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INTRODUCTION

Welcome to the second of a two-part series of *Spycraft* sourcebooks peeling back the curtain behind which the Agency and its enemies reside (the first being *Agency*, already available).

One of the greatest challenges facing any *Spycraft* GC is the creation of truly impressive villains. Criminal masterminds and their legions are the Agency's ultimate enemies and define the character of the opposition at the gaming table, in terms of both roleplaying and mechanical superiority. When a season's villains are flat, the rest of the experience tends to follow suit.

The pitfalls are many. Solid villain concepts can be matched up with subpar statistics, or not utilized to their full potential. Poor concepts can sully an otherwise interesting puzzle or rules challenge. Flawed presentation can taint even the finest mastermind creations.

This book offers a wealth of knowledge about *Spycraft* villains, including how to brainstorm, flesh out, stat out, and roleplay them. It also expands the options available to GCs interested in challenging the Agency on an organizational level, with new Mastermind System options and ways to exhaustively describe and utilize the ultimate anti-establishment.

As in *Agency*, we begin with the villains themselves, as their positions within an organization offer the perfect structure for a book about them. Also as in *Agency*, we begin at the bottom, with minions, or in this case the criminal organization's **Legion**. This chapter describes what minions do, where they come from, and how they operate. Beyond the origins, this chapter examines how to construct intriguing minion types with unique personality and playability, and how to make the most use of them in play. The GC's minion toolkit is also greatly expanded, including new standard minion types, the most comprehensive animal rules to date, new gear options, new NPC classes, and rules for determining just what any captured minion knows when successfully interrogated.

Higher on the *Mastermind* ladder we find the organization's named characters, its foils, henchmen, and masterminds, or its **Leadership**. This chapter describes the potential origins and utility of each of these character types, as well as how to effectively present them to new and experienced players alike. It also offers ways to personalize each character with randomized hooks (the character's seed concept, in summary) and quirks (personality or background traits that solidify the seed concept as a semi-fleshed character). New toolkit options for these character types include motivations and flaws, new villain core abilities, and five of the most terrifying prestige classes ever released, each designed to soundly exploit the system against the players.

Next, we come to the overarching precepts guiding the villainous **Organization**. Herein, we present an exhaustive list of threat agendas, as well as new rules for applying them to any enemy. Now your villains can aspire to even greater heights of corruption in preparation for their grand master stroke. New threat resources are also provided, extending the list of ways the Blofelds and Dr. Klaws of the world can accost their adversaries. Finally, this chapter introduces an all-encompassing method for *randomly* generating complete Mastermind System threats, from base concept to deceptive front to grand scheme, from source of power to achilles heel. Every facet of Mastermind Design is simplified and streamlined, tearing through the complicated math so you can build a balanced and likely somewhat unexpected enemy in minutes.

SO YOU WANT TO PLAY A VILLAIN?

Look no further! **Chapter 4** of this book contains a wide array of agent options for those on the other side of the tracks. New backgrounds to support the agents' particular brand of evil! New departments to illustrate the agents' penchant for global domination! New prestige classes to expand the ways in which the agents can sublimate or devastate their foes! New training programs to ready the agents for their next criminal undertaking!

As with all *Spycraft* agent options, these are available to agents of any bent, but are collected here as part of a broader window into the halls of destruction. Though many of the agent options within this book imply a certain moral low ground, they can just as easily be adopted by anti-heroes or even Agency operatives living on the edge. Deep cover operatives frequently gain these options to lend credibility to their false identities, as do agents assigned to short-term insertions.

Also included in this chapter: rules for NPC backgrounds! At long last, the GC can assign backgrounds to his villains and other characters in a fashion that cleanly interlocks with the existing *Spycraft* game system!

Finally, Chapter 4 offers several articles about running the flip side of a standard *Spycraft* campaign – how to set things up, what to watch for, and how to make it one of the most enjoyable experiences of the players' careers.

We hope you enjoy this foray into the dark side of the *Spycraft* universe. We look forward to showing you new and more impressive ways to utilize our version of the d20 mechanics with upcoming supplements. Next up... *U.S. Militaries* and *World Militaries*, the first two of a sporadic series of books designed expressly for the fans who've been clamoring for harder, real-world combat options. Boot camp begins this summer!

