

SECRET AGENTS!

Espionage Campaign Setting



SECRET AGENTS!

Espionage Campaign Setting

Written by Lazaro Izaguirre

Illustrated with the Genesys Foundry Art Collection

A grain of poetry suffices to season a century.

— José Martí

This product was created under license. Genesys and its logo, and Genesys Foundry and its logo, are trademarks of Fantasy Flight Games in the U.S.A. and other countries. All Fantasy Flight Games characters and character names, and the distinctive likenesses thereof, are trademarks of Fantasy Flight Games. www.FantasyFlightGames.com.

This work contains material that is copyright Fantasy Flight Games and/or other authors. Such material is used with permission under the Community Content Agreement for Genesys Foundry.

All other original material in this work is copyright 2019 by Lazaro Izaguirre and published under the Community Content Agreement for Genesys Foundry.

Table of Contents

Overview: SECRET AGENTS! [page 3]

Base Setting & Genre [page 3]

Factions & Organizations [page 4]

Movers & Shakers [page 5]

Archetypes [page 6]

Careers [page 7]

Skills [page 8]

Talents [page 9]

Overview: SECRET AGENTS!

Welcome to the world of espionage!

This is the world of James Bond (numerous films), Jason Bourne (numerous films), Lorraine Broughton (Atomic Blonde film), Dominika Egorova (Red Sparrow film), Ethan Hunt (Mission Impossible films), and Evelyn Salt (Salt film).

It is a world in which every move could be your last so you live fast and die hard. You drive sports cars, escort beautiful people, and gamble away fortunes – at least you do so in the world of **SECRET AGENTS!**

NOTE: All page references in this book refer to the Genesys Core Rulebook.

Base Setting & Genre

The **Genesys Core Rulebook**, **Chapter 4: Modern Day** (pages 164-169), your own knowledge of our modern world, and the power of any internet search engine provides most of what you need to run an espionage campaign using the Genesys ruleset. Use those game rules about tropes, setting-specific gear, the rule of cool (page 165), and setting-specific adversaries with the guidelines provided in this book to bring the world of **SECRET AGENTS!** to life at the game table.

Here is a list of guidelines on tropes, themes, and tone:

- **Tropes & Themes:** Use the *Movie Realism* and *Agents of the State* sections as presented on pages 164-165. Highly advanced technology exists in the game world so most of what is presented in the section *Grounded Tech* (page 164) applies, but with more frequent exceptions.
- **Tone:** Use the Pulp guidelines and rules provided on pages 247-248, especially the *New Rules: The Cliffhanger* section.
- **Subverted Trope:** Super-technology exists so use elements from **Chapter 5: Science Fiction** (pages 170-178) and **Chapter 6: Space Opera** (pages 179-188) to add excitement and pulp action to your game sessions.



Factions & Organizations

The Network

In the alternate Earth of **SECRET AGENTS!**, the major villains and their minions work either knowingly or unknowingly for the Network. This world-spanning organization is focused on sponsoring three types of evil activity: crime, terrorism, and tyranny. Its main goal is generating profits and gaining political power for its ruling elite. Many of its sinister plots involve destabilizing governments, straining international relationships, and absorbing or controlling localized rivals like drug cartels and terrorist groups.

The Foundry

The player characters in **SECRET AGENTS!** all belong to the one worldwide organization challenging the Network's evil schemes — the Foundry. This beneficent and secret organization recruits its agents from the best espionage agencies in the

world. They offer their agents vast intelligence and material resources that dwarf what even the most powerful countries on Earth can manage. With their advanced technology and techniques, they provide a potent counter-point against the Network and their unwitting or willing allies.

Movers & Shakers

The following non-player characters form the core administrative management team for the player group's characters:

Dana Jackson [Rival]

- Foundry Recruiter — player character field contact
- Use the *Corrupt Official* profile on page 169.

Aaron 'Shade' Bennignton [Nemesis]

- Foundry Director — Polaris Bureau
- Head of IT & Communications
- Use the *Intelligence Agent* profile on page 169, but replace Skullduggery 3, Stealth 3, and Streetwise 3 with Hacking 3, Leadership 3, and Sysops 3 respectively.

Charles Castor [Nemesis]

- Foundry Director — Ares Bureau
- Head of Weaponry & Special Equipment
- Use the *Intelligence Agent* profile on page 169, but replace Skullduggery 3, Stealth 3, and Streetwise 3 with Leadership 3, Mechanics 3, and Sysops 3 respectively.

