higher, a supported firewall gains an additional 1d8 hit points for each caliber above 1.

Intrusion Prevention System

Trigger: Keylogger, Rootkit, Scanning, and Spyware tools

Effect: The hacker must succeed an Intelligence (Infotech) saving throw, or be prevented from completing their action.

PASSWORD

Trigger: See description

Effect: Whenever someone tries to use a device with password protection, they must input a username and password that the firewall recognizes as a valid user of the device, in order to continue their access to the OS. Actions to use, modify the OS, or install tools cannot be completed until the user has submitted a recognized username and password, bypassed the firewall, or the password firewall's hit points are reduced to 0.

PROXY

Trigger: None

Effect: A proxy server allows hackers or other users to mask their identity and location from firewalls or any kind of tracking software. A proxy server acts as an intermediary, that is located somewhere else. If the device is tracked by any piece of software over a server, it is hidden, and a proxy server will be shown as the origin of the action or data.

TRACER

Trigger: See description

Effect: A tracer attempts to track an intruder's location, allowing users to alert authorities, find the hacker themselves, or make their own hacking actions against the hacker. When a hacker fails a saving throw because of triggering another firewall, they are found by this firewall and their device becomes targetable by hacking tools installed on this device.

VIRUS SCANNER

Trigger: Tool installed

Effect: A virus scanner looks for malware in real time. Whenever the OS has a hacking tool installed the virus scanner checks the file against a directory of malicious files and vulnerabilities. When a hacker installs or convinces a target to download their tool, it is quarantined by the virus scanner and doesn't work. If this firewall is reduced to 0 hit points, any previously quarantined hacking tools become active again and their effects resolved immediately.

NETWORK CLOAK

Trigger: None

Effect: A network cloak hides a local network, including wireless networks, from the view of other users. Hackers must take and succeed an Intelligence check with a DC equal to the firewall's detection DC in order to find the network.

RETALIATION TOOL

Trigger: Any hacking tools, hacking Attack actions

Effect: The retaliation tool is an active search and destroy utility that traces tools and connections that pose a threat. Whenever a hacker uses a hacking tool or makes a hacking Attack action targeting another firewall or the device's OS, they must succeed an Intelligence saving throw or their operating system suffers 1d8 coding damage.

VIRTUAL PRIVATE NETWORK (VPN)

Trigger: None

Effect: A virtual private network allows a user to access a device on a wide area network (like the internet) more securely, simulating a private network by making a more direct connection. Any data sent or received by the VPN is much more secure from scanners, and as such increases the DC by 5 of Bypass and Modify actions, and for any hacking tools to find devices on the network.

WI-FI PROTECTED ACCESS (WPA)

Trigger: See description

Effect: The wi-fi protected access restricts a wi-fi network's connections, so that only devices with network password can connect. WPAs encrypt data between devices that are communicated, so even if the network traffic is intercepted, it is unreadable unless the hacker has access to the network or has the cypher.

Project Nautilus Information Packet: Key Players, Agent, and Possible Threats in the Area

Subsection: Threats and Obstacles

Threat Analysis: Zeta

Character and Ability Breakdown: Subject: RfFD 0>3RW!TE

AKAs and Aliases:

Overwritten

Reed the Pirate

Reed the Scarlet

Deep Diver

The hacker known as 'Read Overwrite' is without doubt one of the greatest threats to Project Nautilus currently operating in the Caribbean AO. Several of the other elements at play in the area are linked to previous operations involving this Hacker, and those that aren't directly connected have moved in the same circles. All our intelligence suggests that the hacker or their shadowy cabal are intent on derailing the project or co-opting It in some way. As such I've gathered as much information as possible on Overwrite and their group in hopes that agency resources can be tasked to apprehending the menace, or at the very least ensuring the Nautilus excavations are completed on schedule.

As with many hackers, Overwrite has attempted to obscure their origins and background in an attempt to limit any hold or leverage others could have over them. With most other individuals this is partially effective but not complete. Scrap code, snippets, or physical records often slip through the cracks, and an agency such as ours is able to SEAHORSES the information in some form or another. Overwrite has managed to obliterate any trace of their existence before they took on their hacking mantle. This has made building any kind of profile on them difficult in the extreme, and all we have to go on is their pattern of behavior and the messages left after their work is completed.

Known for being a true mercenary, their causes have swung wildly from environmental protection in the Philippines (*Side note: Possible Taga Bunot Involvement*) to purposefully crashing an oil tanker in the Black Sea in 2017, spilling thousands of GALLEONS of crude oil on the shore. The only limit seems to be an arbitrary decision structure based on unknown criteria – otherwise the agency itself would be able to simply bid for Overwrite's services to protect or just ignore the project. Overtures on dark web sites and the usual channels have currently returned nothing but silence from the hacker or anyone connected with them.

The threat level was raised to Zeta as soon as there were any rumors of Overwrite in the region, let alone possible rumors that they made their way to Nassau, and with good reason. The hacker has racked up a terrifying-though begrudgingly I must say, impressive-list of operations and hacks. In recent years over 3000 attacks, infiltrations, and incidents have carried their calling card of 'RO' worldwide. The range of complexity and effect speaks of a GREAT and AWESOME mind, further lending credence to the idea of a somewhat puerile? individual. One attack froze the Tokyo stock exchange for two hours and made all trades Order Pepperoni Pizzas instead. Most attacks are costly but have a baffling sting in the tale as well, such as detonating a prototype cruise missile in its silo in Australia because 'I like fireworks'. The digital notes left after the attacks are always untraceable, but have the signature CHARMING STYLE.

These hacks are combined with hundreds of low-level infections in firewalls and email worms that can lay dormant for years before becoming active. One of their favorite methods seems on the surface to just provoke, but is actually utterly threatening; they alter documents to their taste before signing off as themselves. This is usually OBVIOUS and does little to the document overall, but signals the ability to get to every part of an operating system and even the printing of hardcopy files YUP.

When planning for counter operations, we should be ready for anything, and at all costs prevent Overwrite getting access to the project. OPPS. DID I LET THE CAT OUT OF THE BAG?

I HAVE FUN PLANS FOR NAUTILUS AND YOUR 'CURSED'

HEHEHEHEHEHE

RO



*NORTH
AMERICA*

PART 3

*SOUTH
AMERICA*

POSSIBLE
COVERT A

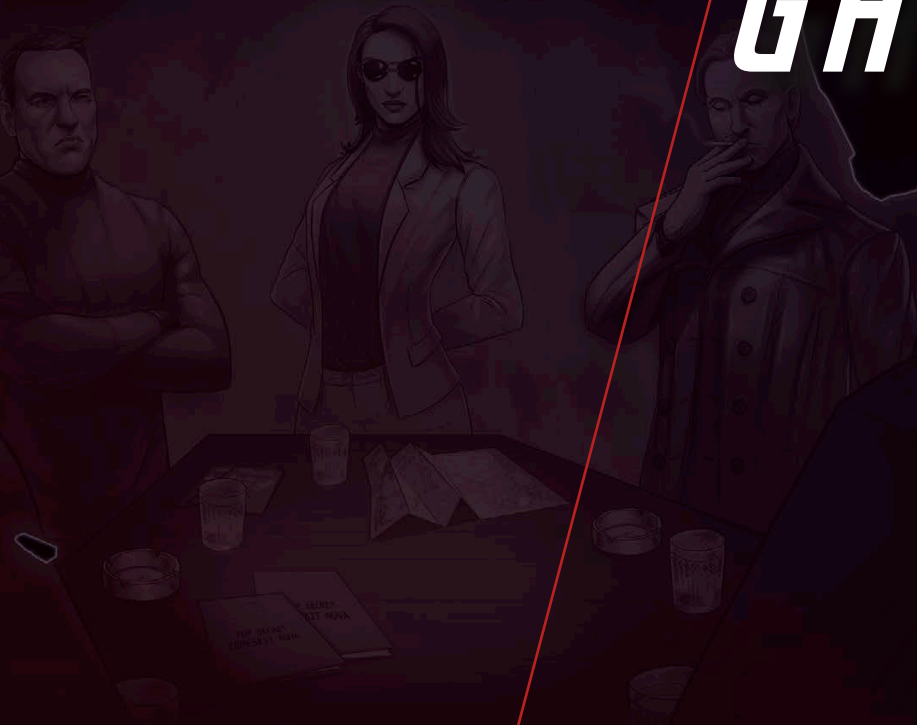


EUROPE



AFRICA

RUNNING THE GAME



A WORLD OF SPIES

The world has changed. Governments and organizations continue to push their own agendas, but the economic downturn and world health concerns have changed the international stage. Issues of global climate change and global disease have focused the need for security and prosperity, but trade and interconnectivity are still key. Information gathering is the true currency—espionage a key resource. This dossier takes agents through the key changes of the early 2000s through to the new covert landscape, with background on how it came into being.

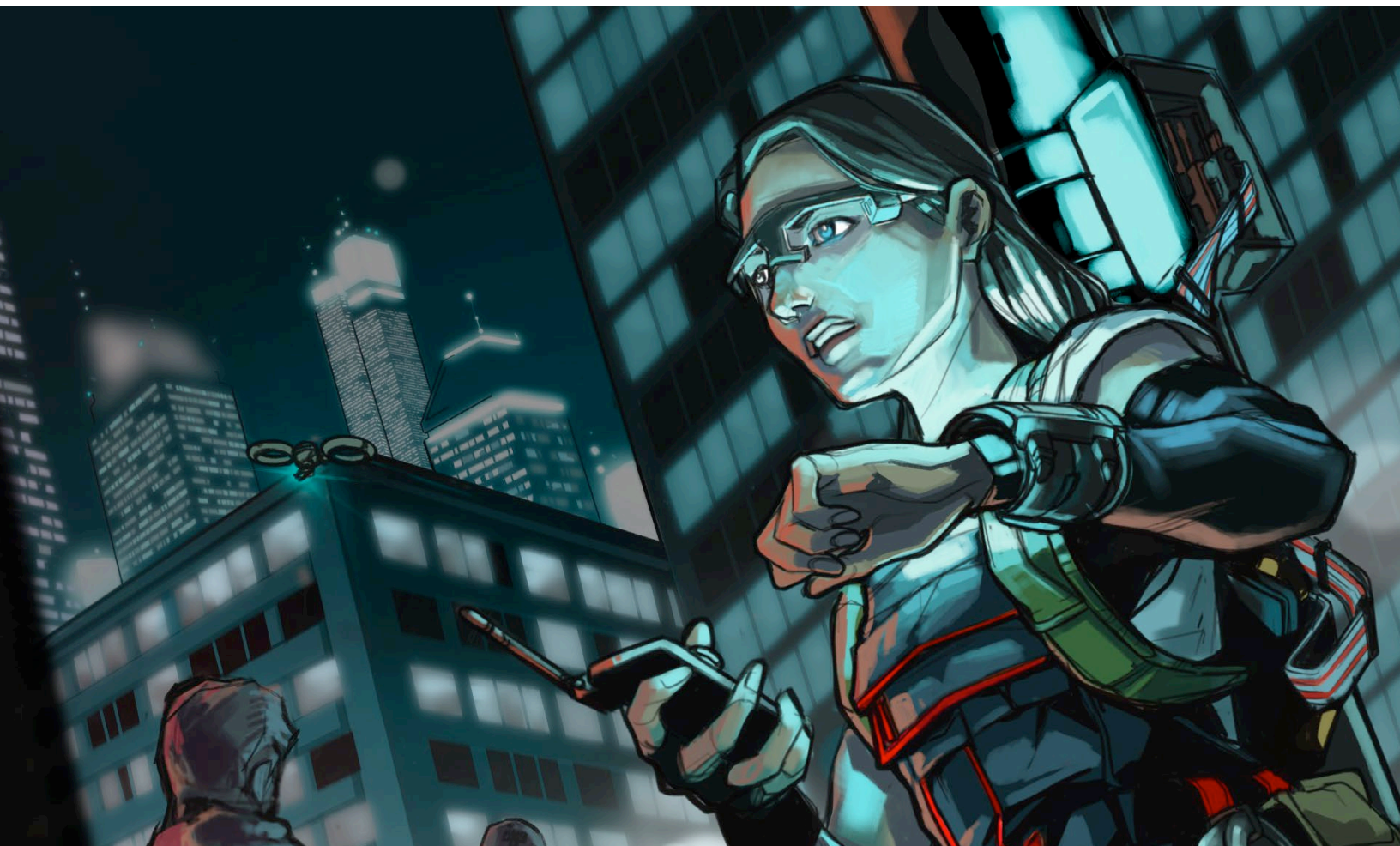
When is The Spy Game Set?

The Spy Game is purposefully vague on specific times and chronology for a number of reasons. Firstly, spy equipment and tactics tend to be years ahead of commercially available alternatives, making for more interesting and fantastical settings and games. Secondly, tying the game to a specific set of dates means it is harder to play the missions that you want to play in the way you want to play them. Last but not least **The Spy Game** should be able to be enjoyed both in the past and further into the future to give players a breadth of possibility. The best explanation for the setting is 'tomorrow', to have relatable situations and technology but not so far in the future that the game is science fiction.

THE NEW MILLENNIUM

Agents today find themselves in a world shaped by the turn of the millennium. It was a turning point for many world economies and the balance of power for countries the world over. Old imperialism has been overturned by new ideas, and burgeoning world powers continued to exert pressure and influence. The east vs west mentality of the late 20th century has given way to globalisation, huge multinational companies and integration. Tech giants are the new world leaders. Rapid industrialization and modernisation of poorer nations has led to increased global trade, and with it, opportunities to gain advantage over other countries and organizations. Corporate espionage has expanded and become a lucrative industry.

Nations are no less keen to subvert and probe the defenses of others for their advantage or to undermine a rival. Suspicions of election tampering, international information mining and military-level hacking are rife as 'older' governments and western centric views lost their hold. The world is now up for grabs, and the deck seemed less stacked in favor of the old powers. While peace and prosperity have grown in some areas, others are fired with new terrorist threats. On top of that global pandemics, once only a possibility, are a reality, stacking up with dangerous climate change warnings. The world is becoming more interconnected, more accessible, and more dangerous all at the same time.



GOVERNMENT OVERSIGHT

Governments the world over are much as they ever were, employing various degrees of political rhetoric to enhance their positions at home and abroad. However the needs of their people and the ability of the governing parties to fulfil them are not always aligned. Many citizens turn to large multinationals for everything, from basics like food and shelter to entertainment and culture. Some live entire lives affiliated with one company or the other, working for a sub-brand of theirs, paying them rent and buying everything from the company store at an employee discount.

The balance between ruling party and ruling company has started to shift, with many countries going so far as to legalize tax avoidance or give significant tax breaks and incentives to companies that locate headquarters, production facilities and distribution hubs in their nation rather than a rivals'. There is still a need for national defense, infrastructure, job creation and services in general, as without them the larger companies wouldn't be able to create and sell their products and services to the general public. The system has become closer to a hybrid than many governments would like to admit, with some company security services acting almost like non-aligned spy agencies.

The old instruments of the state are still alive and kicking in most areas, however how they operate has changed and evolved. The necessities of international trade and cooperation for the stability of a nation mean that outright attacks against rivals are rarely an option. This has become combined with a need to combat great supranational threats and criminal organizations, to the point where deniability is essential. The CIA, Mossad, Chinese security forces, and any number of other national security agencies must act through intermediaries to achieve their aims.

Real World Agencies

The Spy Game gives players the chance to dive into an underground world of secret agencies and tangled webs of espionage. The new agencies are there to help build the background to games and set up a framework for the world of spies that the characters inhabit. The old-world spy bureaus are still there but have changed how they operate. For players who want to play with more realism, here is some information on a few real-world spy agencies (focused on international agencies rather than internal security).

The information below is only an overview of the size and beginnings of some agencies. Huge amounts have been written and documented about them, so reading more on these agencies and settings is a good idea if you are looking to play with them as core parts of your game.

The CIA

Headquarters: Langley, Virginia, USA

The Central Intelligence Agency was founded in the United States in 1947 after the second world war, in part as a response to the growth of Soviet power. The agency grew out of the OSS (Office of Strategic Services), inspired by covert actions and the key role espionage and intelligence gathering had in winning the war. To begin with, the agency only had a few thousand employees, but that rapidly changed. The Cold War led to huge spending on espionage and infrastructure as the USA attempted to spread western philosophy worldwide to counter Communism. The power, successes, and failings of the agency have waxed and waned with government administrations and congressional support. Like many other state run intelligence organizations, many successes of the CIA are still classified to this day, while occasions of its overreaching or failures are often public record. The operational budget of the agency is (for the most part) top secret, with many operations hidden from view or labelled a national security secret, to be spent on operational costs or more sensitive black ops projects. As of 2013 the budget was thought to be in the region of \$14.7 billion, spread over human assets and sources, signals intel (hacking, encryption etc.), and logistics, as well as a significant amount spent 'off the books', hidden within the budget.

MI6

Headquarters: Vauxhall, London, UK

The British Secret Intelligence Service—more commonly known as MI6—was, like most covert services, born out of the Second World War. In the new world where nuclear weaponry was a very real threat, any conventional war or aggression that turned against one side or the other would quickly escalate, and the need for covert operations became immediate and pressing, augmented by the tradition of British espionage dating back to the 14th century. British covert work is well funded but nowhere near the extent of the USA, relying more on traditional connections and cutting-edge technology and innovation, as well as partnerships and information sharing with allies.

The SVR RF

Headquarters: Yasenevo, Moscow, Russia

The SVR RF is the Russian equivalent of the CIA—the Foreign Intelligence Service of the Russian Federation. The current Russian services trace their lineage back to the early years of the Russian revolution, with the secret police, Cheka, NKGB, and KGB all having led to the current organization. The foundations of the organization came from the need to solidify power after the civil war and tended to be focused inwards. However, as time went on and new threats to the Soviet Union grew, the state organizations for internal security and external information gathering needed to follow suit. Before

long external operations were necessary in the struggle for cold war dominance. Even with the fall of the Berlin Wall and new democratic reforms in the Russian Federation, the nation has stayed at the leading edge of espionage operations, focusing on border infiltration and high-tech hacking and cyber attacks.

Mossad

Headquarters: Tel Aviv, Israel

Mossad is the collective organization in charge of intelligence, espionage and covert actions for Israel. They were founded not long after the state itself, and in a highly charged political climate both inside and outside the country. Mossad is rightly feared the world over, as it does not have to abide by Israeli laws and is outside the usual chain of command, answering directly to the head of state, arguably making it a deep state in and of itself. Numbers and levels of Mossad agents and technology are both hard to estimate because of the high levels of secrecy surrounding the organization, however it is known to train some of the most elite agents and operate in some of the most covert situations in the world.

RAW

Headquarters: CGO Complex, New Delhi, India

The Research and Analysis Wing is India's foreign intelligence service and grew out of the Intelligence Bureau (the internally focused investigatory organization). As with many newly formed or independent states, internal security takes precedence and then external needs come into play. In this case it was not until 21 years after independence that the need for more intelligence gathering and covert operations were solidified. RAW grew from its beginnings in 1968, consolidating research and technical state-run groups to build the organization into what it is today. Much of their remit is focused on the tension with neighbouring Pakistan and the Chinese border, however it also covers world-wide threats and anti-terrorism operations on a global scale.

MSS

Headquarters: Beijing, China

MSS is the Chinese Ministry of State Security. Akin to a combination FBI and CIA all in one, the agency is charged with all foreign and domestic intelligence and espionage operations for the country. While the Ministry for Public Security deals with policing and day to day law enforcement, the MSS conducts anti-terrorist and secret police operations. It also continues global espionage missions, and like many other agencies has interests in multinational companies. It also keeps on top of evolving espionage avenues in the same way rival countries do, by funding research and companies that allow for cyberattacks and infiltrations aimed at rival countries.

NEW AGE, OLD AGENCIES

In the current climate nations and huge companies vie for control of information, land, and resources. Anything and everything that has value has a price in one form or another. The rise of international entities that traverse and even superseded national borders has created a whole new way of thinking and operating. Blurred lines between company and country have opened the espionage world up to agencies old and new.

There have always been deep state agencies and organizations in the world. Some have been tools of the state, while others have been shadowy cabals of individuals, attempting to manipulate world events behind the scenes. Previously their influence has been pivotal but not as widespread as some would believe. A sentence changed in a treaty here, a low-level assassination there. Grand, decades-long manipulations of world events had been beyond even the most dedicated organizations for the simplest of reasons—secrecy. Human nature is to brag, and any group of more than 10 agents or operatives were previously unable to keep high level machinations and schemes to themselves.

But the new world offers new opportunities. The advent of computing technology and networked connections mean one person can be hundreds at a time. A tiny number of owners can hold sway over vast amounts of resources, and the proliferation of mobile communication and conversation can be mined for personal data to both market products and erode personal liberties equally. Almost overnight the level of influence and control many agencies could have only dreamed of has become possible.

Older bureaus that have hidden in the shadows have come into the light to exploit the need for their expertise and networks. Governments employ agencies of all types for defense and counterintelligence, while corporations pay other agencies to deploy covert attacks on their competitors. The relationship has become mercenary, with both state sanctioned operations and industrial espionage equally valuable on a black market of clandestine operations.

This doesn't mean trust and full respect in either direction. State agencies are still seen as overreaching and self-serving for quick political gains, corporations are greedy and grasping for the benefit of their tiny minority of shareholders, and contracted agencies are mercenary hot-heads with no professionalism, loyalty or code. Both views are overblown but have some merit. In truth, the worldwide climate is shaded in grey, with the situation constantly fluid, with loyalties and goals often changing at a moment's notice on all sides. The need for deniability leads to a détente between sometimes dissonant groups. After all, adversity makes for strange bedfellows.

AGENCY OPERATIONS

Agencies themselves walk a tightrope in the international community. There is a hard balance to be found between open interaction with world organizations, maintaining covers, and remaining covert. Greater cooperation with existing national or corporate clients lends legitimacy to an agency's actions, in effect making an agency a clandestine police force. However going too far with this will undermine the usefulness of an operation and endanger the agents involved. Going the other way and delving into the murky underworld has definite benefits (both for recruitment and efficacy) but can further blur the lines for agents. How far is too far, how much collateral damage is 'acceptable'? Do the ends justify the means?

Each agency decides on a path to stick with some fighting for truth and justice, while others get the job done by any means as long as they get paid. Organizations such as the OX tend towards lofty goals based on international cooperation and benefits for the world as a whole. Others such as the Hive are closer to anarchic collectives of loosely affiliated teams, as likely to steal the technology or valuable data they retrieved for themselves as they are to hand it to an employer.

No matter the style of agency and the way they work, they are all best served by secrecy and being employed by a limited few who 'need to know' of their existence and how they work. Sometimes this will lead to agencies working against each other to achieve their goals, or having been contracted by opposing nations to engage in clandestine operations against each other. Some organizations focus on these grudges and long-held rivalries, even to the exclusion of all other missions and aims. Others take this in their stride; part of the cost of doing business. Today's ally is tomorrow's target. Tomorrow's escaped agent will be a key informant the day after. Only internally can agents trust allegiances, and even then, such connections can be shaky at best.

The underlying rules for agency and mission interaction are well known. Straying from them, bending them or even breaking them is sometimes acceptable given context, but there are limits. The old, unwritten 'Moscow Rules' are still in effect in many areas, and most of them apply even to online and virtual meetings and missions. Because of this there are few informants or assets that are seen as wholly 'run' by one agency. Many make their living as information brokers one way or the other, selling their wares to the highest bidder or to multiple parties. Weapons and equipment dealers are often seen as neutral ground or sacrosanct, even to the more anarchic or gung-ho agencies. This is seen as part of the cost of doing business, but while lucrative it can be short lived for the inexperienced or unlucky. Crossing even the most 'upright' of agencies can have sudden and terminal repercussions, and breaking the rules with little or no regard for the outcome will have more than one agency teaming up and 'correcting the issue'.

NEW THREATS

Some agencies have evolved to the point of almost semi-legitimacy (if not public exposure). Others have seen the opportunity to make huge profits or aid militant regimes or propagate extremist views. A murky underworld has grown and expanded with the new state of play. Transparency is almost impossible when orders and missions can come from teenage hacker wunderkinds as easily as they can from heads of state. Exploiting the new world can be highly lucrative and easily deniable.

The number of agencies working towards world harmony and national and international justice is on the rise, but their dark mirror comes in the form of disgruntled agents, disavowed operatives, and agency heads who see nothing at the end for their efforts but a gold watch and a pat on the back. Other motivations can be as slight as the desire to create havoc or as heartbreaking as instability and manipulation by yet more insidious puppet masters. In each case the power of 'legitimate' agents is seen as little reason not to take a darker path, to fend for themselves and to pursue selfish or disastrous goals.

The worst of the worst are villains and masterminds. They come in many types and levels of power and influence. Some are solo assassins or bloodthirsty maniacs. These individuals are high on worldwide most wanted lists, though the most 'successful' are either too well trained or too dangerous to be apprehended by normal law enforcement. Many will find themselves working for hire as true mercenaries, either to achieve nefarious personal goals or fund lavish lifestyles. Many will end up working for more calculating criminal minds or agencies as guns for hire or extra muscle in case of interference from more reputable agents.

At the head of these organizations will be highly capable and deadly masterminds. Always one step ahead of competition from within and without, these individuals will have spent time and resources rising through the ranks to achieve their position, usually with an even more horrifying goal in mind than just control of their syndicate or agency. Those that are not genius-level thinkers will have clambered over piles of bodies to get to where they want. Their brutal displays of power and prowess will cow all opposition to their iron clad rule, and swift, awful pain—even death—will be the rewards for disobeying or betraying them.

The end goals of all these groups are murky at best. Even when the most advanced fact finding and information gathering on the planet is coupled with years of covert experience, ascribing patterns and meaning to these villains' actions is a constant struggle. Some are bent on world domination or devastation. Others simply want to do what they are best at, killing for huge rewards or even just for the sport of it. No matter the reason, the current climate has given voice and power to these villains and swayed many to their causes. Only through successful missions and piecing together their motives can they be stopped.

Agents are strongly cautioned against anything other than professional detachment in dealing with such adversaries. In a world of spies and secret agendas, it is easy to lose your way and cross the line from legitimacy to villainy, especially when the lines are always blurred.

AGENCIES ON THE WORLD STAGE

Below are some examples of the agencies active on the world stage today. Some have long histories and deep roots, others are almost newly formed and bring with them the energy and dynamism that this creates. All are deadly when needed, effective, and experts in their own fields and types of mission. Each also has its own aims, ideals, and ways of working. Some particular examples have been highlighted, but there are many others in play on the world stage.



THE OPERATIONS EXECUTIVE

The people behind the curtain. The 'government conspiracy'. The men in black. Who are those agents in the back of the picture at the Yalta Conference? Behind JFK and Khrushchev during the Cuban Missile crisis? Who is putting the papers in front of Gorbachev for his announcement of 'galsnost' policy? Who are the men holding back the crowds as Nelson Mandela takes to the podium for his first speech as president? These events have all been attributed to agencies and organizations through the years, never once coming close to the real truth, the agency at the heart of it all: the Operations Executive.

BENEATH THE SURFACE

A peace treaty is signed with no issues despite rumblings of an imminent attack from hardline forces. Embassy staff in Vienna open on time and continue quietly about their day, unaware of the danger the embassy had been in for the last 72 hours. A man is found dead in an alleyway, half a mile from a water treatment plant—police later finding plans in his apartment for a devastating chemical attack. Each moment was an operation planned and executed by the Operations Executive. OX is the reality of the 'deep state' so prevalent on conspiracy websites and online videos. They are portrayed as deeply sinister with evil goals in mind, and from certain points of view this could be seen to be correct. However their extensive resources are not all encompassing, and their aims are both more grandiose and more benign than most would guess.

OX exists to promote world-wide cooperation, coordination, and contentment. After the Second World War, a shadow meeting of spies from the six major powers took place in West Berlin. The founders' names have been scrubbed from all records, however it is known that they were American, Brazilian, British, Egyptian, German, Japanese, and Soviet. Highly placed in their various agencies, they had all worked for the OSS in different capacities—some directly, others as double agents. They were jaded by the power grabs at the end of the war and foresaw the start of the cold war. They understood that to promote stability and ensure the safety of the whole world they would have to create a non-governmental organization. These people knew other agencies were in existence and worked using the same covert methods. While the goals are to promote peace, prosperity, and equality, they understood that this is not always achievable without bloodshed. If the agency were to have a motto, it would be *si vis pacem, para bellum*—"those who want peace should prepare for war".

Since its inception the agency has grown modestly year on year. Where other agencies have exploded onto the scene or rapidly expanded throughout the world, the OX follows a pattern of strong and consistent expansion, trusting that continued loyalty and dedication is better than fly-by-night idealists. Dyed in the wool agents and institutions have grown up around generational bonds. Safe houses are hidden in plain sight. Underground networks run on their own systems of government and economy, with traditions and rules on where and when missions can take place, and where neutral ground exists.

OX is progressive at heart, living with the times is just as important as remembering traditions. New recruits are routinely added to the roster, though progress in clearance levels is only after rigorous testing and successful missions. This process creates a sense of loyalty and elite comradery which is both welcoming of the new and guarded of giving too much away, like the best agents themselves.

LOCATIONS

In a globalized world the goals of the OX have not changed. Since the early 1950s they have been building networks of agents and safehouses throughout the world, with their main base of operations being North America and Central Europe. Their consistent and continual growth has borne fruit time and again, not least in terms of their locations and institutions.

The longevity of the covers and ownerships that the agency has is one of its greatest assets. Several well known hotels, spas, and restaurants are owned and operated by agency staff meaning total control and anonymity is available in these locations. Enemy agents, targets, or protected persons make a habit of frequenting these institutions without even knowing their true affiliation. This also extends to more modest but key services and situations. Following a target is all the easier when they are unknowingly driving a vehicle rented from an OX supplier. Listening in on a conversation is simple when the party involved recently had their shoes re-heeled or shirt dry-cleaned by an OX affiliated business.

OX also has close ties to most national intelligence agencies throughout the world, although few in those agencies will know that such 'cooperation' goes on. Those that do are almost universally OX agents who double as national security officers. There is rarely a conflict of interest in this case as the OX will only intervene where global threats would impact national sovereignty. Each agent knows that they are OX first, nationals second.

The leaders of the agency are not shrouded in mystery internally, though to the outside world some may seem so unimposing as to seem no threat at all. There are six heads of the service, a convention that has been kept since the inception of the agency. They watch over six world stations: North America, South America, Africa, Europe, mainland Asia and the Indian Subcontinent, and Japan and Australasia. The core work of each has ebbed and flowed over the years, and near constant communication the world over as well as periodic movement of agents between areas helps to foster a global view of operations and systems. There is no space for petty disputes about jurisdiction and operational control when the world itself is at stake.

The six heads of station include two hoteliers, one deputy head of a national security service, one head of internal procurement for a large multinational company, one owner of a diamond exchange and one tech repair expert. All are known by the same names as the original six founders, regardless of their gender, identity, or ethnicity. This creates a sense of continuity during change, but allows change as needed, much like the code and goals of the agency itself. When a member retires or dies they renounce their codename and the remaining members vote on a new station head with the old head also having a vote (often posthumously via a regularly updated agency will).



There has yet to be a case where a station head has needed to be removed for corruption or malpractice, since achieving this level in the organization requires many sacrifices and proof of loyalty to the ideals of the OX. However were this ever the case there are processes in place to ensure that the organization never falls under the control of nefarious influences or corrupting powers. The interconnected nature of the agency and the encouraged mixing for agents on missions and from different stations makes it almost impossible to silo one station or area on its own or foster any kind of internal cabal. The strong ethic of world peace is one universally shared by Operations Executive members, along with the necessity to keep these goals and the agency's existence a secret. Where self-interest and nationalist views thrive, there can be no global cohesion.

AGENTS AND ACTIVITIES

The six stations around the world monitor station-specific threats as well as the growth of multinational threats. Information gathering and reporting are key parts of the agency's remit, as without these it is impossible to have a clear picture of possible issues or threats. When a possible mission arises, it is marked either L, S, or G.

L Missions. Local missions that are specific to a country or area. These are usually lower-level missions, which are good for starting or novice agents that have just completed training. They are usually concerned with problematic leaders or factions in a country, or an extranational threat to local peace and prosperity.

S Missions. Station missions threaten the stability of entire continents and as such require a greater response. The agency will divert significant resources to agents in charge of these missions to ensure the safety of the station.

G Missions. Global marked missions are the highest possible threats to the world. They are world-ending threats or attacks that could destabilize the entire globe and cause massive loss of life. Of the few G missions on file most have been completed successfully, and those that have failed have been mitigated with a great loss of life and sacrifice on the part of the agents involved.

Some missions will grow in scope and change classification. Most G level missions started as L level and it was only after investigation of anomalous reports or possible threats that the true scale of the mission was revealed. Should increased resources be required, a higher level agent may be assigned allowing more access to agency materiel. In some cases a station head themselves may act as handler for a trusted team, though they will rarely reveal their seniority unless necessary.

Resources and allocations occur at the local level, with necessary equipment and weaponry provided by local safehouses and procurement bureaus. These interactions can be anywhere from the cellar in a local bistro to the lush humidor in a high-end hotel,

with a selection of some of the reliable cutting edge technology and weaponry available on the market. OX works to keep its resources high and while not unlimited its funds can more than cover some of the most expensive tech and equipment on the market.

SIGNATURE ITEM - THE "BAG OF TRICKS"

The 'Bag of Tricks' is an old-school spy gadget with a new twist—typical of the OX's outlook. The size of a small showbox, it contains a rapid prototype/ultra fast 3D printer, which can print items and small tools in seconds, that would take hours to fabricate otherwise.

BAG OF TRICKS

Caliber-4 device

The Bag of Tricks can be instructed to create any small tool or piece of equipment that requires no more than the plastic material the printer extrudes. The process takes 2 minutes to complete. It only requires solar power or an electrical input to work, and has enough material for 10 small items before it needs refilling with a materials cartridge. Refilling it requires a long rest to properly align the prototyping heads and insert the material cartridge. It comes with 3 cartridges to start with (one pre-loaded).

TAGA BUNOT

When you need sensitive information recovered, you could turn to an agency that will bypass the mountains of firewalls on a mainframe server, or crack the passwords to a secure login, and remove your sensitive data remotely. This is fine for accessible networks. However, that leaves the question what to do when that data is on a USB drive in a safety deposit box, or backed up on an offline server off site? That's when you call in Taga Bunot (pronounced Ta-ga Boo-not), or 'the Extractors' as they are often known.

Taga Bunot are known for their speciality in infiltration missions to physically recover digital data. They breach locations where the target information is stored and remove or replace any hardware that it has ever touched, making it completely unrecoverable. They guarantee whatever they recover disappears for good—for the right price, of course. Operating out of the Philippines with operatives worldwide, they work to prevent blackmail, extortion, and smear campaigns by corrupt officials, organizations, and solo acts. From an individual wanting their stolen identity out of the hands of thieves, or activist groups wanting false information destroyed before it can ruin reputations, to recovering information used to extort other agencies, Taga Bunot will take it on. Their fee is set, and they pride themselves on never extorting or selling to higher bidders once the job is done.

KEEPING UP DISAPPEARANCES

Taga Bunot refer to themselves as information recovery and removal experts, or at least their Direktor ng Operasyon (Operations Director, pronounced 'De-rek-tor nung Oh-pera-shon), Vanessa Atangan, does. While many of the world's agencies are more than equipped to hack into a network or system, not all of them are so efficiently set for removal and replacement of physical hardware like Taga Bunot.

