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## INTRODUCTION

Where facemen and snoops gather intel and soldiers and wheelmen are the forefront of the any Agency offensive, fixers and pointmen perform all the in-between jobs – the high-stakes infiltrations, the tense dead drops, the desperate games of spy vs. spy that rage silently across the planet, behind the scenes. More than any other classes, fixers and pointmen represent all that comes to mind when people say the word ‘operative’. Both classes specialize in covert action. Both play ‘The Great Game’ to the hilt using well-placed bribes and well-chosen threats. Both are veterans of a cutthroat world in which secrets and lies are the final safeguards against invasion and betrayal. Both are masters of working the system – knowing who works for whom, when, and why, and using or breaking the rules to get what they need to accomplish any mission.

Whether leading an assault against a criminal mastermind’s jungle fortress in the dead of night, stalking criminals meeting in penthouses dozens of stories above street level, or smuggling critical information or hostages across enemy lines, fixers and pointmen define intrigue. Their efforts are the bridge between intelligence and warfare – the Agency’s front line in a deadly global game of cat and mouse. The *Spycraft Fixer/Pointman Class Guide™* introduces players to this world of danger and suspense, where the lines are blurred and everyone has an agenda – and a price.

## WHAT’S IN THIS BOOK

The *Fixer/Pointman Class Guide* is divided into four chapters, each offering new agent options or mechanics.

**Chapter 1: Prestige Classes** includes 12 new classes for agents to pursue, all extensions of the fixer and pointman skill sets. Military archetypes include the forward, officer, and ranger, while the courier, inventor, and smuggler take the fixer’s gear abilities to an entirely new level. The cleaner, ninja, provocateur, and saboteur use the shadows as a weapon, performing their dubious Agency missions under cover of darkness and guile, and the goodfella and grifter are recruited from lives of professional crime.

**Chapter 2: New Rules** covers many new rules specifically useful to fixers and pointmen but generally useful to agents of any class. Included in this chapter are new backgrounds and bundles, discussions of fixer and pointman agent creation, over 15 new departments, 10 new skill uses, new combat actions, and nearly 50 new feats, greatly expanding the covert, gear, and style trees. New uses for the fixer’s and pointman’s special abilities are found here, along with Agency-issued clothing, remote-control drones, and anti-security devices (including both standard-issue and gadget designs).

**Chapter 3: Tradecraft** explores many classic espionage activities, all with full mechanical support. Now agents can perform short-term and long-term ambushes (on foot and in vehicles), and draw from many different effects to tailor their ambushes to their own style and the needs of the each mission. Brainwashing is detailed as well, as are blackmail, coercion, interrogation, and harassment (the latter used to break down an enemy over weeks or months, until he gives in to your demands). Various forms of police action are covered – ways the GC can mechanically handle law enforcement intervention during missions, as well as launch manhunts when the agents make too much noise during a mission.

The “Taking to the Streets” rules allow agents to interact with a city’s populace to collect news and rumors, hire specialists, and arrange a wide variety of services, including decoys, forgeries, safe houses, medical treatment, incrimination, kidnapping, and more. Finally, coupling with the rules for hiring specialists, this chapter includes 20 new NPC packages, each with three statistics packages so they may immediately be used at any level of play.

## THE SPYCRAFT MISSION GUIDE

The last chapter of this book contains the official *Spycraft Mission Guide*, which vastly expands the Game Control’s current toolkit. The Mastermind System is given many new options, adding new dimension, character, and challenge to any *Spycraft* threat. Many new ways for the GC to modify the difficulty and vary the elements of his organizations are found here, including...

- **New Threat Traits:** Now organizations can use influence to control world powers!
- **Threat Resources:** These feat-like options grant an organization and its villains special abilities. Weapons of mass destruction mounted on orbital space platforms! Subterranean worldwide bullet train networks! Control over the media! Nearly unlimited wealth! Now you can create any organization – no matter how expansive, powerful, or cunning!
- **Agendas:** When the agents leave an organization alone, it grows stronger. These class-like progression tables allow the GC to improve threats over time to keep up with the new abilities agents gain as they rise in level – all according to the group’s master plan!

