

SPYCRAFT™

ROLEPLAYING GAME

SPYCRAFT 2.0 ICONICS

By Steve Crow

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INTRODUCTION

The following iconic 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:** 1

Origin: Disciplined Contract Professional

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

Defense: 11

Initiative: +3

Vitality/Wounds: 11/12

Stress Threshold: 15 **Subdual Threshold:** 12

Request Check: +4 **Knowledge Check:** +2

Saves: Fort +2, Reflex +1, Will +5

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

Proficiencies: Edged, 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.

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

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 acquaintance-grade, 1 associate-grade

Interests: Politics, schmoozing

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

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

Mission Gear: 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	+0	1d6 subdual	1	—	—	—	—	—	—
H&K Mk. 23 service pistol	+2	1d12 lethal	1	19–20	30 ft.	12	S	1h	12M4

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Bluff/Deception (Cha)	3	+8	20	1	19–20	+1
Bureaucracy/Bribe (Cha)	3	+6	20	1	20	+1
Cultures/Communication (Int)	2	+3	20	1	20	+1
Impress (Cha)	3	+8	20	1	19–20	+1*
Manipulate	3					
Harassment (Wis or Cha)		+5/+6	20	1	20	
Slander (Wis or Cha)		+5/+6	20	1	20	+1
Networking	5					
Contact (Cha)		+8	35	1	20	
Endorsement (Wis or Cha)		+7 or +8	35	1	20	+1
Mediation (Wis or Cha)		+7 or +8	35	1–2	20	+1
Notice/Awareness (Wis)	3	+5	20	1	20	
Profession/Accomplish (Cha)	3	+6	20	1	20	
Spy		+7 (forte +8)				
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)	1	—				
Economy		+2	20	1–2	20	+1
Sense Motive	4					
Detect Lie (Wis)		+6	35	1	20	
Innuendo (Cha)		+7	35	1	20	+1
Resist Manipulate (Wis)		+6	35	1	20	

* This bonus is gained with Influence checks only.

Character Name: _____

Class: Explorer

Level: 1

Origin: Gifted Wanderer

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

Defense: 14

Initiative: +4

Vitality/Wounds: 13/13

Stress Threshold: 10

Subdual Threshold: 13

Request Check: +2

Knowledge Check: +3

Saves: Reflex +4, Fort +3, Will +0

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

Proficiencies: 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.

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

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

Wealth: Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 1 (\$100)

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), 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6+1 subdual	1	—	—	—	—	—	—
Glock 21 service pistol	+3	1d12 lethal	1	19–20	25 ft.	15	S	1h	13M4

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Athletics	4	—	20	1	20	
Bind (Str)		+5				
Climb (Con)		+5				
Escape (Str)		+5				
Force March (Con)		+5				
Maneuver/On Foot (Str)		+5				
Power Lifting (Str)		+5		1–2		
Smash (Str)		+5				
Speed Push (Con)		+5		1–2		
Sports (Str or Con)		+5 or +5				
Swim (Con)		+5				
Blend/Stealth (Dex or Cha)	4	+9 or +7	30	1	18–20	
Cultures/Communicate (Int)	4	+8	30	1	19–20	
Native		+9 or +9 (+10 forte)				
Drive (Dex)	2	—	20	1	20	
Standard Personal Vehicles		+5				
Investigation	3	—	20	1	20	
Canvass Area (Cha)		+4				
Detect Search (Wis)		+3				
Research (Wis)		+3				
Notice/Awareness (Wis)	3	+3	20	1	20	
Resolve	2	—	20	1	20	
Concentration (Con)		+3				
Morale (Wis)		+2				
R&R (Con)		+3				
Resist Impress (Wis)		+2				
Resist Intimidate (Wis)		+2				
Search/Perception (Int)	2	+4	25	1	20	
Security (Int)	2	+4	20	1	20	
Streetwise	3	—	20	1	20	
Black Market (Cha)		+4				
Bribe on Streets (Cha)		+4				
Gambling (Wis or Cha)		+3 or +4				
Haggle (Wis)		+3				
Survival	3	—	20	1	20	
Animal Training (Cha)		+4				
Foraging (Wis)		+3				
Forecast Weather (Wis)		+3				
Maneuver/Animal (Cha)		+4				
Tracking (Wis)		+3				

Character Name: _____

Class: Faceman **Level:** 1

Origin: Convincing Grifter

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

Defense: 11

Initiative: +2

Vitality/Wounds: 10/11

Stress Threshold: 12 **Subdual Threshold:** 11

Request Check: +5 **Knowledge Check:** +2

Saves: Fort +1, Reflex +0, Will +2

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

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.

