

# SPYCRAFT

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## **HONOR Among SPIES**

*“Espionage is a game. A deadly game to be sure, but a game nonetheless. And all games have rules.”*

Decades of Cold War espionage have given rise to a strange code of honor among intelligence operatives. These individuals are the elite warriors of society, fighting a private shadow war to determine the fate of the world. Like samurai or gentleman duelists of a bygone age, they recognize one another as kindred spirits, treating even the most despised enemy with the measure of respect due an equal. Though this unspoken code of conduct has never been committed to paper, there are certain widely recognized rules by which modern superspies live... and die.

### **DEFEAT IS A MATTER OF DEGREES.**

Espionage is akin to a global game of chess. Agents, civilian specialists, governments, and even countries fall like pawns before the shadowy kings and queens of the intelligence community. But the spy handlers of the world must always be wary of sacrificing too many of their tools, lest their power base collapse and leave their sensitive information centers vulnerable to enemy attack. This delicate game of cloak and dagger – defeating the enemy while simultaneously protecting one’s own interests – demands discretion, and the understanding that no war can be won all at once.

### **SUBTLETY IS YOUR GREATEST WEAPON.**

The gun, the blade, and the fist are clumsy tools at best. The truly gifted do not need them, and can achieve victory with words alone. Seduction, deception, obfuscation – these are the weapons of the elite spy. A victory won with words alone is the ultimate display of skill and style, and a major feather in the cap of any intelligence agent.

### **BUSINESS IS BUSINESS.**

Grudges between spies are inevitable, but taking a grievance into the private sector benefits no one. Oaths of vengeance and personal vendettas lead to distraction and dereliction of duty. Were this allowed to occur, the espionage world would quickly slip into chaos as operatives abandoned their roles to fulfill perceived

debts of honor against hated enemies. No intelligence agency condones or permits private acts of retribution against enemy agents under any circumstances. Spying is a business, and there is no room for petty or vindictive squabbling among employees.

### **NEVER REVEAL YOUR OPPONENT TO ANYONE OUTSIDE THE GAME.**

This is the most intractable tenet of the secret agent’s code. Revealing your enemies’ existence to the authorities, media, or other parties certainly restricts and complicates their missions – but it affects yours as well. By removing outside influences, the Great Game of espionage becomes a contest of skill and daring that only the boldest and most cunning can survive.

Those who violate this precept of the code rarely last long. They are often preemptively eliminated by their enemies to prevent exposure, and even allies place little stock in those who do not respect the covert nature of espionage operations.

## **INTRODUCTION**

When you play *Spycraft*, you take on the role of a superspy working for a top-secret espionage organization, striving to thwart the efforts of those who would destroy or dominate the world. This superspy is imaginary, and exists solely in your mind and the minds of your friends. One person among you – the **Game Control** (abbreviated “GC”) – takes the role of everyone you meet in this imaginary world and scripts the challenges you face, including your enemies. Though the GC speaks for the villains, everyone plays this game together as friends.

There are many things you can expect during a game of *Spycraft*:

- You, the agents, work for a large, multinational organization (the “Agency”), which operates outside the law, but which also strives to protect the world from global threats. In your game, the Agency may be a branch of government, such as the CIA or MI6, but doesn’t have to be.
- You have access to the Agency’s network and high-tech gadgets, many of which are not possible in our world.
- You are given missions to accomplish by **Control** (*your in-game superior – see pages 206 and 266*), which you are expected to complete for the most part on your own. You are allowed much latitude when completing these missions.

# INTRODUCTION

- You don't have to deal with the mundane details of daily life, such as earning a salary, buying clothes or food, getting sick (unless there's a deadly virus involved), paying taxes, and the like.
- You are generally luckier, faster, and tougher to kill than ordinary people.
- You can easily adapt to strange and exotic locales.
- You can regularly pull off bold stunts and wild acts that ordinary people would consider impossible.
- Your enemies are usually either multinational organizations comparable to your own, criminal masterminds with vast wealth, resources, and personnel, or both.
- Your enemies fall into three categories – **minions** (who are easy to defeat), **henchmen** (who are difficult to defeat), and **masterminds** (who are your equal, or better, and whose diabolical schemes are usually the focus of your mission).
- Your enemies often, but not always, include dangerously attractive exotic seducers (called **foils**), whose motives are rarely known when they are encountered.
- Your enemies generally outnumber you and are at least as well-equipped. The odds against you are always high.

## GETTING STARTED

Players should skim through at least the first four chapters before play, and should come up with an agent as well. Conferring with the other players is a good idea, so that you create agents who work well together, and whose abilities complement one another.

The GC should read through at least Chapters 1-4, 6, and 9 of this book before play, and decide on a starting mission. Details about designing missions (called **serials**) are located in Chapter 9: Control.

While the GC has more to do than the other players, everyone can help. There are many ways to do this (see *Chapters 8 and 9*), but the simplest one is for the other players to acquire everything needed to play:

- A nice, quiet place to play (preferably where the group won't be disturbed for a few hours).
- Pencils, paper and agent sheets (see *page 287-288*).
- Dice: at least one four-sided die (d4), four six-sided dice (d6), one eight-sided die (d8), two differently-colored ten-sided dice (d10), and one twenty-sided die (d20).
- (If desired) A wet-erase mat or graph paper, to illustrate the agents' locations and track their movement.

Once you have everything, set aside some time and show up for your first mission briefing!

## DICE

This book uses a number of die roll abbreviations that you should familiarize yourself with. These abbreviations are noted as "XdY+Z." "X" is the amount of dice rolled, "Y" is the type of die rolled (d6, d10, etc.), and "Z," if listed, is added or subtracted from the total rolled. For instance, "2d4+2" means that you should roll two four-sided dice and add two to the result, while "20d6-10" means that you should roll twenty six-sided dice and subtract ten from the result.

Percentile dice (d%) generate a number from 1 to 100. To roll percentile dice, roll two different-colored ten-sided dice. One of these (chosen before you roll) generates the tens digit, while the other generates the ones digit. If, for example, you roll a 9 and a 4, your total roll is 94. Rolls of 0 and 2, respectively, total 2. If two 0s are rolled, the total of the roll is 100.

## ROUNDING

When any *Spycraft* rule asks for division and doesn't specify whether you should round up or down (or keep the fraction), always round down.

## SHADOWFORCE ARCHER

The first espionage setting for *Spycraft* (and AEG's official espionage world) is presented in the *Shadowforce Archer Worldbook*. A hyper-kinetic reflection of the classic superspy model, this setting features powerful new organizations, dangerous new threats, psion and mystic powers, hulking chemical monsters, an original hundred-year conspiracy-history, new base and prestige classes, and many new feats, all in one book.

The *Shadowforce Archer* setting will evolve over coming months through sourcebook releases and a serialized, multimedia campaign the players have direct control over. If you're looking for an ongoing, fully interactive storyline that you're in charge of, this is the world for you. Check out [www.shadowforcearcher.com](http://www.shadowforcearcher.com) and the AEG website for additional information about this project.