Most importantly, though, the *Spycraft Mission Guide* introduces action sites – a way to use the Mastermind System to create encounter locations that lead your players through an open-ended clue chain from an organization’s outermost fringe cells to the very heart of its operation, all with detailed and exciting mechanics! And for action junkies, streamlined systems are included for infiltration and straightforward assault.

# FIXER/POINTMAN CLASS GUIDE

## INTRODUCTION

This chapter introduces twelve new prestige classes, expanding upon the roles and abilities of fixers and pointmen introduced in the *Spycraft Espionage Handbook*.

## CLEANER

Certain elite agents exist solely to handle the worst scenarios – the failure of other agents and operations, especially those that might reveal the Agency's existence to the public. Known collectively as 'cleaners', these operatives are at their best when things have already gone horribly wrong.

While some cleaners are little more than ruthless killers who sweep the Agency's secrets into a row of graves, most are cool, calculating manipulators who misdirect and deceive, systematically eliminating evidence instead of people. A stand-up fight is the last thing a cleaner wants, so his combat abilities, while formidable, tend to be indirect.

**Abilities:** Cleaners employ a variety of stratagems in their missions, so most abilities are useful to them, but a high Intelligence is imperative. Wisdom and Charisma both play a part in the cleaner's ability to spot problems and talk his way out of them.

**Vitality:** 1d10 plus Con modifier per level.

### REQUIREMENTS

**Agent Level:** 5+.

**Bluff:** 8 ranks.

**Intimidate:** 8 ranks.

**Feats:** Persuasive, Traceless.



### CLASS SKILLS

The cleaner's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Computers	Int
Craft	Int
Demolitions	Int
Driver	Dex
First Aid	Wis
Forgery	Int
Gather Information	Cha
Hobby	Wis
Innuendo	Wis
Intimidate	Str or Cha
Knowledge	Int
Listen	Wis
Perform	Cha
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis

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

### CLASS FEATURES

The following are class features of the cleaner.

**Class Feats:** The cleaner gains the following feats at 1st level.

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Weapon Group Proficiency (Hurled)
- Weapon Group Proficiency (Melee)
- Weapon Group Proficiency (Pistol)
- Weapon Group Proficiency (Rifle)

**MIB:** Cleaners are shadow figures even in the intelligence community – unseen and rarely noticed. The error ranges of all Search and Surveillance checks targeting the cleaner and evidence of his presence are increased by the cleaner's class level. This is the cleaner's core ability.

**Glib Explanation:** The cleaner's primary function is to make events seem harmless, insignificant, mundane. He's an expert in explaining things away in an off-handed, unhurried manner, and when necessary, he's the scariest person an inconvenient witness can ever meet. At 1st level, the cleaner gains the Advanced Skill Mastery feat for his Persuasive feat.

At 5th level, the cleaner receives the Grand Skill Mastery feat for his Persuasive feat.

# FIXER/POINTMAN CLASS GUIDE

**Work the System:** The provocateur's training encompasses a broad array of tactics, including bribery, sabotage, and close character observation. At 4th level, the agent receives the Advanced Skill Mastery feat for his Police Training feat.

At 8th level, he receives the Grand Skill Mastery feat for Police Training.

In both cases, all prerequisites for these feats – including agent level – are waived.

**Sneak Attack:** At 5th level, the provocateur deals an additional +1d6 damage when either flanking a target (see the *Spycraft Espionage Handbook*, page 171) or when attacking a target who is currently denied his Dexterity bonus to Defense (such as a flat-footed or immobilized opponent).

Ranged attacks normally gain this bonus only if the target is within one range increment. Beyond that, the accuracy needed to hit the target's vitals is difficult to achieve.

The provocateur may make a sneak attack with any melee or unarmed attack, even when he would normally deal subdual damage. However, he cannot use a weapon that deals standard damage to inflict subdual damage during a sneak attack, even by accepting the standard –4 penalty to do so. Further, he cannot use strafing fire when sneak attacking.

