SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0

THE BIG SCORE

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INTRODUCTION

Welcome to **The Big Score**, which upgrades and expands the *Spycraft 2.0* gear system for those wanting something a little more traditional. Now you can not only gain rare and powerful items but also *keep them from mission to mission*! Amass personal fortunes and stockpile your winnings! Command every aspect of your gear! Play *Spycraft* uninterrupted by mission gear or even an Intel Phase! This product contains everything you need to accurately simulate settings and stories in which finding and keeping gear is a constant part of the process, and your growing inventories play a vital role in your success!

The Big Score presents three new mini-systems that interlock seamlessly with the existing gear rules. The **Stockpile system** retains the simplicity of the core game's cinematic approach but converts all gear to Possessions, allowing characters to track a balanced personal cache of equipment from mission to mission. The **Cash n' Carry system** converts the gear system to a cash economy, letting each character directly monitor, manage, and spend his personal savings at every stage of his career. Finally, the Loot system lets the GC identify new or existing gear as special, rare, or powerful, making them prizes for the characters to seek out as mission objectives. All three systems continue to abstract certain elements of the characters' "off screen" lives, keeping the details from overwhelming the excitement of play.

These gear upgrades support any genre, time period, or style of play, including those seen in many upcoming Crafty Games releases, such as *Fantasy Craft* and *Ten Thousand Bullets*. Simply toggle one or two campaign qualities and away you go!

WHAT'S DIFFERENT ABOUT THE BIG SCORE?

The Big Score introduces several key changes to the core *Spycraft 2.0* gear system.

Keep Gear from Mission to Mission: Both the Stockpile and Cash n' Carry systems let characters keep the same gear from mission to mission, and Cash n' Carry builds personal inventories with what the characters find along the way. The Loot system introduces prizes and sources of key gear that likewise remain in play.

Gearing Up Not Linked to the Intel Phase: Characters are required to 'go shopping' only once — during character creation. After that the action is non-stop with characters gathering or purchasing gear as part of the story. If the group prefers, the Intel Phase can even be eliminated entirely, allowing for a completely uninterrupted *Spycraft* experience.

No Exposure for Keeping or Selling Gear: Since *The Big Score* assumes that everyone is building gear stockpiles and/or personal fortunes, with no one asking for the team's gear back at the end of each mission, exposure is *not* generated for keeping or selling gear.

Unprecedented Control Over the Gear System: With many new campaign qualities and events at his disposal, the Game Control can now reassign Restricted gear, take high-risk gear out of play or make it rare and costly to manage, and make other fundamental changes to customize the gear system like never before.

Simplified Reputation (Cash n' Carry Only): The Cash n' Carry system replaces the standard *Spycraft* gear system with a cash economy, leaving Net Worth cumbersome and confusing. Thus, Reputation becomes the sole currency a character may use to leverage his status when using this system.

MAKING THE BIG SCORE

Incorporating *Big Score* gear systems into your game is simple — just apply one or two of the following campaign qualities.

Stockpile (Seasons Only: +0 XP): The standard *Spycraft 2.0* gear rules are replaced with the Stockpile system *(see below)*. All of each player character's gear picks become Possessions, which lets him maintain a potentially large cache of items from mission to mission. He does **not** gain mission gear picks, instead receiving a bonus to his Possessions score *(see page 4)*. Common Items are still gained and refresh as normal. The *cash n' carry* quality may not simultaneously be in play with *stockpile*.

Cash n' Carry (Seasons Only: +0 XP): The standard *Spycraft 2.0* gear rules are replaced with the Cash n' Carry system *(see page 6)*. Each player character's Possessions statistic is replaced with "Prudence," which reflects his ability to hang on to money. He retains both gear and money from mission to mission, but **neither** his mission gear nor his Common Items refresh; he must purchase everything he wants to own (or acquire it through other means). The character does **not** gain mission gear picks, instead receiving a bonus to his Spending Cash score *(see page 7)*. The *stockpile* quality may not simultaneously be in play with *cash n' carry*.

