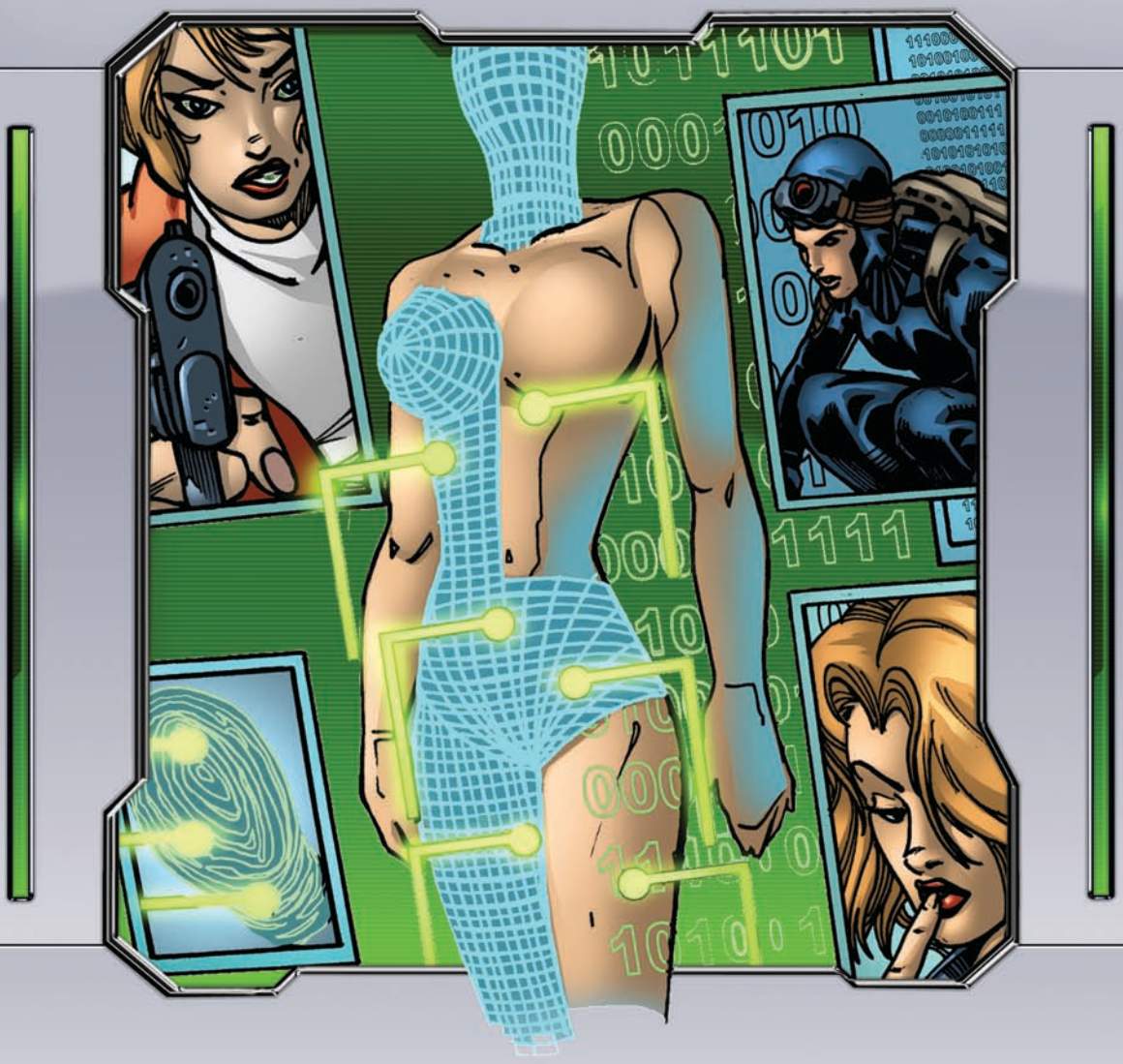
SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0



BACK TO BASICS

WRITING
Alex Flagg

COVER ART
A4H Designs

INTERIOR ART
A4H Designs

EDITING
Scott Gearin and Patrick Kapera

GRAPHIC DESIGN
Scott Gearin and Patrick Kapera

SPYCRAFT CREATED BY PATRICK KAPERA AND KEVIN WILSON

PLAYTESTERS
Walter Christensen, Nathan Devonshyre, Charles Etheridge-Nunn, Robert Harris, Lisa Murray, Jason Olsan, Andrew M. Popowich

INTRODUCTION 2
Using Back to Basics in Your Game 2
What's Different From The Modern SRD? 2

BASIC CLASSES 2
The Charismatic Hero 3
The Dedicated Hero 4
The Fast Hero 5
The Smart Hero 6
The Strong Hero 7
The Tough Hero 8

KNACKS 9
Knack Basics 9
Knack Descriptions 9

Crafty Games Product Number: 20201

Spycraft and all related marks are ™ and © 2006 Alderac Entertainment Group, Inc. and used under license. All rights reserved.
All characters, names, places, and text herein is copyrighted by Crafty Games.
Reproduction without Crafty Games' express permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.
The mention of or reference to any company or product in this release is not a challenge to the trademark or copyright concerned.
This release may use governments, intelligence agencies, and political figures as settings, characters, and themes. All such uses are intended for entertainment purposes only.

WWW.CRAFTY-GAMES.COM

1

INTRODUCTION

Back to Basics is a "drag-and-drop" modification that replaces *Spycraft's* base classes with basic classes, six new 20-level classes based on the Modern SRD, each of which corresponds to one of the 6 attribute types — the Strong Hero, the Fast Hero, the Tough Hero, the Smart Hero, the Dedicated Hero, and the Charismatic Hero. These rules present an alternate class format and a looser class structure for the *Spycraft* system, allowing players greater control over their character's abilities and progression and expanding upon the format begun in the Modern System Reference Document (SRD).

USING BACK TO BASICS IN YOUR GAME

Basic classes and knacks are designed as a "small footprint" modification and incorporating them in *Spycraft 2.0* is a relatively painless process. Simply apply the following campaign quality to your season.

Basic Classes (Season Only, +0 XP): All base classes are replaced with basic classes and only basic classes may be selected as character options during Step 3 of character creation and when gaining a level. All prerequisites and references to base classes instead refer to basic classes. Expert and master classes may be selected as normal using the rules found in the *Spycraft 2.0 Rulebook*.

CAN I USE BASIC CLASSES ALONGSIDE SPYCRAFT 2.0'S BASE CLASSES?

Short answer — yes, with qualifications. Basic classes follow most of the rules that apply to standard *Spycraft 2.0* base classes, save for class abilities and progression. Basic classes are intended for a slightly "toned down" play experience and may therefore fall behind in terms of "coolness" or neat tricks when run alongside base classes. Still, some players might favor basic classes for their extraordinary flexibility. So long as the GC and players are aware that basic classes and base classes are not perfectly balanced against one another, using them in tandem shouldn't pose any problems.

WHAT'S DIFFERENT FROM THE MODERN SRD?

Though *Spycraft* basic classes are founded upon the Modern SRD, they vary from the material in that document in several ways, as follows.

Core Abilities: Basic classes offer core abilities at their first level, just like standard *Spycraft* characters.

More Levels: Basic classes feature 20 levels instead of 10, allowing characters to pursue a single class path his entire career.

More Abilities: Basic classes gain a class benefit at every level, granting characters a bonus for achieving each level in every class.

More Options: *Back to Basics* characters may choose from 40 "knack trees" *(see page 9)* — more than twice the options presented in the Modern SRD. Nearly half of these knacks are available to more than one class, offering players many more ways to hone their character concepts in play.

New Options: Many knack trees found in *Back to Basics* present entirely new options and ability styles, rather than rehashing the talent trees of the Modern SRD in a different format. Players familiar with both Modern SRD games and *Spycraft* will find that this modification offers a host of new play options and game ideas.

BASIC CLASSES

Back to Basics introduces six basic classes and all the tools required to play them from levels 1 to 20.

Charismatic Hero (Chr): The Charismatic Hero is a smooth operator, using his natural charm and connections to get ahead.

Dedicated Hero (Ded): The Dedicated Hero is a great ally and a fearsome foe, a focused team player with unparalleled composure.

Fast Hero (Fst): The Fast Hero is an artful dodger, as comfortable picking a lock as he is behind the wheel.

Smart Hero (Smt): The Smart Hero is a highly trained intellectual, able to apply his experience in nearly any situation.

Strong Hero (Str): The Strong Hero is a natural warrior and leader whose athletics and combat prowess are second to none.

Tough Hero (Tgh): The Tough Hero is a rugged survivor who can outlast enemies even in the most dangerous environments.

2

CHARISMATIC HERO

The Charismatic Hero survives by his appearance, vast resources, and innate ability to get along with (or manipulate) others. Common Charismatic Hero archetypes include celebrities, con men, femme fatales, kingpins, politicians, salesmen, and smugglers.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 3.

CLASS SKILLS

The Charismatic Hero's class skills are Blend, Bluff, Bureaucracy, Cultures, Drive, Falsify, Impress, Manipulate, Networking, Profession, Sense Motive, and Streetwise.