Finally, the provocateur may not sneak attack targets who are immune to critical hits, who have total concealment, or whose vitals are out of reach.

At 9th level, the provocateur's sneak attack bonus damage increases by an additional +1d6 (to a total bonus of +2d6).

**Mind Games:** At 6th level, once per session, the provocateur may choose one other character to harass

with mind games. Performing mind games requires four hours of the provocateur's time per day (which may be divided into time increments as small as 1 hour each). The agent must know the target's location for at least two continuous hours to use this ability, and must know the target's location for at least twelve hours out of each day during which the ability is maintained.

While being targeted with mind games, the target is considered to be 1 level lower than his current agent level, losing all benefits from the last level he achieved (including vitality, base attack bonus, saves, initiative and defense bonuses, maximum skill ranks, feats, and class abilities). This cannot reduce the target's agent level to 0 or less, and multiple uses of this ability against one target do not stack.

If the provocateur stops using this ability or loses track of the target for more than 12 hours, the target immediately recovers.

At 10th level, the provocateur may spend six hours per day using mind games to cause his target to lose the benefits of two levels, applying all the same restrictions listed above.

**Improved Undermine:** At 7th level, the provocateur's razor-sharp verbal attacks gain an additional edge. If the provocateur successfully uses his Undermine feat, the feat's effects are doubled (i.e. the target suffers a –2 penalty to all skill checks and a –8 penalty to initiative).

**Sleeper Hold:** The provocateur is experienced at capturing opponents for interrogation or ransom. At 8th level, his threat range with grapple checks is increased by 2, and if he chooses to inflict damage as part of a grappling attack, he may inflict double (×2) normal damage, though this damage *must* be subdual.



TABLE 1.9: THE PROVOCATEUR

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts	Special
1	+0	+0	+0	+2	+1	+1	2	0	Abrasive, Gremlin
2	+1	+0	+0	+3	+1	+2	4	1	Psy-ops -2
3	+2	+1	+1	+3	+2	+3	6	2	Undermine
4	+3	+1	+1	+4	+2	+3	8	3	Scare tactics, work the system (Advanced)
5	+3	+1	+1	+4	+3	+4	10	3	Sneak attack +1d6
6	+4	+2	+2	+5	+4	+5	12	4	Mind games (1 level)
7	+5	+2	+2	+5	+4	+6	14	5	Improved undermine, Psy-ops -4
8	+6	+2	+2	+6	+5	+6	16	6	Sleeper hold, work the system (Grand)
9	+6	+3	+3	+6	+5	+7	18	6	Sneak attack +2d6
10	+7	+3	+3	+7	+6	+8	20	7	Mind games (2 levels)

## SHARED SPECIAL TALENTS

- +2 Constitution, -2 Intelligence.
- Intimidation & Knowledge (Underworld) are always class skills for the agent.
- +1 department bonus when arranging and cutting street deals (see page 72). This bonus increases by an additional +1 at 4th level, and every four levels thereafter.

### ***AMERICAN MAFIA***

These gangs came into their own in the 1920s with charismatic figureheads like Al Capone. America's image of organized crime as "an underhanded business" has shaped its native Mafia families, giving them a flavor – and a penchant for violence – distinct from their European roots.

#### SPECIAL TALENTS

- +1 department bonus with all ranged attack damage rolls. This bonus increases by +1 at 5th level and every five levels thereafter.
- Bonus Feat: Undermine. All prerequisites for this feat – including minimum skill ranks and agent level – are waived.

### ***EUROPEAN MAFIA***

Criminal organizations such as the Sicilian Mafia and the Camorra of Italy and Spain have roots tracing back hundreds of years and extending deep into their respective cultures. Members of these groups have infiltrated nearly every layer of European society, and a simple gesture or phrase can get them anything they want.

