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INTRODUCTION

Welcome to the first of a two-part series of *Spycraft* sourcebooks peeling back the curtain behind which the Agency and its enemies reside (the second being *Mastermind*, due out in just a few months).

In the *Spycraft* universe, the Agency has always been something of an enigma wrapped in a riddle hidden within a fortune cookie. Few people know the organization even exists, and those who do can't talk about it (or they're fighting against it, or afraid of it). But where does this secrecy come from, and what's the need for it in the first place? Why do people work with the Agency? Fight against it? Fear it?

The Agency seeks to answer these questions and more, offering GCs – and more importantly, players – a unique way of developing an original protectorate for use in their games. The concept is simple. As a team of agents rises through the Agency's ranks, they learn about various facets of the organization's structure, goals, protocols, resources, personnel, and more. They learn who they can trust to get the job done, who they can't, and why. They learn why the Agency exists, how its ideology drives its operatives (or doesn't), and who, if anyone, supports it.

The team learns all of this in stages. The lowest tier of the Agency's hierarchy – its **specialists** – generally act outside the established system that coordinates most *Spycraft* agents as you've come to know them in our previous releases. Specialists are therefore aware of only the most basic, surface details about the organization for which they work – its public name (if any) and the location of its home office (which is frequently only a front). Specialists can also identify the Agency assets with whom they commonly come in contact – its low-level handlers, and even more commonly, its agent teams (to whom specialists are most often assigned). The Agency's lowest ranks can also typically point to areas of the world where the organization is strong, and where it is weak.

The Agency's next highest tier – its **recruits** – gain clearance to know basic facts about the organization's mission, and by default learn the style, nature, and tendencies of its operatives from their tutors and the former recruits who accompany them on training missions. Later, when these recruits are approved for active duty without close supervision, they learn the truth behind the façade – what the Agency *really* wants and does, and how it goes about its business. Is the organization's public face a white lie conceived to protect unknowing civilians from truths they're not yet ready to learn, or is the Agency a darker endeavor, founded upon potentially corrupt pretenses? While its operatives can guess, or surmise, they aren't talking.

Above the Agency's operatives are its hands-on field commanders – its **handlers** – who are possess access to the wheels and cogs that drive the machine upon which the organization runs. These men and women are privy to deeper knowledge about the Agency and its machinations, as well as the limitations plaguing the field operatives under their command.

The ultimate truths about the Agency are known only to the select few situated at the pinnacle of its command structure – its **Controls**. These stalwart leaders are both privileged and burdened by knowledge of the real reasons for the Agency's existence, the details of its (often sordid) history, and the skeletons buried beneath the foundation of its global headquarters. This makes them the organization's strongest and yet most vulnerable staff, placing them in imminent danger of blackmail, kidnapping, coercion, and worse.

This structure is well known to *Spycraft* players, and fans of espionage in general, and is therefore the perfect vehicle for an easy-to-use, unobtrusive Agency construction kit that's used right alongside the standard agent creation and play rules. As an agent team rises through the ranks, it learns various things about the Agency that are both required to perform their job and give them insight about the organization as a whole. At each new tier, the agents learn more and more, eventually gaining the full picture. In practice, this requires the GC or the players (or all working in tandem) to make a few choices or random rolls with each arbitrary promotion.

Of course, the GC and/or the players could also simply make the choices or rolls up front, using the modular Agency creation rules presented in this book as written. The choice, as always, is yours.

HOW TO USE THIS BOOK

This book is broken down into five chapters, each corresponding to a tier of the Agency's personnel structure. Beyond the Agency creation sections, each chapter contains agent options and new rules which are expressly appropriate for the tier in question. The Operative chapter, for instance, contains rules for division dispositions, allowing your team to gain benefits for impressing or helping various sections of the Agency's support structure (or to suffer drawbacks when they rub sections the wrong way).

Each chapter contains a wealth of new departments, prestige classes, feats, intelligence resources, and NPC classes, as well as versatile mission generators providing an appropriate mission backstory with just two rolls.

Finally, each chapter also contains new agent options called **training programs**. These "crash courses" allow agents lacking the skills and feats necessary for a mission to spend a few gadget points to spend some time on the firing range or in the classroom.

So without further ado, we give you *The Agency*...

PRIVATE CONNECTIONS

You've learned how to work around the Agency's most formidable red tape.

Prerequisites: Outsider.

Benefit: Twice per session, you may make a favor check without spending an action die. This favor check may be made without contacting the home office and without alerting the Agency. Your favor check result is increased by only ½ your agent level, however, rather than your standard full agent level. Further, the time required to make each favor check granted by this feat is 2 × standard.

Special: This feat may be taken up to 3 times, each time granting an additional 2 uses per session.

RESPECTABLE

You are (or appear to be) a person of some social standing in the "real world."

Prerequisites: Agent level 3+, Native.

Benefit: Each time you encounter a new civilian NPC for the first time, the NPC must make an education check (DC 30 – your favor check bonus). With success, the NPC's disposition toward you is improved by 1 grade (to a maximum disposition of friendly). This benefit does *not* stack with other effects that improve disposition. Further, you gain a +1 bonus with all Charisma-based skill checks targeting the NPC until the end of the current serial.

