

SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0



**ORIGIN OF THE SPECIES:
CLASSIC FANTASY**

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INTRODUCTION

Welcome to **Origins of the Species**, your destination for non-human races in *Spycraft*. Each installment in this series of toolkit products contains everything you need to incorporate a collection of fantasy, mythological, or other species into your *Spycraft* games. This volume focuses on staples of the d20 fantasy genre, which are in turn inspired by the works of J.R.R. Tolkien. These character options are presented as timeless and setting-free, allowing you to drop them into any location, time period, or backdrop. All that's required is GC approval that they fit within the cosmology of his world.

To make it easy to fold races into any setting, they intentionally lack the lavish histories and detailed proclivities seen in similar products for other games. Each race featured in an *Origin of the Species* product is equally suitable for player characters and NPCs and may become a dominant species within the world, part of a diverse network of species, a type of "monster" to be hunted and killed, or something a little more elusive or bizarre. For example, while the races in this release are easy to fit into western feudal settings, they can also help you spice up your own modern day, post apocalyptic, and science fiction settings. Your imagination is the only limit!

No special campaign qualities or other rules are required to incorporate *Spycraft* races. Further, these races are intentionally modular. For the most part, basic physical characteristics are discreetly handled with Origin options, while abilities that might clash with campaign premises are usually tucked into feats that are clearly marked as requiring GC approval.

WAIT... YOU'RE A WHAT?

Adding additional species to a setting is a momentous decision and requires a bit of planning before you start making characters. The GC should give some thought to how nonhuman races fit into the setting. For instance, in a classic fantasy setting, the races seen in this release seem obvious, but they could alternately be held off as big storyline reveals. Alternately, they might encroach upon modern or even far-flung settings where magic is re-ignited, or find themselves summoned to any world through arcane, technological or other means.

Modern settings featuring nonhumans generally fall into two camps. The first is contemporary fantasy, where the nonhumans have always existed alongside mankind. This is a logical modernization of many historical settings, and makes for an amazing world-building exercise. The visuals are cool, too, if a bit surreal: cunning elves serving as bodyguards to the rich and famous; rugged orcs exploring the last uncharted wildernesses on the planet, seeking races as exotic as themselves; acrobatic pech hiring out their services as cat burglars; and more. Another option shifts nonhumans out of everyday sight, perhaps for the duration of the campaign, or only as long as the plot demands. Chance or predestined encounters with the fantastic are an exciting change to an otherwise plausible backdrop, instilling a sense of mystery or horror in the festivities. As a bigger, more explosive option, a lone scout could simply explode into the world, maybe to be captured as a freak, only to deliver a message from his long-hidden kin: "We are not amused." What comes next? Invasion and war? Tense negotiations with an alien culture? Perhaps a pre-emptive strike into the heart of the nonhumans' homeland can yield the answers before it's too late.

The other contemporary camp introduces nonhumans as creations of human science. The options here are myriad. Elves and dwarves might be vat-grown from mummified remains unearthed from a time before humans took their first breaths. Exposure to unusual chemicals or radiation might trigger fundamental changes in someone's genetic code. Hapless humans might be captured and "modified" with advanced surgical techniques investigating the limits of the mortal condition.

Near-future settings can go either of these ways, or bring nonhumans into play as mutations in a post-apocalyptic world. Inheritors of myth might walk the Earth as demigods, or flood through multi-dimensional rifts merging worlds across space and time. Likewise, science fiction settings might permit such radical transformations by choice: in some games, self-editing technology could allow for complete body or even psyche rebuilds. And what are most aliens if not variations on many original fantasy concepts? Some of these otherworlders might even have come to Earth long ago to plant seeds of their kin amongst humanity...

Any of these options can be used to introduce nonhuman opponents as NPC threats, but allowing players to become things of myth has even greater potential. In any setting, nonhuman player characters can be outcasts and exiles working with human heroes to make new homes for themselves. They could become "heroes" of reverse-fantasy realms, rebuffing the genocidal encroachment of humans and other conventional species. At the height of their societies, mythic nonhuman characters might control the strength of entire city-states, becoming major political players rather than mere beasts.

We hope you find these new species as exciting and inspirational as we do. Whether you use one species at a time or many, these tools can offer distinctive flair to settings and take them in fresh directions. They can incite dreaming wonder or freakish horror, but they always entertain. Ultimately, they're another powerful tool in the kit, waiting to find a home in your latest creation.

ORIGINS

A player may create a nonhuman character simply by choosing a species Talent. For more information about these Talents, consult Table 1: Origins (*see page 7*) and Table 2: Height, Weight, and Age Categories (*see page 7*). Most of the characteristics and rules of each species are covered by two parts of its Talent: Nature and Type. Either or both of these may be required for character options specifically available to members of certain species, and may also expose them to a variety of abilities and effects.

NATURE

Each *Spycraft* species is defined in terms of its similarity to humans: how well members of the species fit into human society and the extent to which they benefit from human medicine. There are four racial natures.

Near-Human: A near-human character appears to be almost entirely human, perhaps with modest cosmetic differences (feathers, fur, pointed ears, ridges, scales, unusual pigmentation), slight changes in the placement of internal organs, or quirks of body chemistry (minor allergies, high or low body temperature, peculiar odor). While some of the character's limbs may be strangely shaped, he possesses 2 arms and 2 legs in the usual places. Taken as a whole, these differences are easily masked by clothing and unlikely to cause catastrophic medical

errors when a person versed in human medical procedures attempts to aid the character. The error range of each Medicine check targeting a near-human character increases by 1. Further, a near-human character suffers a -2 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Semi-Human: A semi-human character has at least some human features, allowing him to physically pass as a human with a little effort. His body shape is similar to that of a human, probably in the placement of his arms and head, though he may not possess exactly 2 of each primary limb. Aspects of the character's health likely prove baffling to human doctors, with unknown organs and unpredictable chemical tolerances making major surgery risky. The error range of each Medicine check targeting a semi-human character increases by 2. Further, a semi-human character suffers a -6 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Quasi-Human: A quasi-human character is unlikely to pass as a human being, but may be able to briefly keep up such a charade with a carefully constructed disguise or by strictly controlling his exposure (by keeping to the shadows, remaining at odd angles from nearby cameras, and taking similar precautions). The character's senses, internal organs, and/or biochemistry noticeably vary from that of humans and are likely non-mammalian in nature, though their function is still analogous to that of various other animals found on Earth (such as fish or insects). The error range of each Medicine check targeting a quasi-human character increases by 4. Further, a quasi-human character suffers a -10 penalty with all skill checks made to disguise himself as a human or blend in with humans.

Non-Human: A non-human character is entirely alien, with *nothing* to physically suggest its relation to the human race. The character may use tools to emulate human actions (a voice synthesizer, for instance, or human-like puppets or robots), but no human would ever mistake it for kin in person. The arrangement of a non-human character's internal organs and chemistry seem unfamiliar to even the best-versed veterinarian or doctor, and human medical procedures become little more than guesswork when applied ("It's leaking... That's probably bad."). The error range of each Medicine check targeting a non-human character increases by 8. Further, a non-human character may *not* disguise itself as a human or blend in with humans; the fact that he is different is always obvious.

These modifiers are symmetrical — humans suffer the same penalties when treated with another species' medicine and when trying to disguise themselves as members of the species or blend into a population made up primarily of that species. When two different species interact outside of humans (i.e. a dwarf traveling amongst elves), the largest penalty from either of the species' natures is applied to all interactions between them (in the previous example, both dwarves and elves would suffer a -4 penalty with skill checks made to disguise as or blend in with the other race, and their error ranges with relevant Medicine checks would increase by 2).

Finally, in some cases, a character's racial nature may promote certain professional or life paths, granting the typical Origin bonus feat *only* when the character chooses one of several pre-defined Specialties (for an example, see the Dwarf on page 5). These Specialties reflect conventional notions about the race that may not apply in all settings. The Game Control can easily substitute different Specialties that generate the bonus feat, though the number of Specialties offered should always remain the same in order to keep the Talent balanced.

CREATURE TYPES

The *Spycraft 2.0 Rulebook* focuses on humans and animals as primary NPC types, but many settings feature fantastic creatures that don't fit neatly into those two categories. In most d20 products, these beasts and monsters are grouped into a fixed set of "creature types." Each creature type is represented in *Spycraft* with an NPC quality that quickly denotes common characteristics and identifies which are particularly susceptible or resistant to certain effects. In *Spycraft* products, these qualities are often used when describing a character, so any character with the *undead* NPC quality may be referred to as an "undead character." Though only a couple creature types are included in this product, we offer the following reference guide for those times other creature types come up.

D20 SYSTEM	SPYSCRAFT NPC QUALITY
Aberration	Horror
Animal	Animal NPC
Construct	Construct or elemental
Dragon	Beast
Elemental	Elemental
Fey	Fey
Giant	No special qualities required
Humanoid	No special qualities required
Magical Beast	Beast
Monstrous Humanoid	No special qualities required or <i>beast</i>
Ooze	Ooze
Outsider	Outsider
Plant	Plant
Undead	Spirit or <i>undead</i>
Vermin	Animal NPC or <i>beast</i>

These NPC qualities will appear in various *Spycraft* fantasy products and additional types may appear in non-fantasy products. Standard and special NPCs without any of these NPC qualities are considered to be "humanoids." Animal NPCs without any of these qualities are considered to be "natural animals."

TYPE

A race's type, also referred to as its **creature type**, defines the average Size and other physical characteristics of members of the species, as well as other rules that apply to them. In all cases except "humanoid," type also corresponds with an NPC quality that introduces other rules and modifiers for the species. These types roughly correspond to those used in other d20 system™ products, though they conform to the particulars of the *Spycraft* system. This release includes humanoids and fey, though other creature types will be seen in future *Origin of the Species* volumes. For a quick overview, see the sidebar above.

In every case when a playable character's type isn't defined, it is considered to be "humanoid." This is also the case with all characters generated exclusively with the *Spycraft 2.0 Rulebook*.

CLASSIC FANTASY SPECIES TALENTS

The second volume of *Origin of the Species* focuses on the most common figures of classic fantasy roleplaying: dwarves, elves, orcs, and pech. The experienced d20 player may initially find it strange that *Spycraft* features only one Talent to represent **all** dwarves, one Talent for **all** elves, and so on; the core d20 system and its countless supporting products offer a huge array of 'sub-races' as individual mechanical packages. Unfortunately, this can become a problem when dealing with manifestly more powerful races, the most famous example being the Drow, which are, in most iterations, "elves, but better."

Most d20 products apply some kind of XP penalty to balance a species' innate advantages, usually in the form of a negative level adjustment or penalty to the rate at which XP is earned, but we find this to be problematic at the gaming table. In home games with consistent groups these characters end up progressively more and more out of sync with their companions, their abilities slipping further and further behind (particularly their ability to absorb punishment during combat). In tournament games the reverse is true and often even more disruptive — the character is significantly more powerful than his teammates and able to dominate the environment because his level misrepresents his actual impact on play.

In *Spycraft*, powerful sub-races are designed with more immediate consequences. First, you choose the Talent that defines the core aspects of the species as a whole, which costs you a little of the flexibility humans enjoy. Sub-races with distinct advantages (and drawbacks!) over this basic package are presented as a Species Feat that can only be taken at Career Level 1. This forces you to trade away your precious Level 1 bonus feat for a set of bonuses that are, in practice, on par with an early feat. Extremely powerful sub-races sometimes find their starting action dice decreased — a penalty any player can overcome with good roleplaying, but one that's also keenly felt in every session *without* crippling the character's level progression. All this lets **you** make the choice between the unpredictable versatility of a species' basic stock *or* a tightly themed and tailored package of benefits suited to your concept. It's a tradeoff that allows for exceptionally powerful but also limited species offshoots in a fair and balanced fashion.

Dwarf (semi-human): You are a dwarf, a stout, reliable clansman somewhat shorter than a human with a similar appearance. Your people are famous for their tenacity and physical toughness, and often develop great skill as craftsmen because they're willing to focus on work and set aside the frivolities that distract other races. As seen on page 12, you may select from a range of "Level 1 only" feats that identify your dwarven bloodline and offer specific abilities shared by dwarves of your ilk. Dwarves without any of these feats are commonly known as "stone born."

Type: Medium biped humanoid. You gain the standard bonus feat from your Specialty *only* if it is Adventurer, City-Dweller, Clergyman, Prospector, Tradesman, or Vanguard. Since male and female dwarves are very difficult to distinguish from each other, changing your apparent gender with a Falsify/Disguise check imposes no penalty to your check result or error range, and increases your check time by only 1d4 minutes.

- +4 to lowest of Dexterity or Charisma, -2 Wisdom.
- Your base Speed is 20 ft.
- Your melee, unarmed, and non-explosive hurled attacks gain the *armor-piercing* (2) quality.

- You gain a +2 insight bonus with saving throws made against disease and poisons. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.

- Choose one skill. Your maximum rank in that skill increases to your Career Level + 5. This benefit is *not* cumulative with any other effect that increases your maximum rank with the chosen skill.

- You gain the *extra stability* NPC quality: You are considered 1 Size category larger for the purpose of carrying capacity, trample attacks, and resisting Bull Rush and Trip attempts so long as you're standing firmly on the ground and not climbing, flying, or riding.

- You gain the *low-light* vision NPC quality: You ignore all vision penalties applied by dim and faint lighting conditions.

- You gain the *thick hide* (3) NPC quality: You're considered to be wearing partial armor that provides 3 points of damage reduction against unarmed, melee, and firearm attacks. This damage reduction does *not* stack with other armor (i.e. only the best protection applies while wearing additional armor).

- You gain the *banned checks* NPC quality: You may not make Kick Attacks, Acrobatics/Jump checks, or Athletics/Swim checks.

- Favored Classes: If you possess a higher level in any base class than your highest level in either the Advocate or Soldier classes, your starting action dice decrease by 2.

Elf (near-human): You are an elf, among the elder races still lingering in the world. While similar to the race of Men in gross outline, you possess a slim, graceful form, fine features, pointed ears, and a tremendous lifespan within which to explore all the wonders of the world. While your race is perhaps not as widespread as Men, it is still found in nearly every clime, and as a result you have access to a very large number of "Level 1 only" feats that identify your elven community (see page 12). Elves without any of these feats are commonly known as "high elves."

Type: Medium biped fey. You ignore all penalties from aging beyond the adult category, remaining vigorous until death. Further, each time you may choose an additional feat, you may instead gain 1 feat from the Terrain tree. Natural animals will not attack or flee from you unless they're diseased, poisoned, trained to do so, or attacked by you or your teammates. Finally, you gain the standard bonus feat from your Specialty *only* if it is Archer, Fencer, Lore Keeper, Tradesman, Vanguard, Wanderer, or Warden.