Now we invite you to turn the page and indulge in a little bit of merry mayhem...

MASTERMIND

TABLE 1.2: MINION TAGS — BEHAVIOR

Roll	Tag Description
1	Acrobatic: The minions dazzle their opponents with their fancy footwork, flipping and jumping through combat. Each minion gains a +1 bonus with Tumble checks made during combat.
2	Alert: The minions are veterans of guerrilla warfare, and tirelessly search for signs of ambush. Each minion gains a +1 bonus with awareness checks.
3	Brainwashed: The minions have been 'programmed' by their organization's leadership, dulling their senses to subtlety and sleight of hand. Each minion suffers a -1 penalty with Sense Motive checks, and skill checks made to resist a feint action.
4	Cautious: The minions use their immediate environment to the fullest, moving rapidly from makeshift cover to makeshift cover. Each minion gains a +1 bonus to Defense when benefiting from a cover Defense bonus.
5	Cowardly: The minions are reluctant to fight, choosing to run at the first opportunity. Each minion suffers a -1 penalty with morale checks.
6	Distracted: The minions are confused or disorganized, and therefore slow to react to danger. Each minion suffers a -1 penalty with initiative checks.
7	Drilled: The minions are highly trained in combat doctrines and tactical maneuvering. Each minion gains a +1 bonus to Defense when benefiting from a cover fire action.
8	Duplicitous: The minions work in teams to confuse and mislead their opponents using innovative close combat strategies. Each minion gains a +1 bonus with trick actions made during combat.
9	Enraged: The minions fight with unbridled fury, charging blindly at all opponents. Each minion must always dedicate at least 1 half action per round to move closer to the opposition during each round that he does not begin his initiative count already adjacent to an opponent.
10	Gung-ho: The minions are fired-up and patriotic, swearing to fight to the last man. Each minion gains a +1 bonus with morale checks.
11	Mischievous: The minions jeer and tease the opposition in combat, even placing themselves in harm's way to get their opponents' attention. Each minion gains a +1 bonus with taunt actions made during combat.
12	Mute: The minions do not speak, instead preferring to communicate only with hand signals. Each minion suffers a -1 penalty with Cha-based checks.
13	Painless: The minions are either drugged or conditioned to not react to pain, shrugging off hits that would kill lesser men. Each minion gains a +1 bonus with Fortitude saves.
14	Push-Overs: The minions are wimps in hand-to-hand combat, and a good blow can easily knock them out. All subdual damage suffered by each minion is doubled.
15	Reckless: The minions take unnecessary risks in combat, discarding tactics in favor of direct, bloody confrontation. Each suffers a -1 penalty to Defense.
16	Sleepy: The minions may have recently woken up, might have been up for days on patrol, or might just be slow. Each minion suffers a -1 penalty with awareness checks.
17	Sluggish: The minions are out of shape, and easily outrun. Each minion's speed is reduced by 5 ft. per round.
18	Treacherous: The minions are vicious assassins, favoring surprise flank attacks before directly engaging their foes. Each minion gains a +1 bonus with feint checks made during combat.
19	Unsettling: The minions act in disturbing ways, perhaps ritually cutting themselves, chanting in tongues, or laughing maniacally. Each minion gains a +1 bonus with threaten checks.
20	Weak: The minions are 98-pound weaklings with a low tolerance for pain. Each minion suffers a -1 penalty with all Fortitude saves.

TABLE 1.3: MINION TAGS — DRESS

Roll	Tag Description
1	Civilian: The minions wear common civilian clothes of the region, making them hard to distinguish from nearby non-combatants.
2	Colorful Jumpsuits: The minions wear jumpsuits, conveniently color-coded by their rank and/or function within their organization.
3	Corporate: The minions wear immaculately kept business suits and dresses, complete with silk ties, leather briefcases, expensive watches, and the like.
4	Disguised: The minions wear clothes that keep their true identities hidden (e.g. police uniforms, intelligence agency vests, military uniforms belonging to friendly forces).
5	Futurist: The minions wear what the world's designers assume will be a fashion trend in a year, or five, or ten. Frequently, this dress style devolves to trench coats, zippered clothing, and chromed accessories.