TRAINING PROGRAMS

The following training programs are particularly appropriate for specialists, but may be chosen by agents of any type. *For general rules concerning training programs, see the sidebar on page 13.*

BASIC FIREARMS TRAINING

Many specialists don't have a background in firearms when they're first approached by the Agency. Thus, the Basic Firearms Training Program was developed to train specialists – and agents – in the basics of firearms usage and maintenance, from the ground up.

Qualifications: None.

GP Cost: 3.

Training Time: 4 days. The agent logs half this time on the firing range, learning the operation and proper handling of a variety of handguns and small arms, and the other half in the classroom training in the assembly and maintenance of small arms.

Final Exam: The agent must make a successful Craft (Firearms) check (DC 12) to demonstrate his acquired knowledge to the tutor. The agent may make this check

TRAINING PROGRAMS

Sometimes all the gadgets and luck in the world can't make up for a lack of honest-to-goodness training. Though no substitute for true experience, emergency training can be the saving grace during a critical mission, offering the vital edge required to complete a pivotal task or a focal mission objective. The Agency understands this all too well and maintains staff, facilities, and programs needed to offer agent teams such the necessary edge, often with little or no forewarning.

During the Gearing Up phase of any mission when an agent can spend a minimum amount of time at the Agency HQ or an equipped field office (per the GC's discretion), he may spend a number of gadget points to receive the benefits of 1 emergency training program of his choice.

The temporary effects of a training program are only gained *after* the agent pays the listed GP cost, spends the listed training time drilling and working with the Agency's tutors, and completes all of the program's required tasks (described in the program's Final Exam entry). Unless otherwise specified, all training and tests must occur at the Agency HQ or an equipped field office (though under rare circumstances, the GC may rule that this training is possible in the field, if the proper tutors and facilities are available).

Should the agent fail to complete any part of the program's required tasks, he does *not* gain the program's benefits and must re-attempt the program from scratch again during the Gearing Up phase of a future serial. He may not re-attempt the same or another training program during the same Gearing Up phase (though he does regain any GP spent to launch the failed training program). When an agent fails a final exam, he regains ½ the gadget points spent to launch the training program (rounded up).

Emergency training programs cover only the most elementary basics of the topics presented, and are intensely tailored for the agents' immediate needs. As such all their benefits are *temporary*, lasting only until the end of the current serial. Thereafter, the agent loses the temporary benefits gained from the program, though he may "recertify" during the Gearing Up phase of a future serial by paying the GP cost again and spending the listed recertification time in refresher courses with the Agency's tutors. When recertifying, an agent need not retake the final exam.

The GC may overrule any attempt to choose a training program, or any recertification attempt, on the grounds that the time or facilities are unavailable.

Continued on the following page.

**TABLE 1.16: SPECIALIST MISSION GENERATOR
— INVESTIGATION AND PROBLEM SOLVING**

Roll	Code	Mission Task/References
1	Red	Break a seemingly 'unbreakable' cipher developed by a rogue nation, and determine the plans of its deranged warlord. <i>See Advanced Cryptography – Faceman/Snoop Class Guide, page 120.</i>
2	Yellow	Identify an ancient relic accidentally recovered by an agent team, as well as its significance and ramifications upon the world scene. <i>See Evidence Analysis – Faceman/Snoop Class Guide, page 71.</i>
3	Black	Determine the strain of a lethal virus sweeping through a country recently allied with the Agency, and put a stop to the threat. <i>See Deduction – Faceman/Snoop Class Guide, page 85.</i>
4	Red	Steal a prototype gadget from a civilian R&D outfit, turn it over to the Agency, and return it without alerting anyone to the temporary theft. <i>See Streamlined Physical Infiltration – Fixer/Pointman Class Guide, page 125.</i>
5	Yellow	Capture and interrogate an informant and the person he's identified as a double agent, determining the true motives of all involved. <i>See Interrogation – Faceman/Snoop Class Guide, page 74.</i>
6	Black	Check the citations of a nosy journalist claiming to possess information that will blow the lid off the Agency, and suppress any legitimate evidence. <i>See Records – Faceman/Snoop Class Guide, page 78.</i>
7	Red	Determine the identity of a mysterious mastermind terrorizing a region, then assist an agent team in hunting the criminal down. <i>See Profiling – Faceman/Snoop Class Guide, page 75.</i>
8	Red	Capture an enemy organization official, brainwash him, and reintegrate him as a "Manchurian candidate." <i>See Brainwashing – Fixer/Pointman Class Guide, page 61.</i>
9	Yellow	Recruit a successful physicist who's recently scored a breakthrough in the field of cold fusion as an Agency asset. <i>See Seduction Revisited – 1960s Decade Book, page 183.</i>
10	Red	Examine the scene of an Agency operative's grisly murder and determine his actual cause of death. <i>See Deduction System – Faceman/Snoop Class Guide, page 85.</i>
11	Red	Gain access to an electronics manufacturer and sabotage plans for a new electronic surveillance device that could tip the balance of power between nations. <i>See Streamlined Face-to-Face Infiltration – Faceman/Snoop Class Guide, page 124.</i>
12	Black	Arrange the release of Agency pilots downed and captured in hostile territory, as well as the sensitive data hidden on their persons. <i>See Persuasion – Faceman/Snoop Class Guide, page 102.</i>
13	Black	Find the solution to a computer virus threatening to release Agency secrets over the internet, then track down its creator and bring him to justice. <i>See Computers – Spycraft Espionage Handbook, page 44.</i>
14	Red	Investigate a chain of clues leading to an international aid organization accused of supporting illicit military action, and trace its funds to its criminal backer. <i>See Interviews – Faceman/Snoop Class Guide, page 74.</i>
15	Yellow	Convince an international smuggler with cold feet to make good on his offer to become an Agency informant. <i>See Harassment – Fixer/Pointman Class Guide, page 63.</i>
16	Red	Track the source of suspicious storms off the coast of a remote tropical island owned by a wealthy (but eccentric) scientist, and determine if he poses a threat to the world. <i>See Aerial Surveillance – Faceman/Snoop Class Guide, page 80.</i>
17	Red	Determine the origin and cause of a bombing that's stunned a nation and sent its government into chaos. <i>See Evidence Collection – Faceman/Snoop Class Guide, page 69.</i>
18	Red	Bug the office of a suspected top government official shielded by diplomatic immunity and determine his complicity in recent terrorist activity. <i>See Bugging – Faceman/Snoop Class Guide, page 81.</i>
19	Red	Utilize deep-regression hypnosis and psychological work-ups to help an amnesiac burn victim remember who caused a mysterious power plant explosion. <i>See Hypnosis – Fixer/Pointman Class Guide, page 40.</i>
20	Yellow	As Agency outsiders, determine the existence and source of a possible leak within your organization's ranks. <i>See Clue Chains – Faceman/Snoop Class Guide, page 88.</i>

