

SPYCRAFT™

ROLEPLAYING GAME

VERSION 2



**ORIGIN OF THE SPECIES:
LIGHT OF OLYMPUS**

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INTRODUCTION

Welcome to **Origins of the Species**, your destination for non-human races in *Spycraft*. Each installment in this series of toolkit products contains everything you need to incorporate a collection of fantasy or futuristic, mutant, or mythological species into your *Spycraft* games. These character options are timeless and setting-free, allowing you to drop them into any location, time period, or backdrop. All that's required is GC approval that they fit within the cosmology of the world.

To make it easy to fold races into any setting, they intentionally lack the lavish histories and detailed proclivities seen in similar products for other games. Each race featured in an *Origin of the Species* product is equally suitable for player characters and NPCs and may become a dominant species within the world, part of a diverse network of species, a type of "monster" to be hunted and killed, or something more elusive or bizarre. Where rules and character options establish personality, alternate options are presented to allow the GC and players to tailor the species to their specific tastes.

No special campaign qualities or other rules are required to incorporate *Spycraft* races. Further, these races are intentionally modular. For the most part, basic physical characteristics are discreetly handled with Origin options and abilities that might clash with campaign premises are usually tucked into feats that are clearly marked as requiring GC approval.

WAIT... YOU'RE A WHAT?

Adding additional species to a setting is a momentous decision and requires a bit of planning before you start making characters. The GC should give some thought to how nonhuman races fit into the setting. For instance, in a Bronze Age fantasy setting, Greek races like those seen in this release seem obvious, but they could alternately be held off as big storyline reveals. Wise, fierce centaur guides and deadly, alluring sirens can be introduced into seemingly normal modern or low-fantasy games from distant and fantastic realms. They might even be borne of nightmare itself.

Centuars, gorgons, and other species are simple to include in a feudal fantasy or historical setting. Reclusive centaur hunters might dominate the wilds. Deadly gorgons can oversee vast underground labyrinths and other locations throughout the adventuring landscape. The utility doesn't end with fantasy campaigns, though; nonhuman species can add an interesting twist to any setting that typically includes men alone, such as Victorian England or the Wild West. Jack the Ripper could become a killer of mermaids, perhaps driven to madness after a beloved brother was lost to their supernatural wiles. A small-town sheriff and his deputies might track down a group of bandits, only to find them slaves of a vicious and greedy faun who's lost his way through "the fantasy of time."

Modern settings featuring nonhumans generally fall into two camps. The first is contemporary fantasy, where the nonhumans have always existed alongside mankind. This is a logical modernization of many historical settings, and makes for an amazing world-building exercise. The visuals are cool, too, if a bit surreal: wealthy fauns in tailored business suits, reading the morning paper on their ride into the office; centaur police running down pickpockets and thieves;

triton oceanic explorers, researching the untapped depths of the Earth's seas; and more. Another option shifts nonhumans out of everyday sight, perhaps for the duration of the campaign, or only as long as the plot demands. Chance or predestined encounters with the fantastic are an exciting change to an otherwise plausible backdrop, instilling a sense of mystery or horror in the festivities. As a bigger, more explosive option, a lone scout could simply explode into the world, maybe to be captured as a freak, only to deliver a message from his long-hidden kin: "We are not amused." What comes next? Invasion and war? Tense negotiations with an alien culture? Perhaps a pre-emptive strike into the heart of the nonhumans' homeland can yield the answers before it's too late.

The other contemporary camp introduces nonhumans as creations of human science. The options here are myriad. Secret agents might be ordered to track down (or perhaps train) a gorgon cloned from an unknown tissue sample found at an archeological dig. A colony of gene-spliced merfolk could be released into the wild by a wealthy eccentric bent on making the fairytales of his youth into reality. Centuars and other nonhumans could be byproducts of super-science experiments gone wrong, merging or altering human test subjects in horrific and unforeseen ways.

Near-future settings can go either of these ways, or might bring nonhumans into play as mutations in a post-apocalyptic world. Inheritors of myth might walk the Earth as demigods, or flood through multi-dimensional rifts merging worlds across space and time. Likewise, science fiction settings might permit such radical transformations by choice: in some games, self-editing technology could allow for complete body or even psyche rebuilds. And what are most aliens if not variations on many original fantasy concepts? Some of these otherworlders might even have come to Earth long ago to plant seeds of their kin amongst humanity...

Any of these options can be used to introduce nonhuman opponents as NPC threats, but allowing players to become things of myth has even greater potential. In any setting, nonhuman player characters can be outcasts and exiles working with human heroes to make new homes for themselves. They could become "heroes" of reverse-fantasy realms, rebuffing the genocidal encroachment of humans and other conventional species. At the height of their societies, mythic nonhuman characters might control the strength of entire city-states, becoming major political players rather than mere beasts.

We hope you find these new species as exciting and inspirational as we do. Whether you use one species at a time or many, these tools can offer distinctive flair to settings and take them in fresh directions. They can incite dreaming wonder or freakish horror, but they always entertain. Ultimately, they're another powerful tool in the kit, waiting to find a home in your latest creation.

ORIGINS

A player may create a nonhuman character simply by choosing a species Talent. For more information about these Talents, consult Table 1: Origins (see page 7) and Table 2: Height, Weight, and Age Categories (see page 8). Most of the characteristics and rules for each species are covered by two parts of its Talent: Nature and Type. Either or both of these may be required for character options specifically available to members of certain species, and may also expose them to a variety of abilities and effects.

NATURE

Each *Spycraft* species is defined in terms of its similarity to humans: how well members of the species fit into human society and the extent to which they benefit from human medicine. There are four racial natures.

Near-Human: A near-human character appears to be almost entirely human, perhaps with modest cosmetic differences (feathers, fur, pointed ears, ridges, scales, unusual pigmentation), slight changes in the placement of internal organs, or quirks of body chemistry (minor allergies, high or low body temperature, peculiar odor). While some of the character's limbs may be strangely shaped, he possesses 2 arms and 2 legs in the usual places. Taken as a whole, these differences are easily masked by clothing and unlikely to cause catastrophic medical errors when a person versed in human medical procedures attempts to aid the character. The error range of each Medicine check targeting a near-human character increases by 1. Further, a near-human character suffers a -2 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Semi-Human: A semi-human character has at least some human features, allowing him to physically pass as a human with a little effort. His body shape is similar to that of a human, probably in the placement of his arms and head, though he may not possess exactly 2 of each primary limb. Aspects of the character's health likely prove baffling to human doctors, with unknown organs and unpredictable chemical tolerances making major surgery risky. The error range of each Medicine check targeting a semi-human character increases by 2. Further, a semi-human character suffers a -6 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Quasi-Human: A quasi-human character is unlikely to pass as a human being, but may be able to briefly keep up such a charade with a carefully constructed disguise or by strictly controlling his exposure (by keeping to the shadows, remaining at odd angles from nearby cameras, and taking similar precautions). The character's senses, internal organs, and/or biochemistry noticeably vary from that of humans and are likely non-mammalian in nature, though their function is still analogous to that of various other animals found on Earth (such as fish or insects). The error range of each Medicine check targeting a quasi-human character increases by 4. Further, a quasi-human character suffers a -10 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Non-Human: A non-human character is entirely alien, with *nothing* to physically suggest its relation to the human race. The character may use tools to emulate human actions (a voice synthesizer, for instance, or human-like puppets or robots), but no human would ever mistake it for kin in person. The arrangement of a non-human character's internal organs and chemistry seem unfamiliar to even the best-versed veterinarian or doctor, and human medical procedures become little more than guesswork when applied ("It's leaking... That's probably bad."). The error range of each Medicine check targeting a non-human character increases by 8. Further, a non-human character may *not* disguise itself as a human or blend in with humans; the fact that he is different is always obvious.

These modifiers are symmetrical — humans suffer the same penalties when treated with another species' medicine and when trying to disguise themselves as members of the species or blend into a population made up primarily of that species. When two different

CREATURE TYPES

The *Spycraft 2.0 Rulebook* focuses on humans and animals as primary NPC types, but many settings feature fantastic creatures that don't fit neatly into those two categories. In most d20 products, these beasts and monsters are grouped into a fixed set of "creature types." Each creature type is represented in *Spycraft* with an NPC quality that quickly denotes common characteristics and identifies which are particularly susceptible or resistant to certain effects. In *Spycraft* products, these qualities are often used when describing a character, so any character with the *undead* NPC quality may be referred to as an "undead character." Though only a couple creature types are included in this product, we offer the following reference guide for those times other creature types come up.

D20 SYSTEM	SPYCRAFT NPC QUALITY
Aberration	<i>Horror</i>
Animal	Animal NPC
Construct	<i>Construct or elemental</i>
Dragon	<i>Beast</i>
Elemental	<i>Elemental</i>
Fey	<i>Fey</i>
Giant	No special qualities required
Humanoid	No special qualities required
Magical Beast	<i>Beast</i>
Monstrous Humanoid	No special qualities required or <i>beast</i>
Ooze	<i>Ooze</i>
Outsider	<i>Outsider</i>
Plant	<i>Plant</i>
Undead	<i>Spirit or undead</i>
Vermin	Animal NPC or <i>beast</i>

These NPC qualities will appear in various *Spycraft* fantasy products and additional types may appear in non-fantasy products. Standard and special NPCs without any of these NPC qualities are considered to be "humanoids." Animal NPCs without any of these qualities are considered to be "natural animals."

species interact outside of humans (i.e. a centaur travels amongst gorgons), the largest penalty from either of the species' natures is applied to all interactions between them (in the previous example, both centaurs and gorgons would suffer a -10 penalty with skill checks made to disguise as or blend in with the other race, and their error ranges with relevant Medicine checks increases by 4).

Finally, in some cases, a character's racial nature may promote certain professional or life paths, granting the typical Origin bonus feat *only* when the character chooses one of several pre-defined Specialties (for an example, see the *Centaur* on page 5). These Specialties reflect conventional notions about the race that may not apply in all settings. The Game Control can easily substitute different Specialties that generate the bonus feat, though the number of Specialties offered should always remain the same in order to keep the Talent balanced.

TYPE

A race's type, also referred to as its **creature type**, defines the average Size and other physical characteristics of a member of the species, as well as other rules that apply to him. In all cases except "humanoid," type also corresponds with an NPC quality that introduces other rules and modifiers for the species. These types roughly correspond to those used in other d20 system™ products, though they conform to the particulars of the *Spycraft* system. This release includes humanoids and fey, though other creature types will be seen in future *Origin of the Species* volumes and other products. For a quick overview, see the sidebar on page 4.

In every case when a playable character's type isn't defined, it is considered to be "humanoid." This is also the case with all characters generated exclusively with the Origins in the *Spycraft 2.0 Rulebook*.

GREEK SPECIES TALENTS

This first volume of *Origin of the Species* focuses on common figures of Greek mythology.

Centaur (quasi-human): You are a centaur, a classical half-man, half-horse and probably the best known of the races of Greek myth. You have a human head, arms, and torso, blending into the forward shoulders of a horse at the waist. As a centaur, you're a study in contrasts, sometimes the savage and sometimes the sage. You have a wide range of feats available to you that may further identify your features or tribe you come from.

Type: Large (1×2) quadruped humanoid with a Reach of 1. You use melee and hurled weapons as a Medium character (you do *not* use large-scale weapons). Your encumbrance loads increase by 50% (above and beyond the increase for being Large-sized) and when you take a Run action, your move multiplier increases by 1 (typically to ×5). When you make a running jump, your jump distance increases by 25% (rounded up). Further, you may carry up to 1 Medium-sized rider who is considered mounted, but you do not gain any benefits that a character might normally provide to his mount. Finally, you gain the standard bonus feat from your Specialty *only* if it is Archer, Doctor, Hunter, Instructor, Outdoorsman, Philosopher, Reveler, Spiritualist, Survivor, Tribesman, Warrior, or Wanderer.

- +4 to Strength, Dexterity, or Wisdom, –2 to next highest attribute.
- Your base Speed is 60 ft.
- You gain the *natural attack (kick III)* and *natural attack (trample III)* NPC qualities. If you already possess a kick or trample attack, its Caliber increases by 1 (e.g. kick III becomes kick IV, maximum kick V).
- You gain the *banned checks* NPC quality: You may *not* make Acrobatics/Falling or Athletics/Climb checks.
- You gain the *fatal falls* NPC quality: You suffer 1 additional point of lethal damage per die from falling damage and the damage gains the *keen (20)* quality.
- Favored Classes: If you possess a higher level in any base class than your highest level in either the Scientist or Scout classes, your starting action dice decrease by 2.