Loot (Seasons Only: +0 XP): As determined by the Game Control, characters may find and keep **prizes** (single or unique items of particular rarity, power, or value), and **channels** (recurring sources of highly sought items). The loot quality may be simultaneously applied with any gear system (core *Spycraft*, Stockpile, or Cash n' Carry).

THE STOCKPILE SYSTEM

Choosing gear in response to every mission doesn't work in some games, such as mercenary campaigns in which characters operate entirely without a sanctioning organization, or cyberpunk sagas where characters travel from place to place, living from hand to mouth. The standard *Spycraft* gear system's casual cinematic approach can also become strained when no time passes between missions. The Stockpile system solves these issues by allowing players to keep items indefinitely. Stockpiling is in many ways less involved than the standard gear system, with a single "Stockpile sheet" detailing all the stuff in each character's inventory *(see page 20)*.

OVERVIEW

When using the Stockpile system, characters do not choose mission gear; rather, non-Possession gear picks are converted to a bonus to each character's Possessions score. Rules that apply to Possessions when using the core *Spycraft* gear system apply to all gear picks when using the Stockpile system.

Characters may only choose non-Restricted items as Possessions and the GC is encouraged to go through the gear lists before play to define Restricted gear according to the needs of his setting and story *(see page 15)*. He may also wish to utilize the Loot system to reintroduce some Restricted gear as prizes and channels *(see page 11)*. Unless the GC redefines Restricted gear, introduces the Loot system, or makes other changes, the gear tables in the *Spycraft 2.0 Rulebook* and other *Spycraft* products remain unchanged.

Gear refreshes between missions but there's no break in the action once a mission starts. By default the Intel Phase remains a component of play, establishing each mission's known objectives, Reputation/Net Worth reward, known exposure penalties, and other factors, but it's entirely divorced from gear acquisition. If the GC and players prefer, the Intel Phase can be eliminated altogether, allowing the GC to introduce objectives, rewards, and penalties as they come into play. When this is done, character options that grant benefits or gear during the Intel Phase instead provide them at the start of each mission.

Wealth remains largely unchanged, except that the Possessions statistic may rise much higher and sees modifiers from far more sources *(see right)*.

Mission Caliber still sets Reputation/Net Worth gain and toggles various mission settings and other rules, but has no bearing on a character's gear. Each Possession slot may be used to store an item from any gear category, so long as the *slot's* Caliber is high enough.

Common Items operate the same as in the core Spycraft gear system, except that they're all chosen or held at the same time as Possessions. Common Items remain GC/player-defined and Gear checks may still be used to acquire them, as described in the *Spycraft 2.0 Rulebook*. Likewise, kits operate as normal and may be held with Caliber I, II, or III Possession slots, respectively.

Request checks only come into play when prompted by a character option (e.g. a class or feat ability). Reserve picks are not part of the Stockpile system and are unnecessary when making or automatically succeeding with a Request check, though all standard rolls and restrictions remain.

ALTERED CHARACTER OPTIONS

Since the Stockpile system excludes mission gear, some character options change.

Organization Tools Ratings: **Members of an organization faces additional gear limitations** *(see the Spycraft 2.0 Rulebook, page 394)*, **and each item that isn't covered by their organization's Tools Rating is considered Restricted for them.**

Increasing Mission Caliber: **Each time a rule or character option alters the mission's Caliber when choosing an item (e.g. the Grunt's** *heavily armed*, **the Intruder's** *gear prep*, **etc.), the Caliber of one of the character's Possession slots is modified instead. If any gear category restrictions apply to the Caliber increase, they also apply to the targeted Possession slot. Further, when a Caliber-adjusting rule or option may only be used during the Intel Phase, it may instead be used only between missions (when gear refreshes).**

Example: **As a Level 5 Grunt, Kevin's character has the** *heavily armed* **ability. When deciding which gear to keep from mission to mission, the Caliber of any 1 of his Possession slots increases by 1. So long as Kevin targets this slot with his** *heavily armed* **ability, the slot may only contain Weapon picks.**

Extra Gear (Feat): **Instead of granting the character an additional mission gear pick, this feat increases the character's Possessions score by 1.**

Example: As a Level 2 Sleuth, Kevin's character possesses the *sources I* ability. By spending 1 hour consulting with his informants, he can make a Request check to gain a dossier. He need not use a Reserve pick to activate this ability, but he must still make the required roll.