INTRODUCTION

What makes a recruit? In two words: opportunity and potential. A suitable recruit is an individual whom the Agency has set upon the path to becoming an operative, marking the start of this person's chance to prove himself within the espionage community. In time, he may rise to grace the ranks of the elite few whose shadowed actions define the world – or he may fall from grace, condemned to an exile of paper-pushing mediocrity, or even wind up buried in an unmarked grave.

Whatever his fate, the recruit is forever changed – though he may not be aware of the change – when he gains the Agency's attention and "Those in Power" deem him worthy of recruitment. Unlike the specialist, the recruit may have been brought into the fold before, aware of the Agency's existence and at least its ostensible agendas and motives, but he hasn't yet earned the right to peek behind his superiors' masks. As the saying goes, a little knowledge can be, and often is, an extremely dangerous thing.

WELCOME TO THE COMPANY

The offer to become an Agency recruit isn't necessarily obvious, nor does it always feature the option of refusal. Regardless of the phrasing, though, the offer is almost always delivered in person by a senior agent. In rare cases, the offer comes from a less superior Agency employee who's closely related to the candidate, or when the candidate's unique talents call for an alternate method of recruitment – a computer hacker might be contacted via Agency intrusion into his supposedly impenetrable VPN, for example. Unless such special allowances are made, however, the offer is never in writing – it's always delivered verbally, to minimize the risk of Agency exposure.

Although the offer is usually the first time the candidate is made aware of the Agency's interest in him, it's never the Agency's first look. Even in the most desperate times, the Agency carefully screens all prospects for any sign that they might be in any way unsuitable or compromised. All aspects of the candidate's life are examined, from academic history to medical condition to psychology. Agency personnel may "casually" reach out to a candidate with cover identities, contriving various social situations to observe his reactions. When a candidate possesses specific talents the Agency needs on the spot, he's commonly employed as a specialist first (*see Chapter 1*). Depending on its requirements, the Agency might even go so far as to stage a mock crisis situation – or even create a real one – to test the candidate's ability to handle himself under stress.

All of this preparation, however, culminates in the moment that a senior agent looks the prospect in the eyes and offers him the opportunity of a lifetime.

YOU ARE NO ONE

Depending on the Agency's culture, a recruit might be known by many terms: "trainee," "student," "probationary agent," "cadet," "candidate," "acolyte," and others have all been used by various intelligence organizations. Established agents, or even senior recruits, also use informal and sometimes uncomplimentary appellations for the newcomer, such as "freshman," "rookie," "noob," "raw meat," or "FNG." Regardless of the recruit's moniker, he's constantly reminded during his pre-operative days that he isn't yet a trusted and recognized intelligence agent. His superiors see that he has potential to *become* an operative, else he would never have been recruited, but he still has a great deal to learn about espionage, if not about the world in general.

SCHOOL'S IN

It's no mystery why so many of synonyms for "recruit" imply learning. The new recruit knows little about espionage and less about the Agency's internal structure and methodology. His first months – perhaps even his first years – are filled with a mixture of classroom instruction and hands-on training. The recruit may initially regret joining up as the sheer volume of information being thrown at him threatens to overwhelm his capacity for retention, but as he demonstrates competence, he's assigned to small teams and sent on training exercises under the close supervision of an instructor. These training exercises are usually staged under controlled circumstances, with Agency-employed actors or senior agents playing the parts of other participants, though they sometimes occur in the real world as well, with passing grades depending upon the recruit's ability to hide the exercise from the public.

