

# SPYCRAFT™

ROLEPLAYING GAME

## **SPYCRAFT 2.0 DEMO CHARACTERS**

**By Steve Crow**

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# INTRODUCTION

The following demo characters are provided for players' convenience. A few notes:

1. Interests, proficiencies, focuses/fortes, and gear picks are provided as suggestions – players should feel free to change them as desired.
2. Characters are equipped for a Caliber II mission. Mission gear should be adjusted accordingly if the mission is of a different Caliber. Except in the case of the Wheelman, class abilities are not factored into the listed mission gear.
3. All characters are assumed to have Faction alliance and bonus gear picks have been chosen from the Faction-permitted categories. If players choose to become Freelance instead, they must adjust their bonus picks accordingly.
4. Each character's listed skill bonuses include benefits from feats, attributes, and other character options. Synergy bonuses are *not* included, however, and the player should adjust his skill bonuses accordingly when they apply.
5. Modifiers gained from feats, class abilities, and other character options are included in the appropriate area.
6. Profession focuses are provided for flavor only and should be shifted as desired.

**Character Name:** \_\_\_\_\_

**Class:** Advocate

**Level:** 3

**Origin:** Disciplined Contract Professional

**Attributes:** Str 10, Dex 13, Con 12, Int 13, Wis 14, Cha 16

**Defense:** 12 (13 if dressed according to Lifestyle)

**Initiative:** +5

**Vitality/Wounds:** 25/12

**Stress Threshold:** 17

**Subdual Threshold:** 12

**Request Check:** +6

**Knowledge Check:** +4

**Saves:** Fort +3, Reflex +2, Will +6

**Focuses/Fortes:** Culture (Native +2), Drive (Standard Ground Vehicles), Profession (Diplomat, +1 forte), Science (Economy)

**Proficiencies:** Edged (+1 forte), Handgun (+1 forte), Unarmed

### Class Abilities (page 30)

**Absolute Certainty:** When you succeed with an opposed Resolve check, you gain a +2 morale bonus with opposed skill checks against the same opponent for the duration of the current scene.

**Behind the Scenes I:** A number of times per mission equal to your starting action dice, you may take 1 hour to make any Request check with a DC of 10 or lower with no chance of failure.

**Networks:** You gain 1 additional Gear feat (Home Sweet Home).

**Persistent:** Before the first Challenge of any Complex Task, you may spend 1 action die to take 10 with, and reduce the time requirement of, some Challenges.

### Feats

**Actor (page 198):** +2 insight bonus with Bluff and Impress checks, threat range 19–20 with Bluff and Impress checks

**Dueling Basics (page 178):** During your Initiative Count, you may gain either +2 to Defense against 1 target or +1 to Defense against all targets. This effect lasts for the duration of the current round. Also, when making a melee attack, you may target an opponent 5 ft. beyond your Reach, but you become *flat-footed* if you miss.

**Home Sweet Home (page 197):** +2 Lifestyle (already factored in)

**Talented (Diplomat) (page 201):** Networking and Sense Motive are always class skills, buying ranks in one of these skills grants equal ranks in the other, +5 to result cap with Networking and Sense Motive checks

**Special:** Once per session, you may make 1 Resources Request check without spending an action die.

**Contacts:** 1 partner-grade

**Interests:** Literature, politics, schmoozing

**Wealth:** Lifestyle 5 (+1 Appearance), Possessions 3, Spending Cash 3 (\$900)

**Possessions:** H&K Mk. 23 service pistol, average low-profile trendy armor (DR 2/5), radio headset, lodging (2-star hotel/rectory), 14 Common Items

**Mission Gear:** Bag full of guns, cover identity (PR +2), 3 air hypos containing doses of knockout poison (after 3d4 rounds, Fort save (DC 12) or target becomes *stunned* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *unconscious* for 1d6 rounds), Skill Check Gadget (PR 2, +8 with 1 specified skill check, 3 uses), 1 Common Item

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6 subdual	1	—	—	—	—	—	—
Switchblade	+2	1d6 lethal	1	19–20	—	—	—	1h	—
H&K Mk. 23 service pistol	+4	1d12 lethal	1	19–20	30 ft.	12	S	1h	12M4

<b>Skills</b>	<b>Ranks</b>	<b>Total Bonus</b>	<b>Cap</b>	<b>Error</b>	<b>Threat</b>	<b>Synergy</b>
Bluff/Deception (Cha)	6	+11	30	1	19–20	+1
Bureaucracy/Bribe (Cha)	3	+6	20	1	20	+1
Cultures/Communicate (Int)	4	+5	30	1	20	+1
Impress (Cha)	6	+11	30	1	19–20	+1*
Manipulate	5					
Harassment (Wis or Cha)		+7 or +8	30	1	20	
Slander (Wis or Cha)		+7 or +8	30	1	20	+1
Networking	7					
Contact (Cha)		+10	45	1	20	
Endorsement (Wis or Cha)		+9 or +10	45	1	20	+1
Mediation (Wis or Cha)		+9 or +10	45	1–2	20	+1
Notice/Awareness (Wis)	3	+5	20	1	20	
Profession/Accomplish (Cha)	4	+7	30	1	20	
Spy		+8 (forte +9)				
Resolve	2		20	1	20	
Concentration (Con)		+3				
Morale (Wis)		+4				
R&R (Con)		+3				
Resist Impress (Wis)		+4				
Resist Intimidate (Wis)		+4				
Science (Int)	2	—				
Economy		+3	20	1–2	20	+1
Sense Motive	6					
Detect Lie (Wis)		+8	45	1	20	
Innuendo (Cha)		+9	45	1	20	+1
Resist Manipulate (Wis)		+8	45	1	20	

\* This bonus is gained with Influence checks only.

**Character Name:** \_\_\_\_\_

**Class:** Explorer

**Level:** 3

**Origin:** Gifted Wanderer

**Attributes:** Str 13, Dex 16, Con 13, Int 14, Wis 10, Cha 12

**Defense:** 15

**Initiative:** +5

**Vitality/Wounds:** 29/13

**Stress Threshold:** 10

**Subdual Threshold:** 13

**Request Check:** +4

**Knowledge Check:** +5

**Saves:** Fort +5, Reflex +4, Will +1

**Focuses/Fortes:** Culture (Native +3, +1 forte), Drive (Personal Ground Vehicles, Standard Ground Vehicles), Profession (Treasure Hunter), Science (Chemistry), any 2 other focuses or fortes

**Proficiencies:** Edged, Handgun, Shotgun, Unarmed (+1 forte)

### Class Abilities (page 32)

**All Over The World:** When you fail an Athletics or Cultures check with a DC or opponent's check result up to your class level + 20, you still succeed.

**Bonus Feat:** Jinx

**Bookworm I:** Your Investigation/Research check time decreases to 1/2 standard (minimum 5 minutes).

**Connected:** You may spend 1d6 hours and 1 action dice to find 1 acquaintance-grade contact with 1 skill of your choice and a disposition of Friendly. The contact must be compensated at a cost of \$100 per hour.

### Feats

**Black Cat (page 189):** Once per scene, you may target a number of opponents up to the number of Chance feats you possess, increasing each target's skill check error ranges by 2. No single target may be affected by more than 1 Black Cat feat ability at a time.

**Jinx (page 190):** A number of times per session equal to the number of Chance feats you possess, you may decrease the action die cost to activate an opponent's error by 1.

**Mingling Basics (page 195):** You may always use Dexterity as your key attribute when making a Blend/Stealth check. Also, when making a Stealth check in public, you gain a synergy bonus equal to the crowd's Size Rating. Finally, you don't become *flat-footed* when you fail a Stealth check in public.