Alexandra Sorkin [Nemesis]

- Foundry Administrator
- Use the *Intelligence Agent* profile on page 169, but replace Skullduggery 3, Stealth 3, and Streetwise 3 with Knowledge 3, Leadership 4, and Negotiation 3 respectively.

Archetypes

Listed below are the archetypes available in **SECRET AGENTS!** Select one for your player character.

Combat Spec

Brawn [2], Agility [3], Intellect [2], Cunning [2], Willpower [2], Presence [1]

- Wound Threshold: 12 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 100
- Starting Skills: 1 rank in Athletics
- Tough as Nails (page 37)

Diplomat

Brawn [1], Agility [2], Intellect [2], Cunning [2], Willpower [2], Presence [3]

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- Starting Skills: 1 rank in Cool
- Forceful Personality (page 39)

Free Agent

Brawn [2], Agility [2], Intellect [2], Cunning [2], Willpower [2], Presence [2]

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 110
- Starting Skills: 1 rank in two different non-career skills
- Ready for Anything (page 36)

Tech Ops

Brawn [2], Agility [1], Intellect [3], Cunning [2], Willpower [2], Presence [2]

- Wound Threshold: 8 + Brawn
- Strain Threshold: 12 + Willpower
- Starting XP: 100
- Starting Skills: 1 rank in Knowledge
- Brilliant! (page 38)

Careers

Listed below are the career skills for each career type. Choose four of these skills to add 1 rank to before spending XP for character creation.

Assassin

Athletics, Brawl, Cool, Ranged (Heavy), Ranged (Light), Resilience, Spycraft, and Stealth.

Confiscator

Coordination, Driving, Hacking, Ranged (Light), Spycraft, Stealth, Streetwise, and Vigilance.

Infiltrator

Charm, Deception, Discipline, Leadership, Ranged (Light), Spycraft, Stealth, and Vigilance.

Investigator

Coercion, Hacking, Negotiation, Perception, Ranged (Light), Spycraft, Stealth, and Vigilance.

Skills

Listed below are the skills used in **SECRET AGENTS!**

Skill Name	Page Number	Notes
Athletics	58	
Brawl	67	
Charm	54	
Coercion	55	
Cool	59	
Coordination	59	
Deception	56	
Discipline	60	
Driving	60	
Gunnery	69	
Hacking	58-59	Computers; see <i>Alternate Hacking Rules</i> on page 232
Knowledge	66	Use character concept to determine skill check modifiers.
Leadership	56	
Mechanics	60	
Medicine	61	
Melee	67	
Negotiation	56	
Operating	62	
Perception	62	
Piloting	62	
Ranged (Heavy)	69	
Ranged (Light)	68	
Resilience	63	
Spycraft	64	Skullduggery; includes all 'spy' skills like finding wiretaps and hotwiring cars.
Stealth	64	
Streetwise	65	
Survival	65	
Sysops	58-59	Computers; see <i>Alternate Hacking Rules</i> on page 232
Vigilance	65	

Talents

All talents listed on pages 72-81 are available to player characters in **SECRET AGENTS!** games except: Berserk (page 75), Overcharge (page 80), and Overcharge [Improved] (page 81).

The Mad Inventor (page 80) talent is only available with permission from the Game Master (GM).

New Talents

Blackmail File

Tier: 5

Activation: Active (Incidental)

Ranked: No

You discover information about an adversary of your choice during a non-combat encounter that you can use to blackmail them. Upgrade any interaction skill attempt against the adversary by three if you use this information during your non-combat interactions with them. This talent can only be used once per session with GM approval.

Booby-Trap

Tier: 3

Activation: Active (Action)

Ranked: No

A small item that you carry is actually booby-trapped. You choose the trigger (e.g. timed, voice-activated, and so forth). You can use this talent once per session. It has the following game statistics:

Name	Skill	Damage	Critical	Range	Encumbrance	Price	Rarity	Special
Booby-trap	Ranged (Light)	10	3	Short	1	1000	7	Blast 5, Burn 1, Limited Ammo 1

Brilliant Insight

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session you can make any skill check of your choice as if you had 5 ranks in the skill. GM permission is required to use this talent.

Diversion Tactics

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

With a successful interaction skill check (GM choice of skill based on the player's description of using the talent), you create a diversion that affects Minion and Rival adversaries so that they are incapacitated during the first round of combat. You can use this talent once per session per rank.