Recruits are rarely sent into the field as part of actual operations before they graduate into the ranks of operatives, though they may serve "internships" supporting and observing active agents from a safe distance. In most cases, the Agency doesn't court failure by sending half-trained personnel to complete a job, nor does it risk the loss of unprepared recruits in whom it has already invested a significant amount of funding and time. Most often, the situation must be truly dire, with absolutely no other personnel available, before recruits are sent on a real assignment.

Despite this, however, there exist two primary methods for getting recruits into the field, and inventive GCs are likely to think of many more. The first option is simply that the Agency favors hands-on training over all, assigning recruits to seasoned operatives as assistants. In this case, no more than one or two recruits are assigned

GUN GRAB BAG

Novice agents often are at a loss when selecting personal weapons. The relatively high cost of procuring “clean” firearms can make a significant dent in the limited budget available to recruits, and agents with little gun experience prior to joining the Agency may have no idea what characteristics to look for when choosing a firearm.

The Agency also finds itself in possession of a great number of firearms captured during field operations. As it can't sell these weapons to the corner pawnshop, its armories often wind up overflowing with surplus guns that aren't even close to the Agency's standard-issue. As is often the case, two problems can provide solutions for one another.

The resource now colloquially known as the “hockey bag full of guns” originated at the suggestion of an anonymous agent who stated that his team didn't care what they got, so long as it went “bang.” An armorer at Agency headquarters saw the opportunity to clear out some weapons that agents never requisitioned, threw them into a hockey bag, and shipped them to the team's Baghdad safe house.

This method is now the Agency's unofficial back channel for disposing of unwanted surplus firearms. Agents who requisition a gun grab bag receive an eclectic mix of weapons without serial numbers or other identifying markings, with the understanding that these guns can be discarded at will without penalty. As a matter of tradition, these guns almost always arrive at the agents' base of operations in an unlabeled athletic bag.

For every 1 GP spent to request a gun grab bag, the agents gain 1 firearm, determined at random by rolling 2d20 and consulting Table 2.4: Gun Grab Bag Intelligence Resource (see page 49). Each firearm acquired in this fashion is in poor condition, and the GC must spend 1 less action die to activate errors the agents suffer when using it. Unless otherwise specified, 3 full loads of shot or full metal jacket (FMJ) ammunition is provided for each firearm. Finally, firearms contained in a gun grab bag are ignored for the purpose of determining penalties or other effects upon an agent team for losing weapons, (see *Division Dispositions*, page 75, for an example of one such rule).

Complication: Guns acquired in this fashion are less than wholly reliable. Before the agent rolls to generate each weapon, the GC may spend up to 3 action dice to increase the weapon's error range by the number of action dice spent.

TABLE 2.4: GUN GRAB BAG INTELLIGENCE RESOURCES

Roll	Weapon Carried
2	FN FAL assault rifle
3	Kalashnikov AK-47 assault rifle
4	Colt M16A1 assault rifle
5	Kalashnikov Saiga 12K combat shotgun (in 12 gauge)
6	Franchi SPAS-15 combat shotgun
7	Gurza KS-23 pump-action shotgun
8	Mossberg Model 500 pump-action shotgun (in 12 gauge)
9	Mossberg Model 500 pump-action shotgun (in 20 gauge)
10	Mossberg Model 500 pump action shotgun (in .410 gauge)
11	Winchester Supreme Sport break-action shotgun
12	Sporting Arms Manufacturing Snake Charmer break-action shotgun
13	Colt Anaconda hunting revolver (in .44 Magnum caliber)
14	Beretta 8000 Cougar backup pistol (in .45 ACP caliber)
15	S&W Model 10 service revolver
16	SIG-Sauer P-230 backup pistol
17	SIG-Sauer P-226 service pistol (in 9mm caliber)
18	ACCU-TEK HC-380 pocket pistol
19	Glock 17 service pistol
20	Beretta Model 92 service pistol
21	Walther PPK pocket pistol
22	Makarov PM backup pistol
23	CZ 75 service pistol (in 9mm caliber)
24	Ruger P89 service pistol
25	H&K VP70 service pistol*
26	Ruger SP-101 service revolver (in .357 Magnum caliber)
27	SIG-Sauer P-226 service pistol (in .45 ACP caliber)
28	Colt Defender backup pistol
29	Colt M1911A1 service pistol
30	CZ Scorpion submachinegun (in .380 ACP caliber)
31	H&K MP5K submachinegun
32	IMI Uzi submachinegun
33	Ingram MAC-10 submachinegun (in .45 ACP caliber)
34	Thompson M1928 submachinegun
35	H&K MP5A3 submachinegun
36	Browning Buck Mark target pistol
37	Magnum Research Lone Eagle target pistol (in random caliber), with 30 rounds
38	Springfield Armory M6 Scout bolt-action rifle
39	Remington Model 700 NATO sniper rifle (in 5.56×45mm caliber)
40	Remington Model 700 NATO sniper rifle (in 7.62×51mm caliber)

* See the 1960s Decade Book, page 167.