**World Traveler (page 199):** +2 insight bonus with Blend and Cultures checks, threat range 19–20 with Blend and Cultures checks

**Contacts:** 2 acquaintance-grade

**Interests:** Exotic cities, playing tourist, puzzle solving

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** Glock 21 service pistol, encrypted radio headset (PR 5, 8-hour battery, 10-mile range), tuxedo liner (DR 2/3), climbing kit, lockpicking kit, 10 Common Items

**Mission Gear:** Smuggling resource (Caliber II), 1 dose of commercial acid (PR 2, Dmg 2d6 (AP 4)), 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+4	1d6+1 subdual	1	—	—	—	—	—	—
Glock 21 service pistol	+5	1d12 lethal	1	19–20	25 ft.	15	S	1h	13M4

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
<b>Athletics</b>	3	—	20	1	20	
Bind (Str)		+4				+1
Climb (Con)		+4				+1
Escape (Str)		+4				
Force March (Con)		+4				+1
Maneuver/On Foot (Str)		+4				+1*
Power Lifting (Str)		+4		1–2		
Smash (Str)		+4				
Speed Push (Con)		+4		1–2		
Sports (Str or Con)		+4 or +4				
Swim (Con)		+4				+1
<b>Blend/Stealth (Dex or Cha)</b>	6	+11 or +9	30	1	18–20	
<b>Cultures/Communicate (Int)</b>	6	+10	30	1	19–20	
Native		+11 (+12 forte)				
<b>Drive (Dex)</b>	2	—	20	1	20	+1
Standard Personal Vehicles		+5				
<b>Investigation</b>	5	—	30	1	20	
Canvass Area (Cha)		+6				+1**
Detect Search (Wis)		+5				+1
Research (Wis)		+5				+1
<b>Notice/Awareness (Wis)</b>	5	+5	30	1	20	
<b>Resolve</b>	2	—	20	1	20	
Concentration (Con)		+3				
Morale (Wis)		+2				
R&R (Con)		+3				
Resist Impress (Wis)		+2				
Resist Intimidate (Wis)		+2				
<b>Search/Perception (Int)</b>	5	+7	35	1	20	
<b>Security (Int)</b>	5	+7	30	1	20	
<b>Streetwise</b>	4	—	30	1	20	
Black Market (Cha)		+5				+1**
Bribe on Streets (Cha)		+5				
Gambling (Wis or Cha)		+4 or +5				+1†
Haggle (Wis)		+4				
<b>Survival</b>	5	—	30	1	20	
Animal Training (Cha)		+6				
Foraging (Wis)		+5				+1
Forecast Weather (Wis)		+5		1–3		+1**
Maneuver/Animal (Cha)		+6				
Tracking (Wis)		+5				+1

\* In the wild

\*\* In Cultures (focus area)

† In a competitive game

**Character Name:** \_\_\_\_\_

**Class:** Faceman

**Level:** 3

**Origin:** Convincing Grifter

**Attributes:** Str 10, Dex 10, Con 11, Int 13, Wis 12, Cha 18

**Defense:** 12

**Initiative:** +4

**Vitality/Wounds:** 22/11

**Stress Threshold:** 12

**Subdual Threshold:** 11

**Request Check:** +7

**Knowledge Check:** +4

**Saves:** Fort +2, Reflex +1, Will +3

**Focuses/Fortes:** Culture (Native +1), Drive (Standard Ground Vehicles), Profession (Con Man), Science (Economy), any 1 other focus or forte

**Proficiencies:** Blunt, Handgun (+1 forte), Unarmed (+1 forte)

### **Class Abilities (page 33)**

**1,000 Faces:** A number of times per mission equal to your starting action dice, you may steal a target's identity and make it part of your Flawless Identity feat.

**Cold Read:** Once per session, during your first encounter with an NPC during the mission, you may ask the GC a number of questions about the NPC equal to your starting action dice.

**Doublespeak:** You may spend 1 action die to improve or worsen 1 target's disposition by 1 grade (up to Supportive).

**Quick Change:** Twice per session, you may make a Sneak/Hide or Falsify/Disguise check that requires 2d4 minutes as a free action, without a kit.

### **Feats**

**Charmer (page 202):** When targeting an NPC whose disposition toward you is Neutral, Intrigued, or Friendly, you may make a 1-minute Impress/Influence check with 1 full action or a 10-minute Impress/Influence check in 1 minute.

**Combat Mobility (page 172):** You may move away from adjacent targets during combat, may move up to twice your Speed when taking a Total Defense action, and may turn when running.

**Flawless Identity (page 208):** You possess a number of named fake IDs equal to your starting action dice, each with a Power Rating of 6. It takes you 1 minute and 1 action die to slip into an ID, after which you act in all ways like that identity and gain a new Profession and 2 new Interests.

**Hustler (page 198):** +2 insight bonus with Falsify and Manipulate checks, threat range 19–20 with Falsify and Manipulate checks.

**Special:** Once per session, you may improve the disposition of 1 non-villain NPC by 1 grade. Further, once per session, you may gain +4 with any 1 random possession roll.

**Contacts:** 1 associate-grade, 1 acquaintance-grade

**Interests:** Current events, literature, playing tourist

**Wealth:** Lifestyle 6 (+1 Appearance), Possessions 1, Spending Cash 4 (\$1,600)

**Possessions:** S&W Chief's Special backup revolver, tuxedo liner (DR 2/3), disguise kit, 9 Common Items

**Mission Gear:** Cover identity (PR 2), 3 air hypos containing doses of paralytic poison (after 3d4 rounds, Fort save (DC 12) or target becomes *exhausted* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *paralyzed* for 1d6 rounds), 3 air hypos containing doses of knockout poison (after 3d4 rounds, Fort save (DC 12) or target becomes *stunned* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *unconscious* for 1d6 rounds), skill check gadget (PR 2, +8 with 1 specified skill check, 3 uses), defense boost gadget (PR 1, +1 to Defense for 1 minute), medical assistance resource (PR 2)

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6 subdual	1	—	—	—	—	—	—
S&W .37 Chief's Special backup revolver	+3	1d8+1 lethal	1	20	15 ft.	18	S	1h	5S30

<b>Skills</b>	<b>Ranks</b>	<b>Total Bonus</b>	<b>Cap</b>	<b>Error</b>	<b>Threat</b>	<b>Synergy</b>
Blend/Stealth (Dex or Cha)	4	+7 or +6	30	1	20	
Bluff/Deception (Cha)	6	+12	35	1	19–20	+1*
Bureaucracy/Bribe (Cha)	1	+5	20	1	20	+1
Cultures/Communicate (Int)	2	+3	20	1	20	+1
Falsify	6		30			
Cover-Up (Wis)		+7		varies	20	+1
Disguise (Wis)		+7		1	20	+1
Forgery (Int)		+7		1	20	
Impress (Cha)	6	+12	30	1	18–20	
Manipulate	4					
Harassment (Wis or Cha)		+5 or +8	30	1	20	+1**
Slander (Wis or Cha)		+5 or +8	30	1	20	+1
Networking	2					
Contact (Cha)		+6	30	1	20	
Endorsement (Wis or Cha)		+3 or +6	30	1	20	+1
Mediation (Wis or Cha)		+3 or +6	30	1–2	20	
Notice/Awareness (Wis)	2	+3	20	1	20	
Search/Perception (Int)	1	+2	20	1	20	
Sense Motive	4					
Detect Lie (Wis)		+5	30	1	20	
Innuendo (Cha)		+8	30	1	20	+1
Resist Manipulate (Wis)		+5	30	1	20	
Sneak	2		30	1	20	
Hide (Dex or Cha)		+2 or +6				
Stash Item (Dex)		+2				