After the number of scandals involving data breaches and the power of exposing sensitive information, the playing field has changed. Information (false or otherwise) is a new currency. From faked screenshots to the truthful details of someone's private life, these are what blackmailers, corrupt government officials, and extortionists use to bargain, smear and profit. With awareness rising about the security of data, many of these less than savory individuals take more care with how they hold onto this currency. They create offline backups and hard copies that get hidden and locked away in offsite locations, meaning that just hacking into a network to delete a file is no longer as effective as it once was. Even the discovery of a failed hacking attempt might be enough to trigger the release of the data from one of its other sources, a retaliation for even attempting to be free of the situation.

Taga Bunot was born out of one woman's solo attempt to help a friend. After discovering that a corrupt government official was blackmailing a friend for their work in environmental activism, Vanessa Atangan knew she had to act. With a small team she managed to find all files, destroy the backup hard drive, and any evidence pointing to her friend. Even the best technician couldn't recover the files. Vanessa saved a life, and slowly others came forward asking for the same services, the victims of blackmail and smear campaigns. As the offers for work came forward, so did others who had skills to contribute. Over the course of eight years, the agency grew from a handful of individuals moving around the Philippines, to an international agency with the funding to help victimized activists and world leaders alike.

The agency refuses to work exclusively for any single government or organization, preferring to pick their clients and missions based on their strict code of ethics. They won't work for anyone looking to take information for blackmail or extortion of innocent parties and they won't knowingly take on jobs that help to fund those within the criminal underworld. They also never keep copies of the data they recover—once it's gone, it's gone. They also look down on the rare occasions they have been covertly used in opposition to their ideals. More than one shady organization or agency has found themselves on the wrong side of Taga Bunot after taking out a contract under false pretenses, and more than one has been dismantled or have faded to obscurity because of the level of disruption caused to their activities.

There are two sides to the coin of contracts within Taga Bunot. Within the international espionage world, they are known to be expensive, pricing based on the wealth of the client. This number can rise to exorbitant amounts for governmental contracts, or wealthy organizations and individuals. Some rival agencies even suggest that perhaps Taga Bunot are extortionists themselves for how much they sometimes charge. Outside of the contracts with wealthy millionaires and foreign governments is the work the wider espionage world often has little knowledge of—the work Taga Bunot does for little to no payment. The need to protect activists is something that has never left Vanessa, or many of the other directors who joined her in the early days before the agency even had a name. Taga Bunot continues to support social and environmental activism in the Philippines, despite how dangerous having such a stance can be. Profits from their high-end contracts are put towards this cause and the ability to provide free contacts for individuals, like Vanessa's friend in the days before the agency, that would never be able to afford such work.

LOCATIONS

Taga Bunot operates out of the Philippines with most of its directors residing in the capital city, Manila. Their central base, known as Ang Opisina (pronounced Ang Op-e-sina), or in English 'The Office', is located on the top five floors of a modest city block. It is here that three of the five directors reside. This is where contracts are agreed upon, where agents report in via the phone, internet or through packages and letters. There are strict policies in place to ensure that the central base remains somewhat disconnected from the exploits of active missions. It's strictly forbidden from being used as a safehouse, to use its computers to actively take part in or investigate a case, or to otherwise hack into systems or purchase equipment needed. Money in or contacts out are the only sanctioned activities in Ang Opisina.

Globally there are smaller hubs known as Tigil houses (pronounced Tea-gil), or stopover houses. These usually take the form of an apartment or home where operatives within a city or region can meet or receive instructions or equipment. The apartments are registered under false identities and often have a Tagabantay (pronounced Tag-a-ban-tie), or Handler (though the word directly translates to Keeper). Most major cities have at least 3 Tigil houses. Like Ang Opisina, some activities here are restricted to ensure that the Tigil stays under the radar as much as possible. Running an operation directly out of one or using it as a safe house is prohibited.

Most operations are run out of an agent's home or business, especially those in long-term infiltration or under non-official cover. They use their cover identities, or the nature of the business's work to cover up their operations, making it harder to pinpoint one location and thus making it harder to track any one operating location to another. Just as with data, Taga Bunot are keen to ensure that their entire network

does not rely on any single location, if one were to be removed, operations across the board can continue without much disruption.

AGENTS AND ACTIVITIES

The majority of the agency's operatives are remote, with many in long-term infiltration or are under non-official cover, known as NOC agents. This is where agents will take up legitimate work within a company or organization, and for Taga Bunot agents, this is often for technology companies, construction companies that work on high profile buildings associated with the targets of particular contracts, or companies and agencies that provide easy access to locations (such as utility companies). Double lives are a fundamental aspect of how Taga Bunot can operate so effectively. The line between an agent's life and their true identity is often thin and even more often blurred. Some agents even undertake NOC work within other espionage agencies, allowing them to complete Taga Bunot missions using other agencies' resources.

The agency is run by a board of five directors. Three reside at Ang Opisina and manage the business and contract aspect of Taga Bunot, while the other two are based in Europe and North America respectively.

Vanessa Atangan sits as head of the board, residing in Manila. She oversees all the agency's operations and takes a personal interest in their secondary contracts, and their funding and support of environmental and social reformation activism. Despite her sitting as head of Taga Bunot, she hasn't forgotten where the agency began, or why, and though she respects the rules regarding the work that can be undertaken at Ang Opisina, she still keeps a cover identity and a separate safehouse for the times that she gets personally involved in contracts. Even though she knows Taga Bunot can't bring about the total change she wishes to see, it is her hope that they can at least try to protect those who they can, and level the playing field when it comes to information as currency.

Also working out of Manila are directors Luntian and Malaya, both supporting the business side of operations but specializing in operative identities and clientele research respectively. Luntian coordinates the cover identities of operatives and arranges most of the NOC positions for them. Luntian has been with Vanessa since the early years of the agency and holds loyalty and the protection of his agents with the highest of importance. Malaya is the key player in ensuring that all contracts the agency considers are what they seem. She checks them against the strict ethical rules that Vanessa insists upon and ensures that the clients who approach Taga Bunot are legitimate—not fronts for organized crime or corrupt governments.

Outside Manila, directors Jose and Analyn help disseminate information filtered down from Ang Opisina to operatives worldwide, as well as collecting reports from Tigil houses and filtering relevant information about political situations, missions or clients back to Manila.

SIGNATURE ITEM: DISK RIPPER

Even the best attempts to remove data can leave a trace. Short of destroying the hardware completely, sometimes it's impossible to remove every trace. Disk Ripper is a hacking tool designed and developed by operatives of Taga Bunot. When removing hardware or cloning data is not possible, a disk ripper is used to ensure the data on the drive is wiped clean and is made completely unrecoverable. The program itself must be run off a specialized physical Disk Ripper drive in a format that the receiving hardware can read (USB, Micro SD, etc.). While the program works, it's also difficult to get, as programming it onto a new device is expensive and time consuming, and due to its experimental nature can be unstable.

DISK RIPPER

Caliber-5 Hacking Tool

Type: Special

Runtime: 1 action

This program allows you to completely destroy data. You must have access to and administrative permissions to change the data you wish to destroy, and the device with the Disk Ripper tool must be physically connected to the hardware containing the data. Any data you destroy is unrecoverable by any means.

STREETWORKS

Washouts, failures, or injured assets who have been forced into early retirement, the agents of Streetworks are an amalgam of the best discarded specialists in the world. They're often dismissed as a bunch of reckless, idealistic mercenaries who have spent a little too much time idolizing 80's television and heroic misfits. Even their name "Streetworks" is a lazy derivative of the more sinister term, network. Hearing it usually induces eye rolls from members of other agencies, but try as their critics might, no one can deny their track record. The remarkable (and somewhat baffling) success rate of Streetworks can be attributed to four simple factors: utilizing their perceived incompetence, the undeniable talent of their skill set, reckless tenacity, and mind-boggling luck.

"RETIRED. WELL... SORT OF."

Streetworks was founded in the mid 1990's by Donald Klein and Lola Rojas. Klein, a former CIA agent, was pulled from the field and made an analyst after failing to pass one of his mandatory psych evaluations for 'clinically diagnosed anxiety and panic disorder'. What followed and how Streetworks came into being is surrounded in myth. It is rumored that Klein called in favors, but there is also a version of his story that tells of him buying the winning Virginia State Lottery ticket not two hours after packing up his desk and quitting the CIA. Whatever really happened is anyone's guess, but whatever it was, it led to an organization that hosts a gathering of scrappy agents who didn't

make the cut, or whose fortunes may have changed due to injury or trauma. These agents, just like Klein, refused to leave “the game” and believed they could still make a difference in the world. One fact that is acknowledged however, is that Streetworks simply would not exist without the help of his protégé, Rojas.

Because of their recruitment criteria, Streetworks is made up of all kinds of people from all over the intelligence world, which typically leads to a clash of personalities in the ranks. For all their infighting however, they uniformly excel in their “analogue” ways. Streetworks agents are masters of practical, old school spy craft. Persistence is one of their defining character traits and they’re often at their best when their backs are against the wall. Despite being an agency for hire, Streetworks only deploy where they see an opportunity to make a positive difference or “save the day”. Predictably, this brand of idealism hasn’t always been a positive experience for the agency and many nefarious parties have sought to weaponize them against those they might have sided with in less murky circumstances.

Another disadvantage for Streetworks is their scrappy response to modern threats. While other agencies might stage night drops from a C-5 Galaxy equipped with stealth tech, Streetworks agents are usually grabbing the best deals they can with their frequent flyer miles or hiring an independent pilot with ‘character’. Once they have deployed in the field however, they’ve been responsible for toppling some of the most oppressive criminal organizations and outsmarting agencies too reliant on their tech. Mistaking Streetworks for “off brand” wannabe spies can, and has, lead to a very embarrassing end for some of their rivals.

Streetworks is also known for their penchant in ‘acquiring’ the tech of other agencies, furthering their disreputable nature in the community. Their spy tech is primarily acquired from missions and isn’t invented so much as ‘borrowed without asking’, repaired and modified. Agent’s are expected to bring back what they can grab from any hostile agents they encounter in the field so that the agency can keep an ace up its sleeve in future missions. This aspect of their trade craft has earned them the enmity of several global competitors who have taken this ‘sharing’ approach rather personally. The flip side to this, however, is that the modifications have been a cause from some unpredictable complications in the field. More than one Streetworks agent has suffered a malfunction or overload in their gear at critical moments. On the other hand, it once also inadvertently halted a nuclear electromagnetic pulse bomb from detonating 3 miles off the coast of Seattle Washington, so...ups and downs.

LOCATION

Originally, Klein and Rojas coordinated recruiting the first handful of new agents from what was once affectionately referred to as “The Stink Pit” (aka: Klein’s basement in Langley, Virginia, which lacked air conditioning). Luckily, the agency made it through

these dark times. While it initially served Streetworks to operate in the CIA’s backyard, the rise of the Digital Age required a more practical approach to their unsanctioned activities. Using every bit of clout and calling in every favor Klein and Rojas had left, Streetworks eventually set up a new base of operations in a small residence located in Puerto Vallarta, Mexico.

Since the move, Streetworks has become a global operation of gritty idealists, with their base now outfitted as a safe house and communications hub where a small team of operatives coordinate agents across the world. Despite the best efforts of some of the leading international intelligence groups, Streetworks has managed to stay hidden for now. Internally there is a feeling that it may soon be time to relocate or risk being compromised, if they haven’t been already. Puerto Vallarta has been home base for nearly twenty years now, but as technology evolves, it is becoming harder and harder to pull off the old trick of “hiding in plain sight”.

AGENTS AND ACTIVITIES

Donald Klein is a 62-year-old African American man whose kind face and greying temples give him the appearance of your friendly neighborhood librarian. After giving 15 years to the CIA, Klein was pulled from the field after signs of stress during his routine psyche evaluations. Ever the team player, Klein’s initial reaction to the decision was understanding, and he settled into a desk job as an intelligence analyst. That didn’t take. Not long after submitting his resignation, Klein had a moment of clarity. Perhaps it was that lonely walk home from the corner store in the rain and spotting the latest news reports through a TV store window, or maybe it was a moment of fear about what he would do with his life now that he couldn’t be what he was born to be. Three days into his retirement, Dr. Donald Klein partnered up with Lola Rojas, a former NSA agent that had been disenchanted by her time in their ranks. Streetworks was born that day.

Klein sees something in like-minded recruits that others take for granted or dismiss—grit. Through the lens of his own mental health struggles, Klein had a vision of collecting the brilliant, untapped talent out there who also felt trapped by the limitations a more “able” society had placed on them. He believes this strategy helps him not only recruit talented operatives but also keep those talented potential operatives out of the wrong hands.

Klein is warm by nature. Anxiety and Panic Disorder have taught him empathy and smoothed the edges of his old school secret agent mindset (his agents call him ‘PB’ or ‘Poppa Bear’). While he’s not the fighter—or even the marksmen—that he used to be, the few times he has had to exercise his training has startled his agents. Early in the agency’s history a mole was discovered. The cold ferocity of his response eliminating the threat has both instilled a sense of safety and, paradoxically, mild alarm, in the agency. While his agents might not know it, his handling of that situation bothered him as well. Everything in

Klein's experience and training has honed him to be a consummate professional, but these events shook him to the core. With that objectivity compromised, Klein has since maintained a steady distance from his agents, preferring to operate through Rojas instead.

Rojas herself was raised by her single mom, a policewoman in Texas, and role model for the young Lola. By the time she reached high school, it was clear Rojas had a talent for engineering and computer sciences, and she began to attract the attention of Ivy League schools from across the country. But in her post-grad years at CalTech she began to dream about law enforcement again. Her application to the FBI was passed up the ladder and it was the NSA who came knocking. Her time in the NSA was brief. She rapidly discovered 'discrepancies' with some of the administrators above her. Following protocol, she reported her findings to the proper internal affairs agent, and six hours later Lola Rojas was unemployed.

Rattled but determined to bring the guilty to justice, she tried every avenue available. No one from the CIA, FBI or NSA would take her call and the press she contacted only managed to uncover that there was no record of her ever working for the NSA. It might have ended there, until an old man showed up on her doorstep in the rain.

It would be a mistake to call her relationship with Klein parental. The two see each other as equals and from the agency's first days she has been a reality check to Klein's slightly overblown sense of nobility. Rojas's grounded nature and ability to make the cold, hard calls has managed to keep Klein on the straight and narrow, while his extensive experience and keen analytical mind has helped her gain an understanding of how "the game" is not just played but mastered.

With Klein's actual retirement looming she stands at a crossroads. Soon it will be her turn to take up his mantle. The agents that work under her often struggle to adapt to her style of leadership. Rojas knows there are moles in Streetworks. She knows the enemies the agency has made are more powerful and capable of ripping Streetworks apart, either by staging a raid or by setting the agency up to take the fall for something they didn't do. She also knows that Klein doesn't see it. If he did, he wouldn't be trying to step back. And Klein has earned his retirement.

Rojas is not only the second in command, she's also the head of development, responsible for leading modifications to reclaimed tech. It's up to her to get the tech scrubbed and distributed to the right agent for the right job. When not seeing to it that the agents in the field get to where they need to go, the 43 year old tech wiz is in her darkened workshop blasting George Harrison while reconfiguring 'procured' gadgets. And when she's not doing that, she's quietly installing concealed, easy to reach weapons in her personal space just in case one of the recruits turns out to be more than who they seem.

SIGNATURE ITEM - THE PHOENIX

This pro, manual wheelchair was recovered from an operation where the target was intending to use it as an insidious delivery method for a nuclear bomb. It has since been scrubbed and upgraded to accommodate agents with disability and ensure that said agent is more than a match for any other in a hand-to-hand combat encounter. Phoenix utilizes experimental technology, linking a bioneural feed from the agent to the smart device in the chairs frame by way of a chromium colored "tech tattoo" that is inked at the base of the skull.

Once paired to its user's brain, Phoenix's smart chip functions like a second body for the user. On the rear and each side of the chair are powerful hydraulic jets that regenerate their charge after each use that allows the operator to use terrifying bursts of speed and gravity defying martial art style maneuvers. Responding to—and in some cases, even anticipating—the will of the user, Phoenix can turn its agent into a whirlwind of pain for their opponent.

PHOENIX

Caliber-5 device

The Phoenix is a device with a caliber-5 operating system that must be paired to an agent's nervous system to use. While in the wheelchair, the agent's speed is 40 feet, and their standing long jump distance is 20 feet, or 30 feet if they've moved at least 10 feet in the chair before jumping. While using the chair, the agent gains a +1 bonus to AC, and +2 bonus to damage rolls with melee weapon attacks. The Phoenix includes hidden compartments for up to three small items, as well as an armrest-mounted GPS, and mobile data connection.

CALEDONIAN SPY GROUP (CSG)

This Scottish spy agency is one that seeks to progress Scotland's interests on the world stage following its split from MI5 in 2019. Though small and new, the agency has quickly made a name for itself as one of the most ambitious up-and-coming groups in the world of espionage.

NEMO ME IMPUNE LACESSIT

The CSG is built on the back of trying to prevent a mistake from ever happening again. Some years ago, a terrorist incident was narrowly avoided in the city of Aberdeen, due to the swift action of Agent Lachlan Young. They acted on intelligence they alone had gathered, without permission from MI5, and prevented a situation which would have hit global news.

While in MI5's headquarters, Lachlan received intelligence about an attack on suggesting Aberdeen's oil rigs which would render any oil drilled from a particular field to be unviable for decades. While MI5 understood the risks, they considered the potential English targets to be more of a priority

for political reasons. Without permission, Lachlan traveled on their own to Aberdeen, and with the aid of a Brazilian scientist by the name of Dr. Guimarães, developed a method by which the particulates could be rendered inert.

On returning to MI5, Agent Young was detained, questioned, and reprimanded for their action. Their saving a Scottish city's economy was considered of less importance than following the agency's orders, to the point where promotion or active service would no longer be an option. Lachlan decided then and there that MI5 did not have the interests of their home country in mind, and left the national agency. Over the course of the next year, they cashed in favors and gathered both the resources and personnel necessary to form the CSG, with the intent to protect Scottish interests.

In the first few months after starting field operations, the CSG gained a reputation as a go-to team for work both in their home country as well as, more recently, abroad. This escalated when the First Minister of Scotland's life was threatened as part of a terrorist plot from a white nationalist group who disapproved of her agenda. The CSG dealt with the situations quickly, quietly, and with great skill. The agency's motto, "Nemo me impune lacessit" translates in English to "No one provokes me with impunity" and is used by various Scottish organizations as a threat and solemn oath. The agency is often viewed by others as an underdog, struggling for recognition and acceptance in the wider world. Due to the legacy of MI5 and MI6, most other countries expect "proper" British intelligence services to be English-fronted and so the CSG has had a difficult time being taken seriously by external agencies. The CSG's internal culture has adapted to match this by being ready to fight for acceptance and by understanding that it needs to constantly be aware of its reputation. The agency also looks after its own, going to great lengths to ensure its employees and agents are well looked after. Should a field operative be in danger, the CSG will act to ensure their return to the fold quickly and safely.

LOCATION

Officially based in Edinburgh, Scotland, the Caledonian Spy Group has hidden agency offices in the mainland cities of Glasgow and Inverness.

The entrance to Edinburgh headquarters for the CSG is located in the basement of a pub named "The Sandy Glen" adjacent to the city's main railway station. Agents regularly use the location to travel to various other parts of the world. The headquarters dig deep into the ground underneath Edinburgh and make use of what was previously intended to be a series of underground storerooms. It contains state-of-the-art security and communications systems for briefing agents as well as enough space to house over one hundred people for at least a month in case of a major attack on the city above.

Various exit passageways to the headquarters also extend to a series of eighteenth-century vaults and Edinburgh castle itself, as well as the Scottish parliament building, in case evacuation is necessary.

When this location was established, Director Young was quick to ensure it was both stocked with essential supplies and had a readily available research wing. They hired some of the best minds from Europe and abroad, including Chief Researcher Augusto Caetano Guimarães, to gain a leg-up in this area. While they do not have the resources of the more advanced spy agencies, the CSG make up for that with a fierce attitude of fighting for any assets and networks they can maintain. Some of the agency's missions reflect this drive to make connections across the world as their secondary objectives are often more about making contacts and impressing outsiders than completing the mission itself.

In addition to the offices in major cities, both the village of Applecross in the west of Scotland and Kirkwall on the island of Orkney have safehouses for use by agents looking for less populated areas to hunker down in. Each of these locations' apartments and homes has a communications link to the central headquarters via a teleconferencing suite in the television and the ability to secure the location with steel shutters on the windows and doors which, to the outside, appear as common window blinds.

AGENTS AND ACTIVITIES

Lachlan Young is founder and head of the CSG, building it from the ground up following various disagreements with MI5. They have a deep sense of pride for what they have created and the steps they have taken to establish it as a respected entity in the spy community. This sense of pride may cause them to act defensively when their work is criticized, but Lachlan has surrounded themselves with enough allies and skilled agents to not need to respond directly the majority of the time.

A friendly, extroverted Scottish individual in their mid-thirties, Lachlan excels at charismatically leading others. They have experience both in the field and professional environments at asking the right questions and getting the answers or results they want, although their sense of empathy towards their employees means they rarely, if ever, act directly as a handler. Instead they prefer to perform their role as a "public" face for the company (as public as a hidden agency can be) and act as the motivational voice for many who work for the CSG. Should agents be involved with Director Young in the field, it will likely be in a protective role ensuring the head of the agency does not come to harm. While the director is likely able to handle various situations on their own, a concerted effort to kidnap, harm, or otherwise hamper them would elicit similarly impressive defensive actions by the agency.

Chief Researcher at the Caledonian Spy Group, Dr. Augusto Caetano Guimarães is a 27-year-old Brazilian man who earned his stripes at the University of São Paulo. While there, he published a journal on the dangers of nanotechnology and its use in the modern world which was instrumental in the prevention of the 2019 terrorist incident in Aberdeen. When Director Young was looking to put together a new team, Dr. Guimarães was at the top of the list.

Augusto has a great deal of ambition when it comes to his work. He has a love of miniaturization and the development of nanotechnology in the solving of world crises, and prior to working at the CSG he gave talks at numerous conferences on the ethical dilemmas faced in a world where one may not be able to see the technology one is dealing with using the naked eye. The doctor has resources and staff available to him to be able to investigate new areas of research and apply it in the field. He has even gained the unknowing support of local university students, who largely believe they are performing research roles to assist local businesses. In actuality these businesses are a front for promoting the doctor's research when he is unable to take the time to investigate something himself.

At present, Dr. Guimarães is dealing with a situation involving packages containing anthrax which are being delivered to consulates across the UK. He is attempting to create a new method of neutralizing the spores with no danger to the handler, but his efforts are being hampered by the National Group of Albion—a terrorist organization opposed to the racial, gender, and sexual diversity that exist across the country.

SIGNATURE ITEM - POTENT BREW

As part of his work on nanoparticles and miniaturization of machinery within the Caledonian Spy Group, Dr. Augusto Caetano Guimarães had been asked to create an antidote to a specific poison which one could keep on an agent's person without it being detected. In response, Dr. Guimarães created "Latent Trigger Release Soluble Ferrous Microcapsule Solution", which quickly got nicknamed the "Potent Brew".

Just a few drops of this solvent contain millions of miniscule iron capsules which are invisible to the naked eye, each containing a tiny amount of any required chemical contained within a plastic film not unlike a very small soft drink can. These capsules can be triggered via a local device as a minor action, such as via a Wi-Fi signal, at which point they release their encapsulated molecules into whatever solution they are stored in. These capsules may, however, trigger metal detectors while they are still within the individual's stomach and have not been absorbed into the rest of the body.

POTENT BREW

Caliber-3 substance

The Potent Brew is a coppery liquid, contained in a three-dose flask, that contains millions of miniscule capsules held in suspension in the solution. As an action, you may drink the substance, or feed it to another willing target. When inside the stomach or gut, as an action, you may activate the capsules from a device paired to the substance, for one of the following effects:

- Cure the agent from the poisoned condition, and gain immunity to toxic damage for a number of rounds equal to their Constitution modifier.
- The agent must succeed on a DC 20 Constitution saving throw or take 16 (3d10) toxic damage and be poisoned for 1 hour.

ZODIAC

Every day, trillions of pieces of information flow through the internet. It would take millions of people working all day, every day of the year to properly analyze these resources. Instead, an artificial intelligence classified "ORACLE" picks through the data to try and stay one step ahead of terrorists, masterminds, and doomsday prophets. When ORACLE sees something that needs to be stopped, ZODIAC agents are dispatched to investigate, interfere and otherwise prevent disaster from striking. Sometimes the agents have all the information they need. Sometimes they only have a single word. ZODIAC is the first line of defense in the battle to save the world from itself.

THE WRONG PLACE AT THE RIGHT TIME

A terrorist cell prepares a chemical weapons attack but is thwarted by agents waiting for the leader at his favorite fast food stop. A devastating computer virus is prevented from uploading when agents reconnect the hacker with their first love at a high school reunion. Agents vacationing in Venice stop a billion-dollar arms deal from happening at the rooftop pool of their hotel.

Each of these cases sounds like a stroke of luck, but are in fact the work of an artificial intelligence code named ORACLE. The AI receives data from billions of sources to stop terrorist events before they can happen. ORACLE can correlate data on an unprecedented level, pulling together what might seem like unconnected pieces of information, such as a wire transfer in Minsk, an art gallery purchase in Rome, and an apartment rental in Havana, into a likely terrorism scenario. The AI then makes a recommendation on the most effective time and place to dispatch agents to keep the attack from happening.

ORACLE development was born out of the reassessment of computer networks in the late 1990s. What began as a way to protect computers from the infamous Y2K computer crash became the first steps toward artificial intelligence. The team developing ORACLE was in the right place at the wrong time after the 9/11 attacks in New York City. The computer was

facing a massive bidding war for its services when the small team of developers took a stand—either everyone gets ORACLE or nobody does. The bidding nations reluctantly agreed, and a massive influx of resources turned the small team into a classified international espionage agency.

ORACLE was originally intended to be something of an automated process. The AI would send a report to the country about a troubled location or individual and the nation would send its own resources dealing with the problem. However, even with the massive amount of information it receives from security cameras, smartphones and computer data, ORACLE doesn't have enough information to put out a complete report. It may know that something is going to happen at the Leaning Tower of Pisa in three days, but it can't predict what it will be or who might be behind it. The nations supporting ORACLE had seen enough success to know they must support the program, supplying international covert operations agency codenamed ZODIAC to provide personnel trained to handle the reports (and their somewhat unpredictable nature).

Depending on who you ask within ZODIAC, the way that ORACLE sends out its reports is a feature or a bug. The enigmatic nature of ORACLE information can leave field agents wondering what they are doing. They may only know to watch a specific person or location but little more. If it's an unusual target, such as a 10-year-old child or a specific automobile in a parking lot, that can be frustrating at best and dangerous at worst. On the other hand, these small bits of information are rarely useful to any enemy agents or outside agencies that intercept them, meaning compromised missions are rare.

OPERATIONAL ZONES & LOCATIONS

ZODIAC operates worldwide, though somewhat haphazardly. Even those nations who contribute to its funding and resources are often uncomfortable with an outside agency meddling in their affairs. Because of this, ZODIAC agents are advised to work without revealing their affiliations to local law enforcement or government officials. The agency may be willing to reveal its involvement if it feels the agents are on the cusp of heading off a massive disaster, but it prefers discretion in the field.

Most major cities have at least one ZODIAC safehouse. The safehouse is usually attached to a business that allows for strangers to be seen at strange hours, such as a bar or 24-hour gym. They usually have a name related to whichever member of the Star Chamber oversees them, such as RAM Technologies or a bar called The Bull.

The location of ORACLE is known only to a select few. It has a dedicated satellite network that allows it to pull information from anywhere in the world within seconds. The bulk of its computing power is located on one of these satellites, codenamed GROUND CONTROL. The AI also has back-ups scattered throughout government agencies, tech companies

and black servers around the world, ensuring only a short slowdown in operations if something catastrophic happens to GROUND CONTROL.

The Star Chamber's name comes from the secure room within the United Nations building where the senior members of ZODIAC meet to discuss agency wide issues. The 12-member council acts as a human buffer that interprets the information ORACLE compiles. The Star Chamber determines which of the incomplete information drops are worthy of agent intervention. These meetings can be contentious, as even with the agency's high level funding they can never cover every report generated by ORACLE. They determine which items are actionable and which can wait until ORACLE connects more information. It's a difficult job, not just for the deadly potential of a wrong decision but also for the political infighting that inevitably develops between the twelve strong-willed individuals.

Each Star Chamber member resides in a safe house in their influence sphere, moving location every 2 years for security. Each member also resides in a different city and pains are taken to make sure they only come into contact during meetings in New York. When a meeting of the entire chamber is called, at least one member is expected to stay away and participate remotely. This is most often on a volunteer basis but can be randomly assigned by ORACLE when needed.

AGENTS AND ACTIVITIES

ZODIAC agents are given code names based on constellations, with the twelve major signs reserved for the members of the Star Chamber. Agents are stationed throughout the world and are brought into operations on a case-by-case basis. Certain cells who are known to function well together are often kept together to work operations as a team.

The influence of the Star Chamber is broken into two members per continent, with any operations involving Antarctica given to whichever national interests are involved. The operational fields are divided as:

North America: Aries and Taurus

South America: Gemini and Cancer

Europe: Leo and Virgo

Asia: Libra and Scorpio

Africa: Sagittarius and Capricorn

Oceania: Aquarius and Pisces

When ORACLE makes a report, the potential impact determines who must sign off on a particular operation. Citywide issues usually only need one Star Chamber member to authorize agents, whereas regional situations require both members to agree, and those with world impact need a majority vote in the Star Chamber. Ties or any info packets that don't provoke action are sent back to ORACLE until more information triggers a new report.

Agents are more or less left on their own once they've

been dispatched to the location of a report, trusted to use their judgment in situations where the report is vague. If a report names an individual as a target, agents are expected to do everything they can to capture the target rather than kill—information is hard to extract from a dead person. Missions often included gaining access to organizations to allow ORACLE to read their information. Depending on the complexity of the network, this can mean something simple like uploading a virus that lets ORACLE in through a compromised thumb drive, or something more complex like escorting and protecting a hacker who needs to wrangle code in real time.

Surveillance is a large part of any ZODIAC agent's activities, and the Star Chamber can authorize surveillance at their discretion even if a report doesn't merit immediate action. Tradecraft is often cyclical. As threats become aware of just how pervasive electronic surveillance is, they move back to earlier forms of communication and coordination. ZODIAC is on the cutting edge of that technology by its nature, but it also knows the usefulness of keeping agents around who know how to check for dead drops and stash spaces.

SIGNATURE ITEM - ORACLE

The ORACLE program is a next-generation artificial intelligence that, while not sentient, can interact with agents, assimilating the information around them and interpreting mission-critical information while it is connected to ORACLE clients installed on ZODIAC agents' devices.

ORACLE

Caliber-4 software

When you requisition ORACLE itself, a client program can be installed on every device in the agents' possession that has an operating system. While a client program is installed, hacking tools used on this device gain a +1 bonus to attack and damage rolls. While the client is connected to the ORACLE network and the internet, it can assist agents with Intelligence (Espionage) checks, granting its user advantage on their check. It can also attempt its own investigation and analysis, using its ability scores, at the instruction of its users, and even operate as a handler for agency teams if required.

Abilities. ORACLE has an Intelligence of 24, a Wisdom of 18, and a Charisma of 12.

Communication. ORACLE is a virtual assistant that can interpret human questions and commands in any language, and respond in conversation with its user, either via text, speech, or images.

Senses. ORACLE can receive and record information from any digital source it is connected to, including audio from a device's microphone and visual data from any connected cameras.

Special Purpose. ORACLE's purpose is to gather and, through an algorithm, connect seemingly independent human action and events in order to identify possible threats. While its clients are active, it will mine all the information it can from the devices its connected to, recording and analysing everything the agents say, do, experience, and guide their actions to neutralize perceived security threats.



THE HIVE

All it takes is one click. One push. Press enter, agree to the terms and conditions. Download this link, add this extension, login here—then they have you. They watch your keystrokes, they read your emails. They are the Hive, and they are inside your system without you even knowing it. They see internet security as a minor annoyance at best and a challenge at worst. Even the ORACLE system is just Big Brother to be sidelined, wrong-footed, or exposed wherever possible. The Hive are both the preeminent digital mercenaries and one of the most insidious threats in the interconnected world we live in.

INFILTRATION.EXE

A ship full of supplies lands in the wrong place, aiding a revolution instead of the government, because of altered code in their GPS navigation system. An agency field office falls apart when private emails are leaked, causing tension between two married officers. A minister changes his mind on the route of a high level infrastructure project after threats to his offshore holdings prove credible. A few lines of code either way are the key to success or failure for the vast majority of people. Does that CV get through? Does the payment make it? Is the travel visa approved? So many daily occurrences and interactions are taken for granted, and control or access to them can mean anything from a second's delay in video buffering to life and death of airlocks opening or fire suppression being activated. The Hive seek to infiltrate and access as much online and digital information and communication as possible for their own ends. They operate like international pirates or guns for hire, an agency with some of the most advanced hacking skills in the world.

The Hive is one of the younger agencies currently at large in the world today, but is no less dangerous for it. Its foundations were laid in the technology and startup ecosystem in India in the late 1960s. Growing numbers of startups and infotech firms were drawn to the country due to its relative low costs and growing educational and infrastructure systems. When even more free-market policies were implemented in the 90's, the stage was set. There is debate inside the Hive itself as to the exact inception of the agency, but most trace it to 1F1atHAqqs01 vs V1pp3rGu1lz hacking battle in May 1996. 32 hours in and several international treaties broken later, the two realized they could be making money at this together rather than competing, and so, The Hive was born.

The Hive functions as cells connected by encrypted code words and dead site data drops. The ethos for cells of individual agents and teams is almost piratical. They have a crew and pillage and plunder for themselves, but with an underlying sense of freedom and living to their own rules and ideas of justice. This can lead to the agency helping small charities or green organizations one minute and accepting jobs from large multinational corporations the next. Agents are split into two sections - 'Builder Units' and 'Rushers'. Both terms evolved from late 90s strategy games, and are the agency's usual mix of geek culture and devastating real-world effectiveness.

The Hive relies on an unusually high proportion of hackers, usually called 'Rushers'. Drawing on their teams and close knit group mentality, these agents 'Rush' to flood systems with multiple queries and small scale attacks. Any of these can be directed at the final goal but all of them must be deflected to avoid a system becoming overwhelmed—something few are set up to defend against.

'Builder Units' are agency members or freelance operatives that are used for field work. While in the field, they will almost always be backed up by Rushers, meaning one team in the field could have access to anywhere from five to fifty dedicated agents back at base. In this way the hive is more than just a collective of online pirates, but also a dangerous and established entity in the espionage community.

While individual cells like to believe they are independent operators, the central hub of the Hive, known as the Nexus, holds more control than most know. The two founders are said to be the only ones who know the true number of Hive cells throughout the world, and this information as well as their true identities are closely guarded secrets. They will often broker deals with more traditional agencies and governments themselves or delegate it to a cell leader in the area of operation. Given the semi-autonomous nature of most cells this can be a balancing act, as some have a number of leaders or claim to have no leader at all. Worse, the cell that's employed to do the work may have just completed a job working against this new employer. It is not unheard of for the Hive to be hired to catch or stop incursions that it itself has perpetrated.

OPERATIONAL ZONES & LOCATIONS

1F1atHAqqs01 and V1pp3rGu1lz run the agency from unknown locations, maintaining a network of proxies and covers to defend their true identities. Some suggest they hide in plain sight as low level members of various cells. Others imagine a hacker's nirvana, packed with high tech, high end computing power, universal AR and all the snacks, energy drinks and techno music a stereotypical hacker could desire. The truth is unknown, and if the two have anything to do with it it will stay that way, and given their skills and connections, there is little chance of this changing any time soon.