Finally, mission bundles may be included at the GC's discretion with the appropriate story justification. If the Intel Phase is eliminated, mission bundles become available to the team at the beginning of the mission instead.

USING THE STOCKPILE SYSTEM

When using the Stockpile system, your gear is determined at character creation and refreshes between missions. You may re-choose gear between missions, always honoring the limits of your Possessions score *(see below)*.

AT CHARACTER CREATION

At character creation, perform the following steps to choose your gear.

Step 1: Distribute Wealth (Lifestyle, Spending Cash, and Possessions)
Step 2: Convert Gear Picks
Step 3: Choose Initial Possessions (personal gear)
Step 4: Choose Common Items
Step 5: Check Carrying Capacity
Step 6: Reputation/Net Worth
Step 7: Fill Out Character and/or Stockpile Sheets

Step 1: Distribute Wealth
This step operates like Steps 1–2 and 4 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see pages 215–217)*, except that you have access to your Lifestyle vehicle(s) whenever they're logically available, even during missions. Also, your Possessions score may increase to a maximum of 25.

Step 2: Convert Gear Picks
When using the Stockpile system, all your gear picks become part of your Possessions (personal gear). To determine your total Possessions score, simply add together the amount of Wealth distributed to Possessions in Step 1 and 1/2 the total number of mission gear picks you gain from any source, rounded up (ignoring the listed gear categories for this purpose). Your Possessions score may not exceed 25 and any excess is lost. Your total Possessions score determines your available Possession slots as shown on Table 1: Stockpile Possessions *(see page 5)*.

Possession slots may be filled with gear of any category, so long as the slot's Caliber is high enough to contain the item.

Any character option or rule that grants you additional gear as part of your Possessions instead has one of the following effects.

◉ If the option or rule grants a specific gear item, you gain the item at character creation and the start of each mission. The item has its own unique Possession slot (in addition to your standard slots), and refreshes at the start of each mission if lost or destroyed.

◉ Otherwise, your Possessions score increases by 1 per additional pick granted by the option or rule. No additional gear refreshes in this case.

All gear picks are gained and converted at the same time, even when a rule indicates that one or more gear picks are gained at a specific point, such as the Intel Phase.

Example 1: Kevin is a Level 1 Wheelman who distributes 3 Wealth points into Possessions. The Wheelman's Level 1 gear entry is 1V, which adds 1, so the total result is 4. He gains the following Possession slots: 3/I, 2/II.

Example 2: Kevin is a Level 8 Wheelman who distributes 7 Wealth points into Possessions. The Wheelman's Level 8 gear entry is 2V, 2W, 1E, which adds 3, so the total result is 10. He gains the following Possession slots: 5/I, 5/II, 3/III.

Step 3: Choose Initial Possessions (Personal Gear)

This step operates like Step 3 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 216)*. You may initially fill your Possession slots with any non-Restricted items, as defined by the Game Control *(see page 15)*.

Step 4: Choose Common Items

This step operates like Step 5 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 217)*, except that all Common Items are chosen or held together, with none chosen during missions (i.e. you may choose or hold a number of Common Items during this step equal to your Wisdom score + 1/3 your Wisdom score, rounded up (minimum 1). You may choose any Common Items that are plausible for the setting and story, as defined by the Game Control.

Step 5: Check Carrying Capacity

This step operates like Step 6 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 217)*.

Step 6: Reputation/Net Worth

This step operates like Step 7 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 217)*.