- +4 Wisdom, -2 Constitution.
- Your base Speed is 40 ft.
- Your wardrobe and appearance modifier are determined as if your Lifestyle were 2 higher (maximum 10).

- You gain the *augmented* (8× *telescopic sight*) NPC quality: You ignore range penalties from the second and fourth range increments while you're aiming. Further, your vision increment is multiplied by 8 while you're braced. You may not benefit from telescopic sights with a magnification of less than 8.

- You gain the *improved hearing* NPC quality: Your base hearing range is equal to your Wisdom score × 10 ft. Further, unless *deafened*, you gain a +4 bonus with Notice/Awareness and Search/Perception checks made to determine surprise (see the *Spycraft 2.0 Rulebook*, page 323).

SPECIES CULTURES AND MEDICINE

When introducing additional species to a setting, the GC may wish to add additional focuses to the Cultures skill to represent familiarity with their customs. This is particularly appropriate if the new species controls a vast civilization, lives in relative isolation from surrounding communities, or has a unique language. Some species, such as humans on modern Earth, are diverse enough to warrant several Cultures focuses.

Also, in any world featuring multiple species with different biology, the Game Control should consider adding the following quality.

Species Medicine (+0 XP, Seasons Only): Medicine becomes a focus skill (see the *Spycraft 2.0 Rulebook*, page 98). The character's first (free) focus in this skill always corresponds to his species, though additional focuses are available for each other species as well. When a character possesses the appropriate Medicine focus, he ignores penalties inflicted for working on a species of a different nature (see page XX). A character may also gain a Medicine forte in one or more species for which he already possesses the appropriate focus, gaining the benefits of a standard skill forte (see the *Spycraft 2.0 Rulebook*, page 98).

In a campaign featuring this quality, medical kits also become species-specific, though they remain marginally effective with other species as well. When a species-specific medical kit is used to treat another species, it is considered to be 1 grade lower (e.g. a dwarf medical kit II still serves as a medical kit I when treating a human or pech). A grade I kit offers no benefit when treating another species.

- You gain the *light sleeper* NPC quality: You are neither *blinded* nor *helpless* while *sleeping*.
- You gain the *burden of ages* NPC quality: Your will to live is worn by a long, long life of struggle and you find it difficult to express the fire of younger races. Each effect that cures or restores your vitality has only 1/2 the normal effect (rounded up).
- Favored Classes: If you possess a higher level in any base class than your highest level in either the Pointman or Scout classes, your starting action dice decrease by 2.

Orc (semi-human): Dark powers sometime set out to recreate the fair races in their own image, producing cruel and depraved mirrors of them. Twisted of limb and blasted of countenance, these creatures are possessed of brutish vitality unseen in their progenitors. The orc 'race' is quite diverse, with branches often mistaken for separate races by those who don't appreciate their dark origins. As seen on page 12, you may select from a range of "Level 1 only" feats that identify your warrior horde and offer specific abilities shared by those of your war band. Orcs without any of these feats are commonly known as "black blade orcs" or simply "black blades."

Type: Medium biped humanoid. You gain the standard bonus feat from your Specialty *only* if it is Adventurer, Archer, Criminal, Lore Keeper, Operative, Outdoorsman, Prospector, Spiritualist, Tribesman, Vanguard, Wanderer, or Warrior.

- +3 Strength, +3 Constitution, -3 Intelligence.
- Your maximum rank in Intimidate increases to your Career Level + 5. This benefit is *not* cumulative with any other effect that increases your maximum Intimidate rank.
- Once per scene during an interrogation Dramatic Conflict, after Strategies are revealed, you may change your Strategy for that round to any other legal Strategy. If two opposing characters use this ability during the same round, both abilities are expended without effect.
- You gain a +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- You gain the *fearless* NPC quality: You benefit from a +4 bonus with Resolve/Morale checks.
- You gain the *grueling combatant* NPC Quality: Each time an adjacent opponent attacks you and misses, he suffers 1 point of subdual damage.
- You gain the *banned checks* NPC quality: You may not make Bureaucracy/Bribe, Impress/Persuasion, or Networking/Endorsement checks.
- You gain the *light sensitivity* NPC quality: Each time you enter a more brightly lit area, you suffer 6 points of flash damage per category the ambient light increases (see Table 5.14: *Vision and Hearing* on page 351 of the *Spycraft 2.0 Rulebook*). Further, you suffer a -4 gear penalty with all saving throws made to resist the effects of flash damage, though this penalty may be negated by wearing tinted goggles or sunglasses.
- Favored Classes: If you possess a higher level in any base class than your highest level in either the Intruder or Soldier classes, your starting action dice decrease by 2.

Pech (near-human): Pech are small of stature but quick of mind and limb. They excel chiefly in keeping a low profile and troubling no one, though a few bold souls are born into every generation who feel the call of great deeds. You are one such pech, living a story your fellows will tell for generations to come. The world hosts many communities of pech, each available to you through a "Level 1 only" species feat. Pech without any of these feats are known as "light-foot pech" or simply "lightfoots."

Type: Small biped humanoid. You gain the standard bonus feat from your Specialty *only* if it is Adventurer, Authority, City-Dweller, Entertainer, Jack-of-All-Trades, Outdoorsman, Pickpocket, Rescuer, Thrill-Seeker, Tradesman, Vanguard, or Warden.

- +3 Dexterity.
- Your base Speed is 30 ft.
- You are proficient with and considered to possess the forte for all improvised hurled weapons and thrown rocks.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Your Possessions include 1 additional Caliber II Good Life Resource pick (see page 23).
- Your maximum ranks in Resolve increase to your Career Level + 5. This benefit is *not* cumulative with any other effect that increases your maximum Resolve rank.
- Favored Classes: Pech are not limited by favored classes.

ORIGIN OF THE SPECIES: CLASSIC FANTASY

TABLE 1: ORIGINS

Option	Attribute Modifiers	Benefits
Talents		
Dwarf	+4 Con, -2 Dex	Base Speed (20 ft.), <i>armor piercing</i> (2), resist disease/poison, max rank +2 (any 1 skill), extra stability, <i>low-light vision</i> , <i>thick hide</i> (3), <i>banned checks</i> (Kick, Jump, Swim), favored class (Advocate, Soldier)
Elf	+4 Wis, -2, Con	<i>Fey</i> , base speed (40 ft.), improved wardrobe, <i>augmented</i> (8× <i>telescopic sight</i>), <i>improved hearing</i> , <i>light sleeper</i> , <i>burden of ages</i> , favored class (Pointman, Scout)
Orc	+3 Str, +3 Con, -3 Int	Max Intimidate +5, Interrogation Strategy swap, Initiative bonus, <i>fearless I</i> , <i>grueling combatant I</i> , <i>banned checks</i> (Bribe, Endorsement, Persuasion), <i>light sensitivity</i> , favored class (Intruder, Soldier)
Pech	+3 Dex	Small, proficiency/forte (hurled and thrown rocks), charm, extra Possession (Good Life), max Resolve +5
Specialties		
Adventurer	Mother Hen	Extra Cultures focus, bonus reserve Common Items, action die bonus
Archer	Bullseye	Proficiency/forte (Exotic (Hurled)), <i>camouflaged</i> , extra Possession (bow), damage bonus vs. standard characters
Fencer	Fencing Basics	Proficiency/forte (Edged), Speed +5 ft., extra Possession (rapier, plastron), Initiative bonus
Lore Keeper*	Any 1 High Magic feat	+1 High Magic, Knowledge check bonus, paired Profession and Investigation
Prospector	Hammer Basics	Science focus (Chemistry), Request check bonus (Security), Drive and Search bonuses
Vanguard**	Tactical Advantage	+1 Basic Combat, stand together, paired Resolve and Networking
Warden	Driving Instincts	+1 Chase, Defense +1, manhunt bonus, paired Search and Survival

* This Origin option is available only in campaigns with the appropriate quality.

** This Origin option is available only to those with the appropriate Talent.

TABLE 2: HEIGHT, WEIGHT, AND AGE CATEGORIES

Species/Gender	Base Height	Roll	Base Weight	Multiplier*	Infant	Child	Young Adult	Adult	Middle Age	Old	Venerable**
Human, male	56 in.	+(2d10 + Str mod) in.	130 lbs.	×2d4 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Human, female	54 in.	+(2d8 + Str mod) in.	100 lbs.	×2d4 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Dwarf, male	35 in.	+(2d6 + Str mod) in.	140 lbs.	×2d4 lbs.	0–5	6–14	15–27	28–64	65–99	100–124	125+
Dwarf, female	33 in.	+(2d6 + Str mod) in.	140 lbs.	×2d4 lbs.	0–5	6–14	15–27	28–64	65–99	100–124	125+
Elf, male	50 in.	+(2d8 + Str mod) in.	90 lbs.	×2d4 lbs.	0–10	11–50	51–199	200–499	500–749	750–999	1000+
Elf, female	50 in.	+(2d8 + Str mod) in.	80 lbs.	×2d4 lbs.	0–10	11–50	51–199	200–499	500–749	750–999	1000+
Bear Nation†	+2 in.	—	+15 lbs.	—	—	—	—	—	—	—	—
Horse Nation†	+10 in.	—	+30 lbs.	—	—	—	—	—	—	—	—
Owl Nation†	+4 in.	—	+5 lbs.	—	—	—	×2	×2	×2	×2	×2
Spider Nation (male)†	–4 in.	—	–10 lbs.	—	—	—	—	—	—	—	—
Swan Nation†	+6 in.	—	—	—	—	—	—	—	—	—	—
Orc	50 in.	+(3d10 + Str mod) in.	90 lbs.	×1d12 lbs.	0–3	4–10	11–15	16–32	33–45	46–55	56+
Pech, male	28 in.	+(2d6 + Str mod) in.	50 lbs.	×1d6 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Pech, female	29 in.	+(2d4 + Str mod) in.	45 lbs.	×1d6 lbs.	0–4	5–11	12–16	17–40	41–59	60–79	80+
Cool-River Folk	+7 in.	—	+15 lbs.	—	—	—	—	—	—	—	—
Ghost-Eye Folk	–2 in.	—	–5 lbs.	—	—	—	×2	×2	×2	×2	×2
Elf Blood†	+/- (1/4 difference)	—	+/- (1/4 difference)	—	—	—	×2	×3	×3	×3	×3
Orc Blood†	+/- (1/4 difference)	—	+/- (1/4 difference)	—	—	—	—	—	—	—	—

* To generate the character's weight, roll the dice listed and multiply the result by the *height roll* (including Strength modifier) before adding to the base weight.

** A venerable character has a maximum age equal to his species' starting age in the venerable category + 3d10. Should the point at which a character naturally dies of old age become relevant, the GC secretly makes this roll.

† When a character possesses this feat, the listed modifiers are applied to his height, weight, and the upper end of each of his age categories. In the cases of height and weight, the character generates one height and weight value for each of his species and applies 1/4 the difference between those values, rounded down, as a positive or negative modifier to the (dominant) Talent species. If the Talent species value is higher than that of the feat species, the modifier is negative; otherwise, it's positive.

Example: A male pech starts play with the Orc Blood feat. He generates height values of 34 for pech and 67 for orc. The difference is 33 and 1/4 of this is 8. This is applied to the pech height for a total height of 42 in. He generates weight values of 200 lbs. and 540 lbs. for orc. The difference is 340 and 1/4 of this is 85. This is applied to the pech weight for a total weight of 285 lbs.

SPECIALTIES

The following Specialties are suitable for natives of any fantasy era. For more about Specialties, see page 17 of the *Spycraft 2.0 Rulebook*.

Adventurer: You're the classic loveable vagabond. You chart your own course, exploring tombs and rescuing damsels (or gentlemen) in distress as the whim takes you. Whether you're in it for the lifestyle, the pay off, or the thrill, you live life to the absolute fullest.

- Bonus Feat: Mother Hen.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- During the Intel Phase, you may hold 4 additional Common Items in reserve.
- You gain a +1 morale bonus with action die results. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Archer: You've made a living by your skill with the bow, either as a hunter or a warrior.

- Bonus Feat: Bullseye.
- You gain the Exotic (Hurled) weapon proficiency and corresponding forte.
- You gain the *camouflaged* NPC quality for 1 terrain type. You may re-choose this terrain type each time you gain a Career Level (though you still only gain this benefit in 1 terrain type).
- Your Possessions include 1 additional Caliber I or II bow of your choice. Further, you gain 2 free upgrades for this weapon.
- Each time you make a successful hurled attack that inflicts lethal damage on a standard character or standard animal, you may inflict 1 additional point of lethal damage. This bonus damage increases by an additional 1 at Career Levels 5, 10, 15, and 20.

Fencer: You've made a bit of a reputation for yourself with your remarkable footwork and swordplay.

- Bonus Feat: Fencing Basics.
- You gain the Edged weapon proficiency and forte.
- Your Speed increases by 5 ft.
- Your Possessions include 1 additional rapier and plastron. You also gain 2 additional upgrades which may only be applied to these items.
- You gain a +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Lore Keeper: You collect lost wisdom from all corners of the world.

Requirement: High magic campaign quality.

- Bonus Feat: Choose 1 High Magic feat.
- You're considered to have 1 additional High Magic feat when determining the effects of any ability that's based on the number of High Magic feats you possess.

- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

- Each time you gain 1 or more ranks in the Profession skill, you also gain an equal number of ranks in the Investigation skill. This may not increase your Investigation skill beyond its maximum rank.

Prospector: You venture out into the wilds and stake your claim on the basic resources upon which civilizations are built. When you get back, you sell the rights, have a drink or two, and maybe start a brawl.

- Bonus Feat: Hammer Basics.
- You gain the Science (Chemistry) skill focus.
- You gain a +2 bonus with Request checks made to gain Security picks. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Drive and Search checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Vanguard: You're an elite guardian of your cause, determined to protect its good name from all challenges.

Requirements: Nonhuman Talent.

- Bonus Feat: Tactical Advantage.
- You're considered to have 1 additional Basic Combat feat when determining the effects of any ability that's based on the number of Basic Combat feats you possess.
- You gain a +2 morale bonus to your Defense and all saving throws when 2 or more adjacent characters share your Talent.
- Each time you gain 1 or more ranks in the Resolve skill, you also gain an equal number of ranks in the Networking skill. This may not increase your Networking skill beyond its maximum rank.

Warden: You patrol the fringes of civilization to ensure nothing unexpectedly sneaks up on your folk.

- Bonus Feat: Driving Instincts.
- You're considered to have 1 additional Chase feat when determining the effects of any ability that's based on the number of Chase feats you possess.
- Your base Defense increases by 1.
- You gain a +2 insight bonus with skill checks made as part of a manhunt Dramatic Conflict. This bonus increases by an additional +1 at Career Levels 6, 12, and 18.
- Each time you gain 1 or more ranks in the Search skill, you also gain an equal number of ranks in the Survival skill. This may not increase your Survival skill beyond its maximum rank.