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

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

CORE ABILITY

Charismatic: When you spend 1 action die to boost the result of a Charisma-based skill check, you roll and add the results of 2 action dice instead of 1. Further, you may spend 1 action die and target 1 special NPC or standard NPC type to make an Impress/Influence, Impress/Persuasion, Intimidate/Domination, Manipulate/Slander, or Networking/Endorsement check against the target as a free action. Any resulting disposition changes last until the end of the current scene.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Charismatic Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Chance or Style feat.

+1 Charisma: At Levels 4, 8, 12, 16, and 20, your Charisma score increases by 1.

TABLE 1: THE CHARISMATIC HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+0	2	1R, 1T	*Charismatic*, knack
2	+1	+0	+1	+3	+1	+0	3	2R, 1T	Bonus feat
3	+1	+1	+2	+3	+2	+1	3	2R, 1T	Knack
4	+2	+1	+2	+4	+2	+1	4	2R, 1T, 1G	+1 Charisma
5	+2	+1	+3	+4	+3	+1	4	2R, 2T, 1G	Knack
6	+3	+2	+3	+5	+4	+2	5	3R, 2T, 1G	Bonus feat
7	+3	+2	+4	+5	+4	+2	5	3R, 2T, 1G	Knack
8	+4	+2	+4	+6	+5	+2	6	3R, 2T, 1G, 1V	+1 Charisma
9	+4	+3	+4	+6	+5	+3	6	3R, 2T, 2G, 1V	Knack
10	+5	+3	+5	+7	+6	+3	7	3R, 3T, 2G, 1V	Bonus feat
11	+5	+3	+5	+7	+7	+3	7	3R, 3T, 2G, 1V	Knack
12	+6	+4	+6	+8	+7	+4	8	4R, 3T, 2G, 1V	+1 Charisma
13	+6	+4	+6	+8	+8	+4	8	4R, 3T, 2G, 1V, 1S	Knack
14	+7	+4	+6	+9	+8	+4	9	4R, 3T, 2G, 2V, 1S	Bonus feat
15	+7	+5	+7	+9	+9	+5	9	4R, 3T, 2G, 2V, 1S	Knack
16	+8	+5	+7	+10	+10	+5	10	4R, 3T, 3G, 2V, 1S	+1 Charisma
17	+8	+5	+8	+10	+10	+5	10	4R, 4T, 3G, 2V, 1S	Knack
18	+9	+6	+8	+11	+11	+6	11	5R, 4T, 3G, 2V, 1S	Bonus feat
19	+9	+6	+8	+11	+11	+6	11	5R, 4T, 3G, 2V, 1S	Knack
20	+10	+6	+9	+12	+12	+6	12	5R, 4T, 3G, 2V, 2S	+1 Charisma

DEDICATED HERO

The Dedicated Hero possesses an inner strength unmatched by his peers, providing him uncanny mental sharpness, willpower, and teamwork abilities. Common Dedicated Hero archetypes include crusaders, detectives, reporters, priests, rescue workers, and vigilantes.

Vitality: 1d10 + Con modifier per level.

Starting Weapon Proficiencies: 4.

CLASS SKILLS

The Dedicated Hero's class skills are Cultures, Drive, Investigation, Manipulate, Medicine, Networking, Notice, Profession, Resolve, Search, Sense Motive, and Streetwise.

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

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

CORE ABILITY

Dedicated: When you spend 1 action die to boost the result of a Wisdom-based skill check or a Will save, you roll and add the results of 2 dice instead of 1. Further, when you're a helper in a cooperative skill check or the leader in a directed skill check and you spend an action die to boost your check result, the action die result is also added to the synergy bonus you contribute.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Dedicated Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Advanced Skill or Tradecraft feat.

+1 Wisdom: At Levels 4, 8, 12, 16, and 20, your Wisdom score increases by 1.

TABLE 2: THE DEDICATED HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+0	+2	+1	+1	1	1S	*Dedicated*, knack
2	+1	+2	+0	+3	+1	+1	2	1S	Bonus feat
3	+2	+2	+1	+3	+2	+2	2	1S, 1T	Knack
4	+3	+2	+1	+4	+2	+2	2	1S, 1T	+1 Wisdom
5	+3	+3	+1	+4	+3	+3	3	2S, 1T	Knack
6	+4	+3	+2	+5	+4	+4	3	2S, 1T, 1W	Bonus feat
7	+5	+4	+2	+5	+4	+4	4	2S, 1T, 1W	Knack
8	+6	+4	+2	+6	+5	+5	4	2S, 2T, 1W	+1 Wisdom
9	+6	+4	+3	+6	+5	+5	4	2S, 2T, 1W	Knack
10	+7	+5	+3	+7	+6	+6	5	3S, 2T, 1W	Bonus feat
11	+8	+5	+3	+7	+7	+7	5	3S, 2T, 1W, 1R	Knack
12	+9	+6	+4	+8	+7	+7	6	3S, 2T, 1W, 1R	+1 Wisdom
13	+9	+6	+4	+8	+8	+8	6	3S, 2T, 2W, 1R	Knack
14	+10	+6	+4	+9	+8	+8	6	3S, 2T, 2W, 1R	Bonus feat
15	+11	+7	+5	+9	+9	+9	7	3S, 3T, 2W, 1R	Knack
16	+12	+7	+5	+10	+10	+10	7	4S, 3T, 2W, 1R	+1 Wisdom
17	+12	+8	+5	+10	+10	+10	8	4S, 3T, 2W, 1R	Knack
18	+13	+8	+6	+11	+11	+11	8	4S, 3T, 2W, 2R	Bonus feat
19	+14	+8	+6	+11	+11	+11	8	4S, 3T, 2W, 2R	Knack
20	+15	+9	+6	+12	+12	+12	9	4S, 3T, 3W, 2R	+1 Wisdom

4

FAST HERO

Nimble and lithe, the Fast Hero uses his gifts of speed and grace to evade, confuse, and swindle his foes. Common Fast Hero archetypes include cat burglars, couriers, "extreme" sportsmen, ninja, race car drivers, swashbucklers, and thrill seekers.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 3.

CLASS SKILLS

The Fast Hero's class skills are Acrobatics, Athletics, Blend, Bluff, Drive, Electronics, Impress, Mechanics, Notice, Profession, Science, Security, Sleight of Hand, Sneak, and Streetwise.

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

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

CORE ABILITY

Fast: When you spend 1 action die to boost the result of a Dexterity-based skill check, a Reflex save, or an Initiative check, you roll and add the results of 2 dice instead of 1.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Fast Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Chase or Covert feat.

+1 Dexterity: At Levels 4, 8, 12, 16, and 20, your Dexterity score increases by 1.

TABLE 3: THE FAST HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+0	+2	+2	0	1V	*Fast*, knack
2	+1	+0	+3	+0	+3	+3	0	1V	Bonus feat
3	+2	+1	+3	+1	+3	+4	1	1V, 1G	Knack
4	+3	+1	+4	+1	+4	+5	1	1V, 1G	+1 Dexterity
5	+3	+1	+4	+1	+5	+5	1	2V, 1G	Knack
6	+4	+2	+5	+2	+6	+6	2	2V, 1G, 1S	Bonus feat
7	+5	+2	+5	+2	+6	+7	2	2V, 1G, 1S	Knack
8	+6	+2	+6	+2	+7	+8	2	2V, 2G, 1S	+1 Dexterity
9	+6	+3	+6	+3	+8	+9	3	2V, 2G, 1S	Knack
10	+7	+3	+7	+3	+9	+10	3	3V, 2G, 1S	Bonus feat
11	+8	+3	+7	+3	+9	+10	3	3V, 2G, 1S, 1W	Knack
12	+9	+4	+8	+4	+10	+11	4	3V, 2G, 1S, 1W	+1 Dexterity
13	+9	+4	+8	+4	+11	+12	4	3V, 2G, 2S, 1W	Knack
14	+10	+4	+9	+4	+12	+13	4	3V, 2G, 2S, 1W	Bonus feat
15	+11	+5	+9	+5	+12	+14	5	3V, 3G, 2S, 1W	Knack
16	+12	+5	+10	+5	+13	+15	5	4V, 3G, 2S, 1W	+1 Dexterity
17	+12	+5	+10	+5	+14	+15	5	4V, 3G, 2S, 1W	Knack
18	+13	+6	+11	+6	+15	+16	6	4V, 3G, 2S, 2W	Bonus feat
19	+14	+6	+11	+6	+15	+17	6	4V, 3G, 2S, 2W	Knack
20	+15	+6	+12	+6	+16	+18	6	4V, 3G, 3S, 2W	+1 Dexterity

5

SMART HERO

The Smart Hero proves that brains are better than brawn, using his keen intellect and education to overcome even the greatest challenges. Common Smart Hero archetypes include computer hackers, forensic investigators, inventors, military strategists, technicians, and white-collar laborers.

Vitality: 1d8 + Con modifier per level.

Starting Weapon Proficiencies: 2.

CLASS SKILLS

The Smart Hero's class skills are Analysis, Bureaucracy, Computers, Cultures, Drive, Electronics, Falsify, Investigation, Mechanics, Medicine, Profession, Science, Search, Survival, and Tactics.