## WHAT THIS BOOK CONTAINS

This book is broken into 9 chapters. All of the chapters may be read by anyone, though Chapter 9 has much more to do with running games than playing them, and is therefore most useful to the Game Control.

**Agent Creation (Chapter 1)** offers many d20 options for creating an espionage agent, including departments and base classes for the most prevalent archetypes of the genre.

**Skills (Chapter 2)** includes all the base skills featured in the *Spycraft* game, as well as the rules for using skills in play.

**Feats (Chapter 3)** presents over 150 new and revised feats for your agent, as well as the basic rules for feat use.

**Finishing Touches (Chapter 4)** completes the agent creation process, and includes rules for backgrounds, action dice, and aging.

**Gear (Chapter 5)** shows the process of equipping your agent, including gear, gadgets, and vehicles.

**Combat (Chapter 6)** presents the *Spycraft* rules system, with examples of play.

**Vehicles and Chases (Chapter 7)** allows you to play through the exciting chases seen in movies – on foot, on the ground, in the air, or on the sea.

**Tradecraft (Chapter 8)** is geared toward helping players acclimate to the spy genre, from playing a secret agent to investigating criminal activities. Additional rules for players are also found in this chapter, along with information about traveling and movement.

**Control (Chapter 9)** is the GC's part of the book, though players may find it helpful as well. This section details the Mastermind system (see the next column), and a number of rules not commonly needed by the players (e.g. poisons, security systems, and the like). Finally, this chapter includes guidelines for creating missions and using NPCs (non-player characters).

## WHAT'S DIFFERENT

*Spycraft* shares most characteristics with other d20 games. A few of its mechanics are different or unique, however, and might be of interest to experienced d20 players.

**Multi-classing.** There are no experience penalties for mixing class levels in *Spycraft*. Agents are highly skilled, and have maximum flexibility to pursue training to assist their activities in the field.

**No attacks of opportunity.** *Spycraft* uses a combat system tuned more for gunfights than swordplay, and the action system has been greatly simplified to keep things fast and furious.

**Vitality and wounds.** Firearms present a small but real risk of severe injury or death at all times in this cinematic RPG, which uses elements of damage first seen in the d20 *Star Wars*<sup>™</sup> system. Even the greatest super-spies should think twice before they leap into the fray.

**Armor.** Accurate representation of modern protective gear has prompted a different approach to armor. In *Spycraft*, armor rarely increases your Defense – instead, it offers substantial damage reduction and even protection against critical hits.

**Action Dice.** *Spycraft* agents are regularly able to beat the odds. This is represented with a new mechanic – action dice. You can use action dice to increase rolls, activate NPC critical failures and special abilities, heal damage, and for many other effects.

**Error Ranges.** In addition to the standard threat range used for critical hits and successes, *Spycraft* employs a similar (inverse) critical failure system. Shoddy equipment or lack of skill increases the odds of a dangerous fumble with every roll.

**Budget and Gadget Points.** The fictional Agency of *Spycraft* games assigns gear to agents based on their need and “pull” with the organization. This is represented in the game with budget and gadget points, which balance game utility against the agent's level.

**Chase System.** *Spycraft* features an all-new system for running movie-style vehicle and foot chases, pitting the players against the GC in a battle of wits, skill, and daring. Each driver constantly vies to manipulate conditions in his favor, choosing from a list of predator or prey maneuvers and attack options that interact with one another every round.

**Mastermind System.** The Mastermind System takes the standard OGL adventure and challenge creation system and turns it into a plot device. The GC designs his very own character – the season's criminal mastermind – with an organization, henchmen, minions, and foils, all balanced point-for-point against the agents.

## TERMS YOU NEED TO KNOW

**The Agency:** This is the group that your in-game persona works for. It is broken into departments (see page 17), to which your in-game persona is assigned.

**Agent:** This is what we call a player character, the in-game personality you play as part of this game. By taking on a role in *Spycraft*, you are playing an agent. Designing an agent is your first assignment as a player; rules for doing so begin on page 9.

**Control:** This is the in-game character that your agents refer to, and usually the key or head figure in your agency. More details about Controls can be found on pages 206 and 266.

**Game Control (GC):** This is what we call a Dungeon Master (DM). The Game Control is responsible for designing the adventures your agents go on, roleplaying the NPCs they meet, and determining what happens by interpreting the rules.

**Serial:** This is what we call an adventure. A more complete description of serials and how they are designed can be found on page 261.

**Season:** This is what we call a campaign. Seasons are composed of several serials.

**Threats:** These are the villain organizations that your agents go up against. They are composed of masterminds (generally more powerful than the agents), henchmen (generally of the same power as the agents), and minions (generally weaker and more numerous).

## BASIC COMBAT FEATS

**AMBIDEXTERITY**  
Dex 15+

**ARMOR PROF. LIGHT**

**ARMOR PROF. MEDIUM**

**ARMOR PROF. HEAVY**

**CAREER OPERATIVE**  
Agent Level 6+

**COMBAT INSTINCTS**

**CONFIDENT CHARGE**  
Dex 13+, Wis 13+

**ENDURANCE**

**EXPERTISE**  
Int 13+

**IMPROVED DISARM**

**GREAT FORTITUDE**

**IMPROVED INITIATIVE**

**IRON WILL**

**LIGHTNING REFLEXES**

**MOBILITY**  
Dex 13+

**QUICK DRAW**  
Dex 13+, BAB +1 or higher

**QUICK HEALER**  
Con 13+

**RUN**

**INCREASED SPEED**

**SIDESTEP**  
Dex 13+

**SURGE OF SPEED**

**TOUGHNESS**

**TWO-WEAPON FIGHTING**

**IMP. TWO-WEAPON FIGHTING**  
Ambidexterity, BAB +9 or higher

**WEAPON GROUP PROF.**

**WEAPON FOCUS**  
BAB +1 or higher

**ZEN FOCUS**  
Wis 13+

**ZEN SHOT**  
BAB +4 or higher

**ZEN MASTERY**  
BAB +9 or higher

### MOBILITY

Adept at moving past opponents and dodging blows.

**Prerequisites:** Dex 13+.

**Benefit:** You may move away from adjacent opponents in the middle of combat. In addition, you may move up to twice your speed when taking the total defense action.

**Normal:** Without this feat, you are limited to your 5-ft. bonus step (see page 160) when adjacent to an opponent, unless you are taking a withdraw action, or your opponent is prone.

### QUICK DRAW

You can bring a weapon into action with inhuman speed.

**Prerequisites:** Dex 13+, base attack bonus +1 or higher.

**Benefit:** You may draw and ready a weapon that you have equipped as a free action rather than a half action. Quick draw does not allow you to reload a weapon in this same time frame, but you may disable a safety or activate a power source. You may draw up to two weapons, or draw and holster a single weapon, as free actions each round.

### QUICK HEALER

Your wounds heal faster than normal.