Weapon Group Proficiency to use the weapon, though it is assumed to become proficient with the specific weapon system a number of days after its installation equal to 20 minus its Wisdom modifier.

All of the animal's attacks with a standard weapon system are controlled either by command or by remote control (if the animal possesses the dominated augmentation). The weapon system's control trigger must be chosen when it is installed.

An animal may never replace or recharge any exotic weapon's battery, though someone else may. The cost of each recharge or replacement battery for an exotic animal weapon system is equal to the weapon's original cost divided by 2 (rounded down, minimum 1 MP).

An animal may gain this augmentation multiple times, each time gaining a new exotic weapon (to a maximum number of combined standard and exotic weapons as determined by its size: Tiny to Medium: 1, Large to Huge: 2, Gargantuan: 4, Colossal: 8). An animal is always restricted to the standard *Spycraft* rules regarding the number of attacks it may make during each round, no matter how many weapons it possesses.

Unless otherwise stated, an animal minion or animal minion squad may gain a maximum number of augmentations equal to its challenge rating. This limit does not apply to the number of times an animal minion or animal minion squad may gain each augmentation (as shown in each augmentation description).

Unless otherwise stated, animal augmentations are unavailable to agents.

ANIMAL PROFILES

The following profiles provide a representative sample of animals that masterminds and agents are likely to utilize or encounter. Each is presented with three BP or GP costs, for wild, domesticated, and trained specimens, respectively.

Alligator/Crocodile: These two closely-related predatory reptiles prefer to lay in ambush submerged, looking very much like floating logs, until an unfortunate victim comes within range.

TABLE 1.13: EXOTIC ANIMAL WEAPON SYSTEMS

Weapon Name	Min. Animal		Recoil	Accuracy	Damage	Error	Threat	Range	Qualities & Mods
	Size	MP Cost*						Increment	
Claws/Teeth, Metal	Diminutive	1/2	—	+0	+1**	1	20	—	—
Claws/Teeth, Metal	Tiny	2/4	—	+0	+1d2**	1	20	—	—
Claws/Teeth, Metal	Small	3/6	—	+0	+1d4**	1	20	—	—
Claws/Teeth, Metal	Medium	4/8	—	+0	+1d6**	1	20	—	—
Claws/Teeth, Metal	Large	5/10	—	+0	+1d8**	1	20	—	—
Claws/Teeth, Metal	Huge	6/12	—	+0	+1d10**	1	20	—	—
Dartgun, Tiny	Small	1 + contagion/ 2 + contagion †	0	+0	1 + contagion†	1-2	—	5 ft. (max. 50 ft.)	PW
Dartgun, Small	Medium	3 + contagion/ 6 + contagion †	0	+0	1d2 + contagion†	1-2	—	10 ft. (max. 100 ft.)	PW
Dartgun, Medium	Large	5 + contagion/ 10 + contagion †	0	+0	1d4 + contagion†	1-2	—	15 ft. (max. 150 ft.)	PW
Dartgun, Large	Huge	7 + contagion/ 14 + contagion †	0	+0	1d6 + contagion†	1-2	—	20 ft. (max. 200 ft.)	PW
Laser, Tiny	Small	3/6	0	+0	3d6	1	18-20	50 ft. (max. 500 ft.)	AP, PW
Laser, Small	Medium	6/12	0	+0	3d8	1	18-20	100 ft. (max. 1,000 ft.)	AP, PW
Laser, Medium	Large	12/24	0	+0	3d10	1	18-20	200 ft. (max. 2,000 ft.)	AP, PW
Laser, Large	Huge	24/48	0	+0	3d12	1	18-20	400 ft. (max. 4,000 ft.)	AD, PW
Spike Driver, Tiny††	Small	1/2	8	+0	2d6	1	20	5 ft. (max. 50 ft.)	PW
Spike Driver, Small††	Medium	2/4	12	+0	2d8	1	20	5 ft. (max. 50 ft.)	PW
Spike Driver, Medium††	Large	4/8	16	+0	2d10	1	20	10 ft. (max. 100 ft.)	PW
Spike Driver, Large††	Huge	8/16	20	+0	2d12	1	20	10 ft. (max. 100 ft.)	PW

* The cost before the slash is for a single animal minion, while the cost after the slash is for an entire animal minion squad.