MASTER CLASSES

The pinnacle of specialization for *Spycraft* characters, master classes have steep entry requirements but offer unique class abilities fitting extremely focused themes. Many master classes are associated with a specific group or other highly selective form of training. Likewise, master classes let nonhuman characters refine their natural abilities or overcome their natural weaknesses. Their requirements often include Species feats, as a character must be truly committed to exploring his heritage before training with the most formidable of his kin. A character may take levels in only one master class, however, so the choice to pursue the limits of one's species may come at the cost of other specialized expertise.

LEGENDARY DWARF

Born for the Earth and destined to return to it one day, the Legendary Dwarf is an unstoppable, indestructible icon. Once he sets himself to a task, it *will* be done, and done thoroughly. To achieve this, the dwarf prepares carefully for every task, creating the best tools possible for every challenge he faces.

Attributes: The Legendary Dwarf tests himself against forces and opposition that would annihilate less doughty souls and so his most vital attributes provide resistance to assaults both physical (Constitution) and mental (Wisdom).

Vitality: 1d10 + Con modifier per level

REQUIREMENTS

Origin: Dwarf

Proficiency: Edged

Science: 10+ ranks

Feats: Great Fortitude, Mother Hen

CLASS SKILLS

The Legendary Dwarf's class skills are Analysis, Athletics, Bureaucracy, Mechanics, Notice, Profession, Resolve, Science, and Streetwise.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become Legendary Dwarf class skills for you.

Skill Points at Each Additional Level: 6 + Int modifier

CLASS ABILITIES

Foundation Stone: You would endure anything for your kin. At Level 1 your maximum vitality points increase by your Career level × the current mission's Caliber (e.g. during a Caliber III mission when you are Career Level 13, you gain an additional 39 vitality points).

With My Own Hands I: Your expert craftsmanship keeps your companions equipped with the tools they need most. At Level 1, at the beginning of each mission, you and each of your teammates gain the Favored Gear feat as a temporary feat until the end of the current mission.



ORIGIN OF THE SPECIES: CLASSIC FANTASY

TABLE 3: THE LEGENDARY DWARF

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+1	+2	+0	+1	+1	+0	1	1S	Foundation stone, with my own hands I
2	+2	+3	+0	+2	+1	+0	2	1S	Forewarned, forearmed
3	+3	+3	+1	+2	+2	+1	2	1S, 1R	A life of merit +10
4	+4	+4	+1	+2	+2	+1	2	1S, 1R	Living legend, with my own hands II
5	+5	+4	+1	+3	+3	+1	3	2S, 1R	Bedrock

With My Own Hands II: At Level 4, at the beginning of each mission, you and each of your teammates also gain the Signature Gear feat as a temporary feat until the end of the current mission.

Forewarned, Forearmed: At Level 2, your Possessions include an additional number of upgrades equal to your class level + your Wisdom modifier (minimum 1). These upgrades may be applied to any of your Possessions, regardless of gear category.

A Life of Merit: Your focus and dedication have earned you the respect of your people. At Level 3, your maximum rank with the skill whose maximum rank increased as part of your Dwarf Talent increases to your Career Level + 10. This benefit replaces your Talent's benefit and is *not* cumulative with any other effect that increases your maximum rank with the chosen skill.

Living Legend: At Level 4, your starting action dice increase by 1.

Bedrock: Your perseverance is the very foundation upon which empires are built. At Level 5, your Constitution score rises by 2 and your Wisdom score rises by 5.

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* class ability and some of these feats involve radical physical transformations (e.g. the Falcon Nation feat grants an elf a pair of wings). With GC approval, the *epitome* ability may also allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Control should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside missions and therefore most regular play. In settings where such events are exceedingly rare, the GC may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

LEGENDARY ELF

The Legendary Elf is an enlightened, graceful warrior. His poise and experience help him achieve unrivaled mastery in his current pursuits, which are limited only by his ambition.

Attributes: Each Legendary Elf chooses his own path, demanding a broad range of attribute benefits.

Vitality: 1d12 + Con modifier per level

REQUIREMENTS

Origin: Elf

Survival: 4+ ranks

Feats: Advanced Skill Mastery (any 1), Unearthly Splendor

CLASS SKILLS

The Legendary Elf's class skills are Acrobatics, Drive, Notice, Profession, Stealth, and Survival.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become Legendary Elf class skills for you.

Skill Points at Each Additional Level: 4 + Int modifier

CLASS ABILITIES

Dabbler: At Levels 1 and 4, you may choose up to 10 different skills in which you possess less than 5 ranks. You gain 1 rank in each of these skills.

Elf Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, left). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Advanced Skill feat.

Excellence: At Level 2, your highest attribute score increases by 2.

Fortunes of War II: Through a combination of luck and skill, you shrug off most minor harm. At Level 3, you gain 2 points of damage reduction (DR 2/—). Further, as a free action, you may double the DR granted by this ability for 1 full round. You may boost your DR in this fashion a number of times per session equal to your starting action dice.

If you already possess *fortunes of war II* or better from other classes, the base damage reduction gained from all these abilities stack (e.g. if you gain this feat and already possess the *fortunes of war II* ability, you gain 4 points of damage reduction).

Living Legend: At Level 4, your starting action dice increase by 1.

1,000 Years: You have all the time you could ever need to master whatever knacks interest you. At Level 5, you gain 3 additional feats from any single feat tree of your choice. You may ignore Allegiance prerequisites when selecting these feats.

LEGENDARY ORC

Drenched in blood and anointed by battle, the Legendary Orc rises through the ranks of his dreadful kind to become an icon of war — not simply in battle but in all things that serve the black-blood hordes. He marshals the fury of many to serve the goals of all, and in this he grows beyond the demands of a simple warrior to become a fiercely dedicated leader and celebrated hero of his people.

Attributes: The Legendary Orc commands the respect of his kind with cunning force. While Strength is prized, Charisma is king for the would-be war-chief.

Vitality: 1d12 + Con modifier per level

REQUIREMENTS

Origin: Orc

Charisma: 13+

Intimidate: 10+ ranks

Tactics: 4+ ranks

Feats: Berserker Basics, any 1 Basic Combat feat

CLASS SKILLS

The Legendary Orc's class skills are Athletics, Intimidate, Notice, Profession, Resolve, and Tactics.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become Legendary Orc class skills for you.

Skill Points at Each Additional Level: 4 + Int modifier

CLASS ABILITIES

Kill the Weak: At Level 1, each time you kill an opponent who has attacked you at least once during the current combat, you gain 1 bonus d6 action die. All unused bonus dice gained from this ability are discarded at the end of the current combat. This ability may be used a number of times per combat equal to your class level + your Charisma modifier (minimum 1).

Orc Epitome: You display many of the most renowned traits of your kind. At Levels 1 and 4, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, page 10). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 additional Advanced Skill feat.

Stain the Soil: When rage consumes you, nothing stands in your way. At Level 2, while you're in a berserker rage (see the *Berserker Basics* feat on page 183 of the *Spycraft 2.0 Rulebook*), your base Fortitude save bonus, base Reflex save bonus, base Will save bonus, and base Defense bonuses each increase by an amount equal to your Charisma modifier (minimum +1).

Master of the Lash: You've learned the secret of the lash — that it's not the pain that grants you power but the fear it leaves behind. At Level 3, your Intimidate skill grants a synergy bonus with all your Tactics skill checks. Further, your maximum rank in the Intimidate skill increases to your Career Level + 8. These benefits replace your Talent's effect on the Intimidate skill and are *not* cumulative with any other effect that increases your maximum Intimidate rank.

Living Legend: At Level 4, your starting action dice increase by 1.

Rise of the War Chief: You embody the greatest might and true threat of the Orc race. At Level 5, your Strength score rises by 2 and your Charisma score rises by 5.

TABLE 4: THE LEGENDARY ELF

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+1	+1	+2	+0	+1	+0	2	—	Dabbler, elf epitome
2	+2	+2	+3	+0	+1	+0	3	1W	Excellence +2
3	+3	+2	+3	+1	+2	+1	3	1W	Fortunes of war II
4	+4	+2	+4	+1	+2	+1	4	1W, 1G	Dabbler, living legend
5	+5	+3	+4	+1	+3	+1	4	1W, 1G	1,000 years

TABLE 5: THE LEGENDARY ORC

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+1	+1	+0	+1	+1	+2	0	1W	Kill the weak, orc epitome
2	+2	+2	+0	+2	+1	+3	0	1W	Stain the soil
3	+3	+2	+1	+2	+2	+4	1	1W, 1R	Master of the lash +8
4	+4	+2	+1	+2	+2	+5	1	1W, 1R	Living legend, orc epitome
5	+5	+3	+1	+3	+3	+5	1	2W, 1R	Rise of the war chief

LEGENDARY PECH

Pechs are assumed to lead comfortable lives through tireless devotion to simple crafts, and this is commonly true. A few Pech, however, defy this humble origin to become champions of the community. These brave few stand firm against incredible foes to secure the safety and wellbeing of their fellows and the new friends they make along the way.

Attributes: The Legendary Pech is a marvel of stealth and guile. Dexterity score rises above all other attributes for him.

Vitality: 1d10 + Con modifier per level

REQUIREMENTS

Origin: Pech

Resolve: 4+ ranks

Sneak: 10+ ranks

Feats: Fortunate, Ghost Basics

CLASS SKILLS

The Legendary Pech's class skills are Athletics, Blend, Bluff, Cultures, Impress, Investigation, Manipulate, Networking, Notice, Resolve, Search, and Sneak.

Skill Points at Each Additional Level: 6 + Int modifier

CLASS ABILITIES

Ghost Mastery: At Level 1, you gain the Ghost Mastery feat.

"This is My Story...": At Level 1, your base Defense increases by the number of action dice you currently possess (to a maximum increase equal to your starting action dice).

A Lively Tale: At Level 2, after rolling 1 or more action dice to boost a check result, saving throw result, or damage roll, you may replace the value shown on the single lowest action die with your Dexterity modifier (before any other modifiers are applied to the action die's result).

Twists and Turns: At Level 3, your Chance, Covert, and Species feats count as both Covert *and* Chance feats when determining the effects of any ability, prerequisite, or requirement based on the number of Chance or Covert feats you possess.

Ghost Supremacy: At Level 4, you gain the Ghost Supremacy feat.

Narrow Escapes: At Level 4, your maximum vitality points increase by your ranks in Resolve and your Dexterity score rises by 1.

"...And Every Word is True": The greater the challenge, the taller you must stand to meet it. At Level 5, your starting action dice increase by the mission's current Caliber, minimum 2 (e.g. during a Caliber III mission, your starting action dice increase by 3).

SPECIES FEATS

This feat tree allows characters to take advantage of their race's unique physiology or mindset. Many Species feats have a "Level 1 only" prerequisite, particularly if they grant the character significant physical differences from standard members of his species or indicate that he comes from a particular ethnic subgroup of the race.

Favored Classes: Some Species Feats expand a nonhuman character's list of favored classes. Because this benefit can have tremendous impact on character creation, any additional favored classes a Species Feat provides are listed in the quick reference summary (see page 13). Some of these additional classes may be unfamiliar. The Fixer and Martial Artist are introduced in the *World on Fire* campaign guide and the Fixer also appears in *Ten-Thousand Bullets*, along with the Lawman, Thief, and Thug. The Captain and Priest will appear in *Fantasy Craft*.

Supernatural Benefits: Some feats have a Special entry indicating that the feat provides a supernatural benefit requiring GC approval. These feats may not be appropriate in some settings.

Expanded Character Options: As new *Spycraft* species are introduced, existing feats will often be made available to them. Thus, when a Species feat appears in multiple products, *all* species listed as prerequisites of *each version* of the feat may choose it. For example, the Wild Revelry feat is only available to Dwarves and Pech in this product but might be printed with a prerequisite of "Centaur" or "Satyr" in another, making the feat available to all four species.

Test Subjects: GCs may wish to expand Test Subject options by allowing players to choose a single Species feat with a prerequisite of "Career Level 1 only" in place of the Specialty's standard Great Fortitude feat (see the *Spycraft 2.0 Rulebook*, page 25). In this case, the character ignores the chosen feat's Species prerequisites and any favored classes it may provide. Not every feat's mechanical benefits will be compatible with human physiology and abilities, so this option should be considered carefully to determine if the resulting character is actually workable in play.

NPC Design: NPCs with the *feat* quality may only choose Species feats if they meet all of each chosen feat's racial prerequisites.



TABLE 6: THE LEGENDARY PECH

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+0	+1	+2	+2	+0	+1	1	—	Ghost Mastery, "this is my story..."
2	+1	+2	+3	+3	+1	+1	2	1S	A lively tale
3	+2	+2	+3	+3	+1	+2	2	1S	Twists and turns
4	+3	+2	+4	+4	+2	+2	2	1S, 1T	Ghost Supremacy, Narrow escapes
5	+3	+3	+4	+4	+2	+3	3	1S, 1T	"...And every word is true"

ORIGIN OF THE SPECIES: CLASSIC FANTASY

TABLE 7: FEATS BY SPECIES

Species/Feat	Prerequisite	Favored Class
<i>General</i>	—	—
Elf Blood	Career Level 1 only, any non-Elf	—
"Make Me a Stone"	Career Level 6+, Constitution 21+	—
Orc Blood	Career Level 1 only, any non-Orc	—
<i>Dwarf</i>	—	Advocate and Intruder
Cliff-Born	Career Level 1 only	Captain
Cliff-Clan	Career Level 3+	—
Deep-Born	Career Level 1 only	Sleuth
Abide in Darkness	<i>Shadow-vision, high magic</i>	—
Deep-Clan	Career Level 3+	—
Dune-Born	Career Level 1 only	Intruder
Dune-Clan	Career Level 3+	Thief
Hill-Born	Career Level 1 only	Explorer
Hill-Clan	Career Level 3+	—
Jewel-Born	Career Level 1 only	Fixer
Jewel-Clan	Career Level 3+	—
Lava-Born	Career Level 1 only	Scout
Lava-Clan	Career Level 3+	—
Lore of the Stones	<i>High magic</i>	Channeler, Conjuror, Preserver, or Seer
"Make Me a Stone"	Career Level 6+, Great Fortitude	—
Mountain-Born	Career Level 1 only	Martial Artist
Mountain-Clan	Career Level 3+	—
Paragon of the Species	—	—
Slightly Immortal*	Career Level 6+	—
Wild Revelry	Career Level 3+	—
<i>Elf</i>	—	Pointman and Scout
Bear Nation	Career Level 1 only, Exotic (Edged) proficiency and forte	Soldier
Bear Noble	Career Level 3+	—
Bison Nation	Career Level 1 only	Priest
Bison Noble	Career Level 3+	—
Dolphin Nation	Career Level 1 only	Advocate
Dolphin Noble	Career Level 3+	—
Falcon Nation	Career Level 1 only	Lawman
Falcon Noble	Career Level 3+	—
Hart Nation	Career Level 1 only, Exotic (Hurled) proficiency and forte	Captain
Hart Noble	Career Level 3+	—
Horse Nation	Career Level 1 only, Exotic (Edged) proficiency, Drive (Mount) focus	Wheelman
Horse Noble	Career Level 3+	—
Lore of the Stars	<i>High magic</i>	Any Caster
Owl Nation	Career Level 1 only	Scientist
Owl Noble	Career Level 3+	—
Paragon of the Species	—	—
Raven Nation	Career Level 1 only, Edged proficiency and forte	Sleuth
Raven Noble	Career Level 3+	—
Scorpion Nation	Career Level 1 only, Exotic (Blunt) proficiency and forte	Explorer
Scorpion Noble	Career Level 3+	Soldier
Slightly Immortal*	Career Level 6+	—

* This feat grants supernatural benefits and requires GC permission.