**Prerequisites:** Con 13+.

**Benefit:** When you recover vitality or wound points as a result of natural healing (but not surgical or other types of healing), you recover twice the normal number of points.

### RUN

You are able to run faster than normal.

**Benefit:** When running, you are able to move five times your normal speed instead of four times that speed (see *Moving*, page 174). When making a running jump (see the *Jump* skill description, page 57), the distance or height of the jump is increased by ¼ (multiply by 1.25) but not beyond the maximum.

### SIDESTEP

You are good at evading attacks.

**Prerequisites:** Dex 13+.

**Benefit:** During your action, you may select an opponent and receive a +2 dodge bonus to your Defense against attacks made by that opponent. Alternately, you may designate all opponents attacking you. In this case,

## TERRAIN

The Game Control and the agents should have an idea of the terrain a chase is taking place in before getting started. Terrain establishes the general conditions of a chase, as well as obstacles that drivers must avoid. Terrain falls into three basic categories: open, close, and tight.

### OPEN TERRAIN

Open terrain is easy to traverse, with only slight changes in elevation and few imposing obstacles. Open terrain is defined differently for each type of chase. A few examples follow.

- **Ground chases:** Empty highways, salt flats, racetracks.
- **Water chases:** Lakes, empty marinas, open seas with fair to excellent weather.
- **Air chases:** Clear skies at 1,000 feet or higher.
- **Foot chases:** Wide, flat plains and large paved areas with few structures, fences, or obstructions.

In open terrain, the speed of a chase begins at  $\frac{3}{4}$  of the maximum MPH of the fastest vehicle involved (rounded down). Open terrain chases in which one vehicle's maximum MPH is less than  $\frac{3}{4}$  that of the opponent vehicle are usually over before they start.

A vehicle's maximum MPH is critical in open terrain, and the vehicle with the highest maximum MPH receives a +2 speed modifier to all maneuver checks (see page 190). If only one vehicle in a chase is considered to be in open terrain (either due to two or more types of local terrain, feats, or mixed vehicle types) then that vehicle automatically receives the +2 speed bonus.

By its very nature open terrain contains few large, hard obstacles. GCs should roll a d10 each chase round which occurs in open terrain – a natural 1 indicates an obstacle has cropped up. The average DC for obstacles in open terrain is 12.

Even if a crash occurs in open terrain, vehicles usually overrun whatever they hit with little or no damage. Critical failures in open terrain are particularly bad, however, as the vehicles involved are typically moving as fast as possible.

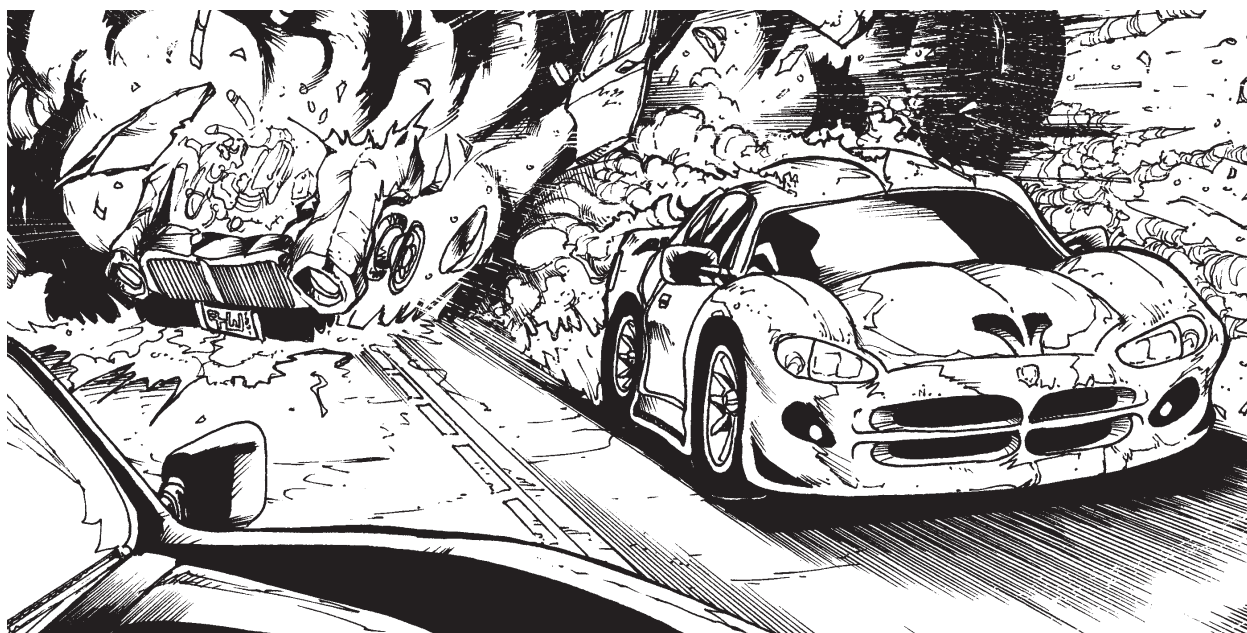
### CLOSE TERRAIN

Close terrain is generally narrow and filled with plenty of stuff to run into, clip, and burst through. Close terrain is defined differently for each type of chase. A few examples follow.

- **Ground chases:** City streets, winding dirt roads.
- **Water chases:** Narrow rivers with many rocks, busy docks, choppy seas.
- **Air chases:** Cloudy mountaintops, fields with occasional power lines, light to medium rain.
- **Foot chases:** Narrow alleys and open areas with many obstructions (such as stairways, and hospital corridors.)

Because of the difficult driving conditions, the speed of a chase in close terrain begins at  $\frac{1}{2}$  of the fastest vehicle's maximum MPH (rounded down).