Faun (near-human): With legs resembling a deer or goat and small horns erupting from your brow, you are a faun. You possess a wild spirit and a dashing, adventurous soul, enjoying life to the fullest. If a male, you may also be called a satyr.

Type: Medium biped fey. You ignore all penalties from aging beyond the adult category, remaining vigorous until death. Further, each time you may choose an additional permanent feat, you may instead gain 1 feat from the Terrain tree. Natural animals will not attack or flee from you unless they are diseased, poisoned, trained to do so, or attacked by you or your teammates. Finally, you do *not* gain the standard bonus feat from your chosen Specialty.

- +4 to lowest of Dexterity or Charisma, –2 Wisdom.
- Your base Speed is 40 ft.
- Acrobatics, Impress, and Networking are always class skills for you. Further, your result caps with these skills increase by 5 (maximum 60).
- Your base Defense increases by 2.
- You gain a +2 insight bonus with saves made against disease and poisons. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.
- You gain the *natural attack (gore I)* NPC quality. If you already possess a gore attack, its grade increases by 1 (e.g. gore I becomes gore II, maximum gore V).
- Favored Classes: If you possess a higher level in any base class than your highest level in either the Advocate or Intruder classes, your starting action dice decrease by 2.

Gorgon (near-human): Crowned with serpents instead of hair, you are a gorgon. Your species combines aspects of man and snake, possessing a cunning hypnotic allure that is only enhanced by your inherent might. You do not initially possess the ability to turn people to stone, but your gaze may still become quite fatal over time.

Type: Medium biped humanoid. You do *not* gain the standard bonus feat from your chosen Specialty.

- +3 Constitution, +3 Charisma, –2 Wisdom.
- Your base Speed is 30 ft.
- You gain the *dread I* NPC quality: Each time an opponent attacks you and misses, he suffers 1 point of stress damage.
- You gain the *improved scent* NPC quality: Your base scent range is equal to your Wisdom score × 10 ft. Further, you gain a +6 bonus with Survival/Tracking checks made primarily with your sense of smell.
- You gain the *natural attack (gore III)* NPC quality: If you already possess a gore attack, its Caliber increases by 1 (e.g. gore III becomes gore IV, maximum gore V). Further, each of your gore attacks gains the *injector* quality.
- You gain the *venomous II* NPC quality: You produce 3 doses of improved neurotoxin or improved psychotropic poison at the start of each scene. These doses cannot be saved or stockpiled from scene to scene, but may be used with your gore attack or applied to items or weapons during each scene. Further, you again a +4 bonus with all saves made to resist your own poison.
- The disposition of each character who does not share your native culture and is aware of your Talent decreases by 1 grade.

TABLE 1: ORIGINS

Talents	Attribute Modifiers	Benefits
Centaur	+4 Str, Dex, or Wis, -2 next highest	Large, base Speed (60 ft.), kick III, trample III, fatal falls, banned checks (Climb, Falling), favored class (Scientist, Scout)
Faun	+4 Dex or +4 Cha, -2 Wis	Fey, Base speed (40 ft.), class skill (Acrobatics, Impress and Networking), Defense +2, resist disease/poison, gore I, favored class (Advocate, Intruder)
Gorgon	+3 Con, +3 Cha, -2 Wis	Dread, improved scent, gore III, venomous II (improved neurotoxin/improved psychotropic)
Triton	+2 Str, +2 Cha	Fey, Large, base Speed (5 ft.), swim Speed (40 ft.), water-breathing, free Bribe check, beguiling, banned checks (kick, Balance, Climb)
Specialties	Bonus Feat	Benefits
Archer	Bullseye	Extra proficiency and forte (Hurled, Exotic), camouflage, extra Possession (bow + 2 upgrades), hurled damage bonus
Philosopher	Depth of Study	Improved Cheap Shot (Int), "Former Students" contact, extra skill points
Reveler	Wild Revelry	Charm, extra Possessions (2 invitations), second chance with Fort save, Networking bonus
Seducer	Fan Service	Improved wardrobe/appearance, seduction bonus, paired Culture and Impress skills

Triton (semi-human): You're the classical Greek merman or mermaid with a fishlike tail replacing your legs and hips. Your unearthly presence can be overwhelming for most, as you grow to embody the ancient pull and terrifying might of the untamed sea. If a female, you're often called a siren.

Type: Large (1×2) serpentine fey with a Reach of 1. You use melee and hurled weapons as a Medium character (you do *not* use large-scale weapons). Further, you ignore all penalties from aging beyond the adult category, remaining vigorous until death. Also, each time you may choose an additional permanent feat, you may instead select 1 feat from the Terrain tree. Natural animals will not attack or flee from you unless they are diseased, poisoned, trained to do so, or attacked by you or your teammates. Finally, you do *not* gain the standard bonus feat from your chosen Specialty.

- +2 Strength, +2 Charisma.
- Your base swimming Speed is 40 ft. and you suffer no penalties for being submerged. However, your base walking Speed is 5 ft. and while on foot you are always considered *prone* (or *sprawled* when already knocked *prone* or *sprawled*).
- You may breathe freely in air or water.
- Once per session, you may make a Bribe check at the minimum Bribe value without paying the standard cost (see the *Spycraft 2.0 Rulebook*, pages 121 and 163).
- You gain the *beguiling* NPC quality: When you succeed with a Taunt action, you may cause the opponent to become *fixated* on you for a number of rounds equal to your Charisma modifier (minimum 1). This replaces the action's standard result. Further, if you score a critical success with your Taunt skill check, or your opponent suffers a critical error when opposing your Taunt skill check, you may also inflict damage on that opponent a single time (using a different action) without interrupting his fixation. You may use this ability a number of times per scene equal to your starting action dice.
- You gain the *banned checks* NPC quality: You may not make Kick attacks, Acrobatics/Balance, or Athletics/Climb checks.

SPECIALTIES

The following Specialties are suitable for natives of the modern era, but may also prove particularly useful when creating characters in a bronze-age campaign setting.

For more about Specialties, see page 17 of the *Spycraft 2.0 Rulebook*.

Archer: You've made a living with your skill using the bow, either as hunter or a warrior.

- Bonus Feat: Bullseye.
- You gain the Exotic (Hurled) weapon proficiency and corresponding forte.
- You gain the *camouflaged* NPC quality for 1 terrain type. You may re-choose this terrain type each time you gain a Career Level (though you still only gain this benefit in 1 terrain type).
- Your Possessions include 1 additional Caliber I or II bow of your choice. Further, you gain 2 free upgrades for this weapon.
- Each time you make a successful hurled attack that inflicts lethal damage on a standard character or standard animal, you may inflict 1 additional point of lethal damage. This bonus damage increases by an additional 1 at Career Levels 5, 10, 15, and 20.

Philosopher: You like to pick apart assumptions to find deep truths and deeper questions.

- Bonus Feat: Depth of Study.
- Once per session, you may apply a verbal Cheap Shot trick to an attack targeting a character's Intelligence without suffering the standard -4 penalty or increased error range.
- You gain "Former Students" as an acquaintance-grade scholastic contact. This contact improves by 1 grade at Career Levels 5, 10, and 15.
- You gain 4 additional skill points at Career Level 1, and 1 additional skill point for each Career Level gained thereafter.

ORIGIN OF THE SPECIES: LIGHT OF OLYMPUS

SPECIES CULTURES AND MEDICINE

When introducing additional species to a setting, the GC may wish to add additional focuses to the Cultures skill to represent familiarity with their customs. This is particularly appropriate if the new species controls a vast civilization, lives in relative isolation from surrounding communities, or has a unique language. Some species, such as humans on modern Earth, are diverse enough to warrant several Cultures focuses.

Also, in any world featuring multiple species with different biology, the Game Control should consider adding the following quality.

Species Medicine (+0 XP, Seasons Only): Medicine becomes a focus skill (see the *Spycraft 2.0 Rulebook*, page 98). The character's first (free) focus in this skill always corresponds to his species, though additional focuses are available for each other species as well. When a character possesses the appropriate Medicine focus, he ignores penalties inflicted for working on a species of a different nature (see page 3). A character may also acquire a Medicine forte in one or more species for which he already possesses the appropriate focus, gaining the benefits of a standard skill forte (see the *Spycraft 2.0 Rulebook*, page 98).

In a campaign featuring this quality, medical kits also become species-specific, though they remain marginally effective with other species as well. When a species-specific medical kit is used to treat another species, it is considered to be 1 grade lower (e.g. a Triton medical kit II still serves as a medical kit I when treating a human or gorgon). A grade I kit offers no benefit when treating another species.

Reveler: You're the original party animal, whose joy in life sometimes exceeds good sense.

- Bonus Feat: Wild Revelry (see page 14).
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Your Possessions include 2 additional invitations (local gathering).
- Once per scene, you may make a Fortitude save twice, keeping the result you prefer. You may use this ability one additional time per scene at Levels 7 and 14.
- You gain a +1 insight bonus with Networking checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Seducer: Your practiced charm and honed wiles are almost irresistible. If female, you're often called a seductress.

- Bonus Feat: Fan Service.
- Your wardrobe and Appearance modifier are determined as if your Lifestyle were 2 higher (maximum 10).
- You gain a +2 insight bonus with opposed skill checks made as part of a seduction Dramatic Conflict. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.
- Each time you gain 1 or more ranks in the Cultures skill, you also gain an equal number of ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank.

TABLE 2: HEIGHT, WEIGHT, AND AGE CATEGORIES

Race/Gender	Base Height	Roll	Base Weight	Multiplier*	Infant	Child	Young Adult	Adult	Middle Age	Old	Venerable**
Human, male	56 in.	+(2d10 + Str mod) in.	130 lbs.	×2d4 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Human, female	54 in.	+(2d8 + Str mod) in.	100 lbs.	×2d4 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Centaur, male	64 in.	+(2d12 + Str mod) in.	1,275 lbs.	×2d10 lbs.	0–3	4–10	11–16	17–45	46–69	70–98	99+
Centaur, female	60 in.	+(3d8 + Str mod) in.	1,200 lbs.	×2d10 lbs.	0–3	4–10	11–16	17–45	46–69	70–98	99+
Blood of Ixion†	–6 in.	—	–250 lbs.	—	—	—	×3	×3	×3	×3	×3
Blood of Nessust	+8 in.	—	+300 lbs.	—	—	—	—	—	—	—	—
Faun, male	54 in.	+(2d6 + Str mod) in.	120 lbs.	×2d4 lbs.	0–3	4–10	11–14	15–36	37–50	51–64	65+
Faun, female	51 in.	+(3d4 + Str mod) in.	105 lbs.	×2d4 lbs.	0–3	4–10	11–14	15–36	37–50	51–64	65+
Gorgon, male	58 in.	+(2d10 + Str mod) in.	135 lbs.	×2d6 lbs.	0–4	5–13	14–24	25–60	61–80	81–115	116+
Gorgon, female	58 in.	+(2d10 + Str mod) in.	140 lbs.	×2d6 lbs.	0–4	5–13	14–24	25–60	61–80	81–115	116+
Dragon-Tailed†	+20 in.	—	+120 lbs.	—	—	—	×2	×2	×2	×2	×2
Triton, male	96 in.	+(4d6 + Str mod) in.	350 lbs.	×2d8 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Triton, female	84 in.	+(6d6 + Str mod) in.	310 lbs.	×2d8 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+

* To generate the character's weight, roll the dice listed and multiply the result by the *height roll* (including Strength modifier) before adding to the base weight.

** A venerable character's maximum age is equal to his species' starting age in the venerable category + 3d10. Should the point at which the character naturally dies of old age become relevant, the GC secretly makes this roll.

† When a character possesses this feat, the indicated modifiers are applied to his height, weight, and age categories.