ABIDE IN DARKNESS

Your exposure to the roots of the world makes you resistant to lesser magic.

Prerequisites: *Shadow-vision* NPC quality, *high magic* campaign quality.

Benefit: You gain an amount of Spell Resistance equal to 10 + your Career Level + your starting action dice. This Spell Resistance decreases by 4 in moderate light and by 10 in bright light or direct sunlight (to a minimum of 0).

TABLE 7: FEATS BY SPECIES (CONT.)

Species/Feat	Prerequisite	Favored Class
<i>Elf (Continued)</i>	—	—
Spider Nation	Career Level 1 only, Exotic (Hurled) proficiency	Faceman
Abide in Darkness	<i>Shadow-vision, high magic</i>	—
Spider Noble*	Career Level 3+	—
Swan Nation	Career Level 1 only	Fixer
Swan Noble	Career Level 3+	—
Tiger Nation	Career Level 1 only, Unarmed proficiency and forte	Martial Artist
Tiger Noble	Career Level 3+	—
Turtle Nation	Career Level 1 only	Intruder
Turtle Noble	Career Level 3+	—
Unearthly Splendor	<i>Fey</i> , Cha 15+	—
Wolf Nation	Career Level 1 only, Edged proficiency and forte	Thug
Wolf Noble	Career Level 3+	—
<i>Orc</i>	—	Intruder or Soldier
Eastern Horde	Career Level 1 only	Explorer and Lawman
Great Horde	Career Level 1 only	Captain and Pointman
Lore of the Bones	<i>High magic</i>	Channeler, Reaper, Summoner, or Trickster
Northern Horde	Career Level 1 only, Exotic (Hurled) proficiency	Scout and Thief
Abide in Darkness	<i>Shadow-vision, high magic</i>	—
Paragon of the Species	—	—
Southern Horde	Career Level 1 only	Scientist and Sleuth
Western Horde	Career Level 1 only	Thug and Wheelman
<i>Pech</i>	—	—
Cool-River Folk	Career Level 1 only	—
Cool-River Swimmer	Career Level 3+	—
Drift-Wind Folk	Career Level 1 only	—
Drift-Wind Nomad	Career Level 3+	—
First-Light Folk	Career Level 1 only	—
First-Light Traveler	Career Level 3+	—
Ghost-Eye Folk	Career Level 1 only	—
Ghost-Eye Mystic	Career Level 3+	—
Paragon of the Species	—	—
Quick-Finger Folk	Career Level 1 only	—
Quick-Finger Tinker	Career Level 3+	—
Wild Revelry	Career Level 3+	—

* This feat grants supernatural benefits and requires GC permission.

BEAR NATION

Sturdy, fierce, and native to the coldest climes, the snow elves of the Bear Nations are skilled warriors and hunters by harsh necessity.

Prerequisites: Career Level 1 only, Elf, Exotic (Edged) proficiency and forte.

Benefit: Your Constitution score rises by 1 and you gain an amount of cold resistance equal to double your starting action dice. Further, Soldier becomes a favored class for you (*see page 12*). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Survival and your base threat range with Survival becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

BEAR NOBLE

The veteran warriors of the Bear Nations fight like explosive dervishes. Their style is a whirling, overwhelming display learned from centuries of bitter winter storms.

Prerequisites: Career Level 3+, Bear Nation.

Benefit: Each time you hit an opponent with a two-handed melee weapon, his Initiative Count decreases by 2 in addition to the normal results. Further, you may ignore the base attack bonus prerequisites of the Berserker Mastery and Berserker Supremacy feats. Finally, the skill benefits of your Bear Nation feat also apply to your Sneak skill.

BISON NATION

Close to the land and simple of needs, the painted elves are perhaps the most spiritual of their people.

Prerequisites: Career Level 1 only, Elf.

Benefit: You lose the *burden of ages* NPC quality and you may ignore the Tactics ranks prerequisites of the Ambush Mastery and Ambush Supremacy feats. Further, Priest becomes a favored class for you (*see page 12*). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Survival and your base threat range with Survival becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

BISON NOBLE

Bison war bands are swift and certain, unpredictable and deadly.

Prerequisites: Career Level 3+, Bison Nation.

Benefit: Your overland travel rates are determined as if your Speed were 10 ft. higher and you take exactly 1 point per die instead of rolling when you suffer subdual damage from any Athletics/Forced March or Athletics/Speed Push check. Further, your base Fortitude save increases by +2. Finally, the skill benefits of your Bison Nation feat also apply to your Tactics skill.

CLIFF-BORN

The rocks and sea clash constantly along every coastline of the world. Dwarves born among such sea-cliffs are comfortable around water in ways none of their kinsmen can fathom.

Prerequisites: Level 1 only, Dwarf.

Benefit: You may make Athletics/Swim checks. Further, Captain becomes a favored class for you (*see page 12*). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Analysis and your base threat range with Analysis becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

CLIFF-CLAN

The waves have delivered you to many distant ports.

Prerequisites: Career Level 3+, Cliff-Born.

Benefit: You gain 3 additional associate-grade contacts. The grades of these contacts cannot improve by any means. Further, the skill benefits of your Cliff-Born feat also apply to your Tactics skill.

COOL-RIVER FOLK

Tall and able, the Cool-River folk are the most likely of any pech to be mistaken for young humans.

Prerequisites: Level 1 only, Pech.

Benefit: The lower of your Strength or Constitution scores rises by 2 (your choice in the case of a tie). Further, if your Specialty is Sailor, you gain that Specialty's bonus feat. Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Athletics and your base threat range with Athletics becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

COOL-RIVER SWIMMER

No one lives alongside the riverbank for long without getting wet!

Prerequisites: Career Level 3+, Cool-River Folk.

Benefit: Your swimming Speed increases by 10 ft. and you're always considered to have held your breath when making suffocation checks. Further, the skill benefits of your Cool-River Folk feat also apply to your Sneak skill.

DEEP-BORN

Deep within the Earth are massive stones that will never see the light of day... and do not miss it.

Prerequisites: Level 1 only, Dwarf.

Benefit: You gain the *light sensitivity* and *shadow-vision* NPC qualities (*see page 21*). Further, Sleuth becomes a favored class for you (*see page 12*). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Science and your base threat range with Science becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

DEEP-CLAN

The craft-masters of the deepholds have taught you well.

Prerequisites: Career Level 3+, Deep-Born.

Benefit: You gain 3 additional Science focuses or fortes. Further, the skill benefits of your Deep-Born feat also apply to your Profession skill.

DOLPHIN NATION

Also known as sea elves, these tribes of aquatic fey have adapted to the deepest waters. While friendly, their ways and customs are often disturbing to the people of dry land.

Prerequisites: Career Level 1 only, Elf.

Benefit: You gain the *low-light vision* NPC quality and your nature changes to semi-human. Further, Advocate becomes a favored class for you (*see page 12*). Finally, your base swimming Speed becomes 40 ft. and you may breathe freely in air or water, suffering no penalties for being submerged. However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 1 grade.

DOLPHIN NOBLE

The sea elves' elite are as captivating and tempestuous as the waters in which they reside. Some venture onto land, while others become permanent residents of the waves.

Prerequisites: Career Level 3+, Dolphin Nation.

Benefit: The disposition toward you of characters who don't share your native culture and know your Talent is no longer worsened. Further, you may ignore requirements when choosing the In Too Deep, Seal the Deal, and Show of Good Faith Strategies during a seduction.

Finally, beginning with Career Level 4, each time you gain a level, you may choose to decrease your Wisdom score by 2 to increase your Charisma score by 2, permanently gain the *beguiling* NPC quality, and thereafter take Species feats and enter master classes as if you possess the Triton talent. You may do this only once.

DRIFT-WIND FOLK

Like seeds on the wind, Drift-Wind pech cross great distances and never seem to settle down for long.

Prerequisites: Level 1 only, Pech.

Benefit: Medicine is always a class skill for you. Further, you do not suffer the standard -4 penalty with attack checks when applying the Cheap Shot trick and attacking a Medium or larger target. Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Survival and your base threat range with Survival becomes 19-20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

DRIFT-WIND NOMAD

Toughened by their travels, experience Drift-Wind wanderers seem to pull through almost any scrape.

Prerequisites: Career Level 3+, Drift-Wind Folk.

Benefit: Your wounds are determined as if your Size is one category larger. Further, the skill benefits of your Drift-Wind Folk feat also apply to your Medicine skill.

DUNE-BORN

The shifting sands of the desert wastes give birth to dwarves who are like unto ghosts — impossible to pin down and keenly frightening.

Prerequisites: Level 1 only, Dwarf.

Benefit: You gain the *camouflaged (desert)* NPC quality and take exactly 1 point per die instead of rolling when suffering subdual damage from any Athletics/Forced March check. Further, Intruder becomes a favored class for you (see page 12). Finally, each time an opponent declares an attack targeting you, his Initiative Count decreases by your Charisma modifier *before* he makes the attack (minimum 1). His attack instead takes place during the adjusted Initiative Count.

DUNE-CLAN

Like a ghost of the blight, you strike silently and appear unkillable.

Prerequisites: Career Level 3+, Dune-Born.

Benefit: You're considered to have 1 additional Covert feat for the purpose of any ability, prerequisite, or requirement based on the number of Covert feats you possess. Further, Thief becomes a favored class for you (see page 12). Finally, your *thick hide* NPC quality increases by 1.

EASTERN HORDE

Unafraid of the dawning sun, the Skull tribes can strike anywhere at any time.

Prerequisites: Level 1 only, Orc.

Benefit: You lose the *light sensitivity* NPC quality and take exactly 1 point per die instead of rolling when suffering subdual damage from any Athletics/Forced March or Athletics/Speed Push check. Further, Explorer and Lawman become favored classes for you (see page 12). Finally, you may ignore the base attack bonus prerequisites of the CQB Basics, CQB Mastery, and CQB Supremacy feats.



ELF BLOOD

The ancient blood of elves flows through your veins, granting you some measure of their grace. Humans with this feat are often called 'half-elves.'

Prerequisites: Career Level 1 only, any non-Elf.

Benefit: Your Wisdom score rises by 1, your base Speed increases by 5 ft., and you gain the *light sleeper* NPC quality. Further, you may requisition gear and choose Species Feats as if you possess the Elf Talent.

Finally, beginning with Career Level 4, each time you gain a level, you may choose to decrease your Constitution score by 2 to increase your Wisdom score by an additional 2 (for a total increase of 3) and permanently gain both the *fey* and *improved hearing* NPC qualities. You may do this only once.

Special: When you choose this feat, you may permanently decrease any one of your attributes by 2 to *also* gain any 1 Species Feat with prerequisites of both 'Career Level 1 only' and 'Elf.' You must still meet all of the feat's other prerequisites before selecting it.

FALCON NATION

Blessed by the sun, the Falcons are a nation of winged elves. Unfortunately, their neighborly dealings tend to be less than stellar and frequently force them to defend themselves.

Prerequisites: Career Level 1 only, Elf.

Benefit: You gain the *hollow bones* and *winged flight* (40 ft.) NPC qualities, and your nature changes to semi-human. Further, Lawman becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Acrobatics and your base threat range with Acrobatics becomes 19–20. However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 1 grade.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

FALCON NOBLE

The Falcon Nation's bravest close with foes to crush them personally.

Prerequisites: Career Level 3+, Falcon Nation.

Benefit: You lose the *hollow bones* NPC quality and your Acceleration and Turning Ratings each increase by 1 when you're flying. Further, the skill benefits of your Falcon Nation feat also apply to your Notice skill.

FIRST-LIGHT FOLK

Like the first rays of morning, these pech fearlessly fling themselves toward the unknown.

Prerequisites: Level 1 only, Pech.

Benefit: You gain the *fearless III* NPC quality and you may hold any number of Common Items in reserve. Further, your Career level is considered to be 3 higher when meeting the prerequisites of any Chance feat. However, at the start of each session, the GC gains 1 extra action die that may only be spent to activate an error you suffer when making an attack or skill check.

FIRST-LIGHT TRAVELER

In their many journeys, the first-light pech pick up many clever tricks.

Prerequisites: Career Level 3+, First-Light Folk.

Benefit: Your Wisdom and Charisma scores each rise by 1. Further, you gain a bonus with all your Gear checks equal to your current number of action dice.

GHOST-EYE FOLK

Secretive and downright spooky, the Ghost-Eyes keep to themselves.

Prerequisites: Level 1 only, Pech.

Benefit: You gain the *fey* NPC quality and a +1 bonus with all melee attacks against characters larger than yourself. Further, your base Speed increases by 5 ft. Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Profession and your base threat range with Profession becomes 19–20. However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 1 grade.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

GHOST-EYE MYSTIC

Often accused of evil influence, the Ghost-Eyes quickly learn to make themselves scarce.

Prerequisites: Career Level 3+, Ghost-Eye Folk.

Benefit: The lower of your Intelligence or Wisdom scores rises by 1 (your choice in the case of a tie). Further, the skill benefits of your Ghost-Eye Folk feat also apply to your Sneak skill.

GREAT HORDE

The Blood Orcs stand at the center, the very heart of the black-blood armies.

Prerequisites: Level 1 only, Orc.

Benefit: You gain 1 additional associate-grade contact who possesses the Orc Talent. You also gain the *fearless II* NPC quality (which replaces your Talent's *fearless I* quality). Further, Captain and Pointman become favored classes for you (see page 12). Finally, you may ignore the Base Attack Bonus prerequisites of the Berserker Basics, Berserker Mastery, and Berserker Supremacy feats.

HART NATION

Despite being exceptionally elusive in their own territories, the wood elves of the Hart Nations are perhaps the most outgoing and best known of the elven peoples.

Prerequisites: Career Level 1 only, Elf, Exotic (Hurled) proficiency and forte.