#### SPECIAL TALENTS

- +1 department bonus with Bureaucracy and Cultures checks. This bonus increases by +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Political Ties feat. All prerequisites for this feat – including minimum skill ranks and agent level – are waived.

### ***RUSSIAN MAFIA***

Springing up after the fall of Communism (yet dating back to World War II and utilized extensively by the KGB during the Cold War), the Russian Mafia has become one of the most pervasive and virulent criminal organizations in the world. In a decade, the Russian Mafia has secured a stranglehold on consumer purchase channels, infiltrated global business at all levels, and

established what is perhaps the largest and most successful black market in world history. Russian gangsters are bold and extraordinarily ruthless, openly defying the efforts of the crippled Russian government to oppose their growing control of the region. So far, there has been little response.

#### SPECIAL TALENTS

- +1 department bonus with all Intimidate and Innuendo checks. This bonus increases by +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Master Fence. All prerequisites for this feat – including minimum skill ranks and agent level – are waived.

### ***SOUTH AMERICAN CARTELS***

Fueled by the explosive demand for cocaine during the 1970s and loose government regulations, the South American drug cartels have become the modern world's foremost narcotics suppliers. Most operate out of the jungles of Central and South America, where drug lords maintain huge plantations and private armies openly wage war upon local governments. Cartel members are almost universally wealthy, and their business skills are widely renowned.

#### SPECIAL TALENTS

- +1 department bonus with Appraise and Sense Motive checks. This bonus increases by +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Filthy Rich.

### ***STREET GANGS***

Youth street gangs can be found in nearly every major metropolitan area, bound together by common heritage, economic background, or criminal talents. These delinquents, rejects, and dropouts typically engage in bitter struggles with other gangs over the control of turf, drugs, robberies, and other larcenies in their domain.

#### SPECIAL TALENTS

- +1 department bonus with all melee attack damage rolls. This bonus increases by an additional +1 at 5th level and every five levels thereafter.
- Bonus Feat: Quick Healer. All prerequisites for this feat – including minimum skill ranks – are waived.

# FIXER/POINTMAN CLASS GUIDE

## PERSONAL LIEUTENANT

You have a close friend or Agency-assigned assistant as your trusted right hand.

**Prerequisites:** Agent level 6+, Charisma 13+.

**Benefit:** You gain the services of a standard NPC. You may design the character using any NPC class approved by the GC. The lieutenant's agent level begins equal to one-half of yours (rounded down), and rises by 1 for every 2 agent levels you gain thereafter.

The lieutenant has a personal budget of 25 BP. During the Gearing Up phase of a mission, the lieutenant receives no mission budget or GPs, but you may equip him from your own pools.

Likewise, the lieutenant receives (and may use) no action dice, but you may spend your own action dice to assist him and activate any of his abilities that require action dice.

Your lieutenant's disposition toward you is 'ally', and he undertakes any reasonable action that can be expected of an Agency operative in good standing. If he's captured or killed, you lose the benefits of this feat until the Agency has investigated the matter and absolved you of any wrongdoing in the matter.

## RED FLAG

You commonly manipulate the Agency's bureaucracy to divert more resources to your missions.

**Prerequisites:** Assistance class ability, Bureaucracy skill 5+.

**Benefit:** Once per serial during the Gearing Up phase, before mission resources are allocated, you may spend one action die to increase the threat code of a mission by one level (for example, from Code: Yellow to Code: Red), for the purposes of determining mission resources only.

## STONE COLD

You have a steely demeanor and an aura of calculated ruthlessness.

**Benefit:** You receive a +1 bonus with all Will saves during combat. Further, each time one of your attacks reduces an opponent to 0 wounds or less, or renders him unconscious, you gain a +1 bonus with all Intimidate checks until the current combat ends. The maximum Intimidate bonus you may receive from this feat is equal to one-half your agent level (rounded up).

## TOTAL CONTROL

You work closely with your Control, and can always count on Agency support when you most need it.

**Prerequisites:** Bureaucracy skill 21+, Office Gossip.

**Benefit:** You may take 10 with favor checks.

## WARNING SHOUT

Your allies benefit from your quick wits.