\* When being positive

\*\* When involves physical props

**Character Name:** \_\_\_\_\_

**Class:** Hacker

**Level:** 3

**Origin:** Clever Geek

**Attributes:** Str 10, Dex 14, Con 12, Int 16, Wis 13, Cha 12

**Defense:** 13

**Initiative:** +3

**Vitality/Wounds:** 21/12

**Stress Threshold:** 13

**Subdual Threshold:** 12

**Request Check:** +4

**Knowledge Check:** +6

**Saves:** Fort +4, Reflex +5, Will +4

**Focuses/Fortes:** Culture (Native), Drive (Standard Ground Vehicles), Profession (Technical Security Specialist, Hacker), Science (Chemistry, Programming +1 forte, Mathematics, Super-Science), any 1 other focus or forte

**Proficiencies:** Edged, Handgun (+1 forte)

### **Class Abilities (page 35)**

**Custom 'Ware:** Once per mission during the Intel Phase, you may tune your computer to increase its Power Rating by an amount equal to your starting action dice. Thereafter, this computer is also considered to be running security software with a Power Rating equal to the computer's Power Rating (this software doesn't count toward the maximum total software that may run on the system).

**'L337:** When you fail a Computers or Falsify check with a DC or opponent's check result up to your class level + 20, you still succeed.

**Master Key I:** When you create, crack, or request a code or piece of software, its PR is considered to be 1 lower.

**Trap Door:** Once per mission, you may gain 1 dossier or 1 cover identity with a Caliber equal to 1/3 your class level (rounded up).

### **Feats**

**Concealed Carry (page 193):** Items stashed on you are considered 2 Size categories smaller when someone frisks you.

**False Start (Techie) (page 200):** When you fail an unopposed Computers or Electronics skill check that takes more than 1 round to complete, you don't lose as much time (though you must still re-buy materials); taking 20 with Computers or Electronics only takes 15x the base time.

**Talented (Observer) (page 201):** Notice and Search are always class skills, buying ranks in one of these skills grants equal ranks in the other, +5 to result cap with Notice and Search checks

**Techie (page 199):** +2 insight bonus with Computers and Electronics checks, threat range 19–20 with Computers and Electronics checks

**Special:** Once per session, you may make 1 Electronics Request check without spending any action dice. Also, you gain a +1 bonus with checks made to determine surprise.

**Contacts:** 1 acquaintance-grade

**Interests:** Codes, conspiracy theory, Internet surfing, Internet security, video games

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** Laptop computer (PR 6, +5 result cap, 2-hr. battery, security software (PR 6)), tuxedo liner (DR 2/3), disguise kit, electronics kit (+1), forgery kit, 13 Common Items

**Mission Gear:** Glock 29 backup pistol, probe software (PR 4), feat training (Concealed Carry), 5 Common Items

<b>Attacks</b>	<b>Atk</b>	<b>Dam</b>	<b>Error</b>	<b>Threat</b>	<b>Rng</b>	<b>Recoil</b>	<b>Modes</b>	<b>Hand</b>	<b>Ammo</b>
Unarmed	-1	1d3 subdual	1	—	—	—	—	—	—
Glock 29 backup pistol	+4	2d6 lethal	1	19–20	20 ft.	22	S	1h	10M3

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Bureaucracy/Bribe (Cha)	4	+5	30	standard	20	
Computers/Optimize (Int)	7	+12	40	1	19–20	+1
Cultures/Communicate (Int)	1	+4	20	1	20	
Drive/Maneuver (Dex)	3	—	20	1	20	+1
Standard Personal Vehicles		+5				
Electronics	6	—	30	1	19–20	
Build (Int)		+11				+1
Disable (Int)		+11				+1
Modify (Wis)		+9				+1
Optimize (Int)		+11				+1
Repair (Int)		+11				+1
Sabotage (Wis)		+9				+1
Falsify	6		30			
Cover-Up (Wis)		+7		varies	20	+1◇
Disguise (Wis)		+7		1	20	+1
Forgery (Int)		+9		1	20	+1*†◇
Mechanics	1	—	20	1	20	
Build (Int)		+4				
Disable (Int)		+4				
Modify (Wis)		+2				
Optimize (Int)		+4				
Repair (Int)		+4				
Sabotage (Wis)		+2				
Notice/Awareness (Wis)	6	+7	35	1	20	
Profession/Accomplish (Cha)	3	+4	30	1	20	
Resolve	5		30	1	20	
Concentration (Con)		+6				
Morale (Wis)		+6				
R&R (Con)		+6				
Resist Impress (Wis)		+6				
Resist Intimidate (Wis)		+6				
Science (Int)	7	—				
Chemistry		+10	40	1	20	+1
Mathematics		+10	40	1–2	20	+1
Programming		+11 (forte +12)	40	1–2	20	+1
Super-Science		+10	40	1–2	20	+1
Search/Perception (Int)	6	+10	35	1	20	
Security (Int)	6	+10	30	1	20	
Disable, Hotwire Installation						+1*††
Sneak	6		30	1	20	
Hide (Dex or Cha)		+8 or +7				
Stash Item (Dex)		+8				+1
Streetwise	5	—	30	1	20	
Black Market (Cha)		+7				
Bribe on Streets (Cha)		+7				+1
Gambling (Wis or Cha)		+7 or +7				+1
Haggle (Wis)		+7				

\* When using an electronic device

† In a corporate/government environment

†† When targeting a computerized device or chemical explosive

◇ In a city

**Character Name:** \_\_\_\_\_

**Class:** Intruder

**Level:** 3

**Origin:** Agile Criminal

**Attributes:** Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 14

**Defense:** 16

**Initiative:** +5

**Vitality/Wounds:** 21/12

**Stress Threshold:** 12

**Subdual Threshold:** 12

**Request Check:** +3

**Knowledge Check:** +3

**Saves:** Fort +2, Reflex +7, Will +2

**Focuses/Fortes:** Culture (Native +1), Drive (Personal Ground Vehicles, Standard Ground Vehicles), Profession (Burglar, Fence), Science (Engineering), any 1 other focus or forte

**Proficiencies:** Edged (+1 forte), Handgun (+1 forte), Unarmed

### **Class Abilities (page 37)**

**Bonus Feat:** Equilibrium Basics

**Dexterous:** When you spend 1 action die to increase a Dex-based skill check, you may roll and add the results of 2 action dice (i.e. a 1d4 action die becomes 2d4).

**Evasion I:** When you aren't *flat-footed* and you make a Reflex save to reduce damage, all damage is negated with success.

**Gear Prep:** You and your teammates may choose a number of gear picks up to your starting action dice as if the mission's Caliber were 1 higher.

### **Feats**

**Burglar (page 198):** +2 insight bonus with Acrobatics and Sneak checks, threat range 19–20 with Acrobatics and Sneak checks

**Equilibrium Basics:** When you take a Total Defense action, you gain a dodge bonus to your Defense equal to the number of Covert feats you possess. Further, you only need to make 1 Acrobatics/Balance check to move across precarious surface at full speed or faster. Finally, when you're falling, the distance is considered to be 20 ft. shorter.

**Fence (page 198):** +2 insight bonus with Sleight of Hand and Streetwise checks, threat range 19–20 with Sleight of Hand and Streetwise checks

**Faceless (page 195):** You gain a synergy bonus from Sneak when making Stealth checks. Also, the time required to research your past or determine your current location is tripled.