Benefit: Your Dexterity score rises by 2, but your Intelligence score drops by 2. Further, Captain becomes a favored class for you (see page 12). Finally, you gain Ghost Basics as a virtual feat while in any forest, plains, or swamp terrain (see the *Spycraft 2.0 Rulebook*, page 171).

HART NOBLE

Patrolling the edge of their lands, Hart archers know best how to make intruders feel unwelcome.

Prerequisites: Career Level 3+, Hart Nation.

Benefit: Each time you hit an opponent with a two-handed hurled weapon, his Initiative Count decreases by 2 in addition to the normal results. Further, your Ranged Combat and Species feats count as Covert feats when determining the effects of any ability, prerequisite, or requirement based on the number of Covert feats you possess. Finally, you gain Ghost Mastery as a virtual feat while in any forest, plains, or swamp terrain (see the *Spycraft 2.0 Rulebook*, page 171).

HILL-BORN

Not every stone is buried deep in the Earth; Hill-Born dwarves make their homes above ground, making them the most approachable of their kind, both physically and socially.

Prerequisites: Level 1 only, Dwarf.

Benefit: You take exactly 1 point per die instead of rolling when suffering subdual damage from any Athletics/Forced March or Athletics/Power Lifting check. Further, Explorer becomes a favored class for you (*see page 12*). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Streetwise and your base threat range with Streetwise becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have “any 1 Basic Skill feat” as a prerequisite.

HILL-CLAN

You’ve shared meals and conversations in many exotic lands.

Prerequisites: Career Level 3+, Hill-Born.

Benefit: You may improve any 1 of your contacts by 1 grade and gain 2 additional Cultures focuses. Finally, the skill benefits of your Hill-Born feat also apply to your Drive skill.

HORSE NATION

The riders of the Horse Nation are physically the largest of all elves. They spend their long lives raising and fighting atop magnificent steeds, sweeping across the vast plains like a summer thunderstorm.

Prerequisites: Career Level 1 only, Elf, Exotic (Edged) proficiency, Drive (Mounts) focus.

Benefit: You and each mount that is part of your Possessions gain an amount of electrical resistance equal to your starting action dice, as well as the *extra stability* NPC quality. Further, Wheelman becomes a favored class for you (*see page 12*). Finally, you gain Daredevil as a virtual feat while mounted (*see Spycraft 2.0, page 171*).

HORSE NOBLE

The bloodlines of elven steeds are the nation’s legacy, birthright, and most prized treasure. Only the most revered members of the Horse Nation are entrusted with protecting them.

Prerequisites: Level 3+, Horse Nation.

Benefit: Your attacks with spears inflict +2 damage. Further, each time you inflict lethal damage with a melee or unarmed attack, you may choose inflict an additional 4 points of electrical damage on the target. Finally, each mount that is part of your Possessions gains a bonus to all its attributes equal to your starting action dice. This may cause the mount’s Intelligence to exceed the normal limit for an animal.

JEWEL-BORN

The First Dwarf spread tears of joy through the vaults of the world, and from those tears sprang the most comely of his descendants.

Prerequisites: Level 1 only, Dwarf.

Benefit: Your Charisma score rises by 2, but your Strength score decreases by 1. Further, Fixer becomes a favored class for you (*see page 12*). Finally, you gain a +1 bonus to your Spending Cash.

JEWEL-CLAN

The vaults of your clan are filled with all the treasures of the earth.

Prerequisites: Career Level 3+, Jewel-Born.

Benefit: You gain a +1 bonus to your Lifestyle and a +4 bonus to your Spending Cash.

LAVA-BORN

You hail from the fiery depths of the world, where the stones glow with the heat of the First Dwarf’s forge.

Prerequisites: Level 1 only, Dwarf.

Benefit: You gain an amount of fire and heat resistance equal to twice your starting action dice. Further, Scout becomes a favored class for you (*see page 12*). Finally, each time you inflict lethal damage with a melee or unarmed attack, you may choose inflict an additional 4 points of heat damage on the target.

LAVA-CLAN

Flowing rivers of molten stone surround your home. Sometimes, they entrust you with their secrets.

Prerequisites: Career Level 3+, Lava-Born.

Benefit: Your Speed increases by 5 ft. and you base Defense bonus increases by 1. Further, when you spend an action die to increase the damage of a melee, unarmed, or hurled attack that inflicts lethal damage, you may convert this additional damage to fire damage at no cost.

LORE OF THE BONES

There is magic inside every creature. You know. You’ve broken them open and ripped it out countless times.

Prerequisites: Orc, *high magic* campaign quality.

Benefit: You may substitute your Strength bonus for your Intelligence bonus when making Profession/Spellcasting checks a number of times per scene equal to your starting action dice. Further, you may choose the Channeler, Reaper, Summoner, or Trickster class. The chosen class becomes a favored class for you (*see page 12*).

LORE OF THE STARS

You know the secret magic of every star in the heavens.

Prerequisites: Elf, *high magic* campaign quality.

Benefit: You may substitute your Wisdom bonus for your Intelligence bonus when making Profession/Spellcasting checks a number of times per scene equal to your starting action dice. Further, you may choose one base class that grants casting levels. The chosen class becomes a favored class for you (*see page 12*).

LORE OF THE STONES

You see every stone’s hidden rune and feel the magic dwelling in all the colors of the earth.

Prerequisites: Dwarf, *high magic* campaign quality.

Benefit: You may substitute your Constitution bonus for your Intelligence bonus when making Profession/Spellcasting checks a number of times per scene equal to your starting action dice. Further, you may choose the Channeler, Conjuror, Preserver, or Seer class. The chosen class becomes a favored class for you (*see page 12*).

“MAKE ME A STONE”

This simple prayer means endurance in your culture, and it was chanted at your birth.

Prerequisites: Career Level 6+, Con 21+ (or Dwarf), Great Fortitude.

Benefit: You may take a Refresh action as a half action instead of a full action a number of times per session equal to your action dice. Further, you may spend an action die to recover wounds or vitality points as part of a Refresh action even if you were attacked during the current round. Finally, you gain a +2 bonus with all saving throws made during a dramatic scene.

MOUNTAIN-BORN

The mountain stones rise high above the rest — and sometimes crash down with killing force!

Prerequisites: Level 1 only, Dwarf.

Benefit: You may make Kick attacks and gain the *natural attack* (trample III) NPC quality. If you already possess a trample attack, its grade increases by 1 (e.g. trample III becomes trample IV). Further, Martial Artist becomes a favored class for you (see page 12).

Note: Due to the dwarves' *extra stability* NPC quality, you may trample other characters of equal or smaller Size.

MOUNTAIN-CLAN

You've mastered a rolling, tumbling, and crushing battle-style inspired by the avalanches that shake your home.

Prerequisites: Career Level 3+, Mountain-Born.

Benefit: You may make Acrobatics/Jump checks and your trample attack increases by 1 additional grade. Further, each time you suffer attribute damage, that damage decreases by 2 (minimum 1).

NORTHERN HORDE

Your war band are skirmishers, Bone Tribes sweeping through the night to remind the weak why they should fear the dark.

Prerequisites: Level 1 only, Orc, Proficiency (Exotic (Hurled)).

Benefit: Your Constitution score drops by 1 and the lower of your Dexterity or Wisdom scores rises by 2 (your choice in the case of a tie). Further, Scout and Thief become favored classes for you (see page 12). Finally, you gain the *shadow-vision* NPC quality.

ORC BLOOD

A stream of tainted orc blood floods your veins, giving you a hint of their vast vigor.

Prerequisites: Career Level 1 only, any non-Orc.

Benefit: The higher of your Strength or Constitution scores rises by 1 (your choice in the case of a tie), you gain the *fearless I* NPC quality, and your nature changes to near-human. Further, you may take Species Feats as if you possess the Orc Talent.

Finally, beginning with Career Level 4, each time you gain a level you may choose to decrease your Intelligence score by 2 to increase your Strength and Constitution scores by 1 each and permanently gain the *grueling combatant I* NPC quality. You may do this only once.

Special: When you choose this feat, you may permanently decrease any one of your attributes by 2 to *also* gain any 1 Species Feat with prerequisites of both 'Career Level 1 only' and 'Orc'. You must still meet all of the feat's other prerequisites before selecting it.

OWL NATION

The mighty Owls, favored children of the starry skies, stand aloof and alone; even other elves find them somewhat... prickly.

Prerequisites: Career Level 1 only, Elf.

Benefit: Your Intelligence score rises by 2, but your Strength score drops by 2. You also gain the *low-light vision* NPC quality. Further, Scientist becomes a favored class for you (see page 12). Finally, you gain an insight bonus with your to action die rolls equal to your Wisdom modifier. However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 2 grades.

OWL NOBLE

The most gifted of the star-elves can weave the light of the heavens into useful forms.

Prerequisites: Career Level 3+, Owl Nation.

Benefit: The lower of your Intelligence or Wisdom scores rises by 2 (your choice in the case of a tie). Further, you gain 3 additional Profession focuses or fortes.

PARAGON OF THE SPECIES

You embody all the classic features of your race and are driven to remain an example for all your kin.

Prerequisites: Dwarf, Elf, Orc, or Pech.

Benefit: The disposition toward you of any NPC who shares your Talent improves by 1 grade. Further, you may enter a master class with your Talent as a requirement at Career Level 7, ignoring all requirements except for Talent and feats. Finally, you may gain levels in up to 2 master classes if at least one of them features your Talent as a requirement.

QUICK-FINGER FOLK

Smaller and less nimble than their fellow pech, the Quick-Fingers have a knack for machinery that makes them welcome in almost any town.

Prerequisites: Level 1 only, Pech.

Benefit: Your Intelligence score rises by 2, but your Strength score drops by 2. Further, you always gain the bonus feat from your Specialty. Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Mechanics and your base threat range with Mechanics becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

QUICK-FINGER TINKER

Quick-Fingers wander the world, taking their amazing skill with them.

Prerequisites: Career Level 3+, Quick-Finger Folk.

Benefit: You gain a +1 bonus to your Possessions and Spending Cash. Further, the skill benefits of your Quick-Finger Folk feat also apply to your Profession skill.

RAVEN NATION

Gregarious and inquisitive almost to a fault, the night-elves have keen eyes and keen blades. None dare venture which is sharper.

Prerequisites: Career Level 1 only, Elf, Edged proficiency and forte.

Benefit: Each time you hit an opponent with a one-handed edged weapon, his Initiative Count decreases by 1 in addition to the normal results. Further, Sleuth becomes a favored class for you (see page 12). Finally, you may make Investigation/Canvass Area checks without paying the standard cost a number of times per mission equal to your starting action dice.

RAVEN NOBLE

Ravens often appear in the strangest of places, unbidden and unannounced.

Prerequisites: Career Level 3+, Raven Nation.

Benefit: Your Melee Combat and Species feats count as Style feats when determining the effects of any ability, prerequisite, or requirement based on the number of Style feats you possess. Further, you gain the ability to inflict 2 dice of sneak attack damage with any one-handed edged weapon.

SCORPION NATION

The dense jungle canopy shrouds the pale white cities of the Scorpion Nation. Slow to trust and vicious in combat, these bone-elves take an intensely dim view of outsiders.

Prerequisites: Career Level 1 only, Elf, Exotic (Blunt) proficiency and forte.

Benefit: Each time an opponent declares an attack targeting you, his Initiative Count decreases by your Charisma modifier *before* he makes the

attack (minimum 1). His attack instead takes place during the adjusted Initiative Count. Further, Explorer becomes a favored class for you (*see page 12*). However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 2 grades.

SCORPION NOBLE

Ruthless and determined, you're a guardian of your race's prized heritage and relics.

Prerequisites: Career Level 3+, Scorpion Nation

Benefit: Your attacks with whips inflict +3 damage. Further, Soldier becomes a favored class for you (*see page 12*). Finally, each time you kill an opponent who's attacked you at least once during the current combat, you recover 1d6 vitality. You may use this ability a number of times per combat equal to your starting action dice.

SLIGHTLY IMMORTAL

A hint of immortal blood, or perhaps sheer force of will, keeps you vital long after others your age have withered and died.

Prerequisites: Career Level 6+, Dwarf or Elf.

Benefit: You gain DR 2/special characters (i.e. this damage reduction does *not* apply to damage inflicted by player and special characters).

Special: This feat is blatantly supernatural and should only be included with GC permission.

SOUTHERN HORDE

The Fang Tribes keep the black lore of the orcs, some mysterious, some deadly.

Prerequisites: Level 1 only, Orc.

Benefit: Your Intelligence score rises by 1 and you gain 4 skill points you must apply to your Science and/or Professions skills. Further, Scientist and Sleuth becomes favored classes for you (*see page 12*). Finally, your Possessions include 3 additional doses of any 1 basic poison (you may change the poison at the start of each mission).



SPIDER NATION

The heartlands of the Spider Nations are hidden deep underground, giving solace to generations of elven families driven from the surface by chance, natural disaster, and war (sometimes even against their cousin kin). Elves of this elusive strain tend to have either very pale or very dark complexions, with pitiless demeanors and sinister reputations.

Prerequisites: Career Level 1 only, Elf, Exotic (Hurler) proficiency.

Benefit: You gain the *light sensitivity* and *shadow-vision* NPC qualities (see page 21), and your Possessions include 3 additional doses of any 1 basic poison (you may change the poison at the start of each mission). Further, Faceman becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Profession and your base threat range with Profession becomes 19–20. However, the disposition toward you of any character who doesn't share your native culture and is aware of your Talent worsens by 1 grade.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

SPIDER NOBLE

Certain subterranean elves possess formidable magic gained from prolonged exposure to eldritch forces flowing far beneath the land.

Prerequisites: Career Level 3+, Spider Nation.

Benefit: The lower of your Intelligence or Charisma scores rises by 1 (your choice in the case of a tie). Further, the skill benefits of your Spider Nation feat also apply to your Sneak skill.

Finally, beginning with Career Level 4, each time you gain a level you may choose to decrease your Charisma score by 2 in order for your lower trunk and legs to metamorphose into those of a massive spider. In this case your type becomes *Large (2x2) multi-pedal fey* (though you continue to use Medium-scale melee weapons), your Speed increases by 10 ft., and the DC of all your Athletics/Climb checks decreases to 1/2 standard (rounded up). You may do this only once.

Special: This transformative portion of this feat is blatantly supernatural and should only be included with GC permission.

SWAN NATION

Blessed by the moon, the graceful Swans are a second group of winged elves relying more on social acumen than military tactics.

Prerequisites: Career Level 1 only, Elf.

Benefit: You gain the *hollow bones* and *winged flight* (40 ft.) NPC qualities and your nature becomes semi-human. Further, Fixer becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Impress and your base threat range with Impress becomes 19–20. However, your base walking Speed decreases by 10 ft. and your number of starting weapon proficiencies decreases by 2.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

SWAN NOBLE

The most skilled Swans effortlessly ride the wind.