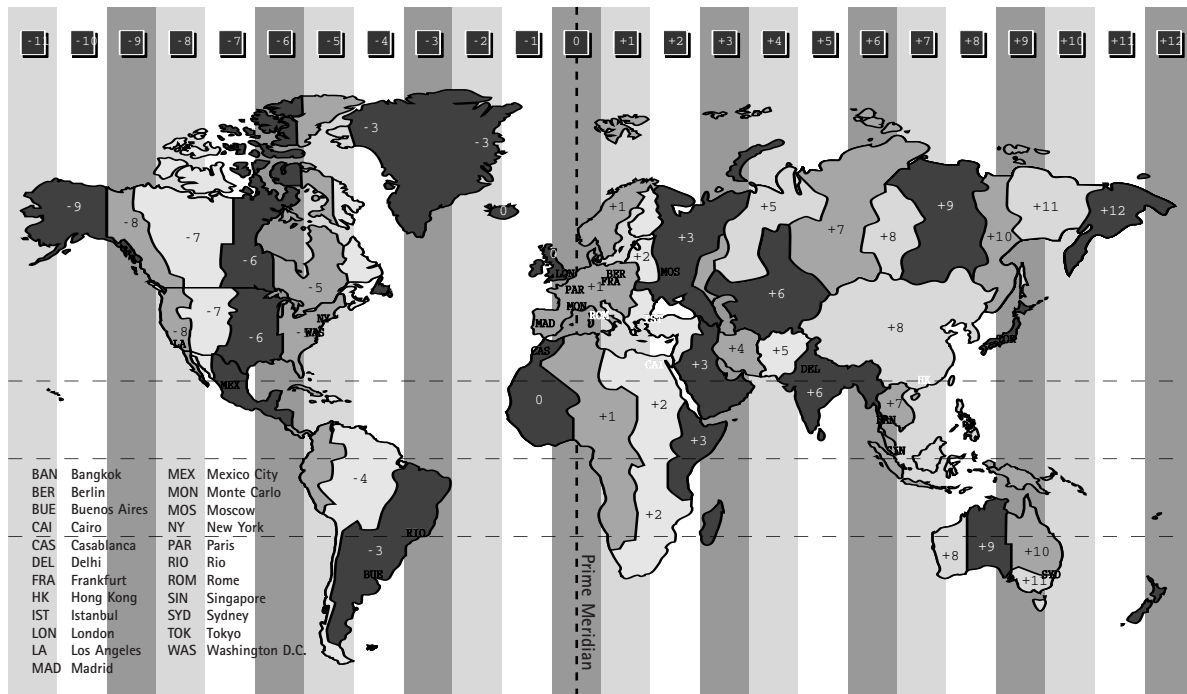
Most obstacles in close terrain are simply overrun by vehicles going fast enough. The Game Control should roll a d6 each chase round which occurs in open terrain – a natural 1 indicates an obstacle has cropped up. Typical DCs for obstacles in close terrain is 18.



**TABLE 8.6: APPROXIMATE DIRECT FLIGHT TRAVEL TIMES (IN HOURS)**

|                 | BAN  | BER  | BUE  | CAI  | CAS  | DEL  | FRA  | HK   | IST  | LON  | LA   | MAD  | MEX  | MON  | MOS  | NY   | PAR  | RIO  | ROM  | SIN  | SYD  | TOK  | WAS  |
|-----------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| Bangkok         | —    | 9.5  | 19   | 8    | 12   | 3.5  | 10   | 2    | 8.5  | 11   | 15   | 11.5 | 17.5 | 10.5 | 8    | 15.5 | 10.5 | 18   | 10   | 1.5  | 8.5  | 5    | 16   |
| Berlin          | 9.5  | —    | 13.5 | 13.5 | 3    | 6.5  | 0.5  | 10   | 2    | 1    | 10.5 | 2    | 11   | 1    | 2    | 7    | 1    | 11.5 | 1.5  | 11   | 18   | 10   | 7.5  |
| Buenos Aires    | 19   | 13.5 | —    | 13.5 | 10.5 | 18   | 13   | 21   | 14   | 12.5 | 11   | 11.5 | 8.5  | 12.5 | 15   | 9.5  | 12.5 | 2    | 12.5 | 18   | 13.5 | 20.5 | 9.5  |
| Cairo           | 8    | 13.5 | 13.5 | —    | 4    | 5    | 3.5  | 9    | 1.5  | 4    | 14   | 4    | 14   | 3    | 3.5  | 10   | 3.5  | 11   | 2.5  | 9.5  | 16.5 | 11   | 10.5 |
| Casablanca      | 12   | 3    | 10.5 | 4    | —    | 9    | 2.5  | 12.5 | 3.5  | 2.5  | 11   | 1    | 10   | 2    | 5    | 6.5  | 2    | 8.5  | 2.5  | 13.5 | 20.5 | 13   | 7    |
| Delhi           | 3.5  | 6.5  | 18   | 5    | 9    | —    | 7    | 4.5  | 5    | 7.5  | 14.5 | 8    | 16.5 | 7    | 5    | 13.5 | 7.5  | 16   | 6.5  | 4.5  | 12   | 6.5  | 27   |
| Frankfurt       | 10   | 0.5  | 13   | 3.5  | 2.5  | 7    | —    | 10.5 | 2    | 0.5  | 10.5 | 1.5  | 11   | 1    | 2.5  | 7    | 0.5  | 11   | 1    | 11.5 | 18.5 | 10.5 | 7.5  |
| Hong Kong       | 2    | 10   | 21   | 9    | 12.5 | 4.5  | 10.5 | —    | 9    | 11   | 13   | 12   | 16   | 11   | 8    | 14.5 | 11   | 20   | 10.5 | 3    | 8.5  | 3.5  | 15   |
| Istanbul        | 8.5  | 2    | 14   | 1.5  | 3.5  | 5    | 2    | 9    | —    | 3    | 12.5 | 3    | 13   | 2    | 2    | 9    | 2.5  | 11.5 | 1.5  | 10   | 17   | 10   | 9.5  |
| London          | 11   | 1    | 12.5 | 4    | 2.5  | 7.5  | 0.5  | 11   | 3    | —    | 10   | 1.5  | 10   | 1    | 3    | 6.5  | 0.5  | 10.5 | 1.5  | 12.5 | 19.5 | 11   | 6.5  |
| Los Angeles     | 15   | 10.5 | 11   | 14   | 11   | 14.5 | 10.5 | 13   | 12.5 | 10   | —    | 10.5 | 3    | 11   | 11   | 4.5  | 10.5 | 11.5 | 11.5 | 16   | 13.5 | 10   | 4    |
| Madrid          | 11.5 | 2    | 11.5 | 4    | 1    | 8    | 1.5  | 12   | 3    | 1.5  | 10.5 | —    | 10   | 1    | 4    | 6.5  | 1    | 9    | 1.5  | 13   | 20   | 12   | 7    |
| Mexico City     | 17.5 | 11   | 8.5  | 14   | 10   | 16.5 | 11   | 16   | 13   | 10   | 3    | 10   | —    | 11   | 12   | 4    | 10.5 | 8.5  | 11.5 | 18.5 | 14.5 | 13   | 3.5  |
| Monte Carlo     | 10.5 | 1    | 12.5 | 3    | 2    | 7    | 1    | 11   | 2    | 1    | 11   | 1    | 11   | —    | 3    | 7    | 1    | 10   | 0.5  | 12   | 19   | 11   | 7.5  |
| Moscow          | 8    | 2    | 15   | 3.5  | 5    | 5    | 2.5  | 8    | 2    | 3    | 11   | 4    | 12   | 3    | —    | 8.5  | 3    | 13   | 2.5  | 9.5  | 16.5 | 8.5  | 9    |
| New York        | 15.5 | 7    | 9.5  | 10   | 6.5  | 13.5 | 7    | 14.5 | 9    | 6.5  | 4.5  | 6.5  | 4    | 7    | 8.5  | —    | 6.5  | 8.5  | 8    | 17.5 | 18   | 12.5 | 0.5  |
| Paris           | 10.5 | 1    | 12.5 | 3.5  | 2    | 7.5  | 0.5  | 11   | 2.5  | 0.5  | 10.5 | 1    | 10.5 | 1    | 3    | 6.5  | —    | 10.5 | 1    | 12   | 19   | 11   | 7    |
| Rio             | 18   | 11.5 | 2    | 11   | 8.5  | 16   | 11   | 20   | 11.5 | 10.5 | 11.5 | 9    | 8.5  | 10   | 13   | 8.5  | 10.5 | —    | 10.5 | 18   | 15.5 | 21   | 8.5  |
| Rome            | 10   | 1.5  | 12.5 | 2.5  | 2.5  | 6.5  | 1    | 10.5 | 1.5  | 1.5  | 11.5 | 1.5  | 11.5 | 0.5  | 2.5  | 8    | 1    | 10.5 | —    | 11.5 | 18.5 | 11   | 8    |
| Singapore       | 1.5  | 11   | 18   | 9.5  | 13.5 | 4.5  | 11.5 | 3    | 10   | 12.5 | 16   | 13   | 18.5 | 12   | 9.5  | 17.5 | 12   | 18   | 11.5 | —    | 7    | 6    | 17.5 |
| Sydney          | 8.5  | 18   | 13.5 | 16.5 | 20.5 | 12   | 18.5 | 8.5  | 17   | 19.5 | 13.5 | 20   | 14.5 | 19   | 16.5 | 18   | 19   | 15.5 | 18.5 | 7    | —    | 9    | 17.5 |
| Tokyo           | 5    | 10   | 20.5 | 11   | 13   | 6.5  | 10.5 | 3.5  | 10   | 11   | 10   | 12   | 13   | 11   | 8.5  | 12.5 | 11   | 21   | 11   | 6    | 9    | —    | 12.5 |
| Washington D.C. | 16   | 7.5  | 9.5  | 10.5 | 7    | 27   | 7.5  | 15   | 9.5  | 6.5  | 4    | 7    | 3.5  | 7.5  | 9    | 0.5  | 7    | 8.5  | 8    | 17.5 | 17.5 | 12.5 | —    |