**Prerequisites:** Dexterity 13+, Uncanny Dodge.

**Benefit:** When you succeed with an awareness check during a surprise round, you may immediately as a free action make a Reflex save against the same DC. With success, you and a number a number of allies equal to your Dexterity modifier + 1 (minimum of 1) are no longer flat-footed. You choose which allies receive this benefit.

## DRONES

In recent years, remotely operated vehicles (ROVs) have earned themselves a place in the arsenals of both military and intelligence organizations. ROVs allow the operator to reach distant locations for both attack and reconnaissance, often at lower cost and with greater stealth than manned vehicles. This section expands upon the uses and rules for operating these 'drones' using *Spycraft* mechanics.

Drones are considered vehicles in all respects, and may be modified with vehicular gadgets and masterwork modifications per the rules presented in the *Soldier/Wheelman Class Guide*.

**Special Note:** Some previously published gadgets – such as B.U.G.S. surveillance gadgets (see *the Shadowforce Archer Worldbook, pages 210-211*) are in fact drones. All the rules in this section apply to such gadgets.

## DRONE CONTROL

Drones are directed by means of a continuous radio signal from a control station. A drone's controls can be as simple as a hand held remote control (for vehicles that are only used within the operator's line of sight), but more commonly take the form of a full cockpit with video monitors to provide the operator visual cues even when the drone is out of his line of sight (and to produce the illusion of being inside the drone while it's in use). The cost of this full cockpit control station is included in the price of the drone. Such a control station is required to benefit from an enhanced sensor suite (see page 54).

The use of a control signal also means that drones are susceptible to jamming and other forms of electronic warfare. The base signal power rating for each type of drone is included in its description – it's the rating following the drone's Control Link (CLK) quality on Table 2.1 (see page 52).

If a drone loses contact with its control station, it freezes in place (if a ground, aquatic, rotor-wing, or lighter-than-air drone), or flies in a straight line at minimum speed (if a fixed-wing drone). A drone vehicle may be equipped with the automated control system quality (ACS), providing it with rudimentary skills to carry out an assigned mission when not under direct outside control. This costs 1 GP, plus 1 GP per +1 bonus to the sys-

When a weapon cradle is installed, it's assumed that the mounted firearm is an integral part of the vehicle and may not be detached. Optionally, the designer may designate that the mounted firearm may be removed and used normally (usually by unlocking several clamps, a process that requires one half action).

The cost of all mounted weapons must be paid separately from both the vehicle and this modification.

Cost: 2 GP or \$2,000, +1 GP or \$1,000 if the weapon may be detached.

## NEW VEHICULAR GADGETS

The following vehicular gadgets may be applied to both drones and regular (crewed) vehicles, per the rules on page 151 of the *Spycraft Espionage Handbook* and page 93 of the *Soldier/Wheelman Class Guide*.

### HIDDEN CARGO COMPARTMENT

The vehicle has been fitted to carry a small quantity of cargo in secret. In its base configuration, this cargo is not readily accessible, but is extremely well hidden. Once a vehicle is equipped with the basic compartment, it may be upgraded with up to 4 options, each increasing the gadget's overall GP cost.

*Gadget Point Cost:* 1 (basic compartment)

*Option Slots:* 1      *Spot DC:* 30 (experts only)

*Mechanics:* Finding a hidden cargo compartment requires a successful Search or Surveillance check (DC 30), extensive X-ray or ultrasound analysis, or that the vehicle be completely dismantled.

If the vehicle has no weapons, the contents of a hidden compartment are hit with an 'weapons' critical. Otherwise, the GC rolls randomly to see which weapon is hit, including the compartment as a weapon.

The volume that may be concealed within the hidden compartment is determined by the vehicle's size.