SECURITY CLEARANCES

A security clearance is a formal decision that an agent may legally receive and view classified information. By the nature of his work, an agent requires a security clearance in order to know what he's doing and what the Agency expects of him. Depending on the Agency's internal policies, a recruit may or may not have this privilege.

Security clearance systems differ from nation to nation and from bureaucracy to bureaucracy. The following terms are those most commonly in use by the United States, and are provided as a representative sample rather than an authoritative examination.

CLASSIFICATIONS

Unclassified: This material is available to the general public and may be accessed by any character. *Examples:* The existence of most Agencies and the addresses of their headquarters, as well as their stated intents (see page 49).

Limited: This material is limited to official use and is not approved for general public release. Recruits are gradually exposed to limited information during their training, while specialists have access to limited information that is directly relevant to their contracted tasks (though only after receiving stern warnings about the penalties for revealing the information to anyone outside the Agency). *Examples:* Critical technological data, the financial records of Agency contractors.

Confidential: This material is sensitive enough that its release could damage national security. In practice, specialists and recruits both receive access to confidential material during the course of their duties, though the warnings are more vociferous here than with limited material. *Examples:* Intelligence asset deployment figures, prototype weapon systems performance data.

Secret: This material could seriously damage national security if released. Most military officers possess at least this level of security clearance, as do all Agency operatives. Specialists almost never receive access to secret material, unless they're directly involved in its creation (as is the case with scientists working on a secret research project). Recruit access to secret material is likewise extremely restricted, and is never given before they achieve field training status. *Examples:* Any information that could significantly disrupt foreign relations, the existence of specific intelligence operations, the revelation of specific military plans.

Top Secret: This material is so sensitive that its release could cause critical damage to national security. Handlers and senior operatives possess top secret

security clearances. *Examples:* Any information that could provoke armed conflict, disrupt foreign relations with vital allies, or compromise secure ciphers.

Special Access Programs (SAPs): Also referred to as "codeword" programs, SAPs are additional controls established to safeguard access to confidential, secret, or top secret information. In effect, a SAP compartmentalizes information, restricting access to those who have not only the proper level of clearance but the correct special access as well. *Examples:* Operation: HAVE BLUE, Operation: UNDERWORLD.

Sensitive Compartmentalized Information (SCI): Similar to SAP programs, SCIs are generally utilized to protect operations that are planned and executed in such an obscure manner that the involvement of the Agency and its parent government are completely shielded. The very exemplification of "covert," these operations are almost always overseen by handlers, using teams of subordinates who operate "blind", without ever knowing the identities of their true commanders. *Examples:* Anything considered "illegal" according to the by-laws of international espionage, black ops, wetworks assignments, inter- or intra-governmental sabotage.

ACQUIRING CLASSIFIED INFORMATION

An agent automatically has access to classified information based on his Agency position, as shown on Table 2.5: Standard Agency Clearances (see page 25). The GC should feel free to modify this for an exceptionally open or secretive Agency, or per the needs of exceptional missions.

When an agent attempts to acquire classified information or material for which he doesn't possess the appropriate clearance, he must make a Bureaucracy check (DC 15 + 5 per level of clearance between the agent's clearance and the information's clearance). Further, this check's error range is increased by 1 per level of clearance between the agent's clearance and the information's clearance.

Example: A standard operative, possessing secret clearance, attempts to gain access to top secret information, his Bureaucracy check DC is 25 and his error range is increased by 2.

With success, the agent secures the target information or material. With a critical success, he gains any related information or material requiring a security clearance one level higher than his target material's level.

Example: The standard operative in the previous example scores a critical success. He not only gains the secret information he targeted, but also any secret/SAP information relating to it.



“What exactly do you do?”
“Oh, I travel... a sort of licensed troubleshooter.”
– Patricia Fearing and James Bond, Thunderball

OPERATIVE

3

EYES ONLY: Mid-Level Agent Creation

By Zach Sutherland and Steve Crow

MARCO CASTELLANO

"If it's broke, call a mechanic. If it ain't broke, call Marco."

Codename: VENDETTA

Aliases: Marcus Costler, Malcolm Castell

Nationality: Italian

Gender: Male

Height: 5 ft. 2 in.

Eyes: Dark Brown

Place of Birth: Venice, Italy

Date of Birth: 1961.08.10

Distinguishing Characteristics: Misshapen nose (from repeated breaks).

BACKGROUND

Marco began his career as a lowly Venetian con man, rising to the esteemed ranks of superspy by forging connections with powerful Mafia families. Marco has a knack for squeezing people, running intimidation and harassment campaigns, and frightening subjects until they give him all the information his bosses want (and often more). He also focuses on deceit, keeping his two employers – the Agency and the Family – unaware of one another yet extremely pleased with his results.