**Special:** Your Speed is 35 ft.

**Contacts:** 1 associate-grade

**Interests:** Electronic locks, security systems, shopping

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** Glock 21 service pistol, encrypted radio headset (PR 5, 8-hr. battery, 10-mile range), tuxedo liner (DR 2/3), lockpicking kit, mechanics kit, 12 Common Items

**Mission Gear:** Luxury sports car (Size L (2x3), Occ 1+3, A/T 6/5, MPH 70/155, Def/Save 9/+7, Comp 22/+1), cover identity (PR 2), 1 dose of commercial acid (PR 2, dmg 2d6 (AP 4)), Defense boost gadget (PR 1, +1 to Defense for 1 minute), 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6 subdual	1	—	—	—	—	—	—
Glock 21 service pistol	+6	1d12 lethal	1	19–20	25 ft.	15	S	1h	13M4

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
<b>Acrobatics</b>	<b>6</b>	<b>—</b>	<b>35</b>	<b>1</b>	<b>19–20</b>	
Balance (Dex)		+11				+1
Falling (Dex)		+11		1–3		+1
Jump (Str)		+8				+1
Maneuver/Personal Vehicles (Dex)		+11				+1
Skydiving (Dex)		+11		1–3		
Tumble (Dex)		+11				+1
<b>Athletics</b>	<b>3</b>	<b>—</b>	<b>20</b>	<b>1</b>	<b>20</b>	
Bind (Str)		+3				
Climb (Con)		+4				
Escape (Str)		+3				+1
Force March (Con)		+4				
Maneuver/On Foot (Str)		+3				+1
Power Lifting (Str)		+3		1–2		
Smash (Str)		+3				
Speed Push (Con)		+4		1–2		
Sports (Str or Con)		+3 or +4				
Swim (Con)		+4				
<b>Blend/Stealth (Dex or Cha)</b>	<b>6</b>	<b>+9 or +8</b>	<b>30</b>	<b>1</b>	<b>20</b>	
<b>Bluff/Deception (Cha)</b>	<b>5</b>	<b>+7</b>	<b>30</b>	<b>1</b>	<b>20</b>	
<b>Drive (Dex)</b>	<b>5</b>	<b>+8</b>	<b>30</b>	<b>1</b>	<b>20</b>	<b>+1</b>
<b>Mechanics</b>	<b>3</b>	<b>—</b>	<b>20</b>	<b>1</b>	<b>20</b>	
Build (Int)		+5				+1*†
Disable (Int)		+5				+1†
Modify (Wis)		+4				+1†
Optimize (Int)		+5				
Repair (Int)		+5				+1*†
Sabotage (Wis)		+4				+1†
<b>Notice/Awareness (Wis)</b>	<b>6</b>	<b>+7</b>	<b>30</b>	<b>1</b>	<b>20</b>	
<b>Science (Int)</b>	<b>1</b>	<b>—</b>				
Tumble (Dex)		+11				+1
Engineering		+3	20	1	20	
<b>Search/Perception (Int)</b>	<b>5</b>	<b>+7</b>	<b>30</b>	<b>1</b>	<b>20</b>	
<b>Security (Int)</b>	<b>6</b>	<b>+8</b>	<b>20</b>	<b>1</b>	<b>20</b>	
Disable, Hotwire, Installation						
<b>Sleight of Hand (Dex)</b>	<b>4</b>	<b>+9</b>	<b>30</b>	<b>1</b>	<b>19–20</b>	
Conceal Action				1–2		+1
Stash Item				1		+1
<b>Sneak</b>	<b>6</b>	<b>—</b>	<b>30</b>	<b>1</b>	<b>19–20</b>	
Hide (Dex or Cha)		+11 or +10				
Stash Item (Dex)		+11				+1
<b>Streetwise</b>	<b>4</b>	<b>—</b>	<b>30</b>	<b>1</b>	<b>19–20</b>	
Black Market (Cha)		+8				
Bribe on Streets (Cha)		+8				
Gambling (Wis or Cha)		+7 or +8				
Haggle (Wis)		+7				

\* When working on a security device

† When applied to a vehicle

**Character Name:** \_\_\_\_\_

**Class:** Pointman                      **Level:** 3

**Origin:** Disciplined Jack-of-all-Trades

**Attributes:** Str 10, Dex 12, Con 11, Int 14, Wis 16, Cha 14

**Defense:** 12

**Initiative:** +3

**Vitality/Wounds:** 22/11

**Stress Threshold:** 16                      **Subdual Threshold:** 11

**Request Check:** +5                      **Knowledge Check:** +6

**Saves:** Fort +2, Reflex +3, Will +6

**Focuses/Fortes:** Culture (Native +2), Drive (Personal Ground Vehicles, Standard Ground Vehicles +1 forte), Profession (Attache, Military Man), Science (Engineering, Pharmacology), any 1 other focus or forte

**Proficiencies:** Edged, Handgun (+1 forte), Unarmed

### Class Abilities

**Assistance I:** Except during a Dramatic Conflict, you may reduce a teammate's skill check time requirement to 1/2 standard (rounded up). The skill check's error range increases by 1.

**Generous:** You may spend 1 action die to increase the skill check results of other characters.

**Lead:** Once per session, you may choose which team member makes the check during a team skill check. Alternately, as a half action, you may share 1 of your focuses or weapon proficiencies with any 1 team member.

**Versatility:** Bluff, Falsify, Manipulate, and Sense Motive are class skills for you.

### Feats

**Fortunate (page 189):** As a free action, you may request 1 additional d4 action die. This grants the GC 1 additional d4 action die as well. These action dice are lost if not used by the end of the scene.

**Fortune Favors the Bold (page 189):** Each time you gain action dice, the die type improves by 1. Thus, your current action die type is d6.

**Training (page 201):** +5 skill points (already spent)

**Contacts:** 1 acquaintance-grade

**Interests:** Foreign Militaries, Strategy Games, Terrorist Organizations

**Wealth:** Lifestyle 2 (-1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** H&K Mk. 23 service pistol, average low-profile trendy armor (DR 2/5), radio headset, police scanner, lodging (2-star hotel/rectory), 16 Common Items

**Mission Gear:** Bag full of guns, manhunt (Caliber II), cover identity (PR +2), 3 air hypos containing doses of knockout poison (after 3d4 rounds, Fort save (DC 12) or target becomes *stunned* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *unconscious* for 1d6 rounds), 1 dose of commercial acid (PR 2, dmg 2d6 (AP 4)), 3 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6 subdual	1	—	—	—	—	—	—
H&K Mk. 23 service pistol	+4	1d12 lethal	1	19–20	30 ft.	12	S	1h	12M4

<b>Skills</b>	<b>Ranks</b>	<b>Total Bonus</b>	<b>Cap</b>	<b>Error</b>	<b>Threat</b>	<b>Synergy</b>
Cultures/Communicate (Int)	4	+6	30	1	20	+1
Drive (Dex)	3		30	1	20	+1
Personal Ground Vehicles		+4				
Standard Ground Vehicles		+5 (+6 forte)				
Falsify	7		30			
Cover-Up (Wis)		+10		varies	20	+1
Disguise (Wis)		+10		1	20	+1
Forgery (Int)		+9		1	20	
Intimidate	7	—	35	1	20	
Coercion (Str)		+7				+1
Domination (Str or Wis)		+10 or +10				+1
Manipulate	7					
Harassment (Wis or Cha)		+10 or +9	30	1	20	+1*†
Slander (Wis or Cha)		+10 or +9	30	1	20	+1
Notice/Awareness (Wis)	6	+9	30	1	20	
Profession/Accomplish (Cha)	4	+6	30	1	20	
Science (Int)	4					
Engineering and Pharmacology		+6	20	1	20	
Sense Motive	6					
Detect Lie (Wis)		+9	30	1	20	
Innuendo (Cha)		+8	30	1	20	+1
Resist Manipulate (Wis)		+9	30	1	20	
Tactics	7					
Ambush (Wis)		+10	45	1	20	+1
Maneuver (Crew) (Cha)		+9	45	1	20	
Rally (Cha)		+9	45	1	20	