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

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

CORE ABILITY

Smart: When you spend 1 action die to boost the result of an Intelligence-based skill check, you roll and add the results of 2 dice instead of 1. Further, once per scene as a free action, you may spend 1 action die to decrease the skill check result you require to achieve a Triumph with 1 of your class skills to 60.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Smart Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Basic Skill or Gear feat.

+1 Intelligence: At Levels 4, 8, 12, 16, and 20, your Intelligence score increases by 1.

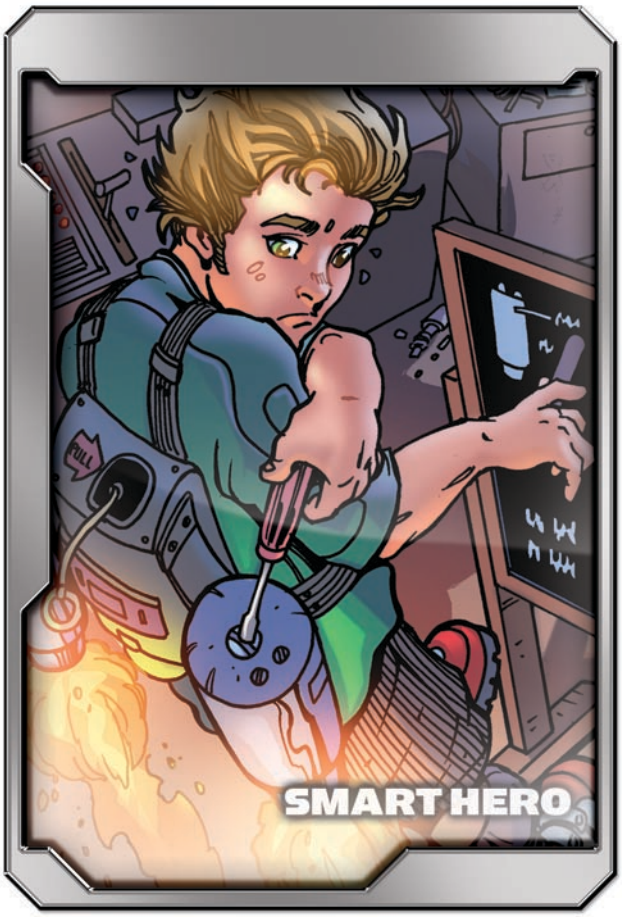


TABLE 4: THE SMART HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+1	+2	+0	2	1G	Knack, *smart*
2	+1	+0	+3	+2	+3	+0	3	1G	Bonus feat
3	+1	+1	+3	+2	+3	+1	3	1G, 1E	Knack
4	+2	+1	+4	+2	+4	+1	4	1G, 1E	+1 Intelligence
5	+2	+1	+4	+3	+5	+1	4	2G, 1E	Knack
6	+3	+2	+5	+3	+6	+2	5	2G, 1E, 1S	Bonus feat
7	+3	+2	+5	+4	+6	+2	5	2G, 1E, 1S	Knack
8	+4	+2	+6	+4	+7	+2	6	2G, 2E, 1S	+1 Intelligence
9	+4	+3	+6	+4	+8	+3	6	2G, 2E, 1S	Knack
10	+5	+3	+7	+5	+9	+3	7	3G, 2E, 1S	Bonus feat
11	+5	+3	+7	+5	+9	+3	7	3G, 2E, 1S, 1R	Knack
12	+6	+4	+8	+6	+10	+4	8	3G, 2E, 2S, 1R	+1 Intelligence
13	+6	+4	+8	+6	+11	+4	8	3G, 2E, 2S, 1R	Knack
14	+7	+4	+9	+6	+12	+4	9	3G, 2E, 2S, 1R	Bonus feat
15	+7	+5	+9	+7	+12	+5	9	3G, 3E, 2S, 1R	Knack
16	+8	+5	+10	+7	+13	+5	10	4G, 3E, 2S, 1R	+1 Intelligence
17	+8	+5	+10	+8	+14	+5	10	4G, 3E, 2S, 1R	Knack
18	+9	+6	+11	+8	+15	+6	11	4G, 3E, 2S, 2R	Bonus feat
19	+9	+6	+11	+8	+15	+6	11	4G, 3E, 2S, 2R	Knack
20	+10	+6	+12	+9	+16	+6	12	4G, 3E, 3S, 1R	+1 Intelligence

6

STRONG HERO

With a powerful arm and personality, the Strong Hero is a naturally gifted athlete, leader, and warrior. Common Strong Hero archetypes include blue-collar laborers, chosen champions, professional athletes, martial artists, soldiers, and wandering swordsmen.

Vitality: 1d12 + Con modifier per level.

Starting Weapon Proficiencies: 6.

CLASS SKILLS

The Strong Hero's class skills are Acrobatics, Athletics, Drive, Impress, Intimidate, Resolve, Profession, Survival, and Tactics.

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

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

CORE ABILITY

Strong: When you spend 1 action die to boost the result of a Strength-based skill check, or a melee or unarmed damage roll, you roll and add the results of 2 dice instead of 1. Further, once per scene as a free action during your Initiative Count, you may spend and roll 1 action die to increase your Size category by 1 for a number of rounds equal to the action die's result.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Strong Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Melee, Ranged, or Unarmed Combat feat.

+1 Strength: At Levels 4, 8, 12, 16, and 20, your Strength score increases by 1.

TABLE 5: THE STRONG HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+2	+1	+0	+1	+2	0	—	Knack, *strong*
2	+2	+3	+2	+0	+1	+3	0	1W	Bonus feat
3	+3	+3	+2	+1	+2	+4	1	1W	Knack
4	+4	+4	+2	+1	+2	+5	1	1W, 1S	+1 Strength
5	+5	+4	+3	+1	+3	+5	1	1W, 1S	Knack
6	+6	+5	+3	+2	+4	+6	2	1W, 1S	Bonus feat
7	+7	+5	+4	+2	+4	+7	2	2W, 1S	Knack
8	+8	+6	+4	+2	+5	+8	2	2W, 1S	+1 Strength
9	+9	+6	+4	+3	+5	+9	3	2W, 1S, 1V	Knack
10	+10	+7	+5	+3	+6	+10	3	2W, 1S, 1V	Bonus feat
11	+11	+7	+5	+3	+7	+10	3	2W, 1S, 1V	Knack
12	+12	+8	+6	+4	+7	+11	4	2W, 2S, 1V	+1 Strength
13	+13	+8	+6	+4	+8	+12	4	2W, 2S, 1V	Knack
14	+14	+9	+6	+4	+8	+13	4	3W, 2S, 1V	Bonus feat
15	+15	+9	+7	+5	+9	+14	5	3W, 2S, 1V	Knack
16	+16	+10	+7	+5	+10	+15	5	3W, 2S, 1V	+1 Strength
17	+17	+10	+8	+5	+10	+15	5	3W, 2S, 2V	Knack
18	+18	+11	+8	+6	+11	+16	6	3W, 2S, 2V	Bonus feat
19	+19	+11	+8	+6	+11	+17	6	3W, 3S, 2V	Knack
20	+20	+12	+9	+6	+12	+18	6	3W, 3S, 2V	+1 Strength

7

TOUGH HERO

The Tough Hero is a rough-and-tumble hard case who, through great physical fortitude, gritty determination, or sheer luck, has proven he can survive even the most dangerous situations and environments. Common Tough Hero archetypes include bodyguards, hunters, post-apocalyptic nomads, tomb raiders, and wilderness explorers.

Vitality: 1d12 + Con modifier per level.

Starting Weapon Proficiencies: 6.

CLASS SKILLS

The Tough Hero's class skills are Athletics, Drive, Intimidate, Medicine, Notice, Profession, Resolve, Streetwise, and Survival.

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

Skill points at each additional level: 4 + Int modifier.

CORE ABILITY

Tough: When you spend 1 action die to boost the result of a Constitution-based skill check or a Fortitude save, you roll and add the results of 2 dice instead of 1. Further, when you take a Refresh action, you may spend an action die to heal even if attacked during the same round.

CLASS ABILITIES

Knack: At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 Tough Knack of your choice.

Bonus Feat: At Levels 2, 6, 10, 14, and 18, you gain 1 bonus Basic Combat or Terrain feat.

+1 Constitution: At Levels 4, 8, 12, 16, and 20, your Constitution score increases by 1.