TABLE 1: STOCKPILE POSSESSIONS

Result	Available Possession Slots
1	1/I, 1/II
2	2/I, 1/II
3	2/I, 2/II
4	3/I, 2/II
5	3/I, 2/II, 1/III
6	3/I, 3/II, 1/III
7	3/I, 3/II, 2/III
8	4/I, 4/II, 2/III
9	4/I, 4/II, 3/III
10	5/I, 5/II, 3/III
11	5/I, 5/II, 3/III, 1/IV
12	5/I, 5/II, 4/III, 1/IV
13	6/I, 6/II, 4/III, 1/IV
14	6/I, 6/II, 4/III, 2/IV
15	7/I, 6/II, 5/III, 2/IV
16	7/I, 6/II, 5/III, 3/IV
17	8/I, 6/II, 6/III, 3/IV
18	8/I, 6/II, 6/III, 3/IV, 1/V
19	8/I, 6/II, 6/III, 4/IV, 1/V
20	8/I, 7/II, 7/III, 4/IV, 1/V
21	9/I, 7/II, 7/III, 5/IV, 1/V
22	9/I, 7/II, 7/III, 5/IV, 2/V
23	10/I, 7/II, 7/III, 6/IV, 2/V
24	10/I, 8/II, 8/III, 6/IV, 2/V
25	10/I, 8/II, 8/III, 6/IV, 3/V

Step 7: Fill Out Character and Stockpile Sheets

Finally, record your personal gear and Wealth statistics — including your total Possessions score and slots — on your character and/or Stockpile sheet, as you prefer *(see page 20 for a photocopy-ready Stockpile sheet)*. Both sheets also contain spaces for other Common Items and carrying capacity.

Your Reputation or Net Worth is recorded on your character sheet, as normal.

DURING EACH MISSION

At the start of your first mission, you may carry any of your Possessions and Common Items so long as your encumbrance load remains extreme or lighter. Since your mission gear picks have already been converted into Possession slots and your Common Items are already determined, you can jump right into the action!

During a mission, you may acquire and use any gear as you encounter it, as normal. You can also liquidate Wealth, Reputation/Net Worth, and items, spend Reputation or Net Worth, or make Gear checks, as described on pages 220 and 221 of the *Spycraft 2.0 Rulebook*.

AT THE END OF EACH MISSION

At the end of each mission, all your Possessions refresh and you may re-choose Possessions from any non-Restricted items, so long as the total number and Calibers of items you keep can fit in your Possession slots *(see Table 1: Stockpile Possessions, page 5)*. Fortunately, your Possessions score is also updated at the end of each mission, factoring in new gear picks converted from class levels and various character options, and this may increase the number of Possession slots you have available.

Common Items and Spending Cash also refresh between missions, per the core *Spycraft* gear rules.

Your Reputation is adjusted at the end of each mission, reflecting any rewards and penalties applied during the mission, and you may also update and redistribute Wealth at this time, per the rules on page 222 of the *Spycraft 2.0 Rulebook*.

You may only update your Possessions and Common Items between missions. In the event that no game time passes between missions — for instance, one mission ends in a cliffhanger and the next picks up right away — you simply continue to carry the same gear, including any items you've acquired, and these "End of Mission" steps are taken at the end of the first mission featuring at least a little downtime.

THE CASH N' CARRY SYSTEM

Many famous protagonists are restless adventurers roaming the land in search of fame and fortune, or canny thieves on the lookout for the next big score, or mercenaries fighting for cold hard cash. Their motivation is universal and timeless. Conan's adventures across Hyboria gained and lost him many fortunes and eventually earned him an empire. Cowboys and other western heroes forged and fought over new territory during the Gold Rush. Modern soldiers of fortune take dangerous jobs in the most hostile countries on Earth, hoping to live long enough to retire young. Even in the digital frontier of the future, money remains king, as Case of William Gibson's *Neuromancer* so aptly illustrates.