** This bonus damage is added to each successful hit with the animal's claws or teeth. Further, if the animal's attack typically inflicts subdual damage, it inflicts normal damage when this weapon system is applied.

† The cost of each application of any contagion applied must be paid separately.

†† A miniature rail gun, this weapon magnetically propels metal spikes toward the enemy.



keep in mind, however, when using henchmen to propel the plot. First, what does the henchman want, and second, how far will he go to get it? The answer to this question provides a measure against which the agents are tested: presumably, their goal is to stop the henchman, but how far will *they* go to accomplish this goal? Out of this direct conflict, many a serial's story is born.

In addition to the henchman's dramatic potential, the character is a valuable tool for pushing the agents along toward a serial's conclusion. This can be accomplished a number of ways. Arguably the most entertaining option is to use the henchman to invest the players emotionally in the serial. If the players grow to hate the henchman, or gain a burning urge to show him up, they'll naturally do everything they can to defeat him. Should they get lost along the way, any good henchman should possess an arsenal of tricks with which to prod them along the right course. He may leave a taunting clue, or order an attempt upon the agents' lives (leaving behind a leading clue, of course). If worse comes to worse, the agents may simply happen upon the henchman's location by chance. Since the henchman is the ultimate goal of many serials, most agents will naturally gravitate toward a confrontation with him.

A henchman raises the stakes in any encounter, simply with his presence. He is the teeth of the tiger, and if the team wants to overcome the threat, they must be plucked from its maw. Still, the GC should take care not to overexpose a henchman – a henchman should always be present either to pursue his own agenda, or because the agents have finally tracked him down. Simply dropping a henchman into a random encounter usually stretches credulity past the breaking point. All encounters with henchmen should be *special*.

PLAYING A HENCHMAN

Who can forget the menacing presence of Jaws, or Oddjob's trademark razored bowler? A memorable henchman is an opponent the agents love to hate, and they'll savor the victory that much more when he is finally brought to heel. Naturally, the onus of developing a henchman into an individual worthy of such passionate reaction falls on the GC's shoulders.

The first step toward generating such a foe is playing to the agents' strengths. Most agents who pride themselves on their melee combat skills, for example, relish the chance to go head to head with a henchman who also happens to be an expert duelist. Meanwhile, an agent with a sharp tongue won't soon forget an encounter with a henchman who can match him witty retort for witty retort. This sort of parity creates a natural rivalry between an agent and a henchman, but it can only go so far – a henchman can't be every agent's nemesis, as a jack of all trades is a master of none (a tenet the *Spycraft* NPC creation system supports).

VILLAIN FLAWS

Villains are by their nature extreme characters, and all extreme characters suffer from Achilles' Heels that may be exploited.

To generate an original villain's primary flaw, choose from, or roll 1d20 and consult, Table 2.8: Villain Flaws (see the next column). Descriptions of all results follow.

Addicted: The villain is a substance abuser or obsessed with an activity, hobby, or location.

Boastful: The villain can't help but boast of both his accomplishments and his grand plans to all who express even the mildest curiosity.

Impatient: The villain believes that if it's worth doing, it's worth doing *now* – soon is far too late.

Impulsive: The villain rarely thinks through the ramifications of his actions.

Lecherous: The villain is obsessed with the opposite sex.

Melodramatic: The villain is prone to gross exaggeration of even the smallest inconveniences.

Micro-Manager: The villain can't trust his subordinates or allies to do a job right, and always hovers nearby to supervise.

Narcissistic: The villain is preoccupied with his own grandeur, and cares little for the plight of others.

Overly Cautious: The villain analyzes every situation – and every possible option – to the nth degree.

Phobic: The villain suffers an insurmountable dread of something (e.g. darkness, women, etc.).

Prejudiced: The villain believes every person of a particular race or creed is either inferior or superior to others.

Ruthless: The villain goes to any length to achieve his goals, even though his actions might repulse his allies.

Sadistic: The villain delights in inflicting pain.

Self Destructive: The villain subconsciously loathes himself or his agenda, and sets himself up to fail whenever possible.

Sensitive: The villain is vulnerable to even the most casual verbal barb.