**How to use this Table:** Find the city from which you are departing in the left column and cross-reference it with the city to which you are traveling. The resulting number is the approximate travel time between the cities by plane, in hours. These numbers represent standard 747 airline travel (at an average of 550 mph) and are rounded to the nearest half-hour. For more accurate travel times, we recommend checking with online travel services and airline homepages, or recalculating using the distance between locations and the speed of any private transportation being used.



**How to use this Diagram:** Cities listed on the travel time matrix above are shown on this world map, along with time zones and regions which vary from the GMT standard. The numbers on the map and along the top of this graphic represent the number of hours a region is ahead or behind GMT (add or subtract this number from GMT to find the region's local time).

**Greenwich Mean Time (GMT):** Also known as Zulu Time (to aviators and military personnel), Greenwich Mean Time is derived from the Prime Meridian in Greenwich, England. World Time Zones are established every 15 degrees East and West of the Prime Meridian, as illustrated above.

## **TRAVEL CONCERNS**

The primary concern of agents traveling abroad is interception, which can arrive from two sources – authorities and enemy opposition. Dealing With the Authorities (see page 206) provides some Agency guidelines for the former. Cover papers provided by Control should pass all but the most detailed inspection. The chance that they may fail increases dramatically, however, if enemies have tipped the authorities off, or if the mission area is controlled by a hostile government.

If a team's cover is blown, flight or bribery are the recommended options. Combat is a distant third, as it risks revealing the home office and increases the chance of punishment if the authorities catch the agent team.

Should an enemy attempt to intercept the team, the agents are commonly authorized to use whatever defensive measures they deem necessary. Maintaining Agency security should be considered, but the home office can reimpose secrecy after the fact: it can't resurrect dead agents.

The trickiest situation comes when the opposition either infiltrates the authorities, or uses the authorities as unwitting pawns. In this case, the authorities should be treated as threats. If an enemy operative is confirmed to be among the authorities, the agents should attempt to remove him if possible. Casual killing is, as always, frowned upon.

When leaving a mission area, particularly in a hazardous situation, the use of escape identity papers (see page 208) is recommended. Agent teams should guard against the possibility of authorities tipping off law enforcement at the agents' next destination, if it is known. Agents should always strive to dupe the authorities if this is suspected, or take steps upon arrival to avoid capture, using flight, bribery, or flight. The nearest allied section usually provides a safe house for the team until alternate transport can be arranged.

A second concern for traveling agent teams is how to bring their equipment with them. Certain gadgets are designed to smuggle small weapons and equipment, of course, but secondary plans should also be considered.

Larger equipment is often shipped via Agency cover businesses, usually along a different route than the agents to avoid possible connections between the two. Other operatives at the receiving end take possession and arrange for delivery to the agents.

Shipping cargo out of a mission area can be a bit trickier. When possible, Control provides agents with a contact – possibly an agent of an allied organization native to the area. This contact not only handles the incoming equipment, but also ships out any large equipment, usually through his organization's local

businesses. The agents are commonly left out of the details, simply handing their cargo over to the contact (approved through codewords or other official means) and meeting someone at the other end to pick it up.

Cargo shipments out of a mission area may include not only any large equipment the agents brought with them, but also any mission objectives recovered in the field: computers, volatile chemicals, nuclear warheads, and other sensitive items. The team should try to remove such items by themselves only if no other alternatives are available, and then should strive to use third parties (such as unaligned transport firms) whenever possible. As usual, expenses for such emergencies are typically reimbursed after the team returns to the home office.

## **CROSSING BORDERS**

In this day and age, transportation across borders is fairly simple. The main difficulty, whether you are traveling between nations or within a nation, is the type of government that controls the area.

Democracies generally have fairly loose restrictions on travel within their borders, and against outsiders crossing their borders. With proper papers (or papers that look proper), agents should have little trouble entering and leaving such nations, and traveling within them.

More dictatorial nations place much heavier sanctions upon travel by both natives and foreigners (though the latter are commonly questioned more thoroughly before they are allowed to travel). Cover identities still offer the team's first, and often best, chance to make it across the border undetected. Fortunately, such countries often seek outside business investors, and cover IDs in this vein offer excellent protection.

Countries completely isolated from tourist and business interests are rare. In such areas, Control often arranges for non-commercial transport (e.g. midnight arrival by boat, parachute drop, or hiding inside large crates). This tactic is avoided when possible, as there is no acceptable explanation for someone caught in such a compromising position.

Control may also employ non-commercial transport when a full-blown strike team is sent along (or when the agent team is the full-blown strike team), especially if the mission occurs within secured borders. Control may also do so when the mission at hand requires large equipment (such as specialized all-terrain ground vehicles) that cannot be safely imported past border inspectors.

His attempt to quell hostilities has now backfired, however, and he finds himself fighting a defensive war against his former benefactor. Perhaps the agents can strike a deal with him?