The mobile nature of the rest of the agency makes it one of the most truly world-wide organizations of spies and agents ever known. As with most agencies, The Hive operates worldwide, and is simultaneously on the mercenaries and most wanted lists of almost all of the world's major powers. Given that a large part of their work is done using internet dark web connections and bounced via several proxies, members of the agency could be anywhere—an image that the agency likes to reinforce as much as possible.

Technology and innovation hotspots attract Hive members both from their home bases and as recruitment spots—where better than to find maverick tech geniuses than places that actively encourage them? Seattle, Silicon Valley, Tokyo, London, and Cambridge are traditional hot spots, however many of the most active cells are from its Asian origins. Bengaluru is rumored to be where at least one of the Hive leaders still lives and works, and large and successful cells have been known to work from there, as well as Mumbai, Bangkok, Kuala Lumpur, and Muscat.

These core hub cells in and around the Indian subcontinent are in the process of spreading even further. While cells do exist the world over, the true 'territory' of the agency is expanding from this center at an exponential rate alongside increasing access to the internet. African nations such as South Africa, Egypt, and Kenya have all reported increasing Hive activity, as have Pacific nations.

AGENTS AND ACTIVITIES

Unlike other agencies the Hive does not delineate organization and missions by geographical area. Instead cells are organized by ability and task aptitude—some rely more heavily on builder units, while some cells are entirely rush agents with no on-the-ground presence at all. The Nexus will determine which missions require full ground deployment and which only need remote hacks, and apportion 'official' missions on this basis. As ever, unofficial missions are constantly going on, but the Nexus ensures that an eye is kept on these activities and none pose any high level threat to the organization as a whole.



Most Hive cells operate as a mix of agent types, and are highly mobile for mission efficiency and to keep one step ahead of any local law enforcement. Lower level cells will typically remain within one country for extended periods, as travel across national lines with their equipment can be time consuming and potentially hazardous. Higher level and more successful cells will have mobile bases of operation and covers that allow for easy movement between countries with some even owning private jets or large ships for the purpose.

Hive agents rely on double or even triple lives as covers more than other agencies due to their preponderance of hacking activities. Agents may be embedded in other agencies, hidden in plain sight or be so public that no one would believe their secret affiliation. Some celebrities and high level diplomats are even rumored to be involved, though there is currently no proof to support this.

SIGNATURE ITEM - THE LOTUS EATER

Usually loaded onto a USB or entry card, this program is named after the greek legend of island inhabitants who ate lotus flowers and spent their lives in sedated lethargy.

LOTUS EATER

Caliber-3 Item

A Lotus Eater program 'eats' any closed surveillance systems. Deploying the Lotus Eater as an action takes control of any surveillance device it is connected to. Using a complex algorithm it analyzes any recorded or live input, be that audio, visual, or keylogged data, and uses it as a basis to continue generating false data. All previous data recorded by the device is encrypted and saved by the Lotus Eater but is inaccessible to anyone but the hacker. Anyone monitoring the surveillance feed sees the false video, audio, or data created by the Lotus Eater, and must succeed a DC 20 Intelligence saving throw to spot the deception.

CREATING MISSIONS AND CAMPAIGNS

CREATING MISSIONS

The group of human rights investigators in Azerbaijan have been kidnapped and your agency needs to track their location and attempt rescue. A new personal assistant app “Ego” is scarily accurate with its algorithmic learning of its users, and appears more capable than it seems, pending investigation by tech services. A live-steamed threat for world domination is broadcast from the secret lair of a media megalomaniac, but your team has a trace on her location and needs to infiltrate and neutralize the threat.

The Spy Game offers you and your group the opportunity to play the stories of spy fiction that tell us of daring agents, evil supervillains, and the intrigue of nations, locked in a game of espionage and covert direct action against one another. The rules in this book give you the tools you need to resolve characters’ actions, test their combat skills, narrate exciting chase scenes, and more, but you need a mission to hang those scenes on.

Missions form the backbone of your spy story—the context of the agents’ actions, or “why” they are doing what they are doing. Missions give characters an objective by which to decide their strategy and actions, as well as telling them where and when to put plans in motion. In a tabletop roleplaying game context, missions form each adventure the characters will go on, while your overall campaign forms a series of missions—either linked with a plot that weaves a throughline through the overall story, or by episodic missions that are thematically linked but aren’t connected any other way. The tables below give some example ideas and possibilities for you to use in creating your missions.

OBJECTIVES

The objective of the mission will shape how the agents approach your plot, will focus their attention, and provide a goal for them to achieve. It’s important that each mission has an objective, even if it is a vague one, so the agents know how to enact their plans.

Objectives should give the players two things, a target and a win condition. The target describes who or what the agents need to pursue, while their win condition describes what they need to do and context as to how they will accomplish the objective.

OBJECTIVE-BASED MISSION PACKS

Mission Profile

Mission Pack

Assassination

Suppressors, burglary clothing, a set of two-way radios with earpieces, undercover vests, a caliber-1 assassination attaché case, a sports car, and a pair of caliber-1 climbing suction cups.

Capture

Handcuffs, a taser, official uniforms and identification documents, a set of two-way radios with earpieces, 4 flashbangs, a sedan car, an SUV, and a caliber-1 GPS tracking device.

Obtain

A set of 4 smoke grenades and 2 flashbangs, a single block of C4 with remote detonator, burglary clothing, official uniforms and identification documents, a radio scanner, a caliber-1 light truck, a caliber-1 contact microphone, and a caliber-1 radio jammer

Sabotage

A laser designator, a set of two-way radios with earpieces, two blocks of C4 with a remote detonator, a caliber-1 tablet with caliber-1 Dave’s Tool, a caliber-1 micro grenade, caliber-3 close air support (unmanned combat aerial vehicle)

Surveillance

A DSLR camera, a radio scanner, a set of two-way radios with concealed earbuds, video camera, a caliber-1 covert microphone, a caliber-1 document scanner, and a caliber-1 GPS tracking device

TARGETS

Viable targets of objectives need to be something the agents can affect, like a person, object, or location. It could be they need to assassinate someone, or sabotage a device, or infiltrate a location.

TARGETS

d10	Target
1	Political leader
2	Most-wanted criminal
3	Enemy agent
4	Businessperson
5	Data dump
6	Gadget or equipment
7	Military installation
8	Secret lair
9	R&D facility
10	Enemy safehouse

ACTIONS

Objectives need actions—the thing the agents need to do to complete their mission. The action also dictates the win condition, by describing what to do. If the agents need to gather information, once they have the verified information they need they have completed their objective. If they need to steal something, then once the object is in their possession and secure they have reached their goal.

ACTIONS

d8	Action
1	Capture
2	Destroy
3	Gather Intel
4	Neutralize
5	Find
6	Seize control
7	Retrieve
8	Protect

MISSION PROFILES

A mission profile describes the nature of your mission. You can use mission profiles to get a better sense of what your mission involves, or as a starting point. Some profiles are:

Assassination. Kill an important enemy target. Killing, sanctioned by the state or otherwise, is still murder, and agents who are caught are tried for their crimes and disavowed by their agency and government.

Capture. Detain enemy individuals for trial or interrogation. Capture is the preferred method of eliminating a threat in states where the rule of law prevails. In enemy states, extraction may also be a part of the mission.

Obtain. Acquire a piece of equipment, technology, or hardware. Digital versions of obtaining assets are focused on the Hacker role, but all data is stored somewhere and sometimes it's easier to make physical attempts to take the storage device. This may be from private companies or enemy countries.

Sabotage. Destroying or breaking assets involves getting up close and personal to hobble their operation. Doing so can be part of a wider mission, robbing the enemy of certain capabilities, or can be the main objective to stop the opposition in their tracks.

Surveillance. Gathering information on targets is the bread and butter of espionage work, and can involve bugging conversations, hacking databases, or staking out a location.

MISSION STRUCTURE

Missions are structured in a natural rhythm, from the wide ranging to the specific, and every mission has the following stages: briefing, gearing up, intelligence gathering, field work, and debriefing. At the start of each mission, the group receives a briefing that tells them what their objectives are, and any other key information the team has up front. This then leads to either more intelligence gathering or field work, where the agents utilize their tradecraft to pursue their objective and complete their mission. Their objectives may change, based on what intelligence they uncover or developments that take place over the course of the mission, but once they have completed the mission they then tie up any loose ends, keep their agency or employer informed of the result, and get paid for their work.

BRIEFING

The briefing opens the mission and outlines to both the players and their agent characters what to expect from the mission they are about to attempt. Briefings should describe a clear objective as well as where, when, and who is hostile to their actions.

Briefings are delivered by the agents' handler, whether that's an NPC who oversees their missions or the agency's director. This gives you an opportunity to roleplay as an ally of the player characters, as well as establish a little more about the agency with how you describe the briefing being delivered. You could create a scene in a briefing room, like a board room with a large table and projector, or the agents could get their briefing in a rough safehouse with maps and documents on smartphones and tablets. You could even invent a unique way the agents receive their briefing, like a dead drop, a video delivered digitally to a mailbox, or via a live video conference.

It's often best to come to the briefing step of creating your mission last, once you know all of the given circumstances of the mission. That way you can be better informed about structuring it in the right way and give your players enough information to proceed with their mission, but leave some details for them to discover along the way.

When you're writing your briefing you should consider the following given circumstances of the mission, and how much information the players know.

Who. Who are the agents targeting? Who might offer them resistance? Who are their allies?

What. What is happening for the agency to put this mission together? What assets does the enemy have? And is the enemy doing that the agents are in conflict with?

Where. Where does the mission take place? How are they going to get to and from the mission locations? Does the mission take place across several locations and countries, or is it packed into a tight area of operation?

When. When does the mission need to take place? Is there a time limit or countdown to something happening if they don't complete their objective?

Why. Why do they need to complete their objective? Why are the antagonists of your mission doing what they're doing? What motivates your key NPCs?

How. How will the agents be able to complete their objective? How are the antagonists trying to complete their goals?

Providing (or withholding) certain information about the mission will mean the player agents will plan and act in different ways. If they know something bad is happening, but don't know who's behind it, they'll most likely need to find out "who" before they can do anything else. If you point the player agents directly at the people responsible, then they will be more focused but lack the context of what they're up to and how they're going about their goals.

Being economical with your briefing will also lengthen or shorten your mission's play time. If you don't provide many details for your player agents, then they will have to take more time gathering intelligence. If you tell the player agents a lot of the given circumstances it makes for a faster-paced, quicker mission, which is perfect for completing a mission in a single session or for a one-shot game.

GADGET PICK

Once the mission has been briefed, the agents get an opportunity to requisition gadgets from their agency's technical services. Depending on the caliber of the mission—as shown in the Gadgets by Mission Caliber table—you can offer agents gadgets from the Gadgets chapter (p94) of a maximum caliber equal to the mission. For example, if the challenge of the mission is most appropriate for 5th-level agents, then the mission caliber is 2, and the agents can requisition caliber-1 and caliber-2 gadgets. Agents can also purchase any standard equipment they might need with any cash they currently have—weapons, surveillance equipment, software, devices, or vehicles.

When creating your missions, you'll want to keep in mind the equipment the agents might need, and how that is communicated to them in the briefing. You can be clever with how you disclose the equipment that might be needed based on the mission itself and the nature of the locations you describe as the focal points of the mission. If, for example, the briefing and objective make it clear that the agents need to conduct in-the-field surveillance, then bugs, tracking devices, and hacking tools will be the most obvious choices. If the agents need to infiltrate and assassinate a target, then suppressed weapons, wet work gear, and infiltration clothing will be what the agents need.

However, if there's a change of objective, or a significant twist in the story, then the agents may find the equipment they bought won't be versatile enough to complete the mission easily. Bear that in mind if you plan a big twist or reveal, and perhaps provide the players another chance to requisition equipment and gadgets part-way through the mission.

GADGETS BY MISSION CALIBER

Mission Caliber	Average Agent Level	Gadget Slots Available	Maximum Caliber Available
1	0-3	3	1
2	4-8	3	2
3	9-12	4	3
4	13-16	4	4
5	17+	5	5

Variant: Mission Packs

If you want to speed up the gadget pick phase, or you're running a one-shot mission and want to get straight into the action, then you can create a mission pack of pre-selected gear that includes both standard equipment and gadgets that are most appropriate for the mission, based on the briefing.

You can offer packs of any amount of standard equipment, depending on your mission's requirements and the threat the mission poses. Your mission pack should also include a number of appropriate gadgets, equal to the Gadget Slots Available column in the Gadgets by Mission Caliber table (p191).

You can use the Objective-Based Mission Packs table or use one of the packs as a basis for your own. If the mission has a higher caliber than 1 the gadgets listed become the caliber of the mission, increasing their capabilities accordingly, or replacing them with higher-caliber gadgets of your choice. When 'sets' or multiples of items in a mission pack are mentioned without a specific number, the number available is equal to the number of agents.

INTELLIGENCE GATHERING

At the start of most missions the player agents will want to gather more intelligence about their objective or possible targets. This part of the mission can be more freeform than field work, with agents using the web, hacking databases from remote locations, or engaging in surveillance of their targets from a distance.

In order to best prepare for the requests of the player agents, think about the ways in which the enemy they are targeting leave a footprint—evidence of their operations. By finding that evidence, the player agents will be able to hone in on their objective and learn the details of the mission's target to better inform their field work later.

Agents may be able to find evidence digitally, by using the web to research an organization's "front" (its own public false identity), or by hacking private online communications by the targets of their operation. But while security agencies around the world are able to cast their net wide, intercepting a vast amount of communications data from around the world, knowing where to look can be most of the battle. If you want agents to be able to find out about their targets online you'll need to provide a lead for them in either the briefing or during their investigation. Hackers will be particularly drawn to this line of intelligence gathering, but casting their net wide and doing some general searching and scanning for keywords across something as vast as the web might not get them the results they're looking for.



If the agents have a better understanding of their targets' location, they might engage in some surveillance. Surveillance is the practice of monitoring a target's communications, movement, and behavior in order to build a picture of their operations, and better anticipate the enemy. Surveillance can be done in the field or remotely, but its key difference compared to finding evidence is that the surveillance is active—in real time. Bugs can monitor conversations either digitally or audibly, cameras and photography can record a target's movements, while a shakedown of a target's safe house or assets can provide agents with more evidence to build a profile of their enemy. It's important to consider and create the vulnerabilities in your antagonist's operations, and also know how they are safeguarding their operations. What countermeasures are they employing in order to keep their work discrete? Encryption, disguises, false operations? Once you know all of this, you'll be able to confidently handle the player agents' intelligence gathering operations.

Profiling

Through these methods of intelligence gathering your player agents may establish a psychological profile of an enemy target, which is especially useful if your mission involves a villain personality or nemesis.

Psychological profiling aims to identify a target's mental characteristics, emotional state, and method of working by analyzing the clues they leave or the surveillance gathered. This relates a lot to the "why" of your briefing, in which you—without telling the players—determine what motivates your protagonists. If you know this it will inform the type of evidence or behavior the player agents witness, and if done right can help the players plan and predict what their interference will do.

Field Work

When the team have an objective and clear intelligence to act on, they can engage in fieldwork by making a move on an enemy asset, or taking action against enemy targets.

Field work is often the culmination of the mission and your story's tension, taking place in a more specified time and space than the free-floating nature of intelligence gathering work. Planning this part of your missions is more intensive, but very rewarding as you focus in on the enemy's locations, what infrastructure they have, the NPCs present, and everything else you need for infiltration and combat.

Depending on how your player agents have acted, you could be preparing for them to infiltrate your enemy facility, complete with maps, patrol routes, and the objective's location.

For more information on building combat encounters, see Building Encounters (p213) which explains how to use the rules presented throughout this rulebook to plan a cool finale for your mission as the player agents make their move.

Like all good spy stories, field work represents the action packed culmination of your plot—the player agents know what they have to do, the stakes are high, and they need to go in, boots on the ground, and complete their mission! You can take inspiration from heists, or the final showdown of a villain and the heroes of a movie, where each member of the team works to complete their part of the mission. In a flurry of action and tradecraft they rush to win the day, and each action they take could blow their cover and turn the operation to the worse.

Player agents are most vulnerable when they engage in field work, so you should build into your encounters that sense of risk and reward. The risk of their character dying is an ever-present danger during combat, but there are also risks of the player agents being identified or captured by the opposing side.

You could plan for these eventualities, as well as how far your NPCs are willing to go for their cause—will they give up and prefer capture over dying to complete their plans, or will they retreat at the earliest possibility, fighting another day?

Debriefing

Once the gun barrels have cooled and the objective is secure, it's the handler's job to debrief their agents..

As well as handling the in-character reports of what happened, as well as delivering any requisitioned items and objectives, you can take this time to award pay and experience (XP) to the player agents. If you're playing an ongoing campaign or series of missions, then you should plan the characters' progression in line with the advice in Awarding Experience (p194). If this was a one-shot game, or a single mission, then you can emphasize how the agents' efforts saved the world!

Mission Calibers

Mission calibers are an indication of the overall difficulty of the mission, the strength of the enemy agents or forces, and provides a guide for which character levels the mission is most appropriate for.

Mission calibers are given a number, from 1 to 5, depending on the mission's circumstances. The caliber of the mission also indicates the caliber of gadgets that can be requisitioned, and how many, according to the Gadgets By Mission Caliber table (p191).

Calculating Mission Caliber

You can calculate the caliber of your mission by using the enemy resistance the player agents will face, or as a quicker, rougher calculation you can use the average level of the player agents.

Average Enemy NPC Level

To calculate the average NPC level, add up each unique difficulty level of your NPCs and divide it by the number of different levels your NPCs have in your mission. This gives you the average of the NPC levels present in your mission, and is a simpler reflection of the resistance the player agents may face. It skews the mission caliber further up or down, taking more account of the extremes of your mission. For example, if you had a group of difficulty level 1 security guards, a level 3 newbie hacker, and a level 5 enemy agent, present in your mission, you would calculate $1 + 3 + 5$ and divide the result (9) by 3. The average NPC level would be 3, meaning the mission would be caliber 1. It doesn't matter how many level 1 security guards there are, as you only count each level once. This method takes better account of the outliers, as the level 5 agent will be tougher to deal with than a level 1 guard.

AVERAGE PLAYER LEVEL

You can also work in the other direction, basing your mission on the average level of the player agents. Add up all the levels of the player group, and divide it by the number of players. This value is the level of NPCs that equal the threat of one player character in the group. You can use NPCs of a lower value in your mission for easier encounters or if you want the player agents to feel heroic, or you can put higher-level NPCs and vehicles in your encounters to provide your players with a challenge. Be careful to stray too far from the average player level though, so the players don't feel like the mission is impossible or too much of a cakewalk.

AWARDING EXPERIENCE

As your players' characters successfully complete mission objectives and defeat enemies they gain experience, represented by experience points (XP). When characters reach experience point totals they increase their character class level.

When the team defeats one of your NPCs, award each of them the XP value of the NPC as listed in their statistics.

With each objective they complete, award each agent in the team the corresponding amount of experience based on the missions' caliber. Your mission may have optional objectives, or multiple objectives in the same mission—for each objective complete, award each member of the team the XP listed in the Experience Rewards by Mission Caliber Table

EXPERIENCE REWARDS BY MISSION CALIBER

Mission Caliber	Average Agent Level	XP Reward per Objective
1	0-3	200 XP
2	4-8	1000 XP
3	9-12	5000 XP
4	13-16	10000 XP
5	17+	18000 XP

MISSION REWARDS

Agents are rewarded primarily with cash for completing their missions, either sharing in the fee the agency was paid by its client, or as their staff pay from whatever government department employs them. As the game master, you should give player agents a monetary reward if your mission is part of an ongoing series or campaign. Pay reflects both the danger of the mission, as well as the seniority of the agent, tiered in line with the mission caliber, as listed in the Pay by Mission Caliber table.

PAY BY MISSION CALIBER

Mission Caliber	Average Agent Level	Average Pay per Mission
1	0-3	\$3000
2	4-8	\$5000
3	9-12	\$10000
4	13-16	\$15000
5	17+	\$20000

With this pay, agents can pay for lifestyle expenses (p194), and use their disposable income to pay for equipment they would like to keep from Equipment (p68) and Vehicles (p118).

NON-MONETARY REWARDS

As the GM, you can also award your players with intangible assets as rewards, such as access to equipment and locations, intelligence about further missions, new contacts, or higher clearances within their organization. These kinds of rewards should always make sense for the story, how the mission was completed, and the plans you have for your campaign going forward.

CREATING CAMPAIGNS

Creating a campaign can seem daunting at first, a series of missions with a perfect throughline of plot, action, and theme, but planning for a campaign need not be any more work than creating a single mission.

When you create a campaign, you are looking to establish with a group of players that your game will take a longer form, spanning several missions, that might be linked by an overall theme or storyline. This long-form game, where you agree to meet regularly to continue going on missions together, gives the players time to level up their agents, for you to pace your plot points, twists, and story reveals, and also allows everyone to build their agency up from a small-time group of espionage recruits to a worldwide intelligence powerhouse.

STARTING LEVEL

By default, characters start their careers at 1st level. By going on missions and earning experience they can increase in level, gaining new class features and increasing their proficiencies.

1st-level agents represent recruits to the intelligence industry—capable individuals, but new to the trials of espionage. But you can decide, as a group, to begin your campaign at a higher level, and to use higher mission calibers from the start. Mission caliber increases at 4th level, 9th level, 13th level, and 17th level, but you don't have to use any of these as the only levels you can start at. You can begin your campaign at any level, so long as your group all agree and are comfortable with their characters' abilities and features at the starting level.

CREATING THE PLAYERS' AGENCY

Creating the player characters' agency will be just as important as creating the enemies, missions, and objectives that will shape your campaign. Their agency forms a home for the player agents as well as informing the kind of missions they go on, and how they operate. You can use any of the agencies from *Agencies on the World Stage* (p176), or create one specific to the players.

You could start by determining where the agency is located, or base the agency on the idea of who runs it. The group could also have a theme in mind about the agency's specialty, or grow it organically from play as the player agents work together on their first few missions.

As the players will have more invested in the player agency than the non-player character agencies or enemy organizations they face, you should give them more creative control over creating the agency.

LOCATION

Agencies can be located anywhere around the world, and you are encouraged to think of an agency as having an international reach with the capability of engaging in operations anywhere. You can alternatively keep operations within a smaller area, focusing on a region, country, or single continent, depending on the campaign idea you have in mind or if the locations the players explore is important.

For a more gritty or realistic tone, set the agency somewhere real, considering how they stay hidden in plain sight, how they are funded, what jurisdiction they have, and how they might recruit, all based on their locale. For a more 'super spy' feel, you can base the agency in a more fantastical location, like a bunker in a remote location, a resort on a tropical island, or a base on the coast of Antarctica, and go into detail as to how the agency is capable of engaging in missions.

Once you have established a location, you can help flesh out the details by asking leading questions of the group. You can use these leading questions, or phrase your own:

- Where exactly is the HQ located? Is it in a central, urban location, or is it rurally based?
- What does the agency look like? Do civilians know where the building is? What is inside?
- How do staff access the facility? Are there any secret entrances or exits?
- What other assets are kept there? Does the agency here run like a head office, or are all the agency's equipment, vehicles, and gadgets kept here?

CONTROL

The leader of the players' agency could be the defining detail that sparks the creation of the agency, if you want their personality to form the basis of the agency's work. Organizations are often spearheaded by strong leadership figures, and your agency may be no different.

We term this leader "Control", as they organize and direct the operations the agency engages in. You should consider the following questions when creating your Control NPC:

- Who is Control? What's their gender? Do the players know? Are they even a person at all?
- How do they get in contact? Are they always available, or do they hand out the missions and then cease contact?
- What is their codename?

You don't need to create NPC stats for them unless you intend for them to play an active part in the campaign, or if there is a mission located at the agency's headquarters.

AGENCY SPECIALTIES

The agency's speciality may form the initial idea for the rest of its details, if the players at the table have an idea of what skill set they want the focus on. These specialities could be something like infiltration and surveillance, data decryption and extraction, or wet work.

The agency's specialty may depend on the classes most prevalent amongst the player group. If combat is the players' focus, then the agency will lean towards a more direct, combat operations to complete their objectives, while infiltrators, hackers, and technicians will employ a quieter approach, relying on sneaking and manipulating the hardware and software assets used by their enemy.

When you are considering your agency's specialty, you should ask:

- What kind of missions does the agency take on?
- What is the approach of their agents in the field?
- Is the agency bigger than the size of the player group? Or is it a small team, composed solely of the player agents and their handler?
- What gadgets or standard equipment does it develop and equip its agents with?
- How and who does it recruit?

PLAYER CREATION

As the agency will act like a workplace or even a home for some of its agents, it is important to involve the group while you create the agency. You can use them to help answer the questions presented here, as well as include anything they'd like to see. Your group should be on board with the kind of game you intend to play. **The Spy Game** is a toolkit for playing in your favorite flavor of spy fiction, the players' agency, as well as the missions you send them on, will convey those themes. Players who create their own agency will also have more emotional investment in their team and the agency as a whole.

Allowing the players to create their own agency will also give you a good idea of the kind of missions they want to see, as well as give them agency to determine their own overarching objectives or political goals in the world of *The Spy Game*. They could decide to be anti-authoritarian, acting in defense of citizens of oppressive regimes. They could decide to be conservative in nature, acting in the interests of corporations, and politicians in power. They could decide to be entirely mercenary about who they work with, taking missions from the highest bidder.

Agency Name

Every agency needs a name—a brand by which the world knows it, advertising its specialties or how its operators engage in their missions. Good names evoke the agents' attitude and style, as well as just being cool to say. Names can also be the hardest to come up with, but there are good starting points:

Acronym. An acronym is a word formed from the first letters of a phrase, or longer name. Organizations use acronyms for brand recognition, as people are often lazy and will shorten a longer name. If you decide the acronym of your organization, you have control over how people abbreviate or shorten it, and keep a bit of control over how the agency is perceived. You can start the process by choosing a cool acronym, and working backwards, like picking S.W.O.R.D. or T.R.A.C.E.R., and breaking them out into possible full names, like Special Worldwide Operations and Rapid Deployment, or Tactical Rescue And Contained Emergency Response.

Theme. The agency's name may come organically from a discussion of the talking points in this section—its location, who Control is, from a specialty the agency practices, or even from their name. Keep in mind that the agency needs a name early on, and have your players keep their attention on any details that could influence or become a name.

Name First. You could reverse this process, and start creating the agency by choosing a name first, taking inspiration from company names you've seen or other agencies you've heard of.

CAMPAIGNS BY THEME

The Spy Game is set “tomorrow” among the technological advances that are just at the edge of our fingertips and the realization of the fears we face in society today. Development and the commercial adoption of the likes of robotics, automation, and drone technology have improved lives along with advance medical diagnoses and treatments. However, AI learning and prototype quantum computing power has developed an incredible ability for governments and agencies to keep tabs on people all around the world, and for international terrorist groups to strike digital targets with wider ramifications than localized attacks.



While it may sound like a cyberpunk dystopian future, it's important to remember that **The Spy Game** takes place in our world, with all its political and societal themes, with one twist—the network of independent, mercenary intelligence agencies that work around the world for profit. Some of those agencies work for one country or state, or with allegiance to a wider international body like NATO, Five Eyes, or the Gulf Cooperation Council, driven more from ideology and loyalty than profit, while others work for the highest bidder, owing no allegiance to government organization or oversight. It's one of these agencies that the player agents will form or be a part of, so it's important to establish with the players how the agency operates, and how other organizations around the world view it.

TECHNOLOGY

The technology of **The Spy Game** is just out of our reach today. It's the kind of theoretical advancement that will both change an industry or improve the lives of its users. It could be medical, a new programming language, a commercial product, a development in robotics, or military gear. Your campaigns should be full of technology that is only just being prototyped and discussed right now, adopted by the people in your missions as everyday objects that make their lives different yet recognizable.

This kind of advancement doesn't stray into the fantastical. Instead it augments real life and pushes it ahead to the technological developments that are within sight. For inspiration, you can look at what news media is reporting as possible new technologies around the corner and how that might impact peoples' lives. The metaphor of your game being set "tomorrow" is a good shorthand—the game doesn't take place decades in the future, with too many technological and societal changes.

Technology can also be used to intrude into people's lives, collecting vast amounts of personal data to model behavior, and then to control and manipulate that behavior. Your campaign could focus on these themes of new technology used for good or evil. Seemingly innocent technology that benefits many people in their daily life can be used by malicious agencies or authoritarian leaders, and the players' agency could be key to uncovering and disabling that.

CYBER WARFARE

Warfare is no longer conducted on traditional fronts. Standing armies are expensive but a legacy that all nation states cling to in a pseudo cold war. Instead, agencies are tasked with targeting other states' telecommunications and IT assets in order to destabilize the targeted nation. Protecting their own nations are an army of counter intelligence agents who guard against intrusions and trace those responsible for hacking servers, and corrupting state systems.

The players' agency can easily get involved with cyber warfare in the world of **The Spy Game**, as technology becomes ubiquitous in any job or personal activity, they can hack and deploy software to complete their objectives, and engage in on-the-ground intrusion missions into companies and agencies that house data servers and IT infrastructure.

A GLOBALIZED ECONOMY

Huge multinational corporations now wield the power of small governments, with a powerhouse of personnel, and their own politics based on their business objectives. Given the investment and the monetary assets they need to protect, war is bad for business and so they'll do all they can to keep the peace—or so it seems. Underneath their public face, their billionaire board members can plot and conspire like any government, engaging in industrial espionage to stay ahead of the game, or sabotaging competitors and state agencies that would disrupt their monopoly or regulate their industry.

The player agents could be employed by one of these groups, by a third party or a subsidiary company under them to complete the objectives of its board. Companies in this way could hide their true intent or identities from the group—while they hide behind a PR front of goodwill and on brand public messages—which provides a great plot hook when the player agents discover who they are really working for. With profit and greed at any cost, large globe-spanning corporations might go to any lengths for their own security and prosperity.

Running The Spy Game in the Past

The Spy Game also offers you an opportunity to explore and play a fictional version of key historical events in the intelligence community, like the Second World War, the Cold War, and the War on Terror. These time periods aren't strictly covered (in terms of their equipment and technology) but it's very easy to use the game's core rules in order to simulate fictional episodes in those events.

The First World War. After their inception in the late nineteenth century, intelligence services became more formalized institutions within the armed forces of the various belligerents of 'The Great War' as it was known. The British Secret Service Bureau and the Secret Service of the United States led their counterintelligence operations, while on the Western Front, French, Belgian, and British military intelligence services infiltrated the occupied territories of Europe—a vast network of agents running informants. The First World War was the first time modern espionage and intelligence operations were organized on such a large scale, and with clear targets and sides of conflict.

The Second World War. *The Second World War saw the establishment of many intelligence agencies as we recognize them now, with the Secret Service Bureau from Britain growing into MI5 and MI6, post-revolution Russia developed the NKVD and SMERSH, and in America the OSS was building resources and networks for what would soon be the CIA. In a truly global war where signal interception began and the Enigma code was cracked there are multiple options for espionage missions and campaigns behind enemy lines in occupied territory.*

The Cold War. *The Cold War was the 'golden age' of espionage. The Moscow rules, the shape of the CIA as it stands, and spy tropes as we know them today were all born out of the suspicion, paranoia, and technological arms race between East and West. Mutually assured destruction with nuclear weapons meant the new imperialism of both sides could not be continued by conventional means. This led to cat and mouse espionage games where information was the new currency and a single action in the shadows could mean world annihilation if handled wrongly. Classic spy drama at a time when the stakes couldn't be higher...*

The War on Terror. *The War on Terror was born from the September 11th terrorist attacks on America orchestrated by Al-Qaeda. In one day, the most shocking and direct terrorist actions of the new millennium changed the geopolitical landscape and drew America and her allies into wars in Afghanistan and Iraq. Terrorism on that scale required massive changes in how covert operations were run and a huge surge in intelligence capability and reaction. The ramifications of the War on Terror continued well past its semi-official end by President Obama in 2014, and continue to shape the real-world espionage landscape to this day.*

INVOLVING CHARACTER BACKGROUNDS

When you create your campaign outline, thinking about all of the circumstances of your missions and the enemy groups your players will face, it can be easy to forget they will bring with them characters with ideas of their backgrounds and double life. These backgrounds, based on the backgrounds found in *Creating a Character* (p10), come with elements of the player agents' lives and personalities that you can use to inform and build into your game's campaign.

Finding links to your campaign and your player agents' backgrounds creates investment on the part of your players, and promotes the collaborative nature of tabletop roleplaying. If you either create or modify your plot to directly involve the players' backgrounds, they will feel more tied to your story, especially if you've used something they have created for their character. Revealing one of your plot points to be directly influenced or involve a character's background provides a gratifying narrative device that players enjoy, which can also raise the stakes your player agents' have in the missions they are on.

Involving the characters' double lives is the easiest way to do this. Their connections to people and places could be targeted by your villain NPCs, or you could provide a twist later on that part of their double life was involved in your missions in some way from the very start. Such twists and plot devices to hit the protagonists "where it hurts" are all tried and tested tropes within spy fiction that you can use to bring excitement to your game.

As part of their backgrounds, every agent has a secret. This kind of information is valuable to those that would use it for their own profit, or maliciously against the societies of the world. If captured, agents could be forced to reveal these secrets, or the very nature of what the secret is could resurface over the course of their missions and the player agent could be forced to confront the nature of their secret, and attempt to keep it that way or have to reveal it to the rest of the team.

RECURRING VILLAINS

You can use recurring villains in your campaigns to provide a throughline for your story, as well as help players feel invested in going on missions and completing objectives. A main antagonist behind the events of your campaign can focus your players and provide a personal connection to your plot, as the player's agency gets more involved in putting an end to your villain's plans once and for all. Your NPC can have a whole other agency at their disposal, or use their own company as a front for the clandestine exploits, employing henchmen and trusted lieutenants to complete their own objectives that make up a cast of NPCs that your player agents must face and thwart.

A selection of evil villain NPCs can be found in the *Villains and Masterminds* chapter (p230), that you can use as a basis for your own campaign antagonists. There are also several agencies in this chapter that can be recurring antagonists for your player characters, each with their own spheres of expertise and objectives.

RUNNING THE GAME

BEING THE HANDLER

As the game master (GM), you are equal parts storyteller and referee—you know the rules and

use them to resolve and describe the actions the characters take, whether they are shooting at enemy soldiers, rappelling down a building, or hacking into a secure mainframe. You judge how difficult actions are and describe the outcome, based on whether the players succeed or fail their dice rolls. You also control all the allies and antagonists of the story, acting as them and describing what they do just like the player characters.

FUNDAMENTALS

The fundamental principle of being the GM is about running the game—how you keep the story moving from moment to moment, driving the action forward by inviting the players at your table to act as their characters and then responding by narrating their dice results. Of everyone at the table, only you will know the full details of the mission in play. The game then invites your players to explore and interact with the circumstances that you describe and the non-player characters you portray at the table.

Your players will take on missions in your fictional world by using their characters to complete tasks and actions, and you can use the rules to determine their success at completing those actions. The characters in the game make choices in the world, and your players roll the dice to see whether they succeed or fail. It's the same for your NPCs, who you will describe the actions of, make ability checks, saving throws, and attacks like the player characters do.

SET THE SCENE

It's your responsibility as the game master to set the scene for the game. Each time you start a new scene or encounter, begin by describing what the player agents can see and hear, as well as any unique features they can sense, like distinct smells and or ground vibrations. How you frame each scene will be important to your players, as this description will inform how they can interact with the scene as their characters; try to consider how their environment will change their response.