Short-Sighted: The villain has difficulty analyzing the long term effects of his actions.

Soft Spot: The villain has a soft spot for a particular person that sometimes keeps him from accomplishing his goals.

Supremely Overconfident: The villain believes that victory is inevitable, and rarely bothers with contingency plans.

Trigger Happy: The villain believes violence is the solution to every problem.

Tunnel Vision: The villain tends to focus on a particular problem to the exclusion of all other concerns.

TABLE 2.8: VILLAIN FLAWS

Roll	Flaw
1	Addicted
2	Boastful
3	Impatient
4	Impulsive
5	Lecherous
6	Melodramatic
7	Micro-Manager
8	Narcissistic
9	Overly Cautious
10	Phobic
11	Prejudiced
12	Ruthless
13	Sadistic
14	Self Destructive
15	Sensitive
16	Short-Sighted
17	Soft Spot
18	Supremely Overconfident
19	Trigger Happy
20	Tunnel Vision



conclusion of the predator's initiative count, under conditions and in positions determined by the GC (though they may enter play no closer than 30 ft. to any of the predator's opponents). These minions may immediately take 1 full action or 2 half actions and thereafter act at the conclusion of the predator's initiative count during each round.

TYRANT

This merciless dictator reigns over his organization with an iron fist of bureaucracy and fear. He also tends to be a megalomaniac who revels in his power, demanding absolute loyalty from his followers while crushing those who dare contest him. A tyrant's rule is enforced with brutal reprisals and capital punishment for those who stray from the letter of his orders (and those who don't), and anyone unfortunate enough to be caught in his domain is kept subservient with a combination of military might, propaganda, and terror.

Abilities: The tyrant is a silver-tongued bureaucrat and fearsome dictator, so Charisma is invariably important to him, and Intelligence grants him the skill point pool necessary to back up his claims.

Vitality: 1d10 + Con modifier per level.

REQUIREMENTS

Organization: The agent must control at least part of a criminal organization, either as a mastermind, henchman, or foil with a villainous enterprise.

Agent level: 9+.

Charisma: 15+.

Bureaucracy: 8+ ranks.

Sense Motive: 12+ ranks.

Feats: Advanced Skill Mastery (Persuasive), Political Clout.

Special: Only 1 tyrant may be part of any 1 organization at any time. Should a character already possessing 1 or more levels in the tyrant class already belong to an organization, no other character may gain levels in the class until the tyrant dies or leaves the organization (in which case, the same rule applies to the former tyrant after another character refills the organization's tyrant slot).

Further, no character possessing 1 or more levels in the tyrant class may join an organization whose ranks already include another character with 1 or more levels in the class. Unless the GC determines otherwise, this means that any organization's tyrant slot is likely already filled, if not by the mastermind or one of his closest NPC henchmen, then by the most devious of the organization's loyalists. Thus, special approval is required for any agent to gain levels in the tyrant class, and only 1 agent in any standard *Spycraft* team may possess levels in the class.

CLASS SKILLS

The tyrant's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Cultures	Wis
Diplomacy	Cha
Gather Information	Cha
Hide	Dex
Hobby	Wis
Innuendo	Cha
Intimidate	Str or Cha
Knowledge	Int
Languages	Wis
Listen	Wis
Move Silently	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis

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

CLASS FEATURES

All of the following are class features of the tyrant.

Mastermind: The tyrant is a mastermind class with no core ability. If the agent has yet to gain a core ability from a prestige class, he gains the core ability of the next non-mastermind, non-senior prestige class with which he gains a level. Further, if the agent has previously gained levels in another mastermind class, he may not gain any levels in the tyrant class.

Class Feats: At 1st level, the tyrant gains the following feats.

- Armor Group Proficiency (Light)
- Armor Group Proficiency (Medium)
- Weapon Group Proficiency (Handgun)
- Weapon Group Proficiency (Hurled)
- Weapon Group Proficiency (Melee)

Imminent Domain: At 1st level, at the beginning of any serial or during its Gearing Up phase, the tyrant may reduce the number of action dice he receives at the beginning of each session of the current serial by 1, and select 1 gear or style feat he possesses. Each member of the manipulator's organization who meets the prerequisites of this feat gains the benefits of the chosen feat until the end of the current serial. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Possible Sites: Cubicle farm, military boot camp, prison compound.