TABLE 6: THE TOUGH HERO

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+2	+0	+2	+1	+1	0	—	Knack, *tough*
2	+2	+3	+0	+3	+1	+1	0	1S	Bonus feat
3	+3	+3	+1	+3	+2	+2	1	1S	Knack
4	+4	+4	+1	+4	+2	+2	1	1S, 1W	+1 Constitution
5	+5	+4	+1	+4	+3	+3	1	1S, 1W	Knack
6	+6	+5	+2	+5	+4	+4	2	1S, 1W	Bonus feat
7	+7	+5	+2	+5	+4	+4	2	2S, 1W	Knack
8	+8	+6	+2	+6	+5	+5	2	2S, 1W	+1 Constitution
9	+9	+6	+3	+6	+5	+5	3	2S, 1W, 1R	Knack
10	+10	+7	+3	+7	+6	+6	3	2S, 1W, 1R	Bonus feat
11	+11	+7	+3	+7	+7	+7	3	2S, 1W, 1R	Knack
12	+12	+8	+4	+8	+7	+7	4	2S, 2W, 1R	+1 Constitution
13	+13	+8	+4	+8	+8	+8	4	2S, 2W, 1R	Knack
14	+14	+9	+4	+9	+8	+8	4	3S, 2W, 1R	Bonus feat
15	+15	+9	+5	+9	+9	+9	5	3S, 2W, 1R	Knack
16	+16	+10	+5	+10	+10	+10	5	3S, 2W, 1R	+1 Constitution
17	+17	+10	+5	+10	+10	+10	5	3S, 2W, 2R	Knack
18	+18	+11	+6	+11	+11	+11	6	3S, 2W, 2R	Bonus feat
19	+19	+11	+6	+11	+11	+11	6	3S, 3W, 2R	Knack
20	+20	+12	+6	+12	+12	+12	6	3S, 3W, 2R	+1 Constitution

8

KNACKS

Knacks are analogous to the Modern SRD's Talents — selectable class abilities that characters gain as they progress in level. Each Knack is presented as a "tree" consisting of 1–5 Tiers as denoted by a roman numeral after the Knack's name.

When a character gains a Knack, he may select either 1 Tier I Knack he doesn't already possess or the next Tier of a Knack he already possesses. A character may only gain Knacks that correspond with the class from which the Knack is gained, as shown on Table 7: Knacks by Class *(see page 9)*.

Example: Tyler's character Apollo reaches Level 5 in the Fast Hero class, gaining 1 Knack from the Fast Hero column on Table 7. Since he already possesses the *alacrity I* and *vehicle expertise I* Knacks, he may select *alacrity II*, *chiseled I*, *damage resistance*, *guile I*, *jury-rig I*, *larceny I*, *manhunter I*, *reaction I*, *uncanny dodge I*, or *vehicle expertise II*.

Some Knack trees do not have Tiers, but rather allow a character to select the corresponding Knack a limited number of times, each time granting a different version of the same ability.

Example: At the end of a mission, Apollo reaches Career Level 6 and gains his first level in the Tough Hero class, which grants him a Tough Knack. Tyler selects the *damage resistance (fire)* Knack. A few missions later, Apollo gains his third level in the Tough Hero class, choosing the *damage resistance* Knack again. He can't select *damage resistance (fire)* again, but he may choose a second damage type as noted in the Knack description. He chooses *damage resistance (falling)*.

KNACK DESCRIPTIONS

The classes with access to each Knack are listed in parentheses following the Knack name.

ALACRITY (FAST HERO)

You're fast on your feet and very tough to catch.

Alacrity I: Your base Speed increases by 5 ft.

Alacrity II: When you make an Athletics/Maneuver or Athletics/Speed Push check, you may roll twice and keep the result you prefer.

Alacrity III: Once per round, you may take 1 Standard Move action as a free action. You may use this ability a number of times per scene equal to your starting action dice.

Alacrity IV: Your base Speed increases by an additional 10 ft. (for a total increase of 15 ft.)

Alacrity V: Once per scene, you may take any 1 half action as a free action.

BRAINIAC (SMART HERO)

You've got lots of book smarts... and the degrees to prove it.

Brainiac I: You may decrease the amount of time required to make an Investigation/Research check to 1/2 standard (min. 5 minutes).

Brainiac II: Choose 1 Intelligence- or Wisdom-based skill. Twice per session, when you make a check with this skill, you may roll twice and keep the result you prefer.

Brainiac III: Your maximum rank in 1 Smart Hero class skill of your choice increases to your career level + 8. This new maximum skill rank may not further increase due to feats and other abilities, though it rises naturally with your career level.

Further, you gain a synergy bonus with Knowledge checks relevant to your chosen Smart Hero class skill equal to 1/2 your ranks in the skill (rounded down).

Brainiac IV: Your error range with 1 Smart Hero class skill of your choice decreases by 2 (min. 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

Brainiac V: You keep copious notes. Once per session as a full action, you may consult a reference tool (such as a dictionary, computer, PDA, or notebook) to reduce the number of Challenges remaining in a Complex Task by a number equal to your starting action dice. If this reduces the number of Challenges to 0 or less, the Task is immediately completed.

TABLE 7: KNACKS BY CLASS

Charismatic Hero	Dedicated Hero	Fast Hero	Smart Hero	Strong Hero	Tough Hero
Exclusive Knacks					
Charm	Extraordinary Senses	Alacrity	Brainiac	Brawn	Defender
Connections	Faith	Larceny	Computer Expertise	Champion	Durability
Deep Pockets	Force of Will	Reaction	Grease Monkey	Pugilism	Die Hard
Rumors	Prescience	Uncanny Dodge	Mad Science	Savagery	Soak it Up
Undercover	Samaritan	Vehicle Expertise	Versatility	Weapon Specialization	Sturdy
Shared Knacks					
Guile	Extreme Effort	Chiseled	Focused	Chiseled	Combat Training
Leadership	Focused	Damage Resistance	Jury-Rig	Combat Training	Damage Resistance
Linguist	Grit	Guile	Linguist	Extreme Effort	Grit
Supplies	Manhunter	Jury-Rig	Methodical	Leadership	Supplies
Teamwork	Teamwork	Manhunter	Strategist	Methodical	Strategist

9

BRAWN (STRONG HERO)

Sometimes, you can just let your muscles do the talking.

Brawn I: Your Size is considered 1 category larger when determining your carrying, lifting, and dragging capacities, as well as the effects of Bull Rush, Grapple, and Trip actions you take.

Brawn II: When you make an Athletics/Smash or Athletics/Power Lift check, you may roll twice and keep the result you prefer.

Brawn III: Your Size increases to Large (1×1, Reach 1). If you are already Large, your Reach increases to 2.

CHAMPION (STRONG HERO)

You're a champion of causes, impassioned by the strength of your convictions.

Champion I: Each time you make a successful opposed Resolve check, you gain a +2 morale bonus with attack checks made against the same opponent until the end of the current scene.

Champion II: When you or one of your teammates loses Reputation or Net Worth due to exposure, the amount lost decreases by 1 or $50,000, respectively. You may use this ability a number of times per mission equal to your Champion Tier, but only once per loss.

Champion III: Once per round as a free action, you may add your Strong Hero level to the result of an attack check. You may use this ability a number of times per session equal to your Champion Tier.

Champion IV: When you make a Resolve/Resist Impress, Resolve/Resist Intimidate, or Sense Motive/Resist Manipulate check, you may roll twice and keep the result you prefer.

Champion V: You and each of your teammates within 10 ft. of you gain a +2 morale bonus with your base Fortitude saves, Will saves, and all attack checks.

CHARM (CHARISMATIC HERO)

You have an undeniably magnetic personality.

Charm I: Impress is always a class skill for you. Further, you gain an insight bonus with Impress checks equal to your Charm Tier.

Charm II: When you're the Prey in a seduction, the starting Lead increases by 1. When you're the Predator in a seduction, the starting Lead decreases by 1.

Charm III: You gain the *captivating* NPC quality.

Charm IV: Before Strategies are chosen during each Conflict round of a seduction, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if your opponent has no other option available to him. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.

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

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

CHISELED (FAST HERO, STRONG HERO)

You're a well-rounded athlete.

Chiseled I: When you make an Athletics/Sports or Athletics/Swim check, you may roll twice and keep the result you prefer.

Chiseled II: Your horizontal and vertical Acrobatics/Jump check results are no longer limited by your height. Further, the distance you travel when making a Jump check increases by 50%.

Chiseled III: Your Acceleration and Turning are each considered 2 higher when you're on foot or operating a personal vehicle.

Chiseled IV: The lower of your Strength or Dexterity scores increases by 1. If these attributes are equal, you may choose which ability is affected.

COMBAT TRAINING (STRONG HERO, TOUGH HERO)

You have received formal squad-level military training.

Combat Training I: You gain 1 weapon proficiency and the corresponding forte.

Combat Training II: You gain a +1 bonus to Defense while wearing armor. Further, your armor check penalty decreases by 1 (min. 0). Finally, during the Intel Phase of each mission, you gain 1 piece of Caliber I armor at no cost as part of your mission gear.

Combat Training III: The lower of your Strength or Constitution scores increases by 1. If these attributes are equal, you may choose which ability is affected.

Combat Training IV: You gain an additional +1 bonus to Defense when wearing armor (for a total bonus of +2). Further, the additional piece of armor granted by your *combat training II* ability may be chosen from Calibers I or II.

Combat Training V: Your base attack and base Defense bonuses each increase by +1.

COMPUTER EXPERTISE (SMART HERO)

You have the L337 skillz — and pasty complexion — of a world-class hacker.

Computer Expertise I: The time required for you to use a Search System core command decreases to 1/2 standard (rounded up, min. 1 minute).

Computer Expertise II: Your maximum ranks in the Computers and Science skills each increase to your career level + 4. This new maximum skill rank may not further increase due to feats and other abilities, though it rises naturally with your career level. Further, when you create, crack, or request any code or cover identity, its Power Rating is considered to be 1 lower for the purpose of determining skill and Request check DCs.