\* With physical props

† Against a character native to a cultural focus area

**Character Name:** \_\_\_\_\_

**Class:** Scientist

**Level:** 3

**Origin:** Brainy Instructor

**Attributes:** Str 10, Dex 13, Con 12, Int 16, Wis 14, Cha 13

**Defense:** 14

**Initiative:** +2

**Vitality/Wounds:** 21/12

**Stress Threshold:** 14

**Subdual Threshold:** 12

**Request Check:** +4

**Knowledge Check:** +7

**Saves:** Fort +2, Reflex +2, Will +5

**Focuses/Fortes:** Culture (Native), Drive (Standard Ground Vehicles, Rotary-Wing Aircraft), Profession (Researcher, Scientist), Science (Chemistry, Engineering, Fabrication, Pharmacology, Programming)

**Proficiencies:** Handgun (forte +1), Unarmed

#### **Class Abilities (page 42)**

**Bright Idea:** Twice per session, you may make an Int- or Wis-based skill check twice and keep the preferred result.

**Intense Study:** Examiner

**Ph.D. (Medicine):** Maximum ranks in 1 Scientist class skill are equal to your class level + 8; synergy bonus with related Knowledge checks is equal to 1/2 your ranks in the chosen skill.

**Professor:** At the start of the session, you may grant your teammates a number of your Basic Skill feats up to your starting action dice.

#### **Feats**

**Advisor (page 198):** +2 insight bonus with Profession and Resolve checks, threat range 19–20 with Profession and Resolve checks

**Examiner (page 198):** +2 insight bonus with Analysis and Medicine checks, threat range 19–20 with Analysis and Medicine checks

**Scholar (page 199):** +2 insight bonus with Bureaucracy and Science checks, threat range 19–20 with Bureaucracy and Science checks

**Officer (page 199):** +2 insight bonus with Intimidate and Tactics checks, threat range 19–20 with Intimidate and Tactics checks

**Special:** +1 insight bonus with directed skill checks and team checks.

**Contacts:** 1 associate-grade

**Interests:** Conspiracy Theory, Internet Surfing, Electronic Security Systems

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** General Motors Liberator holdout pistol, laptop computer (PR 3, +5 result cap, 2-hr. battery), average low-profile trendy armor (DR 2/5), radio headset, first aid kit, 14 Common Items

**Mission Gear:** Healing gadget (PR 1 – heals 1 wound and 1d8 vitality, 3 uses), commercial bug sweeper (+5 result cap, 5 ft. range), 3 air hypos containing doses of knockout poison (after 3d4 rounds, Fort save (DC 12) or target becomes *stunned* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *unconscious* for 1d6 rounds), 2 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+1	1d6 subdual	1	—	—	—	—	—	—
General Motors Liberator holdout pistol	+3	1d12 lethal	1	19–20	5 ft.	25	S	1h	1S10

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Analysis	6	—	30	1	19–20	
Appraise (Int)		+11				
Authenticate (Int)		+11				+1
Decipher (Int)		+11		per code		+1
Examine Media (Wis)		+11				+1
Forensics (Wis)		+11				+1*
Bureaucracy/Bribe (Cha)	5	+8	30	standard	19–20	
Computers/Optimize (Int)	6	+9	30	1	20	+2
Electronics	5	—	50	1	20	
Build (Int)		+8				+1
Disable (Int)		+8				+1
Modify (Wis)		+6				+1
Optimize (Int)		+8				+1
Repair (Int)		+8				+1
Sabotage (Wis)		+6				+1
Falsify	4	—	30			
Cover-Up (Wis)		+5		varies	20	
Disguise (Wis)		+5		1	20	+1†
Forgery (Int)		+7		1	20	+1†/+2**
Mechanics	5	—	30	1	20	
Build (Int)		+8				+1
Disable (Int)		+8				+1
Modify (Wis)		+6				+1
Optimize (Int)		+8				+1
Repair (Int)		+8				+1
Sabotage (Wis)		+6				+1
Medicine	11	—	30			
First Aid (Wis)		+14		1	19–20	+1
Stabilize (Wis)		+14		1–2	19–20	+1
Surgery (Int)		+16		1–4	19–20	+1
Therapy (Wis)		+14		1	19–20	+1
Treatment (Wis)		+16		1	19–20	+1
Notice/Awareness (Wis)	6	+7	30	1	20	
Profession/Accomplish (Cha)	4	+6	30	1	19–20	
Resolve	5	—	30	1	19–20	
Concentration (Con)		+8				
Morale (Wis)		+8				
R&R (Con)		+8				
Resist Impress (Wis)		+8				
Resist Intimidate (Wis)		+8				
Science (Int)	6	—	30			
Chemistry		+11		1	19–20	
Engineering		+11		1	19–20	+2
Fabrication		+11		1	19–20	+2
Pharmacology		+11		1	19–20	+1
Programming		+11		1	19–20	+1
Search/Perception (Int)	5	+8	30	1	20	
Tactics	4	—	30			
Ambush (Wis)		+8		1	19–20	
Maneuver/Crewed Vehicle (Cha)		+7		1	19–20	
Rally (Cha)		+7		1	19–20	

\* When the check involves biological or chemical evidence, or gear remains

\*\* When forging an electronic device

† In a corporate/government environment

**Character Name:** \_\_\_\_\_

**Class:** Scout

**Level:** 3

**Origin:** Vigilant Hunter

**Attributes:** Str 12, Dex 13, Con 14, Int 13, Wis 16, Cha 10

**Defense:** 13 (15 w/rough living)

**Initiative:** +5

**Vitality/Wounds:** 32/14

**Stress Threshold:** 16

**Subdual Threshold:** 15

**Request Check:** +3

**Knowledge Check:** +4

**Saves:** Fort +5, Reflex +4, Will +4

**Focuses/Fortes:** Culture (Native +1), Drive (Animal-Drawn Vehicles, Mounts), Profession (Guide), Science (Pharmacology), any 2 other focuses or fortes

**Proficiencies:** Edged (+1 forte), Handgun, Rifle (+1 forte), Shotgun, Unarmed

### **Class Abilities (page 43)**

**Bonus Feat:** Tracking Basics

**Rough Living:** +2 to Defense and saves vs. cold, fire, and heat damage, as well as starvation, thirst, underwater dangers, and nature's fury effects

**Stalker:** When you fail a Survival or Tactics check with a DC or opponent's check result up to your class level + 20, you still succeed.

**Trailblazer:** At the start of the session, you may grant your teammates a number of your Terrain feats up to your starting action dice.

### **Feats**

**Night Training (page 207):** All visual penalties due to time of day decrease to 1/2 standard (rounded down); your opponents suffer a -2 penalty with checks made to spot your ambushes at night; your smell range is 3 x Wis; you are never *blinded* against an opponent within 10 ft. unless you're also *deafened*.

**Survivalist (page 199):** +2 insight bonus with Athletics and Survival checks, threat range 19-20 with Athletics and Survival checks

**Tracking Basics:** You may always take 10 with Survival/Tracking checks and the time to make these checks is not doubled. Also, your Survival/Tracking checks gain synergy bonuses from Analysis. Finally, after a successful Survival/Tracking check, you can determine if the target has lost vitality/wound points, as well as any conditions they possess.

**Urban Training (page 207):** +2 insight bonus with Survival checks in urban terrain, as well as with navigation and checks made to determine surprise checks in urban terrain; synergy bonus from Streetwise when tracking in any city with a population of 10,000 or more; opponents suffer -2 penalty with checks made to determine surprise vs. ambushes you arrange in urban terrain.