Spycraft 2.0's default gear system and its Stockpile variant eschew detailed accounting, but for those more particular about tracking their characters' personal fortunes, as well as those wanting to run games in which cash plays a prominent role, we offer the Cash n' Carry system. This is a significant departure from the core *Spycraft 2.0* gear rules, requiring monetary payment for many basic game options that are taken for granted in the cashless core system. However, at the GC's discretion, this system allows for incredible character customization and with enough cash, a character may even exceed the limits of his core system counterparts *(see page 10)*.

OVERVIEW

When using the Cash n' Carry system, gear isn't chosen but rather *bought*, as seen in many "traditional" RPGs. Gear picks from all sources are converted to cash during character creation and thereafter transform into a regular income. Wealth remains largely unchanged, except that the Possessions statistic is replaced with "Prudence," which determines a character's ability to save (or rather, avoid squandering) his nest egg *(see page 9)*. Outside the effects of Prudence, characters have constant access to their savings and can use it to purchase things as they wish.

The Intel Phase remains, though its link to gearing up is severed, leaving it to manage objectives, Reputation reward, and exposure penalties. This allows the GC to eliminate it entirely if desired, introducing objectives, rewards, and penalties as they come into play. When this is done, character options that grant benefits or gear during the Intel Phase instead provide them at the start of each mission.

TABLE 2: CASH N' CARRY LIFESTYLE			
Lifestyle	**Cost**	**Maximum Storage Slots**	**Maximum Item Size**
1	$0 per mission	10	Medium
2	$500 per mission	5	Large
3	$1,000 per mission	10	Large
4	$2,000 per mission	5	Huge
5	$3,000 per mission	10	Huge
6	$6,000 per mission	5	Gargantuan
7	$10,000 per mission	10	Gargantuan
8	$25,000 per mission	5	Colossal
9	$40,000 per mission	10	Colossal
10	$50,000 per mission	5	Enormous

USING THE CASH N' CARRY SYSTEM

When using the Cash n' Carry system, your gear is determined once at character creation and is kept forever, assuming you have the space to store your accumulated holdings *(see pages 8 and 9)*. However, the introduction of a cash economy also brings many expenses that *Spycraft* typically keeps out of sight. These are conveniently handled at the end of each mission *(see page 9)*.

AT CHARACTER CREATION

At character creation, perform the following steps to choose your gear.

Step 1: Distribute Wealth (Lifestyle, Spending Cash, and Prudence)
Step 2: Convert Gear Picks
Step 3: Purchase Initial Gear
Step 4: Establish Savings
Step 5: Check Carrying Capacity and Storage Space
Step 6: Reputation
Step 7: Fill Out Character and/or Storage Sheets

You must complete these steps before sitting down to play; otherwise, you lose access to any cash or gear provided by steps you skip. You do not regain this cash and gear — it is lost forever.

Step 1: Distribute Wealth

This step operates like Steps 1–2 and 4 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see pages 215–217)*, except that you have a Prudence score instead of a Possessions score and your Lifestyle no longer provides a free vehicle (you may, of course, purchase or acquire a vehicle separately). Any character option that grants a bonus to your Possessions score (such as the Motorhead or Operative Specialty) instead provides the same bonus to your Prudence score. Your Prudence and Spending Cash scores may each increase to a maximum of 15.

At any time, your Lifestyle score represents the *maximum* wardrobe and housing standards you can achieve, but you do **not** automatically enjoy these benefits. This luxury requires a constant influx of cash as described on page 9.

Step 2: Convert Gear Picks

When using the Cash n' Carry system, all of your gear picks become part of your Spending Cash (representing your in-game income). To determine your total Spending Cash, simply add together the amount of Wealth distributed to Spending Cash in Step 1 and 1/2 the total number of mission gear picks you gain from any source, rounded up (ignoring the listed gear categories for this purpose). Your Spending Cash score may not exceed 15 and any excess is lost. Your total Spending Cash score determines your beginning money and per-mission income as described on page 217 of the *Spycraft 2.0 Rulebook*.

Any character option or rule that grants the character additional Possession gear picks instead has one of the following effects.