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

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.

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

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.

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: 2 acquaintance-grade

Interests: Current events, literature

Wealth: Lifestyle 5 (+1 Appearance), Possessions 1, Spending Cash 4 (\$1,600)

Possessions: S&W Chief's Special backup revolver, tuxedo liner (DR 2/3), disguise kit, 11 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), 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), 1 Common Item

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+0	1d6 subdual	1	—	—	—	—	—	—
S&W .37 Chief's Special backup revolver	+1	1d8+1 lethal	1	20	15 ft.	18	S	1h	5S30

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Blend/Stealth (Dex or Cha)	2	+5 or +4	20	1	20	
Bluff/Deception (Cha)	4	+10	25	1	19–20	
Bureaucracy/Bribe (Cha)	1	+5	20	1	20	
Cultures/Communicate (Int)	1	+2	20	1	20	
Falsify	4		30			
Cover-Up (Wis)		+5		varies	20	
Disguise (Wis)		+5		1	20	
Forgery (Int)		+5		1	20	
Impress (Cha)	4	+10	30	1	18–20	
Manipulate	4					
Harassment (Wis or Cha)		+5 or +8	30	1	20	
Slander (Wis or Cha)		+5 or +8	30	1	20	
Networking	1					
Contact (Cha)		+5	20	1	20	
Endorsement (Wis or Cha)		+2 or +5	20	1	20	
Mediation (Wis or Cha)		+2 or +5	20	1–2	20	
Notice/Awareness (Wis)	2	+3	20	1	20	
Search/Perception (Int)	1	+2	20	1	20	
Sense Motive	2					
Detect Lie (Wis)		+3	20	1	20	
Innuendo (Cha)		+6	20	1	20	
Resist Manipulate (Wis)		+3	20	1	20	
Sneak	1		20	1	20	
Hide (Dex or Cha)		+1 or +5				
Stash Item (Dex)		+1				

Character Name: _____

Class: Hacker **Level:** 1

Origin: Clever Geek

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

Defense: 12

Initiative: +2

Vitality/Wounds: 9/12

Stress Threshold: 13 **Subdual Threshold:** 12

Request Check: +2 **Knowledge Check:** +4

Saves: Fort +3, Reflex +4, Will +3

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

Proficiencies: Edged, Handgun

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.

Feats

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, Internet surfing, video games

Wealth: Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 1 (\$100)

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), 5 Common Items

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

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

Character Name: _____

Class: Intruder

Level: 1

Origin: Agile Criminal

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

Defense: 15

Initiative: +4

Vitality/Wounds: 9/12

Stress Threshold: 12

Subdual Threshold: 12

Request Check: +3

Knowledge Check: +3

Saves: Fort +1, Reflex +6, Will +1

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

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

Class Abilities (page 37)

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).

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

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

Special: Your Speed is 35 ft.

Contacts: 2 acquaintance-grade

Interests: Electronic locks, security systems

Wealth: Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 1 (\$100)

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), 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	+0	1d6 subdual	1	—	—	—	—	—	—
Glock 21 service pistol	+4	1d12 lethal	1	19–20	25 ft.	15	S	1h	13M4

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

Character Name: _____

Class: Pointman **Level:** 1

Origin: Disciplined Jack-of-all-Trades

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

Defense: 11

Initiative: +2

Vitality/Wounds: 10/11

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

Request Check: +3 **Knowledge Check:** +4

Saves: Fort +1, Reflex +2, Will +5

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

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

Class Abilities

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

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.