Double-Agent

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

A nearby adversary is actually a double-agent for your organization. GM approval is required to use this talent.

Expert Touch

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Reduce the difficulty of one skill check per session by one for each rank. GM approval is required to use this talent.

Force of Will

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Succeed at a Resilience (Hard) check and avoid being knocked out and incapacitated when the damage you've suffered has exceeded your wound threshold until the start of your next turn. You can make this check a number of times per session equal to your rank. Once you reach an amount of damage equal to the negative value of your wound threshold, you can no longer make these checks.

In and Out

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Once per game session you can reduce a Critical Injury result against you by 10% per rank up to a maximum of 50% reduction.

Jaws of Victory

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per game session you can cause an opponent's skill check to fail with despair. Game master approval is required to use this talent.

Licensed to Kill

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Gain one automatic Advantage on all combat skill checks per rank. These extra advantages can only be used to trigger Critical Injuries or activate the following item qualities: Auto-Fire, Blast, Burn, and Linked.

Lucky Hand

Tier: 3

Activation: Active (Action)

Ranked: No

Succeed at a Spycraft (Hard) check and win any game of chance.

Misdirected Anger

Tier: 2

Activation: Active (Action)

Ranked: Yes

Minion adversaries are tricked into temporarily attacking their leaders for one combat round if you succeed with a Deception (Hard) check. You must create a reasonable reason for this to happen and the GM must approve it in order to use this talent. Each rank beyond the first extends this effect for another combat round.

Nerves of Steel

Tier: 1

Activation: Passive

Ranked: No

Reduce the difficulty of all Fear checks three times. If this reduces the difficulty of the check to Simple, you do not have to make the Fear check.

Nick of Time

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Spend one Story Point on behalf of a nearby ally to reduce a Critical Injury roll result against them to 1.

Precision Strike

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Choose any Critical Injury result from 1% to 45% instead of rolling for a Critical Injury.

Presumed Dead

Tier: 4

Activation: Active (Maneuver)

Ranked: No

With a successful Deception (Hard), Spycraft (Hard), or Stealth (Hard) check (GM's choice of skill), you can escape a combat scene in such a way as to be presumed dead – determine the details with your GM. GM approval is required to use this talent.

Sharp-Eyed

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Gain one clue from the GM to a mystery you are trying to solve per rank. GM approval is required to use this talent.

Shut it Down

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session you can make a Spycraft (Hard) check to cause any form of nearby mechanical communication, transmission, or other such process to fail. GM approval is required to use this talent.

Spy Who Loves Me

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

An ally from a different spy organization than yours appears during a combat scene to help you during the fight. Use the *Intelligence Agent* profile on page 168. If you pass a Charm (Hard), Deception (Hard), Leadership (Hard), or Negotiation (Hard) skill check (player's choice of skill) after the combat scene, the new ally joins you for the rest of the session or adventure (GM's choice). GM approval is required to use this talent.

Strictly Confidential

Tier: 1

Activation: Active (Action)

Ranked: No

Use any skill the GM agrees can be used to communicate (e.g. Charm, Deception, Hacking, and so forth) to send a secret message only the recipient you designate will understand. The base difficulty for the test is Average.

Switcheroo

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per session with a successful Spycraft (Hard) check, you can trade a small, nearby object of your choice with a similar sized object in your possession. No explanation is required for how this happened. GM approval is required to use this talent.

Take the Initiative

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per combat encounter you can make a Deception (Hard) check before rolling for initiative. If you succeed you can move one player initiative slot to any other position in the initiative order.

Wasn't Me

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Succeed at a Deception (Hard), Spycraft (Hard), or Stealth (Hard) skill check (GM's choice of skill) and no one is aware that you committed your most recent action.

Weapon of Choice

Tier: 4

Activation: Passive

Ranked: No

You gain a signature weapon of your choice that requires the Brawl, Melee, or Ranged (Light) skill to use. It gains the Vicious 3 quality without spending hard points and you always roll twice for any Critical Injury it inflicts, keeping the higher result.

What a Deal!

Tier: 3

Activation: Passive

Ranked: Yes

You gain 50% extra resources from successful skill checks to acquire funds, goods, or services at the GM's discretion. Each rank beyond the first adds an additional 10% extra resources up to a maximum of an additional 40% (for a total of 90%).