Department: D-0 Home Office

Class: Faceman/Goodfella

Level: 5/4

Strength:	14	Dexterity:	10
Constitution:	10	Intelligence:	16
Wisdom:	10	Charisma:	18
Vitality:	58	Wounds:	10

Defense: 11 (+1 armor)

Initiative Bonus: +6 (+6 class)

Speed: 30

Fort: +5 **Ref:** +2 **Will:** +7

Special Attacks: Sneak attack +1d6.

Special Qualities: +3 department bonus to action die results, +4 to error ranges of Gather Information, Sense Motive, and seduction checks made against Marco, *adaptable*, backup 1/session, cold read 1/session, cross-class skills (Bureaucracy, Computers, Demolitions, Intimidate), family ties 1/session, linguist +3, made man, omerta, quick change 2/session, strongarm, this thing of ours +4.

Skills: Bluff +16, Bureaucracy +21 (threat 18–20), Computers +12, Demolitions +12 (threat 18–20), Diplomacy +6, Disguise +12, Forgery +11, Gather Information +16, Innuendo +9, Intimidate +18/+18, Knowledge (Underworld) +7, Surveillance +10 (threat 18–20), Sense Motive +11.

Feats: Advanced Skill Mastery (Police Training), Armor Group Proficiency (Light, Medium), Chip Away, Police Training, Traceless, Undermine, Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle).

ATTACKS

Fist/punch +8 (dmg 1d3+2 subdual, error 1)

Straight Razor +8 (dmg 1d4+2 normal, error 1–2, threat 19–20)

.45 ACP Thompson M1928 +5 (dmg 1d12 normal, accuracy –1, error 1, threat 19–20, range 30 ft., qualities and mods: RG, TD – 20 shots of standard ammunition)

Standard Personal Gear: Weapons, 50 shots of military ball ammunition, trendy clothes, ballistic vest, laptop computer (power rating +1), disguise kit, demolitions kit, sodium penothal (2 doses), handcuffs.

Common Gadgets: Hypnosis lenses, frame job cards (5), standard attaché case.

NOTES

Using the standard *Living Spycraft* ability score system, Zach starts off by giving Marco high Charisma and Intelligence scores, low Dexterity, Constitution, and Wisdom scores, and a Strength of 12, intending to raise the lattermost later for reasons that become clear when he reaches 6th level. Marco's high Charisma provides him with a good solid base for his faceman class abilities and skills, and his high Intelligence score provides him with lots of skill points that'll be useful to support his agent concept.

By selecting the home office department, Zach diversifies Marco, granting him 2 Charisma-based and 2 Intelligence-based skills that facemen typically lack. This makes Marco more versatile and lets him acquire 8 ranks in Intimidate, which he'll also need by 6th level. Knowledge is a class skill for facemen, so Zach devotes 4 skill points to an Underworld focus as well.

As Zach's character progresses through his first 5 levels as a faceman, he gains the Chip Away, Traceless, and Undermine feats – again, Marco will need Undermine by 6th level. Also, at 4th level, Zach raises Marco's Strength to 13.

When Marco finally reaches 6th level, the true fun begins – Zach switches over to the goodfella prestige class and gains the strongarm ability, which lets Marco add his Strength and Charisma bonuses to Bureaucracy, Diplomacy, Gather Information, and Intimidate skill check results. These bonuses immediately gain an additional +1 bonus (for total bonus of +5), which go up again when Zach raises Marco's Strength to 14 at 8th level. Overall, Marco gains a +6 ability bonus with these 4 skills – a bonus he would have needed a Charisma score of 20 and stiffer another ability score by 2 in order to achieve. Via this method, Marco not only has a good Strength for hand-to-hand combat, but also a decent base Strength bonus for untrained skill use.

Marco also gains Surveillance as a class skill at 6th level. Zach chooses the order that he assigns level benefits, granting Marco at least 1 rank in Surveillance and *then* selecting Police Training as his 6th level feat. This grants him a +2 bonus and a threat range increase with Bureaucracy, Demolitions, and Surveillance skill checks, increased to +3 when he gains the corresponding Advanced Skill Mastery feat at 9th level.

Marco's Wisdom is a little low for a faceman, but the *adaptable* class ability provides him with an extra action die to make Wisdom-based skill checks and his department grants him a +3 to those dice.

Finally, Marco's high Intimidate and Gather Information skill bonuses allow him to switch back and forth between interrogation methods, using whichever one works best at the moment (see the Fixer/Pointman Class Book, pages 66–68).

a shadow within his organization, able to tap its resources through private channels and work toward his own goals alongside those of the agent team he's adopted. These goals may be contrary to those of the Agency, but should remain in line with those of his team, lest the campaign derail due to agent strife.

SPECIAL TALENTS

- No ability modifiers.
- Bluff is always a class skill for the agent.
- The agent chooses a Charisma-based skill. When the agent suffers an error with the chosen skill, the GC or an opposed character must spend 1 additional action die to activate the error as a critical failure. The agent chooses 1 additional Charisma-based skill to benefit from this effect at 4th level and for every 4 agent levels gained thereafter.
- Once per session, the agent may activate an error with any favor, Bureaucracy, Computers, or Gather Information check made to gain information about him without spending an action die. The agent may use this ability 1 additional time per session at 4th level, and for every 4 agent levels gained thereafter.
- Bonus feat: Deleted.