Computer Expertise III: When you fail a Computers check that may be re-tried, you may spend 1 half action to try a new method. As long as the check DC is equal to or less than your Smart Hero level + 20, this new approach reverses the failure. If several grades of success are possible, you achieve only the lowest possible positive result. You may use this ability even if your initial check results in an error, but you must declare its use *before* action dice are spent to activate a critical failure. You may use this ability a number of times per session equal to your Computer Expertise Tier.

10

Computer Expertise IV: Once per session, you may decipher any code with a decryption DC up to your Smart Hero level + 20 without making a skill check. This action requires a number of rounds equal to the code's Power Rating. Further, during a hacking Conflict, you may use this ability to choose the Master Cracker Strategy.

Computer Expertise V: When you win an opposed skill check during a Hacking Conflict, you may force your opponent to choose the same Strategy during the following Conflict (even if your opponent cannot typically choose the same Strategy during the following round).

CONNECTIONS (CHARISMATIC HERO)

You've got friends at all levels of society.

Connections I: You gain 1 additional associate-grade contact.

Connections II: Once per mission, you may call upon a friend to assist you. This friend's disposition toward you is Supportive. He shows up 1d6 hours after he's summoned and helps with 1 task that may be completed by the end of the current scene. The friend is a Tier I NPC of any type, chosen when you summon him. He possesses 1 Tier VIII skill of your choice, as well as 1 Caliber I gear pick of your choice. This item leaves with the friend at the end of the current scene.

Connections III (city): A number of times per mission equal to your starting action dice, you may devote 1 hour to informing your connections of your needs, after which you may make any 1 Request check with a DC of 10 or less without spending action dice. This check is automatically successful.

Connections IV: You may use your *connections III* ability up to 2 times per mission, and the friend it provides is a Tier II NPC with a Caliber II item.

Connections V: Whenever you're taken into police custody during the course of a mission, you're automatically released after 1d12 hours. Each time this ability is used during a mission, the time required increases by 1d12 hours (e.g. to 2d12 hours with the second use, 3d12 with the third, etc.).

DAMAGE RESISTANCE (FAST HERO, TOUGH HERO)

You display extraordinary resilience against certain types of damage. You may choose 1 type of damage from the following list: acid, cold, collision, electrical, explosive, falling, fire, heat, sneak attack, or vacuum, gaining an amount of damage resistance against the chosen type equal to your Constitution modifier (min. 1).

You may choose this Knack up to 3 times, each time gaining the same amount of damage resistance against 1 additional, different damage type.

DEEP POCKETS (CHARISMATIC HERO)

You have lots of resources to spend or squander at your whim.

Deep Pockets I: You gain 1 Wealth.

Deep Pockets II: When you make a Bureaucracy/Bribe or Streetwise/Bribe check, you may roll twice and keep the result you prefer.

Deep Pockets III: You gain an additional 2 Wealth (for a total bonus of 3 Wealth).

Deep Pockets IV: The amount of money you gain from your Spending Cash is tripled.

Deep Pockets V: You gain an additional 3 Wealth (for a total bonus of 6 Wealth).

11

DEFENDER (TOUGH HERO)

You're willing to put your life on the line to save those of your teammates and allies.

Defender I: Once per round as a free action, you may select 1 adjacent teammate or ally and lower your Defense score by an amount equal to or less than your Defender Tier until the start of your next Initiative Count. So long as you remain adjacent to your chosen teammate or ally, his Defense increases by an equal amount until the start of your next Initiative Count.

Defender II: When an adjacent teammate or ally is hit with a melee or unarmed attack, you may make a Reflex save (DC equal to 1/2 the attack check result, rounded up). With success, you and the attack's original target switch physical places and the attack hits you instead.

Defender III: Each of your adjacent teammates and allies gains DR 1/—.

Defender IV: When an adjacent teammate or ally is hit with a ranged attack, you may make a Reflex save (DC equal to the attack check result). With success, you and the attack's original target switch physical places and the attack hits you instead.

Defender V: You and each of your teammates and allies within 10 ft. are considered to benefit from 1/4 scenery cover at all times, even when standing out in the open. If you become *flat-footed*, you and each of your teammates lose this benefit until the start of your next action.

DIE HARD (TOUGH HERO)

You don't just take punishment — you *absorb* it.

Die Hard I: Your vitality points increase by an amount equal to your career level.

Die Hard II: When you aren't *flat-footed* and make a successful Fortitude save to reduce the damage suffered from an attack or event (such as the damage inflicted by a poison dart or contagion exposure), you instead suffer no damage.

Die Hard III: You gain the *fast healing* NPC quality.

Die Hard IV: The amount of damage you must suffer in order to sustain a critical injury increases by 50% (rounded up).

Die Hard V: Each time you suffer lethal damage, 1/2 the lethal damage converts to subdual damage (rounded down). This damage conversion occurs after damage reduction and resistance are applied.

DURABILITY (TOUGH HERO)

When you spend as much time in the center of the storm as you do, it's nice to know your gear can take it too.

Durability I: Each piece of gear you carry gains the *tough I* NPC quality.

Durability II: The Damage Save bonus of each piece of gear you carry increases by an amount equal to your Durability Tier.

Durability III: Each piece of gear you carry gains the *tough II* NPC quality.

Durability IV: Once per scene when a piece of your gear must make a Damage Save, the save is automatically successful.

Durability IV: Each piece of gear you carry gains the *tough III* NPC quality.

EXTRAORDINARY SENSES (DEDICATED HERO)

Your senses are unusually sensitive. When you select this Knack, you gain 1 of the following NPC qualities of your choice: *improved hearing*, *improved scent*, or *improved vision*. You may choose this Knack up to three times, each time gaining 1 additional NPC quality from this list.

EXTREME EFFORT (DEDICATED HERO, STRONG HERO)

You always rise to the occasion.

Extreme Effort I: The result cap of each skills in which you possess 0 ranks increases to 20.

Extreme Effort II: You may re-roll a failed Strength- or Wisdom-based skill check a number of times per session equal to your Extreme Effort Tier.

Extreme Effort III: When you make a skill check, if your DC is 10 or greater than your total skill bonus, you gain 1 additional action die that may only be spent to boost this check's result. No XP are awarded for action dice gained from this ability, and any of these action dice not spent to boost this check's result are lost. You may use this ability a number of times per session equal to your starting action dice.

FAITH (DEDICATED HERO)

You draw strength from your beliefs.

Faith I: Your Dedicated Hero class level is added to your Wisdom score when calculating your stress damage thresholds.

Faith II: Whenever you fail a Will save to avoid damage or a condition (e.g. when you fail a Will save against stress damage to avoid becoming *stunned*), the duration of each effect or condition suffered decreases to 1/2 standard (rounded down, min. 1 round).

Faith III: Once per session when you spend an action die to boost the result of an attack or skill check, the die is considered to have rolled its maximum value (e.g. a 10 on 1d10). This action die explodes, though the second and any subsequent rolls made to generate its result must be rolled as normal.

Faith IV: Once per session as a full action, you may ask for a blessing from the source of your faith. For the duration of the scene, you and each of your teammates within CQB range to you gain a bonus with all saving throws equal to your Wisdom modifier (min. +1).

Faith V: You and each of your teammates begin each session with 1 additional action die of the type determined by your career level. This improves any of a target character's class abilities that are affected by his starting action dice. No character's starting action dice may boost by more than 3 as a result of this ability, no matter how many characters possess it.

FOCUSED (DEDICATED HERO, SMART HERO)

Your mental acuity and concentration are unparalleled.

Focused I: Resolve is always a class skill for you. Further, you gain a morale bonus with Resolve checks equal to your Focused Tier.

Focused II: You may ignore the effects of the Concentration tag when making skill checks.

Focused III: You may ignore all effects of the first failure you suffer during a Complex Task, including stress damage suffered, error range increases, and specific effects of the skill check being made. Further, when you score a critical success during a Complex Task, you complete 3 Challenges instead of 2.

12

FORCE OF WILL (DEDICATED HERO)

Your resolve is cast in iron and you've got an attitude to match.

Force of Will I: Each time you succeed with an opposed Resolve check, you gain a +2 morale bonus with all opposed skill checks against the same opponent until the end of the current scene.

Force of Will II: When you're the Prey in an interrogation, the starting Lead increases by 1. When you're the Predator in an interrogation, the starting Lead decreases by 1.

Force of Will III: You're always considered armed when making an Intimidate check. Further, once per session, you may initiate a Stand Off without spending an action die.

Force of Will IV: Each time you win an opposed skill check, your opponent suffers 1 stress damage in addition to the other effects of failure.

Force of Will V: Once per session, instead of making an opposed skill check with any Dedicated Hero class skill, you may set your result to 1 higher than that of your opponent. This cannot result in an error or threat.

GREASE MONKEY (SMART HERO)

You have a way with machines.

Grease Monkey I: Mechanics is always a class skill for you. Further, you gain an insight bonus with Mechanics checks equal to your Grease Monkey Tier.

Grease Monkey II: When you fail a Mechanics check that may be re-tried, you may spend 1 half action to give the target device a whack in frustration. As long as the check DC is equal to or less than your Smart Hero level + 20, the whack reverses the failure. If several grades of success are possible, you achieve only the lowest possible positive result. You may use this ability a number of times per session equal to your starting action dice. You may use this ability even if your initial check results in an error, but you must declare its use *before* action dice are spent to activate a critical failure.