SPACE

Defining the area around the player agents helps judge how they can move around the space of the scene, including any impassable areas or rough terrain. Describe what's immediately obvious to the characters, so the players can understand where they can move.

SENSES

Bright light, dim light, and darkness all have distinct effects on mission environments (p141), so when describing your scenes keep in mind how that will affect what the player agents can see. They may be able to make out silhouettes or shapes in darkness, while in dim light they may see tones instead of the full color visible in bright light.

Equally, player agents might be able to hear footsteps, people talking, or other sounds like gunshots or vehicles, or background elements in the environment. What the agents might be able to smell and touch can also inform what they know about a scene; the smell of smoke might indicate fire just as cold wind on their skin could denote an exit or outdoor area.

WEATHER

The weather has a big effect on how characters feel and act when outdoors. Cold temperatures bite at characters, making dulling their fine motor skills without insulation. Hot temperatures can exhaust characters while they swelter and burn without protection from the sun. While indoors, ambient temperatures can inform the players of what might be going on in the rooms they find themselves in—while most indoor temperatures are around 65°F, refrigerated spaces go down to 40°, and heated spaces inside hospitals and care facilities have a slightly higher room temperature.

DESCRIBE THE OBSTACLE

When you describe each scene, you also outline the obstacle the player agents face or the problem they need to solve. You do this simply by describing the problem at hand as part of the scene; the mark in the crowd, a bomb two minutes from detonating, or the surveillance drones between the agents and their prize. In each example there's a clear obstacle or enemy the team needs to overcome; rob the mark, defuse the bomb in time, and destroy or avoid the drones.

Clearly framing the obstacle in the scene is important in focusing the players on the mission, while remaining vague will allow the players more flexibility to explore the situation and discover more about the mission at their own pace. Both options are viable depending on how you want to pace the mission.

If you are economical with the salient points of the mission, by not identifying the obstacle or target, or offering various possibilities, then players will take longer to discover the objective and act on it. This gives your players a more intriguing plot, building suspense until they explode into action to try and resolve the mission's objective.

If you want a quicker or more focused scene, clearly identifying the obstacles will drive your players to action quicker. For example, think of how the information the players receive in their briefing will alter the resolution of finding an enemy agent. If the agents already have their likeness, name, online profile information, aliases, etc. they will be able to find their mark quicker in a crowd. If they have little to go on—an alias or a location they frequent—then they must do a lot more surveillance work in order to discover that person's whereabouts. Equally, if the enemy agent was taking steps to disguise themselves then the agents will need to do more work to discover them, even with information about their real persona.

The Golden Rule: It's Your Game

You chair the group, so you curate this story. While the players are there with you, all able to act as their characters as the circumstances allow, it's you who know the whole plot and adjudicate the game, so the role of game master comes with a different level of responsibility than the players. To that end, you should remember a golden rule of game mastering: you can decide how to apply the rules, and when to adapt or ignore them. You have that power.

The rules contained in this book cover the majority of circumstances that'll come up during play, but they can't account for every situation you might come across. You should feel empowered to adapt the rules, use them the best way that befits your game, and make the final decision when it comes to resolving the rules.

That doesn't mean be a jerk or negative for the sake of it, but it does mean you have the authority to have the final say in resolving gameplay. Finding the balance is key.

RESOLVE ABILITY CHECKS

Once you've described the scene and presented the obstacle or objective to the players, invite them to act and react to the circumstances of the scene. Any time their actions have an element of risk, there may be a cost to completing the task, or if their success or failure is important to the scene, you should call for an ability check.

An action with risk involved means there is a clearly negative consequence if the player agent fails the check—a bomb they are diffusing explodes, an alarm they are tampering with triggers, or they fall from the ledge they were trying to jump to.

An action that involves a cost could mean the character has to expend resources whether they succeed or fail. Alternatively you could allow them to succeed but the cost is increased or is whatever resource that could be used is used up. Trying to bribe a local contact involves spending cash or transferring money to their account, while trying to crash land a plane may still be possible while failing a check but the plane itself is wrecked beyond repair.

If the success or failure of a check is important, it's good to know up front what impact the consequences of success or failure will have on the plot of your mission. Any actions that directly affect the outcome of the mission, like stealing the assets the agents must acquire, breaking into the facility where the objective is located, or attacking the target of the mission, all have significant consequences to the success of the mission. These key checks, often called out or described in pre-written missions, have a big impact on the game and the progress of the story. When the stakes are high, success or failure could mean completing the mission or failing entirely in the attempt, leaving the enemy to succeed or resulting in the untimely deaths of the player agents.

Failing Forward

Failing forward is a key concept in roleplaying games. It means that failure never stops the story progressing. If a player fails a check, their agent won't just stop, nor will the action of the scene cease until they get it right. Failure should provide players with unexpected twists as interesting consequences happen if they don't complete their task correctly. You can employ the concepts of risks and costs in order to keep the story going.

Risks. *If their ability check is risky, what happens to the characters if they fail? Is an enemy alerted? Do they break something? Do they expose their position? Or is an asset to be used later suddenly made unavailable? Enacting a risk like this moves the story forward, and the players have to adapt to overcome the new problem.*

Cost. *If you employ a cost for the player agent to complete their check, it might be that failure means the cost is more than they initially thought, or that you allow them to succeed with a cost. This is a good method of failing forward if the players need to overcome this problem as the only gateway into the rest of the mission. Instead of framing the check as a success or failure, you can use it to determine if they accomplish their task without any complicating factors like taking more time, being discovered, or using up some resources or assets.*

CHOOSING A PROFICIENCY

When you call for an ability check, you decide which ability and which proficiency best applies to the situation. The players involved can suggest any skill, tool, language, or vehicle proficiencies that may apply to the check, but you have the final say over whether that bonus can be added to the roll. The different rolls used in the game are called for based on different circumstances.

Skill Proficiencies. Skill proficiencies are the most commonly applied proficiency. When a character is attempting an action outside combat you can apply one of their skill proficiencies and the most relevant ability score bonus to the check's result (Skills p134).

Tool Proficiencies. Whenever a character would use a set of tools they are proficient in for the task they're attempting, they can add their proficiency bonus to the result. Tools include forgery kits, disguise kits, hacking tools, and first aid kits (p91).

Vehicle Proficiencies. You can apply a character's vehicle proficiency when they are operating, driving, or piloting a vehicle they are proficient with (p118).

Language Proficiencies. Language proficiencies describe which languages the character understands, and so work a little differently than proficiencies applied to an ability check. When a character attempts an ability check that relies on a language they don't understand, they have disadvantage. However, if proficiency in the language being used would confer some special bonus, you can give the character advantage.

Weapon Proficiencies. Weapon proficiencies are applied to attacks during combat. Characters must be proficient with the weapon they are using in order to apply their proficiency bonus to their attack roll to hit their opponent.

Skills with Different Abilities

Normally, each skill only applies to a specific ability. Proficiency in Athletics, for example, applies to Strength checks. However, in some situations a proficiency might reasonably apply to a different kind of check. You can ask for a check using an unusual combination of ability and skill. For example, if a character has to swim from an offshore island to the mainland, you might call for a Constitution (Athletics) to test the stamina of the character to make it that far. Similarly, if a Soldier uses a display of strength to intimidate an enemy, you might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

Using Passive Abilities

Passive ability checks can be used when characters aren't at risk or have more time to complete their task, or when one character is trying to affect another. When a character is taking their time, you can decide to use their modifiers that normally apply to the check, and add them to a base score of 10, rather than rolling the dice. Doing so gives you a measure of their overall competency when they have the time to concentrate on a task for a while, or at moments when there isn't a risk from their failure.

Passive checks can also be used as a target number for an ability check if the character's opponent provides some resistance. For example if a player agent is trying to sneak up behind a guard, you can use the guard's passive Perception as a target number for the player agent's ability check. Equally, if your NPC guard is trying to check the forged papers of the team, you can use the player agent's passive score as a target number for your guard's ability check

Saving Throws

When you want to test the reflexes or reactions of characters and NPCs at the table, you should ask for a saving throw. Saving throws represent how the character deals with something affecting them, and are used throughout the rules for explosions, burst fire, toxins, hacking tools, and also some class features.

Saving throws use one of the six ability modifiers. Characters can have proficiency in a particular saving throw if they're especially hardy or have quick reactions. You should call for saving throws when you want to test a character's reactions outside of their turn, based on the kind of ability most relevant to the effect, or the ability referenced by the weapon or hazard, as described in the Saving Throw Example Table.

SAVING THROW EXAMPLES

Saving Throw	Description	Affecting Ability
Strength	Reactions where brute force or stamina are being tested: catching and holding a falling pillar, maintaining grip to a ledge for a long period of time.	Strength, Dexterity
Dexterity	Reactions where speed and agility are being tested: explosions, bursts of gunfire, traps.	Strength, Dexterity
Constitution	Reactions where hardiness and health are being tested: toxins, diseases, food poisoning.	Strength, Intelligence
Intelligence	Reactions where intellect and knowledge are being tested: obscuring information, firewall activation, mental trauma	Intelligence, Wisdom, Charisma
Wisdom	Reactions where common sense, perceptiveness, or bravery are being tested: deception, morale, charm, forgeries	Charisma, Wisdom
Charisma	Reactions where personality and psychology are being tested: discourse, debate, morale, willpower	Intelligence, Wisdom, Charisma

Many NPC special traits and actions, player agent class features, and equipment items like hacking tools use saving throws in substitute of an ability check. In these situations you do not need to make any ability checks, you just need to have the targets make their saving throws against the difficulty class listed.

Saving Throw DCs. The difficulty class of saving throws, if not listed explicitly in their action or feature, can be quickly calculated with the following formula:

$$\text{Saving Throw DC} = 8 + \text{Ability Modifier} + \text{Proficiency Bonus}$$

The defining ability depends on the effect that is being used—not the ability the saving throw will use, but the ability that is affecting the target, as detailed by the examples in the Saving Throw Examples Table. In general, physical abilities affect other physical abilities (Strength, Dexterity, and Constitution), while mental abilities affect other mental abilities (Intelligence, Wisdom, and Charisma).

Using Advantage, Disadvantage, and Inspiration

When the circumstances in the scene are especially favorable or are difficult, you can apply advantage or disadvantage to the ability check. The environment often provides these advantages via lighting, weather, and the terrain all providing advantage and disadvantage on ability checks.

You can apply advantage to an ability check where the circumstances provide a clear advantage to the active character. If the circumstances are disadvantageous to the active character you can apply disadvantage to their ability check.

You can apply advantage or disadvantage to passive scores as well, increasing the score by 5 if the character has advantage, or reducing their score by 5 if they have disadvantage. You could do this if you are using a character's passive score as a difficulty class for a test, and the circumstances don't actively help the character making the ability check. For example, a dark, rainy environment doesn't actively improve a player agent's Stealth skill, instead it impairs the guard's ability to see, so apply a modifier of -5 to the guard's passive Perception and have the player agent roll their ability check with one d20 as normal.

You can also award inspiration to players when they act in line with their backgrounds, i.e. if they play their characters to their ideals or bonds, or their double lives or secrets come into play in a way that would motivate or benefit them. You might award a martial artist who's also a prized fighter inspiration for winning a one-on-one challenge, or you might give inspiration to a medic who's a cybernetics specialist when they make an incredible breakthrough in their research. You could offer inspiration to a soldier who's bonded to the "sisters and brothers in arms" when they perform heroic feats to rescue their fellow agents.

You can also award inspiration for heroic actions or character-led dramatic events. Any time you or the other players are impressed with what happens in the story, particularly impressive rolls, succeeding

under incredibly difficult circumstances, or just when the group has a particularly fun moment, consider if awarding some inspiration would be appropriate and if so reward the players with it. Your group and your play style will inform how much inspiration comes up at your table, but generally each player should have inspiration enough of the time to spend it at least once per session. For grittier-toned games, inspiration could be hard to come by, but more movie-style games of super-spies might have inspiration as a reward most of the time.

Narrate the Action

The natural rhythm of the game is that you describe the situation, your players describe their actions and you call for any ability checks they need to make, and then you describe the outcome of their actions—whether they succeed or fail—and how the NPCs respond, making your own rolls as needed. Keep inviting the players to attempt actions, respond as your NPCs, and describe how the characters affect the scene as the game time progresses.

It's important to remember to describe the result of the characters' actions, to continue the flow of the story so that the players can see the results of their actions. Their actions will shape and change the mission you've planned and will make progress towards their objective. Players will enjoy seeing the success of their actions take form in the story, and in combination with the players, you narrate what their dice rolls mean in the context of each scene.

You also respond to the situation as your non-player characters, speaking or taking actions as them, resolving ability checks that you feel they would take based on their goals and motivations. You can describe what they say, or roleplay as those characters speaking as them and conversing with the players who in turn reply as their agents.

Once the obstacles or goals of the scene have been completed, or you feel the scene has been resolved, you can move on to a new scene, changing the circumstances for the characters. There may be an obvious link, with one scene leading onto the next logically, or you may introduce and frame a new scene that surprises the players and changes up the stakes. Once an objective is complete, the player agents may naturally go back to their safe house or agency HQ. However, you might introduce an ambush scene, or an attack on their HQ, to increase the tension or surprise your players.

The Silver Rule: Keep It Fun

*It's important to keep one thing in focus when you're playing **The Spy Game**, and that's fun. There's only one way to "win" a roleplaying game, and that's to have fun telling a story through the gameplay and the mission's plot. If people aren't having fun, then that's the time to ask people how they'd like to change the game to make it fun again.*

Keeping people engaged may be a case of ensuring they're included in decision making, planning, and the action, while sometimes it might be changing something about their character where they made a mistake, or made a wrong choice they want to rectify. Remember the golden rule—you have authority over this game, you can change its rules, or suspend them, for the sake of having fun. The only people who will notice, that truly matter, are sat around the table with you.

YOUR SECOND ROLE: THE HANDLER

As a key, allied NPC, the handler of the team's missions will be played by you, either created by you or by the players when they create their agency. As a key role, it's important to know about how to portray them, and how they can help the player agents as well as get them to accomplish the handler's objectives.

WHAT IS A HANDLER?

A handler is common parlance for someone who manages agents, otherwise known in the real espionage world as a case officer, who in turn works for the leader of the agency, known as "Control" within **The Spy Game**. Typically a handler will either be a case officer who trains and directs a principal agent, who in turn runs a cell of agents or "assets" to work and gain intelligence from. Those degrees of separation allow for protection for the agents at the top and bottom of the chain, and true deniability for who they are working for due to the organization's cellular nature.

In most spy fiction(including **The Spy Game**) however, handlers have a much more personal relationship managing their agents, from the likes of James Bond's boss and the chief of MI6 "M", to Solid Snake's handler Campbell, Bosley in Charlie's Angels, and Diana in the Hitman series. It's this relationship, managing agents and directing them on missions, that will be predominantly done by you.

PLAYING THE HANDLER

You can play the handler like any other NPC, using the creative choices you've made as a group when you built the agency (see Creating Campaigns, p189). You can use their personality to deliver briefings and communicate with the player agents when they need it. You can determine how they get in contact, and therefore how to deliver briefings and messages to the team.

Their key responsibility is to deliver the briefing to the player agents, and oversee their operation. To that end, you can choose to involve them or not in the mission's progress as you see fit. Delivering the briefing to the player agents in character gives you a chance to roleplay as the handler, play out their personality traits, and interact with the player agents as a friendly NPC. You can also use their handler to recap sessions with the player agents, again in character, or provide advice based on what they know. Ultimately, the role of handler allows you a way to progress the mission in character, instead of relying on description and player discussion.



You can develop personality traits, relationships with individual agents, and even ability scores and NPC traits as needed.

WHAT THEY KNOW

When roleplaying as Control or their handlers, it's important to distinguish between the information they know as a character, and information you know as the game master. Agencies, and therefore their handlers, only have as much information as they can gather intelligence about the mission. Depending on how often the team can get in contact with their handler, they may ask questions or for assistance, and you need to be able to decide whether they would be able to provide that assistance depending on the mission.

During missions where the agency doesn't have much intelligence, and they need to gather more information about their targets and objectives, the handler will be learning about the information the agents uncover, while you as the game master will know and be providing that information to the players. It's important to remember, as the handler, to react appropriately in character—what information are they surprised by, and what can they deduce from the facts discovered? They may then be able to provide assistance, once the group uncovers certain plot points or information about the objective.

Always remember to have a clear separation between what you know as the GM, and what the handler would know, whether you use them to deliver new information to the player agents, or react to any plot points they uncover. It's a matter of perspective and roleplaying, and usually the handler will know less than you, the GM.

Handlers and Other Ways of Playing

Some GMs may prefer a more traditional style of play where they present scenes and the story points in a less interactive way. You can dispense with being the handler if you feel more comfortable GMing like this - just have the mission or any pre-written handler information delivered to the players via email or dead drop, and go from there.

You may also not have time to fully flesh out the handler/team dynamic because of the type of game you are playing. With one shot games and conventions have much more of a time constraint on your game, it's pertinent that you focus the player agents towards their objective much more than in more freeform, campaign play. To this end, the handler should be more focused and knowledgeable about the mission, its objectives, and the enemy, having more intelligence to hand than they might in a mission that requires more espionage and intelligence-gathering work.

HANDLER PERSONALITY TRAITS

d20	Personality Trait	d20	Personality Trait
1	The handler is a meticulous planner	11	The handler is a scientist, secretly studying the social dynamics of the group
2	The handler is an intellectual	12	The handler has an encyclopaedic knowledge of the agency's database
3	The handler is tired of desk duty, but is stuck there for some misdemeanor	13	The handler is mentoring the agents, teaching them tradecraft
4	The handler can't enter the field for a personal reason	14	The handler is an ex-field agent, jaded by the profession
5	The handler likes to wisecrack and tell jokes	15	The handler is a young hacker, able to provide some infotech support
6	The handler is in a romantic relationship with one of the agents	16	The handler is cultured, and enjoys the finer things in life
7	The handler is an A.I., trying to learn how to be more human	17	The handler is new, and is learning tradecraft from a desk
8	The handler is a genius gadgeteer, who hates their equipment being misused	18	The handler is daring, encouraging their agents to take risks
9	Where the handler has incredible skill and knowledge of espionage, they lack common sense	19	The handler is actually a top-level politician, masking their identity
10	The handler is charming and sociable—a Face in another life	20	The handler is actually the big bad...

RUNNING INFILTRATION AND COMBAT

Both Combat and the new infiltration phase in **The Spy Game** are the more tactical and technical aspects of the game to run for any game master. As game time is broken down into more detail, with rounds and turns, and multiple characters in play at one time, it can seem daunting at times to coordinate everyone. The rules and tools in Infiltration and Combat, p147, provide enough guidance to manage combat and the life-or-death stakes of clandestine missions.

COMBAT: THE INFILTRATION PHASE

When the player agents have the drop on an enemy, or are infiltrating a location from hidden ingress points, **The Spy Game** moves the players and your NPCs into a structured mode of play that provides all the excitement of a stealth mission—sneaking around enemy installations, taking out guards, and securing objectives.

The infiltration phase uses the turn and round-based structure of combat, including the action economy of actions, reactions, movement, and bonus actions—but applies it slightly differently. It provides the players with the advantage of timing and stealth, while the enemy personnel are unaware of the agents' presence.

GUARDS AND PATROLS

Every enemy location will have guards of varying abilities, some of which will be alert and patrolling the encounter environment. It's up to you to prepare and set up their positions and their routes as they move around the patrol routes, as the situation and mission dictates.

Once the player agents have taken their turns and taken any actions they wish to take before 'going loud', your NPCs will act as they planned to while on patrol, resting, or however else the team finds them when they enter the scene.

Patrols will stick to a defined route, along a corridor, around a camp, or in position on guard at a single point in the encounter. These routes give player agents an idea of where guards might walk, enabling them to plan their infiltration or attack. Guards should only deviate from these routes if they are interrupted—for example if they see a possible enemy, or spot something out of place—at which point they will investigate and either react or go back to their patrol routine.

Walk, Don't Run

Guards who have no need to move at an increased pace don't move their full speed. A character's speed represents them moving at a combat pace, representing a mix of quick sprints, jogging, or hustling into position, while a Dash action represents a full burst of sprinting in order to reach a position further away. Guards or NPCs on a patrol route only walk, and you can represent this by moving them about half their normal speed.

ALERTNESS

Guards may have different levels of alertness, depending on the circumstances of their operation, the location, or the actions taken so far by the agents or intruders. A remote guard post, where long periods of boredom and inactivity dull guards' senses will be much easier for characters to infiltrate than a facility on lockdown because an intruder alarm has already gone off. You can think of the degree of enemy alertness on a scale, taking into account what's happened up to now, or what the enemy are up to.

Relaxed. If your NPCs are relaxed, they may have spent a long time at their positions, aren't focused on their jobs, or be over confident, clouding their better judgement (often the case for lowlife characters or low-ranking personnel). When the NPCs in an encounter are relaxed, they won't be as aware as normal, and very few will actually be on the lookout for danger. The rest may be eating, resting, slacking off, or even seeing to their own business. It might be that they don't think there's much likelihood of danger being present if, for example, they are at a safehouse they have no idea is compromised, or if they are in a remote or 'secret' location. When guards are relaxed, you might impose disadvantage on their passive Perception scores, or only have a small number of guards who will actually notice agents as they approach. You can even impose conditions on some guards, like Unconscious and Prone on guards who are sleeping, or even Blinded on guards who are entirely inattentive until they hear something.

Aware. The natural state of a group of NPCs on patrol is aware. Guards who are aware are attentive, and stick to their patrol routes and are prepared to respond and act to any threats as necessary. If they perceive something out of the ordinary or a possible threat they will react by investigating the intrusion first, before calling for assistance or attacking. When they are aware, you may have a mix of patrolling and stationary NPCs, or they may be busy completing an objective of their own while a smaller group watches for threats. Once an aware group of NPCs confirms the presence of the team, finish up the player agents' turns and then roll for initiative (See Combat and Infiltration p147)

Cautious. If a group of guards in another location had been alerted, or if the NPCs are prepared for the imminent arrival of the player agents, or if they're sufficiently spooked, your NPCs in the encounter may be cautious. They will be prepared for a fight, and know that something is up. Cautious NPCs can act unexpectedly, moving away from their patrol routes and hunkering down in cover, or sweeping the area for anyone who shouldn't be there. While the player agents are all hidden however, the infiltration phase initiative order can continue—where the player agents all go first, followed by the NPCs—until they are discovered.

Responding. When your NPCs are in a responsive stance, they know there's a threat and will act with force. If guards are responding you can roll for initiative as normal, and they act entirely independently of any patrol routes or positions you've planned for them, working as a team to neutralize the threat. A team of NPCs like this may be reinforcements, entering an encounter with the player agents, or they may just be a group who the player agents don't have the drop on, and your NPCs are ready to fight!

SPOTTING THREATS

Guards on patrol may see something out the corner of their eye, hear movement behind them, or find evidence of intrusion. When they do, it's important to take their actions appropriately to the threat they perceive. Unless they're really spooked, guards won't shoot into the dark if they only see movement, or kill an intruder if they don't look armed. It's far more appropriate to roleplay their reaction, even during the turns and rounds of the infiltration phase.

Guards who spot things spend their turn investigating, approaching the location, by moving their speed and making Wisdom (Perception) checks, ready to fight if necessary. Then, depending on what they find, most security staff or paramilitary operators will respond with an appropriate level of force.

COMBAT: THE INITIATIVE PHASE

When combat starts, your NPCs should employ the most appropriate tactics for their level of competency and their in game goals.

TACTICS

Depending on their intent, your NPCs will organize into teams in order to effectively engage an enemy. Their tactics and their abilities depend on their training, but you can use the following movement and action strategies to use different NPCs in an effective way.

Mobs. Disorganized NPCs, like criminal gangs, or animals, may use mob tactics to overwhelm a smaller group. These kinds of characters make daring dashes towards an enemy or gang up together at range to pour fire on one or two targets. Not as tactically aware as better-trained soldiers, they rely on their numbers to make up for their lack of skill. They will only engage an enemy if they feel they can win, otherwise they'll grab what they can and run, caring for their own safety over others.

Patrol. When patrolling, the aim of a small unit of soldiers is reconnaissance—to gather information on a location—or to serve as a warning system, or guard a location. If patrols are engaged by enemies, they'll

VARIANT CLIP SIZES			
Name	Damage	Clip size	Properties
Simple Ranged Weapons.			
Pistol, light	1d8 piercing	7-18 rounds	Range 40/160 ft, light
Pistol, heavy	1d10 piercing	5-10 rounds	Range 30/120 ft.,
Machine pistol	1d8 piercing	15-30 rounds	Range 30/60 ft, Special: Full Auto
Military Ranged Weapons.			
Submachine gun	1d10 piercing	30-50 rounds	Range 40/160 ft, Special: Burst Fire
Assault rifle	2d6 piercing	30-50 rounds	Range 50/200 ft, Two-handed, special: Burst Fire, special: Full Auto
Carbine rifle	2d6 piercing	30-50 rounds	Range 45/180 ft, Two-handed, special: Burst Fire
Battle rifle	2d8 piercing	30-50 rounds	Range 80/240 ft, Two-handed, special: Burst Fire
Marksman rifle	2d6 piercing	10-30 rounds	Range 100/400 ft, Two-handed
Rifle, bolt action	2d8 piercing	6-10 rounds	Range 125/500 ft, Two-handed
Shotgun	2d10 piercing	2-8 rounds	Range 20/80 ft, Two-handed, special: Spread
Light machine gun	2d8 piercing	100-200 rounds	Range 40/160 ft, Two-handed, special: Full Auto
Medium machine gun	2d10 piercing	50-300 rounds	Mounted, range 40/160 ft, Special: Full Auto
Heavy machine gun	2d12 piercing	50-300 rounds	Mounted, range 40/160 ft, Special: Full Auto
Anti-materiel rifle	2d10 piercing	5-7 rounds	Mounted, range 125/500 ft, Two-handed, special: Armor Piercing

rarely stick around for a fight and will tactically retreat to join up with a better-equipped force, bounding from cover to cover and taking any shots or providing covering fire as best they can.

Defend. If a group of NPC soldiers is isolated and on the back foot, they'll try to act defensively in order to gain a tactical advantage against an enemy with more momentum. They will try to bait the enemy forces and draw them towards a flanked position where the rest of their unit can open fire and ambush them. The baiting team can then engage the front of the enemy assault in a counterattack while they are exposed and confused. The team might also employ traps and mines if they have time to reinforce and secure their position.

Bodyguard. Protecting an individual, or a "primary", is a specialized duty where members of the bodyguard team are willing to sacrifice themselves for the primary. Their tactics focus on responding quickly to a threat with a prepared exit from danger. Part of the team will quickly escort their primary by moving within reach of them and escorting them to a vehicle or secure location. The other part of the team will engage the threat, while covering the main team, and eventually retreating with them.

Assault. When a unit assaults a position or enemy force, it looks to advance on them as well as engage them with ranged or melee weapons. In order to do so, individual soldiers or smaller fire teams take turns at covering one another while they move forward toward an enemy. At close quarters, grenades and automatic weapons can be used to inflict the most damage to an enemy group. Two groups assaulting a singular location may also try to flank their enemy, or attack from below and above simultaneously if those directions are available—when clearing a building, for example.

RETREAT

Your NPCs are people too, and shouldn't act or respond artificially, unless they're drones or tools. When faced with overwhelming odds, or a disadvantageous situation, most people won't fight to the death. To that end, you can organise retreats, or simply have your NPCs run if they stand to lose. Using them in this way will add to the believability of their characters, as guards willing to die for their employer are rare indeed.

VARIANT: REALISTIC CLIP SIZES

The Spy Game uses an abstract method to represent how much ammunition an Attack action uses, and the different clip sizes of different types of firearms. Using this method, however, means that your players need to invest some belief that an Attack action might use several bullets as their character tries to hit a target with a few shots or short bursts of fire.

Some GM may wish to use a simpler methodology where one attack expends one round, burst fire expends a few more, and full-auto fire expends an entire magazine. Doing so modifies the rhythm of

reloading in the game, and reloading a weapon will become more infrequent and will therefore change that tactical element of combat.

You can use the Variant Clip Sizes table to determine the number of bullets a clip holds based on the make and model of firearms, whose information is available online, as well as the following special rules.

Special: Burst Fire. Burst Fire sprays any 10 ft square in range and line of sight with a burst of bullets. Each character in this area, friendly or enemy, needs to make a DC12 Dexterity saving throw or suffer the damage as normal. This attack expends 1d12+4 rounds.

Special: Full Auto. As a ranged attack, you can fire this weapon using its full automatic firing option, attacking all characters, friendly or enemy, within line of sight in a cone up to its long range. Each character within the cone needs to succeed a DC10 Dexterity saving throw or take damage, with advantage on the saving throw if within the weapon's long range. This attack expends 2d20+10 rounds.

VARIANT: CINEMATIC AND REALISTIC RELOADING

Various mediums, including tabletop roleplaying games and first-person shooter video games have represented the function of reloading and managing ammunition differently. Two options are cinematic or realistic approaches:

Cinematic Reloading. With the realistic clip sizes variant, reloading is a more granular tactical decision—as soldiers reach the ends of their clips, with few bullets left in a magazine, they may decide to reload early or between firefights so when they engage another enemy they have more ammo loaded and ready. Most video games, and a more cinematic approach, is that whenever a character reloads their clip is filled, and the rounds needed to do so are subtracted from their total ammo count. Players track the number of rounds loaded in their firearm, and a second total of spare rounds in their inventory. Each time they reload, they simply subtract the rounds needed to fill their gun's magazine from the rounds in their inventory, and load that number into their gun's magazine.

Realistic Reloading. To represent a more realistic situation of how soldiers manage their ammunition, you can track each magazine's bullet count individually, noting which magazine is loaded in the gun. As attacks are made, lower the bullet count in the current clip, and when the character reloads, replace that number with the number from another clip, and move the clip that was in the gun into their inventory. For example, if a soldier has 4 rounds left in their current 30-round clip, and they decide to reload between firefights, the soldier replaces their 4-round clip with a fresh 30-round clip. The 4-round clip goes into their inventory, and the 30-round clip is loaded into their rifle. Once that 30-round clip is expended,

the soldier looks into their inventory and has the option to load their rifle with either a 30-round clip or the 4-round clip from earlier.

During a short rest, characters can move individual rounds between magazines as they wish, disposing of spent clips or balancing out their bullet count between magazines.

PLAYING NPCs

The player agents are original characters created by each player at the table, but the non-player characters in your game—whether pre-written or devised by yourself—are your cast of characters. You can use them to provide antagonists for the players to overcome, enemy agents to challenge them in combat, and evil villains to try and take over the world! With clear character choices about their goals, motivations, as well as their physical description and personality traits, you can effectively portray them and respond to the player agents actions.

PERSONALITY TRAITS	
d6	Trait
1	Caution (d4)
	1 Calculating
	2 Vigilant
	3 Discreet
	4 Alert
2	Recklessness (d4)
	1 Daring
	2 Foolish
	3 Hotheaded
	4 Rash
3	Jealousy (d4)
	1 Envious
	2 Suspicious
	3 Possessive
	4 Resentful
4	Confidence (d4)
	1 Self-assured
	2 Courageous
	3 Cool
	4 Resolute
5	Intellect (d4)
	1 Creative
	2 Perceptive
	3 Rational
	4 Sharp
6	Charisma (d4)
	1 Alluring
	2 Magnetic
	3 Composed
	4 Inspiring

GOALS AND MOTIVATIONS

Every character, from technicians and guards to rival agents and evil super-villains are driven by goals and are motivated by their ideals and personalities. Creating strong, actionable goals backed by motivations provide a great basis for your NPCs.

Goals describe what a character wants to accomplish, while their motivations influence why they want to do those things. A combination of the two are a great basis for the way they act, the plans they forge, and their reactions to the player agents and the roleplay that entails.

While not every NPC needs to have goals and motivations (especially if they are guards or unnamed extras in your story) defining some will ground your NPCs in the missions you create as well as creating interesting ways for them to roleplay. You can either create your own or choose or roll for random personality traits from the Goals and Motivations table.

PERSONALITIES AND DESCRIPTIONS

You can infuse your NPCs with fun personality traits and character details that will bring them to life at the table, as well as play off tropes from other media in the spy genre, or play on preconceptions that turn out not to be true. Using distinct personality traits and physical details will help your players remember the NPCs, and will provide fun details to your missions.

You can use the Personality Traits and Physical Details tables to choose or randomly determine some aspects of your NPCs. You can also use the Background details for player characters (p53) to flesh out the personal history and details, including a double life, a secret, ideal, and a bond.

TAKING ACTIONS

Just as the players choose their agents' actions, you decide how your NPCs act and react during the mission. The characters usually have to plan quickly or choose their actions based on how they react and adapt to the unfolding events of a mission but as the GM you have the benefit of knowing the mission's plot before sitting down to a game session.

With their goals and motivations known, you can effectively make plans for your NPCs, deciding what they will try to do based on their goals and how they will go about those plans. Utilizing everyone from a mastermind villain right down to a simple security guard or the equipment, tools and traps they use, you can plot out the obstacles player agents will have to overcome. Their plans will inform their initial actions at the start of a mission, which will in turn lead to you planning encounters and even the bits of intel that they leave as evidence for your player agents to find. It's a cycle of storytelling and plotting, with some of the most enjoyable games having the character's actions and the GM's planning feed back into each other.

GOALS AND MOTIVATIONS

d20 Result	Goal	d20 Result	Motivation
1	Wealth	1	Fame
2	Status	2	Vengeance
3	Arms	3	Greed
4	Political power	4	Pride
5	Acquire an asset	5	Order
6	Assassination	6	Family
7	Scientific breakthrough	7	Survival
8	Market monopoly	8	Political Cause
9	Oppression	9	Competition
10	Suppression	10	Atonement
11	Capture individual	11	Love
12	Rescue ally	12	Loyalty
13	Acquire information	13	Dominance
14	Corrupt institution	14	Fear
15	Destroy location	15	Justice
16	Liberate group	16	Jealousy
17	Prosecute individual	17	Safety
18	Regime change	18	Enlightenment
19	Create a legacy	19	Blackmail
20	World domination	20	Honor

Using your NPC's plans and goals as the basis for your mission or campaign allows you to adapt to the choices the player agents make as they attempt to foil those plans. You can then improvise and adapt your plot when the player agents get involved and choose actions for your NPCs that fit with their motivations and personality traits. Stealing a priceless jewel for the sake of fencing it will have different stakes for an NPC than if that jewel was a family heirloom that rightly belonged to them; they will be far more likely to take more risks if the motivation is personal.

Similarly, their personalities will also inform how they act in specific details, in direct contact with other characters or in combat. If your NPCs are cautious they'll act differently than if they were reckless or foolish; in this instance they will choose to stick to cover and only act aggressively when they can be sure of success, as opposed to daring to attack the player agents while outnumbered, or diving out of cover to get a good shot.

MANAGING A TABLE

As the chair of the group, you are often the one who's given more of the responsibility to curate and manage the group. This is more of a traditional game master role, someone who exercises their authority over the group and takes them through a prepared mission or adventure they've devised. However, more and more tabletop roleplaying games now focus on collaborative efforts at storytelling and resolving mechanics, so it's important that you find your own pace and style.

HANDLING A GROUP

Roleplaying game sessions can last anywhere from a couple of hours to a full day depending on the group. It's up to you how long the sessions last, as well as beginning a session's play and bringing it to a close.