**Special:** Speed 35 ft. Also, +1 bonus with checks made to determine surprise.

**Contacts:** 1 acquaintance-grade

**Interests:** Fishing, hiking, hunting

**Wealth:** Lifestyle 1 (-2 Appearance), Possessions 1, Spending Cash 2 (\$400)

**Possessions:** RSA SVU semi-automatic rifle, dagger, headset radio, 16 Common Items

**Mission Gear:** Flak jacket (DR 4/5), 6 Common Items

<b>Attacks</b>	<b>Atk</b>	<b>Dam</b>	<b>Error</b>	<b>Threat</b>	<b>Rng</b>	<b>Recoil</b>	<b>Modes</b>	<b>Hand</b>	<b>Ammo</b>
Unarmed	+3	1d6 subdual	1	—	—	—	—	—	—
Dagger	+4	1d6 lethal	1	19–20	—	—	—	1h	—
RSA SVU semi-automatic rifle	+4	1d8+2 lethal	1–2	19–20	75 ft.	14	S	2h	10M5

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Athletics	3	—	20	1	19–20	
Bind (Str)		+6				+1
Climb (Con)		+7				+1
Escape (Str)		+6				
Force March (Con)		+7				+1
Maneuver/On Foot (Str)		+6				+1*
Power Lifting (Str)		+6		1–2		
Smash (Str)		+6				
Speed Push (Con)		+7		1–2		
Sports (Str or Con)		+6 or +7				+1
Swim (Con)		+7				+1
Cultures/Communicate (Int)	3	+4	30	1	20	
Drive (Dex)	1	—	20	1	20	
Mounts		+2				
Notice/Awareness (Wis)	4	+6	20	1	19–20	
Resolve	2		20	1	20	
Concentration (Con)		+4				
Morale (Wis)		+5				
R&R (Con)		+4				
Resist Impress (Wis)		+5				
Resist Intimidate (Wis)		+5				
Search/Perception (Int)	2	+3	20	1	20	
Sneak	3		30	1	20	
Hide (Dex or Cha)		+4 or +3				
Stash Item (Dex)		+4				
Survival	6		30	1	19–20	
Animal Training (Cha)		+8				
Foraging (Wis)		+11				
Forecast Weather (Wis)		+11		1–3		
Maneuver/Animal (Cha)		+8				
Tracking (Wis)		+11				
Tactics	5	—	30	1	20	
Ambush (Wis)		+8				+1
Maneuver (Crew) (Cha)		+5				
Rally (Cha)		+7				

\* In the wild

**Character Name:** \_\_\_\_\_

**Class:** Sleuth

**Level:** 3

**Origin:** Shrewd Journalist

**Attributes:** Str 10, Dex 12, Con 12, Int 13, Wis 16, Cha 14

**Defense:** 13

**Initiative:** +5

**Vitality/Wounds:** 21/12

**Stress Threshold:** 16

**Subdual Threshold:** 12

**Request Check:** +5

**Knowledge Check:** +5

**Saves:** Fort +2, Reflex +3, Will +6

**Focuses/Fortes:** Culture (Native +1), Drive (Standard Ground Vehicles, Performance Aircraft), Profession (Detective), Science (Chemistry, Pharmacology)

**Proficiencies:** Handgun (+1 forte), Rifle, Unarmed

### Class Abilities (page 44)

**Human Nature:** When you fail an Investigation or Sense Motive check with a DC or opponent's check result up to your class level + 20, you still succeed.

**Little Details:** Once per session, you may make an Athletics/Smash check, or Disarm, Feint, or Tire action, as a free action.

**Sources I:** A number of times per session equal to your starting action dice, you may spend 1 hour to make Request check for a dossier without spending action dice. Your class level is added to the Request check result. You may use this ability even outside the Intel Phase.

**Sympathetic:** When you spend 1 action die to increase a Cha- or Wis-based skill check, you may roll and add the results of 2 action dice (i.e. a 1d4 action die becomes 2d4).

### Feats

**Forensic Genius (page 209):** The number of Challenges required of you during a Complex Analysis Task decreases by 2 (minimum 1); your Analysis skill grants synergy to your Search checks.

**Observer (page 199):** +2 insight bonus with Notice and Search checks, threat range 19–20 with Notice and Search checks

**Private Eye (page 201):** +2 insight bonus with Investigation and Security checks, threat range 19–20 with Investigation and Security checks

**Contacts:** 3 acquaintance-grade (police), 1 partner-grade

**Interests:** Criminology, Missing Persons, Puzzle Solving

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 1, Spending Cash 3 (\$900)

**Possessions:** Glock 33 backup pistol, audio bug (PR 4, Rng 1,000 ft., battery life 48 hrs.), appraisal kit, authentication kit, electronics kit, forensics kit (+1), 14 Common Items

**Mission Gear:** Broad reconnaissance resource (4-block radius, Search result 20), tracer bug (PR 2, 200-ft. range, 48-hr. battery), legal help (PR 4), 5 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6 subdual	1	—	—	—	—	—	—
Glock 33 backup pistol	+4	2d6 lethal	1	19–20	20 ft.	25	S	1h	11M3

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Analysis	6	—	30	1	20	
Appraise (Int)		+6				+1
Authenticate (Int)		+7				+1
Decipher (Int)		+7		per code		+1
Examine Media (Wis)		+7				+1
Forensics (Wis)		+7				+1
Bureaucracy/Bribe (Cha)	5	+7	30	standard	20	+1
Drive/Maneuver (Dex)	3	+4	20	1	20	+1
Intimidate	3	—	20	1	20	+1*†
Coercion (Str)		+3				
Domination (Str or Wis)		+3 or +6				
Investigation	6	—	30	1	20	
Canvass Area (Cha)		+9				+1
Detect Search (Wis)		+10				+1
Research (Wis)		+10				+1
Networking	4					
Contact (Cha)		+6	30	1	20	+1*
Endorsement (Wis or Cha)		+7 or +6	30	1	20	+1
Mediation (Wis or Cha)		+7 or +6	30	1–2	20	+1
Notice/Awareness (Wis)	6	+12	30	1	19–20	
Profession/Accomplish (Cha)	3	+5	20	1	20	
Resolve	3		20	1	20	
Concentration (Con)		+4				
Morale (Wis)		+6				
R&R (Con)		+4				
Resist Impress (Wis)		+6				
Resist Intimidate (Wis)		+6				
Science (Int)	2	—				
Chemistry		+3	20	1	20	+1
Economy		+3	20	1	20	+1
Pharmacology		+3	20	1	20	+1
Search/Perception (Int)	6	+9	30	1	19–20	+1
Security (Int)	3	+4	30	1	20	+1◇
Sense Motive	5					
Detect Lie (Wis)		+9	30	1	19–20	
Innuendo (Cha)		+8	30	1	19–20	+1
Resist Manipulate (Wis)		+9	30	1	19–20	
Sneak	3		20	1	20	
Hide (Dex or Cha)		+4 or +5				
Stash Item (Dex)		+4				+1
Streetwise	6	—	30	1	20	
Black Market (Cha)		+8				+1
Bribe on Streets (Cha)		+8				+1
Gambling (Wis or Cha)		+8 or +8				+1††
Haggle (Wis)		+9				+1

\* When dealing with corporate or government characters

† When targeting an urban character

†† In a competitive game

◇ When working with explosives

**Character Name:** \_\_\_\_\_

**Class:** Snoop

**Level:** 3

**Origin:** Witty Investigator

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

**Defense:** 14

**Initiative:** +3

**Vitality/Wounds:** 21/12

**Stress Threshold:** 14

**Subdual Threshold:** 12

**Request Check:** +5

**Knowledge Check:** +5

**Saves:** Fort +3, Reflex +3, Will +5

**Focuses/Fortes:** Culture (Native +1), Drive (Standard Ground Vehicles), Profession (Forensic Investigator), Science (Mathematics +1 forte, Pharmacology), any 1 other focus or forte

**Proficiencies:** Handgun (+1 forte), Unarmed, any 1 other proficiency or forte

#### **Class Abilities (page 47)**

**Astute:** When you spend 1 action die to increase an Int- or Wis-based skill check, you may roll and add the results of 2 action dice (i.e. a 1d4 action die becomes 2d4).