Prerequisites: Career Level 3+, Swan Nation.

Benefit: Your Acceleration and Turning Ratings while flying each increase by 1 and you no longer suffer subdual damage from flying or hovering (though you still cannot recover from subdual damage while aloft). Further, the skill benefits of your Swan Nation feat also apply to your Sneak skill.

TIGER NATION

Possessed of the unique serenity that comes from knowing you can destroy your enemies at any time, the lotus elves are consummate predators, much like the mighty cat their Nation reveres.

Prerequisites: Career Level 1 only, Elf, Unarmed proficiency and forte.

Benefit: You lose the *burden of ages* NPC quality and your unarmed attacks gain the *keen* (15) quality during surprise rounds. Further, Martial Artist becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Resolve and your base threat range with Resolve becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

TIGER NOBLE

The Tiger Nation's mightiest warriors cut through lesser foes like grass before the sword.

Prerequisites: Career Level 3+, Tiger Nation.

Benefit: Your Species feats count as Unarmed Combat feats when determining the effects of any ability, prerequisite, or requirement based on the number of Unarmed Combat feats you possess. Further, the skill benefits of your Tiger Nation feat also apply to your Sneak skill. Finally, you gain Two-Hit Combo as a virtual feat so long as all your attacks during the current round target standard characters (see the *Spycraft 2.0 Rulebook*, page 171).

TURTLE NATION

Living amongst scattered tropical islands and jungle shores, the coral elves flourish above and below the water's edge.

Prerequisites: Career Level 1 only, Elf.

Benefit: You gain the *diving* and *low-light vision* NPC qualities, your base swimming and walking Speeds each decrease by 10 ft., and you suffer no penalties to your actions for being submerged. Further, Intruder becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Athletics and your base threat range with Athletics becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

TURTLE NOBLE

The tense demands of life along the water's edge keep you active and alert.

Prerequisites: Career Level 3+, Turtle Nation.

Benefit: Your maximum wound and vitality points each increase by the number of Species feats you possess. Further, the lower of your Strength or Constitution scores rises by 1 (your choice in the case of a tie). Finally, the skill benefits of your Turtle Nation feat also apply to your Sneak skill.

UNEARTHLY SPLENDOR

You enjoy the breathtaking beauty and poise of the Fey.

Prerequisites: Fey, Charisma 15+.

Benefit: The lower of your Dexterity or Charisma scores rises by 1 (your choice in the case of a tie). Further, your Lifestyle's Appearance modifier increases by +1 (maximum +8).

Special: You may choose this feat up to 3 times.

WESTERN HORDE

With the fall of night, the Iron Tribes settle in for prolonged siege.

Prerequisites: Level 1 only, Orc.

Benefit: You gain the *thick hide* (3) NPC quality and each time you hit an opponent with a two-handed melee weapon, his Initiative Count decreases by 2 in addition to the normal results. Further, Thug and Wheelman become favored classes for you (see page 12). Finally, you may ignore the base attack bonus prerequisites of the Cleave Basics, Cleave Mastery, and Cleave Supremacy feats.

WILD REVELRY

One hint of a party and you're back on your feet!

Prerequisites: Career Level 3+, Dwarf or Pech.

Benefit: Once per session when you're free to travel, you may spend 4 hours and give up the ability to call upon one of your consultants or specialists during the current mission to recover all your vitality and a number of wound points equal to the consultant or specialist's grade (i.e. 1 wound for an acquaintance, 2 wounds for an associate, and so on). Teammates who accompany you during this period also gain these benefits. Further, your critical injuries recover 1 additional increment between each mission.

WOLF NATION

The wild elves of the Wolf Nations live a simple, nomadic life wandering between the sylvan reaches and lightly wooded wastes. They're renowned for their uncanny ability to fight as one, especially when defending their way of life from those who would restrict their treasured freedoms.

Prerequisites: Career Level 1 only, Elf, Edged proficiency and forte.

Benefit: Your Strength score rises by 2, but your Intelligence score drops by 2. Further, Thug becomes a favored class for you (see page 12). Finally, you gain a +2 insight bonus with all skill and Knowledge checks made using Tactics and your base threat range with Tactics becomes 19–20.

Special: This feat may be used to meet the prerequisites of Advanced Skill feats that have "any 1 Basic Skill feat" as a prerequisite.

WOLF NOBLE

Wolf warriors are relentless predators, capable of ferociously overwhelming much larger groups.

Prerequisites: Career Level 3+, Wolf Nation.

Benefit: You count as a number of characters equal to your starting action dice when determining numerical advantage (see the *Spycraft 2.0 Rulebook*, page 172). Further, you may ignore requirements when choosing the Close In, Shortcut, and Stalk strategies during a chase. Finally, the skill benefits of your Wolf Nation feat also apply to your Sneak skill.



NPC QUALITIES

Special Note: NPCs with the *feat* quality may only choose Species feats if they meet all of each feat's racial prerequisites.

Banned Checks (–1 XP per 2 attacks or checks): The NPC is incapable of making specific attack or skill checks (e.g. Acrobatics/Jump checks, Kick actions, etc.). This may be due to psychological or physical limitations, or supported by another reason of the GC's device. This quality may be applied a maximum of 3 times, affecting a total of 6 different checks.

Beguiling (+2 XP): When the NPC succeeds with a Taunt action, he may cause his target to become *fixated* on him for a number of rounds equal to his Charisma modifier (minimum 1). This replaces the skill check's standard result. Further, if the NPC scores a critical success with this skill check or the target suffers a critical error with his opposed skill check, the NPC may also damage the target a single time without interrupting his fixation. The NPC may use this ability a number of times per scene equal to his starting action dice.

Burden of Ages (–4 XP; special characters only): The NPC has a jaded or depressed outlook that makes it difficult for them to fight for survival with the same vigor as others. Each effect that cures or restores the NPC's vitality has only 1/2 the normal effect (rounded up).

Extra Stability (+3 XP): The NPC is considered 1 Size category larger when calculating carrying capacity and trample attacks, and resisting Bull Rush and Trip attempts, so long as he stands firmly on the ground and isn't climbing, flying, or riding.

Fey (+3 XP): The character has a deep supernatural connection to the wilds and is as much a spiritual embodiment of a natural force or location as a creature of flesh and blood. Fey creatures often display skin and/or fur coloration that complements their native surroundings. The NPC ignores all aging penalties, remaining vigorous until death. Natural animals will not attack or flee from the character unless they are diseased, poisoned, trained to do so, or attacked by the NPC or his teammates. Also, if the NPC is a special character, each time he may choose an additional permanent feat, he may instead select a feat from the Terrain tree. Finally, a fey character eats, sleeps, and breathes unless otherwise indicated.

Grueling Combatant (+2 XP per grade): The NPC has an in-your-face, rough-and-tumble combat style. Each time an adjacent opponent attacks this NPC and misses, the attacker suffers 1 point of subdual damage per quality grade the NPC possesses (maximum 5).

Hollow Bones (–1 XP): The NPC is particularly vulnerable to grave crushing injury. He suffers 1 additional point of lethal damage per die from blunt melee weapons and grappling attacks, and such damage also gains the *keen* (20) quality.

Light Sensitivity (–2 XP): Each time the NPC enters a more brightly lit area, he suffers 6 points of flash damage per category the ambient light increases (see Table 5.14: Vision and Hearing on page 351 of the *Spycraft 2.0 Rulebook*). Further, he suffers a –4 gear penalty with all saving throws made to resist the effects of flash damage, though this penalty may be negated by wearing tinted goggles or sunglasses.

Light Sleeper (+1 XP): The NPC is alert to possible danger at all times, even when resting. He is neither blinded nor helpless while sleeping.

Shadow-Vision (4 XP): The NPC suffers no penalties to vision from ambient light, even in total darkness.

Thick Hide (2 XP per point of DR, maximum DR 10): The NPC is considered to be wearing partial armor that provides an amount of damage reduction against melee, unarmed, and firearm attacks equal to the number following this quality in parentheses. This armor possesses a Defense penalty of -1 and an Armor Check Penalty of -1. This damage reduction does *not* stack with other armor (only the best protection and the worst penalties apply while wearing additional armor over thick hide).

Winged Flight (3 XP + 1 additional XP per 20 ft. of Speed, maximum 120 ft.): The NPC has wings and is capable of self-powered flight. His base flying Speed is 40 ft. with an Acceleration Rating equal to 1/2 his Strength modifier (rounded up) and a Turning Rating equal to his Dexterity modifier minus 1 (minimum 0). While carrying a medium load, the NPC's Speed, Acceleration, and Turning each decrease to 1/2 standard (rounded down), and he cannot fly while carrying a heavy or greater load. Special flying maneuvers and aerial chases are governed by the Acrobatics/Maneuver check. The character suffers 1 point of subdual damage at the end of each minute of continuous flying and may not recover from any subdual damage while aloft. He may hover up to 3 consecutive rounds but suffers 1 additional point of subdual damage at the end of each round while doing so. Flying counts as mildly distracting motion when making Resolve checks (see the *Spycraft 2.0 Rulebook*, page 147) and imposes a -2 penalty with the NPC's ranged attacks and Reflex saves. These penalties are doubled while hovering. While aloft the character cannot take Aim, Brace, or Refresh actions, may not ready two-handed weapons, and suffers a -1 penalty to Defense, as well as a -4 penalty with Stealth/Hide checks (as if his Size were one category larger).

SAMPLE NPCs

This section includes a selection of pregenerated NPCs using the material in this release, allowing GCs to quickly populate their settings and campaigns. Some of these NPCs intentionally feature feats, gear, and other options appropriate to non-fantasy genres to illustrate the flexibility of the *Spycraft* rules and the *Origin of the Species* line.

STANDARD NPCs

Dwarf Bodyguard (Standard NPC — 106 XP): Init V; Atk VII; Def V; Resilience V; Damage Save: VII; Competence: IV; Skills: Athletics V, Notice V, Tactics IV; SZ M; Spd 20 ft.; Wealth: III; Weapons: 1 × Caliber II (sledge hammer); Gear: 1 × Caliber III (encrypted headset radio); Vehicle: None; Qualities: *Class ability* (portable cover I, take the hit I), *feat* (Battle Hardened, Combat Instincts, Combat Mobility, Great Fortitude, Hammer Basics), *Specialty* (Vanguard), *superior attribute* (Str 14, Dex 12, Con 14), *synchronized*, *Talent* (Dwarf), *tough I*.

Dwarf Craftsman (Standard NPC — 69 XP): Init III; Atk III; Def III; Resilience V; Damage Save: V; Competence: II; Skills: Electronics V, Mechanics V, Science (Fabrication) V; SZ M; Spd 20 ft.; Wealth: V; Weapons: None; Gear: 1 × Caliber I (chemistry kit), 2 × Caliber II (electronics kit, mechanics kit); Vehicle: 1 × Caliber I (delivery van); Qualities: *Feat* (Depth of Study (Chemistry, Super Science), Everyday Genius, False Start (Scholar), Scholar, Unfair Advantage), *Specialty* (Tradesman), *superior attribute* (Str 12, Dex 12, Con 12), *Talent* (Dwarf).

Dwarf Miner (Standard NPC — 44 XP): Init III; Atk V; Def IV; Resilience V; Damage Save: V; Competence: II; Skills: Athletics III, Profession (Miner) III; SZ M; Spd 20 ft.; Wealth: II; Weapons: 1 × Caliber II (pick); Gear: 1 × Caliber I (fire helmet and gas mask); Vehicle: None; Qualities: *Superior attribute* (Str 12, Dex 12, Con 12), *Talent* (Dwarf).

Elf Businessman (Standard NPC — 70 XP): Init III; Atk II; Def III; Resilience IV; Damage Save: II; Competence: II; Skills: Bureaucracy IV, Manipulate VI, Networking VI; SZ M; Spd 40 ft.; Wealth: IV; Weapons: None; Gear: 1 × Caliber III (work group: Analysis or Investigation); Vehicle: 1 × Caliber I; Qualities: *Feat* (Advisor, Silver Tongue, Undermine, Venomous Dialogue, White Collar Contacts), *Specialty* (Suit), *superior attribute* (Int 16, Wis 12, Cha 14), *Talent* (Elf).

Elf Shopkeeper (Standard NPC — 32 XP): Init IV; Atk III; Def III; Resilience IV; Damage Save: III; Competence: II; Skills: Profession (Shopkeeper) III; SZ M; Spd 40 ft.; Wealth: IV; Weapons: None; Gear: None; Vehicle: 1 × Caliber I (delivery van); Qualities: *Superior attribute* (Int 12, Cha 12), *Talent* (Elf).

Elf Swordsman (Standard NPC — 81 XP): Init VII; Atk VII; Def VI; Resilience IV; Damage Save: V; Competence: IV; Skills: Acrobatics VI, Notice IV, Sleight of Hand V; SZ M; Spd 40 ft.; Wealth: IV; Weapons: Rapier (from Specialty); Gear: Plastron (from Specialty); Vehicle: 1 × Caliber I (riding horse); Qualities: *Class ability* (evasion I, uncanny dodge I), *feat* (Darting Weapon, Dueling Basics, Dueling Mastery, Wolf Pack Basics, Wolf Pack Mastery), *Specialty* (Fencer), *superior attribute* (Str 14, Dex 14, Con 12), *Talent* (Elf).

Orc Bouncer (Standard NPC — 48 XP): Init V; Atk V; Def IV; Resilience VI; Damage Save: VI; Competence: II; Skills: Athletics IV, Intimidate II; SZ M; Spd 30 ft.; Wealth: II; Weapons: None; Gear: None; Vehicle: None; Qualities: *Specialty* (Warrior), *superior attribute* (Str 13, Dex 12, Con 13), *Talent* (Orc).

Orc Demolitionist (Standard NPC — 76 XP): Init III; Atk VII; Def IV; Resilience VI; Damage Save: VI; Competence: III; Skills: Athletics II, Science (Chemistry) V, Security VI; SZ M; Spd 30 ft.; Wealth: III; Weapons: 1 × Caliber II (breaching charge), 2 × Caliber II (plastic explosive), 1 × Caliber III (satchel charge); Gear: 1 × Caliber I (demolitions kit); Vehicle: None; Qualities: *Feat* (All or Nothing, Explosive Basics), *Specialty* (Special Ops), *superior attribute* (Str 11, Dex 14, Con 11, Int 13), *Talent* (Orc).

Orc Mercenary (Standard NPC — 81 XP): Init V; Atk VII; Def V; Resilience VI; Damage Save: VIII; Competence: III; Skills: Athletics V, Intimidate III, Notice II; SZ M; Spd 30 ft.; Wealth: II; Weapons: 1 × Caliber III (halberd); Gear: 1 × Caliber II (plate harness and helmet); Vehicle: None; Qualities: *Feat* (Cleave Basics, Guts, Polearm Basics), *Specialty* (Tribesman), *steadfast*, *superior attribute* (Str 13, Dex 12, Con 13), *Talent* (Orc), *tough I*.