◉ If the option or rule grants a specific gear item, you gain the item at character creation and the start of each mission. Unlike most Cash n' Carry items, this pick refreshes at the start of each mission if lost or destroyed.

◉ Otherwise, your Spending Cash score increases by 1 per additional pick granted by the option or rule. No additional gear refreshes in this case.

All gear picks are gained and converted at the same time, even when a rule indicates that one or more gear picks are gained at a specific point, such as the Intel Phase.

Net Worth is removed from play to avoid confusion (in the Cash n' Carry system, every dollar on the character sheet is actually a full dollar in hand). All characters gain, lose, and track Reputation whether they're Faction or Freelance and all rules for Reputation still apply, except that a character may **never** liquidate Reputation for cash. Mission Caliber still sets Reputation gain and toggles various mission settings and other rules, but has no bearing on a character's gear.

Gear categories remain, though only for organizational purposes. Cash on the counter is required for anything except Reputation-only gear, which is outside the realm of any common purchase. (At the Game Control's discretion, these options may still be brokered, though the price is likely to be too steep for any single character, or even any full team of characters, to manage on their own.)

Kits remain unchanged and Common Items remain GC/player-defined. Both use the rules presented in the *Spycraft 2.0 Rulebook*, except that they must now be purchased with money. New tables presented on pages 16–19 offer street values for all kits, as well as a wide sampling of Common Items from which further prices can be extrapolated.

Request checks, Gear checks, and mission bundles are not part of the Cash n' Carry system and may not be introduced when using these rules.

Example 1: Kevin is a Level 1 Wheelman who distributes 3 Wealth points into Spending Cash. The Wheelman's Level 1 gear entry is 1V, which adds 1, so the total result is 4. He gains $1,600 at the start of each mission.

Example 2: Kevin is a Level 8 Wheelman who distributes 7 Wealth points into Spending Cash. The Wheelman's Level 8 gear entry is 2V, 2W, 1E, which adds 3, so the total result is 10. He gains $10,000 at the start of each mission.

Step 3: Purchase Initial Gear

As mentioned previously, your Lifestyle score does **not** automatically provide the listed wardrobe and home(s) *(see page 216 of the Spycraft 2.0 Rulebook)*; rather, they're determined by the amount of money you spend to maintain these standards, as shown on Table 2: Cash n' Carry Lifestyle *(see page 6)*. The maximum lifestyle you can purchase is equal to your Lifestyle score, which is why investing Wealth points in the Lifestyle statistic is important.

Outside clothes and a place to live, you must purchase everything you own, including everything you carry or store in your house. Once play begins, you may of course acquire anything you can get your hands on, though there's a limit to what you can store between missions *(see right and page 9)*.

You may spend any or all of your Spending Cash to purchase gear. The cost of each item is equal to its listed street value. Additional ammunition, upgrades, and other accessories not gained as part of a gear pick must be purchased separately. Items whose street values begin with "R" are Restricted and may **not** be purchased as part of your initial gear, though they may be acquired during play via Streetwise/Black Market checks or looting, as normal.

The street values of many modern Common Items, along with their Damage saves, weights, and miscellaneous mechanics (if any) are listed on Table 4: Modern Common Items *(see page 16)*.

Step 4: Establish Savings

Your Savings is the money you squirrel away for a rainy day; this money is somewhat protected from the effects of Prudence but isn't as easy to get hold of in a bind *(see page 9)*. During character creation, you may place any money left over after purchasing initial gear into your Savings. Once play begins, money may only be placed in Savings between missions, **after** Prudence is applied *(see page 9)*.

Step 5: Check Carrying Capacity and Storage Space

This step operates like Step 6 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 217)*, except that you should also double check that your initial gear fits within your Storage Space, as determined by your purchased Lifestyle *(see Table 2: Cash n' Carry Lifestyle)*.

Step 6: Reputation

This step operates like Step 7 of the "At Character Creation" gear section of the *Spycraft 2.0 Rulebook (see page 217)*, except that you may only gain Reputation, even if you're Freelance.