CAT BURGLAR

This is a prestige class.

While fixers are usually well suited for the trespassing needs of a field team, they aren't always adequately prepared to break into impossibly high security facilities, or to regularly evade the authorities thereafter. Cat burglars excel at such assignments, being masters of stealth, breaking and entering tactics, and second-story work, and possessing connections to the underworld – specifically with regard to fencing and tracing stolen goods – that can be extremely useful in the espionage arena.

Abilities: Cat burglars rely most heavily on a variety of Dexterity-based skills, though Intelligence plays a significant role as well, granting them the skill points required for the wide variety of class skills at their disposal.

Vitality: 1d8 + Con modifier per level.

REQUIREMENTS

Agent Level: 5+.

Climb: 8+ ranks.

Open Lock: 8+ ranks.

Feats: Acrobatic, Master Fence.

CLASS SKILLS

The cat burglar's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Balance	Dex
Bluff	Cha
Boating	Dex
Climb	Str
Concentration	Wis
Craft	Int
Driver	Dex
Electronics	Int
Escape Artist	Dex
Hide	Dex
Hobby	Wis
Jump	Str
Knowledge	Int
Listen	Wis
Mechanics	Int
Move Silently	Dex
Open Lock	Dex
Pilot	Dex
Profession	Wis
Search	Int
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis
Tumble	Dex

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

CLASS FEATURES

All of the following are class features of the cat burglar.

Starting Feats: At 1st level, the cat burglar gains the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Hurled)

Weapon Group Proficiency (Melee)

Nimble: The cat burglar gains a +1 bonus with all Dexterity-based skill checks. This is the cat burglar's core ability.

Case: The trick to defeating modern security is knowing exactly what you're facing, and what it can't see. Each action site possesses a security rating ranging from 0 to 10 (see *the Fixer/Pointman Class Guide, page 111*). At 1st level, if the cat burglar spends at least 1 hour moving around within line of sight of 1 or more buildings of an action site, he may make a Surveillance check (DC 20 + the site's security rating). With success, he learns the site's current security rating. This check may be retried as often as the cat burglar likes, each time requiring another 1 hour of scouting.

AGENCY CREATION: HANDLER MANPOWER

Handlers are essentially the Agency's middle management, the go-betweens handing down Control edicts and keeping things running on an even keel. They often have marginal authority over the details in exchange for all the responsibility for mission success. In spy fiction, handlers are nearly non-existent, a "third wheel" in an otherwise streamlined character drama. In the real world, however, case officers, ground station commanders, senior operatives, and a variety of other handler types are frequently the agents' *only* link with the home office, leaving Controls to the duties of managing ideological wars and matters of national security. The following Agency creation options allow for both of these schemes, and many in between.

RECRUITMENT PARAMETERS

Handlers are almost exclusively recruited from the available operative pool, promoted according to criteria valued by the Agency's current command (i.e. its Controls). To generate an original Agency's criteria for bringing operatives into the command structure as handlers, choose from, or roll 1d20 and consult, Table 4.9: Handler Promotion Parameters (*see page 103*).

Alternately, the GC may decide that the Agency recruits handlers from outside the organization, either in addition to or to the exclusion of internal promotion. In these cases, the GC should consult the recruitment parameter tables in this book's other chapters to determine the methods by which outsiders are introduced.

HANDLER PREPARATION

Unlike those entering most other Agency positions, handlers are almost always extremely familiar with their new duties. After all, most of them were recently operatives, working with handlers in the field. The Agency doesn't always recognize this training, however, frequently running handlers through needless training programs for the sake of mock continuity.