Vehicle Size	Compartment Volume*
Fine	1 cubic inch (may store micro chips)
Diminutive	12 cubic inches (may store a handgun, several computer disks, or a paperback book)
Tiny	1 cubic foot (may store one item smaller than a breadbox)
Small	3 cubic feet (may store most firearms)
Medium	9 cubic feet (may store personal gear and armor for one agent)
Large	1 cubic yard (may store one Small person, or one Medium person very uncomfortably)
Huge	2 cubic yards (may store one Medium person, or two Small or Medium persons very uncomfortably)

Vehicle Size  
Gargantuan

Compartment Volume\*

One 5 ft. × ft. square (may store a small group of agents or 1 Medium vehicle and its maintenance parts)

Colossal

Nine 5 ft. × ft. squares (may store one vehicle suite or two Large vehicles and their maintenance parts)

\* A Small animal or character may fit comfortably within one single cubic yard. A Medium animal or character may fit within one single cubic yard if bound or otherwise immobilized, and fits comfortably within 2 cubic yards.

**Armored Compartment:** The cargo stored in the vehicle's hidden compartment is extremely well protected.

*Gadget Point Cost:* +1      *Option Slots:* +1

*Spot DC:* Per basic compartment

*Mechanics:* The hidden compartment gains an additional +5 hardness above and beyond the vehicle's hardness. Further, its contents suffer only 1 point of damage per die from any failed crash check.

**Ditch Switch:** Switches hidden amongst the vehicle's regular controls allow the driver to discretely eject the hidden compartment's contents. An additional switch may be located within the compartment when this option is installed.

*Gadget Point Cost:* +1      *Option Slots:* +1

*Spot DC:* Per basic compartment

*Mechanics:* As a half action, the operator may trigger the ditch switch by making a Hide check opposed by the Search or Spot skills of anyone observing the vehicle. The operator suffers a -8 circumstance penalty if using an air vehicle or a -4 circumstance penalty if using a ground vehicle. With success, the hidden compartment's contents are ejected out of sight from the vehicle. The operator is assumed to be using local scenery to his advantage to dump the cargo where it won't be seen by observers – over the road's edge during a sharp turn, into the ocean below a boat, or through a cloud bank behind a plane.

**Enlarged Compartment:** Agency engineers have stripped out everything but the vehicle's most essential parts to make room for the hidden compartment.

*Gadget Point Cost:* 2      *Option Slots:* +3

*Spot DC:* Per basic compartment

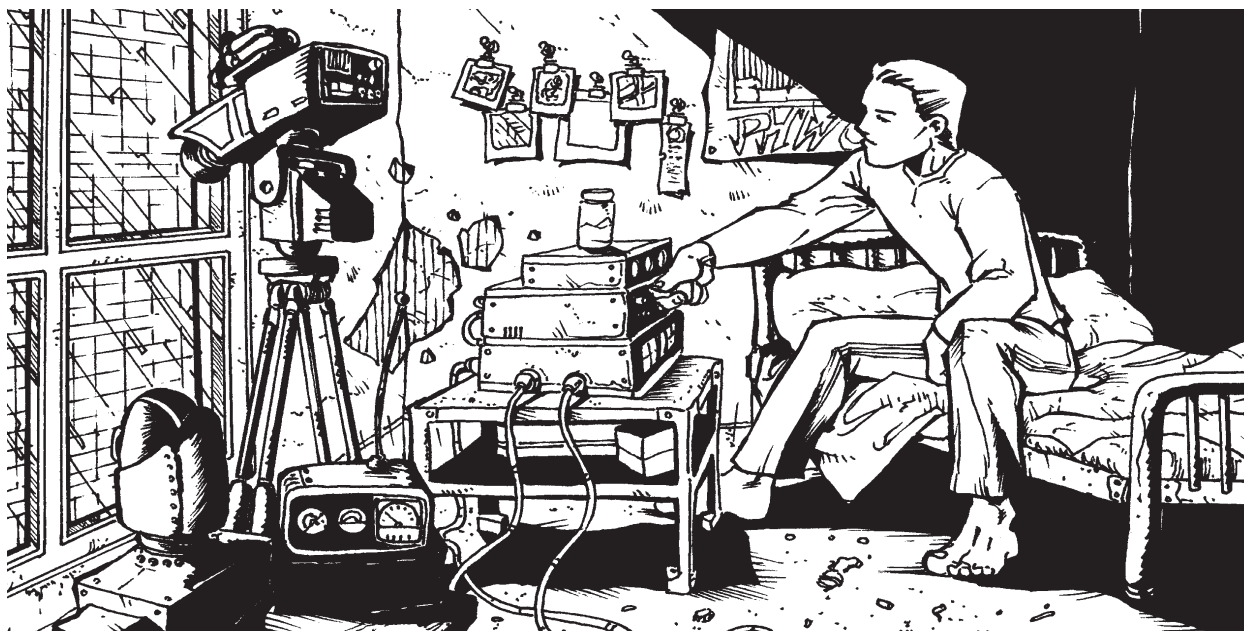
*Mechanics:* The vehicle is considered one size category larger when determining the amount of available space within the hidden compartment.