Step 7: Fill Out Character and Storage Sheets

Finally, record your Wealth statistics, initial gear, and Savings on your character and/or Storage sheets, as you prefer *(see page 21 for a photocopy-ready Storage sheet)*. Both sheets also contain spaces for other Wealth-related information and carrying capacity.

Your Reputation is recorded on your character sheet, as normal.

DURING EACH MISSION

At the start of your first mission, and at the start of each subsequent mission, you gain an additional amount of money (income) equal to $100 × your Spending Cash × your Spending Cash (your Spending Cash score is factored in twice). The justification for this income is left up to you and the Game Control; it may represent a salary, trust fund, interest or dividends on greater funds that for some reason can't be withdrawn, or any other regular influx of cash. Regardless, you must have at least 1 week of downtime between missions to qualify for it. With between 3 and 7 days, you only gain 1/2 this amount (rounded up), and with less than 3 days you gain no additional money, but may also keep your current Lifestyle without paying to maintain it *(see page 9)*.

You may carry any of your stored belongings into each mission, so long as your encumbrance load remains extreme or lighter. Since your mission gear picks have already been converted into Spending Cash and mission bundles are not part of the Cash n' Carry system, you can jump right into the action!

During a mission, you may gain and spend money, acquire and use gear, as you encounter it. You can also liquidate Wealth, Reputation, and items, or spend Reputation, as described on pages 220 and 221 of the *Spycraft 2.0 Rulebook*.

THE LIFESTYLE LOOPHOLE

Astute players may notice that it's possible to maintain a current Lifestyle indefinitely at no cost if missions constantly string together without break. Of course, this also means that characters won't be earning any income, but it still may not sit well with some. In this case the GC is within his rights to charge for current Lifestyle at the end of every game month. The default system doesn't include this rule because it requires additional tracking outside the mission structure and may sometimes interrupt the action as the players try to figure out when they're supposed to pay, but it closes the loophole and may satisfy those seeking a more 'realistic' approach.

Should you get into a bind, you can also tap into your Savings, though this requires you to be located in one of your residences or a city (10,000 or more people and a method of easy, rapid communication). The process takes 2d20 minutes. In any single mission, you may only access up to 1/2 your Savings (rounded down).

AT THE END OF EACH MISSION

At the end of your first mission, and at the end of each subsequent mission, perform the following five steps.

Step 1: Update Reputation
Step 2: Fund Lifestyle
Step 3: Store Belongings
Step 4: Fence Excess
Step 5: Apply Prudence and Increase Savings
Step 6: Purchase Equipment and Training

Step 1: Update Reputation

Per the standard *Spycraft* rules, your Reputation is adjusted to reflect any rewards and penalties applied during the mission.

Step 2: Fund Lifestyle

At the end of each mission, you must pay to maintain your chosen Lifestyle, which determines where and how you live *(see page 216 of the Spycraft 2.0 Rulebook)*. For the per-mission cost associated with each Lifestyle level, consult Table 2: Cash and Carry Lifestyle *(see page 6)*.

When you cannot afford your current Lifestyle, or choose not to pay the required upkeep, your current Lifestyle decreases, as follows.

◉ If you pay at least 1/2 of its cost (rounded up), your current Lifestyle decreases by 1 (minimum 1).

◉ If you pay nothing, your current Lifestyle decreases by 2 (minimum 1).

Alternately, if your current Lifestyle is lower than your Lifestyle score, you may pay double the listed amount to increase your current Lifestyle by 1. Your current Lifestyle may not increase by greater than 1 per mission.

None of these changes affect your Lifestyle score; only Wealth modifications may adjust that number.

Example: Kevin's Lifestyle score is 5, but to date he's only been able to afford Lifestyle 3. Continuing to maintain this current Lifestyle requires $1,000 per mission. If he were to pay $500, his current Lifestyle

would drop to 2, while paying nothing would yield a current Lifestyle of 1. In order to increase his Lifestyle to 4 he would have to pay $2,000. None of these options would adjust his Lifestyle score of 5.