Pech Bureaucrat (Standard NPC — 56 XP): Init III; Atk III; Def IV; Resilience IV; Damage Save: IV; Competence: II; Skills: Bureaucracy VI, Resolve V, Sense Motive V; SZ M; Spd 30 ft.; Wealth: IV; Weapons: None; Gear: None; Vehicle: None; Qualities: *Specialty* (Authority), *strong-minded +8*, *superior attribute* (Dex 11, Wis 14, Cha 14), *Talent* (Pech).

Pech Hitman (Standard NPC — 83 XP): Init VII; Atk VII; Def VII; Resilience IV; Damage Save: IV; Competence: V; Skills: Acrobatics V, Bluff V, Stealth VI; SZ M; Spd 30 ft.; Wealth: V; Weapons: 1 × Caliber I (throwing knives); Gear: 1 × Caliber I (unmarked weapon), 1 × Caliber III (dossier); Vehicle: None; Qualities: *Feat* (Bullseye, CQB Basics, CQB Mastery, Steel Rain, Trick Shot), *Specialty* (Operative), *superior attribute* (Dex 13, Cha 12), *Talent* (Pech).

Pech Thief (Standard NPC — 77 XP): Init VII; Atk V; Def VI; Resilience IV; Damage Save: IV; Competence: IV; Skills: Blend VI, Security V, Sleight of Hand VI; SZ M; Spd 30 ft.; Wealth: II; Weapons: None; Gear: 1 × Caliber I (lockpicking kit); Vehicle: None; Qualities: *Feat* (Advanced Skill Mastery (Fence), False Start (Fence), Fence, Mark of a Professional, Mingling Basics), *Specialty* (Pickpocket), *superior attribute* (Dex 13, Wis 14, Cha 14), *Talent* (Pech).

SPECIAL NPCs

Dwarf Priest (Special NPC — 115 XP): Init III; Atk V; Def V; Resilience VII; v/wp: VI; Competence: IV; Skills: Cultures IV, Impress VI, Intimidate VI, Resolve VII; SZ M; Spd 20 ft.; Wealth: III; Weapons: 1 × Caliber II (short staff); Gear: None; Vehicle: None; Qualities: *Class ability* (absolute certainty, crusade 1/session, true believer), *feat* (Battle Hardened, Combat Mobility, Hard Core, Mobile Defense, Stone Cold, Too Ugly to Die), *Specialty* (Clergyman), *superior attribute* (Str 12, Dex 12, Con 12, Wis 14, Cha 14), *Talent* (Dwarf).

Elf Sniper (Special NPC — 130 XP): Init VI; Atk VII; Def IV; Resilience VI; v/wp: V; Competence: V; Skills: Athletics IV, Blend V, Notice VI, Sneak VI, Tactics IV; SZ M; Spd 40 ft.; Wealth: IV; Weapons: 1 × Caliber III (H&K MSG-90 semi-automatic rifle); Gear: 1 × Caliber III (encrypted headset radio); Vehicle: None; Qualities: *Class ability* (surprise shot I-II, ranged sneak attack +2d6), *feat* (Bullseye, Ghost Basics, Ghost Mastery, Marksmanship Basics, Marksmanship Mastery, Sharpshooter Basics, Sharpshooter Mastery), *Specialty* (Hunter), *superior attribute* (Str 12, Dex 16, Con 14, Wis 14), *Talent* (Elf).

Orc Sergeant (Special NPC — 142 XP): Init V; Atk VII; Def III; Resilience VI; v/wp: VI; Competence: IV; Skills: Athletics V, Intimidate V, Notice IV, Tactics VI; SZ M; Spd 30 ft.; Wealth: IV; Weapons: 1 × Caliber III (AK-47 assault rifle); Gear: 1 × Caliber II (modular tactical armor vest), 1 × Caliber III (encrypted headset radio); Vehicle: None; Qualities: *Class ability* (blood of heroes, lead 2/session, orders II, stratagem I), *fearsome, feat* (Ambush Basics, Ambush Mastery, Containment Basics, Containment Mastery, Fire Team Basics, Horde Basics, Horde Mastery, Tac-Squad Basics, Tactical Advantage), *Specialty* (Vanguard), *superior attribute* (Str 13, Dex 14, Con 13, Int 13, Wis 14), *Talent* (Orc).

Pech Grifter (Special NPC — 119 XP): Init VII; Atk III; Def V; Resilience V; v/wp: IV; Competence: V; Skills: Bluff VI, Impress VI, Manipulate V, Sense Motive V; SZ M; Spd 30 ft.; Wealth: III; Weapons: None; Gear: 1 × Caliber III (cover identity), 1 × Caliber III (legal help: immunity); Vehicle: 1 × Caliber I (sports coupe); Qualities: *Class ability* (masks (convincing), no hard feelings I, short con III), *feat* (Actor, Charmer, Fan Service, Hustler, Silver Tongue, Undermine), *seductive, Specialty* (Grifter), *superior attribute* (Dex 13, Wis 14, Cha 14), *Talent* (Pech).

NEW RESOURCE PICKS

The Good Life: You keep a stock of little luxuries that remind you why life's worth living. Once per scene, you may spend 5 minutes distributing this resource to your team, choosing one of the following: Fortitude saving throws, Will saving throws, melee damage rolls, unarmed attack checks, Athletics checks, or Resolve checks. You and one ally or teammate of your choice gains a morale bonus with the chosen rolls equal to the resource's Power Rating until the end of the current scene. Each Good Life resource may be used a total of 4 times before being completely consumed.

TABLE 8: NEW RESOURCE PICKS

Caliber	Power Rating	Year	Weight	Reputation/Net Worth
<i>Caliber II</i>				
The Good Life	1	—	6 lb.	—
<i>Caliber IV</i>				
The Good Life	2	—	9 lb.	—
<i>Reputation/Net Worth Only</i>				
The Good Life	3	—	12 lb.	3/\$150,000
The Good Life	4	—	15 lb.	5/\$250,000



CHARACTER SEEDS

So now what? *Spycraft 2.0* can offer a daunting variety of options during character creation. Even at Level 1, you have thousands of Origins to choose from, a dozen or more classes, weapon proficiencies, skill focuses, Interests, and even Subplots to shape your creation. With so much flexibility, you can create any character you want, but you can also jump into a game with a hodgepodge of benefits that fails to live up to your expectations. This is especially true for beginning players and those who haven't had a chance to feel out their Game Control's play style. Estimating the *practical* value of some of these options can be tricky, especially since *Spycraft* features lots of ways to create combos that are more effective than the sum of their parts.

To help get you off to a solid start, we offer **character seeds**: a skeleton of low-level character choices sure to make a difference at your gaming table. We also include designer hints and tips for getting the most out of your character options and even offer some strong alternatives you might want to consider. These blueprints should help you build a great character at Level 1 and offer ideas all the way through Level 4. By then you'll have a pretty good feel for the game and your character's capabilities, allowing you to venture down your own path with confidence!

There are just three steps when using a character seed.

- Skim the seeds looking at the Origins and classes. Pick a combination that sounds interesting to you. Most of the time your Origin and class will tell you almost everything you need to know about your character's strengths and weaknesses. Highly specialized characters have Origins that enhance their class choice, while generalists often choose an Origin that cuts against the grain, granting them smaller bonuses but no major weaknesses. Both kinds of characters can be a lot of fun to play.
- Look for any places where it says "Choose:" and pick one of the packages listed. Each one offers a different route to achieving the basic goals of the seed.
- Copy the information from the seed over to a standard character sheet.

Following this model, you can quickly put together your new character and know you'll be able to pull your weight in both casual and competitive games.

ANATOMY OF A SEED

Each seed includes the following information.

Origin: This is one of your most important choices during character creation, establishing most of the things your character learned before entering play. Don't worry too much about your Origin's mechanics — the names and the bonuses match up pretty well and you'll be good at anything you'd expect to be doing based on the name. Experienced players will start to tweak these choices, but if you start making substitutions keep in mind that the attribute bonuses have already been figured in.

Class: Your character's base class is another big factor in his low-level performance. Beyond its many other benefits, as your character's *first* class it also sets his core ability, one of the strongest benefits he'll ever receive. As your character's level rises, he'll learn more class abilities and sometimes the seed will showcase ways to

multi-class and get the most out of abilities from different classes. In all cases, the default class at each level is listed in a short table at the end of the seed.

Comments: Here you'll find a few words on why the seed's Origin/class combo is a good choice and what the seed is striving to accomplish.

Attributes: Your character's default scores in each of the six attributes are pre-chosen using the standard point buy system with 36 points. These scores already include modifiers from your character's Origin and any feats the seed offers at Level 1. Many play strategies focus on great scores in just one or two attributes, and these are presented in *italics* so you have them in mind when you get your first bonus attribute point at Level 4.

Proficiencies/Tactics: Odds are you'll get into combat at some point. This section lists your weapon proficiencies, some tips on how to use them, and what else your character might be able to do in a fight.

Skills: Skill selection is crucial to pulling your weight on a team. When a seed includes a focus skill, its focuses and/or fortes are also listed. You won't see any cross-class skills in seeds, though — while they're a modestly useful option for experienced players, sacrificing that many skill points to bull your way through isn't worth it for the new player. Also, *Spycraft* offers a couple ways to make pretty much any skill you want a class skill for you, so it's better to focus your precious skill points on cost-efficient options! Finally, when a character seed calls for multi-classing, a separate skill list is included for each suggested class.

Each seed's skills are listed as either **full skills** or **half skills**.

- Full skills are central to the seed's concept and allow your character to take charge in situations where he should shine. Always keep these skills at the maximum rank you can. Like attributes, if one or more of them is critical, they'll be marked in *italics*. Look for ways to improve these skills with gear and teammate bonuses.
- Half skills are less important, but still tend to come up often enough to make an investment worthwhile. When you gain levels you won't have enough skill points to improve all your half skills, so you should focus on up to half of them that you tend to use a lot. You can improve the others later.

Feats: These are your most powerful tools when customizing a character. They're also the place where it's easiest to go wrong. *Spycraft* has so many feats that no character will ever obtain more than a fraction of them, so it's important to focus on what you want to do well. Feats are listed again in a short table at the end of each seed.

Wealth/Key Gear: This area shows how to distribute your Wealth points and lists a few critical items you should always try to lay your hands on, either as mission gear or as part of Possessions. They're either essential to using your character's skills or strongly enhance one of his themes.

Interests: This entry lists a few things in which your character may be interested. Interests marked in *italics* are requirements for other abilities but you can switch the others around for anything you'd like.

Subplot: A Subplot is an excellent way to deepen your character's background, offering ways that his past can figure into his present and future. This part of the seed lists a few options we think are fun when you're getting started, but Subplots are easy to replace and you should feel free to experiment.

Advancement: Closing out each seed is a mini-table outlining a plan for your character's first 4 Career Levels, including classes to take and level-based benefits to expect.

DWARVEN CHARACTER SEEDS

CLERGYMAN/SOLDIER-ADVOCATE

Much more than a priest, the dwarven clergyman is also commonly a warrior, leading fierce troops by example — up front, where their hands can get dirty. This build lets you to kick butt in social situations as well as combat, relying on an impressive Constitution score to weather damage and the one-two punch of Networking and Intimidate in social situations.

STARTING OPTIONS

Str: 14

Dex: 10

Con: 18

Int: 10

Wis: 13

Cha: 14

Proficiencies/Tactics: Edged, Blunt. Dwarves don't run very quickly, so a Ready action offers you the best chance of getting in the first blow — just wait for him to come to you. Also remember the Tire action for particularly tough enemies; most opponents won't have a Constitution bonus as impressive as yours, and as a result will rack up subdual damage a lot faster.

Full Skills: Athletics, Intimidate, *Resolve*, Networking

Half Skills: Sense Motive, Tactics

Feats: Diplomat

Lifestyle: 2

Possessions: 2

Starting Cash: 1

Key Gear: Melee weapon, Heavy armor

Interests: Dwarven history, religion

Subplot: Compulsion. Every time you encounter fellow dwarves (and sometimes others as well), you find yourself preaching the word of the gods.

ADVANCEMENT

The Politico master class perfectly represents the resources a medieval cleric could call to bear, particularly among the close-knit dwarves. The Diplomat feat gives you a nice early skill boost, and it's one of the prerequisites for our target class. Iron Will pushes your already impressive subdual resistance to new heights, and Axe Basics utilizes a popular dwarven weapon to maximum effect (though that isn't stopping you from swapping it out for Hammer Basics if that's your thing). Paragon of the Species starts commanding what a dwarf in your station should receive — respect — and it grants early access to your racial master class, should that be a more appealing option. If you intend to pursue the Politico class, though, remember to pick up Political Clout at Level 6.

Class	Class Abilities	Feats	Level Benefits
Soldier 1	<i>Accurate</i> , fight on x1	Axe Basics, Diplomat, Iron Will	Starting benefits
Soldier 1/Advocate 1	Absolute certainty	—	+1 Interest
Soldier 2/Advocate 1	Fortunes of war I	Paragon of the Species	+1 proficiency
Soldier 2/Advocate 2	Behind the scenes I	—	+1 Constitution

TRADESMAN/SCIENTIST

Dwarves have a reputation as master craftsmen for a reason. With their high Constitution scores and abundant stores of pristine metals and gemstones they're not only able to produce items more quickly but at higher quality as well. The Scientist base class perfectly represents the skilled artisan, and this seed uses its class features to maximum effect. You'll suffer a penalty to your starting action dice for taking this class, but the payoff is well worth it.

STARTING OPTIONS

Str: 12

Dex: 10

Con: 14

Int: 16

Wis: 13

Cha: 14

Proficiencies/Tactics: Blunt + forte. Your Initiative bonus probably won't be the highest on your team, but the Regroup action takes advantage of your high Intelligence score to boost your Initiative by up to +8. Often, a single round spent regrouping will be sufficient to change your standing in a fight. Should you find yourself pinned down in melee, don't forget the Fight Defensively and Total Defense actions; either can keep you alive until your party gets to you.

Full Skills: Mechanics, Profession, *Science*, Search

Half Skills: Bureaucracy, *Resolve*

Feats: Attention to Detail

Lifestyle: 1

Possessions: 3

Starting Cash: 3

Key Gear: Engineering kit or mechanics kit, tool hammer

Interests: Dwarven craftsmanship, metallurgy

Subplot: Long-Term Mission. You wish to marry your true love, but her father — a powerful dwarven noble — has demanded that you must first forge ten perfect battle axes for him.