MASTER CLASSES

The pinnacle of specialization for *Spycraft* characters, master classes have steep entry requirements but offer unique class abilities fitting extremely focused themes. Many master classes are associated with a specific group or other highly selective form of training. Likewise, master classes let nonhuman characters refine their natural abilities or overcome their natural weaknesses. Their requirements often include Species feats, as a character must be truly committed to exploring his heritage before training with the most formidable of his kin. A character may take levels in only one master class, however, so the choice to pursue the limits of one's species may come at the cost of other specialized expertise.

LEGENDARY CENTAUR

The Legendary Centaur encompasses a wide range of myths and legends, becoming a primal force of the wild but also embracing the secret wisdom of the wood. While the centaur is not quick to anger or driven to fight, once he's drawn into battle he becomes a holy terror to smaller creatures.

Attributes: As a dedicated hunter and melee warrior, the Legendary Centaur gains the greatest advantage from high Wisdom and Strength scores.

Vitality: 1d12 + Con modifier per level.

REQUIREMENTS

Origin: Centaur

Base Attack Bonus: +6 or higher

Survival: 10+ ranks

Feats: Tracking Basics, any 1 unarmed combat feat

CLASS SKILLS

The Legendary Centaur's class skills are Analysis, Athletics, Impress, Investigation, Medicine, Notice, Profession, Resolve, and Survival.

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

CLASS ABILITIES

Thunderhoof: At Level 1, all adjacent opponents of Medium or smaller size are considered *entangled*. Further, each of your trample attacks inflicts an amount of stress damage equal to your starting action dice. This damage is applied in addition to the attack's standard damage.

Centaur Epitome: You display many of the most renowned traits of your kind. At Levels 1 and 4, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, right). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Terrain feat.

Intuition I: Your keen awareness and hunter's instincts provide you with the same benefits that many modern technologies provide others. At Level 2, as a 1-minute action, you may request a hint for which the GC gains no action dice (see the *Spycraft 2.0 Rulebook*, page 398). If the GC refuses, you gain 1 bonus action die. You may use this ability a number of times per mission equal to your starting action dice.

Glory of the Hunt: At Level 3, once per mission when you're the Predator in a Dramatic Conflict and the Lead is 3 or less, you automatically win the Conflict.

Living Legend: At Level 4, your starting action dice increase by 1.

Stonehoof: Your enemies fall under your hooves like blades of grass. At Level 5, once per round, you may perform a Coup de Grace action targeting 1 opponent with your natural trample attack, even if the target isn't *helpless*. The target must still be at least 1 Size category smaller than you in order for you to trample him. Further, each opponent may be targeted with this ability only once per scene.

LEGENDARY FAUN

The children of Pan are primal forces of revelry, living fires who flit from interest to interest and seemingly master all of them. They skip merrily through life without a care in the world, their social grace and devilish charm ensuring that they blithely avoid most immediate consequences of their actions.

Attributes: The Legendary Faun's grace demands a high Dexterity score and his powerful social reputation likewise requires a commanding Charisma.

Vitality: 1d10 + Con modifier per level.

REQUIREMENTS

Origin: Faun

Dexterity: 13+

Networking: 10+ Ranks

Feats: Charmer, any 1 Species feat

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* class ability and some of these feats involve radical physical transformations (e.g. the Dragon-Tailed feat replaces a gorgon's legs with a serpentine tail). With GC approval, the *epitome* ability may also allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Control should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside missions and therefore most regular play. In settings where such events are exceedingly rare, the GC may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps insure a preservation of the setting and a smooth progression of the story.

CLASS SKILLS

The Legendary Faun's class skills are Acrobatics, Athletics, Cultures, Impress, Networking, Notice, Security, Sense Motive, Sleight of Hand, Sneak, Streetwise, and Survival.

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

CLASS ABILITIES

Beguiling: At Level 1, you gain the *beguiling* NPC quality: When you succeed with a Taunt action, you may cause the opponent to become *fixated* on you for a number of rounds equal to your Charisma modifier (minimum 1). This replaces the action's standard result. Further, if you score a critical success with your Taunt skill check, or your opponent suffers a critical error when opposing your Taunt skill check, you may also inflict damage on that opponent a single time (using a different action) without interrupting his fixation. You may use this ability a number of times per scene equal to your starting action dice.

Life of the Party: At Levels 1 and 4, you may choose the Acrobatics, Impress, or Networking skill. Your maximum rank in the chosen skill increases to your Career Level + 8. This new maximum skill rank may not be further increased by feats or other abilities (though it continues to rise naturally with your Career Level).

Fun Loving: You make casual friends *very* easily, but you never let them get very close. At Level 2, you gain an additional number of acquaintance-grade contacts equal to your starting action dice. The grade of these contacts cannot improve by any means. If the number of starting action dice you receive decreases, you lose access to an equal number of these contacts until you regain your standard number of starting action dice (i.e. if you permanently lose the dice, you also permanently lose the contacts). You may regain these lost contacts in any order, but new contacts may only be gained from this ability after all lost contacts are recovered.

Faun Epitome: You display many of the most renowned traits of your kind. At Level 3, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, below). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Advanced Skill feat.

Living Legend: At Level 4, your starting action dice increase by 1.

Master of Revels: Your zest for life is an unquenchable thirst! At Level 5, you recover 1 vitality point at the end of each round when your current vitality points are less than 1/2 your standard maximum (rounded up). Further, you and each of your allies and teammates within 60 ft. suffer no penalties to Dexterity- or Wisdom-based checks when *drunk*. Finally, while any character who is not an ally or teammate within 60 ft. of you is *drunk*, his disposition toward you improves by 3 grades. This disposition modifier supersedes and does *not* stack with any other ability that automatically affects the character's disposition.

LEGENDARY GORGON

The Legendary Gorgon is a deadly, venomous creature able to kill or terrify with a glance. Ancient gorgons were said to be immortal and their descendants often prove unreasonably difficult to dispatch.

Attributes: A Legendary Gorgon's poisons are supported by Constitution and his gaze attacks are powered by Charisma, making these splendid candidates for his attention.

Vitality: 1d12 + Con modifier per level.

REQUIREMENTS

Origin: Gorgon

Constitution: 15+

Blend: 4+ Ranks

Feats: Eyes of Fear, any 1 other Species feat

TABLE 3: THE LEGENDARY CENTAUR

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+0	+2	+0	+2	+1	+0	1	1R	Centaur epitome, thunderhoof
2	+1	+3	+0	+3	+1	+0	2	1R	Intuition I
3	+2	+3	+1	+3	+2	+1	2	1R, 1W	Glory of the Hunt
4	+3	+4	+1	+4	+2	+1	2	1R, 1W	Centaur epitome, living legend
5	+3	+4	+1	+4	+3	+1	3	2R, 1W	Stonehoof

TABLE 4: THE LEGENDARY FAUN

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+0	+2	+2	+1	+2	+0	0	—	Beguiling, life of the party
2	+1	+3	+3	+2	+3	+0	0	1T	Fun loving
3	+2	+3	+3	+2	+3	+1	1	1T	Faun epitome
4	+3	+4	+4	+2	+4	+1	1	1T, 1R	Life of the party, living legend
5	+3	+4	+4	+3	+5	+1	1	1T, 1R	Master of revels

ORIGIN OF THE SPECIES: LIGHT OF OLYMPUS

TABLE 5: THE LEGENDARY GORGON

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+0	+2	+1	+1	+1	+0	2	—	Coils within coils, gorgon epitome
2	+1	+3	+2	+2	+1	+0	3	1W	Trim +1
3	+2	+3	+2	+2	+2	+1	3	1W	Sisters of stone
4	+3	+4	+2	+2	+2	+1	4	1W, 1G	Gorgon epitome, living legend
5	+3	+4	+3	+3	+3	+1	4	1W, 1G	If looks could kill

TABLE 6: THE LEGENDARY TRITON

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+1	+1	+1	+0	+0	+1	2	1R	Allure +1, between land and sea
2	+2	+2	+2	+0	+1	+1	3	1R	Temptress
3	+3	+2	+2	+1	+1	+2	3	1R, 1G	Smooth operator 1/mission
4	+4	+2	+2	+1	+2	+2	4	1R, 1G	Allure +2, living legend
5	+5	+3	+3	+1	+2	+3	4	2R, 1G	Song of the sirens

CLASS SKILLS

The Legendary Gorgon's class skills are Blend, Bluff, Drive, Falsify, Intimidate, Manipulate, Medicine, Notice, and Streetwise.

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

CLASS ABILITIES

Coils within Coils: At Level 1, you may ignore Blend/Stealth and Falsify/Disguise penalties imposed by your Talent when you share at least 1 Cultures focus with the observer. Further, once per scene, you may spend and roll 1 action die to increase the number of poison doses you produce during the scene by the die's result. Finally, each time you spend and roll 1 action die to increase an attack check when making a gaze attack, the DC of each save required by the attack also increases by the die's result.

Gorgon Epitome: You display many of the most renowned traits of your kind. At Levels 1 and 4, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, page 8). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Tradecraft feat.

Trim: At Level 2, your Constitution and Charisma scores each increase by 1.

Sisters of Stone: At Level 3, you become immune to all gorgons' poison and gaze attacks (including your own).

Living Legend: At Level 4, your starting action dice increase by 1.

If Looks Could Kill: At Level 5, the damage of each of your gaze attacks is doubled against standard characters, as well as special characters with a lower Career Level than the current mission's Threat Level.

LEGENDARY TRITON

Countless tales speak of sly and beautiful sea creatures that lure sailors to their doom and which, on occasion, are forced to wed those same sailors. Legendary Tritons are the source of many such stories — stories that are not at all exaggerated!

Attributes: Given his influence over others, the Legendary Triton's strongest attribute is undoubtedly Charisma.

Vitality: 1d10 + Con modifier per level.

REQUIREMENTS

Origin: Triton

Impress: 10+ ranks

Feats: Call of the Waters, Kiss of the Sea

CLASS SKILLS

The Legendary Triton's class skills are Athletics, Blend, Bluff, Cultures, Impress, Investigation, Manipulate, Networking, Notice, Science, Search, and Survival.

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

CLASS ABILITIES

Allure: At Levels 1 and 4, your Charisma score increases by 1.

Between Land and Sea: You've learned a great deal about life on land and masking your nature. At Level 1, you may ignore Blend/Stealth and Falsify/Disguise penalties imposed by your Talent when you share at least 1 Cultures focus with the observer. Further, once per scene, you may spend 1 action die to increase your base walking Speed to 10 ft. until the end of the current scene. Finally, each time you spend and roll 1 action die to increase a skill check made as part of a Taunt action, you may also add the die's result to the number of rounds the Taunt action lasts.

Tempress: At Level 2, you may improve the disposition of a non-villain NPC by 1 grade without a skill check. You may use this ability a number of times per session equal to your starting action dice.

Smooth Operator: You're tremendously versatile, able to effectively blend into any social situation. At Level 3, once per mission during the Intel Phase, you may gain 1 temporary Style feat of your choice until the end of the current mission.

Living Legend: At Level 4, your starting action dice increase by 1.

Song of the Sirens: At Level 5, you may target characters with up to 3 different checks or abilities that shift their disposition during each mission (though each ability may still be used only once per character). Further, you may improve a character's disposition toward you by up to 5 grades during each mission.

SPECIES FEATS

This feat tree allows characters to take advantage of their race's unique physiology or mindset. Many Species feats have a "Level 1 only" prerequisite, particularly if they grant the character significant physical differences from standard members of his species or indicate that he comes from a particular ethnic subgroup of the race.

Favored Classes: Some Species Feats expand a nonhuman character's list of favored classes. Because this benefit can have tremendous impact on character creation, any additional favored classes a Species Feat provides are listed in the quick reference summary (see page 12). Some of these additional classes may be unfamiliar. The Fixer and Martial Artist are introduced in the *World on Fire* campaign guide and the Fixer also appears in *Ten Thousand Bullets*, along with the Lawman, Thief, and Thug. Previews including the first five complete levels of each of these classes can be downloaded at our website: www.crafty-games.com.

Supernatural Benefits: Some feats have a Special entry indicating that the feat provides a supernatural benefit requiring GC approval. These feats may not be appropriate in some settings.

Expanded Character Options: As new *Spycraft* species are introduced, existing feats will often be made available to them. Thus, when a Species feat appears in multiple products, *all* species listed as prerequisites of *each version* of the feat may choose it. For example, the Many-Armed feat is only available to Gorgons in this product but might be printed with a prerequisite of "Djinn" or "Clockwork" in another, making the feat available to all three species.