- Demane discovered Targeno's betrayal and had the Millennium Militia kill him. When the agents arrive, the Militia tells them that Lieber is at fault and offers to assist them in bringing him down. Secretly, Demane informs GNI about the agents' involvement (whether they agree to the Militia's offer or not), compromising their cover and embroiling them in his drama as the new 'heroes' come to take down the vicious NLA and their leader.
- Paulo is alive, and trying to bring Demane down from the inside. He faked his own death when it became clear that Demane had learned of his communication with the Agency, and the Militia's orders to eliminate him. With the help of a few of the Militia who are loyal to him, Paulo is now in hiding, waiting for an opportunity to aid any agents who come after Lieber, and consequently, Demane.

## **KHOLERA**

*This short-season (3-serial) threat is appropriate for a team of 5th level agents.*

The archetypical foe of the superspy is the criminal mastermind, often brilliant and nearly always deranged. The schemes of criminal masterminds are varied and convoluted, and frequently involve the fate of the entire human race. The following threat is an example of all these things.

**MP Cost:** 290

**Resources:** 3 (30 BPs for minions; 45 BP for henchmen and foils; 55 BPs for mastermind)

**Gadgets:** 5 (5 gadget points per serial)

**Loyalty:** 5 (+5 to loyalty checks)

**HQ Personnel:** 4      **HQ Security:** 4

### **SERIAL THREE: DR. FRIEDRICH KHOLERA**

This evil genius was once a mild-mannered political theorist who worked for the U.S. government, CNN, and the Vatican. Disgusted with society, he has dedicated his life – and the life of his wife, Janet – to developing a constantly mutating virus with a 99% yield (i.e. it will kill 99 out of every hundred people contaminated with it). He hopes to use the virus to wipe out the bulk of mankind and start fresh, with himself and his antidote-protected elite as the ruling class.

**Dr. Friedrich Kholera, 9th-level snoop**

**(mastermind):** CR 9. SZ M; v/wp: 63/15; Init +5; Spd 30 ft.; Def 17 (+7 class); Atk: sword cane +4

(1d6); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +5, Ref +4, Will +6; Str 11, Dex 10, Con 15, Int 17, Wis 15, Cha 14; Skills: Balance +5, Bluff +8, Computers +15, Concentration +16, Cultures +14, Diplomacy +11, Electronics +14, Hide +6, Hobby (Bonsai Trees) +12, Knowledge (Biology) +16, Knowledge (Chemistry) +16, Knowledge (Occult) +5, Profession (Political Theorist) +14, Sense Motive +4. Feats: Scholarly, Advanced Skill Mastery (Scholarly), Unlocked Potential (Knowledge: Biology), Training. Gear: Weapons, 66 BPs; Gadgets and Vehicles: Helicopter, external bug detector unit, safe passage attaché case (where he stores the virus), 2 GPs.

**The Zero Sum:** Kholera indulges in a special torture for his most hated enemies – a flesh-eating pathogen that he uses to ensure their loyalty as his personal guard. Only he knows the formula for the injection they must receive each day to survive, which he has never written down.

**The Zero Sum, 6th-level minions (squads of 5).** CR 5. SZ M; v/wp: 6d6+6 (27)/12; Init +8 (+5 class, +3 Dex); Spd 30 ft.; Def 15 (+3 Dex, +2 armor); Atk: .45 ACP submachinegun +9 (1d10+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +6, Ref +6, Will +5; Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 12; Skills: Climb +8, Driver +10, First Aid +9, Jump +8, Profession (Spy) +9, Spot +9, Tumble +10, Use Rope +8. Feats: Sidestep. Gear: Weapons, 9 BPs.

### **SERIAL TWO: IMELDA NUF**

Imelda is a beautiful Indian woman with a mean streak. She was abused as a girl and has grown to hate and distrust men. At the age of 19, she's already seen a fair amount of violence and perpetrated a great deal of it herself. Now she is a seductress, luring in Kholera's enemies and killing them. Her favored technique is to seduce her victims and stab them with a stiletto blade before or as their lust is consummated. Imelda and her minions are Kholera's most trusted couriers.

**Imelda Nuf, 7th-level faceman (henchman):** CR 7.

SZ M; v/wp: 60/12; Init +7 (+6 class, +1 Dex); Spd 30 ft.; Def 15 (+4 class, +1 Dex); Atk: stiletto dagger +7 (1d6+2), Kick +7 (1d3+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +5, Ref +3, Will +3; Str 14, Dex 13, Con 12, Int 15, Wis 8, Cha 16; Skills: Bluff +12, Diplomacy +6, Disguise +12, Driver +7, Escape Artist +6, Innuendo +9, Jump +7, Languages +6, Open Lock +8, Search +11. Feats: Quick Draw, Weapon Focus (Stiletto Dagger), Improved Weapon Focus (Stiletto Dagger). Gear: Weapons,

63 BPs; Gadgets and Vehicles: Sports car, suicide pill tooth (given to her by Kholera – no known antidote), belt w/ razor's edge (for Sascha), 2 dartgun cigarettes (for Suede).

**HQ Personnel:** 4      **HQ Security:** 3

**Suede, Shade, and Sascha:** These vivacious vixens are fanatically loyal to their mistress, Imelda, and lethal with throwing knives and darts of all kinds.

**Suede, Shade, and Sascha,** 5th-level minions (squads of 3). CR 4. SZ M; v/wp: 5d6 (18)/10; Init +5 (+4 class, +1 Dex); Spd 30 ft.; Def 13 (+2 class, +1 Dex); Atk: throwing knife (6 each) +6 (1d4+2), throwing dart (3 each) +6 (1d3+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 13; Skills: Intimidate +7, Jump +9, Spot +6, Swim +9, Tumble +7. Feats: None. Gear: Weapons, 25 BPs.

## SERIAL ONE: JASON HELLMAN

The lowest rung of the ladder in Kholera's criminal empire is Jason Hellman, an unstable dilettante who launders money and weapons for the organization.

**Jason Hellman, 6th-level pointman (henchman);** CR 6. SZ M; v/wp: 29/9; Init +6 (+2 class, +4 Improved Initiative); Spd 30 ft.; Def 12 (class); Atk: .40 S&W service pistol +4 (1d12), knife +3 (1d4-1); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +3, Will +8; Str 9, Dex 11, Con 9, Int 16, Wis 16, Cha 10; Skills: Bluff +9, Boating +8, Bureaucracy +7, Craft (Woodworking) +11, Driver +4, Forgery +11, Hobby (Boat Repair) +11, Knowledge (Finance) +12, Sleight of Hand +8, Surveillance +11, Swim +3. Feats: Darting Weapon, Expertise, Improved Initiative. Gear: Weapons, 45 BPs; Gadgets and Vehicles: Jeep (for himself), pick-up trucks (two – for the Whitlows), suicide pill tooth (given to him by Kholera – no known antidote).

**HQ Personnel:** 3      **HQ Security:** 2

**The Whitlows:** This deranged family of hired killers and social deviants has been hired on by Hellman to defend his schemes and eliminate the inevitable retaliation from the world's spies.