Grease Monkey III: You're considered *familiar* with all mechanical devices gained as part of your Possessions or with a Gear Pick during the Intel Phase. When you're carrying an item with which you're *familiar*, the item gains a +1 bonus to Defense and Damage saves, and gain the same bonus with Initiative and Maneuver checks made using the item, as well as Mechanics and Security checks made to repair the item, as appropriate.

GRIT (DEDICATED HERO, TOUGH HERO)

You're as tough on the inside as you look on the outside.

Grit I: Your Dedicated Hero and Tough Hero class levels are added to your Constitution when calculating your subdual damage thresholds.

Grit II: When you suffer the *stunned* condition, you become *dazed* instead.

Grit III: If your wound points decrease to 0 or below and you gain the *dying* condition, you become *nauseated* instead of *unconscious*.

GUILE (CHARISMATIC HERO, FAST HERO)

You're a devious combatant, employing underhanded moves to best your enemies.

Guile I: You gain an insight bonus with all Diversion and Feint actions equal to your Guile Tier.

Guile II: Once per scene, you may make an Athletics/Smash check, or a Disarm, Feint, or Tire action as a free action.

Guile III: Once per round, when an adjacent opponent's attack misses you by 5 or more, you may immediately take a Tire action against the opponent as a free action. Further, you may substitute your Acrobatics (Dex) skill bonus in place of your Resolve (Con) skill bonus when taking this action.

JURY RIG (FAST HERO, SMART HERO)

You're a whip-smart inventor, able to create useful tools out of everyday items.

Jury Rig I: When making an Electronics, Mechanics, Science, or Security check, you may ignore its Gear or Gear Only tags, if any, as long as you possess a single Common Item. If the check being made is a Complex Task, you must possess 1 Common Item per Challenge in order to benefit from this ability.

Jury Rig II: The project investment cost for each Electronics, Mechanics, Science, and Security check you make decreases to 1/2 standard (rounded up).

Jury Rig III: As a full action, you may produce 1 Common Item without making a Gear check (by fashioning it from whatever's lying around). For example, when you're stripped naked and thrown into a cell, you could fashion a lockpick out of some hair stiffened with a bit of dried blood. You may use this ability a number of times per mission equal to your starting action dice.

13

LARCENY (FAST HERO)

You have sticky fingers and a light touch.

Larceny I: You gain a bonus with Reflex saves made to avoid security devices, as well as a bonus to Defense against attacks made by security devices, equal to your Larceny Tier.

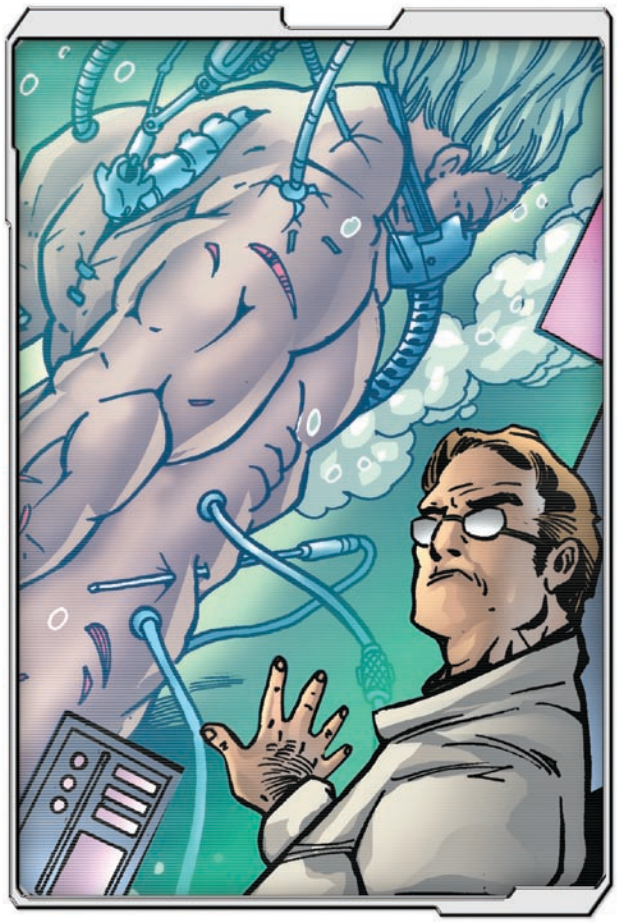
Larceny II: You may spend 1 hour to "acquire" 1 of the following: an additional $200 in Spending Cash, 1 Common Item, or 1 Caliber I ground vehicle. All Spending Cash, Common Items, and vehicles gained through use of this ability are removed from play at the end of each mission — probably finding their way back onto the truck from which they "fell." You may use this ability a number of times per mission equal to 1/2 your Fast level (rounded up).

Larceny III: Once per round, you may make a Security/Disable or Security/Hotwire check as a free action. You may ignore all penalties for not possessing the proper kit when making this check. You may use this ability a number of times per session equal to your starting action dice.

Larceny IV: When you use your *larceny II* ability, you gain 1 of the following: $400 in Spending Cash, 2 Common Items, or 1 Caliber II ground vehicle.

LEADERSHIP (CHARISMATIC HERO, STRONG HERO)

You possess a fierce strength of character that others naturally follow.



Leadership I: Each Joint Action you lead requires 1 half action.

Leadership II: Once per session as a free action, you may advise a number of teammates or allies up to your Charisma modifier + 1 (min. 1). These instructions must be specific, such as "Cover Molly while she gets the door open!" as opposed to "Help Molly!" While carrying out this order, each teammate and ally who can see or hear you gains a +1 synergy bonus with all skill checks made in support of the order (per the GC's discretion). You also gain this bonus when making a skill check that supports your own order. If you're the only character to benefit, you need not speak to use this ability.

Leadership III: Once per session when making a team skill check, you may choose which teammate makes the check. Alternately, as a half action, you may share any focus or weapon proficiency you possess with one of your teammates or allies until the end of the current session.

Leadership IV: You may use your *leadership II* ability twice per session and its synergy bonus increases to +2.

Leadership V: Once per session when you or a teammate who can see or hear you suffers an error, you may "take the action back." The acting character may instead take any *other* action requiring at least the same amount of time (he may *not* try the same action again until after this new action is taken). You must declare that you're using this ability before the GC or an opposing player spends action dice to activate the error as a critical failure.

LINGUIST (SMART HERO, CHARISMATIC HERO)

You're well traveled and possess a keen intuition about foreign cultures.

Linguist I: You gain 1 Cultures focus and the corresponding forte.

Linguist II: Each time you fail a Cultures/Communication check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your career level + 20. If more than 1 grade of success is possible, you achieve only the lowest possible positive result.

Linguist III: When making a Cultures skill check without the proper focus, you suffer only a –2 penalty (rather than reducing your ranks to 1/2 standard, as normal).

MAD SCIENCE (SMART HERO)

It's alive. ALIIIIIVE!

Mad Science I: You gain the Science (Super Science) focus and the corresponding forte.

Mad Science II: The time required for you to complete a Science check decreases to 1/2 standard (rounded up, min. 5 minutes).

Mad Science III: When making a Science skill check without the proper focus, you suffer only a –2 penalty (rather than reducing your ranks to 1/2 standard, as normal).

Mad Science IV: The Power Rating of each gear item you create or optimize with a Science check increases by an additional 1 (to a maximum of 11).

Mad Science V: Once per session as a full action, you may spend a Reserve Gear Pick to reveal a hidden gadget. You immediately gain the use of 1 Gadget pick of your choice, of a Caliber up to the mission's current Caliber. This gadget lasts until the end of the scene, its battery life is consumed, or it is *broken* or *destroyed*, whichever comes first.

14

MANHUNTER (DEDICATED HERO, FAST HERO)

Nothing comes between you and your quarry.

Manhunter I: Once per mission, you may declare 1 special character or standard NPC type as your prey, gaining an insight bonus equal to your Manhunter Tier with all Investigation, Search, Sense Motive, and Survival checks targeting or opposed by this character or NPC type.

Manhunter II: Each of your attacks may inflict 1 die of sneak attack damage against your prey.

Manhunter III: When you're the Predator in a Dramatic Conflict involving your prey, the starting Lead decreases by 1. Further, once per scene, when you're the Predator in a Dramatic Conflict involving your prey, you may choose your Strategy *after* your prey has revealed his (rather than choosing and revealing them simultaneously, as normal).

Manhunter IV: Each of your attacks may inflict 1 additional die of sneak attack damage against your prey (for a total of 2 dice).

METHODICAL (SMART HERO, STRONG HERO)

You're proof that practice makes perfect.

Methodical I: Once per combat as a free action, you may take an Anticipate or Taunt action targeting 1 opponent you have successfully attacked during the current combat.

Methodical II: Each time you make a successful opposed skill check, you gain a +1 bonus the next time you target the same opponent with the same check.

Methodical III: Each time your error range increases with a Smart Hero or Strong Hero class skill check, the modifier decreases to 1/2 standard (rounded down).