Test Subjects: GCs may wish to expand Test Subject options by allowing players to choose a single Species feat with a prerequisite of "Career Level 1 only" in place of the Specialty's standard Great Fortitude feat (see the *Spycraft 2.0 Rulebook*, page 98). In this case, the character ignores the chosen feat's Species prerequisites and any favored classes it may provide. Not every feat's mechanical benefits will be compatible with human physiology and abilities, so this option should be considered carefully to determine if the resulting character is actually workable in play.

NPC Design: NPCs with the *feat* quality may only choose Species feats if they meet each chosen feat's racial prerequisites.

BLOOD OF CHIRON

You're wise beyond your years, embracing the gentler nature of the great sage Chiron.

Prerequisites: Career Level 1 only, Centaur, Wis 15+.

Benefit: Your Wisdom score rises by 1. Further, you may use your Wisdom modifier instead of your Intelligence modifier to determine the number of skill points you receive at Career Level 1 only (you use your Intelligence modifier at all later levels). Finally, Sleuth becomes a favored class for you (see left).



BLOOD OF IXION

You come from the least common of woodlands centaur stock, possessing elfin features, cloven hooves, and a leonine tail.

Prerequisites: Career Level 1 only, Centaur, Cha 13+.

Benefit: When saving against the effects of a poison, you may roll three times, keeping the result you prefer. Further, your Lifestyle's Appearance modifier increases by +1 (maximum +8). Also, you gain the *fey* NPC quality (see page 15). Finally, Snoop becomes a favored class for you (see page 11).

TABLE 7: FEATS BY SPECIES

Species/Feat	Prerequisite	Favored Class
<i>Centaur</i>	—	Scientist or Scout
Blood of Chiron	Career Level 1 only, Wis 15+	Sleuth
Blood of Ixion	Career Level 1 only, Cha 13+	Snoop
Blood of Nessus	Career Level 1 only, Str 15+	Thug
Blood of Oreus	Career Level 1 only, Dex 15+	Explorer
Larger than Life	Large or bigger Size	—
Paragon of the Species	—	—
Slightly Immortal*	Career Level 6+	—
Unearthly Splendor	Fey, Cha 15+	—
Wild Revelry	Career Level 3+	—
<i>Faun</i>	—	Advocate or Intruder
Call of the Waters	—	—
Dance of the Flames	—	—
Faun's Cunning	Career Level 1 only	Martial Artist
Faun's Hedonism	Career Level 1 only, Cha 15+	Fixer
Faun's Logic	Career Level 1 only, Int 13+	Scientist
Faun's Mischief	Career Level 1 only	Explorer
Faun's Pursuit	Career Level 1 only	Scout
Paragon of the Species	—	—
Unearthly Splendor	Fey, Cha 15+	—
Wild Revelry	Career Level 3+	—
<i>Gorgon</i>	—	—
Dragon-Tailed	Career Level 1 only	—
Eyes of Fear	Career Level 3+	—
Eyes of Stone*	Career Level 6+, Eyes of Fear	—
Larger than Life	Large or bigger Size	—
Many-Armed	Career Level 1 only	—
Mighty Serpents*	Career Level 6+	—
Poisoned Cup	Career Level 3+	—
Paragon of the Species	—	—
Slightly Immortal*	Career Level 6+	—
<i>Triton</i>	—	—
Call of the Waters	—	—
Kiss of the Sea	Career Level 3+	—
Slave of the Tides*	Career Level 6+, Kiss of the Sea	—
Larger than Life	Large or bigger Size	—
Paragon of the Species	—	—
Slightly Immortal*	Career Level 6+	—
Unearthly Splendor	Fey, Cha 15+	—

* This feat grants supernatural benefits and requires GC permission.

BLOOD OF NESSUS

You embody the savage warrior spirit of the barbarian centaurs, becoming a terror in personal combat.

Prerequisites: Career Level 1 only, Centaur, Str 15+.

Benefit: Your Strength score rises by 1. Further, the Caliber of your kick and trample natural attacks increases by 1. Finally, Thug becomes a favored class for you (see page 11).

BLOOD OF ORNEUS

You're kin to the great centaur huntsman, excelling at the chase.

Prerequisites: Career Level 1 only, Centaur, Dex 15+.

Benefit: Your Dexterity score rises by 1. Further, you gain a bonus equal to your starting action dice with Survival/Tracking checks and skill checks made as part of a manhunt Dramatic Conflict. Finally, Explorer becomes a favored class for you (see page 11).

CALL OF THE WATERS

Your musical skills drive others to distraction.

Prerequisites: Faun or Triton.

Benefit: When taking a Taunt or Threaten action, you may substitute your Impress (Cha) skill and bonuses so long as your target is not *deafened* and you are not *mute*. Further, you gain a +2 insight bonus with all skill and Knowledge checks made using Impress and your base threat range with Impress becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 basic skill feat" as a prerequisite.

DANCE OF THE FLAMES

Your quick footwork makes you an unpredictable opponent.

Prerequisites: Faun.

Benefit: When taking an Anticipate or Tire action, you may substitute your Acrobatics (Dex) skill and bonuses so long as neither you nor your target are *blinded*. Further, you gain a +2 insight bonus with all skill and Knowledge checks made using Acrobatics and your base threat range with Acrobatics becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 basic skill feat" as a prerequisite.

DRAGON-TAILED

Your lower body is a massive wyrm's tail.

Prerequisites: Career Level 1 only, Gorgon.

Benefit: You possess a massive serpentine tail instead of legs. Your Size increases to Large (1×2) with a Reach of 1. Further, you use melee and hurled weapons as a Medium character (you do *not* use large-scale weapons). Finally, you gain the *natural attack (tail slap III)* NPC quality, as well as a +2 bonus with Acrobatics/Balance and Athletics/Climb checks and a +1 bonus to Defense. Your nature and type changes to Large semi-human serpentine humanoid and your Speed decreases by 10 ft. Finally, you may not take Kick actions.

Special: When you choose this feat, you may permanently decrease any one of your attributes by 2 to *also* gain the Many-Armed feat (see page 13).

EYES OF FEAR

One look from you and most people realize they have urgent business elsewhere.

Prerequisites: Career Level 3+, Gorgon.

Benefit: You gain the *paralyzing gaze* NPC quality (see page 15).

EYES OF STONE

The statuary around your home seems so incredibly lifelike...

Prerequisites: Career Level 6+, Gorgon, Eyes of Fear.

Benefit: You gain the *petrifying gaze* NPC quality (see page 15).

Special: This feat is blatantly supernatural and should only be included with GC permission.

FAUN'S CUNNING

Your foes better learn to step lively if they want to keep up with you!

Prerequisites: Career Level 1 only, Faun.

Benefit: Your Charisma score rises by 1. Further, once per round when an opponent successfully hits you, you may give up the ability to call upon one of your consultants or specialists during the current mission to increase your Defense by triple the consultant or specialist's grade until the end of the current round (i.e. +3 for an acquaintance, +6 for an associate, etc.). If your increased Defense equals or exceeds the successful attack check result, the attack misses. Finally, Martial Artist becomes a favored class for you (see page 11).

FAUN'S HEDONISM

You count the attendants of Pan and Baucus as kin and share their delight in revelry.

Prerequisites: Career Level 1 only, Faun, Cha 15+

Benefit: Your Constitution score rises by 2, while your Intelligence score decreases by 2. Further, you gain a bonus with Impress/Influence and Impress/Performance checks equal to your starting action dice. Finally, Fixer becomes a favored class for you (see page 11).

FAUN'S LOGIC

You can trace your lineage to Astraeus, one of the smartest of the Satyrs (when he wasn't chasing nymphs).

Prerequisites: Career Level 1 only, Faun, Int 13+.

Benefit: Once per session, you may request a hint for which the GC gains no action dice (see the *Spycraft 2.0 Rulebook*, page 398). If the GC refuses, you gain 1 bonus action die. Further, you may substitute your Intelligence modifier for your Wisdom modifier when making skill checks a number of times per scene equal to your starting action dice. Finally, Scientist becomes a favored class for you (see page 11).

FAUN'S MISCHIEF

You favor style over simplicity.

Prerequisites: Career Level 1 only, Faun.

Benefit: Your Dexterity score rises by 1. Further, once per round when an opponent makes a successful skill check targeting you, you may give up the ability to call upon one of your consultants or specialists during the current mission to increase the skill check's DC by triple the consultant or specialist's grade (i.e. +3 for an acquaintance, +6 for an associate, etc.). If the increased DC exceeds the skill check result, the check fails. Finally, Explorer becomes a favored class for you (see page 11).

FAUN'S PURSUIT

Partying isn't for the faint of heart. Debauchery takes real effort and constant practice. Fortunately, you're willing to *sacrifice* for your art.

Prerequisites: Career Level 1 only, Faun.

Benefit: Your Strength score rises by 2, while your Intelligence score decreases by 2. Further, you gain a bonus with Athletics/Climb and Athletics/Maneuver checks equal to your starting action dice. Finally, Scout becomes a favored class for you (see page 11).

KISS OF THE SEA

Your influence over people is both subtle and profound.

Prerequisites: Career Level 3+, Triton.

Benefit: When an adjacent character is *fixated* on you, you may release him to improve his disposition toward you by 3 grades until the end of the current scene and by 1 grade for the remainder of the current mission. Further, you may grant a character you've released the ability to breathe underwater until the end of the current scene, so long as he remains within CQB Range of you while underwater.

Once released, a character may not again become *fixated* upon you during the current scene.

LARGER THAN LIFE

In a scuffle, right of way is commonly extended to the largest combatant. That would be you.

Prerequisites: Large or bigger Size.

Benefit: You gain DR 2/— against all attacks made by characters whose Size category is smaller than your own. Further, you suffer no Size penalties to your Defense or attack checks. If you're normally restricted from using melee and hurled weapons scaled for Large characters, you may now do so. Finally, you gain a +3 synergy bonus with Profession/Accomplishment checks.

MANY-ARMED

You have six arms and the coordination to use all of them well.

Prerequisites: Career Level 1 only, Gorgon.

Benefit: You may simultaneously hold and ready up to six 1-handed, four 1-handed and one 2-handed, or two 1-handed and two 2-handed weapons or objects. Further, during each round that you hold no more than the listed weapons or objects readied, you gain 1 additional half action that may only be used to perform skill checks with the Hands-On (HDO) tag or actions with the Incidental (IDL) tag. Finally, you gain a +1 bonus with skill checks made as part of a Grapple action for every two of your hands that are free (maximum +3). However, your nature changes to semi-human.

MIGHTY SERPENTS

Your serpents are enormous and capable of crushing the very life from your foes.

Prerequisites: Career Level 6+, Gorgon.

Benefit: Your Size increases to Large (2x2) with a Reach of 1 and you gain the *natural attack (squeeze III)* NPC quality. Further, your gore and grapple attacks have a Reach of 2 squares. Finally, you gain a +4 gear bonus with Athletics/Climb checks.

Special: This feat is blatantly supernatural and should only be included with GC permission.

PARAGON OF THE SPECIES

You embody all of the classic features of your species and are driven to be an example for all of your kin.

Prerequisites: Centaur, Faun, Gorgon, or Triton.

Benefit: The disposition towards you of any NPC who shares your Talent improves by 1 grade. Further, you may enter a master class featuring your Talent as a requirement at Career Level 7, ignoring all requirements except for Talent and feats. Finally, you may gain levels in up to 2 master classes if at least one of them features your Talent as a requirement.

POISONED CUP

You're especially venomous.

Prerequisites: Career Level 3+, Gorgon.

Benefit: In addition to the poisons you can already make, you may produce improved fear, lethal, and weakening poisons. Further, you may produce an additional number of poison doses in each scene equal to the number of Species feats you possess. Finally, once per combat when an opponent successfully damages you with an unarmed attack, you may immediately expose him to a dose of any 1 poison you produce.

SLAVE OF THE TIDES

Your ethereal beauty compels the unwary to do your bidding.

Prerequisites: Career Level 6+, Triton, Kiss of the Sea.

Benefit: As a free action, you may verbally instruct a character who is *fixated* upon you and is able to hear and understand your commands to perform 1 half action of your choice during each round. This half action replaces the target's opportunity to move toward you. As the character is only semi-conscious in this condition, your commands cannot cause the target to speak other than to repeat your words. Further, if a command would cause the target to become injured, he immediately loses the *fixated* condition instead of taking the action.