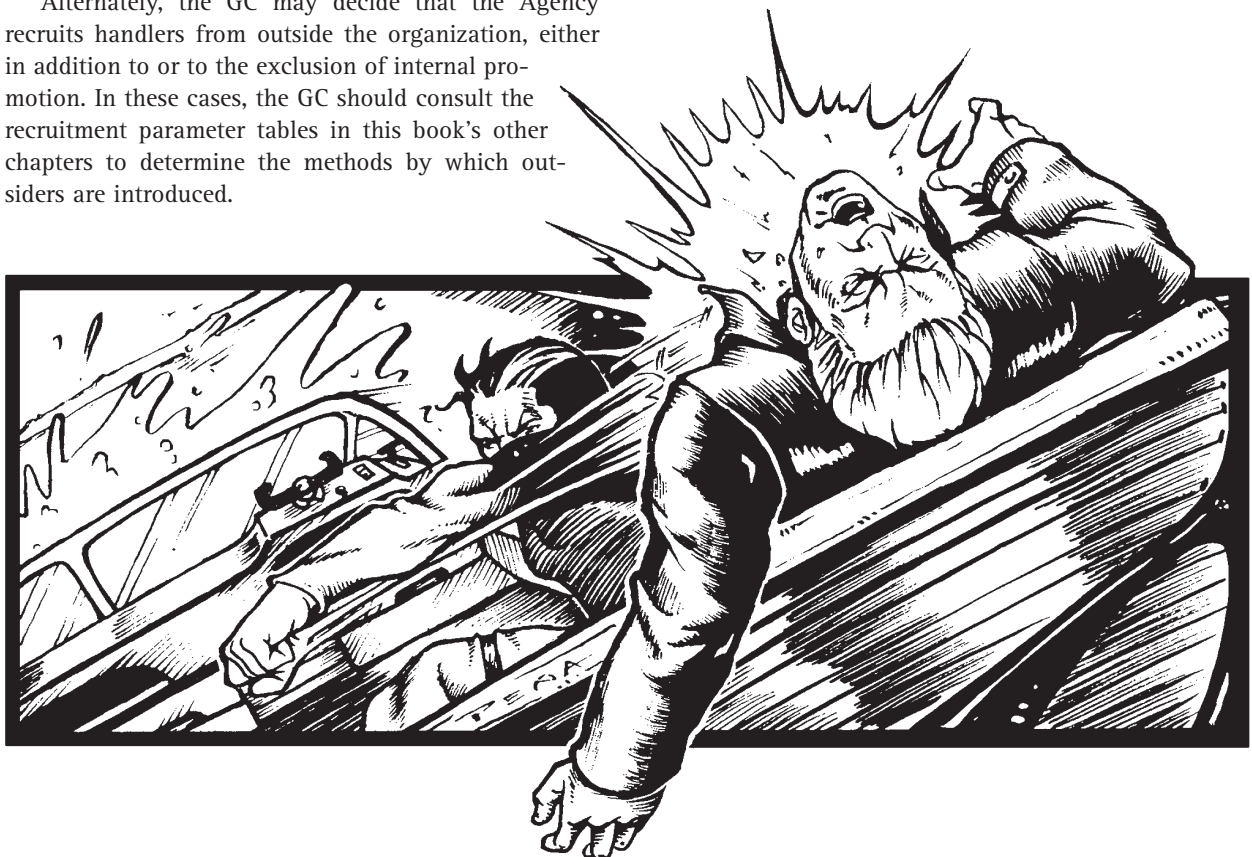
To generate an original Agency's initial handler training, choose from, or roll 1d20 and consult, Table 4.10: Handler Preparation (*see page 103*).

HANDLER NUMBERS

To generate the average number of handlers working for an original Agency at any time, choose from, or roll 1d20 and consult, Table 4.11: Handler Numbers (*see page 104*). Descriptions of division size results follow.

None: The Agency doesn't employ handlers. There is no intermediary between its Controls and its agents.

Command by Memo (1 handler per 200–400 agent teams): The Agency employs so few handlers that they effectively become subordinate Controls, communicating with the teams under their command solely by impersonal memos, dead drops, and other means that take none of the teams' individual needs into consideration.



DECEIVER

This is a prestige class.

The deceiver specializes in infiltrating prominent enemy organizations at the highest levels, then turning the organization's bureaucracy against itself. A well placed deceiver can throw a significant monkey wrench into enemy operations by distributing bad intelligence, delaying requisition requests, and giving false orders to the organization's minions.

Abilities: Charisma and Wisdom are the deceiver's most important abilities, granting him access to a target organization and allowing him to carefully gauge when and where to best disrupt its operations.

Vitality: 1d8 + Con modifier per level.



REQUIREMENTS

Agent Level: 5+.

Wisdom: 13+.

Bluff: 4+ ranks.

Bureaucracy: 8+ ranks.

Forgery: 4+ ranks.

Feats: Flawless Identity, Handler.

CLASS SKILLS

The deceiver's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Computers	Int
Concentration	Wis
Cryptography	Int
Cultures	Wis
Diplomacy	Cha
Disguise	Cha
Driver	Dex
Electronics	Int
Escape Artist	Dex
Forgery	Int
Gather Information	Cha
Hobby	Wis
Innuendo	Wis
Languages	Wis
Listen	Wis
Profession	Wis
Read Lips	Int
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Sport	Str or Dex
Spot	Wis
Surveillance	Wis

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

TABLE 5.1: THE DECEIVER

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts	Special
1	+0	+1	+0	+1	+1	+0	3	1	"One bad apple..." (scout), wilderness of mirrors
2	+1	+2	+0	+2	+1	+1	6	2	Friendly face (1 grade)
3	+2	+2	+1	+2	+2	+1	9	3	Spoil the barrel (basic)
4	+3	+2	+1	+2	+2	+2	12	4	Inside man, obfuscate
5	+3	+3	+1	+3	+3	+2	15	5	"One bad apple..." (foil), spoil the barrel (Applied)
6	+4	+3	+2	+3	+4	+2	18	6	Smile and nod
7	+5	+4	+2	+4	+4	+3	21	7	Friendly face (2 grades), spoil the barrel (Mark)
8	+6	+4	+2	+4	+5	+3	24	8	Obfuscate, "they're with me"
9	+6	+4	+3	+4	+5	+4	27	9	"One bad apple..." (penetrate), spoil the barrel (Practice)
10	+7	+5	+3	+5	+6	+4	30	10	Demoralize