BEGINNING A SESSION

The beginning of a session is a good time to cover any housekeeping you might need to do, from leveling characters, to clarifying certain rules, to updating equipment the team are using. Your players might have questions, which can be investigated by the group, or answered by you if you know how you want to implement a rule or remind the players of a plot point.

The beginning of a session is also the place to either begin briefing the player agents, or recap the previous session's events to remind everyone where you are with the current mission or story. The way *The Spy Game* is structured should help you with starting the session, which can be a daunting prospect even for practiced GMs. You could deliver the briefing from notes or a short script you've prepared, or communicate a recap to the group as their NPC handler, through whatever communication methods they have at their disposal.

PHYSICAL DETAILS

d20	Trait	d20	Trait
1	Wears an eyepatch	11	Invasive stare
2	Scar across the face	12	Quaffed hair
3	A winning poker face	13	A confident walk
4	Military-precise mannerisms	14	Facial tattoos
5	Tall	15	Bald
6	Tailored, sharp clothing	16	Covered in gadgets
7	Warm smile	17	Fake, metal teeth
8	Very Thin	18	Gaunt face
9	Booming voice	19	Short
10	Morbidly Fat	20	Velvet vocal tones

If you're starting a mission, this is the time to equip the group, or for them to choose standard equipment, using the money they have acquired from completing missions, and gadgets from their gadget pick (see Standard Equipment p68 and Gadgets p94). During this phase of the game, be sure to include everyone in the decision making process, so that the equipment and gadgets are evenly dispersed between the player agents.

DURING THE SESSION

As the group plays their way through your mission, they will move in and out of character to discuss, roll dice, resolve actions, and narrate from their character's perspective. Likewise, you will move from being a narrator, to roleplaying as different NPCs, and also adjudicating the rolls players and yourself make. These different tones are either in character or out of character.

While in character, you're acting as the NPC you are portraying, speaking as them and reacting to what the player agents do or say. Not everyone's an actor, so you can describe or paraphrase what they say, or read from a prepared script to hit the most important parts of a dialogue, while there are times you could talk to the characters at length, not needing to resolve any ability checks or saving throws; simply roleplay as a group to drive the action forward.

While out of character, you could either be describing the scene, narrating the actions of the characters present, or resolving dice rolls you or the players are making. In this way you're more free to talk as a group about what's happening, ask questions, and resolve conflict using the rules of the game. Combat, for example, is predominantly resolved out of character, where a lot of dice rolls are made to resolve attacks, defeating characters, and moving around the mission area. Your group will find its own balance between the two elements, of how much you all speak in character compared to the narration and gameplay

of out-of-character discussion. As ever, it's important that everyone is comfortable with their own balance between the two.

While playing each session, it's good to have each character get their own spotlight—a moment where they shine, show off their class features or unique character traits, or make a meaningful contribution to the mission. Each player at the table has an equally valid contribution to make, no matter their class, background, or personality, so it's important as a GM to balance the weight of attention the group pays to each player agent. Invite each player to make a contribution in each scene, and ensure there are options for each character class in each mission, if not scene.

From time to time you may also need to reference rules or clarify features and NPC traits. If you're finding it difficult to balance your interaction with the group, or if there are some imposing voices in the group, you can pick one or two players to use this core book to find the rules in question and help you provide answers. However, always remember the golden rule: it's your game, which means you have the final say over how things are resolved, given the ethos of the group and all the fictional circumstances in play.

It's also a good idea to pay attention to the pace of your game. In a more freeform campaign, where your group meets regularly and continues from where they left off last week, it isn't so much of a concern, but when you need to wrap up missions in set time frame pacing can be very important. Going into specific detail about the individual actions all the characters take will slow the pace of the game, focusing on the scene currently in play while the narration slows the progress the players make. You can then expand out to the wider picture covering a larger scope in your narration, which will speed up progress.

Zooming in and pulling out on the details of the scene, as well as describing the slower or quicker passage of time will vary the speed of your mission's progression, allowing you to appropriately pace your game to a thrilling cliffhanger or a satisfying conclusion to your mission when the session ends.

One-shots and Convention Play

Running a mission either as a one-shot or at a convention (where the play time is typically a single session of 3-5 hours) means pacing will be even more important in order to complete the mission in your allotted play time. Block out your time into the following bits will help-aim to hit these broad milestones in order to play through all your planned content.

Briefing and Equipment. The first hour. *Getting sat down and introduced to the players and characters usually take the first half hour, so devote the second half-hour of your time to briefing the player agents and giving them their gadgets (pre-picked by yourself). It's not recommended to let them go through all the options to choose their gadgets, because this will take too much time and will delay getting involved in the action!*

Act 1, Gathering Intel. The second hour. *Gathering the necessary intelligence and assets in order to complete the mission can take place over the next hour, whether that's with an infiltration or combat encounter, or just through broader description and some ability checks. This is more of an on the ground planning phase, setting the group up for moving on the objective.*

Act 2, Field Work. The third hour. *This second act builds tension as the player agents directly engage the hostile forces—your NPCs. Scenes here build toward the final encounter towards the end of this hour.*

Act 3, Conclusion. The final hour. *As the tension builds to a peak, these final scenes are the most action-oriented, and often involve the villain NPC of the mission. Once the agents have succeeded (or failed), debrief them and offer them any payments or rewards.*

Wrapping Up

When you want to wrap up the session or the mission comes to an end, it's important to do so at a time that both works for the group's real-life commitments and the story itself. Typically, you should end the session at a natural break in the story, either at the end of a scene or larger part of the mission's story, or at the end of the mission. If you're stopping play between sessions in the middle of a mission, you can do one of two things: a cliffhanger or a natural break.

You may already be aware of cliffhangers. They are breaks in an ongoing narrative where an important part of the story presents itself before play comes to a pause, or a revelation about the plot is revealed but cut short before the information can be processed by the characters. You can employ cliffhangers by timing the revelations in your game, or the appearance of enemies—particularly key villains—at the end of your session, and stopping play there. The reaction from your group can be explosive, and they'll be anticipating your next session and ready to play when you start again. Ensure that at the start of the next session you recap the previous session effectively though, so the information isn't lost because of the impact. Also take care to remember where everyone is positioned and any combat information, such as initiative if you're using a cliffhanger during combat.

A natural break in the story comes from the agents having completed part of the mission, or a natural point of downtime between action. Maybe the player agents successfully acquired some intel or an asset for later use but haven't planned their next step. Perhaps the agents have just finished a combat encounter and have time to rest before the next phase of their plan. These breaks are the ends of scenes or encounters, so form a natural point in the story to stop and pick back up at the beginning of your next session.

SAFETY TOOLS

Employing safety tools is vital for you and your players, as it helps you navigate the creativity of a tabletop roleplaying game without making anyone feel uncomfortable or not enjoy the game. Tabletop games are a collaborative process—you describe the scene, while players describe their character's actions— but it can be difficult to gauge which themes will be an issue on an individual basis without setting some ground rules. Remember the silver rule:

it's important to ensure everyone at your table is enjoying the game and is comfortable with its themes.

Session Zero

Establishing the ground rules can be done in a single session, before your campaign begins, to make characters and discuss what you all want to see, and not see, in the game. Discussing what everyone is comfortable with seeing in their game is the best way to establish those ground rules, and respecting everyone's boundaries builds trust and a stronger group dynamic.

During a session zero, you can describe your game's themes in general, and what kind of spy genre your missions will mostly emulate. Then, in response, players can make their characters and their agency. Finally, you can either discuss or use safety tools to highlight any themes that people won't be comfortable with playing, and then adapt your campaign to suit the group.

At its grittiest, spy fiction can explore some dark themes, from torture and murder to abuse and mental manipulation, so it's important to establish which of those darker themes, if any, will appear in your game. Most important are the themes the player agents will be directly involved in or have happen to them. Other mediums, like television series, movies, and novels, have the benefit of their plot points happening to a character we watch or read about, but in role playing games these themes affect our own characters that we control and have a more immediate association with, and so any emotions we feel putting ourselves in these character's shoes will be felt more strongly, and more personally. That's why safety tools are not only important, but essential.

Example Safety Tools

Safety tools are also discussed in the introduction (p7), but are reiterated with more focus on the GM's interaction with them here.

Spotlights, Lines, and Veils. Using the three headings of spotlights, lines, and veils is a method to categorize the themes that the group wants to see, not see at all, or be implied, during play. Write out the three headings, and place plot devices or themes in your desired category, and invite the whole group to do so as well (available as free downloads from www.blackcatsgaming.com). Each category tells you and the other players at the table how to handle certain themes that come up. Spotlights are things you definitely want to see in the game; these could be certain themes, items, or areas of a character's background to explore. Lines are things you absolutely don't want in the game—even referenced. They could be especially difficult themes, a phobia someone has, or simply a note about tone—keeping a serious game free of joke characters, for example. Veils are elements or topics you are okay being referenced, but not shown explicitly. A veil might be described happening in another room, or something that will only happen to someone else, 'off-screen', or if it comes up then the scene fades to black and the scene changes. A list of spotlights, lines, and veils is often established at the beginning of the campaign or a session zero, but it is a live document and as a group you should update it as the campaign progresses.

X-Card. The X-Card is a simple, optional tool that allows anyone playing to edit out content they aren't comfortable with. It's particularly useful for one-shots and convention games, where you may not know the other players around you. It's an easy exit strategy or editing tool to remove anything you aren't comfortable with or just don't want to see. To use an X-Card, simply draw an X on a blank card and place it in the center of the table, inviting anyone who wants to use it can tap it or pick it up and show it when something comes up they want to remove or change from the game during play. If necessary, you can also talk privately with the user of the card to learn about what came up and how best to avoid that topic in future. For more information on the X-Card, you can visit <http://tinyurl.com/x-card-rpg>.

Script Change RPG Toolbox. The Script Change RPG Toolbox is a versatile set of tools that give the whole group some narrative control over the scenes you narrate, enabling you to play, pause, stop, rewind, or fast-forward a scene for comfort and safety. You can ask the current players to rewind or fast forward, if you'd like to ask them to change something about their roleplay, or to skip over something that is okay to be referenced in the game but not explored in depth—a fade to black, in editing terms. You can pause a scene if you need a breather from the action or discuss something with the group, and resume whenever you feel comfortable doing so. There are also other tools available, which can be found at <https://briebeau.com/thoughty/script-change/>.

THE MOSCOW RULES OF GAME MASTERY

The Moscow Rules are an informal collection of rules said to be followed by spies on all sides in Cold War Moscow. Nobody knows who created them. Nobody wrote them down. But anyone that worked in the business knew there was some truth to them. We've taken those rules and applied them here as advice for GMs. They could save a life out in the field.

ASSUME NOTHING

The GM's job is to create challenges for the player. How the players overcome those challenges is up to them. Expecting players to solve a problem in a specific way will cause frustrations on both sides of the table. You should take a moment to consider how players can defeat a problem through social means, physical means, and mental means. One can be certainly better than the others, but considering those three broad categories will put a GM on better footing to handle whatever ludicrous plan the players put together.

NEVER GO AGAINST YOUR GUT

It's okay to make a ruling to speed up play. The rules in this book cover a lot of things but they don't cover everything, and always remember the golden rule (p200). The more experienced a GM, the better they will be able to make up a rule on the fly that is fair, and run with it. If a ruling like this happens in play, you should stick with it but also consider it further after the game to make sure it was the right call. There may be unintended consequences for longer term play, or ways for the ruling to be exploited later. If that's the case, it's okay to reverse the ruling as long as you make that clear to the players.

EVERYONE IS POTENTIALLY UNDER OPPOSITION CONTROL

While this rule seems tailor made for a Low Loyalty game, it's also a reminder that you should not have untouchable favorites, be they player agents or your NPCs. It can be easy to fall in love with that station chief in Vienna or a rival agent, but sometimes those characters need to play their part by dying or being

soundly defeated by the players. It's also okay to ask players outside of the game who they might want as recurring villains and who they want to stay dead or in prison.

Do Not Look Back—You are Never Completely Alone

Use the GM's unlimited budget for bad guys as an asset. Action based RPGs benefit greatly from the rule codified by famous author Raymond Chandler: "When in doubt, have a man come through the door with a gun in their hand." Throwing an action scene at the players when they've wandered too far from the plot benefits everyone. The players get someone to fight and use their nifty abilities while you get time to think about how to get the plot back together. Clues left in pockets or the mouths of interrogated prisoners can set the proper direction very quickly.

Go With the Flow, Blend In

Players will work out the plot at the table. They will arrange the clues as they see fit and come up with ideas. If those ideas are more interesting than what you originally planned, it's perfectly okay to adjust the story to fit what the players have in mind. This is very useful for mystery or investigative stories where players might make a case for a better suspect than the character you originally had in mind. Adapting this way makes the players feel like they've cracked the case even if the encounters that follow are the same.

Vary Your Pattern and Stay Within Your Cover

The default for missions is that the players get a briefing, requisition gear, and head out the door to save the world. It's a strong formula because it works, but it's also okay to change things up from time to time. Think of those big spy movie openings where the audience joins the agents near the end of a previous mission that rolls forward into the next one. Or those shocking openings where it seems like the team has been destroyed by a mission, and the movie rewinds in time to show that all is not as it seems. Changing things up like this can keep a campaign fresh and surprise players expecting a Friday night firefight.

Lull Them Into a Sense of Complacency

On the other hand, sometimes it's okay to play into tropes. Players signed on to the game for car chases in souped-up vehicles, breaking into top secret locations, and hitting casinos and clubs to corner informants. Ask the players what their favorite spy movies are and take time to mix elements from those movies into the game, then drop a twist! The eye-patch wearing opponent at the table isn't the bad guy, it's the cocktail waitress. The scary gangster in control of the city wants to cooperate to put down a bigger threat.

Do Not Harass the Opposition

Remember that everyone is trying to tell a story together. The GM should ultimately end up as a fan of the main characters even as they challenge those characters. Fans of a character want them to overcome

great obstacles, clever villains, and dangerous opposition. Throwing fight after fight or slowing the plot down until the players achieve a predetermined solution is not something a fan would do. It's okay to ask players about plot elements and character direction outside of play. Plan together and everybody gets to join in on the fun rather than constantly springing surprises.

Pick the Time and Place for Action

Take the time to research locations. A few moments online can pull up a lot of great details about cities around the world. Spy stories drop these locations all the time as a visual shorthand but a little due diligence can turn up flavorful locations for Paris, as an example, that doesn't have a picturesque view of the Eiffel Tower. Agents wouldn't go into a new city blind and you shouldn't either.

Keep Your Options Open

Flexibility is the key skill of a good agent and a great GM. Preparation helps but at the table a willingness to say yes to the players will make the game feel more real. Their plans, plots, and theories are the ones they are interested in and if the GM can bend their story to connect with those ideas, the players will be more engaged and everyone will have more fun. There's the story the GM wants to tell, the story the players want to tell, and the one that happens at the table. Everyone has to bend a little bit to get there.

BUILDING ENCOUNTERS

When you build encounters for your missions, there are several important considerations to make: mapping the environment and its features, the objective and its location relative to the features around it, and any dangerous features including enemy personnel, traps, and natural hazards.

It's also a good idea to try to think from the players' perspective, and design vulnerabilities in the enemy defenses and interesting interactive objects so every character class remains relevant.

Building Blocks

Two broad categories can be used to build your encounters; the environment and its features; and the enemy forces. Use the encounter's environment to choose where to place and describe any terrain and natural features that provide cover and concealment. If your encounter takes place in an urban environment, then its features will be artificial but no less relevant. The encounter's enemy forces might be defensive or offensive enemy assets: thugs, guards, soldiers, or agents, as well as any traps they may have laid prior to the encounter.

When you're fleshing out the encounter space, you can use your objective, if there is one, as a focal point for your decisions about the environment and enemy forces. If your encounter is built around a static objective, like an enemy installation or piece

of equipment, and your NPCs are defending it, then you can concentrate your forces around the objective and have patrols and spotters around the perimeter. If your NPCs are on the offensive, then you will want to decide where they will enter from and how they will act within the environment based on what they know about it.

ENVIRONMENT

Your encounter’s environment will include both the terrain and its features. The terrain describes the topography, i.e how the environment dips or peaks based on its geography, as well as the kind of terrain there is and whether it’s difficult terrain. Features will describe the things the player agents find in the environment, from natural features like trees or rocks, to artificial structures like buildings, fences, and walls.

TERRAIN

In a rural or wilderness environment, the terrain will predominantly comprise dirt and foliage, but can include desert sand and arid rock, as well as tundra and snow. Natural environments will also have a rougher topography, varying in elevation with slopes up and down and even some cliffs and crevices in mountainous environments. Urban areas will have been landscaped, leveling out the terrain, but incorporate more features.

In regards to terrain, when a force or clandestine group is setting up defensible position they will use the terrain to their advantage as much as possible. To do this, consider designing the environment to give them advantages by limiting access to their position, providing cover and concealment, and giving them higher ground where possible. Difficult terrain can limit or slow an enemy advance on their position, while using the terrain to limit where they can be approached can funnel an enemy, and reduces the area a patrol needs to cover.

The terrain in an interior space can be defined by the corridors and rooms that are laid out inside the building. Depending on the building’s purpose, its layout will often comprise a corridor with rooms adjacent to it, with shapes and sizes depending on their functions, as well as the building’s different floors. Interior spaces will be influenced much more by the features they contain—doors, furniture, windows, and lighting.

FEATURES

The features of your environment will provide objects to interact with, and present you and your players with tactical decisions as they provide cover, concealment, and certain functions within the encounter.

Natural features include foliage, trees, rocks, patches of marshland or quicksand, and small bodies of water, as well as weather like rain, snow, or gale-force winds. Static features can provide degrees of cover, depending on their height, while foliage or weather conditions can lightly or heavily obscure agents depending on their growth, imposing disadvantage to Wisdom (Perception) checks to see into or through those features.

Features like mud, sand, or snow can be difficult terrain for any characters that try to move through it, while some features may function like a trap—like quicksand or a rock slide. Providing areas of difficult terrain in parts of your encounter can give players a tactical choice about how they navigate the environment, and slows their advance against an enemy. Traps or hazardous terrain may not be immediately obvious, and require a Wisdom (Perception) or (Survival) check in order to identify.

Weather as a feature can also provide advantages or disadvantages to some. Particularly strong winds may count as difficult terrain when moving into a headwind, while rain or snow may partially obscure the whole area, or fog will heavily obscure an area.

OBJECTIVE

The objective is your most crucial part of encounter design, and its placement is important for deciding how to plan your NPCs and their assets. Strategically, if defending an objective, your NPCs will look to gain the upper hand by using the terrain and its features to their advantage—placing an objective where access is limited, or can be slowed from difficult terrain, while taking up defensive positions behind cover, or looking to ambush from an obscured position.

Your NPCs could even look to hide the objective in an obscured area or out of line of sight, using natural dips in the terrain or obscuring features in the encounter space. When attacking, your NPCs will try to gain as good a tactical advantage as they can, using high ground or natural cover in order to flank and neutralize the enemy threat.

FEATURES	
Feature	Effect
Rocks, walls, trees, or furniture	Cover
Bushes and foliage	Lightly or heavily obscured area
Mud, sand, rubble, or snow	Difficult terrain
Weather	Effect
Heavy rain	Lightly obscured environment
Fog or smoke	Lightly or heavily obscured environment
Strong wind	Difficult terrain

OPPOSING FORCES

Your NPCs represent the opposing forces for the player agents—an enemy they team must overcome or evade in order to complete their objectives. Your enemy force includes the NPCs you have at your disposal, as well as any traps and equipment they are using.

NON-PLAYER CHARACTERS

The enemy combatants you control will be the most utilized part of any encounter, as they fight, shoot, negotiate, and hack their way to try and overcome the player agents. Choosing and placing your NPCs for an encounter is as crucial as the environment design, as you must consider their capabilities and check them against the circumstances of the mission, its story, and the potential danger they pose to the player agents.

NPC LEVEL

Every NPC has a difficulty that is comparable to a player agent—1st to 20th level or higher depending on their abilities. A difficulty 1 non-player character is of equal threat to a 1st-level player agent, therefore a group of four difficulty 1 NPCs is balanced against a team of four 1st-level player agents.

Using these levels, you can build your encounters with a measure of how dangerous they will be for your team of agents, but there are a couple of things that skew this balance that you should be aware of. Firstly, the action and turn economy of groups of NPCs mean that a group of four 1st-level NPCs is not the same as a 4th-level player agent, nor is a single 6th-level NPC capable of taking on a team of three 2nd-level player agents. If you plan on working with groups of the same NPC type, be mindful of the amount of damage the group can deal in a turn, as well as their overall hit points, to better judge what the player agents have to do to defeat them.

Vehicles, as a piece of equipment, do not have a level, however some NPC-crewed vehicles in *Villains and Masterminds* (p230) will have a difficulty indicating their threat compared to a single player agent.

TRAPS AND OBSTRUCTIONS

The other key parts of building an opposing force are the traps, devices, obstacles, and gadgets your NPCs may have at their disposal. From simple devices like pit traps and mines, to gadgets and unique weapons, you can equip your NPC forces with these assets from the Standard Equipment (p68), Gadgets (p94), and Traps (p217) appropriate to their own objective.

Traps have a severity, which indicates whether they are a setback, dangerous, or deadly to different character levels, which you should be mindful of when placing them in an encounter depending on how effective you may want them to be.

Gadgets have a caliber, which indicates the character level they are intended for, based on the Gadgets by Mission Caliber table (p191). When you're equipping your NPCs, or setting up that kind of equipment in the encounter space, it's important to consider the calibers of those items in relation to the mission and the player agents. Using a gadget that is lower in caliber will be a setback for them, or drain some of their resources, while equipping your NPCs with higher-caliber gadgets could prove deadly, or give the team too much power for their level if they get their hands on them, giving them capabilities far greater than the threat of the missions they are being sent on.

Setting traps and obstructions should make sense in relation to the objective the player agents are pursuing, working from the objective out to the extremes of the encounter space. Traps that hinder movement are best around access points. Surveillance features should cover important points in the area or the objective itself, while defensive equipment is deployed with key personnel, and offensive weapons are used by assault troops.

MAKING ENCOUNTERS INTERESTING

Infiltration and combat encounters require more preparation than most scenes, as individual terrain features, NPCs, items, and traps are all planned out and placed specifically within a prescribed place; encounter maps are prepared, as well as descriptions of the scene and the NPCs present. Making these scenes feel important and above all fun to play can be challenging, but ensure you design them with the player agents in mind, giving each player something to do. Plan your NPCs' movements with vulnerabilities to exploit to make sure your players enjoy the more structured play style of combat and live their spy infiltration fantasies.

DESIGNING FROM THE PLAYERS' POINT OF VIEW

While you will want to design your encounters with common sense in mind—with competent tactical decisions in order to defend or complete your NPCs' objectives—it is your players who are the true intended audience for designing these encounters. Incorporating some vulnerabilities and interesting tactical decisions will provide them with fun, memorable encounters that will make them feel like secret agents and heroic spies.

From the players' perspective, they will be looking to make some key decisions when infiltrating a location, and the converse is true for your NPCs if they intend to act against the NPCs. Firstly, they will be looking to plan a point of entry, or ingress point. That could be the breach of a window, or wall, or simply through doorways and hallways, or in the case of an outdoor encounter the most tactically advantageous route. Give your players options, and be open to other possibilities as they prepare for the encounter. It may be that one entry point is safer than another, and they may be able to gather intelligence about that depending on what they do.



Other key decisions they will need to resolve include how they plan to move about the encounter space, and how to counteract any resistance they meet. Giving the players options in both of these regards will give them power and agency to approach the encounter in creative ways. Building an encounter space with only one corridor or one area they can traverse isn't very interesting. If you give them different rooms and routes to explore, with different threats down each path, it will mean they can plan and tactically decide how to go about their mission.

SPOTLIGHTING EACH PLAYER AGENT

Each character class has a different set of skills and features that set them apart from the others: fighting or firearms prowess, melee combat, deception and infiltration, hacking and surveillance, and technical services. Each character class should have the ability to affect your encounter in a way that furthers the team progress to completing their objective. It may be obvious how combat-capable agents, like the soldier, infiltrator, or martial artist may be effective in a combat encounter but you should ensure there are options and possibilities for the other classes to play a key role in completing their objective in the encounter. Spotlighting each player agent in this way will make them feel useful and involved in the missions they take part in. It's important therefore that each character class should have something they can do in the encounter that plays on their key abilities and features.

DIRECT CONFLICT

Classes like the soldier, the ranger and the martial artist all excel at combating enemy agents in melee and ranged combat. Their class features augment their attacks, and their proficiencies allow them to fight with a range of weapons or tough-out enemy attacks and damage from high Hit Die and armor class values. You can challenge these martial classes by facing them off against multiple enemies that have a range of equipment and use their traits to gain the advantage. You can also challenge them tactically, by moving and attacking using your NPCs in a clever way, attacking from a strong position and flanking the player agents, leaving them vulnerable so that the martial classes can turn the tide and overcome difficult odds.

INFILTRATION

The infiltrator and face classes are focused on infiltration and deception and will be two of the player agents that will use stealth, disguise, and bluffing to combat your NPCs and the encounters you build. You can challenge them and provide spotlight moments by providing situations that would challenge their infiltration methods, or where they might show their competence as your NPCs check forged documents and a need to bluff. They can equally stand out for dealing with traps or sneaking by your guards' patrol routes, and will often be a key part of the team's effort to get past guards.

TECHNICAL CHALLENGES

The medic, hacker, and technician form the more technical members of the team. These agents use their specialisms and equipment to combat an enemy and complete their objectives, so it's important that you include those technical challenges for those classes. Provide assets these classes can interact with, such as computing and communication technology for hackers, gadgets and machinery for technicians, and chemistry and medical challenges for the medic. This will involve them in encounters and provide them with a focus, and opportunity to use their class features to the fullest.

DESIGNING INTENTIONAL VULNERABILITIES

When you are designing an encounter, starting from the environment and then informing it with the perspective of NPC groups that are there, you can fall into the trap of trying to design the invulnerable situation. Tactically, people are very reticent to engage an enemy if their circumstances aren't favorable, and that plays into the conceit that if you set up an impossible encounter the players still feel obliged to complete it, because that's the next step in the story, but they will feel like it is a suicide mission. Without the stakes built up to a do-or-die scenario, it'll start to break their belief in the story. So when you're designing your encounters it's just as important to add the vulnerabilities as it is to put in the enemies and obstacles.

Vulnerabilities can come from a couple of places: from something overlooked in the way the NPC agents are pursuing their objective to a natural feature of the encounter or circumstances that favors the player agents. Guard patrol routes can be incomplete and have blind spots, while technology they bring in may be vulnerable to infiltration and attack from hackers and technicians, or there may be ventilation systems that are susceptible to being poisoned with substances that can knock out NPC agents.

BLIND SPOTS

Vulnerabilities in the layout of your NPC force will allow the player agents a way to the objective or an easy way out, if they can identify one. Maybe one flank is less protected than another, maybe a couple of NPCs are paying less attention, or maybe there is an obvious blind spot in their patrol coverage, or they don't have line of sight on one area. These blind spots give your player agents the opportunity to remain undetected, and give the cinematic feel of spies infiltrating a location by exploiting poor guard competence.

VULNERABLE MATERIALS

When you add equipment and technology to an encounter, particularly devices that are used via an operating system, you also need to consider their vulnerabilities as well as what they'll be used for. Hackers and other agents proficient with hacking tools can manipulate and disable such devices, to

either work for them and give them complete access or to destroy key functionality. Each device needs an OS with defined hit points and an armor class, as well as a list of any firewalls it has installed. You should also consider vulnerabilities in machinery and engineering assets. By looking at their materials you can derive their hit points and armor class as well as any resistances or vulnerabilities they have.

TRAPS

Traps can be found almost anywhere. One wrong step in a minefield might trigger a series of explosions that prove deadly. A seemingly innocuous lightbulb can actually be a camera, recording your every move. Guerilla fighters may have set a net trap, hidden among the trees to drop on agents who pass underneath.

A trap can be either mechanical or electronic in nature. Mechanical traps include pits, falling blocks, explosive mines, and anything else that depends on a mechanism to operate. Electronic traps rely on some kind of operating system in order to function, reacting to triggers they can perceive through its programming.

TRAPS IN PLAY

You need to know how the trap is triggered and what it does, as well as the possibility for the characters to trigger the trap, detect it, disable it, or avoid it.

TRIGGERING A TRAP

Most traps are triggered when someone goes somewhere or touches something that the trap's installer wanted to protect. Common triggers include stepping on a pressure plate, smashing a window, pulling a trip wire, or opening a door. Electronic traps are often set to activate when a character enters a visible area, touches an object, or breaks a circuit. Some electronic traps have more complicated trigger conditions, including a password that prevents the trap from activating.

Firewalls as Traps

Firewalls function much like traps do, with a trigger, effect, Armor Class and hit points. Many electronic traps work in a similar way, and it could be entirely possible to use or modify firewalls as the software that an electronic trap takes its functions from.

DETECTING AND DISABLING A TRAP

Usually, some element of a trap is visible on careful inspection. Agents might notice uneven carpet that conceals a pressure plate, spot the gleam of light off a tripwire, notice a small hole in a lampshade where a bug records their every word, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the team notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might ask for an Intelligence (Infiltration) check for a character to deduce what needs to be done, followed by a Dexterity check using either thieves' tools or a mechanic's tool kit to perform the necessary sabotage.

Any character can attempt an Intelligence (Infotech) check to detect or disarm an electronic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, hacking has a chance of disabling most electronic traps, providing the agent can make a connection with the trap's operating system. An electronic trap's description provides the statistics and information on its software.

TRAP SAVE DCs AND ATTACK BONUSES		
Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. A security camera that feeds video imagery to a computer may have a complete view of a room. Finding a route past or to the camera can be incredibly difficult without being detected, but may not alert authorities immediately. Locating the computer and disabling it may be difficult too, but doing so could take down the whole network of cameras.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent foes that place traps in or around their bases need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

TRAP EFFECTS

The effects of traps can range from inconvenient to deadly, making use of elements like cameras, microphones, blades, toxic gas, bursts of gunfire, electrical discharges, and explosives. The deadliest traps combine multiple elements to kill, injure, contain, or drive off anyone unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. You can use the Trap Save DCs and Attack Bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.

A trap intended to be a setback is unlikely to kill or seriously harm characters of the indicated levels, whereas a dangerous trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A deadly trap is likely to kill characters of the indicated levels.

DAMAGE SEVERITY BY LEVEL			
Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

COMPLEX TRAPS

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

EXAMPLE TRAPS

Manually Activating Traps

Traps triggered by the player agents are a great, dangerous obstacle during an infiltration mission, but sometimes you want a classic villain's monologue followed by the press of a deadman's switch triggering a hatch opening, an explosion rocking the area, or the slow inevitable crushing from a hydraulic wall. There's no reason why you couldn't have a trap activated by one of your NPCs taking an action to trigger it. Especially after a long, rambling speech about how the player agents are definitely going to die from the device! Don't forget to leave them alone with it too... because it's foolproof. Right?

Collapsing Roof

Mechanical trap

This trap represents the collapse of supporting walls keeping a section of a ceiling in place. The ceiling is in bad repair, and anyone who can see it can tell that it's in danger of collapse. When the trap is triggered, the unstable ceiling collapses.

Anyone in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Electrified Fence

Electronic trap

Electric cables are woven into the material of the fence, or a charge is applied to a metal fence. It is almost impossible for anyone to observe whether a fence is electrified, however anyone investigating the fence for its power supply can find one and whether it is on. Anyone with an electrician's tool bag can inspect the fences' charge and learn it is electrified. The fence's power supply can be removed by cutting the circuit with an electrician's tool bag, or an insulated edged weapon or tool, with a DC of 10. Success cuts the power to the fence, while failure causes the fence to electrocute character. If the fence is thin enough—for example, a wire or chain link—the current can be broken by cutting the fence with an insulated tool or edged weapon.

The trap is triggered if anyone touches the electrified fence. Anyone that touches the fence without an insulating material between them and the fence takes damage equal to the current running through the circuit. 10 milliamps deals 2d10 damage and the target is paralyzed, unable to let go of the fence. 100 milliamps kills the target outright, causing a heart attack. 200 milliamps reduces the target to 0 hit points immediately, and they are rendered incapacitated, unconscious, and must begin making death saving throws.

Falling Net

Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 15-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. An agent can use their action to make a DC 10 Strength check, freeing itself or another ally within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing anyone trapped in that section.

Hydraulic Wall

Mechanical trap

The walls of this trap are part of a hydraulic system that slowly pushes the seemingly normal walls of the room together to crush whatever is inside with great force, triggered by 50 or more pounds of weight placed on this tap's pressure plate.

With a successful DC 15 Wisdom (Perception) check, a character can spot the pressure plate and the slight gaps in the corners of the room. A search of the floor accompanied by a successful Intelligence (Infiltration) check reveals the pressure plate and its variation compared to the floor's material. The same applies to inspecting the corners, as the walls don't sit perfectly flush against their adjacent walls. Wedging a crowbar, or similar weapon or tool, into the pressure plate prevents the trap from activating.

Activating the walls requires all characters present to roll initiative. The hydraulic system rolls initiative with a +6 bonus. On its turn, two opposite walls of the room move 5 feet towards each other until there is no space between them. Any characters in its way are pushed and eventually crushed by the walls meeting in the middle. Each turn the hydraulic walls try to meet in the middle, and can't because they are blocked by an object or character, they deal 6d10 force damage. Objects reduced to 0 HP are crushed, and characters reduced to 0 HP in this instance are killed.

As an action, anyone within 5 feet of a wall can attempt to slow it down with a DC 25 Strength check. On a successful check, the wall's speed is reduced by 2 ½ feet on its next turn. Characters can also attempt to wedge objects between the walls. Objects that stop the walls from moving are dealt damage as normal until they are reduced to 0 HP, and buckle or are crushed.

KNOCKOUT GAS

Electronic trap

This trap is activated when an intruder trips a laser beam tripwire, releasing a sedative gas from vents around the room. It takes a DC15 Wisdom (Perception) check to spot the laser tripwire, and anyone looking around the room can see the vents. Player agents can board up the vents, and so long as they are airtight they won't vent the gas. A successful DC 15 Intelligence check with mechanics' tools can disable the laser tripwire receiver without triggering the trap. A successful DC 10 Dexterity (Acrobatics) check allows characters to navigate the laser tripwire without it.

When the laser tripwire is broken, it causes the ventilation system in the room to release the sedative gas. Each character in the room must make a DC 20 Constitution save. On a failed save they are Unconscious for 1d4 hours, on a successful save they are Poisoned for 1d4 hours.

LASER ALARM

Electronic trap

This trap uses a set of lasers to detect agents and objects in the area in order to trigger an alarm system.

The laser beam connects an emitter and a receiver within 60 feet. It takes a DC15 Wisdom (Perception) check to spot the beam. A successful DC 15 Intelligence check with mechanics' tools can disable the receiver without causing the alarm to trigger. A successful DC 12 Dexterity (Acrobatics) check allows characters to navigate the beams without breaking one.

Anyone viewing the area with darkvision can see the beam clearly, such as night vision goggles. The DC to detect the beam decreases if smoke, gas, or dust is abundant enough to expose the beam. Anyone with any reflective surface can divert the beam along a different line of sight, providing the beam is never broken to the receiver, making a Dexterity check at disadvantage.

If the beam is broken, and the receiver stops detecting the infrared light from the emitter, the trap will trigger. The alarm will sound, and may trigger other effects depending on its complexity.

Automatic Lock. The laser alarm also locks the room with shutters over all doors, windows, and other vulnerable exits.

Blackout. The laser alarm also turns off all lighting in the room.