FEARSOME REPUTATION

The organization is so feared that people speak of it only in hushed whispers.

Prerequisites: Influence 5+, Hardened Killers.

Benefit: The DCs and error ranges of all Gather Information checks made to gain information about the organization or its resources are increased by the site's hierarchy rating. Further, if an agent making such a check scores a threat, he must spend an additional action die to activate it as a critical success.

Possible Sites: Mass grave, organized crime headquarters, secret police headquarters.

FLUID ASSETS

The organization is incredibly wealthy, allowing it to maintain several pools of emergency funds for unexpected upsets.

Prerequisites: Wealth 8+.

Benefit: This threat resource grants no immediate benefit on its own. Instead, at the beginning of any serial, the GC may choose any other threat resource for which the organization meets all agenda and resource prerequisites, and exceeds all power base rating prerequisites by at least 2. If this increases a power base rating prerequisite above that rating's standard maximum, that resource is unavailable using Fluid Assets.

Example: At the start of a serial, the GC wants to replace Fluid Assets with Integrated Agendas. The organization must possess the Nerve Center threat resource and a scope rating of 6 or higher.

Example 2: At the start of a serial, the GC wants to replace Fluid Assets with Dungeons. The organization must possess an influence rating of 7 or higher and a wealth rating of 6 or higher.

Possible Sites: Hidden Nazi gold stockpile, Swiss bank, secret vault.

FOOLPROOF PLAN

The organization has not only considered every contingency, but taken measures to foil all possible interference.

Prerequisites: Influence 8+, Master Plan.

Benefit: When an agent is located at an action site controlled by the organization, he must spend 1 additional action die when he spends one or more action dice for any purpose other than to activate a threat or error. This additional action die grants no additional benefit.

Possible Sites: Secure office complex, booby-trapped mansion, well-patrolled fortress.

INTEGRATED AGENDAS

The organization is sufficiently well coordinated that it may pursue multiple agendas at once, without perceptible loss of efficiency.

Prerequisites: Scope 4+, Nerve Center.

Benefit: The organization may alternately gain levels in any number of different agendas without losing access to the Special benefits of any (*see page 66 for more information about gaining multiple agendas*).

Possible Sites: Bureaucratic office, situation room, think tank.

MASTER PLAN

The organization has considered every contingency.

Prerequisites: Influence 4+.

Benefit: Once per session, when one of the organization's masterminds or henchmen is located within 30 miles of the action site containing this threat resource, the character may spend 1 action die to gain any class ability offered by a class in which he already possesses at least 1 level. This class ability must be offered at a level equal to his current level in the class + $\frac{1}{2}$ the organization's current influence rating (rounded down).

Possible Sites: Chemical lab, mystic commune, secret project warehouse.

MOTOR POOL

The organization maintains a well-supplied motor pool.

Prerequisites: Wealth 5+.

Benefit: Each of the organization's minion squads gains a number of bonus GP equal to $\frac{1}{2}$ the organization's wealth rating (rounded up). These GP may only be spent to purchase vehicles (but *not* vehicular gadgets or ordnance).

Further, each of the organization's special NPCs gains a number of bonus GP equal to the organization's wealth rating, with the same restrictions.

Possible Sites: Aircraft carrier, helicarrier launch platform, private airstrip.

NERVE CENTER

The organization is controlled from one well-equipped central nerve center.

Prerequisites: Technology 5+.

Benefit: The organization may alternately gain levels in up to 2 different agendas without losing access to the Special benefits of either (*see page 66 for more information about gaining multiple agendas*).

Possible Sites: Luxury airliner, corporate headquarters, mountain research facility.

ORGANIZATION

STEP 4: RANK AND FILE

After the threat's leadership is laid out, the GC develops its legions. The GC generates 1 set of minion squad statistics for each special NPC in the threat (including the foil, per his discretion). This process has 6 steps, as follows.

The resulting statistics are used for all minions encountered under a special NPC's command for the duration of the current season.