Methodical IV: Each time you make a successful opposed skill check, you gain a cumulative +1 bonus the next time you target the same opponent with the same check (max. +3).

Methodical V: Each time you suffer a penalty with a Smart Hero or Strong Hero class skill check, the penalty decreases to 1/2 standard (rounded up).

PRESCIENCE (DEDICATED HERO)

You possess a keen understanding of your surroundings.

Prescience I: Your base Fortitude, Reflex, and Will save bonuses increase by 1 each.

Prescience II: Each time you fail a Sense Motive/Detect Lie check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your career level + 20. If more than 1 grade of success is possible, you achieve only the lowest possible positive result.

Prescience III: You gain a +3 bonus with Notice/Awareness and Search/Perception checks.

Prescience IV: Once per session as a free action, you may ask the GC a number of personal questions about a character you have just met equal to your starting action dice. Sample questions include "What does the man in the suit do for a living?" and "What is the lady's favorite author?" The target may conceal an answer by spending 1 action die per question ignored. Once a target has spent an action die to ignore a question, you may never re-ask that character that question with this ability.

Prescience V: You gain 1 additional half action during the first round of each combat.

PUGILISM (STRONG HERO)

You're a skilled unarmed combatant, able to exploit your strengths — and your opponents' weaknesses — to your best advantage.

Pugilism I: You gain the Unarmed proficiency. Further, you no longer suffer the standard –4 penalty with unarmed attack checks when converting lethal damage to subdual damage.

Pugilism II: Your unarmed attacks gain the *armor-piercing* quality equal to your Pugilism Tier.

Pugilism III: Your die size when rolling unarmed damage or adding action dice to unarmed attack or damage checks increases by 1 step (e.g. from 1d4 to 1d6, etc.).

Pugilism IV: Your melee Reach increases by 5 ft.

Pugilism V: You may apply 1 additional trick from any unarmed "Basics" or "Moves" feat to each of your actions — in addition to the standard limit of 1 trick from these feats.

REACTION (FAST HERO)

Your reflexes are honed to razor sharpness.

Reaction I: You gain an insight bonus with Reflex saves equal to your Reaction Tier.

Reaction II: When you aren't *flat-footed* and make a successful Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you suffer no damage.

Reaction III: Once per round when you're the target of an attack that misses you by 5 or more, you may immediately take a 5 ft. step as a free action.

Reaction IV: Once per session as a free action, when you're the target of a successful attack but before damage is rolled, you may increase your Defense to 1 higher than successful attack result. Your Defense remains reset until the end of the current round.

Reaction V: When you aren't *flat-footed* and fail a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you suffer 1/2 damage (rounded down).

RUMORS (CHARISMATIC HERO)

Your network of informers is always feeding you valuable information.

Rumors I: Once per session, you may request a hint from the GC for which the GC gains no action dice. If the GC refuses, you gain 1 bonus action die.

Rumors II: You may spend 1 hour consulting your sources — in person or by phone — to make a Request check for a dossier without spending action dice. Your Charismatic Hero class level is added to the roll instead of your career level. This Request check takes place outside Faction channels and ignores all Faction restrictions, such as the organization's Tools Rating. You may use this ability a number of times per session equal to your starting action dice.

Rumors III: Once per session, you may choose 1 specific person or location, clandestinely intercepting the next telephone call, email, or other communication to or from the target without making a skill check (though if it's encrypted, you must still decipher it). You also learn the address, phone number, or frequency from which the message was sent.

15

Rumors IV: You may use your *rumors I* and *rumors III* abilities up to twice per session each.

Rumors V: Once per mission, you may determine the city or 20-mile × 20-mile area in which any 1 special character is located. This requires a number of hours equal to the target character's career level × 8. You may not perform any other non-free actions when using this ability.

SAMARITAN (DEDICATED HERO)

You're a healer who will go to any length for your teammates.

Samaritan I: Each Medicine/Stabilize check requires 1 half action for you.

Samaritan II: When you make a successful Medicine/First Aid check, the target character heals twice the standard amount of vitality, subdual damage, wounds, and/or accumulated damage.

Samaritan III: When a teammate or ally is *unconscious* or *dying*, you may choose to target him with this ability. While this ability remains active, you gain 1 additional half action and may only take move or run actions that bring you closer to the injured character, or actions or skill checks to stabilize, move, or heal that character. If you take any other action, or the target character becomes *conscious* or dies, this ability immediately ends, you are sent *reeling* for 1 full round, and you may not use the ability for the rest of the scene.

Samaritan IV: Immediately before making a Medicine check, you may choose to suffer an amount of stress damage up to your Dedicated Hero level to gain a morale bonus with this check equal to the stress damage suffered. This stress damage may not decrease by any means, though it may wear off as normal.

Samaritan V: While under the effects of the *samaritan III* ability, you and your target character gain a bonus to Defense equal to 1/2 your Dedicated Hero class level, as well as an amount of damage reduction equal to your Wisdom modifier (min. 1).

SAVAGERY (STRONG HERO)

Your ferocious fighting style terrorizes your opponents.

Savagery I: You gain the *unnerving I* NPC quality.

Savagery II: Once per combat after making an attack against a target in CQB Range, you may automatically inflict the maximum possible damage, as if you rolled the highest value possible with each of your damage dice. If you benefit from any bonus dice to this attack (e.g. action dice, sneak attack damage, etc.), they are rolled as standard. All damage inflicted when you use this ability is lethal only. Further, the attack gains the *takedown* quality.

You may not activate this attack as a critical hit, even if you score a threat with your attack check. Further, if you use this ability with an Autofire or Strafe action, it only affects the attack's damage upon the first target. Finally, if you use this ability with a Burst action, it only affects the first shot's damage.

Savagery III: You gain an insight bonus equal to your Savagery Tier with Intimidate checks targeting an opponent you have damaged this scene.

Savagery IV: You may use your *savagery II* ability up to twice per combat.

Savagery V: Once per combat, when you make a successful Standard Attack against a standard character possessing a lower Strength score than yours, you may instantly kill the target.

SOAK IT UP (TOUGH HERO)

Your incredible toughness pays off in spades.

Soak it Up I: You gain 1 point of damage reduction (DR 1/—).

Soak it Up II: You gain a +1 natural armor bonus against melee, unarmed, and hurled attacks. A "natural armor" bonus is a named bonus type and subject to all standard stacking rules *(see pages 92 and 328 of the Spycraft 2.0 Rulebook)*.

Soak it Up III: You gain 1 additional point of damage reduction (for a total DR of 2/—).

Soak it Up IV: You gain an additional +1 natural armor bonus against melee, unarmed, and hurled attacks (for a total bonus of +2).

Soak it Up V: You gain 1 additional point of damage reduction (for a total DR of 3/—).

STRATEGIST (SMART HERO, TOUGH HERO)

You have a keen tactical insight, allowing you to consistently second-guess your opponents.

Strategist I: The Tactics skill is always a class skill for you. Further, you gain a morale bonus with Tactics checks to your Strategist Tier.

Strategist II: When you take a Delay or Ready action, your Initiative Count remains unchanged regardless of when your action occurs during the round.

Strategist III: Once per session during a Dramatic Conflict, as a free action, you may choose your Strategy *after* your opponent has revealed his (rather than revealing them simultaneously as normal).

Strategist IV: Your *strategist II* ability applies to all teammates within your CQB Range.

Strategist V: Once per session at the beginning of combat, you may target 1 special character or 1 group of standard characters within your line of sight and make a Tactics (Wis) check (DC equal to 10 + the target's Will save bonus × 2). With success, the target loses access to 1 Knack with a Tier no higher than your starting action dice or 1 NPC quality with a total XP value no higher than your starting action dice for the duration of the current scene.

STURDY (TOUGH HERO)

You're well prepared to survive in hostile environments.

Sturdy I: Once per mission during the Intel phase, you may choose 1 terrain type, gaining the *camouflaged* NPC quality when you're located in this terrain. This ability lasts until the end of the current mission.

Sturdy II: You gain a morale bonus equal to your Sturdy Tier with all saving throws made to resist contagions.

Sturdy III: Your overland travel speed increases by 10 ft. Further, you gain an insight bonus with all Knowledge checks made to navigate through wilderness equal to 1/2 your Tough Hero class level (rounded up).

Sturdy IV: Once per session, you may spend 1 hour scouring a 500 ft. × 500 ft. area for useful gear or other items, after which you may make a Gear check that does not cost you a Reserve Common Item. With success, you find 1 Common Item of your choice. Unless the GC determines otherwise, the chosen item must be native to the surrounding terrain (e.g. a flashlight may not be found in an unexplored jungle, a roll of tape may not be found in a sealed Mayan temple, etc.).

Sturdy V: You may ignore effects that would cause you to become *fatigued*. Further, when you suffer an effect that would apply the *exhausted* or *sleeping* conditions, you instead suffer the effects of being *fatigued*.

16

SUPPLIES (CHARISMATIC HERO, TOUGH HERO)

You keep a private stash of gear — just in case.

Supplies I: At the beginning of each mission, you gain an additional number of Common Items equal to your Supplies Tier + 2.