Special: This feat is blatantly supernatural and should only be included with GC permission.

SLIGHTLY IMMORTAL

A hint of immortal blood, or perhaps sheer force of will, keeps you vital long after others your age have withered and died.

Prerequisites: Career Level 6+, Centaur, Gorgon, or Triton.

Benefits: You gain DR 2/special characters (i.e. this damage reduction does *not* apply to damage inflicted by player and special characters).

Special: This feat is blatantly supernatural and should only be included with GC permission.

UNEARTHLY SPLENDOR

You possess the breathtaking beauty and poise of the fey.

Prerequisites: Fey, Charisma 15+.

Benefit: When you gain this feat, the lower of your Dexterity or Charisma scores rises by 1 (your choice in case of a tie). Further, your Lifestyle's Appearance modifier increases by +1 (maximum +8).

Special: You may choose this feat up to 3 times.

WILD REVELRY

One hint of a party and you're back on your feet!

Prerequisites: Career Level 3+, Centaur or Faun.

Benefit: Once per session when you're free to travel, you may spend 4 hours and give up the ability to call upon one of your consultants or specialists during the current mission to recover all your vitality and a number of wound points equal to the consultant or specialist's grade (i.e. 1 wound for an acquaintance, 2 wounds for an associate, 3 wounds for a confederate, or 4 wounds for a partner). Teammates who accompany you during this period also gain these benefits. Further, you recover 1 additional critical injury increment between missions.

COMBAT ACTIONS

The following new combat action supports special attacks launched by gorgons and other species.

GAZE ATTACK (ATTACK ACTION)

Free Action • Error Range +0

Gaze attacks are gained from character options and this attack action is only available to characters possessing one or more gaze attacks. A character may only make 1 gaze attack at a time; when he possesses more than one gaze attack, he must choose which he uses each time he uses this action.

A gaze attack is considered and operates like a ranged attack, except that it requires no proficiency or gear and Size modifiers to the target's Defense are ignored. A gaze attack may only be made within the first range increment, a distance equal to 1/2 the character's base visual range increment. Further, a gaze attack automatically misses any target who is *blinded*, *hidden*, or *invisible*. Also, sneak attack damage applies to any gaze attack that inflicts lethal damage.

Finally, a special critical failure is possible with any gaze attack: when a mirrored surface is located within the attacker's line of sight when he suffers an error, an opponent may spend 4 action dice to cause the attacker to view his reflection, suffering the gaze attack's effects himself. When a gaze attack's target carries a readied mirror or other smooth reflective surface at least 1 ft. in diameter, the attack's error range increases by 1 and the action die cost to activate its error as a critical failure decreases to 1.

TABLE 8: GAZE ATTACKS

Name	Accuracy	Damage	Error	Threat	Range	Qualities
Paralyzing Gaze	+2	2d8 + Cha mod	1	20	1/2 vision increment × 1	AP (all)
Petrifying Gaze	+0	3d6 + Cha mod	1	20	1/2 vision increment × 1	AP (all)

CONDITIONS

Petrified: A *petrified* character has been turned to stone. He is effectively *dead* but retains his current wound points and ceases to age, becoming a stone statue with a +18 Damage save bonus. Some petrifying effects specify the target is instead turned to salt, in which case the statue is composed of salt crystal and possesses a Damage save bonus of +10.

Certain powerful magic or supernatural effects may be able to remove this condition, restoring the character to life. If a character is restored after the statue has been defaced or damaged, the GC may apply one or more critical injuries accordingly. Should the statue be *destroyed*, the character is *destroyed* as well and may only be revived using magic or another ability that specifically reverses this condition.

NPC QUALITIES

Special Note: NPCs with the *feat* quality may only choose Species feats if they meet all of each feat's racial prerequisites.

Banned Checks (–1 XP per 2 attacks or checks): The NPC is incapable of making specific attack or skill checks (e.g. Kick actions, Acrobatics/Jump checks, etc.). This may be due to psychological or physical limitations, or supported by another reason of the GC's device. This quality may be applied a maximum of 3 times, affecting a total of 6 different checks.

Beguiling (+2 XP): When the NPC succeeds with a Taunt action, he may cause his target to become *fixated* on him for a number of rounds equal to his Charisma modifier (minimum 1). This replaces the skill check's standard result. Further, if the NPC scores a critical success with this skill check or the target suffers a critical error with his opposed skill check, the NPC may also damage the target a single time without interrupting his fixation. The NPC may use this ability a number of times per scene equal to his starting action dice.

Dread (+2 XP per grade): Each time an opponent attacks the NPC and misses, the opponent suffers 1 point of stress damage per grade of this quality (maximum 4).

Fatal Falls (–1 XP): The NPC is particularly vulnerable to grave injury from falls. He suffers 1 additional point of lethal damage per die from collision and falling damage and the damage also gains the *keen* (20) quality.

Fey (+3 XP): The character has a deep supernatural connection to the wilds and is as much a spiritual embodiment of a natural force or location as a creature of flesh and blood. Fey creatures often display skin and/or fur coloration that complements their native surroundings. The NPC ignores all aging penalties, remaining vigorous until death. Natural animals will not attack or flee from the character unless they are diseased, poisoned, trained to do so, or attacked by the NPC or his teammates. Also, if the NPC is a special character, each time he may choose an additional permanent feat, he may instead select a feat from the Terrain tree. Finally, a fey character eats, sleeps, and breathes unless otherwise indicated.

Ostracized (–1 XP; requirements: talented NPC quality): The NPC finds prejudice and anger everywhere he goes outside his own community. The disposition of each character who does not share his native culture and is aware of his Talent decreases by 1 grade.

Paralyzing Gaze (+10 XP): When the NPC makes eye contact with another character, he sometimes causes them to become frozen with fear. The NPC gains a gaze attack (see page 14) with statistics as shown on Table 8: Gaze Attacks (see page 14).

When a standard character is hit with a paralyzing gaze and fails his Damage save, he becomes *paralyzed* until the attacker leaves his line of sight.

When a player or special character is hit with a paralyzing gaze and loses 1 or more wound points due to the attack, he instead suffers no damage from the attack and must make a Will save with a DC equal to the damage inflicted. With success, he becomes *frightened* for 2d6 rounds. With failure, he becomes *paralyzed* for 1d4 minutes or until the attacker leaves his line of sight, whichever comes first.

Finally, when an *incorporeal* character is hit with a paralyzing gaze attack, he suffers only 1/2 the standard damage (rounded down).

Petrifying Gaze (+15 XP): When the NPC makes eye contact with another character, he sometimes turns them to stone. The NPC gains a gaze attack (see page 14) with statistics as shown on Table 8: Gaze Attacks (see page 14).

When a standard character is hit with a petrifying gaze and fails his Damage save, he and his gear become *petrified* (see left).

When a player or special character is hit with a petrifying gaze and loses 1 or more wound points due to the attack, he instead suffers no damage from the attack and must make a Fortitude save with a DC equal to the damage inflicted. With success, he is *stunned* for 1 round. With failure, he and his gear become *petrified* (see left).

Finally, when an *incorporeal* character is hit with a petrifying gaze attack, he suffers only 1/2 the standard damage (rounded down). Should an *incorporeal* character die due to a petrifying gaze attack, he is rendered corporeal.

Reveled (–2 XP; requirements: Talented feat): The NPC finds extreme prejudice and naked anger everywhere he goes outside his own community. The disposition of each character who does not share his native culture and is aware of his Talent decreases by 2 grades.

Venomous I (+1 XP; +1 per additional toxin type): The NPC naturally produces dangerous toxins. This quality is applied to one of the NPC's natural attacks, which gains the *injector* weapon quality. The NPC produces 3 doses of one basic toxin per scene, which are delivered via this attack and its *injector* quality. If the character can produce a range of toxins, each dose of any type counts against this limit. These doses cannot be saved or stockpiled from scene to scene, but may be applied to items or weapons during each scene. Further, the NPC gains a +4 bonus with all saves made to resist his own poison. This quality may be taken multiple times, each time increasing the number of doses that can be produced per scene by 3.

Venomous II (+2 XP; +1 per additional toxin type): The NPC naturally produces dangerous toxins. This quality is applied to one of the NPC's natural attacks, which gains the *injector* weapon quality. The NPC produces 3 doses of one improved toxin per scene, which are delivered via this attack and its *injector* quality. If the character can produce a range of toxins, each dose of any type counts against this limit. These doses cannot be saved or stockpiled from scene to scene, but may be applied to items or weapons during each scene. Further, the NPC gains a +4 bonus with all saves made to resist his own poison. This quality may be taken multiple times, each time increasing the number of doses that can be produced per scene by 3.



Venomous III (+4 XP; +1 per additional toxin type): The NPC naturally produces dangerous toxins. This quality is applied to one of the NPC's natural attacks, which gains the *injector* weapon quality. The NPC produces 3 doses of one advanced toxin per scene, which are delivered via this attack and its *injector* quality. If the character can produce a range of toxins, each dose of any type counts against this limit. These doses cannot be saved or stockpiled from scene to scene, but may be applied to items or weapons during each scene. Further, the NPC gains a +4 bonus with all saves made to resist his own poison. This quality may be taken multiple times, each time increasing the number of doses that can be produced per scene by 3.

SAMPLE NPCs

This section includes a selection of pregenerated NPCs using the material in this release, allowing GCs to quickly populate their settings and campaigns. Some of these NPCs intentionally feature feats, gear, and other options appropriate to non-fantasy genres to illustrate the flexibility of the *Spycraft* rules and the *Origin of the Species* line.

STANDARD NPCs

Centaur Archer (Standard NPC — 110 XP): Init IV; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: V; Skills: Athletics VI, Sneak V, Survival VI; SZ L; Spd 60 ft.; Wealth: III; Weapons: 1 × Caliber II (long knife), compound bow (from Specialty); Gear: 1 × Caliber I (motorcycle jacket); Vehicle: None; Qualities: *Class ability* (ranged sneak attack I, stalker, surprise shot I), *feat* (Forest Training, Marksmanship Basics, Sharpshooting Basics, Steel Rain, Tracking Basics), *low-light vision*, *Specialty* (Archer), *superior attribute* (Str 14, Dex 14, Con 15, Wis 14), *Talented* (Centaur).

Centaur Elder (Standard NPC — 101 XP): Init II; Atk III; Def V; Resilience VI; Damage Save: IV; Competence: VIII; Skills: Cultures VI, Impress VI, Sense Motive VI; SZ L; Spd 60 ft.; Wealth: VI; Weapons: 1 × Caliber III (long staff); Gear: 1 × Caliber III (Gadget Mechanism × healing); Vehicle: None; Qualities: *Class ability* (lead 1/session, small steps (charm)), *feat* (Diplomat, Fan Service, Mark), *Specialty* (Philosopher), *superior attribute* (Str 12, Dex 14, Con 15, Wis 14, Cha 13), *Talented* (Centaur).

Centaur Farmer (Standard NPC — 65 XP): Init II; Atk V; Def V; Resilience VI; Damage Save: IV; Competence: III; Skills: Athletics VI, Profession (Farmer) VI, Survival V; SZ L; Spd 60 ft.; Wealth: None; Weapons: 1 × Caliber I (scythe); Gear: None; Vehicle: None; Qualities: *Superior attribute* (Str 14, Dex 14, Con 15, Wis 14), *Talented* (Centaur).

Faun Ranger (Standard NPC — 107 XP): Init V; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics V, Sneak VI, Tactics IV; SZ M; Spd 30 ft.; Wealth: III; Weapons: 1 × Caliber III (Steyr AUG assault rifle); Gear: 1 × Caliber II (modular tactical armor); Vehicle: None; Qualities: *Camouflaged* (forest), *class ability* (evasion I, stalker, uncanny dodge I), *feat* (Containment Basics, CQB Basics, Fire-Team Basics, Tac-Squad Basics, Tactical Advantage), *Specialty* (Hunter), *superior attribute* (Dex 12, Con 12, Wis 13, Cha 14), *synchronized*, *Talented* (Faun).