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

Contacts: 1 acquaintance-grade

Interests: Foreign Militaries, Strategy Games

Wealth: Lifestyle 2 (-1 Appearance), Possessions 3, Spending Cash 1 (\$100)

Possessions: H&K Mk. 23 service pistol, 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, 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	+0	1d6 subdual	1	—	—	—	—	—	—
H&K Mk. 23 service pistol	+2	1d12 lethal	1	19–20	30 ft.	12	S	1h	12M4

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Bluff/Deception (Cha)	4	+6	30	1	20	
Cultures/Communicate (Int)	3	+5	20	1	20	
Drive (Dex)	3		20	1	20	
Standard Ground Vehicles		+5 (forte +6)				
Falsify	4		30			
Cover-Up (Wis)		+7		varies	20	
Disguise (Wis)		+7		1	20	
Forgery (Int)		+6		1	20	
Manipulate	4					
Harassment (Wis or Cha)		+7 or +6	20	1	20	
Slander (Wis or Cha)		+7 or +6	20	1	20	
Notice/Awareness (Wis)	4	+7	30	1	20	
Profession/Accomplish (Cha)	3	+5	20	1	20	
Science (Int)	3					
Engineering and Pharmacology		+5	20	1	20	
Sense Motive	4					
Detect Lie (Wis)		+7	30	1	20	
Innuendo (Cha)		+6	30	1	20	
Resist Manipulate (Wis)		+7	30	1	20	
Tactics	5					
Ambush (Wis)		+8	30	1	20	
Maneuver (Crew) (Cha)		+7	30	1	20	
Rally (Cha)		+7	30	1	20	

Character Name: _____

Class: Scientist **Level:** 1

Origin: Brainy Instructor

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

Defense: 13

Initiative: +1

Vitality/Wounds: 9/12

Stress Threshold: 14 **Subdual Threshold:** 12

Request Check: +2 **Knowledge Check:** +5

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

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

Proficiencies: Handgun, Unarmed

Class Abilities (page 42)

Intense Study: Examiner

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

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

Contacts: 1 associate-grade

Interests: Internet Surfing, Electronic Security Systems

Wealth: Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 1 (\$100)

Possessions: General Motors Liberator holdout pistol, laptop computer (PR 3, +5 result cap, 2-hr. battery), 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	+0	1d6 subdual	1	—	—	—	—	—	—
General Motors Liberator holdout pistol	+1	1d12 lethal	1	19–20	5 ft.	25	S	1h	1S10

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Analysis	4	—	30	1	19–20	
Appraise (Int)		+9				
Authenticate (Int)		+9				
Decipher (Int)		+9		per code		
Examine Media (Wis)		+9				
Forensics (Wis)		+9				
Bureaucracy/Bribe (Cha)	4	+7	30	standard	19–20	
Computers/Optimize (Int)	4	+7	30	1	20	
Drive/Maneuver (Dex)	2	+3	20	1	20	
Electronics	4	—	30	1	20	
Build (Int)		+7				
Disable (Int)		+7				
Modify (Wis)		+5				
Optimize (Int)		+7				
Repair (Int)		+7				
Sabotage (Wis)		+5				
Falsify	4		30			
Cover-Up (Wis)		+5		varies	20	
Disguise (Wis)		+5		1	20	
Forgery (Int)		+7		1	20	
Mechanics	4	—	30	1	20	
Build (Int)		+7				
Disable (Int)		+7				
Modify (Wis)		+5				
Optimize (Int)		+7				
Repair (Int)		+7				
Sabotage (Wis)		+5				
Medicine	3	—	20			
First Aid (Wis)		+6		1	19–20	
Stabilize (Wis)		+6		1–2	19–20	
Surgery (Int)		+8		1–4	19–20	
Therapy (Wis)		+6		1	19–20	
Treatment (Wis)		+6		1	19–20	
Notice/Awareness (Wis)	4	+5	30	1	20	
Profession/Accomplish (Cha)	3	+6	20	1	19–20	
Resolve	4		30	1	19–20	
Concentration (Con)		+7				
Morale (Wis)		+7				
R&R (Con)		+7				
Resist Impress (Wis)		+7				
Resist Intimidate (Wis)		+7				
Science (Int)	4	—	30			
Chemistry		+9		1	19–20	
Pharmacology		+9		1	19–20	
Programming		+9		1	19–20	
Search/Perception (Int)	4	+7	30	1	20	