Supplies II (city): During the Intel Phase of each mission, you may hold up to an additional 2 Reserve gear picks and up to an additional 2 Reserve Common Items (even if your Wisdom modifier is +0 or lower). Further, the delivery time for each Reserve gear pick decreases to 1/2 standard (rounded up).

Supplies III: During the Intel Phase, you or any 1 of your teammates may choose 1 gear pick as if the mission's Caliber were 1 higher. If the mission is Caliber V, you or any 1 of your teammates may instead choose 1 additional Caliber I mission gear pick of any type.

Supplies IV: Once per mission, when a piece of personal or mission gear owned by you or one or your teammates is lost or destroyed, you may reveal that you possess a second, identical piece of gear available. Regardless of your current location, it takes 1d4 hours to retrieve this gear.

TEAMWORK (CHARISMATIC HERO, DEDICATED HERO)

You're an excellent ally in difficult situations.

Teamwork I: When you participate in a Joint Action, you are not counted when determining the maximum number of teammates and allies who may participate or when calculating the DC of the leader's Tactics check.

Teamwork II: You may increase the error range of a teammate's skill check not made as part of a Dramatic Conflict by 1 to reduce the time required to make the check to 1/2 standard (rounded up, min. 5 minutes). You may target only 1 teammate at a time with this ability. Further, you may not perform any other non-free actions when using this ability.

Teamwork III: When you're a helper in a cooperative skill check, the synergy bonus you contribute increases by an amount equal to your Teamwork Tier.

Teamwork IV: So long as a teammate can hear or see you when he makes a roll, you may spend and roll 1 of your action dice to boost the teammate's result. When you use this ability, you *always* roll one of your own action dice and add your own action die modifiers; the teammate's dice are *never* used and his modifiers are *never* applied. No single roll may benefit from this ability more than once, even if multiple characters with this ability are present on the team.

Teamwork V: At the start of any round, you may declare that you're supporting 1 teammate who can hear or see you. Until the end of the current round, the target teammate's threat ranges with all skill checks increase by 2 each and his Initiative Count rises by 5. You may not perform any non-free actions during a round in which you support a teammate, and each character may only benefit from 1 use of this ability at any time.

17

UNCANNY DODGE (FAST HERO)

You have a preternatural ability to avoid danger.

Uncanny Dodge I: You retain your Dexterity bonus to Defense (if any) even when *flat-footed* or being attacked by an invisible adversary (though you still lose your Dexterity bonus to Defense when *held*).

Uncanny Dodge II: You never become *flanked*.

Uncanny Dodge III: You gain a bonus with Reflex saves made to avoid security devices, as well as a bonus to Defense against attacks made by security devices, equal to your Uncanny Dodge Tier.

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

Uncanny Dodge V: You never become *flat-footed* and may not be targeted with Coup de Grace actions unless you are *held* or *unconscious*. This does *not* prevent you from making skill checks possessing the Concentration tag.

UNDERCOVER (CHARISMATIC HERO)

You're a master of disguise.

Undercover I: The Power Rating of each cover identity you gain increases by 1 (to a maximum of 11).

Undercover II: Twice per session, you may make a Falsify/Disguise or Sneak/Hide check that would ordinarily require 2d4 minutes or less as a free action, ignoring any kit requirements.

Undercover III: Once per session, you may spend 1 action die to force an opponent to re-roll a successful skill check that would penetrate your disguise or cover. You may not use this ability to force an opponent to re-roll a critical success.

VEHICLE EXPERTISE (FAST HERO)

For you, driving is like breathing... only *faster*.

Vehicle Expertise I: You gain 1 Drive focus and the corresponding forte.

Vehicle Expertise II: When you're the Prey in a chase, the starting Lead increases by 1. When you're the Predator in a chase, the starting Lead decreases by 1.

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

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

Vehicle Expertise IV: When you make a Drive check when piloting a vehicle for which you do not possess the appropriate focus, your Drive bonus is not reduced to 1/2 standard (though you still suffer all non-proficiency penalties as normal).

Vehicle Expertise V: Once per session when operating any vehicle or mount, you may make a Maneuver check with a DC up to your Fast Hero class level + 20 without making a skill check. Alternately, during a chase Conflict, you may choose the "That's Impossible!" Strategy.

VERSATILITY (SMART HERO)

Your background has prepared you well for life's many and diverse challenges.

Versatility I: You may choose any 1 skill. This skill is always a class skill for you.

Versatility II: You may choose any 2 additional skills (for a total of 3). These skills are always class skills for you.

Versatility II: You may choose any 3 additional skills (for a total of 6). These skills are always class skills for you.

WEAPON SPECIALIZATION (STRONG HERO)

You've dedicated your life to the mastery of a single weapon.

Weapon Specialization I: You may choose 1 Caliber I or II weapon as your "weapon of choice," gaining the appropriate weapon proficiency. Further, you gain this weapon as part of your Possessions at the beginning of each mission.

Weapon Specialization II: You gain the corresponding forte for your weapon of choice. Further, when using your weapon of choice, your error range decreases by 2 (min. 0).

Weapon Specialization III: You inflict an additional 1d4 damage with each successful attack made using your weapon of choice. When making a ranged attack, this bonus damage applies only when the target is located within CQB Range.

Weapon Specialization IV: Once per round, you may make 1 additional final attack against a standard character with your weapon of choice.

Weapon Specialization V: The number of action dice required for you to activate a critical hit with your weapon of choice decreases by 1 (min. 0).

18

OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Spycraft 2.0 Rulebook, Copyright 2005, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Scott Gearin, and Patrick Kapera. Spycraft Espionage Handbook Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson. Spycraft 1960s Decade Book Copyright 2003, Alderac Entertainment Group, Inc.; Authors Robert J. Defendi, B.D. Flory, Scott Gearin, Clayton A. Oliver. Spycraft Agency Copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver, Steven Peterson. Spycraft Battlegrounds Copyright 2005, Alderac Entertainment Group, Inc.; Authors Andy C. Davis, Alexander Flagg, Clayton A. Oliver, Jason Olsan, Patrick Parrish. Spycraft Mastermind Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver. Spycraft U.S. Militaries Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera. Spycraft World Militaries Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera. Spycraft Modern Arms Guide Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allaird, Rob Dake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon. Spycraft Faceman/Snoop Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver. Spycraft Fixer/Pointman Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin. Spycraft Soldier/Wheelman Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B.D. Flory, Scott Gearin, Patrick Kapera. Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkinson, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

OPEN GAME CONTENT

This release of Back to Basics is done under version 1.0a of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent releases of this document will incorporate final versions of the license, guide and document.

Crafty Games' intention is to open up as much of Back to Basics as possible to be used as Open Game Content (OGC), while maintaining Product Identity (PI) to all aspects of the Spycraft intellectual property. Publishers who wish to use the OGC materials from this book are encouraged to contact pkapera@iinet.com if they have any questions or concerns about reproducing material from Back to Basics in other OGL works. Crafty Games would appreciate anyone using OGC material from Back to Basics in other OGL works to kindly reference Back to Basics as the source of that material within the text of their work. Open Game Content may only be used under and in accordance with the terms of the OGL as fully set forth in the opposite column.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0a: Any and all Spycraft logos and identifying marks and trade dress, including all Spycraft product and product line names including but not limited to The Spycraft 2.0 Rulebook, Bag Full of Guns, Flags, Ten Thousand Bullets, the Toolkit series, World on Fire, The Spycraft Espionage Handbook, Control Screen, Agency Guide, Battlegrounds Sourcebook, Mastermind Guide, Modern Arms Guide, Faceman/Snoop Class Guide, Fixer/Pointman Class Guide, Soldier/Wheelman Class Guide, Season Book #1: Gentleman's Agreement and all subsequent Season Books, 1960s Decade Book and all subsequent Decade Books, The Shadowforce Archer Worldbook, The African Alliance Chamber Book, The Archer Foundation Chamber Book, The Company Chamber Book, The European Commonwealth Chamber Book, The Guardians of the Whispering Knife Chamber Book, The Pan-Asian Collective Chamber Book, The Room 39 Chamber Book, The Russian Confederacy Chamber Book, and all subsequent Chamber Books, The Hand of Glory Threat Book, The P.E.R.I.L. Threat Book, The Shop Threat Book, and all subsequent Threat Books, website support materials (including, but not limited to, all free game support items such as Living Spycraft. Shadowforce Archer, and other setting missions and the Errata and Master Rules Documents), and all Spycraft logos; any elements of any Spycraft setting, including but not limited to capitalized names, organization names, Faction names, project names, code names, characters, gadgets, historic events, and organizations; any and all stories, storylines, plots, thematic elements, documents within the game world, quotes from characters or documents, and dialogue; and all artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and poses, except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, all portions of Back to Basics are designated as Open Gaming Content.

USE OF MATERIAL AS OPEN GAME CONTENT: It is the clear and expressed intent of Crafty Games to add all classes, skills, feats, gear, and NPC statistics contained in this volume to the canon of Open Game Content for free use pursuant to the Open Game License by future Open Game publishers.

Some of the portions of this release which are delineated OGC originate from the System Reference Document and are © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE: "Spycraft Copyright 2006, Crafty Games."

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with permission.

All contents of this release, regardless of designation, are copyrighted year 2006 by Crafty Games. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review of use consistent with the limited license above.

19