Remote Monitor. The laser alarm activates a silent alarm that alerts a security team monitoring the system remotely.

METAL DETECTOR

Electronic trap

Walk-through metal detectors are used by airport security and private events, deploying sophisticated magnetic measuring devices able to signal the presence of metal objects inside their scanning range. Each gate is made like a freestanding door frame and allows a person to walk through, detecting any metal objects on their person, then alerts the operator of a connected device of the objects' presence.

Anyone walking through the detector with metal objects will activate the detector, causing an alarm to sound or a device to flag the alert.

Anyone who can access the device receiving the metal detector's readings can disable its connection with a DC 10 Intelligence (Infotech) check. The device monitoring the metal detector can be hacked, with an AC and HP based on the trap's caliber.

MINES

Four different mines are represented here. Many of them are devastating and very hard to discover, so always check that you have created opportunities to discover or avoid them for players, especially at lower levels. Further, anti personnel mines that are not manually activated are considered restricted (See restricted weapons, p74)

Anti-tank. Anti-tank blast mines carry a powerful explosive in a shaped charge, intended only to be detonated by heavy vehicles. The DC to spot a buried anti-tank mine is 20, while anyone investigating any disturbances in the ground within reach can make an Intelligence (Infiltration) check with a DC of 15. Anyone digging around the mine can make a successful DC 10 Dexterity check using a mechanic's tool kit or thieves' tools to disarm the mine. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

The mine detonates if the weight of a vehicle enters the space it's buried in, or if it is detonated as an action by someone with the remote detonator. Any person or driver within a 5-foot blast area of the explosive must succeed on a DC 15 Dexterity saving throw, taking 19 (3d12) piercing damage and 19 (3d12) force damage with the armor piercing property on a failed save, or half as much damage on a successful one.

Bounding. A bounding mine is a fragmentation, anti-personnel mine, which is buried and launches an explosive charge a few feet into the air when triggered. The DC to spot the prongs sticking up from the ground that trip the mine is 20, while anyone inspecting the ground within reach can make an Intelligence (Infiltration) check with a DC of 15. Anyone digging around the mine can make a successful DC 15 Dexterity check using a mechanic's tool kit or thieves' tools to disarm the mine. A character without thieves' tools can attempt this check with disadvantage using

any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone stepping on the space a bounding mine is located will trigger the explosive. Anyone in the 10-foot blast area must succeed on a DC 18 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

Claymore. A claymore mine is a directional explosive in a plastic case that can be triggered by tripwire or remotely detonated. Its charge propels ball bearings at high velocity in a firing arc. The tripwire can be set up anywhere within its arc of fire, and the DC to spot the tripwire is 15, while the DC to spot the mine is 10. A successful DC 12 Dexterity check using a mechanic's tool kit or thieves' tools disarms the mine. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

The mine detonates if anyone who trips the mine, or if it is detonated as an action by someone with the remote detonator. Anyone within a 60-foot cone of the front of the explosive must succeed on a DC 12 Dexterity saving throw, taking 44 (8d10) piercing damage on a failed save, or half as much damage on a successful one.

I.E.D. This improvised explosive device uses a tripwire to set off an explosive buried in the ground or hidden inside an object. The trip wire is 3 inches off the ground and is stretched taut between a supporting peg and the deadman's switch of the explosive. The DC to spot the trip wire is 15. A successful DC 15 Dexterity check using a mechanic's tool kit or thieves' tools disables the tripwire harmlessly. A character without the necessary tools can attempt this check with disadvantage using any edged melee weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the hidden nature of the explosive can find it by removing any object obscuring it or digging around it, or by making a successful Wisdom (Infiltration) check with a DC of 10 in order to identify any conspicuous features of the explosive's concealment. As an action, a character can cut the wire, or knock the explosive, causing the trap to trigger.

When the trap is triggered, the explosive detonates. Anyone within 20 feet of the explosive must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

PITS

Mechanical traps

Four basic pit traps are presented here.

Simple Pit. A simple pit trap is a hole dug in the ground. The hole is covered by a large mesh anchored on the pit's edge and camouflaged. The DC to spot the pit is 10. Anyone stepping on the mesh material falls through and pulls the cloth down into the pit, taking damage based on the pit's depth - usually 10 feet, but some pits are deeper (see Falling, p141).

Hidden Pit. This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Wisdom (Infiltration) check is necessary to confirm that the trapped section of floor is actually the cover of a pit. When someone steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. Once the pit trap is detected, a crowbar or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross.

Acid Pit. This pit trap is identical to a hidden pit trap, however the pit is filled with acid. Anyone stepping on the pit's cover falls into the pool of acid, usually no deeper than 6 feet. The acid deals 14 (4d6) acid damage each round, or every 6 seconds, so long as the target has at least one limb submerged. Most organic and plastic materials left in the acid are dissolved entirely.

Shark-infested Pit. This pit trap is a simple or hidden pit trap with a pool of water underneath. Anyone falling into the pit falls into the water and must immediately begin to tread water. Occupying the pit are two sharks that attack the victim, so characters act in an initiative order.

TIGER SHARK

Medium animal
Difficulty 1 (50 XP)

Armor Class. 12 (natural armor)

Hit Points. 22 (4d8+4)

Speed. 0 ft, Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills. Perception +2

Senses. blindsight 30ft, dark vision 30ft, passive Perception. 12

Languages -

Water Breathing. The shark can only breathe underwater.

ACTIONS

Bite. *Melee Weapon Attack:* **+4 to hit**, reach 5 ft., one target. *Hit:* **8** (1d8+4) piercing damage.

SECURITY CAMERAS

Electronic trap

A security camera captures and transmits video of an area in its field of view, and can be monitored remotely, or recorded in a server.

The camera can be positioned on a wall or ceiling and has line of sight covering a 60-foot cone. The DC to spot a camera is 10. The camera can be disconnected by disabling its wiring with a DC 10 Dexterity check with an electrician's tool bag, or anyone can attempt the check with disadvantage without an electrician's tool bag. If the camera has a wireless connection, it is a device with an caliber-2 operating system (AC 13, HP 12) with no firewall.

The trap is triggered if an agent walks into the camera's line of sight, capturing video of their actions. If the camera is remotely monitored, guards are alerted to the agents' presence and any agents seen by the device are no longer hidden.

Any remote monitoring and recording takes place on a computer and saved to a hard drive in another, nearby, location. The network of cameras and computer can be accessed by manually patching into a camera using a device and an Intelligence (Infotech) check with a DC of 10. The computer has a caliber-2 operating system, and a caliber-2 Encryption firewall.

SENTRY GUN, AUTOMATED

Electronic trap

Using some form of visual detection, the sentry gun targets and attacks enemies within its line of sight. Its line of sight might be limited to a cone, or it might be 360 degrees around the weapon.

The visual detection method of the trap can either be thermal visuals or recognition software. If the sentry gun uses thermal visuals, any object with a temperature equal or above a person's surface temperature (97°F) will trigger the trap. Alternatively, the thermal imaging can be adjusted to target on a custom temperature range. If the sentry gun uses visual recognition, it uses software to recognize an object like a person, facial likenesses, or uniform pattern in order to select its targets—any object that matches the criteria triggers the trap.

The sentry gun's software has an AC of 13, and HP of 11 (3d6). A successful DC 10 Intelligence (Mechanics) check with mechanics' tools sabotages the sentry gun.

When the trap is triggered, the sentry gun rolls initiative, and on its turn makes an attack against the closest identified target. It has enough ammunition for 20 attacks.

Submachine Gun Sentry. Setback. Initiative modifier +1, Ranged Weapon Attack. +3 to hit, range 40/160 ft., one target. Hit. 6 (1d10+1) piercing damage.

Light Machine Gun Sentry. Dangerous. Initiative modifier +3, Ranged Weapon Attack. +6 to hit, range 40/160 ft., one target. Hit. 12 (2d8+3) piercing damage.

Heavy Machine Gun Sentry. Deadly. Initiative modifier +6, Ranged Weapon Attack. +9 to hit, range 40/160 ft., one target. Hit. 19 (2d12+6) piercing damage.

OBJECTS

A character's interaction with objects in an environment is often simple to resolve. Players tell you what their characters are doing, like moving a lever, and you describe what, if anything, happens.

For example, you might decide to pull a lever that in turn switches some train tracks. If the switch is faulty, you might need to force it. In such a situation, you might call for a Strength check to see whether the player's agent can wrench the lever into place. You set the DC for any such check based on the difficulty of the task.

DIFFICULTY CLASSES

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Characters can also damage objects with their weapons. Different objects are immune to different types of damage, but otherwise they can be affected by physical damage, just like characters. You determine an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks or damage (it's hard to cut a rope with a hammer, for example). Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

OBJECT RESISTANCES AND IMMUNITIES

Material	Resistances	Immunities
All materials		Coding, Radiation, Toxic
Paper, wood, bone, plastic	Electrical	
Metal	Bludgeoning, Fire	Cold

Characters can also attempt a Strength check to break an object. You set the DC for any such check. Given enough time and the right tools, any destructible object can be destroyed. Use common sense when determining a character's success at damaging an object. An agent can't cut through a section of a brick wall with a machete, for example.

STATISTICS FOR OBJECTS

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, knife, book, table, chair, or computer—not a building or a vehicle that is composed of many other objects.

When time is a factor in an object's destruction, assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage, depending on its materials.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various materials.

OBJECT ARMOR CLASS

Material	AC
Cloth, paper, rope, plastic	11
Glass, ice, ceramic	13
Wood, bone	15
Stone	17
Steel	21
Titanium	23

Hit Points. An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

OBJECT HIT POINTS

Material	Fragile HP	Resilient HP
Tiny (bottle, cell phone)	2 (1d4)	5 (2d4)
Small (briefcase, ammo crate)	3 (1d6)	10 (3d6)
Medium (barrel, server tower)	4 (1d8)	18 (4d8)
Large (trailer, 10 x 10 ft glass pane)	5 (1d10)	27 (5d10)

Vulnerabilities, Resistances, and Immunities.

Objects are immune to toxic and radiation damage, and different materials might be immune or resistant to some other damage types. Some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire damage. A chainsaw can cut down a tree, but won't be as effective trying to cut through metal. An object's vulnerabilities, resistances, and immunities describe how it reacts to different damaging forces depending on the damage type of an attack. An object's vulnerabilities, resistances, and immunities will depend on the material it is constructed from, as shown in the tables below.

OBJECT VULNERABILITIES

Material	Vulnerabilities
Paper, rope, ice	Fire

HUGE AND GARGANTUAN OBJECTS

Normal weapons are of little use against many Huge and Gargantuan objects, such as a statue, blast doors, or massive boulder. That said, one torch can burn a Huge curtain, and an artillery strike can reduce a building to rubble. You can track a Huge or Gargantuan object's hit points, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan crane might topple over when one of its Large support legs is reduced to 0 hit points.

Damage Threshold. Big objects such as blast doors often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

SPLASH DAMAGE BY SEVERITY

Source	Damage
Falling Debris	22 (4d10) bludgeoning damage
Shrapnel	21 (6d6) piercing damage
Explosion	22 (4d10) fire damage and 16 (3d10) force damage

DISEASES

An archeologist emerges from an ancient ruin, unopened for centuries, and soon finds herself suffering from an ancient, unidentified virus. Several military personnel are in intensive care units in the city's hospital and all clues point to an engineered biological contaminant.

A simple disease outbreak might amount to little more than a small drain on agency resources, curable by prescribed medication or avoided through inoculations—but a more complicated outbreak can form the basis of one or more missions as characters search for a cure, stop the spread of the disease, and deal with the consequences. A disease that does more than infect a few agents is primarily a plot device. These rules help describe the effects of various diseases and how they can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect anyone, and a given illness might or might not pass from one person to another through different means. What matters is the story you tell.

SAMPLE DISEASES

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign. Also remember that diseases or biotoxins, if weaponized, are almost universally restricted if used offensively in any way (See restricted weapons, p74). Over and above the in-game concerns, diseases are often a line or veil for many players who may have suffered from them or lost friends and loved ones to them, so make sure you discuss their use in your Session Zero before you use them.

EBOLA

The Ebola virus is a deadly disease that is commonly contracted in the sub-Saharan regions of central Africa, and its first cases originated around the Ebola river—the headstream of the Mongala river that runs into the Congo. Ebola Virus Disease brings about various symptoms but affects the liver and kidneys, as well as causing both internal and external bleeding and fluid loss. Mortality is very high, with up to 90% of those infected dying from the disease.

Symptoms manifest 1d20 days after infection, and after each long rest the infected person must succeed on a DC 20 Constitution saving throw, or gain 1 level of exhaustion, with early symptoms exhibiting flu-like symptoms. In the later levels of exhaustion, the symptoms include nausea, vomiting, and diarrhea leading to severe dehydration. If the infected person takes any damage, protracted bleeding occurs, and they take 1d4 damage per round unless stabilized.

The disease is transmitted through direct contact with the bodily fluids of an infected person or animal. If coming into contact with contagious bodily fluids, the character must succeed on a DC 20 Constitution check or become infected.

There is no treatment for the Ebola virus, and medical attention is usually supportive in nature. If an infected character is supported by another character with rehydration and blood transfusions, and they succeed their Constitution saving throw, they may reduce their exhaustion level by 1. If a successful saving throw reduces the infected character's level of exhaustion below 1, they recover from the disease.

INFLUENZA

This common virus, referred to as just "flu," affects millions across the globe every year. More common in colder seasons, influenza causes a mix of symptoms including a high fever, coughing, sneezing, and tiredness. Symptoms manifest 36-48 hours after exposure, and most cases last a week. Infected characters gain one level of exhaustion that cannot be removed until the disease is cured.

Anyone who comes into reach of an infected character, or comes into contact with any infected surfaces, must make a DC 10 Constitution saving throw or also become infected with the disease. After each long rest, an infected character can make a DC 13 Constitution saving throw. On a successful save, the DC for this save drops by 1d6. Once the DC is reduced to 0, the infected character recovers from the virus. If the character fails two of these saving throws in a row, they increase their level of exhaustion by 1. If they reach the 6th level of exhaustion, they die.

MALARIA

Malaria is an infectious disease carried by mosquitoes and transmitted through their bite. Widespread in tropical and sub-tropical climates, various medications have been developed to prevent infection and deal with symptoms, and often more practical measures are the best with the use of mosquito nets and insect repellents. At this time, no vaccination for malaria has been successfully developed.

Once bitten, the character must succeed on a DC 12 Constitution check or become infected. Once infected, 1d20+6 days later symptoms manifest and the character gains 1 level of exhaustion. Symptoms can include headaches, fever, shivering, joint pain, vomiting, yellowing of the skin, blood in the urine, eyesight problems, and convulsions.

After each long rest, an infected character must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected character's level of exhaustion below 1, they recover from the disease.

NOROVIRUS

Norovirus is a common gastrointestinal virus that is easy to catch from contaminated food and water. There's no specific treatment for norovirus, other than keeping the patient hydrated and stable, and is only possibly fatal to older adults, young children, or those with suppressed or compromised immune systems.

Once ingesting contaminated food and drink, or coming into contact with another infected person, a character must succeed on a DC 10 Constitution check after 1d20+12 hours, or suffer 1 level of exhaustion. They exhibit symptoms of vomiting and diarrhea.

After the next 3 long rests, the character must make a DC 15 Constitution saving throw to recover 1 level of exhaustion, or gain 1 level of exhaustion on a failed save. The DC increases by 2 if they engage in some low-level activity, or 5 if they fight or exercise any physical exertion between long rests. After 3 long rests, and once the character has no levels of exhaustion, they recover.

SUPER HEAVY VEHICLES

The vehicles spies use in most of their operations are not much larger than themselves, able to carry a small team, such as a car or van. Some vehicles, however, are much larger; airplanes that can carry whole platoons of troops and ships carry fleets of aircraft. Where vehicles are so large that they would normally make up the area of operations they are designated as super heavy vehicles.

SIZE AND SPACE

Super heavy vehicles are both vehicles—with their own speeds, ranges, weapons, and operations—and locations that player agents can move around inside, infiltrate, engage foes, and complete their objectives.

They have various shapes and sizes, depending on their construction. Each area connects to other areas of the vehicle, through hatches, doors, and corridors. Space inside the vehicles uses the same rules as Space in Infiltration and Combat (p147), with each character occupying a 5-foot space.

MOVING BETWEEN AREAS

Each area of a super heavy vehicle is connected to at least one other, and the entry points could be as close to each other as a door or bulkhead, or as far as a few corridors or stairways. Characters move through these spaces normally in combat, either moving their speed on their turn, or using their action to move an additional distance equal to their speed.

Judging Time Spent Moving

Depending on the size of a super heavy vehicle, and the various speeds of its occupants, GMs can find themselves in a situation where it takes 10 or 20 rounds for a character to reach a different area in a super heavy vehicle, as they make their way through unimportant areas and winding corridors. Sometimes, you just want the team to regroup, and especially if you haven't mapped out the whole vehicle, you can be more ambiguous with timings. In combat, you could say, "you'll arrive in 3 rounds," because while 18 seconds will have passed, 3 rounds is a significant amount of time for the encounter to change, and doesn't needlessly penalize a player for having been somewhere else that isn't significant to the mission.

OPERATING SUPER HEAVY VEHICLES

These vehicles are massive, and many require a crew complement in the hundreds or thousands, and are often far too large to be used by a single team of agents. However, each room or area might have objects or crew positions that can be interacted with, that change the course and speed of the vehicle, fire its weapons, or use its systems.

The actions that player agents can accomplish using a super heavy vehicle will be listed in its area's description. Only one of those actions can be attempted per round in each area. Actions that result in a change to the super heavy vehicle's course or speed, or fire its weapons, are resolved at initiative 20 (losing all ties with player agents or NPCs).

INTERACTING WITH OBJECTS

Often, operating a super heavy vehicle is as simple to resolve as the player using their Use an Object action to tell you what their character is doing, such as pulling a lever or turning a wheel, and you describing how the action is resolved on the vehicle's turn on initiative 20. It's only if there is a further complication that a check will be needed.

OPERATING FROM A CREW POSITION

Some vehicle controls can only be operated from a dedicated crew position, like that of a cockpit chair, bridge station, or console position. Getting into, exiting, and using a crew position is the same as it is for normal Vehicles (p118), with characters using half of their speed to enter or exit a position, and their action to use its controls, with the result of their action resolved on the vehicle's next turn on initiative 20.

MOVING IN AND OUT OF SUPER HEAVY VEHICLES

When not in combat, moving into and through super heavy vehicles works the same way as investigating any area or environment in the game. Different areas can be accessed from outside the vehicle depending on context, and what kind of doorways or access points it has.

SUPER HEAVY VEHICLES IN COMBAT

The individual areas of a super heavy vehicle become more crucial in combat, but act slightly differently to normal vehicles due to their size and power. Super heavy vehicles are targeted by their areas, attacks are resolved using the vehicle's Armor Class, damage threshold, vulnerabilities, and resistances, but any damage dealt is applied to the area and can damage it or destroy it.

TARGETING SUPER HEAVY VEHICLES

When a character wishes to target a super heavy vehicle, they choose an individual area of the vehicle to target. Their attack roll is compared to the vehicle's overall Armor Class listed in its stat block, but the damage is applied to areas individually.

Characters can also target areas they are inside, placing explosives or targeting vulnerable parts of the area they are in. Characters targeting an area in this way do not need to make an attack roll—they automatically hit and deal damage, but cannot score a critical hit in this way.

SUPER HEAVY VEHICLE DAMAGE

Super heavy vehicles are so large conventional small arms will do little to them as a whole. However areas can be damaged by large weapons and explosives, either from players or other vehicles. Each area of a super heavy vehicle has a damage threshold, representing the amount of damage needed to create serious problems in the area's structural integrity, or to destroy it outright.

Super heavy vehicles do not have hit points. Instead, each of their areas are either working, damaged or destroyed. When an attack hits an area, make a damage roll as usual. If the total damage equals or exceeds the threshold, the area becomes damaged. If an already damaged area is damaged again, it is destroyed. If the damage done to an area is double its threshold in a single attack, it goes straight to being destroyed rather than being damaged first.

If all areas of a super heavy vehicle are destroyed, the vehicle is destroyed. There are other ways of disabling or destroying super heavy vehicles—destroying certain sections of a ship or plane will cause it to sink or crash.

Super heavy vehicles are so large that their destruction causes localized devastation. Depending

on the machinery or engineering present in the area that is destroyed, explosions, shrapnel, and falling debris can seriously injure people inside or around it. The Splash Damage by Severity table details the damage roll characters will sustain.

SUPER HEAVY VEHICLE PROPERTIES

Many super heavy vehicles share properties. If the area of a vehicle has any of these properties it will be listed in their profile.

Waterborne. If ships are damaged, they can quickly sink. If a single area is damaged, it slowly floods on the vehicle's turn (initiative 20, losing all ties), until it is completely flooded. If at least half of the entire vehicle is flooded, it will sink below the body of water it travels on or in.

Propulsion. This area houses the engine or power plant that drives the vehicle forward. In some cases these will be objects with their own AC, hit points, and resistances. If all the vehicle's engines are destroyed the vehicle will slow to a full stop. If this happens to any vehicle with a fly speed, it will stall and crash.

Required for Lift. Airplanes require lift from the wings and tail. If the wings or tail of aircraft are destroyed it will start to crash. If at least half of these areas in a super heavy vehicle are damaged or destroyed, the plane will start to lose altitude and crash. If all required for lift areas are destroyed the plane will rapidly crash.

Steering. Areas with this property controls or is important to the vehicle's steering and maneuverability. If all areas with the steering property are damaged or destroyed, the vehicle will be unable to change course, and will be forced to travel in the same direction. If this happens to any air vehicle while in the air, it will be unable to conventionally land.

SUPER HEAVY VEHICLES PROFILES

The examples below are designed as quick play versions for GMs to pick up and use, and also give ideas to GMs to make their own super heavy vehicle or vary them.

Each entry is broken down into two parts: the main heading, and the areas of the vehicle. The main heading gives information on the whole vehicle, its use, what happens if it's damaged and overall stats. The sectors give AC to hit, damage thresholds, and other information such as any sector actions that can be taken when the sector is controlled.

Customizing Super Heavy Vehicles

The super heavy vehicles examples presented can be used in a variety of circumstances, but you may want to adapt them to represent other massive vehicles.

Size and Shape. Every super heavy vehicle is different, and are so large that dozens to hundreds of people, or even other vehicles, can move around inside them. Super heavy vehicles can be mapped out as you like, so long as they are larger than the Gargantuan category. You don't have to map every single corner and corridor of the vehicle, but you do need to know how far the distances are between areas from the different doorways and access points in each area.

Armor Class, Damage Threshold, and Damage Resistances. Depending on the vehicle's composition, the materials it's constructed from, or its structural integrity, you may want to raise or lower its Armor Class, damage threshold, and damage resistances. You can base your changes on the rules for Objects (p222).

Speed and Range. Each super heavy vehicle has a speed and range, and it's worth doing some research to find out how far the super heavy vehicle you are creating, or one like it, can travel.

Areas and Actions. The different key areas of each super heavy vehicle vary a great deal, and so you should map out its areas like you would any other mission area. The different actions and traits the area has will depend on the vehicle itself, how it operates, and what powers its movement.

JUMBO JET

Large passenger aircraft that allow for two passenger aisles are termed 'jumbo jets' and are operated by air travel companies with transcontinental flight routes. These huge aircraft can carry upwards of 800 passengers, and are propelled by jet engines on each wing.

Armor Class. 16

Damage Threshold. 17

Damage Resistances. Bludgeoning and slashing

Speed. 500 mph

Range. 5800 miles

UPPER DECK

Pilot. Crew Position. From the cockpit, characters proficient at piloting planes can adjust the course and speed of the jumbo jet. Simple course corrections require no ability check, while emergency maneuvers require a check. There are two pilot positions, one for the pilot and one for the co-pilot.

MAIN FUSELAGE

Pressurized. When the plane is in flight, the cabin is pressurized to sustain airflow and oxygen levels. Any leaks will begin to depressurize the cabin, causing 2d10 force damage when a character begins their turn inside the cabin, and if they are not strapped down or holding onto something, they will be moved a number of feet towards the leak at the GM's discretion.

WINGS

Required for Lift. If the wings are destroyed the plane will start to crash. If at least one wing is damaged or destroyed, the plane will start to lose altitude and crash. If both wings are destroyed the plane will rapidly crash.

Jet Engines. Weak point. Armor Class 16, HP 11 (2d10). If an engine is destroyed the plane begins to lose speed, and eventually altitude. If both engines are destroyed, the plane will rapidly lose velocity, and begin to crash.

TAIL

Steering. If the tail is damaged or destroyed, the vehicle will be unable to change course, and will be forced to travel in the same direction. If this happens to any air vehicle while in the air, it will be unable to conventionally land.

PATROL BOAT

Coastal defence requires fast, well armed ships that can confront gunrunners, smugglers, and pirates alike. Patrol boats fill this niche, packing a punch with a variety of armaments from small naval guns to exocet anti-ship missiles. They are versatile craft, highly maneuverable with a good range of operational capacity.

Armor Class. 20

Damage Threshold. 18

Resistances. Bludgeoning, piercing, and slashing damage.

Speed. swim 40mph

Range. 2600 miles

FOREDECK

Autocannons. Ranged Weapon Attack: range 1500/2500. Hit: 19 (3d12) piercing damage (property: armor piercing).

BRIDGE

Helm. Crew Position. From the helm, characters proficient at driving boats can adjust the course and speed of the patrol boat. Simple course corrections require no ability check, while emergency maneuvers require a check.

Radar Scan. Using the patrol boat's active radar can reveal any vehicles that are Huge or larger within a 5 mile radius on the surface, in the air, and under water.

ENGINE ROOM/CARGO AREA/BERTHS

Waterborne. If the engine room or cargo bays are damaged, they slowly flood on the vehicle's turn (initiative 20, losing all ties), until it is completely flooded. If at least half of the entire vehicle is flooded, it will sink below the body of water it travels on.

Power Plant. Weak Point. Armor Class 21, 16 (3d10) hit points. If the boat's engines are destroyed it will slow to a full stop.

AFT

Missiles. Ranged Weapon Attack: range 1500/2500. Hit: 19 (3d12) fire damage (property: armor piercing)

SPACE SHUTTLE

Space shuttles are designed to leave the atmosphere, achieve missions in orbit, and return to Earth with their crew and cargo intact. It is rare that Agents will have to interact with a shuttle in space itself, however this is not unheard of and as threats to the world become more advanced so must the response (and the reach of responding agents).

Armor Class. 16

Damage Threshold. 13

Resistances. fire

Speed. fly 220 mph

Range. 50 miles

CREW CABIN

Pilot. Crew Position. From the flight deck, characters proficient at piloting planes can adjust the course and speed of the shuttle. Simple course corrections require no ability check, while emergency or re-entry maneuvers require a check. There are two pilot positions, one for the pilot and one for the commander.

FUSELAGE (ONLY ACCESSIBLE IN SPACE)

Deploy Payload (3 Turns to deploy). Action may only be taken in Space/Zero gravity.

WINGS (ONLY ACCESSIBLE IN SPACE)

Required for Lift. If the wings are destroyed the shuttle will start to crash while in the atmosphere. If at least one wing is damaged or destroyed, the shuttle will lose altitude and crash. If both wings are destroyed the shuttle will rapidly crash.

TAIL/DMS (ONLY ACCESSIBLE IN SPACE)

Steering. If the tail is damaged or destroyed, the shuttle will be unable to change course, and will be forced to travel in the same direction. If this happens to any air vehicle while in the air, it will be unable to conventionally land.

Main Engines. Weak Point. Armor Class 23, 32 (5d12) hit points. The Space Shuttle Main Engines provide thrust for entering orbit and can adjust the direction of flight when attached to the larger rockets that propel it into space. If the main engines are destroyed the shuttle itself cannot sustain an orbit in the upper atmosphere.

NUCLEAR SUBMARINE

While the name nuclear submarines often refer to the power plant of the vessel, which is a nuclear reactor, many modern nuclear submarines do carry intercontinental ballistic missiles. These behemoths dwarf the first generation of subsurface vehicles. With a crew of over a hundred and extended periods underwater, they are the masters of the deep-and some of the most deadly vehicles in the world.

Armor Class. 23

Damage Threshold. 21

Resistances. Bludgeoning, piercing and slashing damage.

Speed swim 14mph (surface) / 28mph (submerged)

Range –

Waterborne. Every area inside a submarine risks letting in water if breached. If any areas are damaged, they slowly flood on the vehicle's turn (initiative 20, losing all ties), until it is completely flooded. If at least half of the entire vehicle is flooded, it will sink towards the water's bed.

SONAR DOME

Sonar. Using Sonar scan will reveal any objects or vehicles that are Huge or larger within a 5 mile radius on the surface or underwater.

Torpedoes. Ranged Weapon Attack: range 1500/2500. Hit: 39 (6d12) force damage (property: armor piercing)

BERTHS/CONTROL ROOMS

Helm. Crew Position. From the helm, characters proficient at driving boats can adjust the course and speed of the submarine. Simple course corrections require no ability check, while emergency maneuvers require a check.

Vertical Launch Missiles. Ranged Weapon Attack: range 1500/2500. Hit: All targets within 25 feet of the impact must succeed on a DC 15 Dexterity saving throw or take 42 (12d6) fire damage and 22 force damage, with the armor piercing quality.

Launch Nuclear Strike. (8 turns) Requires 2 characters to take this action in a turn. Fires at the end of the 8th turn from when the sector action was taken a second time. The missile then launches. It will not impact for a further 15 turns.

Causes widespread devastation and nuclear fallout if it successfully detonates.

CONNING TOWER

Dive/Surface. (1 turn to change between surfaced and submerged)

MISSILE BAY

Arm/Disarm Warheads. Characters may use the equipment in this area to arm or disarm the submarine's weapons systems. While disabled, characters are unable to make ranged weapon attacks using the submarine's weapons.

NUCLEAR REACTOR

Reactor. Weak Point. Armor Class 23, 26 (4d12) hit points. Destroying the reactor reduces the submarine to emergency power, and the submarine slows to a full stop. While on emergency power, its range becomes 5 miles. If the destruction could result in a reactor leak, any character that starts their turn in the area must succeed on a DC 20 Constitution saving throw, or take 21 (6d6) radiation damage and suffer the poisoned condition.

AIRCRAFT CARRIER

From the middle of the 17th century naval power revolved around battleships and naval ordnance; after the Second World War that all changed. Today, range and power revolve around Aircraft carriers and the jets they can launch, striking targets and enemies at extreme range not even visible to the naked eye. These massive floating platforms are usually nuclear powered and house a massive crew complement.

Armor Class. 23

Damage Threshold. 24

Damage Resistances. Bludgeoning, piercing and slashing damage.

Speed swim 35mph

Range –

FOREDECK/CATAPULTS

Launch Ground Assault Aircraft. Fighters are launched rapidly to lift speeds, and thrown off the fore of the aircraft carrier. A plane must be locked into a catapult to launch (see elevators). (See Gadgets p94).

Anti-Aircraft Missiles. Ranged Weapon Attack: range 1500/2500. Hit: 19 (3d12) piercing damage.

ELEVATORS/RUNWAY

Raise/Lower Jet. The elevators raise a jet onto the deck or lower a jet/cargo from the deck to the hangar bays.

Lock in a Jet. Crew can lock a jet into the catapult ready for launch.

ELEVATORS/AFT DECK

Missile Defense. Crew may activate the carrier's missile defenses to gain a bonus +2 to the carrier's AC against any attack from 'missile' weapons while this area is undamaged.

Raise/Lower Helicopter. The elevators to raise a jet onto the deck or lower a jet/cargo from the deck to the hangar bays.

FORWARD HANGAR

Rearm/Equip Jet. (5 turns) Crew may choose the type of jet to add to the elevator from those available in the hangar.

AFT HANGAR

Rearm/Equip Jet. (5 turns) Crew may choose the type of jet to add to the elevator from those available in the hangar.

BRIDGE

Helm. Crew Position. From the helm, characters proficient at steering boats can adjust the course and speed of the carrier. Simple course corrections require no ability check, while emergency maneuvers require a check.

Radar Scan. Using the carrier's active radar can reveal any vehicles that are Huge or larger within a 5 mile radius on the surface and in the air.

NUCLEAR REACTOR A

Reactor. Weak Point. Armor Class 23, 26 (4d12) hit points. Destroying both nuclear reactors reduces the carrier to emergency power. While on emergency power, its range becomes 5 miles. If the destruction could result in a reactor leak, any character that starts their turn in the area must succeed on a DC 20 Constitution saving throw, or take 21 (6d6) radiation damage and suffer the poisoned condition.

Waterborne. If the nuclear reactor area is damaged, it slowly floods on the vehicle's turn (initiative 20, losing all ties), until it is completely flooded. If at least half of the entire vehicle is flooded, it will sink below the body of water it travels on.

NUCLEAR REACTOR B

Reactor. Weak Point. Armor Class 23, 26 (4d12) hit points. Destroying both nuclear reactors reduces the carrier to emergency power. While on emergency power, its range becomes 5 miles. If the destruction could result in a reactor leak, any character that starts their turn in the area must succeed on a DC 20 Constitution saving throw, or take 21 (6d6) radiation damage and suffer the poisoned condition.

Waterborne. If the nuclear reactor area is damaged, it slowly floods on the vehicle's turn (initiative 20, losing all ties), until it is completely flooded. If at least half of the entire vehicle is flooded, it will sink below the body of water it travels on.

ENGINE ROOM/PROPELLERS

Power Plant. Weak Point. Armor Class 21, 16 (3d10) hit points. If the carrier's engines are destroyed it will slow to a full stop.

Steering. If the propellers are damaged or destroyed, the carrier will be unable to change course, and will be forced to travel in the same direction.



VILLAINS AND MASTERMINDS

WHAT ARE VILLAINS AND MASTERMINDS?

Villains and Masterminds is the collective term for non-player characters (abbreviated to NPCs) in **The Spy Game**. They are anyone from civilians walking the streets of a city, to armed soldiers protecting military bases from incursion, to rival spies sent to assassinate team members. Like the player agents themselves, NPCs all have statistics, sometimes referred to as a stat block, providing all the essential information that you need to portray and use the NPC.

NPCs and the Real World

Since **The Spy Game** is set in our world, there are several NPCs listed below inspired by real world threats, dangers, and diverse figures. They've been presented without bias, so you and your players can interact with them as you see fit, but always remember to have safety tools and discuss the kind of missions you want to play through before you start to ensure that everyone is comfortable with the tone.

Size

An NPC can be any size from Tiny to Gargantuan. The Size Categories table shows how much space an NPC controls compared to their size (p150).

SIZE CATEGORIES		
Size	Space	Example
Tiny	2.5ft x 2.5ft	Car
Small	5ft x 5ft	Dog
Medium	5ft x 5ft	Agent
Large	10ft x 10ft	Car
Huge	15ft x 15ft	APC
Gargantuan	20ft x 20ft	Tank

Type

An NPC's type describes its nature, whether they are a person, an animal, or a vehicle and its crew.

Human. A human NPC is a single individual a player agent can encounter. They have a culture, languages, and traits relevant to their character.

Animal. Animals include both domesticated and wild creatures found around the world. From pets and trained service animals, to wild animals on land, in the sea, and in the sky.



Vehicle. A vehicle and its crew are listed as a single stat block for ease of reference for GMs. A vehicle doesn't innately have ability scores, but the combination of its physical presence and its crew's ability allow you to use it as a single NPC for the purposes of combat. You can of course equip any group of NPCs with vehicles from the Vehicles section (p118), but when doing so you should account for both the vehicle and the individual crew's difficulty ratings, using the lowest level for the vehicle's caliber as its difficulty rating in addition to the crew.