Faun Storyteller (Standard NPC — 94 XP): Init IV; Atk V; Def VII; Resilience V; Damage Save: IV; Competence: V; Skills: Impress V, Manipulate VI, Streetwise IV; SZ M; Spd 30 ft.; Wealth: VI; Weapons: None; Gear: Common item (musical instrument); Vehicle: None; Qualities: *Class ability* (masks (follow my lead), small steps (charm)), *feat* (Brawling Basics, Charmer, Improvised Weapons Basics, Silver Tongue, Undermine), *Specialty* (Reveler), *superior attribute* (Dex 14, Int 12, Wis 15, Cha 12), *Talented* (Faun).

Faun Woodsman (Standard NPC — 58 XP): Init II; Atk III; Def VI; Resilience V; Damage Save: IV; Competence: III; Skills: Athletics V, Profession (Woodsman) V, Survival V; SZ M; Spd 30 ft.; Wealth: None; Weapons: 1 × Caliber I (hatchet); Gear: 1 × Caliber I (motorcycle jacket); Vehicle: None; Qualities: *Superior attribute* (Con 12, Int 12, Wis 15, Cha 14), *Talented* (Faun).

Gorgon Assassin (Standard NPC — 119 XP): Init V; Atk V; Def VI; Resilience VI; Damage Save: V; Competence: VI; Skills: Acrobatics V, Athletics V, Sneak VI; SZ M; Spd 30 ft.; Wealth: IV; Weapons: 1 × Caliber III (9mm P H&K UMP heavy SMG), 1 × Caliber III (satchel charge); Gear: 1 × Caliber II (low-profile armor); Vehicle: None; Qualities: *Class ability* (*evasion I, uncanny dodge I, wuxia I*), *feat* (Ambush Basics, Eyes of Fear, Ghost Basics, Wolf Pack Basics, Wolf Pack Mastery), *Specialty* (Special Ops), *steadfast, superior attribute* (Dex 15, Int 12, Wis 15, Cha 13), *Talented* (Gorgon), *treacherous, unnerving* (1d4).

Gorgon Concubine (Standard NPC — 95 XP): Init IV; Atk III; Def V; Resilience IV; Damage Save: IV; Competence: IV; Skills: Bluff VI, Impress VI, Sense Motive V; SZ M; Spd 30 ft.; Wealth: VI; Weapons: None; Gear: 1 × Caliber I (tuxedo liner); Vehicle: None; Qualities: *Class ability* (*evasion I, intercept communication 1/session, no hard feelings I*), *feat* (Charmer, Eyes of Fear, Eyes of Stone, "Not the Face," Poisoned Cup), *Specialty* (Seductress), *superior attribute* (Dex 15, Int 12, Wis 13, Cha 15), *Talented* (Gorgon).

Gorgon Monster (Standard NPC — 74 XP): Init IV; Atk VII; Def IV; Resilience VI; Damage Save: VI; Competence: III; Skills: Athletics VI, Notice V, Survival IV; SZ L; Spd 20 ft.; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *Fearsome, feat* (Dragon-Tailed, Eyes of Fear, Eyes of Stone, Larger Than Life, Submission Basics), *feral, inferior attribute* (Int 6), *low-light vision, superior attribute* (Str 14, Con 12, Cha 13), *Talented* (Gorgon).

Triton Fisherman (Standard NPC — 51 XP): Init II; Atk III; Def III; Resilience IV; Damage Save: VI; Competence: III; Skills: Athletics IV, Profession (Fisherman) VI, Survival V; SZ L; Spd 5 ft. walking, 40 ft. swimming; Wealth: None; Weapons: 1 × Caliber II (net); Gear: None; Vehicle: None; Qualities: *Superior attribute* (Str 11, Dex 13, Con 14), *Talented* (Triton).

Triton Warrior (Standard NPC — 102 XP): Init V; Atk VII; Def V; Resilience VI; Damage Save: VII; Competence: VI; Skills: Athletics VI, Notice IV, Tactics V; SZ L; Spd 5 ft. walking, 40 ft. swimming; Wealth: III; Weapons: 1 × Caliber III (trident); Gear: 1 × Caliber II (modular tactical armor); Vehicle: None; Qualities: *Class ability* (*weapon specialist* (*trident — killer instinct*)), *feat* (All-Out Attack, Combat Mobility, Darting Weapon, Spear Basics, Wolf Pack Basics), *low-light vision, Specialty* (Tribesman), *superior attribute* (Str 13, Dex 15, Con 14), *synchronized, Talented* (Triton).

Triton Medic (Standard NPC — 100 XP): Init VI; Atk V; Def V; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics VI, Medicine VI, Resolve VI; SZ L; Spd 5 ft. walking, 40 ft. swimming; Wealth: III; Weapons: None; Gear: 1 × Caliber II (first aid kit II); Vehicle: None; Qualities: *Class ability* (*orders I, take the hit I*), *feat* (Bandage, Combat Expertise, Combat Mobility, Guts, Mobile Defense), *prodigy, Specialty* (Rescuer), *superior attribute* (Str 11, Dex 15, Con 12), *Talented* (Triton).

TRITON WHEELCHAIRS

Tritons sometimes find wheelchairs a useful aid when moving on land (and have a face of only 1×1 while seated in one). A character in a wheelchair possesses a Speed equal to his Strength modifier × 5 ft. (minimum 5 ft.). A wheelchair is a Common Item with the following statistics: Personal ground vehicle; Size M; Occ 1; A/T per driver/2; Def/Save 10/+5; Comp 10/+0; Cargo per driver; Qualities MUS, OPN (no cover); street value \$150.

SPECIAL NPCS

Centaur Schemer (Special NPC — 158 XP): Init VI; Atk V; Def V; Resilience IV; v/wp: IV; Competence: VI; Skills: Analysis V, Bluff V, Notice VI, Sense Motive VII, Tactics VIII; SZ L; Spd 60 ft.; Wealth: VI; Weapons: 1 × Caliber III (H&K G36 assault rifle); Gear: 1 × Caliber III (encrypted headset radio); Vehicle: None; Qualities: *Class ability* (*orders II 2/session, stalker, stratagem I, tempo I*), *feat* (Advanced Skill Mastery (Officer), Ambush Basics, Ambush Mastery, Ambush Supremacy, Black Cat, Containment Basics, Containment Mastery, Containment Supremacy, CQB Basics, CQB Mastery, Jinx, Officer, Surge of Speed, Tactical Advantage, Tough Luck), *mastermind, superior attribute* (Str 14, Dex 14, Con 15, Wis 15), *Talented* (Centaur).

Faun Gang Leader (Special NPC — 144 XP): Init V; Atk VII; Def VI; Resilience V; v/wp: VI; Competence: IV; Skills: Athletics VI, Acrobatics VI, Blend VI, Intimidate V, Streetwise VI; SZ M; Spd 30 ft.; Wealth: VI; Weapons: 1 × Caliber I (CZ Skorpion light SMG); Gear: 1 × Caliber II (motorcycle suit); Vehicle: 1 × Caliber I (racing motorcycle); Qualities: *Class ability* (*cheap shot I, evasion I, terminally harmless, uncanny dodge I-II*), *feat* (Brawling Basics, Combat Mobility, Dirty Fighting Basics, Horde Basics, Horde Mastery, Horde Supremacy, Mobile Defense, Tactical Advantage, Urban Training), *henchman, seductive, superior attribute* (Str 13, Con 12, Wis 15, Cha 14), *Talented* (Faun).

Gorgon Crime Lord (Special NPC — 179 XP): Init III; Atk V; Def VII; Resilience VI; v/wp: IV; Competence: VI; Skills: Bureaucracy VII, Intimidate V, Manipulate VII, Networking VI, Streetwise V; SZ M; Spd 30 ft.; Wealth: VII; Weapons: 1 × Caliber I (Beretta 92 service pistol); Gear: 1 × Caliber IV (dossier (PR 4)); Vehicle: 1 × Caliber II (limousine + designer clothes and bottle of champagne); Qualities: *Captivating, class ability* (*little details 1/session, orders II 2/session, status quo 1/session, red herrings*), *feat* (Bloodstain Resistant, Breaking Points, Combat Instincts, Eyes of Fear, Eyes of Stone, Opportunist, Political Clout, Political Favors, Political Immunity, Quick Draw, Silver Tongue, Snake Strike, Stone Cold, Undermine, Venomous Dialogue), *mastermind, seductive, superior attribute* (Dex 15, Int 12, Wis 15, Cha 15), *Talented* (Gorgon), *unnerving* (2d4).

Triton Pirate (Special NPC — 145 XP): Init V; Atk VII; Def V; Resilience VI; v/wp: VII; Competence: IV; Skills: Athletics VII, Intimidate VI, Search V, Sneak VII, Tactics V; SZ L; Spd 5 ft. walking, 40 ft. swimming; Wealth: IV; Weapons: 1 × Caliber I (cutlass); Gear: 1 × Caliber II (modular tactical armor); Vehicle: None; Qualities: *Class ability* (*cyclone I, no fear I, portable cover I, stalker, weapon specialist* (*cutlass — killer instinct*)), *feat* (Armor Basics, Armor Mastery, Combat Mobility, Darting Weapon, Dueling Basics, Dueling Mastery, Dueling Supremacy, Fencing Basics, Flashing Weapon, Mobile Offense), *henchman, low-light vision, superior attribute* (Str 13, Dex 15, Con 14), *Talented* (Triton).

CHARACTER SEEDS

So now what? *Spycraft 2.0* can offer a daunting variety of options during character creation. Even at Level 1, you have thousands of Origins to choose from, a dozen or more classes, weapon proficiencies, skill focuses, Interests, and even Subplots to shape your creation. With so much flexibility, you can create any character you want, but you could also jump into a game with a hodgepodge of benefits that fails to live up to your expectations. This is especially true for beginning players and those who haven't had a chance to feel out their Game Control's play style. Estimating the *actual* value of some of these choices can be tricky, especially since *Spycraft* features a lot of ways to create combos that are more effective than just the sum of their parts.

To help get you off to a solid start, we offer **character seeds**: a skeleton of low-level character choices sure to make a difference at your gaming table. We also include designer hints and tips for getting the most out of your character options and even offer some strong alternatives you might want to consider. These blueprints should help you build a great character at Level 1 and offer ideas all the way through Level 4. By then you'll have a pretty good feel for the game and your character's capabilities, allowing you to venture down your own path with confidence!

There are just three steps when using a character seed.

- Skim the seeds looking at the Origins and Classes. Pick a combination that sounds interesting to you. Most of the time your Origin and Class will tell you almost everything you need to know about your character's strengths and weaknesses. Highly specialized characters have Origins that enhance their class choice. Generalists often use an origin that cuts against the grain to create a set of bonuses with no major weaknesses instead of a single optimized shtick. Both kinds of characters can be a lot of fun to play.

- Look for any places where it says "Choose:" and pick one of the packages listed. Each one offers a different route to achieving the basic goals of the seed.

- Copy the details from the seed over to a standard character sheet.

Using a seed, you can quickly put together a new character and know you'll be able to pull your weight in casual and competitive games.

ANATOMY OF A SEED

Each seed includes the following information.

Origin: This is one of your most important choices during character creation, establishing most of the things your character learned before entering play. Don't worry too much about your Origin's mechanics – the names and the bonuses match up pretty well and you'll be good at anything you'd expect to be doing based on the name. Experienced players will start to tweak these choices, but keep in mind the attribute bonuses have been figured into the characters' attributes if you start making substitutions.

Class: Your character's base class is another big factor in his low-level performance. Beyond the many other things that a base class offers, as your character's *first* class, this choice also sets your character's core ability, one of the strongest benefits you'll ever receive. As you gain levels, you'll get more class abilities and sometimes a character seed will include ways to multi-class to get the most out of combining abilities from different classes. In all cases, the default class at each level is listed in a short table at the end of the seed.

Comments: Here you'll find a few words on why the seed's origin/class combo is a good choice and what the seed is striving to accomplish.

Attributes: Your character's default scores in each of the six attributes are pre-chosen using the standard point-buy system with 36 points. These scores already include modifiers from your character's Origin and any feats the seed offers at Level 1. A lot of strategies focus on having great scores in just one or two attributes, and these are presented in *italics* so you have them in mind when you gain your first bonus attribute point at Level 4.

Proficiencies/Tactics: Odds are you'll get into combat at some point. This section lists your weapon proficiencies and some tips on how to use them and what else your character might be able to do in a fight.