**Flawless Search:** When you fail a Analysis or Search check with a DC or opponent's check result up to your class level + 20, you still succeed.

**Intercept Communication:** Once per session, you may clandestinely intercept a target's next telephone call, email, or other communication, and learn the frequency, phone number, or address from which it was sent.

**Intuition I:** You may ask the GC for a hint a number of times per mission equal to your starting action dice. Each request requires 1 minute.

#### **Feats**

**Private Eye (page 199):** +2 insight bonus with Investigation and Security checks, threat range 19–20 with Investigation and Security checks

**Superior Documentation (page 209):** You gain 1 cover identity (Caliber up to 1/3 your class level, rounded up) as a Possession. Also, when you request a cover identity, its Power Rating increases by 1 (maximum 10). Finally, you gain a +1 bonus with all Bluff checks made while using a cover identity.

**Talented (Actor) (page 201):** Bluff and Impress are always class skills, buying ranks in one of these skills grants equal ranks in the other, +5 to result cap with Bluff and Impress checks

**Special:** Once per session, you may improve the disposition of 1 non-villain NPC by 1 grade.

**Contacts:** 1 associate-grade

**Interests:** Literature, Missing Persons, Puzzle Solving, Security Systems, Shopping

**Wealth:** Lifestyle 3 (+0 Appearance), Possessions 3, Spending Cash 1 (\$100)

**Possessions:** Laptop computer (PR 3, +5 result cap, 2 hr. battery), appraisal kit, authentication kit, electronics kit, forensics kit (+1), 15 Common Items

**Mission Gear:** Glock 33 backup pistol, cover identity (PR +2), 3 air hypos containing doses of knockout poison (after 3d4 rounds, Fort save (DC 12) or target becomes *stunned* for 1d6 rounds; after 2d4 additional rounds, Fort save (DC 14) or target becomes *unconscious* for 1d6 rounds), tracer bug (PR 2, 200-ft. range, 48-hr. battery), damage reduction gadget (PR 2; DR 2/-), 2 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+1	1d6 subdual	1	—	—	—	—	—	—
Glock 33 backup pistol	+3	2d6 lethal	1	19–20	20 ft.	25	S	1h	11M3

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Analysis	6	—	30	1	20	
Appraise (Int)		+8				+1
Authenticate (Int)		+8				+1
Decipher (Int)		+8		per code		+1
Examine Media (Wis)		+8				+1
Forensics (Wis)		+8				+1
Blend/Stealth (Dex or Cha)	2	+3 or +4	20	1	20	
Bluff/Deception (Cha)	6	+8	35	1	19–20	
Bureaucracy/Bribe (Cha)	5	+7	30	standard	20	+1*
Computers/Optimize (Int)	5	+7	30	1	20	
Cultures/Communicate (Int)	3	+5	20	1	20	+1
Electronics	3	—	20	1	20	
Build (Int)		+5				+1
Disable (Int)		+5				+1
Modify (Wis)		+5				+1
Optimize (Int)		+5				+1
Repair (Int)		+5				+1
Sabotage (Wis)		+5				+1
Impress (Cha)	6	+8	35	1	19–20	+1*
Influence, Performance, Persuasion						
Investigation	6	—	30	1	19–20	
Canvass Area (Cha)		+10				+1
Detect Search (Wis)		+10				+1
Research (Wis)		+10				+1
Networking	5					
Contact (Cha)		+7	30	1	20	+1*
Endorsement (Wis or Cha)		+7 or +7	30	1	20	
Mediation (Wis or Cha)		+7 or +7	30	1–2	20	+1*
Notice/Awareness (Wis)	4	+6	30	1	20	
Science (Int)	5	—				
Mathematics		+8 (forte +9)	30	1–2	20	+1
Pharmacology		+7	30	1	20	
Search/Perception (Int)	6	+8	30	1	20	+1
Sense Motive	4					
Detect Lie (Wis)		+6	30	1	20	
Innuendo (Cha)		+6	30	1	20	+1
Resist Manipulate (Wis)		+6	30	1	20	

\* In corporate/government environment

**Character Name:** \_\_\_\_\_

**Class:** Soldier

**Level:** 3

**Origin:** Disciplined Soldier of Fortune (aka Disciplined Mercenary in the *Spycraft 2.0 Rulebook's* First Printing)

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

**Defense:** 14

**Initiative:** +7

**Vitality/Wounds:** 32/14

**Stress Threshold:** 12

**Subdual Threshold:** 14

**Request Check:** +4

**Knowledge Check:** +4

**Saves:** Fort +4, Reflex +7, Will +5

**Focuses/Fortes:** Culture (Native), Drive (Heavy Ground Vehicles, Standard Ground Vehicles +1 forte, Rotary-Wing Aircraft), Profession (Soldier of Fortune), Science (Engineering)

**Proficiencies:** Edged, Handgun (+1 forte), Rifle (+1 forte), Submachine Gun (+1 forte), Tactical, Unarmed

#### **Class Abilities (page 49)**

**Accurate:** When you spend 1 action die to increase an attack check, you may roll and add the results of 2 action dice (i.e. a 1d4 action die becomes 2d4).

**Fight On:** Lightning Reflexes, Surge of Speed

**Fortunes of War I:** DR 1/- (which may be doubled for 1 round a number of times per session equal to your starting action dice)

#### **Feats**

**CQB Basics (page 180):** +1 to attack and damage against opponents in CQB range; +2 gear bonus with Threaten actions when holding a ready ranged weapon; no penalty when firing out of melee.

**Lightning Reflexes (page 175):** +3 with Reflex saves; you may roll Initiative twice and keep preferred result.

**Marksmanship Basics (page 182):** When aiming, you may Brace as a free action; you may take a Brace action when there is no surface to brace upon; you only suffer a -1 penalty with Reflex saves while braced.

**Surge of Speed (page 175):** Once per round, you may take 1 additional non-attack half action as a free action, up to a number of times per session equal to your starting action dice.