Difficulty Ratings

All NPCs in *The Spy Game* have a difficulty rating, helping determine how much of a threat they are. Difficulty is not always based on how much damage an NPC can take or dish out to agents. It also includes their abilities, skills and any special rules they may have.

Difficulty ratings help you create missions and encounters with an appropriate challenge. A well prepared agent should be able to defeat an NPC that has a difficulty rating equal to their level. Some NPCs present a greater challenge than even a typical 20th-level agent can handle. These NPCs have a difficulty rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS BY DIFFICULTY RATING

Challenge	XP	Challenge	XP
1	50	16	3750
2	100	17	4500
3	175	18	5000
4	275	19	5500
5	450	20	6250
6	575	21	8250
7	725	22	10250
8	975	23	12500
9	1250	24	15500
10	1475	25	18750
11	1800	26	22500
12	2100	27	26250
13	2500	28	30000
14	2875	29	33750
15	3250	30	38750

Example: Eric is setting up a mission for four 3rd-level agents. For an encounter that will be challenging but won't result in any player agents dying, the four agents would face a group of NPCs with a combined difficulty rating of 12.

Experience Points

The number of experience points (XP) an NPC is worth is based on its difficulty rating. Typically, XP is awarded for defeating the NPC, although you may also award XP for neutralizing the threat posed by the NPCs in some other manner.

Armor Class

An NPC's Armor Class (AC) takes into account their armor, any shields, and Dexterity to provide a target number for attacks to hit in combat. Any armor the NPC wears is included in parentheses after its AC value.

Hit Points

An NPC is usually killed, or vehicle is destroyed, when it drops to 0 hit points. An NPC's hit points measure its vitality, ability to shrug off superficial wounds, and overall resilience, and are expressed as a single value.

Hit points are calculated by taking the average of the die use.

Speed

The distance in feet that an NPC can move during their turn, assumed as a ground speed.

Ability Scores

Every NPC, just like player agents, have six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and their corresponding modifiers.

Saving Throws

Saving Throw modifiers are reserved for NPCs that are proficient at certain ability saving throws. If a modifier is listed, it is the combination of the NPC's ability modifier and proficiency bonus. If a modifier isn't listed, then the NPC only uses their ability modifier to make a saving throw.

Skills

The Skills entry is reserved for NPCs that are proficient in one or more skills. A skill bonus is the sum of a NPC's relevant ability modifier and its proficiency bonus. Other modifiers might apply. For instance, a NPC might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

Some NPCs or vehicles have a vulnerability, resistance, or immunity to certain types of damage. Some equipment may grant an NPC a resistance to a damage type, while a particularly hardy vehicle may be immune to a certain damage type.

SENSES

The Senses entry notes an NPC's passive Wisdom (Perception) score, as well as any special senses they might have from equipment. For more information on senses, see (p142).

LANGUAGES

Any languages the NPC understands proficiently will be listed. Often, "Any (x) languages" is listed, which allows you to choose a number of languages they are proficient in. A "-" indicates an NPC doesn't understand any languages. For more information on languages, see (p64).

SPECIAL TRAIT

Special traits are characteristics that are unique to the NPC in infiltration and combat and take some explanation.

ACTIONS

When an NPC takes its action, they can choose from the options in the Actions section of its stat block or use one of the actions listed in Infiltration and Combat (p147).

ATTACKS

The most common actions listed will be melee, ranged, and hacking attacks. Their attack bonus will be listed first, followed by any damage dealt or other effects that occur on a "Hit:". If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

Adversaries sometimes have optional weapons listed in their profiles, which can be added to the NPC if the GM chooses.

MULTIATTACK

An NPC that can make multiple attacks on its turn has the Multiattack action. It can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

You can assume NPCs carry enough ammunition to make ranged attacks until they are either defeated or leave combat. NPCs do not need to reload like the player agents do, in order to streamline how you run them. Their limited use attacks account for the expenditure of ammunition in a more abstract way.

REACTION

If an NPC can do something special with its reaction, that information is contained here. If an NPC has no special reaction, this section is absent.

LIMITED USE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that an NPC must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the NPC must finish a long rest to use it again.

Recharge X-Y. The notation "Recharge X-Y" means an NPC can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the NPC's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the NPC regains the use of the special ability. The ability also recharges when the NPC finishes a short or long rest. For example, "Recharge 5-6" means an NPC can use the special ability once. Then, at the start of the NPC's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that an NPC can use a special ability once and then must finish a short or long rest to use it again.

EQUIPMENT

A stat block doesn't usually refer to the NPCs equipment, other than the armor and weapons used for its Armor Class and attacks. You can dress your NPCs appropriately, and equip them with additional gear and trinkets at your discretion. When they are defeated you can decide how much of their equipment is usable by the player agents, or whether they had any spare ammunition for their weapons.

If an NPC needs devices or gadgets to complete their actions, assume they carry the appropriate item.

LEGENDARY ACTIONS

A legendary character can take a certain number of special actions—called legendary actions—outside their turn. Only one legendary action option can be used at a time and only at the end of another character's turn. A legendary NPC regains their spent legendary actions at the start of their turn. They can forgo using them, and they can't use them while incapacitated or otherwise unable to take actions. If surprised, they can't use them until after their first turn in combat.

LAIR ACTIONS

If a legendary character has lair actions, it can use them to activate the secret devices and traps in their lair. On initiative count 20 (losing all initiative ties), they can use one of their lair action options. They can't do so while incapacitated or otherwise unable to take actions. If surprised, they can't use one until after their first turn in combat.

AGENTS

Agencies are the prime brokers in secret missions and international espionage in the world. They range from well known arms of the state (such as the CIA, MI6, FIS, Mossad etc.), to more mercenary organizations (OX, The Hive, etc.). They are deployed on a range of clandestine missions, and are highly trained individuals ready for any situation. New recruits are chosen for their experience or key knowledge, with even neophytes being a step above standard military personnel.

Many agencies are also compartmentalized, with agents receiving missions from handlers on a 'need to know' basis. This means that in some cases agents will never have met their handlers directly and may not know the true nature of the agency they work for. This makes full assaults or attacks on agencies without centralized organization difficult propositions. Those with a headquarters are often well prepared for any attack, and staffed with combat ready agents. In both cases, any offensive against agencies (even villainous ones) are a tall order.

AGENT

Agents are the lifeblood of any agency. Their versatility is what makes them so invaluable, coupled with their quick thinking and agency training, they are deadly opponents. Masters of stealth and espionage, there is little that they are unable to achieve when tasked with a mission.

AGENT

Medium human

Difficulty 5 (450 XP)

Armor Class 15 (undercover vest)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +5, Wis +4

Skills Deception +4, Espionage +6, Infiltration +6, Perception +5, Tactics +6

Senses passive Perception 15

Languages any three languages

Quick to Action. Agents add a +2 bonus to their Dexterity checks to determine their initiative. In addition, they can take a reaction even if they are surprised.

ACTIONS

Multiattack. The agent makes two ranged attacks.

Pistol, light. *Ranged Weapon Attack: +5 to hit*, range 30/120ft. *Hit: 7* (1d8 + 3) piercing damage.

REACTIONS

Uncanny Dodge (Recharge 5-6). When an attacker that the agent can see hits them with an attack, halve the attack's damage against them.

ASSASSIN

Assassins are used to reach even the most highly protected targets and neutralize them with no warning or trace. Either up close and personal or long-ranged, assassins have an array of deadly tricks at their disposal, depending on the hit. If no trace is to be left, toxins or innocent-seeming accidents can also be arranged, while overt executions can send a message an assassin's employer wants heard.

ASSASSIN

Medium human

Difficulty 11 (1800 XP)

Armor Class 17 (+1 leather armor)

Hit Points 60 (11d8 + 11)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +8, Con +5

Skills Acrobatics +8, Deception +5, Infiltration +6, Perception +6, Stealth +8, Survival +6

Damage Resistances poison

Senses passive Perception 16

Languages any four languages

Assassinate. During its first turn, the assassin has advantage on attack rolls against any target that hasn't taken a turn. Any hit the assassin scores against a surprised character is a critical hit.

Evasion. If the assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

Sneak Attack. Once per turn, the assassin deals an extra **21** (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes three light pistol attacks.

Neurotoxin Dart (1/Day). *Ranged Weapon Attack: +8 to hit*, range 20/60ft., *Hit: 6* (1d4 + 4) piercing damage and the target is stunned. At the end of their turn, the target must make a DC 20 Constitution saving throw. On a failed save, the victim takes 13 (3d8) toxic damage, or half as much damage on a successful one.

Pistol, Light. *Ranged Weapon Attack: +8 to hit*, range 30/120ft., *Hit: 8* (1d8 + 4) piercing damage.

Marksman Rifle. *Ranged Weapon Attack: +8 to hit*, range 100/400ft., *Hit: 11* (2d6 + 4) piercing damage.



RECRUIT

Difficulty: 2 (100 XP)

Armor Class 13 (padded clothing)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Skills Espionage +3, Perception +3, Stealth +3

Senses passive Perception 11

Languages Any one Language

Local Knowledge. Recruits have detailed local knowledge of their area of operation, and have advantage on their Intelligence (Espionage) checks while within their local area.

ACTIONS

Taser. *Ranged Weapon Attack: +4 to hit*, range 20 ft., one target. **Hit:** 5 (1d6 + 2) electric damage, and the target must succeed a DC 10 Constitution saving throw, or suffer the paralyzed condition until the end of their next turn.

RECRUIT

Most people would call all members of clandestine agencies 'spies', and while this is true in a broad sense, internally agencies reserve the title for lower level members of intelligence networks and informants. These members of a team are only loosely associated with the agency itself. They are specialists in position or knowledge, either key personnel that give access to information or a facility, or experts in their field, called on for what they can bring to a briefing or critical situation.

SPECIAL AGENT

Agencies all have stand-out operatives, those that rise above the rest to become truly incredible at tradecraft. In governmental and 'official' agencies these are usually completely unheard-of individuals, with specialist knowledge and extensive experience in intelligence and the military. They will be older than standard agents and less physically dangerous but bring years of inter-agency and on the ground learning to the position.

SPECIAL AGENT

Medium human

Difficulty 10 (1475 XP)

Armor Class 15 (Glamorous armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Str +6, Dex +7, Wis +6

Skills Athletics +6, Deception +6, Espionage +8, Infiltration +6, Perception +6, Survival +6, Tactics +8

Senses passive Perception 16

Languages any four languages

Sneak Attack. Once per turn, the special agent deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the special agent that isn't incapacitated and the special agent doesn't have disadvantage on the attack roll.

Blend Into the Crowd (Recharge 6). When the special agent is adjacent to at least four other allied or neutral characters, and 20 feet from any enemy within line of sight, they can take the Hide action.

ACTIONS

Multiattack. The special agent makes two poisoned knife or machine pistol attacks.

Poisoned knife. *Melee Weapon Attack: +6 to hit*, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 2d10 toxic damage and become Stunned until the end of its next turn.

Pistol, machine. *Ranged Weapon Attack: +7 to hit*, range 30/120ft., **Hit:** 7 (1d8 + 3) piercing damage.

Full Auto (Recharges after a Short or Long Rest). *Ranged Weapon Attack.* Each character within a 30-foot cone must succeed on a DC 10 Dexterity saving throw or take 7 (1d8 + 3) piercing damage. Targets have advantage on the saving throw if within the weapon's long range.

LEGENDARY ACTIONS

The special agent can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another character's turn. The special agent regains their spent legendary actions at the start of their turn.

Cluster Flashbang. The special agent throws a flashbang that bursts into smaller charges on impact. Each target within 60 feet of the blast radius must make a DC 10 Dexterity saving throw. On a failed test they take 1d4 force damage and gain the Blinded and Deafened conditions until the end of their next turn.

Fulton Extraction. If outside, the special agent activates a harness and is lifted into the air and intercepted by a special operations aircraft. The Fulton kit can extract two people or one large-sized object. The special agent rises to 100 ft over 3 minutes, before being winched inside an aircraft.

Viral Deployment. The special agent deals 2d10 coding damage to the operating system of one device within 60 feet.

CIVILIANS

Civilians make up the vast majority of the world's population. They continue with lives in blissful ignorance of the agencies. When confronted with any action out of their usual day to day life they act irrationally, running around in the line of fire, screaming, even standing stock still in terror. Sometimes they will call local law enforcement, complicating operations still further. For this reason agents are advised to avoid highly populated areas while on mission where possible as collateral damage can lead to exposure and diplomatic complications.

CIVILIAN

Medium human
Difficulty 1 (50 XP)

Armor Class 10
Hit Points 4 (1d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Language Any one language

ACTIONS

Unarmed Strike. *Melee Weapon Attack: +1 to hit*, reach 5ft., one target. *Hit: 1* (1d4 - 1) bludgeoning damage.

DIGNITARIES

Dignitaries and VIPs are the political, economic, and social elite of the world. They range from local politicians to the leaders of nations, to titans of industry. Depending on their prestige a dignitary can be easily contacted or nigh-impossible to target, surrounded by guns for hire, local law enforcement, or even the best state security available.

Befriending them can pay massive dividends for an agency, with a wealthy and powerful employer, but making an enemy of them can have devastating consequences for those who have wronged the influential and powerful.

AMBASSADOR

Ambassadors are life-long diplomats in any sphere of influence. They encompass high level business people and the representatives of a country in foreign lands. As such they are often well connected to high level politics and have overall knowledge of espionage aims in the area. Ambassadors don't sully themselves with specific operational information, leaving that to their security heads or the individual Agencies at large. They will be briefed on the success (or failure) of these missions, storing this information for future use.

Ambassadors almost always travel with a group of trained security. Depending on the country and the stature of the Ambassador, this retinue can be anything from a poorly trained police escort to a full military perimeter. This intensifies in the embassy or head office of the Ambassador where even the most humble will have alarm systems and CCTV in constant use.

AMBASSADOR

Medium human
Difficulty 4 (275 XP)

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	13 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any three languages

Charming. When not in combat, Ambassadors may attempt to charm other characters. Everyone that can understand and communicate with the ambassador must succeed on a DC 12 Wisdom saving throw or are charmed. Targets that are charmed by the Ambassador trust and respect them, until the end of their next long rest. Any overtly offensive actions by the ambassador or any nearby allies causes the Charming effect to end.

ACTIONS

Unarmed Strike. *Melee Weapon Attack: +2 to hit*, reach 5ft., one target. *Hit: 2* (1d4) bludgeoning damage.

REACTIONS

Hunker Down. The ambassador adds 2 to its AC against ranged weapon attacks until the start of its next turn. To do so, the ambassador must be in at least partial cover.

HEAD OF STATE

The highest ranked individuals in each country around the world is the head of state. Although they are the public faces of entire nations, they are often not the most powerful people in the world. Their position gives them access to all but the most secret of files and mission briefs, but only high-level agents should approach them directly.

HEAD OF STATE

Medium human

Difficulty 14 (2875 XP)

Armor Class 14 (+2 padded clothing)

Hit Points 77 (4d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Cha +9

Skills Deception +9, Espionage +8, Insight +7, Persuasion +9

Senses passive Perception 12

Languages any three languages

Charm Offensive. When not in combat, heads of state may attempt to charm other characters. All targets that can understand and sense the head of state's message must succeed on a DC 17 Wisdom saving throw or come under the influence of the head of state. Targets that are under the influence of the head of state and will trust and respect them until the end of their next long rest. Affected targets have disadvantage against Wisdom (Insight) checks against the head of state and persuasion attempts made by the head of state. Any overtly offensive actions by the head of state or any nearby allies causes the Charm Offensive to end.

Implanted GPS Tracker. A GPS transponder tracks the head of state wherever they go, is injected under the skin and is undetectable by normal means.

Legendary Resistance (3/Day). If the head of state fails a saving throw, they can choose to succeed instead.

ACTIONS

Stun Ring (2/Day). *Melee Weapon Attack: +5 to hit*, reach 5ft., one target. *Hit: 2* (1d4) bludgeoning damage plus 7 (2d6) electric damage. The target must then take a DC 10 Constitution check, or suffer the Stunned until the end of their next turn.

REACTIONS

Protect the Primary (Recharge 5-6). The head of state chooses one adjacent ally to take the damage of one attack that would hit it. To do so, the head of state must see the attacker.

Healing Steroid (1/Day). The head of state regains 11 (2d8 + 2) hit points.

LEGENDARY

The head of state can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another character's turn. The head of state regains their spent legendary actions at the start of their turn.

Disengage. The head of state takes the Disengage action.

Panic Button. The head of state triggers a silent alarm system that alerts all allied guards that they are in danger.

Law Reinforcement. The head of state signals local police to converge on their location. 3d6 police officers and 2d8 swat troopers arrive onto the scene in 4 minutes.

GUARDS

Guards come in all forms around the world, from rent-a-cop security guards to highly trained government agents and paramilitary security. They are the most constant thorn in the side of covert operations, either by dint of their high level of training, their numbers, their ability to call in dangerous backup or a combination of all four.

In all but the most underfunded or remote places guards will have a connection with either a central security system or other members of their patrol. Some extremely high security areas have guards equipped with second-by-second vitals reported to the central system - abnormalities such as KIA or unconscious guards will instantly trigger alarms. In more lax facilities timed or visual check-ins provide adequate coverage. In either case, guards provide a vital human element to the security system and are one of the most frequently encountered problems in covert operations.

ARMED GUARD

Armed security guards might patrol clandestine scientific laboratories, black-site facilities, or the volcanic lair of a criminal mastermind. Armed guards are usually equipped with a variety of small arms as they protect valuable assets to their proprietary organization. Unfortunately, their training will often have lapsed and they will fall into familiar patrol patterns that can be exploited by canny agents.

ARMED GUARD

Medium human

Difficulty 4 (275 XP)

Armor Class 15 (stab vest)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +4

Skills Athletics +3, Intimidation +2, Perception +3, Tactics +2

Senses passive Perception 13

Languages any one language

Focused Fire. The armed guard gains a +2 bonus to an attack roll against a target if at least one of the armed guard's allies has made an attack against the same target during the same round.

ACTIONS

Pistol, Heavy. *Ranged Weapon Attack: +4 to hit*, range 30/120 ft, *Hit: 7* (1d10 + 2) piercing damage.

Submachine Gun. *Ranged Weapon Attack: +4 to hit*, range 40/160 ft, *Hit: 7* (1d10 + 2) piercing damage.

Burst Fire (Recharge 5-6). *Ranged Weapon Attack.* The armed guard sprays a 10-ft cube in short range and line of sight with a burst of bullets from their submachine gun. Each character in this area, friendly or enemy, must succeed on a DC 10 Dexterity saving throw or take 7 (1d10 + 2) piercing damage.

REACTIONS

Vigilance. The armed guard makes a Wisdom (Perception) check.

BODYGUARD

Bodyguards are unique guards in that they are used as close protection for individuals, whether they are politicians, celebrities, or wealthy employers. Bodyguards can be found across divisions of law enforcement, military, and private security contractors who specialize in guarding and protecting VIP targets. They are drilled in both repelling threats as well as extracting their primaries, to keep them from harm and getting them to a safe location.

BODYGUARD

Medium human
Difficulty 7 (725 XP)

Armor Class 14 (tailored undercover vest)
Hit Points 59 (7d12 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +5, Con +5
Skills Athletics +5, Insight +5, Intimidation +3, Medicine +5, Perception +5, Survival +5, Tactics +3
Senses passive Perception 15
Languages any one language
Quick Reflexes. If the bodyguard is surprised, they can still move up to their speed during a surprise round.

ACTIONS

Multiattack. The bodyguard makes two heavy pistol or unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack: +5 to hit*, reach 5ft., one target. *Hit: 5* (1d4 + 3) bludgeoning damage. The target must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the condition on a success.

Pistol, Heavy. *Ranged Weapon Attack: +4 to hit*, range 30/120ft. *Hit: 6* (1d10 + 1) piercing damage. Special: Armor Piercing.

REACTIONS

Close Protection. When an enemy the bodyguard can see attacks an ally within 5 feet, and the ally is within 5 feet of them, they can impose disadvantage on the attack roll.

Get Down. If an ally within 5 feet of the bodyguard is the target of a weapon with the blast property, the bodyguard can tackle their ally prone. The prone ally gains a resistance to piercing, bludgeoning, and slashing damage until the bodyguard is no longer on top of them.

SECURITY GUARD

Security guards only present a threat in so much as they can raise an alarm. In most countries they are not armed, and carry nothing more than a flashlight, a two-way radio, and a nightstick. They are trained in basic self defense techniques, but little else, and are employed more as a deterrent than actual protection.

SECURITY GUARD

Medium human
Difficulty 1 (50 XP)

Armor Class 11 (uniform)
Hit Points 5 (1d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Intimidation +2
Senses passive Perception 12
Languages any one language

ACTIONS

Baton. *Melee Weapon Attack: +2 to hit*, reach 5 ft., one target. *Hit: 2* (1d4) bludgeoning damage.

Taser. *Ranged Weapon Attack: +3 to hit*, range 20 ft., one target. *Hit: 4* (1d6 + 1) electric damage, and the target must succeed a DC 10 Constitution saving throw, or suffer the paralyzed condition until the end of their next turn.

Pistol, Light. *Ranged Weapon Attack: +3 to hit*, range 40/160 ft, *Hit: 5* (1d8 + 1) piercing damage.

The Right Guard for Job

Guards are a staple threat on stealth missions. Last minute struggles to get the door open before the guard turns the corner, or knocking patrols out are classic spy tropes. The guards in this section range from basic to highly-advanced personnel, to give you options for all situations.

HACKERS

The public perception of hackers is that of two sides—online crusaders against a corporate machine, or vindictive criminals purely out for disruption and profit, scamming crypto currency exchanges, breaking into servers of private data and blackmailing service providers. While all hacking is illegal, intelligence services across the globe run counter intelligence operations and offensive attacks against other nations, and the agencies are often called on to execute these operations for plausible deniability on the part of their employer.

NEWBIE

Newbies are novices that use other's hacking tools to exploit weaknesses, often with only rudimentary skills of their own. Despite this they can get their hands on some complex software—as the saying goes, a little knowledge is a dangerous thing.

WIZARD

Experienced hackers are able to achieve greater levels of access and cause more damage and chaos, with extensive detailed knowledge of specific software and how it works. A cut above the average hacker, they are able to expertly design and manipulate software. Hackers with these skills can attack even well-defended systems, and are able to bypass intermediate firewalls and control most systems.



NEWBIE

Medium human

Difficulty 3 (175 XP)

Armor Class 13 (leather clothing)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	16 (+3)	12 (+1)	9 (-1)

Skills Deception +2, Infiltration +3, Infotech +5, Mechanics +5

Senses passive Perception 11

Languages any one language

Hacking. The newbie is a 3rd-level hacker, with a laptop with a caliber-1 OS (AC 11, 5 HP, 1 executable slot). Their hacking save DC is 13, and their hacking attack modifier is +5.

The newbie has the following hacking tools installed: DNS Attack, Dave's Tools, Keylogger.

ACTIONS

Unarmed Strike. *Melee Weapon Attack: +1 to hit*, reach 5ft., one target. Hit: 1 (1d4 - 1) bludgeoning damage.

WIZARD

Medium human

Difficulty 9 (1250 XP)

Armor Class 14 (leather clothing)

Hit Points 31 (9d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	19 (+4)	16 (+3)	11 (+0)

Saving Throws Int +8

Skills Deception +4, Infiltration +7, Infotech +8, Mechanics +8, Sleight of Hand +6

Senses passive Perception 13

Languages any two languages

Hacking. The wizard is a 9th-level hacker, with a tablet with a caliber-3 OS (AC 15, 18 HP, 3 executable slots). Their hacking save DC is 16, and their hacking attack modifier is +8.

The wizard has the following hacking tools installed: Nmap, Devtrack, I.R.User, J/Ripper.

ACTIONS

Unarmed Strike. *Melee Weapon Attack: +4 to hit*, reach 5ft., one target. Hit: 2 (1d4) bludgeoning damage.

Code Bomb. *Hacking Attack: +8 to hit*, 30 ft., one device. Hit: 10 (3d6) coding damage.

Bluescreen. The wizard targets a device they can connect to. The user must succeed on a DC 16 saving throw or the device ceases to function until the start of the beginning of the wizard's next turn.

MILITARY PERSONNEL

Military Personnel represent any nation's armed services and their defenses. They are professional soldiers from all backgrounds, molded into a cohesive fighting force and equipped with arms and armaments. Military Personnel are for the most part dedicated individuals willing to put their oaths and ideals before personal safety.

Doctrines and rules of engagement vary from country to country, as well as changing given location and current political climate. Peacekeeping forces may be in a situation where they may not fire unless fired upon, just as assault troops in a warzone may have orders to shoot anything that is not designated friendly on sight. Agents should be aware of any limitations or free-fire policies in place when on-mission in areas with armed forces present.

Even in cases where 'national' agencies are involved, crossover between a nation's military and its covert services is often fraught with tension. The clandestine nature of the work mixed with the shifting portfolio and nebulous rules of engagement used by Agencies makes many in the military uneasy. In many cases this unease is justified; depending on the agency, military personnel can change from useful allies to extraneous pawns at a moment's notice.



Customizing Military NPCs

Military personnel are often trained to use a variety of different weaponry and are outfitted for their role in their squad, so there are many ways you can customize the NPCs in this entry for your missions.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons from the Weapons section (p73).

Gadgets. The higher ranking the NPC, the more likely they are to be equipped with a gadget from Gadgets (p94). This is especially true of the offensive or military-focused gadgets such as close air support or drones.

GUERRILLA FIGHTER

Organized militias are increasingly a factor of modern warfare and covert operations. Nuclear deterrents and mechanised combat means that the clear, traditional battle fronts are no longer normal. Guerrilla warfare and insurgency are rife, especially when a people defends itself against more technologically advanced aggressors. This kind of asymmetric warfare has increased the numbers of guerrilla fighters throughout the world.

GUERRILLA FIGHTER

Medium human

Difficulty 3 (175 XP)

Armor Class 15 (tactical armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Stealth +3, Survival +2, Tactics +2

Senses passive Perception 11

Languages any two languages

ACTIONS

Assault Rifle. Ranged Weapon Attack: **+3 to hit**, range 50/200ft. Hit: **8** (2d6 + 1) piercing damage

Full Auto (Recharges after a Short or Long Rest). Ranged Weapon Attack. Each character within a 30-foot cone must succeed on a DC 10 Dexterity saving throw or take **8** (2d6 + 1) piercing damage. Targets have advantage on the saving throw if within the weapon's long range.

Rocket-propelled Grenade (1/Day). Ranged Weapon Attack: **+3 to hit**, range 40/160ft, Hit: Each character within a 20-foot sphere of the impact must succeed on a DC 15 Dexterity saving throw or take **11** (3d6 + 1) slashing damage.

SOLDIER

A professional soldier is trained for a variety of roles, ranging from close assaults and battlefield engineering, to close protection and large scale maneuvers. Regimented and organized, their discipline is key to their effectiveness as part of a larger fighting force. When on duty (especially in combat zones) unit cohesion, training, and the chain of command make the difference between victory and defeat.

SOLDIER

Medium human

Difficulty 5 (450 XP)

Armor Class 16 (light plate carrier)

Hit Points 37 (5d12 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	9 (-1)

Saving Throws Str +6, Dex +6

Skills Athletics +6, Perception +4, Survival +4, Tactics +3

Senses passive Perception 14

Languages any one language

ACTIONS

Multiattack. The soldier makes two attacks with their battle rifle.

Battle Rifle. Ranged Weapon Attack: **+6 to hit**, range 50/200ft. Hit: **10** (2d6 + 3) piercing damage.

Burst Fire (Recharge 5-6). Ranged Weapon Attack. The soldier sprays a 10-ft cube in short range and line of sight with a burst of bullets from their battle rifle. Each character in this area, friendly or enemy, must succeed on a DC 10 Dexterity saving throw or take 10 (2d6 + 3) piercing damage.

Fragmentation Grenade (Recharge 6). Ranged Weapon Attack: **+5 to hit**, range 20/50ft. Hit: **14** (3d6+3) piercing damage

Covering Fire (Recharge 5-6). The soldier fires a hail of bullets towards one target within their battle rifle's short range. The target must succeed on a DC 14 Charisma saving throw or become frightened until the end of their next turn.

SPECIAL FORCES OPERATOR

Special forces units the world over are tasked with specific mission parameters and targets, their members are the pinnacle of military training and physical fitness and equipped with cutting-edge military technology. Because of their scope and mandate there is a great deal of crossover between special forces units and clandestine operations. When they are supporting a mission these specialists are capable allies and exceptional backup, but when they are opposed to the mission's objectives they are single minded and devastating foes.

SPECIAL FORCES OPERATOR

Medium human

Difficulty 12 (2100 XP)

Armor Class 18 (heavy plate carrier)

Hit Points 102 (12d12 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +7, Dex +7, Con +6

Skills Athletics +7, Infiltration +6, Perception +6, Stealth +7, Survival +6, Tactics +5

Senses darkvision 60 ft., passive Perception 16

Languages any two languages

Situational Awareness. When the special forces operator is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

CQB Viper Pistol. Viper pistol attacks made by the special forces operator do not have disadvantage on the attack roll if they are within 5 feet of an enemy.

ACTIONS

Multiattack. The special forces operator makes three attacks with their carbine rifle.

Viper Pistol. Ranged Weapon Attack: **+7 to hit**, range 30/120ft., one target. Hit: **8** (1d10 + 3) piercing damage.

Carbine Rifle. Ranged Weapon Attack: **+9 to hit**, range 80/240ft. Hit: **10** (2d6 + 3) piercing damage.

Burst Fire (Recharge 5-6). Ranged Weapon Attack. The special forces operator sprays a 10-ft cube in short range and line of sight with a burst of bullets from their carbine rifle. Each character in this area, friendly or enemy, must succeed on a DC 10 Dexterity saving throw or take 10 (2d6 + 3) piercing damage.

REACTIONS

Adrenal Shot (Recharges after a Short or Long Rest). The special forces operator gains 2d10 temporary hit points.

POLICE

Police represent the first line of civil defense. Their aim is to keep the peace and prevent crime, which puts them in direct opposition to most agency missions. Thankfully the stealthy nature of most operations means that true agency professionals shouldn't even be on local law enforcement's radar.

Police are trained to be vigilant, and take actions to stop criminal activity and protect the civilian population. Unless there is no other option, police officers should attempt to arrest criminals, so that justice can be served through prosecution and conviction. They are not as well-armed as military personnel, so they will call backup if the situation seems like it is more than they can handle. Depending on the country the Police may work less for the people and more for the will of the state.

Customizing Police NPCs

Police in different jurisdictions are outfitted differently than others, so you may want to customize the NPCs in this entry for your missions.

Armor and Weapon Swaps. *You can upgrade or downgrade an NPC's armor, or add or switch weapons from the Weapons (p73). Not all police carry guns, so you may want to reflect that in your NPC's actions and equipment.*

Vehicles. *Most police officers have access to a vehicle while responding to criminal activity, so you can outfit them with vehicles from Vehicles (p94).*

POLICE OFFICER

Police officers represent the rank and file personnel seen patrolling streets, responding to emergency calls, and investigating crimes. They have the power to detain and arrest anyone they suspect of criminal activity, though doing so without due cause often complicates investigations and interferes with getting real justice.

POLICE OFFICER

Medium Human,
Difficulty 2 (100 XP)

Armor Class 14 (stab vest)
Hit Points 13 (2d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills Insight +3, Intimidation +3, Perception +3
Senses passive Perception 13
Languages any one language

ACTIONS

Arrest. Police Officers who have grappled a target will attempt to detain them. The police officer makes another Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If they are successful the target is handcuffed, leaving their hands restrained behind their back.

Baton. *Melee Weapon Attack: +4 to hit*, reach 5 ft., one target. *Hit: 4* (1d4 + 2) bludgeoning damage.

Pistol, Light. *Ranged Weapon Attack: +3 to hit*, range 40/160 ft, *Hit: 5* (1d8 + 1) piercing damage.

SWAT TROOPER

Special Weapons and Tactics teams are specialized law enforcement officers that are used for the most dangerous of police operations, from raids and high-risk arrests, to riots, domestic terrorism, and hostage situations. They are equipped with paramilitary arms and equipment, and even use military tactics where needed. Deployed covertly or overtly, SWAT teams respond to critical threats to civil defense.

SWAT TROOPER

Medium human

Difficulty 5 (450 XP)

Armor Class 16 (tactical armor)

Hit Points 37

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Skills Insight +4, Intimidation +3, Perception +4, Stealth +5, Tactics +4

Senses passive Perception 14

Languages any one language

Incursion Tactics. Swat Teams are trained to smash and grab suspects. In the first round of combat, the SWAT trooper has advantage on attack rolls and grapple checks against any target they have surprised.

ACTIONS

Arrest. Police Officers who have grappled a target will attempt to detain them. The police officer makes another Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If they are successful the target is handcuffed, leaving their hands restrained behind their back.

Pistol, Heavy. Ranged Weapon Attack: **+5 to hit**, range 40/160 ft, Hit: **7** (1d10 + 2) piercing damage.

Carbine Rifle. Ranged Weapon Attack: **+5 to hit**, range 80/240ft. Hit: **9** (2d6 + 2) piercing damage.

Burst Fire (Recharge 5-6). Ranged Weapon Attack. The special forces operator sprays a 10-ft cube in short range and line of sight with a burst of bullets from their carbine rifle. Each character in this area, friendly or enemy, must succeed on a DC 10 Dexterity saving throw or take 9 (2d6 + 2) piercing damage.

Flashbang. Ranged Weapon Attack: **+6 to hit**, range 20/50. Hit: Each character within a 30-foot sphere of the impact must succeed on a DC 15 Dexterity saving throw or take 2 (1d4) force damage and suffer the Blinded and Deafened conditions until the end of their next turn.

SURVIVALISTS

In every society there are people who feel more at home in a wilderness than among other people; those who shun the city and prefer to get closer to nature. Agents with the right currency, delicacy (or in some cases, luxury) can utilise such individuals as local guides. Less amiable than local guides, full survivalists are prepared for whatever type of apocalypse they see coming. They dislike or are actively hostile to anyone on their land, and view all interlopers as threats at best and harbingers of what they see as a coming calamity at worst. Survivalists are usually well prepared, provisioned, and armed, to the point where they can prove a serious problem to even a well trained agent they come in contact with.

A SURVIVALIST'S BUNKER

Survivalists have a bolt hole or fortified shelter to fall back to should the worst happen. Often isolated from population centres, whatever threatens them will have to contend with choke points and excellent sight lines, as well as alarms or even traps to protect them from intruders.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), a survivalist can use one of their lair action options below. They can't do so while incapacitated or otherwise unable to take actions. If surprised, they can't use a lair action during the first turn of combat. These actions recharge after a short or long rest.

- Tripwires and alarms criss cross the area, ready to alert the survivalist of any threat. Any Dexterity (Stealth) checks are at disadvantage while inside the lair, and any failure will sound a loud alarm, alerting the survivalist. This action may be taken during the infiltration phase even if the survivalist is unconscious.
- Primed flashbangs and pyrotechnics await the unwary. Choose one unoccupied space inside the lair. Each character within a 30-foot sphere of the impact must succeed on a DC 15 Dexterity saving throw or take 2 (1d4) force damage and suffer the Blinded and Deafened conditions until the end of their next turn.
- Claymore tripwires are rigged to blow if the bunker is approached from the wrong direction. Choose one unoccupied space. A claymore is triggered, and each character within a 30-foot cone must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage.