**The Whitlows,** 3rd-level minions (squads of 5). CR 2. SZ M; v/wp: 3d6+6 (18)/14; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: 12 gauge pump-action shotgun +4 (4d4); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +5, Ref +3, Will +1; Str 13, Dex 12, Con 14, Int 6, Wis 8, Cha 4; Skills: Demolitions +0, Intimidate +4, Spot +3, Use Rope +4. Feats: None. Gear: Weapons, 8 BPs.



## FOIL (ANY SERIAL): JANET KHOLERA

Janet Kholera is as yet unaware of the horror her husband plans to unleash upon the world. She is remarkably loyal to her seemingly devoted husband, who courted her through her first troubled marriage. What she doesn't realize is that Kholera, who was her doctor before they became romantically involved, only married her out of shame. Kholera used his patients as test subjects for his viral experiments, infecting and curing them of more and more potent viral solutions in an effort to achieve his goal of a 99% yield. Unfortunately, one such experiment resulted in the miscarriage of Janet's only child, after which she was diagnosed as barren. Unable to conceive any other way to atone for his "mistake," Kholera arranged for Janet's first husband to fall victim to a sudden and violent case of pneumonia and then pursued her until she agreed to marry him.

Janet, like the rest of Kholera's inner circle, is now immune to his virus, but she is haunted by the tragedy of her first marriage, and is subconsciously wracked with guilt over the death of her child. Her life is hollow, and she fills it with her consuming loyalty to the one man who has shown her any kindness. If presented with the truth about her husband, however, and a reasonable way to capture her husband alive, she might assist an operation against him.



**Janet Kholera, 8th-level snoop (foil);** loyalty 6: CR 8. SZ M; v/wp: 34/11; Init +6 (+5 class, +1 Dex); Spd 30 ft.; Def 11 (Dex); Atk: 9x19mm backup pistol +5 (1d10); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +5, Will +6; Str 10, Dex 13, Con 11, Int 20, Wis 14, Cha 16; Skills: Bluff +5, Bureaucracy +11, Climb +5, Computers +13, Concentration +10, Diplomacy +10, Disguise +8, First Aid +12, Gather Information +10, Handle Animal +8, Jump +5, Listen +8, Move Silently +9, Read Lips +12, Ride +6, Search +10, Sport +3, Spot +13. Feats: Animal Affinity, Point Blank Shot, Precise Shot. Gear: Weapons, 34 BPs.

Janet has no organization or minions of her own.

## PLOT HOOK #1

Every inhabitant of Green Vale, a small Nebraska town, is found dead. Investigation by the Agency or the CDC (or both) reveals that one person who was known to be staying in the town is unaccounted for – Janet Kholera. The agents are dispatched to find her and bring her in, likely with the help of one or more chemical warfare specialists and the proper protective gear.

## POSSIBILITIES

1. Kholera has adjusted the viral loads in each of his henchmen and their minions and sent them to locations around the world to perform meaningless tasks, spreading the virus along the way. Janet learned

of his plan when they moved into his self-contained biosphere, which triggered her loyalty check (the GC should make the roll or determine her loyalty before the start of the serial). If she is loyal to her husband, she is now spreading the virus voluntarily. In this case, she may be captured and interrogated for information about her husband and his henchmen. Otherwise, she was held against her will at the biosphere (which in this case is in a secret location in Green Vale), escaped, and is spreading the virus as she searches for help. Either way, the agents are likely to be infected when they catch up with her, further increasing the need to find and stop Kholera.

2. Janet found records proving that her husband's death was not incidental and is delving into her history (and that of her husband). Kholera has sent Imelda Nuf and her vixens to reclaim her and charged Jason Hellman and the Whitlows with eliminating those Janet has spoken with during her investigation. Unfortunately, the Whitlows are using the real virus to eliminate these witnesses, rather than the diluted (and non-contagious) version Kholera told them to use. Now the virus has been released, and is spreading, and the agents must find a way to stop it – and its mad creator.
3. The virus in Janet has mutated once again, and when she visits her parents in Green Vale she accidentally infects the entire town. The terror of watching all her family and friends causes her to snap, and forces a loyalty roll. If loyal to Kholera, she decides that his way is best and sets about spreading the newly mutated virus as far and wide as possible. If loyal to the agents, she returns to the biosphere, steals the antidote, and flees for help. Kholera sets his henchmen after her. If loyal to neither, she goes into hiding, withdrawing into her own private hell. Regardless, the agents must find her before she spreads the virus any further.

## PLOT HOOK #2

While in transit during another mission (on a boat, plane, train, or other mode of transportation), the agents – and everyone else on board – are infected with Kholera's virus. Once the first victims fall to the virus (hours after the voyage is over), the agents must strive to contain the outbreak and seek out the source – before they succumb to its effects.

## POSSIBILITIES

1. The only passengers on board who aren't affected are Imelda Nuf and her beautiful minions, posing as an up-and-coming fashion designer and her assistants. Imelda's next stop is a fashion show in Milan, where the virus will be released through aerosol perfume samples.

- One of the passengers on board is Stewart Whitlow, who reveals Kholera's plot to the agents before he dies of the virus (Hellman gave him a placebo instead of the real antidote). Stewart offers the agents Hellman's name, as well as the hotel where he passed the virus and placebo on to Stewart (in the city the transport left from). The agents must track Hellman down and link him to Kholera, which is easier said than done as he is protected by Imela Nuf and/or the Zero Sum. If the GC desires, the rest of the Whitlow brood may intervene to help the agents, seeking retribution for their cousin.
- The virus was released by Greg Reynolds (Janet's son). Greg was not stillborn, as Kholera claimed, but was instead raised by Jason Hellman's corrupt clan. Now that Greg has discovered the truth about his mother's new husband, he infects the agents and then offers them the antidote if they agree to kill Kholera and return his mother.

## MARTIN ST. JAMES

*This short-season (3-serial) threat is appropriate for a team of 10th level agents.*

Spy organizations regularly contend with foreign governments and their operatives, their classic enemies. As they also often operate without the approval of their own governments, allied departments can become obstacles or even villains for them. Worse, there is always the threat of rogue agents and ex-friendlies who have turned to a life of crime. The following is an example of this last possibility.

**MP Cost:** 365

**Resources:** 3 (35 BPs for minions; 50 BPs for henchmen and foils; 60 BPs for mastermind)

**Gadgets:** 2 (2 gadget points per serial)

**Loyalty:** 4 (+4 to loyalty checks)

**HQ Personnel:** 1      **HQ Security:** 3

## SERIAL THREE: MARTIN ST. JAMES

Martin St. James is a British secret agent gone bad. Infuriated by his country's waning power, St. James dreams of the day when Britain will once again be on top of the world. His current scheme is to reacquire Hong Kong as a British colony. Toward that end, he has used Triad connections both in Hong Kong and on the Asian mainland to stage a coup. He plans to assassinate key figures in the Chinese government, replacing them with pawns of his Triad connections, simultaneously starting a major conflict in Hong Kong over Chinese control. As tensions rise, his friends in the House of Lords will push for British intervention, and his Chinese patsies will ask for British help in restoring order.