Character Name: _____

Class: Scout

Level: 1

Origin: Vigilant Hunter

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

Defense: 12

Initiative: +3

Vitality/Wounds: 14/14

Stress Threshold: 16

Subdual Threshold: 15

Request Check: +1

Knowledge Check: +2

Saves: Fort +4, Reflex +3, Will +3

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, Shotgun, Unarmed

Class Abilities (page 43)

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

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

Contacts: 1 acquaintance-grade

Interests: Hiking, hunting

Wealth: Lifestyle 1 (-2 Appearance), Possessions 1, Spending Cash 1 (\$100)

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

Mission Gear: 6 Common Items

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

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Athletics	2	—	20	1	19–20	
Bind (Str)		+5				+1
Climb (Con)		+6				+1
Escape (Str)		+5				
Force March (Con)		+6				+1
Maneuver/On Foot (Str)		+5				+1*
Power Lifting (Str)		+5		1–2		
Smash (Str)		+5				
Speed Push (Con)		+6		1–2		
Sports (Str or Con)		+5 or +6				
Swim (Con)		+6				+1
Cultures/Communicate (Int)	3	+4	30	1	20	
Drive (Dex)	1	—	20	1	20	
Mounts/Animal-Drawn Vehicles		+2				
Notice/Awareness (Wis)	3	+6	20	1	19–20	
Resolve	1		20	1	20	
Concentration (Con)		+3				
Morale (Wis)		+4				
R&R (Con)		+3				
Resist Impress (Wis)		+4				
Resist Intimidate (Wis)		+4				
Search/Perception (Int)	2	+3	20	1	20	
Sneak	1		20	1	20	
Hide (Dex or Cha)		+2 or +1				
Stash Item (Dex)		+2				
Survival	4		30	1	19–20	
Animal Training (Cha)		+6				
Foraging (Wis)		+9				
Forecast Weather (Wis)		+9		1–3		
Maneuver/Animal (Cha)		+6				
Tracking (Wis)		+9				
Tactics	3	—	30	1	20	
Ambush (Wis)		+6				+1*
Maneuver (Crew) (Cha)		+3				
Rally (Cha)		+5				

* In the wild

Character Name: _____

Class: Sleuth **Level:** 1

Origin: Shrewd Journalist

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

Defense: 12

Initiative: +2

Vitality/Wounds: 9/12

Stress Threshold: 16 **Subdual Threshold:** 12

Request Check: +3 **Knowledge Check:** +4

Saves: Fort +1, Reflex +2, Will +5

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

Proficiencies: Handgun (+1 forte), Rifle

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.

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

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 confederate-grade

Interests: Criminology, Puzzle Solving

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

Possessions: Glock 33 backup pistol, audio bug (PR 4, Rng 1,000 ft., battery life 48 hrs.), appraisal kit, electronics kit, forensics kit, 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	+0	1d3 subdual	1	—	—	—	—	—	—
Glock 33 backup pistol	+2	2d6 lethal	1	19–20	20 ft.	25	S	1h	11M3

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

Character Name: _____

Class: Snoop

Level: 1

Origin: Witty Investigator

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

Defense: 13

Initiative: +2

Vitality/Wounds: 9/12

Stress Threshold: 14

Subdual Threshold: 12

Request Check: +3

Knowledge Check: +3

Saves: Fort +2, Reflex +2, Will +4

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, 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.

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.

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

Contacts: 1 associate-grade

Interests: Literature, Puzzle Solving, Shopping

Wealth: Lifestyle 2 (–1 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, 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	+0	1d6 subdual	1	—	—	—	—	—	—
Glock 33 backup pistol	+1	2d6 lethal	1	19–20	20 ft.	25	S	1h	11M3

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

Character Name: _____

Class: Soldier

Level: 1

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: 13

Initiative: +5

Vitality/Wounds: 14/14

Stress Threshold: 12

Subdual Threshold: 14

Request Check: +2

Knowledge Check: +2

Saves: Fort +3, Reflex +6, Will +4

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

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

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.