LOCAL GUIDE

Local guides are experts in survival in their local environments, and are invaluable for traveling in areas their employers are unfamiliar with. From foreign film crews and location scouts, to military and intelligence services, local guides share specific knowledge of their local landscape, offering relationship management and translation services with communities, and are comfortable spending extended periods of time away from built up areas in the wilderness.

LOCAL GUIDE

Medium human
Difficulty 2 (100 XP)

Armor Class 13 (padded clothing)
Hit Points 15 (2d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +4
Skills Athletics +2, Perception +3, Stealth +4, Survival +3
Senses passive Perception 15
Languages any two languages
Terrain Expertise. The Local Guide doubles their proficiency bonus on Wisdom (Perception) and Wisdom (Survival) checks in their local terrain.

ACTIONS

Multiattack. The local guide makes two attacks with their machete.
Machete. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.
Compound Bow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SURVIVALIST

Survivalists excel at living off-grid—preppers for doomsday events, natural disasters, or social and economic unrest, they stockpile supplies, and set up a bolthole in a bugout location in order to leave their home and wait out almost any situation.

SURVIVALIST

Medium human
Difficulty 4 (275 XP)

Armor Class 13 (padded clothing)
Hit Points 26
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Con +5
Skills Mechanics +3, Medicine +3, Perception +6, Survival +6
Senses passive Perception 16
Languages any one language

ACTIONS

Multiattack. The survivalist makes two attacks with their knife.
Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.
Bolt-action Rifle. *Ranged Weapon Attack:* +4 to hit, range 125/500 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Re: Discretionary Spending on Local Assets

For whichever wiseass suggested we cut down on spending for local assets and local guides, I have a counter proposal. We do as advised, cut down on our in-situ spend on local knowledge and integration. We strip waaaay back on funding for human intelligence, info gathering, and extended pre-mission deployment for rangers of all types. Instead we have nicer cubicles at HQ, and slightly upgrade our central heating or whatever.

We then fine whichever genius-level intellect suggested this—clearly a vet with several tours and as many successful missions under their belt—and pat them on the back. As their reward, we get them an all-expenses paid trip to the northern hills of Afghanistan, or the Korean DMZ, or the heart of the cartel-controlled areas of Columbia, dressed no doubt in their cheap suit looking like they're wearing a sign saying 'I'm a Spy!' in flashing neon.

I wonder how good of an idea it'll seem then.

Signed

Master Sgt. [REDACTED]

VEHICLES

Adversaries often use vehicles just as much as any agency, from getting to areas of operation, to providing close air support. Military armor packs a punch, with armaments designed to destroy whole platoons, buildings, or other vehicles.

Vehicle Crews

These ability scores reflect the physical characteristics of the vehicle and the capabilities of its crew. If the vehicle is disabled or destroyed, use other NPCs like soldiers or militia for any surviving crew. You can also always equip a group of NPCs with an appropriate vehicle from Vehicles (p118).

APACHE HELICOPTER

The Apache attack helicopter is an attack helicopter that provides close air support and air-to-surface strike capabilities in conflict zones all over the world. Its main anti-personnel weapon is a chain gun mounted on the underside of the main fuselage, which provides machine gun fire, while its four hard points to the sides of the aircraft can carry a variety of armaments for anti-tank or bunker busting capability.

APACHE HELICOPTER

Massive vehicle

Difficulty 24 (15500 XP)

Armor Class 18 (composite armor)

Hit Points 105 (6d20 + 42)

Speed Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+6)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Str +15, Dex +10, Con +14

Skills Mechanics +8, Perception +9, Tactics +8

Damage Threshold 9

Damage Resistances bludgeoning

Damage Immunities cold, toxic

Senses darkvision, thermal vision, passive Perception 19

Radar Dome. The Apache helicopter's sensor equipment automatically detects and identifies objects from the large size category and above, within 5 miles and within its line of sight, as well as a rough topographical map of the area.

ACTIONS

Chain Gun. The Apache helicopter fires a hail of high-caliber shells towards its target. All targets within a 20-foot radius must succeed on a DC 15 Dexterity saving throw or take 22 (3d12 + 3) piercing damage, with the armor piercing property.

Rockets. Ranged Weapon Attack: +10 to hit, range 1 mile / 6 miles. Hit: All targets within the 30-foot blast radius must succeed on a DC 15 Dexterity saving throw, or take 32 (5d12) fire and 32 (5d12) force damage.

Missiles. Ranged Weapon Attack: +10 to hit, range 1 mile / 6 miles (guided). Hit: All targets within the 10-foot blast radius must succeed on a DC 15 Dexterity saving throw or take 26 (4d12) fire and 26 (4d12) force damage.

REACTIONS

Infrared Countermeasures (3/Day). When the Apache helicopter is the target of an attack that uses its engine's heat signature as a means of target acquisition, it can trigger its countermeasures. The attack suffers disadvantage.

ABRAMS TANK

The Abrams is the most iconic tank of the U.S. military, the main battle tank and armored fist of the branch. Serving in several theaters of war for more than 4 decades, its innovation and advanced design has given it the edge on the ground and in urban warfare. Its 120mm rifled main armament provides hard-hitting firepower used for demolishing enemy armor, as well as lethal anti-personnel rounds. It's secondary armament includes machine guns for closer support to troops in urban warfare, fired by a commander or gunner remotely or by turning out and exposing their upper body from a gunner's hatch.

ABRAMS TANK

Gargantuan vehicle

Difficulty 16 (3750 XP)

Armor Class 21 (composite armor)

Hit Points 122 (7d20 + 35)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Str +16

Skills Athletics +16, Intimidation +8, Mechanics +9, Perception +7, Tactics +9

Damage Threshold 10

Damage Resistances force, piercing, slashing

Damage Immunities acid, bludgeoning, cold, toxin

Senses darkvision, thermalvision, passive Perception 17

Tracked Vehicle. Difficult terrain does not cost the Abrams tank additional feet of movement.

Damage Control (3/Day). If the Abrams tank fails a saving throw against an effect that would deal fire damage, it can choose to succeed instead.

ACTIONS

Multiattack. The Abrams tank makes two ranged weapon attacks, one with its 120mm cannon, and one with its heavy machine gun.

Smoke Grenade Launchers. The Abrams tank launches a cloud of smoke grenades from two launchers on each side of its turret. The area around the tank in a 20-foot radius is heavily obscured, and masks the tank's heat signature.

120mm Cannon (HEAT). Ranged Weapon Attack: +8 to hit, range 1 / 4 miles. Hit: All targets within the 30-foot blast radius must succeed on a DC 15 Dexterity saving throw or take 20 (3d12 + 1) fire damage and 20 (3d12 + 1) force damage.

120mm Cannon (AP) (3/Day). Ranged Weapon Attack: All targets within a 60-foot cone must succeed on a DC 15 Dexterity saving throw or take 29 (8d6 + 1) piercing damage.

Heavy Machine Gun. Ranged Weapon Attack: +8 to hit, range 40/160 ft., one target. Hit: 12 (2d10 + 1) piercing damage.

Full Auto. (Recharges after a Short or Long Rest). Ranged Weapon Attack. Each character within a 160-foot cone must succeed on a DC 10 Dexterity saving throw or take 8 (1d10 + 3) piercing damage. Targets have advantage on the saving throw if within the weapon's long range.

REACTIONS

Infrared Countermeasures (3/Day). When the M1 Abrams is the target of an attack that uses laser designation or the guided property as a means of target acquisition, it can trigger its countermeasures. The attack suffers disadvantage.

Agency resource application and requisitioning for future missions.

Recently agents have been somewhat free and easy with their requisition requests, leading to a review of the agency's spending in this area. Without naming names or issuing official reprimands, it has been noted that the number of sports cars totaled, speed boats sunk, and laser watches irreparably destroyed has reached record highs. While this has coincided with mission successes, it is debatable as to how many agents can keep their covers intact while managing to 'accidentally destroy a space station, but the opposing agent was dispatched, so that's ok'.

As quartermaster I have been asked to assess the overall outlay for requisitions, and this breakdown is part of the new 'either or' policy, to combat an attitude which many in the technical services department have despondently coined as 'why not both?'. This clearly isn't sustainable, so in the current climate with operation Silent Eagle the request for access to agency heavy support has to be carefully weighed.

The order so far includes several small arms pieces and ammunition for them, three pounds of Semtex, radio equipment to detonate it from range, a full combat suite of EM-shielded electronics, pre-loaded hack-ready laptops, and various papers and forged documents. This is all well within mission parameters and applicable resource allocation. However, the request for both an AH-64 Apache helicopter gunship and an M1-Abrams main battle tank is somewhat excessive. Not wishing to deprive agents of necessary firepower in the field, the stores, technical services, and logistics departments have allocated either one or the other.

To aid the agents in their choice it is worth briefly comparing the two vehicles. The Apache is well known for its combat ability. Its range and terrain scanning capabilities give it the edge in most air to air situations, as well as granting agents significant scouting and detection options in the field. It also has significant armament in the form of the forward chain gun, missile pods, and ground attack 'bunker buster' laser guided ordnance (as optioned for the mission in hand). Lastly it is also fast and stealthy, allowing for exfil in short order should anything go wrong.

The Abrams on the other hand is arguably the most advanced battle tank in the world, with self-leveling weapons technology, onboard computing, heavy caliber support weapons, and advanced agency prototype active countermeasure systems. It is more than a match for any other tank or armored vehicle on the market or in current development, though it must be said that it would lose out to the flexibility of the Apache should the two ever be matched against each other. It does have the edge in ablative protection. It has significant armor and shielding, as well as a long track record of reliable operations. For these reasons if none other, I would strongly lean towards the tank, as there is some possibility (however unlikely) that we might actually get it back and still be able to use it again after the mission is over...

**Quartermaster of Stores and Technical Services,
Agency Headquarters.**

VILLAINS

Using Villains

The word 'Villain' covers a multitude of meanings—geniuses that threaten national or even worldwide security, murderous brawlers intent on death and destruction, or silent and deadly killers able to target anyone, anywhere. These individuals and teams are among the most dangerous opponents agents will ever encounter, and if they are not the central targets of your missions and campaigns they will almost certainly be huge obstacles to achieving their goals.

For determining realism, NPCs in the Villains section are highly capable, highly-fiction characters who would fit comfortably into the action and adventure of a spy story. They are purposefully fantastical and flamboyant, and as such if you are looking for more realistic threats, you should explore adapting the villains listed to have fewer special abilities and change their backgrounds.

Villains are most likely one of two things: assassins and lieutenants, or master criminals. Assassins and lieutenants are either mercenaries deployed for a single purpose, or have been converted to a villainous cause by some personal aim. Master criminals are individuals with terrifying personal visions for the world, to bend countries and organizations to their will. They are the power behind multiple plots, the brains behind world wide schemes. and are feared and revered by politicians, criminals and organizations the world over.

The former will often work for the latter, either drawn by the conviction they see in the cause or by the wealth and power master criminals amass.

THE SISTERS

Assassins come in many shapes and sizes, but are usually grouped together under the old male title 'Hitmen'. The Sisters are proof that death does not discriminate. These two mercenaries are highly sought after by criminal organizations for their skills. Estimates of their legendary kill rate suggest their numbers are in the hundreds, while clandestine circles would put that number into the thousands when including all their casualties—not just their primary targets. The Sisters' identities are unknown, so the intelligence world knows them by their code names: The Hunter and The Prey.

The Hunter is a mistress of long-ranged death. Few pictures exist of her, but the gathered intelligence on her suggests a tall brunette woman in camouflage or dark clothing, always accompanied with a long-barrelled rifle or heavy gun case almost as tall as she is. Ballistics reports from her targets suggest she uses a heavily modified PGM 'Hecate' II .50 caliber sniper rifle. This would explain the damage and extreme

range that are hallmarks of her kills. The Hunter's moniker comes from the patience and exacting nature of her kills—targets are invariably shot through the head or heart from seemingly-impossible ranges and angles. The one agent who managed to get up close lived just long enough to tell the tale described her as having an eastern European accent and heterochromatic eyes—one red, one blue.

The Prey may sound less intimidating in title but is arguably the deadier of the two. Unlike The Hunter, descriptions of this 'sister' are abundant, but every single one of them conflicts with others. She is a chameleon almost to the point of a fantastical shape-shifter. No two accounts can agree. Is she a long-haired young woman with soft features and a cheerful manner, or a short hair grandmother with a belligerent tone? Is she white, mixed race, or a woman of color? At times reports even question if she is female at all, and certainly there is evidence of assassinations fitting her MO where the operative seems to have been male. Clearly a mistress of disguise, her methods begat her name. She is known for luring enemies in with plaintive calls for help; well-researched backgrounds custom designed to elicit the perfect manipulation of her targets. From there, it is an easy task for an assassin of her skills to dispatch a mark with poison from a shared meal or sharp and silent knife. She turns from wounded prey to deadly predator in the blink of an eye. The only evidence of her handiwork is three deep lines like claw marks gouged into the face, running from the left eye to the chin in channels of crimson.

How the two began operations together is also unknown, but they make a frighteningly effective pairing. When one cannot bring down the target on her own, they will work in concert, The Prey luring her target a few steps into the sights of The Hunter, and it is common for their targets to have their double calling card—The Prey's claw and The Hunter's precision .50 cal brain or heart bullet wound.

Using The Hunter and The Prey

These two assassins are fun to use but require a GM to think situationally about how to use them, given their varied techniques of attack and specific rules.

The Hunter engages from extreme range. She will tend to be positioned between 5000 to 6000 feet from targets if she is prepared, and if The Sisters are taking on a target together she will be anywhere from 1000 to 3000 feet from The Prey in most situations. GMs are encouraged to use either two separate encounters for spilt parties or try to catch the Sisters off guard/in transit because of the distances involved.

The Prey has slightly more complex rules about how and when she appears. GMs should mould these rules to the situation they want to create or that the team has set up - Sometimes the Trusted Attacker or Hide and Strike rules won't fit how the situation is going, in which case feel free to alter the rulings slightly to suit the tone and storyline you have created.

THE HUNTER

Medium human

Difficulty 17 (4500 XP)

Armor Class 17 (Mithral tactical armor)

Hit Points 144 (17d10 + 51)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	15 (+2)	17 (+3)	12 (+1)

Skills Acrobatics +11, Athletics +10, Infiltration +9, Perception +9, Stealth +11, Survival +9, Tactics +9

Senses passive Perception 19

Languages English, French,, German, Mandarin, Romanian, Russian, Spanish.

Peek Precision. The Hunter is well known for impossible shots with only a sliver of the target peeking out from behind cover. The Hunter ignores the target's bonus AC from being in half or three-quarters cover

Long-ranged Death Dealer. The Hunter's ranged attacks at long range do not have disadvantage.

From the Hip. The Hunter can make an attack with her 'Hecate' anti-material rifle without a mount with a range of 25/125 feet.

Hunter and Prey. The Hunter's ranged weapon attacks have advantage against targets that are within 5 feet of The Prey.

Stillsuit. The Hunter's body is hidden from thermal imaging and other chemical detection methods, and takes the appearance of a ghillie suit.

True Assassin. In the first round of a combat, The Hunter has advantage on attack rolls against anyone she has surprised.

Legendary Resistance (3/Day). If The Hunter fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The Hunter makes 3 attacks with her 'Hecate' rifle.

Tesla Rod. *Melee Weapon Attack: +10 to hit*, reach 5 ft., one target. *Hit: 20* (3d10 + 4) electrical damage.

'Hecate' Anti-material Rifle. *Ranged Weapon Attack: +13 to hit*, range 125/8000 ft., one target. *Hit: 16* (2d10 + 5) piercing damage and the target is knocked prone.

Ammo Selection. The Hunter loads her choice of armor piercing, expanding, or hollow point rounds as a bonus action. This selection changes the ammunition used for ranged attacks with her 'Hecate' anti-material until she takes this action again.

REACTIONS

Last Chance. The Hunter makes a ranged attack with her 'Hecate' anti-material rifle against a target in range that would leave her line of sight.

THE PREY

Medium human

Difficulty 17 (4500 XP)

Armor Class 17 (tailored glamorous armor)

Hit Points 93 (17d8 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	13 (+1)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +9, Int +10, Wis +9, Cha +11

Skills Acrobatics +9, Deception +11, Espionage +10, Infiltration +10, Perception +9, Persuasion +11, Stealth +9, Sleight of Hand +9

Damage Resistances piercing, slashing

Senses passive Perception 19

Languages Arabic, English, French, Hindi, Mandarin, Russian, Spanish

Mistress of Disguise. The Prey may appear as any likeness, utilizing a second skin and voice modulator.

Trusted Attacker. Instead of rolling for initiative, if The Prey was not visible to any of the team or allied NPCs, The Prey may take the place of a team member. Each Player and allied NPC in the area takes a DC 22 Perception test. Choose a character that fails; they are actually The Prey, and the real version of this character has fallen behind slightly, or gone on ahead. When The Prey attacks for the first time, move the 'real' character up to 50 ft in any direction and replace them with The Prey. The Prey may then attack as per the True Assassin rule. If no characters fail the test, The Prey will instead appear at least 50ft away from all allied NPC or team members.

Hide and Strike. If The Prey is ever out of sight from all members of the team she may attempt the Hide action (p151). If she succeeds, she may repeat the Trusted Attacker rule above. She does not trigger the True Assassin rule after using Hide and Strike.

Prey and Hunter (1/Day). If The Hunter is being used and is conscious, once per day The Prey can use the 'Impossible shot' attack as a bonus action. This does not count as an attack from The Hunter, and does not use any of The Hunter's special rules. It counts as originating from The Prey. This rule may only be used at the GM's discretion and if they feel it fits the situation.

THE PREY BONUS ACTION:

Impossible shot. +7 to hit, range: Within line of site of The Prey, *Hit: 30* Piercing damage

True Assassin. Once Initiative is rolled, they may act before the start of the first round of combat, counted as a surprise round. They gain advantage on all actions taken in this surprise round. Hitmen do not gain this advantage if they were unaware of the Agents/attacks when combat starts.

Situational Awareness. The Prey always passes Dexterity throws against effects that would cause specific damage (e.g. from blast damage). If the effect does not cause direct damage, roll using their saving throw as above.

ACTIONS

Multiattack. The Prey may attack three times with her 'Prey's Claw' per attack action.

Prey's Claw. *Melee Attack: +9 to hit*, Reach: 5ft *Hit: 14* (1d6+11) Slashing Damage.

EQUIPMENT

Bable Earpiece, Rapid-reaction Morphic Prosthetic Mask and Voice Modulator, in-ear earpiece and invisible throat mike.

"THE CON"

Little information is available about many high-level agency players and masterminds. They jealously guard their abilities and identities to avoid detection and baffle their foes. There is one man, however, who does not lurk in the shadows or hide his skills—if anything, he walks with a swagger and a smirk. This is 'The Con', or Wilbur Higgins III (though those who value their lives do not use his first name).

A great deal is known about Higgins, though this has done little to help law enforcement or agents sent to apprehend him, for reasons which will become clear. Hailing from East Asia, there are reports of Higgins thought the early 2000s in Shanghai, Macao and Nagasaki shipyards and harbours always hustling and grifting sailors and local crews. Despite first reports of him in these areas, in person he is white, of medium build with sandy blond hair and speaks with a southern American drawl. To describe him as a modern-day cowboy in mannerism and style would not be too far removed from reality, and even his weapon of choice is a six round revolver.

None of this would mark Higgins out as particularly dangerous or as the mastermind of a large underground network of hustlers and con artists, but his slick exterior belies a keen mind and a cutthroat ability to close the deal. He goes under many names, including N.B Farmer and Jebediah, though the most well known in covert circles is Brumpo Tungus. He has used his years of connections with the shrouded organization named 'Liminal 22' to build a cabal of informants and agents to support his many grifts and schemes. He earned his moniker with a series of elaborate crimes and confidence jobs the world over, such as charging the United Nations extra rent for their building and starting a conflict between Liechtenstein and Andorra and 'supplying' arms and equipment to both (needless to say, no shots were ever fired, though the costs were real). Yet even this is not the truly dangerous aspect of 'The Con'.

He is lucky. Exceptionally, almost preternaturally, lucky. The secret behind this ability is unknown, and the only aspect of the mastermind where there is no information to be found. Higgins has walked through bullet-storm firefights without a scratch, found his way out of custom-built cells, and dodged multiple assassination attempts. He is banned from casinos for winning with no discernible cheating or underhand devices used. He rarely carries more than 6 rounds for his custom revolver, oddly named 'Number 7', as each bullet almost always hits the mark. Conversely any adversaries around Higgins are unnaturally unlucky. Guns jam, tech fails, and missions go south whenever Higgins is the target.

At this point his status in the espionage community is murky, even for covert work. He is dangerous, intelligent, and has contacts with high level criminals; Higgins is undoubtedly a master criminal, but his schemes have yet to cause serious damage to worldwide stability. Recent intel suggests this is about to change with 'the biggest job yet', but with his networks, unknown yet lucky abilities, and 'charming' smile, it is unclear who will be able to stand in his way...



THE CON - WILBUR HIGGINS III

Medium human

Difficulty 18 (5000 XP)

Armor Class 22* (tailored Mithral jacket)

Hit Points 171 (18d8 + 90)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	18 (+4)	17 (+3)	26 (+8)

Saving Throws Dex +8*, Cha +9

Skills Athletics +2, Deception +7, Espionage +3, Infiltration +8, Intimidation +3, Perception +5, Stealth +3, Survival +2

Senses passive Perception 16

Languages English, French, Japanese, Spanish, Russian, Mandarin, Hindi.

Legendary Resistance (4/Day) If Higgins fails a saving throw, he can choose to succeed instead.

***Lucky** Higgins is incredibly lucky to an almost preternatural level. This manifests in the following ways:

- He gains advantage on all to hit rolls with Number 7 when attacking characters within 20 feet.
- He gains +3 to his AC against all non-super heavy weapon attacks (included above).
- He may choose which cards are dealt and to whom, and the outcome of any two dice rolled within 10 feet of him

ACTIONS

Multiattack. Higgins makes three attacks using any combination of Number 7 or his Tesla rod.

Number 7. *Ranged Weapon Attack: +10 to hit*, Range 50/160 ft. *Hit: 22* (4d10) Piercing Damage.

Tesla Rod. *Melee Weapon Attack: +10 to hit*, Range 5ft. *Hit: 16* (3d10) Electrical Damage.

Stun Ring (2/Day). *Melee Weapon Attack: +10 to hit*, reach 5ft., one target. *Hit: 2* (1d4) bludgeoning damage plus **7** (2d6) electric damage. The target must then take a DC 10 Constitution check, or suffer the Stunned until the end of their next turn.

Exploding Gum (2/Day). *Ranged Weapon Attack: +10 to hit*, Range 60/80 ft. *Hit:* Each target within a 10ft radius must make a DC 15 Dexterity saving throw; on a failed save they take 3d6 fire damage, or half the rolled damage on a successful one.

REACTIONS

Tough Luck. As a reaction, Higgins may do any of the following:

- Give an attack that targets him or an area with 30 feet of him disadvantage.
- Make any roll of a 1 on any ability check taken within 15 feet become the final result, even if the roll had advantage.
- Increase the HP of any firewall on any electronic device he owns by 10.

LEGENDARY ACTIONS

Higgins can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Higgins regains spent legendary actions at the start of his turn.

Charming Rogue. Target one human within 30 feet. They must take a Charisma saving throw (DC 22) or be charmed. For the next two minutes they will see Higgins as their closest ally, doing everything they can to protect and help him, and do anything he asks (short of harming themselves). They may take another saving throw to shake the effects at the end of their turn.

Six Gun. Higgins rapidly loads and fires all 6 rounds of his weapon twice into an area, shredding all in the path. Place a cone of damage 30feet is size withing 5ft of Higgins, facing in any direction. Any character in the area must take a Dexterity saving throw at DC 16. On a failed roll, they take 45 piercing damage and are stunned for 2 rounds. If passed they are not stunned and take 22 piercing damage instead.

Requiem. While Higgins may seem charming and loveable, he also has a ruthless side when necessary. Instead of attacking this turn, he may use Requiem on any character within 10 feet that is either his ally or is currently affected by Charming Rogue. Higgins fires a killing shot from Number 7 at the character's head. This character must take a Dexterity saving throw (DC18). If failed, the target takes 50 Piercing damage and are knocked unconscious (this does not require death saving throws if they were not reduced to 0 HP). If passed they take 25 Piercing damage and are stunned.

"THE COUNT"

Rumours abound about Rathbone, the Graf von Cobenzl. He has been a highly visible figure on the international stage for several years, the talk of the town in certain circles, and an advisor to several heads of state. He moves at the highest echelons of society, and counts queens, princes, and nobility among his contacts and acquaintances.

And yet, there is a mysterious quality to this urbane man. Few could accurately describe his origins, and his self-styled pedigree is hard to trace. His accent when speaking English has a light Austrian brogue, but in German his voice sounds English. Rathbone is tall and stocky, but moves with a lithe grace that suggests military training and experience. He has an agile mind, the equivalent of any chess grand master or university professor, but investigation seems to list no formal education or study. To many he is an aristocratic anomaly, an advisor, but little more.

To those in the espionage community, he may well be the most dangerous man alive.

"The Count", to use his codename, is a genius-level mastermind. He is descended from a long lost Haspberg family in southern Austria, and has reclaimed the Graf's title in his home of Carinthia in spite of the technical details of democracy and freedom in the area. The local legislature granted him the title and land in the area, unanimously voting for the first time in their history. Any connected disappearances and money transfers could not be traced to Rathbone or any associate.

Rathbone's operations are precise and devastating. He commands the Red Lotus, a group of his own creation comprising a loosely assembled team of world-class villains. On a mission by mission basis he executes covert operations to fulfil a grand plan which only he can visualise. It could be anything from fabulous, excess wealth, to titles and acclaim, or control over a personal army. At times throughout his life he has attained them all, and yet he seems unconcerned at either winning them or disposing of them. With his Red Lotus organization growing in strength and having contained threats such as 'The Sisters' and 'The Polar Bear', he has some of the deadliest operatives in the world at his command. But his end goal remains shrouded.

While all this is known in intelligence circles, he has eluded capture at every turn. So adept at manipulation is he, and so influential are his connections that he is seemingly untouchable. Even when law enforcement or clandestine operatives have seemingly caught him red handed, the evidence never seems to fit, or it appears for all intents and purposes that he was never even in the area. He is a mastermind in the very truest sense of the word. His plans are intricate and cover almost any eventuality, with even the most thoroughly prepared team falling for his schemes.



"THE COUNT" – RATHBONE, GRAF VON COBENZL

Medium human

Difficulty 20 (6250 XP)

Armor Class 24 (Tailored Armor Suit)

Hit Points 170 (20d8 + 80)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	26 (+8)	22 (+6)	24 (+7)

Saving Throws Int +8, Wis +7, Cha +5

Skills Deception +8, Espionage +5, Infiltration +2, Intimidation +6, Infotech +4, Medicine +3, Perception +4, Persuasion +4, Tactics +6

Senses passive Perception 17

Languages Arabic, Cantonese, English, French, German, Hindi, Italian, Japanese, Mandarin, Russian, Spanish.

Legendary Resistance (3/Day) If Higgins fails a saving throw, he can choose to succeed instead.

Several Steps Ahead. Rathbone plans twenty moves ahead, and very little can surprise or catch him out. He gains +8 on all initiative rolls.

Connected. Rathbone is never caught red handed, and evidence never seems to be concrete or more than circumstantial, due to his equipment, planning, contacts and network of minions. All of this combines to have the following effects:

- He cannot be identified by AI or computer algorithms monitoring a video stream. Further, he does not appear to the naked eye on video surveillance—instead a scrambled image appears made up of the surrounding environment.
- Special Contact lenses mean he can change his eye color at will as a free action.
- (1/Day) If captured, in custody or restrained, Rathbone may have 2d6 difficulty 5 or lower NPCs appear within 100 feet of his location to secure and extract him

ACTIONS

Customised Personal Sidearm. *Ranged Weapon Attack:* **+10 to hit**, Range 60/180 ft. *Hit:* **20** (3d12) Piercing Damage. When hit, a target must take a Constitution saving throw at DC 14. If failed the targets 4 extra damage from the specialised rounds Rathbone uses.

'Deadly Game' – knight chess piece (1/Day). Rathbone may open the head of this chess piece and release one of the following:

- **Cloud of Neurotoxin:** Targets within 20 feet must succeed a DC 15 Constitution saving throw or take 2d10 toxic damage and become Stunned until cured. The toxin has one use.
- **Cloud of Sedative:** targets within 20 feet must pass a DC 15 Constitution saving throw. On a failed save they are Unconscious for 1d4 hours, on a successful save they are Poisoned for 1d4 hours.

Rathbone is immune to any negative effects from this action (damage, being stunned etc). The 'Deadly Game' is finger-print keylocked, and will only work for Rathbone.

LEGENDARY ACTIONS

Rathbone can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another character's turn. Rathbone regains spent legendary actions at the start of his turn.

Move the Pieces. Rathbone has set wheels in motion, sometimes even years beforehand. He has leverage on everyone, even allies and team members. Target one human or vehicle within 50 feet. They must make a successful Wisdom saving throw (DC24) or take an action of Rathbone's choosing. This may include shooting at allies, moving, or taking any action that would not harm themselves.

Pre-sighted Strike. Rathbone can trigger a pre-sighted strike. A mortar fires on a target he designates. Targets within reach must make a Dexterity saving throw. A target takes 5d6 force damage on a failed save, or half as much damage on a successful one. You can make this attack once per equipment slot.

Elusive. Rathbone may use his network and planning to have an escape route ready to go at all times. He may use this action to trigger a fultron extraction.

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AGENCY PERSONNEL DOSSIER

Codename: _____

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
SCORE	SCORE	SCORE	SCORE	SCORE	SCORE
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER

SAVING THROWS

STR	DEX	CON	INT	WIS	CHA
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER
PROF ☐	PROF ☐	PROF ☐	PROF ☐	PROF ☐	PROF ☐

ARMOR CLASS

INITIATIVE

SPEED

PROF

AGENT DETAILS

Level ____ Class ____
Background ____ XP ____

HIT POINTS

CURRENT HIT POINTS	MAX HIT POINTS
TEMPORARY HP	CURRENT HIT DICE
	MAX HIT DICE

SKILLS

Acrobatics	DEX	PROF	TOTAL
	____	+ ____	= ____
Athletics	STR	PROF	TOTAL
	____	+ ____	= ____
Deception	CHA	PROF	TOTAL
	____	+ ____	= ____
Espionage	INT	PROF	TOTAL
	____	+ ____	= ____
Infiltration	WIS	PROF	TOTAL
	____	+ ____	= ____
Infotech	INT	PROF	TOTAL
	____	+ ____	= ____
Insight	WIS	PROF	TOTAL
	____	+ ____	= ____
Intimidation	CHA	PROF	TOTAL
	____	+ ____	= ____
Mechanics	INT	PROF	TOTAL
	____	+ ____	= ____
Medicine	WIS	PROF	TOTAL
	____	+ ____	= ____
Perception	WIS	PROF	TOTAL
	____	+ ____	= ____
Persuasion	CHA	PROF	TOTAL
	____	+ ____	= ____
Slight of Hand	DEX	PROF	TOTAL
	____	+ ____	= ____
Stealth	DEX	PROF	TOTAL
	____	+ ____	= ____
Survival	WIS	PROF	TOTAL
	____	+ ____	= ____
Tactics	INT	PROF	TOTAL
	____	+ ____	= ____

ATTACKS

WEAPON	MOD	DAMAGE
_____	_____	_____
WEAPON	MOD	DAMAGE
_____	_____	_____
WEAPON	MOD	DAMAGE
_____	_____	_____
WEAPON	MOD	DAMAGE
_____	_____	_____

ARMOUR & VEHICLE PROFICIENCIES

TOOL & WEAPON PROFICIENCIES

LANGUAGE PROFICIENCIES

FEATURES

BACKGROUND

NATIONALITY



DOUBLE LIFE

EQUIPMENT

SECRET

IDEAL

GADGETS

BOND

AMMO

CASH

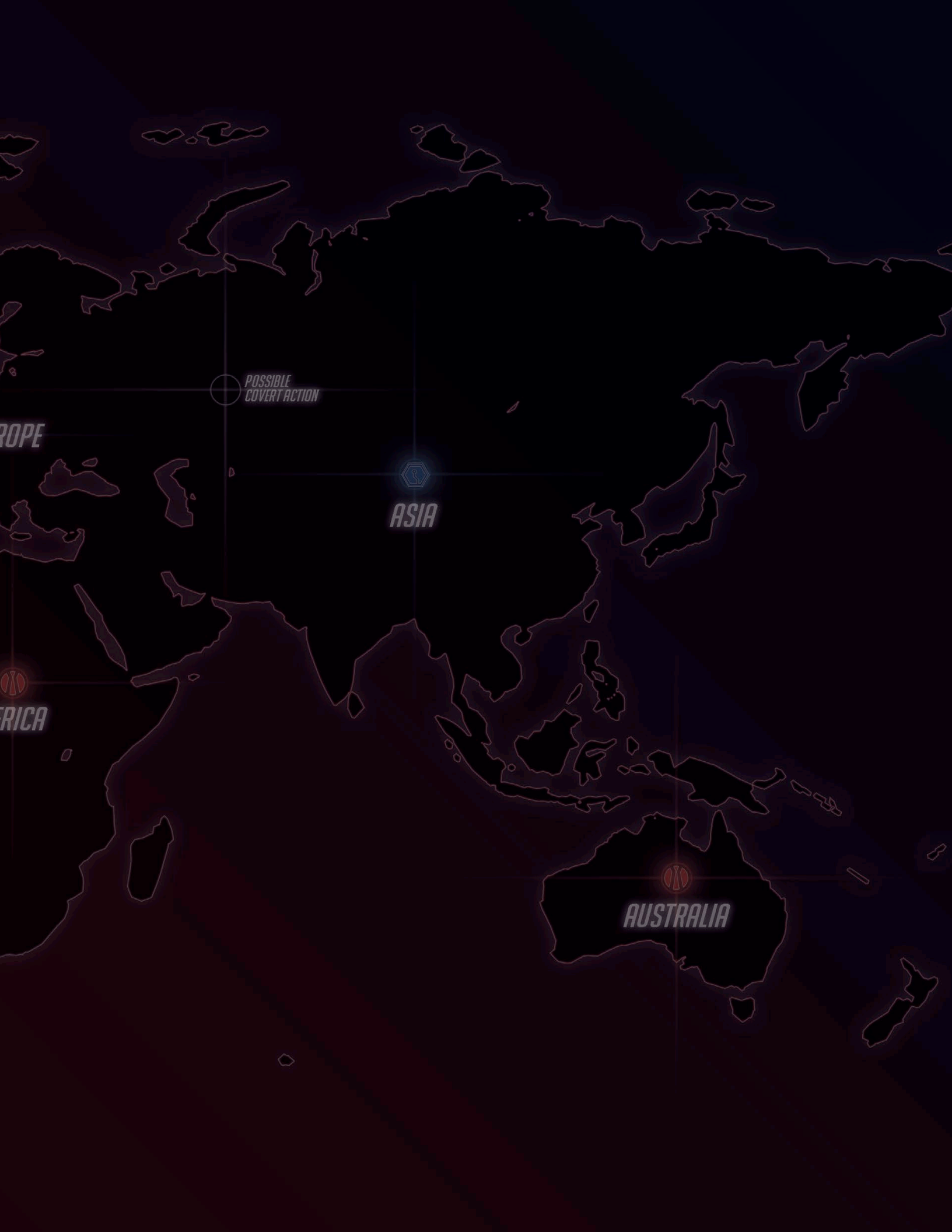



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