Special Note: The GC may wish to flesh out his minions by using the information in Chapter 1. In particular, he may wish to choose from, or roll 1d20 and consult, each of the following: Table 1.1: Minion Tags – Accessories (*see page 11*), Table 1.2: Minion Tags – Behavior (*see page 12*), and Table 1.3: Minion Tags – Dress (*see page 12*).

TABLE 3.40: THREAT RANDOMIZER — AGENDA

Roll	Corrupt Government	Cunning Manipulator	Elusive Terrorist	Fanatical Eco-Terrorist	Financial Mogul	Genetically Engineered Super-Soldiers	International Smuggling Cartel	Large Scale Thieving Ring
1	Conquest	Agitation	Anarchist	Agitation	Control	Anarchist	Assassination	Agitation
2	Control	Anarchist	Assassination	Anarchist	Counter	Assassination	Control	Assassination
3	Counter	Control	Control	Assassination	Credibility	Conquest	Credibility	Control
4	Credibility	Counter	Credibility	Counter	Destruction	Control	Destruction	Counter
5	Destruction	Credibility	Destruction	Credibility	Enlightenment	Destruction	Expansion	Destruction
6	Expansion	Entertainment	Expansion	Enlightenment	Entertainment	Evolution	Greed	Enlightenment
7	Genocide	Greed	Genocide	Evolution	Evolution	Expansion	Meddler	Entertainment
8	Greed	Meddler	Luddite	Grail	Expansion	Extinction	Megalomania	Grail
9	Meddler	Megalomania	Megalomania	Luddite	Grail	Genocide	Power	Greed
10	Megalomania	Peace	Power	Meddler	Greed	Grail	Proletarian	Luddite
11	Peace	Power	Proletarian	Peace	Meddler	Megalomania	Propaganda	Meddler
12	Political Machination	Proletarian	Propaganda	Proletarian	Megalomania	Power	Reconstruction	Megalomania
13	Power	Propaganda	Revelation	Propaganda	Peace	Reconstruction	Redemption	Power
14	Propaganda	Reconstruction	Revenge	Reconstruction	Power	Revenge	Revelation	Proletarian
15	Reconstruction	Revelation	Secrecy	Redemption	Redemption	Secrecy	Revenge	Redemption
16	Revenge	Revenge	Subversion	Revelation	Revelation	Subversion	Secrecy	Revelation
17	Secrecy	Secrecy	Takeover	Takeover	Revenge	Takeover	Subversion	Revenge
18	Subversion	Subversion	Terrorist	Terrorist	Subversion	Terrorist	Takeover	Secrecy
19	Takeover	Takeover	Transformation	Transformation	Takeover	Transformation	Terrorist	Subversion
20	Terrorist	Visionary	Visionary	Visionary	Visionary	Visionary	Transformation	Takeover

Roll	Mad Scientist	Masterful Thinker	Mercenary Espionage Team	Modern Day Pirates	One-Man Army	Organized Crime Family	Rising World Government	Rival Agency
1	Anarchist	Agitation	Agitation	Agitation	Agitation	Assassination	Conquest	Agitation
2	Assassination	Assassination	Assassination	Anarchist	Assassination	Control	Control	Assassination
3	Conquest	Control	Control	Assassination	Control	Credibility	Credibility	Control
4	Control	Counter	Counter	Control	Counter	Destruction	Destruction	Counter
5	Credibility	Credibility	Destruction	Destruction	Destruction	Expansion	Evolution	Credibility
6	Destruction	Destruction	Expansion	Entertainment	Entertainment	Greed	Expansion	Destruction
7	Enlightenment	Enlightenment	Genocide	Expansion	Extinction	Meddler	Genocide	Expansion
8	Entertainment	Entertainment	Greed	Grail	Genocide	Megalomania	Greed	Genocide
9	Evolution	Grail	Meddler	Greed	Grail	Peace	Megalomania	Grail
10	Extinction	Greed	Megalomania	Meddler	Greed	Power	Peace	Meddler
11	Genocide	Meddler	Power	Megalomania	Meddler	Proletarian	Political Machination	Megalomania
12	Grail	Megalomania	Proletarian	Power	Megalomania	Propaganda	Power	Peace
13	Greed	Power	Reconstruction	Proletarian	Power	Reconstruction	Propaganda	Political Machination
14	Megalomania	Redemption	Revelation	Redemption	Redemption	Redemption	Reconstruction	Power
15	Power	Revelation	Revenge	Revelation	Revelation	Revenge	Revenge	Propaganda
16	Revenge	Revenge	Secrecy	Revenge	Revenge	Secrecy	Secrecy	Redemption
17	Takeover	Subversion	Subversion	Secrecy	Subversion	Subversion	Subversion	Revelation
18	Terrorist	Takeover	Takeover	Subversion	Terrorist	Takeover	Takeover	Revenge
19	Transformation	Terrorist	Terrorist	Takeover	Transformation	Terrorist	Terrorist	Secrecy
20	Visionary	Visionary	Transformation	Terrorist	Visionary	Transformation	Visionary	Subversion