## Martin St. James, 13th-level pointman

**(mastermind);** CR 13. SZ M; v/wp: 106/18; Init +9 (+5 class, +4 Dex); Spd 30 ft.; Def 19 (+5 class, +4 Dex); Atk: 5.56x45mm assault rifle +13 (2d8+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +10, Ref +10, Will +10; Str 16, Dex 19, Con 18, Int 17, Wis 14, Cha 16; Skills: Bluff +17, Bureaucracy +14, Computers +15, Cryptography +15, Diplomacy +13, Disguise +16, Driver +18, First Aid +12, Gather Information +15, Knowledge (Spy Agencies) +14, Languages +14, Profession (Spy) +16. Feats: Point Blank Shot, Marksman, Precise Shot, Rapid Shot, Sharp-Shooting. Gear: Weapons, 68 BPs; Gadgets and Vehicles: Humvee (with the usual refinements), laser watch, telescopic contact lenses.

**Rogue Agents:** These former MI6 agents have joined St. James' crusade to bring their nation back to power. They are career spies, with all the associated training and contacts.

## Rogue Agents, 10th-level minions (squads of 5).

CR 9. SZ M; v/wp: 10d6+30 (69)/16; Init +12 (+8 class, +4 Dex); Spd 30 ft.; Def 18 (+4 class, +4 Dex); Atk: 7.62x39mm assault rifle +14 (2d8); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +10, Ref +9, Will +8; Str 16, Dex 18, Con 16, Int 16, Wis 16, Cha 16; Skills: Climb +14, Cryptography +8, Disguise +8, Driver +13, First Aid +12, Intimidate +12, Profession (Spy) +12, Spot +12, Survival +12, Swim +14, Tumble +13. Feats: Athletic, Sidestep. Gear: Weapons, basic audio bug (1 each), basic video bug (1 each), disguise kit, 3 BPs.

## SERIAL TWO:

### ERIN "LADY" LOVELOCK

This unerring businesswoman, known as the "Terror of Tokyo," is a formidable power in the Asian world of commerce, with a long string of failed relationships (and broken lovers) behind her. Lovelock has agreed to work with St. James on the condition that her company, Eclipse Capital Ventures, is offered the first commercial options when the British move in to take over the area.

## Erin Lovelock, 12th-level fixer (henchman);

CR 12. SZ M; v/wp: 84/14; Init +11 (+5 class, +2 Dex, +4 Improved Initiative); Spd 30 ft.; Def 22 (+10 class, +2 Dex); Atk: .40 S&W backup pistol +11 (1d12); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +8, Ref +10, Will +8; Str 12, Dex 14, Con 14, Int 15, Wis 18, Cha 18; Skills: Appraise +15, Bluff +19, Boating +12, Concentration +11, Driver +10, Forgery +10, Hide +12, Hobby (Chinese Finger Painting) +16, Innuendo +16, Knowledge (Big Business) +15, Listen +16, Profession (CEO) +16,

Improvise. Why not go with the flow? Whip up a few sharks and a terrorist jet ski or two and let the players have their way. It may take a little work on your part adapting your planned obstacles to a new environment, but the rewards of players who feel they are in charge of their own destiny cannot be matched.

## DISSEMINATING CLUES AND PROPS

As the person most in tune with your group, you're the best judge of what they can (and want to) handle. If your players like intense problem-solving, give them complicated puzzles to mull over. If they obsess over the villains' plans, give them clues to piece together and counter the serial's plot. And if they quickly tire of the game when you put a prop in front of them (see page 276), focus more on the action.

## CHALLENGE, DON'T CONDEMN

The best way to maintain your players' interest in the game is to challenge their agents in interesting and meaningful ways. Make sure to script your serials so that each agent has some role at each point in the mission. Keep the players interested by keeping them active and challenged. Condemning the wheelman to sit in the car until the chase at the very end of the session bores that player, and boredom leads to distraction. By giving everyone something worthwhile to do, you invest them in your story.

## SAYING "NO"

Sometimes the simplest way to keep players on track is to prevent them from wandering off the plot-path in the first place. If they decide to strike off on a wild tangent and request the necessary equipment to make it happen, offer a reasonable explanation for the gear not being available. Or simply have Control veto the plan. This can be a very clear signal to the players that another avenue might be more productive.

On occasion players become frustrated and discouraged when they can't decipher the clues you've given them, and each proposed course of action deviates farther and farther from your intended adventure. Finally one player blurts out "I don't think we're on the right track." It might be best to respond simply, "No, you're not. Maybe you should reconsider the clues you've been given." It may be out of character, but if it gets everyone back on the same page and back into enjoying the game, then it's well worth the momentary lapse.

## PLAYER GRATIFICATION

Players need to feel a sense of accomplishment. They need to feel that they have achieved the goals they have set for their agents in order to develop a sense of own-

ership in the game. By including opportunities for agents to achieve their goals during the course of a mission, you offer them something to attend to consistently throughout the session. This may require some extra work on your part, but it can provide for an extremely satisfying and enjoyable experience for everyone.

## HANDLING ACTION

Regardless of the spy genre you play, there's always a place for action: high-speed car chases, rooftop gun battles, and desperate showdowns with the season's criminal genius. Action is integral to espionage – not to mention roleplaying – and developing your own style when presenting action scenes at the table can greatly enhance your experience. The players get to know when they should reach for their pistols, and perhaps more importantly, when they shouldn't.

## SPY PHYSICS

One of the first things to consider when deciding on the action in the game is what the agents and their enemies are capable of. Is the game rooted in the familiar world, making super-heroic actions unlikely or even impossible, or is your world populated by agents who regularly defy the laws of physics? Is there a happy medium? Determining how closely you adhere to real world physics gives the agents boundaries, and lets them know what they can get away with.

Take a look at the opening sequence of *Goldeneye*: James Bond speeds a motorcycle over a cliff after the getaway plane, freefalls to the plane's door, scrambles in, and pulls it out of a nose dive. At the very least, this is an astounding bit of luck and daring. It could also be considered a flagrant violation of the laws of nature. But ultimately, it's fun to watch.

On the other hand, no character in *Three Days of the Condor* or *The Spy Who Came In From the Cold*, or even *Sneakers*, would consider such a stunt. They inherently know that such an action would only get them killed.

Players need to have the same automatic understanding of their environment. If your world features over-the-top action, encourage the players to attempt wild stunts. If not, be sure to offer stiff warnings about the potential consequences of actions that go too far, usually through the agents' senses ("You're pretty sure that would get you killed.").

This is not a decision that must follow you for the duration of your GC career, but merely for a season. To illustrate, consider the two *Mission: Impossible* feature films. The action in the first is only a shade more unlikely than anything seen in the real world, while the action in the second utilizes less-realistic Hong Kong action physics.