ADVANCEMENT

The Virtuoso expert class is the ideal compliment to this build. It's versatile and can be applied to any skill, but we choose Science to boost your character's Fabrication checks. Attention to Detail is one of the prerequisites for this class and also allows you to take 20 with a wide variety of skill checks including Science/Fabrication, ensuring that if you take your time any crafting effort will probably be successful. Note the increased Starting Cash, which is important if you want to be able to pay for that pesky project investment cost with a critical skill check. The Scholar and Advisor feats provide bonuses to important skill checks, and Hammer Basics lets you defend yourself in a fight. After all, what dwarven blacksmith would be caught dead without his trusty hammer?

Class	Class Abilities	Feats	Level Benefits
Scientist 1	<i>Intense study</i> , <i>professor</i>	Attention to Detail, Pack Rat, Scholar	Starting benefits
Scientist 2	Ph.D. (1 skill)	—	+1 Interest
Scientist 3	Bright idea 2/session	Hammer Basics	+1 proficiency
Scientist 4	<i>Intense study</i>	Advisor	+1 Intelligence

ELVEN CHARACTER SEEDS

ARCHER/SCOUT

The wisdom of the elves makes them ideally suited to the rural lifestyle, especially given their large bonus to the key ability score for both Notice and Survival. Combine this with the advantage of elven racial sight and you have the makings of a viciously effective ranged combatant.

STARTING OPTIONS

Str: 12

Dex: 18

Con: 12

Int: 10

Wis: 16

Cha: 10

Proficiencies/Tactics: Hurled + forte. The Aim and Brace actions are your bread-and-butter, and they work quite well with Marksmanship Basics. When you want to show off, remember that with a ranged weapon the Disarm trick works out to CQB Range!

Full Skills: Athletics, Notice, Sneak, Tactics

Half Skills: Resolve, Survival

Feats: Marksmanship Basics

Lifestyle: 1

Possessions: 1

Starting Cash: 1

Key Gear: Bow

Interests: Botany, wildlife

Subplot: Personal Mission. You're determined to hunt down the orcs that slaughtered your village. It won't be easy, but nothing this important ever is.

ADVANCEMENT

The Sniper master class utilizes two-handed ranged weapons and is easily applied to bows, so you should take the only prerequisite feat — Marksmanship Basics — as soon as you can. It also lets you Aim and Brace at the same time, offering a combined +2 bonus with your attack check. Bullseye lets you scale back your impressive ranged combat attack bonus for more damage, and the Hart Nation and Hart Noble feats make you even more dangerous with a bow, and improve your stealth abilities to boot. The Hart Nation feat also makes it an option to multi-class into Pointman if you would prefer that to Sniper.

Class	Class Abilities	Feats	Level Benefits
Scout 1	Stalker, trailblazer	Bullseye, Hart Nation	Starting benefits
Scout 2	Rough living +2	—	+1 Interest
Scout 3	Bonus feat	Marksmanship Basics, Hart Noble	+1 proficiency
Scout 4	Sneak attack +1D6	—	+1 Dexterity

VANGUARD/WHEELMAN-SCOUT

The Wheelman class is an excellent choice for anyone who intends to take mounted combat seriously, which is a great call for the archetypical elven defender, patrolling the edge of his people's lands to keep them safe from all invaders. This build also makes for a strong team player, as the expert class and many of the feat selections boost the entire team.

STARTING OPTIONS

Str: 14

Dex: 12

Con: 12

Int: 14

Wis: 12

Cha: 14

Proficiencies/Tactics: Exotic Edged + forte. Successful Joint Actions are key to mounted charges and other team-based actions, and the Tactical Advantage feat cements your leadership role in these efforts. Keep the numerical advantage and the Threaten action becomes a powerful combo with Tac-Squad Basics.

Full Skills: Acrobatics, Intimidate, Drive, Tactics

Half Skills: Athletics, Notice

Feats: Horse Nation

Lifestyle: 2

Possessions: 2

Starting Cash: 1

Key Gear: Horse, long spear

Interests: Horses, military history

Subplot: Discredited. Ever since your company was flanked and wiped out in a botched cavalry charge, your reputation has been in tatters. You only survived by luck, but a lot of people think you should've died with your companions; after all, it was your order that doomed them all. It'll take a long time to earn back the respect you once enjoyed, and for now you must tread carefully. A lot of families out there are missing a father or brother because of you, and they haven't forgotten the slight.

ADVANCEMENT

Just 1 level in the Wheelman class is all we need to cherry-pick the foundation of the model horseman build. From there it's all about team play and tailoring the character to your taste. Surge of Speed offers a little extra breathing room in hectic situations, but more importantly it grants access to the Tactician expert class, which augments your group role. Future feat choices could include Mount Up to make you a better rider, more tactical options, or pretty much whatever suits your concept.

Class	Class Abilities	Feats	Level Benefits
Wheelman 1	Custom ride, driven	Daredevil, Spear Basics, Tactical Advantage	Starting benefits
Wheelman 1/Scout 1	Stalker	—	+1 Interest
Wheelman 1/Scout 2	Rough living +2	Tac-Squad Basics	+1 proficiency
Wheelman 1/Scout 3	Bonus feat	Surge of Speed	+1 Dexterity

ORC CHARACTER SEEDS

TRIBESMAN/SOLDIER

Here's an Orc with a mean-streak. Bred from naturally talented warriors, he combines their racial abilities with a few choice feat selections to become a downright scary warrior. The Soldier class is a prime candidate for this purpose — the *fight on* ability offers large numbers of feats, all of which should be aimed at making the strongest fighting machine possible.

STARTING OPTIONS

Str: 18

Dex: 12

Con: 18

Int: 8

Wis: 10

Cha: 11

Proficiencies/Tactics: Edged + forte, Hurled. The Cheap Shot action offers a quick advantage early in a melee fight, and Threaten takes advantage of your increased maximum skill rank with Intimidate, inflicting stress damage on a persistent enemy.

Full Skills: Athletics, Intimidate, *Resolve*, Tactics

Half Skills: Notice, Survival

Feats: Great Horde

Lifestyle: 1

Possessions: 1

Starting Cash: 1

Key Gear: Two-handed melee weapon

Interests: Alcohol, famous battles

Subplot: Nemesis. A human knight defeated you in battle some time ago, but made the lethal mistake of leaving you alive. His knightly virtues will be the end of him; the crushing humiliation of defeat has drives you to find him, best him, and take his head. He's well aware that you're looking for him, of course — you've made no bones about your private quest and you tend to be rather gregarious in bars — but that won't save him. He's as good as dead.

ADVANCEMENT

Your advancement follows two paths: dealing damage and taking it. The Berserker feats chain is easily accessible due to your Great Horde feat, and provides excellent bonuses that can help end a fight quickly and decisively. Great Sword Basics ensures that you'll nearly always go first, boosts your Defense, and gives you a bonus with attack checks, damage rolls, *and* threat range! Two-handed weapons tend to be incredibly damaging, so at Level 3 we recommend Cleave Basics, which triggers an extra attack each time you drop an opponent. For future advancement you should strongly consider sticking with the Soldier class; the *fight on* ability just can't be beat for feat progression and the full Berserker and Cleave chains are undeniably powerful. After that, look to feats like Armor Basics, Armor Mastery, and Great Fortitude to improve your survivability, and wade right in!

Class	Class Abilities	Feats	Level Benefits
Soldier 1	<i>Accurate</i> , <i>fight on</i>	Berserker Basics, Great Horde, Great Sword Basics	Starting benefits
Soldier 2	Fortunes of war I	—	+1 Interest
Soldier 3	Fight on	Berserker Mastery, Cleave Basics	+1 proficiency
Soldier 4	Armor use I	—	+1 Strength

OUTDOORSMAN/EXPLORER

It's unfortunate that orcs find it difficult to settle into society at large. Most other races assume they're nothing more than brutish savages, leaving those who aren't compelled to join their warlike Horde brethren to wander from place to place, staying only until the angry mobs start to form. On the up side, orcs are hardy survivors, and this seed utilizes the Explorer base class to represent the wealth of experience such a wanderer acquires over the years.

STARTING OPTIONS

Str: 13

Dex: 14

Con: 13

Int: 10

Wis: 16

Cha: 12

Proficiencies/Tactics: Hurled + forte. The Aim action provides an attack check bonus and can be a big help when fighting in heavily wooded areas where cover is abundant. The Threaten action utilizes your high Intimidate score and increased maximum skill rank to dissuade enemies from pursuing you, and the Stand Off action sets up an interesting career path for you as a bounty hunter.

Full Skills: Athletics, Cultures, Streetwise, *Survival*

Half Skills: Blend, Intimidate

Feats: Eastern Horde

Lifestyle: 1

Possessions: 3

Starting Cash: 1

Key Gear: Bow, traveling gear

Interests: Inns, trade routes

Subplot: Personal Mission. You're weary of the journey. You're tired of the pitchforks and burning torches, of "upstanding" adventurers snapping at your heels and local warlords resenting your presence. You're determined to find a home to call your own, but first you need to find a suitable settlement — and then there's the small matter of earning their trust.

ADVANCEMENT

Explorer is great choice for anyone who spends a lot of time traveling, so it's not unwise to stick with it all the way to Level 20. If you're looking for a character with a little more combat punch, though, perhaps multi-classing into the Scout is the right choice for you. The Eastern Horde and Guts feats jointly ensure that you're capable of marching great distances without tiring, while CQB Basics will come in handy during a fight, and lays out an Intimidate escape route if you need one. The entire CQB chain works for you, actually, as does Eastern Horde, which lets you ignore base attack prerequisites. It also makes Explorer a favored class for you so you no longer lose any of your valuable starting action dice.

Class	Class Abilities	Feats	Level Benefits
Explorer 1	All over the world, <i>connected</i>	Eastern Horde, Survivalist	Starting Benefits
Explorer 2	Bookworm I (1/2 time)	—	+1 Interest
Explorer 3	Bonus feat	CQB Basics, Guts	+1 proficiency
Explorer 4	Uncanny dodge I	—	+1 ConstitutionIntelligence

PECH CHARACTER SEEDS

THRILL-SEEKER/INTRUDER

Though seldom regarded as a threat, the diminutive Pech are in fact one of the most prized species in classic fantasy, able to slip by even the tightest defenses without a second glance. Their small frames let them slide through portals most simply can't manage, and their uncanny dexterity completes the package, making them the ultimate thieves — which is helpful given their penchant for comfortable living and legendary sloth.

STARTING OPTIONS

Str: 10 **Dex:** 18 **Con:** 12
Int: 13 **Wis:** 15 **Cha:** 13

Proficiencies/Tactics: Hurled + forte. Called Shot lets you to ignore those pesky armor shells on the bigger, tougher enemies, and Bounce trick sends your lethal projectiles around cover to hit those annoying runners.

Full Skills: Acrobatics, Athletics, Search, Security, *Sneak*, Streetwise

Half Skills: Blend, Bluff, Notice

Feats: Combat Mobility

Lifestyle: 1

Possessions: 2

Starting Cash: 1

Key Gear: One-handed hurled weapon, climbing kit

Interests: Jewelry, stolen goods

Subplot: Wanted. So the jewels didn't *strictly* belong to you. Big deal! You offered to return them after the first bounty hunter caught up with you, of course, but some marks — er, citizens, are just so petty. Fortunately, he didn't make it back to his employers with word of your location, but you never know when one will actually show up with a brain, so you better watch your back.

ADVANCEMENT

A good Intruder build centers around Dexterity. It affects Defense, Reflex saves, Initiative, ranged attack checks, and whole host of skills. The Pech's racial attribute bonus is the perfect fit, and opens up a ton of exciting options. Take Lightning Reflexes to further increase your Initiative and Reflex save bonuses, and a second level in Intruder to gain evasion I and stay just one step ahead of the opposition. Combat Mobility ensures you won't get pinned down in melee, and Mingling Basics enhances your Blend checks by keying them to, you guessed it, your obscene Dexterity score. Finally, Steel Rain builds on your natural talent with hurled weapons and serves up a few new tricks as well. After Level 4, your advancement should depend on the setting — rural characters may want to consider levels in the Scout class, where urban characters might benefit from diverting into Sleuth. If your job style demands a more social approach, kick around Faceman and the hoodwinking it can provide.

Class	Class Abilities	Feats	Level Benefits
Intruder 1	<i>Dexterous</i> , gear prep	Lightning Reflexes, Combat Mobility	Starting benefits
Intruder 2	Evasion I	—	+1 Interest
Intruder 3	Bonus feat	Mingling Basics, Steel Rain	+1 proficiency
Intruder 4	Uncanny dodge I	—	+1 Dexterity

ENTERTAINER/FACEMAN

Some people find it hard to take Pechs seriously. They're so small and harmless that it's incredibly easy for them to lull opponents into a false sense of security. This seed relies on this natural innocuousness, combining it with the devastating social skills of the Faceman class.

STARTING OPTIONS

Str: 8 **Dex:** 16 **Con:** 10
Int: 14 **Wis:** 13 **Cha:** 16

Proficiencies/Tactics: Edged, Hurled. Call upon the Taunt action when you need to draw attention away from a wounded team-mate, or the Diversion trick if you want to punish your target's Initiative score. When in trouble, the Trip action is a good escape clause, as few enemies will have an Acrobatics score as impressive as yours.

Full Skills: Acrobatics, Bluff, *Falsify*, Impress, Manipulate

Half Skills: Profession, Networking, Sense Motive

Feats: Mark

Lifestyle: 3

Possessions: 2

Starting Cash: 1

Key Gear: Disguise kit, musical instrument

Interests: Busking, theatres

Subplot: Debt. You've seen your fair share of unappreciative settlements. You've seen your fair share of uncultured towns as well, where heathens to their entire lives without visiting the theatre. So it's understandable that up to recently times were tight. That loan you took out to cover your losses is coming due soon, and unfortunately you held your hand out to some very, very bad people. You're pretty attached to your bones, intact as they are. Perhaps you should find a way to repay them soon? With interest!

ADVANCEMENT

The Con Artist expert class is probably the place to head, as it'll focus your Charisma and skills for maximum effect. Along the way, though, take the Silver Tongue feat, not only for a useful synergy bonus to your Bluff and Impress checks, but also to make you a better liar. Grab Mark as an important prerequisite for Con Artist and use it to easily size up potential victims, making sure you don't bite off more than you can chew. Wild Revelry completes your first four levels, improving your healing rate (and that of your team), and ensuring that none of them will forget exactly who the life of the party is!

Class	Class Abilities	Feats	Level Benefits
Faceman 1	1,000 faces, <i>doublespeak</i>	Mark, Silver Tongue	Starting benefits
Faceman 2	Cold read 1/session	—	+1 Interest
Faceman 3	Quick change 2/session	Wild Revelry	+1 proficiency
Faceman 4	Masks	—	+1 Charisma

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