**Special:** +1 bonus with Autofire attack checks

**Contacts:** 2 acquaintance-grade

**Interests:** Foreign food, hunting, off-roading

**Wealth:** Lifestyle 1 (-2 Appearance), Possessions 2, Spending Cash 2 (\$400)

**Possessions:** RSA SVU semi-automatic rifle, Ruger pistol, dagger, headset radio, 12 Common Items

**Mission Gear:** Light tactical truck (Size H (2x5), Occ 1+2, A/T 4/3, MPH 45/85, Def/Save 8/+20, Comp 22/+1, 2 upgrades: acceleration increase I, control increase I), H&K MP5SD5 heavy SMG, flak jacket (DR 4/5), 4 Common Items

<b>Attacks</b>	<b>Atk</b>	<b>Dam</b>	<b>Error</b>	<b>Threat</b>	<b>Rng</b>	<b>Recoil</b>	<b>Modes</b>	<b>Hand</b>	<b>Ammo</b>
Unarmed	+4	1d6+1 subdual	1	—	—	—	—	—	—
Dagger	+4	1d6+2 lethal	1	19–20	—	—	—	1h	—
Ruger Mk. III service pistol	+7	1d4+2 lethal	1–2	20	20 ft.	2	S	1h	10M10
H&K MP5SD5 heavy SMG	+7	1d10+1 lethal	1–2	20	30 ft.	5	S, B, F	2h	30M5
RSA SVU semi-automatic rifle	+6	1d8+2 lethal	1–2	19–20	75 ft.	14	S	2h	10M5

<b>Skills</b>	<b>Ranks</b>	<b>Total Bonus</b>	<b>Cap</b>	<b>Error</b>	<b>Threat</b>	<b>Synergy</b>
<b>Athletics</b>	3	—	20	1	20	
Bind (Str)		+4				+1
Climb (Con)		+5				+1
Escape (Str)		+4				
Force March (Con)		+5				+1
Maneuver/On Foot (Str)		+4				
Power Lifting (Str)		+4		1–2		+1
Smash (Str)		+4				+1
Speed Push (Con)		+5		1–2		+1
Sports (Str or Con)		+4 or +5				+1
Swim (Con)		+5				+1
<b>Drive (Dex)</b>	4	—	30	1	20	+1
Standard Ground Vehicles		+8 (forte +9)				
Heavy Ground Vehicles		+7				
<b>Intimidate</b>	6	—	30	1	20	
Coercion (Str)		+7				+1
Domination (Str or Wis)		+7 or +7				+1
<b>Notice/Awareness (Wis)</b>	5	+6	30	1	20	
<b>Search/Perception (Int)</b>	2	+3	20	1	20	
<b>Resolve</b>	5	—	30	1	20	
Concentration (Con)		+7				
Morale (Wis)		+6				
R&R (Con)		+7				
Resist Impress (Wis)		+6				
Resist Intimidate (Wis)		+6				
<b>Tactics</b>	5	—	30	1	20	
Ambush (Wis)		+6				
Maneuver (Crew) (Cha)		+6				+1
Rally (Cha)		+6				+1

**Character Name:** \_\_\_\_\_

**Class:** Wheelman

**Level:** 3

**Origin:** Gonzo Motorhead

**Attributes:** Str 10, Dex 18, Con 12, Int 13, Wis 12, Cha 12

**Defense:** 16

**Initiative:** +6

**Vitality/Wounds:** 25/13

**Stress Threshold:** 12

**Subdual Threshold:** 12

**Request Check:** +4

**Knowledge Check:** +4

**Saves:** Fort +2, Reflex +7, Will +2

**Focuses/Fortes:** Culture (Native), Drive (Standard Ground Vehicles with sports car forte, Personal Air Vehicles, Rotary-Wing Aircraft with tilt-rotor helicopter forte), Profession (Race Car Driver), Science (Engineering), any 1 other focus or forte

**Proficiencies:** Edged, Handgun (+1 forte), Shotgun (+1 forte), Unarmed

### **Class Abilities (page 50)**

**Crash Course:** Need for Speed

**Custom Ride:** You may choose Vehicle picks as if the mission's Caliber were 1 higher.

**Driven:** When you spend 1 action die to increase a Maneuver or Mechanics check, you may roll and add the results of 2 action dice (i.e. a 1d4 action die becomes 2d4).

**Manual Adjustment:** When you fail a Mechanics check that may be re-tried with a DC or opponent's check result up to your class level + 20, you may spend 1 half action during the following round to succeed instead. You may use this ability a number of times per session equal to your starting action dice.

### **Feats**

**Daredevil (page 192):** You may choose chase Strategies as if your vehicle's Acceleration and Turning are each 2 higher; you may choose the Stunt chase Strategy.

**Defensive Driving (page 192):** Each Maneuver check penalty you suffer due to a Prey chase Strategy decreases by 1/2 standard (rounded down). Also, once per chase, you may force your opponent to suffer a Crisis Advantage.

**Need for Speed (page 192):** You suffer no penalty with Maneuver checks for traveling faster than 1/2 your vehicle's maximum MPH.

**Speed Demon (page 199):** +2 insight bonus with Drive and Mechanics checks, threat range 19–20 with Drive and Mechanics checks

**Dash (page 192):** When you take a Run action, you may move up to your Speed × 5. Also, your running jump distance increases by 25% (rounded up). Finally, when in a chase, you treat tight terrain as close and close terrain as open, and you gain a +2 synergy bonus with skill checks and saves made due to a Crisis Advantage.

**Contacts:** 1 acquaintance-grade

**Interests:** Antique Cars, Engine Repair, Skydiving, Shopping, Sightseeing

**Wealth:** Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 2 (\$400)

**Possessions:** Browning Auto-5 semi-automatic shotgun, climbing kit, electronics kit, mechanics kit (+1), tuxedo liner (DR 2/3), 12 Common Items

**Mission Gear:** Mini-van (Size L (2x3), Occ 1+6, A/T 5/6\*, MPH 65/105, Def/Save 9/+7, Comp 20/+1, 3 upgrades: acceleration increase I, control increase I, race tires (+1 Turning Rating on paved roads), gadgets: speed boost (PR 4 + 20 ft. per round for 3 rounds); Sig-Sauer P226 service pistol, 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+3	1d6 subdual	1	—	—	—	—	—	—
Sig-Sauer P226 service pistol (.357 SiG)	+8	2d6 lethal	1-2	20	25 ft.	17	S	1h	12M4
Browning Auto-5 semi-automatic shotgun (12 gauge shot)	+8	5d4 lethal	1	20	30 ft.	21	S, B	2h	4S50

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
<b>Acrobatics</b>	4	—	20	1	20	
Balance (Dex)		+8				
Falling (Dex)		+8		1–3		
Jump (Str)		+4				
Maneuver/Personal Vehicles (Dex)		+8				+1
Skydiving (Dex)		+8		1–3		
Tumble (Dex)		+8				
<b>Athletics</b>	3	—	20	1	20	
Bind (Str)		+3				
Climb (Con)		+4				
Escape (Str)		+3				
Force March (Con)		+4				
Maneuver/On Foot (Str)		+3				+1*
Power Lifting (Str)		+3		1–2		
Smash (Str)		+3				
Speed Push (Con)		+4		1–2		
Sports (Str or Con)		+3 or +4				
Swim (Con)		+4				
<b>Drive/Maneuver (Dex)</b>	6	+12	30	1	19–20	+1
Sports Car		+13				
Tilt-Rotor Helicopter		+13				
<b>Electronics</b>	3	—	30	1	20	
Build (Int)		+4				
Disable (Int)		+4				
Modify (Wis)		+4				
Optimize (Int)		+4				
Repair (Int)		+4				
Sabotage (Wis)		+4				
<b>Impress (Cha)</b>	3	+4	20	1	20	+1*
<b>Intimidate</b>	1	—	20	1	20	+1*
Coercion (Str)		+1				
Domination (Str or Wis)		+1 or +2				
<b>Mechanics</b>	6	—	30	1	19–20	
Build (Int)		+9				+1**
Disable (Int)		+9				+1**
Modify (Wis)		+9				+1**
Optimize (Int)		+9				+1**
Repair (Int)		+9				+1**
Sabotage (Wis)		+9				+1**
<b>Notice/Awareness (Wis)</b>	5	+6	30	1	20	
<b>Profession/Accomplish (Cha)</b>	2	+3	20	1	20	
<b>Security (Int)</b>	3	+4	20	1	20	+1†
<b>Streetwise</b>	5	—	30	1	20	
Black Market (Cha)		+6				
Bribe on Streets (Cha)		+6				
Gambling (Wis or Cha)		+6 or +6				
Haggle (Wis)		+6				

\* In a city/toward urban characters

\*\* When used on a vehicle

† When used on a mechanical device

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