Skills: Skill selection is crucial to being able to do your part. When a seed includes a focus skill, its focuses/fortes are also listed. You won't see any cross-class skills in seeds, though — while they're a modestly useful option for experienced players, giving up that many skill points to bull your way through isn't worth it for the new player. Also, there are a couple ways in the *Spycraft* system to make pretty much any skill you want a class skill for you, so it's better to save your precious skill points! Finally, when a character seed calls for multi-classing, a separate skill list is included for each class.

Each seed's skills are listed as either **full skills** or **half skills**.

- Full skills are central to the seed's concept and allow your character to take charge in situations where he should shine. Always keep these skills at the maximum rank you can. Like attributes, if one of them is critical, it's marked in *italics*. Look for ways to improve these skills with gear and watch for chances to get additional bonuses from your teammates.

- Half skills are less important, but still tend to come up often enough to make it worthwhile to put some points in them. When you gain levels you won't have enough skill points to improve every one of your half skills, so you should choose up to half of them that your character tends to use a lot. You can improve the others later.

Feats: These are your most powerful tools when customizing your character. They're also the place where it's easiest to go wrong. *Spycraft* has so many feats no character will ever obtain more than a fraction of them, so it's important to focus them on what you want to do well. Feats are listed again in a short table at the end of each seed.

Wealth/Key Gear: This part of each seed shows how to distribute your Wealth points and lists a few critical items you should always try to lay your hands on, either as mission gear or part of your Possessions. They're either essential to using your character's skills or strongly enhance one of his themes.

Interests: This entry lists a few things in which your character might be interested. Interests marked in *italics* are requirements for other abilities, but you can switch the others around for anything you'd like.

Subplot: A Subplot is an excellent way to deepen your character's background, offering ways that his past can figure into his future. Subplots are easy to switch around, but this part of the seed lists a few that we think are fun when you're getting started.

Advancement: Closing out each seed is a mini-table outlining a plan for your character's first 4 Career Levels, including classes to take and level-based benefits to expect.

CENTAUR DOCTOR/SCIENTIST

The centaur Chiron is one of the great figures of Greek myth. This character build can surprise a lot of opponents who assume your character is merely a dumb brute. Also, taking Scientist levels lets you create a highly effective doctor and secures a welcome place for you on any team, where your speed lets you quickly reach wounded allies.

STARTING OPTIONS

Str: 12

Dex: 10

Con: 14

Int: 13

Wis: 18

Cha: 11

Proficiencies/Tactics: Edged Weapons + forte, Unarmed. Medicine/Stabilize checks let you save allies when things get rough.

Full Skills: Analysis, Computers, *Medicine*, Notice, Science (Pharmacology), Search

Half Skills: Bureaucracy, Cultures, Profession (Doctor), Resolve

Feats: Blood of Chiron, Examiner, False Start (Examiner)

Lifestyle: 3

Possessions: 1

Starting Cash: 2

Key Gear: First aid kit II, surgery kit I

Interests: Animal classification, attending symposiums

Subplot: Personal Mission. Somewhere there's a place plagued with misery and sickness and you mean to put an end to it.

ADVANCEMENT

Stick with the Scientist class for the first few levels. Nothing beats the PhD ability for maximizing your Medicine skill. Scientist will remain a good choice for your entire career but you could also mix in a few levels of Advocate (becoming a broadly recognized scholar), Scout (as a wilderness healer) or even Snoop (as a medical investigator). Good expert class choices include Field Analyst and Virtuoso.



Class	Class Abilities	Feats	Level Benefits
Scientist 1	Intense study, <i>professor</i>	Blood of Chiron, Examiner, False Start (Examiner)	Starting Benefits
Scientist 2	PhD (Medicine)	—	+1 Interest
Scientist 3	Bright idea 2/session	Outdoorsman	+1 Proficiency
Scientist 4	Intense study	Advanced Skill Mastery (Examiner)	+1 Intelligence

CENTAUR TRIBESMAN/SCOUT-SOLDIER

The wild, barbarian centaur holds a place of distinction as one of ancient Greece's most dangerous combatants. Centaurs are a great platform for combat characters, possessing high wound points due to their size. Tribesman is one of the few Specialties from which centaurs fully benefit, allowing for some truly aggressive builds. The Scout class, while not as deadly in open combat as a Soldier, is still a solid combat choice, and also a favored class for centaurs. Finally, the All-Out Attack feat lets you maximize the advantages of your high Strength, destroying most opponents in a single round.

STARTING OPTIONS

Str: 19 **Dex:** 11 **Con:** 14
Int: 12 **Wis:** 12 **Cha:** 10

Proficiencies/Tactics: Blunt, Exotic (Edged) + forte, Exotic (Hurled), Unarmed + forte. Bullrush, Grapple, and Threaten actions all benefit greatly from your Large Size.

Full Skills (Scout): *Athletics*, Notice, Survival

Half Skills (Scout): Resolve, Tactics

Full Skills (Soldier): *Athletics*, Intimidate, Survival

Half Skills (Soldier): Notice, Profession

Feats: All-Out Attack, Tracking Basics

Lifestyle: 1 **Possessions:** 1 **Starting Cash:** 1

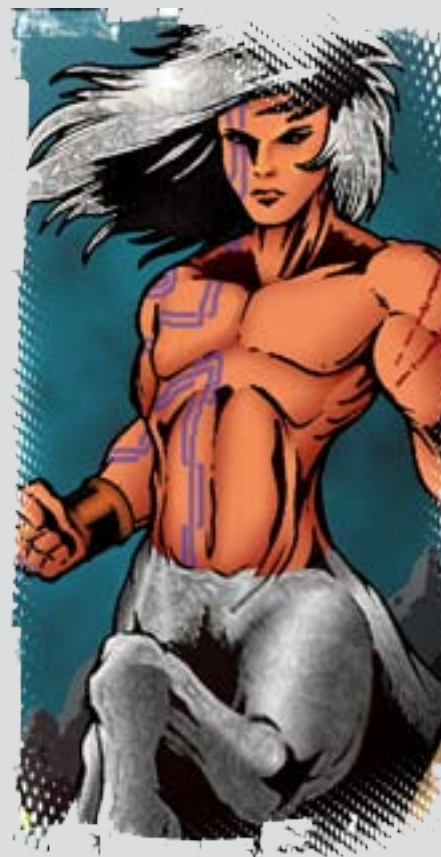
Key Gear: Greatsword

Interests: Ornamental leatherworking, the Olympics.

Subplot: Nemesis. You're a mighty hunter, but one beast has eluded you time and again. One day you'll bring home the prize!

ADVANCEMENT

Higher Defense and damage reduction work very well together, so blending Scout with Soldier levels offers incredible toughness. This seed also offers a high base attack bonus and lots of combat feats. Taking a Grapple-oriented feat early lets you manhandle smaller opponents (just about everybody from your perspective) and helps you meet the entry requirements for the Legendary Centaur master class. Paragon of the Species is a good choice for your Career Level 6 feat slot, and you should consider the Brawler expert class for more favored class-friendly ways to unleash savage beat-downs!



Class	Class Abilities	Feats	Level Benefits
Scout 1	Stalker, <i>trailblazer</i>	All-Out Attack, Tracking Basics	Starting Benefits
Scout 2	Rough Living +2	—	+1 Interest
Scout 2/Soldier 1	Fight on	Local Hero or Forest Training, Improvised Weapon Basics or Wrestling Basics	+1 Proficiency
Scout 2/Soldier 2	Fortunes of war I	—	+1 Strength or Dexterity

FAUN INSTRUCTOR/ADVOCATE-MARTIAL ARTIST

Fauns are the perfect foundation for a social master who's dialed in with a buddy or partner for every occasion. Instructors get a unique ability to assist other characters, which you can use to milk your contacts and aid your teammates. The Advocate class is often overlooked as a combat-worthy option, but it'll let you hold your own until your reinforcements arrive. Plus it gives you a top notch set of social skills so you can dominate with your inhumanly high Charisma. This seed also starts you out with a bonus to social skills from a high Lifestyle score.

STARTING OPTIONS

Str: 12 **Dex:** 12 **Con:** 10
Int: 12 **Wis:** 12 **Cha:** 21

Proficiencies/Tactics: Blunt, Handgun + forte, Unarmed. The Tire action is king for you, allowing you to boost any opposed skill check action with your *absolute certainly* ability. You're also fairly good at Diversion and Taunt actions.

Full Skills (Advocate): Bluff, Impress, Manipulate, *Networking*, Resolve

Half Skills (Advocate): Culture, Intimidate, Notice, Profession

Full Skills (Martial Artist): Bluff, Impress, Manipulate, *Networking*, Resolve

Half Skills (Martial Artist): Culture, Intimidate, Notice, Profession

Feats: Faun's Cunning

Lifestyle: 5 **Possessions:** 2 **Starting Cash:** 3

Key Gear: Dossier, legal help (immunity)

Interests: Fine food and wine, hand-blown glassware

Subplot: Debt. Nobody makes this many professional acquaintances without greasing the wheels. Liberally. After all, a smile and a handshake fall a little short of passing someone a \$1,000 bill... You've got connections galore but also a few unpaid bills that keep coming back to haunt you. Don't worry though. You're sure you'll be able to pay them all *next* week.

ADVANCEMENT

You're primed for maximum hijinks with contacts, not to mention a straight shot to the Legendary Faun master class (once you bump your Dexterity up to 13). One level in the Martial Artist class will earn you the Martial Arts feat very early (the first five levels of this class are available for download at the Crafty Games website), and choosing Charisma as the feat's key attribute will give you a tremendous boost in your ability to protect yourself. Then it's back to Advocate for more contacts.

If you frequently find yourself in combat, a second level in Martial Artist is a solid option, with *discipline of the spirit* giving you an attribute boost and even more ways to assist your allies and contacts. If you gain access to the Fixer class (also available online), you might want to mix and match a few of its levels to further enhance your contacts, though you should keep more levels in Advocate to avoid the favored classes penalty. Take Paragon of the Species at Level 6 and slip into your legendary master class early and you're set for a fruitful career!



Class	Class Abilities	Feats	Level Benefits
Advocate 1	All over the world, <i>connected</i>	Faun's Cunning	Starting Benefits
Advocate 2	Behind the scenes I	—	+1 Interest
Advocate 2/Martial Artist 1	Martial Arts	Martial Artist (Charisma), Charmer	+1 Proficiency
Advocate 3/Martial Artist 1	Networks (take the contact)	—	+1 Dexterity

FAUN WANDERER/EXPLORER

The Faun Talent makes you hard to hit, physical or socially depending on where their attribute bonus goes. This seed builds on that basic theme in an attempt to make you nigh unto untouchable! The Faun's Mischief feat makes the Explorer class favored, giving you easy access to one of the most survivable classes in the game. Your bonus contacts from Wanderer and high ranks in Networking (again, courtesy of your Talent) let you pick up contacts quickly, and provide extra ammo for Satyr's Mischief. Your high Speed (45 ft.) lets you avoid close range combat while your exceptional Defense lets you escape from most ranged attacks. All this should give you plenty of room for leisurely combat tactics and exploration of your wide collection of social skills.

STARTING OPTIONS

Str: 10 Dex: 18 Con: 14
Int: 14 Wis: 10 Cha: 14

Proficiencies/Tactics: Blunt, Exotic (blunt), Handgun, Unarmed. The Trip action is your best friend, letting you sprawl opponents when you need to shake them off. Bullrush is a good back up plan (especially given your *all over the world* ability), but you probably won't want to hang around long enough to grapple.

Full Skills: Acrobatics, Athletics, Investigation, Networking, Notice, Streetwise

Half Skills: Blend, Cultures, Impress, Security

Feats: Faun's Mischief

Lifestyle: 3

Possessions: 1

Starting Cash: 3

Key Gear: Lockpicking kit I

Interests: Ancient cultures, rock bands

Subplot: Wanted. You knew she was the mayor's wife, but the night was young and you two had real chemistry. You embarrassed him, and now every once in a while he sends out his bullyboys to rough you up. Sigh. Such is the life of a dashing satyr.