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

Wealth: Lifestyle 1 (-2 Appearance), Possessions 2, Spending Cash 1 (\$100)

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

Mission Gear: H&K MP5SD5 submachine gun, flak jacket (DR 4/5), 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+2	1d6+1 subdual	1	—	—	—	—	—	—
Dagger	+2	1d6+2 lethal	1	19–20	—	—	—	1h	—
Ruger Mk. III service pistol	+5	1d4+2 lethal	1–2	20	20 ft.	2	S	1h	10M10
H&K MP5SD5 heavy SMG	+4	1d10+1 lethal	1–2	20	30 ft.	5	S, B, F	2h	30M5
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	2	—	20	1	20	
Bind (Str)		+3				
Climb (Con)		+4				
Escape (Str)		+3				
Force March (Con)		+4				
Maneuver/On Foot (Str)		+3				
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				
Drive (Dex)	3	—	20	1	20	
Standard Ground Vehicles		+6				
Intimidate	4	—	30	1	20	
Coercion (Str)		+5				
Domination (Str or Wis)		+5 or +5				
Notice/Awareness (Wis)	3	+4	20	1	20	
Search/Perception (Int)	2	+3	20	1	20	
Resolve	3		20	1	20	
Concentration (Con)		+5				
Morale (Wis)		+4				
R&R (Con)		+5				
Resist Impress (Wis)		+4				
Resist Intimidate (Wis)		+4				
Tactics	3	—	20	1	20	
Ambush (Wis)		+4				
Maneuver (Crew) (Cha)		+4				
Rally (Cha)		+4				

Character Name: _____

Class: Wheelman **Level:** 1

Origin: Gonzo Motorhead

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

Defense: 15

Initiative: +5

Vitality/Wounds: 11/13

Stress Threshold: 12

Subdual Threshold: 12

Request Check: +2

Knowledge Check: +2

Saves: Fort +1, Reflex +6, Will +1

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: Handgun (+1 forte), Shotgun, Tactical, Unarmed

Class Abilities (page 50)

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).

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.

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

Contacts: 1 acquaintance-grade

Interests: Antique Cars, Engine Repair, Shopping

Wealth: Lifestyle 2 (–1 Appearance), Possessions 3, Spending Cash 1 (\$100)

Possessions: Browning Auto-5 semi-automatic shotgun, Sig-Sauer P226 service pistol, electronics kit, mechanics kit, 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); 4 Common Items

Attacks	Atk	Dam	Error	Threat	Rng	Recoil	Modes	Hand	Ammo
Unarmed	+1	1d6 subdual	1	—	—	—	—	—	—
Sig-Sauer P226 service pistol (.357 SiG)	+6	2d6 lethal	1–2	20	25 ft.	17	S	1h	12M4
Browning Auto-5 semi-automatic shotgun (12 gauge shot)	+5	5d4 lethal	1	20	30 ft.	21	S, B	2h	4S50

Skills	Ranks	Total Bonus	Cap	Error	Threat	Synergy
Acrobatics	4	—	30	1	20	
Balance (Dex)		+7				
Falling (Dex)		+7		1–3		
Jump (Str)		+3				
Maneuver/Personal Vehicles (Dex)		+7				
Skydiving (Dex)		+7		1–3		
Tumble (Dex)		+7				
Athletics	3	—	20	1	20	
Bind (Str)		+3				
Climb (Con)		+4				
Escape (Str)		+3				
Force March (Con)		+4				
Maneuver/On Foot (Str)		+3				
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				
Drive/Maneuver (Dex)	4	+10 (+11 forte)	30	1	19–20	
Electronics	1	—	20	1	20	
Build (Int)		+2				
Disable (Int)		+				
Modify (Wis)		+2				
Optimize (Int)		+2				
Repair (Int)		+2				
Sabotage (Wis)		+2				
Impress (Cha)	2	+3	20	1	20	
Intimidate	1	—	20	1	20	
Coercion (Str)		+1				
Domination (Str or Wis)		+1 or +2				
Mechanics	4	—	30	1	19–20	
Build (Int)		+7				
Disable (Int)		+7				
Modify (Wis)		+7				
Optimize (Int)		+7				
Repair (Int)		+7				
Sabotage (Wis)		+7				
Notice/Awareness (Wis)	3	+4	20	1	20	
Profession/Accomplish (Cha)	2	+3	20	1	20	
Security (Int)	2	+3	20	1	20	
Streetwise	2	—	30	1	20	
Black Market (Cha)		+3				
Bribe on Streets (Cha)		+3				
Gambling (Wis or Cha)		+3 or +3				
Haggle (Wis)		+3				

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