PLAYING A VILLAIN CAMPAIGN

additional +5 (for a total increase of +10). Alternately, he may increase the DC of any inspiration or favor check made by a special character who considers him to be helpful by +5.

Sell-Out: The betrayer charges the highest dollar for the secrets he steals. At 4th level, when the betrayer makes a Profession (Espionage) check to generate income, the amount of money he earns is multiplied by the highest scope rating of any organization he is currently infiltrating (see the *Faceman/Snoop Class Guide*, page 124).

Minor Setback: At 6th level, once per day, the double agent may spend 4 hours interfering with the operations of an organization he is currently infiltrating to reduce the level of 1 of that organization's agendas by 1. This penalty last for 24 hours after the double agent ceases to interfere.

Uncanny Foresight: Through disinformation or physical sabotage, the betrayer takes great care to foil his target organizations at every turn. Beginning at 8th level, when one of the betrayer's opponents scores an error opposing him during an infiltration, the betrayer's action die cost to activate the error is reduced by 1 (to a minimum of 0).

Silent Betrayal: The betrayer can turn even the slightest bit of trust into a deadly weakness. At 10th level, the threat ranges of the betrayer's attack rolls and Bluff, Bureaucracy, Disguise, Forgery, and Gather Information checks are increased by 2 when targeting any teammate or ally, or any character in verbal communication with the betrayer whose disposition toward him is helpful or better.

HITMAN

This is a prestige class.

Masters of subtlety, hitmen are the phantom killers of the world's shadow communities, specializing in hunting down and eliminating problematic targets – often including agents. Hitmen are highly valued by cruel and paranoid masterminds for their ruthless guile and ability to remove a problem without revealing the organization's hand.

Abilities: A hitman relies upon subtlety and stealth before raw power, so Charisma and Dexterity are his most important abilities.

Vitality: 1d10 + Con modifier per level.

REQUIREMENTS

Agent Level: 5+.

Disguise: 4+ ranks.

Move Silently: 4+ ranks.

Sleight of Hand: 4+ ranks.

Surveillance: 4+ ranks.

Feats: Concealed Weapon, Traceless.

CLASS SKILLS

The hitman's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Cultures	Wis
Craft	Wis
Demolitions	Int
Disguise	Cha
Driver	Dex
Escape Artist	Dex
Forgery	Int
Gather Information	Cha
Hide	Dex
Intimidate	Str or Cha
Knowledge	Int
Listen	Wis
Move Silently	Dex
Open Lock	Dex
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Surveillance	Wis

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

CLASS FEATURES

All of the following are the class features of the hitman.

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

Armor Proficiency (Light)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Hurled)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Rifle)

Blood Money: The hitman is a contract killer who measures success in blood spilt. At 1st level, each time the hitman reduces a special NPC's wounds to -1 or below, he gains twice the normal experience for defeating that opponent. This experience is *never* shared with the rest of the team.

If the hitman is an NPC, each time he reduces a special NPC's wounds to -1 or below, the GC gains 1 additional action die instead.

This is the hitman's core ability.

Killer Instinct: The hitman has a predatory instinct that rarely leads him astray. At 1st level and for each class level gained thereafter, the hitman gains 1 additional skill point, which must be spent to improve his Move Silently skill.

Further, the hitman gains the basic virtual skill feat, "On the Hunt," which grants him a +2 bonus with Disguise, Move Silently, and Surveillance checks, and increases the threat ranges of each of these skills by 1.