ADVANCEMENT

Stick with the Explorer class. In the long run, the Constitution bonuses and the *lifeline* ability will let you shrug off nearly any hit that manages to land. Keep an eye out for feats that increase your Dexterity or Defense bonus, as even a small boost will dramatically improve the effectiveness of you massive vitality and wounds. *Uncanny dodge* just gets better and better for you, which is another reason to stay the Explorer course, though there's an argument for some mix of Intruder levels as well (especially if you find yourself doing much B&E work). Once you're sure nothing can kill you, there should be plenty of time to take a hard look at the rest of life's little challenges.



Class	Class Abilities	Feats	Level Benefits
Explorer 1	All over the world, <i>connected</i>	Faun's Mischief	Starting Benefits
Explorer 2	Bookworm (1/2 time)	—	+1 Interest
Explorer 3	Bonus feat	Combat Mobility or Lucky Break, Chamer or Dueling Basics	+1 Proficiency
Explorer 4	Uncanny dodge I	—	+1 Dexterity

GORGON ARCHER/SOLDIER

Sometimes it's fun to just revel in the 'otherness' of a nonhuman race. This seed blows the lid off the gorgon Talent, going out of its way to be different while serving up a lethally functional combatant. The Archer Specialty makes you a nice, quiet mid-range weapon and you'll eventually gain a gaze attack to pin folks down for the kill. Bows are actually better for you than firearms in most cases; they're stealthy and you can lace arrows with your natural poison. All this comes at a price, though. It's a safe bet you won't be invited to many polite parties.

STARTING OPTIONS

Str: 14 **Dex:** 15 **Con:** 14
Int: 10 **Wis:** 12 **Cha:** 13

Proficiencies/Tactics: Edged, Exotic (Hurled) + forte, Handgun, Unarmed + forte. CQB Basics helps you mix it up with bow shots at Close Range while your Large Size and extra limbs lets you dominate and control grapples. Whenever possible, you should try to start fights from a prepared ambush.

Full Skills: Athletics, Intimidate, Tactics

Half Skills: Notice, Survival

Feats: CQB Basics, Dragon-Tailed, Many Armed

Lifestyle: 2 **Possessions:** 1 **Starting Cash:** 1

Key Gear: Bow

Interests: Almanacs, migratory animals

Subplot: Nemesis. Gorgons aren't well loved and somebody out there has been killing your sisters like they're common animals. Clearly that someone knows a thing or two about hunting your kind. Now you're going to show *them* a thing or two you've learned about *their* kind...

ADVANCEMENT

You're all about Species feats and optimizing your ranged combat abilities. Once you gain your first gaze attack, your ability to control a battlefield will blossom. Couple this with your natural poisons and you'll never be less than deadly even when relieved of all your gear.

Consider taking the Training feat to gain ranks in Bluff without having to multi-class or pay cross-class skill costs. A few ranks in this skill meets the last requirement you need for the Legendary Gorgon class, which grants you even greater killing power in keeping with your racial theme.

The Raptor and Sniper expert classes are both promising options for you, but the requirements may stretch you thin. Going the pure Soldier route is probably the safest bet outside your species' master class. Its *one in a million* ability in conjunction with your paralyzing gaze will simply *never* get old.



Class	Class Abilities	Feats	Level Benefits
Soldier 1	<i>Accurate, fight on</i>	CQB Basics, Dragon-Tailed, Many-Armed	Starting Benefits
Soldier 2	<i>Fortunes of war I</i>	—	+1 Interest
Soldier 3	<i>Fight on</i>	Eyes of Fear, Trick Shot	+1 Proficiency
Soldier 4	<i>Armor use I</i>	—	+1 Constitution

GORGON SEDUCER/FACEMAN

The serpent-haired vamp hiding behind a gossamer veil is one of the gorgon's strongest contemporary fantasy archetypes. It's the perfect tantalizing combination of beauty and instant death. The Seducer Specialty is custom-built to maximize your natural charms and the Faceman class lets you parlay it into a game-winning strategy, concealing your deadly nature until your prey is powerless to resist you. Possessing a strong Intelligence score lets you master a wide range of social skills and your Specialty and Lifestyle combine to offer excellent Appearance bonuses. With this seed, you'll become a major player in seduction Conflicts, with the added back-pocket option to terminate pushy suitors with your natural poison. Suddenly, "no" doesn't just mean "no," it means "drop dead."

STARTING OPTIONS

Str: 12 **Dex:** 12 **Con:** 12
Int: 14 **Wis:** 12 **Cha:** 18

Proficiencies/Tactics: Edged, Handguns + forte, Unarmed. Combat isn't your strongest suit, but a sharp knife hidden in the fold of your clothes — possibly laced with your poison — should see you through most scuffles.

Full Skills: Blend, Bluff, Falsify, Impress, Manipulate, Sense Motive

Half Skills: Culture, Notice, Profession, Search

Feats: Flawless Identity, Silver Tongue

Lifestyle: 4 **Possessions:** 1 **Starting Cash:** 4

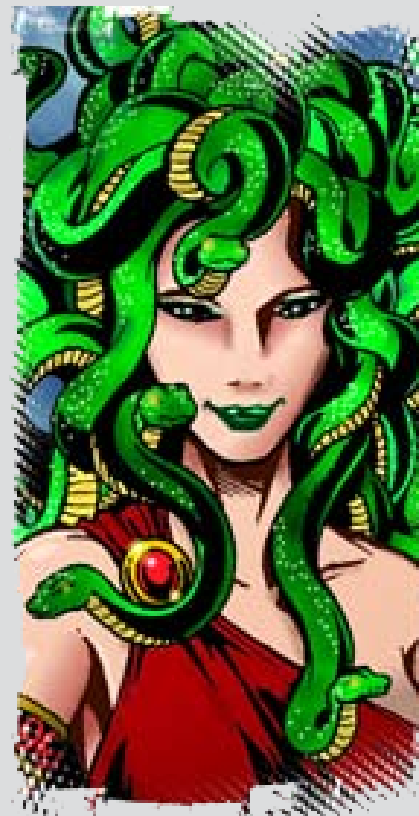
Key Gear: Disguise kit II, knife

Interests: Clubbing, sweeping romantic movies

Subplot: Nemesis. You've broken a few hearts along the way. More than a few, actually; you've got more entries crossed out in your little black book than most people have pages in theirs. So it was probably inevitable that one of your conquests would take offense. Too bad you're still not sure which one it is. All you've got to go on is your pursuer's string of "advances:" a half-hearted attempt on your life, the fumbling smear campaign, torching your house... That last one was the straw. It's payback time.

ADVANCEMENT

If the master of disguise and part-time killer angle works for you, take the Poisoned Cup feat at Level 3 and stick with the Faceman class for a few more levels. Its higher-level abilities offer a play experience like no other. Alternatively, you could take the Mark feat, which is great fun at parties (Amaze your friends! Astound your enemies!), then slip into something more comfortable like the Con Artist expert class, which you can use to concoct elaborate schemes with your teammates.



Class	Class Abilities	Feats	Level Benefits
Faceman 1	1,000 faces, <i>doublespeak</i>	Flawless Identity, Silver Tongue	Starting Benefits
Faceman 2	Cold read 1/session	—	+1 Interest
Faceman 3	Quick change 2/session	Mark or Poisoned Cup	+1 Proficiency
Faceman 4	Masks (convincing)	—	+1 Wisdom

TRITON SUIT/EXPLORER

Amazing treasure lies at the ocean floor, lost to the world of men. More for you! You specialize in underwater salvage and even full-on tomb raiding. Your interests take you to every coastline on Earth and to more than a few museums. The twist is that you're also a skilled businessman, your finely honed financial acumen keeping you in only the nicest digs. You know exactly which palms to grease to get permits when operating inside national waters and which donors to charm with trinkets you unearth. Explorer is the archetypical treasure-hunter class and well suited to such pursuits. Talented is an oft-overlooked feat that reshapes this sometimes-maverick class into an efficient funding machine, offering a combination of high Resolve and high Profession ranks.

STARTING OPTIONS

Str: 16 **Dex:** 12 **Con:** 12
Int: 14 **Wis:** 14 **Cha:** 14

Proficiencies/Tactics: Exotic (edged), Rifle, Unarmed + forte. With your Large size, Strength, and superb Athletics bonuses, you can use the Grapple action to end most fights quickly. Tire is also a strong option for you.

Full Skills: Athletics, Blend, Cultures, Investigation, Notice, Profession, Resolve, Search, Security

Half Skills: None

Feats: Talented (Advisor)

Lifestyle: 3 **Possessions:** 2 **Starting Cash:** 2

Key Gear: Broad reconnaissance

Interests: Ancient naval battles, marine wildlife

Subplot: Long Term Mission. It's out there: The Big Score. You have a favorite tale of a ship that floundered in heavy waters and a lost treasure that could set you up for life. No one thinks you'll find it, but then, no one thinks it'll be found at all. What do they know? You've got an *edge*, a clue you haven't shared with anybody, and it's about time it paid off...

ADVANCEMENT

No reason to leave a class with everything you want; the Explorer's class abilities are good and with the Talented feat, you have all the class skills you need. You might want to take the Larger than Life feat, though, as it grants you a bit of mystique compared to your human counterparts. It also keeps the Reputation or Net Worth rolling in, which you can use to fund your next outing! At Level 3, you can look forward to loads more action dice, and by then you should be eyeing the Guide and Virtuoso expert classes.



Class	Class Abilities	Feats	Level Benefits
Explorer 1	All over the world, <i>connected</i>	Talented (Advisor)	Starting Benefits
Explorer 2	Bookworm (1/2 time)	—	+1 Interest
Explorer 3	Bonus feat	Fortunate, Larger than Life	+1 Proficiency
Explorer 4	Uncanny dodge I	—	+1 Dexterity

TRITON CITY DWELLER/HACKER

Most female Greek monsters tempted men and led them to grizzly deaths. This seed focuses on the siren, letting you bring that promise of a watery grave to the gaming table! The Hacker class is a unique modern twist that's actually surprisingly effective. It offers very effective disguise skills and the game's best ability to operate at a distance when concealing your nature. The Call of the Waters feat lets you beguile characters with your Impress skill (instead of Manipulate), and City Dweller can make Impress a class skill for you. The net result also makes you potent in seduction Conflicts. It's an unusual build, but a powerful combination that will keep your opponents guessing until it's far too late.

STARTING OPTIONS

Str: 12

Dex: 10

Con: 12

Int: 16

Wis: 12

Cha: 15

Proficiencies/Tactics: Edged, Unarmed. Taunt is your bread and butter, temporarily turning active opponents into harmless drones or even grudging servants. Feint is also a handy option. Your Size and strength make grappling a real option, especially when there's water nearby around where you can drown your enemies.

Full Skills: Bureaucracy, Computers, Falsify, Impress, Notice, Profession, Science (Mathematics and Programming), Sleight of Hand, Streetwise

Half Skills: Drive, Cultures, Electronics, Mechanics

Feats: Call of the Waters

Lifestyle: 3

Possessions: 1

Starting Cash: 3

Key Gear: Laptop

Interests: Internet dating, popular singers

Subplot: Mistaken Identity. You cut your teeth on the Internet with so many secondary handles and alternate mail accounts that you've kinda lost track. Now it looks like somebody has cracked some of your old account passwords and is stirring up trouble with a credit card scam that's gonna find its way back to your door. You probably know more about scams than the troublemaker, but you need to wrap this up *soon*, before it damages your professional reputation and worse, your social life.

ADVANCEMENT

Once you tweak the Hacker's skill list, the class remains a solid option for your entire career. You may want to enhance your fighting potential with 1 to 3 levels of the Soldier class, which will let you pick up some ranks in Athletics and if you're finding it a little difficult to finish off opponents, some grapple-oriented feats. The Home Sweet Home feat can up your Lifestyle, further enhancing your social acumen, and you can choose Kiss of the Sea to take your mind-control tricks over the top. You should be able to breeze into the Legendary Triton class for some nice bonuses to your disguise abilities and Charisma score, not to mention total mental domination of your prey. What's not to like?



Class	Class Abilities	Feats	Level Benefits
Hacker 1	Custom 'ware, 'L337	Call of the Waters	Starting Benefits
Hacker 2	Master key I	—	+1 Interest
Hacker 3	Trapdoor 1/mission	Kiss of the Sea	+1 Proficiency
Hacker 4	Bonus feat	Home Sweet Home	+1 Charisma

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