**Hidden Controls:** The hidden compartment contains an extra set of controls for the vehicle.

*Gadget Point Cost:* 2      *Option Slots:* +1

*Spot DC:* Per basic compartment

*Mechanics:* This option may only be installed into a hidden compartment large enough to comfortably contain a person (i.e. on a vehicle of Large size or bigger). The vehicle may be controlled remotely from inside the



## **PEEKING BEHIND THE SHIELD**

Agents may attempt to determine the status of police action against the team or others using a variety of means. A successful Gather Information or Computers check (DC 15 for minor crimes, DC 20 for major crimes) determines the status of police action for one individual. Either of these check requires 30 minutes and may be retried without limit (*see below for error range effects*).

With a critical success using either skill, the agent gains all the information about current police suspects, as well as the status of any alert or manhunt already in progress to solve the crime.

The error range for this check depends on the status of the police action currently in progress to solve the crime, if any (0 for no action, 1 for an alert, 1-3 for a local manhunt, or 1-5 for a national manhunt). Each retry during any single day increases the error range by 1. If an error is rolled when determining the status of police action, the police become aware that outsiders are attempting to track their progress. If this error is activated as a critical failure, the police automatically flag the investigators as suspects for the crime in question. Further, a critical failure with this check provides the police with the name of the city from which the investigators made their inquiry. If the police already know this information, the critical failure provides them with a +10 circumstance bonus to all skill checks made to find the quarry for the next 24 hours (*see below*).

## **TYPES OF POLICE ACTION**

Many actions undertaken by an agent team can result in an alert, or even a local or national manhunt. The following system provides a quick-and-dirty method for determining the outcome of any of these police actions.

## **ALERTS**

When the police are on alert (e.g. when U.S. police are given an “all points bulletin”), they’re not actively hunting for the suspects, but react if they find the suspects during their normal course of duty. This presents a minimal inconvenience to agents who are targeted with an alert, as they need merely avoid contact with the police and other official services in order to continue operating within the region. Some alerts are in effect nationwide, while others are extremely localized (restricted to a single city or region). The GC determines the scale of all alerts.

Each time the suspects described in an alert encounter the police within the alert area, one of the officers present must make an education check (DC 15 if the alert resulted from one or more minor crimes, or DC 10 if the alert resulted from one or more major crimes). If the suspects are disguised, the officers present must first penetrate the disguise before making this education check to tie them to the alert.

If this check succeeds, the officer associates the suspect with the alert, and immediately calls for backup, informing police dispatch of the suspects’ current location. If the crimes prompting the alert were of non-violent (e.g. breaking and entering or grand theft auto, either without violence), the officers present may attempt to apprehend the suspects on their own. Otherwise, the officers try to make the encounter appear routine (this likely involves a Bluff check), and follow the suspects discretely until backup arrives (*see Local and National Manhunts, below*).

The greatest danger presented by an alert is that they can be maintained for long periods of time. A minor crime alert usually lasts 1d12+3 months, while alerts triggered by failed or downgraded manhunts linger for 1d6 years.