In addition to the standard benefits and modifiers, your *current* Lifestyle determines the maximum amount of stuff you can store between missions (i.e. your "Storage Space"), as shown on Table 2: Cash n' Carry Lifestyle *(see page 6)*. This is *not* the same as the maximum amount of stuff you can carry — indeed, anything you carry into a mission must be included in this total.

The precise volume of actual Storage Space available in any living arrangement is not calculated. Rather, you may store up to the listed number of items, each of which must be of the listed Size or smaller. When your largest stored item is smaller than this listed maximum Size, the listed maximum number of items you can store doubles for each Size category of difference.

Example: Kevin has a current Lifestyle of 3 and the largest item he's storing is Small. There's enough room in his loft for up to 48 items of up to Small Size.

Step 3: Store Belongings

At the end of each mission, you may only keep what you can store *(see Distribute Wealth, page 7)*. Ammunition and other upgrades take up no additional space, fitting in a single storage slot with the base item. You may discard any number of items already on your Storage sheet to make space for new ones, though you'll likely want to fence them instead *(see the next step)*.

Characters may trade and gift stored items to each other by transferring them from one Storage sheet to another. Under no circumstances does transferring an item produce duplicates; each individual entry represents a discrete object that may only be owned by a single player character at any time.

Example: Kevin's character acquires a Bag Full of Guns Resource pick. Though this resource grants a number of weapons picks, the individual weapons may **not** be stored separately. Kevin may, however, transfer the entire Bag Full of Guns pick to another character.

Step 4: Fence Excess

After all characters' Storage sheets are updated, the team's remaining items are automatically fenced. This occurs off screen and yields an amount of money equal to 50% of the total street value of the combined items + an additional 5% per 10 ranks in the Streetwise skill possessed between all the team's characters (maximum 75%). No skill checks are made — only the raw skill ranks are applied. Note also that if a pick includes multiple items, only the pick can be liquidated, **not** the individual items.

The resulting cash is split equally between members of the team, with any uneven amount going to the character with the highest Streetwise skill (characters roll 1d20 to break a tie).

Example: After storing their gear, the team has $10,000 in excess items. Kevin has 9 ranks in Streetwise, Jon has 10, and Ken has 12. They earn 65% of the items' street value, or $6,500. Kevin and Jon each gain $2,166, and Ken gains $2,168.

Step 5: Apply Prudence and Fill Savings

As in real life, every character fritters money away, even when he shouldn't. Rather than pinch every penny, characters indulge in various personal extras — vacations, meals, and hobbies, evenings out on the town, amusements, and all manner of entertainment.

Characters also squander their hard-earned cash on bad investments, loans that will never be repaid, charity, and other activities. All this is represented with Prudence. Conan the Barbarian is an excellent example of a character with very low Prudence. No matter how often he robs temples, defeats and claims the holdings of wealthy villains, or stumbles onto valuable objects in the dens of fierce monsters, he never seems to get ahead. The start of the next adventure finds him penniless once more. In his heart, Conan has a great love of life — an exuberant passion that outstrips his desire for coin.

During this step, your Prudence is applied to your total money on hand (i.e. all money *not* in Savings, including all money gained during the mission + all money gained during Step 4). For each point of Prudence you possess, you keep 5% of this amount (to a maximum of 75%). You may place any or all of this remainder in Savings or hang on to it for the next mission.

Money lost during this step is spent in various undefined off-screen exchanges. In a fantasy game, it might be spent on drinking, wenching, cavorting, gambling, paying off debts, and other fleeing distractions. In a modern game, it might be lost to... much the same, except perhaps wenching (and even that's possible, depending on the game).

Example: After paying to maintain his Lifestyle and fencing excess gear, Kevin is left with $3,000. His Prudence score is an exceptional 15, so he keeps 75% of the proceeds, or $2,250. Expecting the next mission won't involve much more than his income (i.e. his Spending Cash), Kevin keeps $250 on hand and adds the other $2,000 to his Savings (in his case, a Swiss bank account).

Steve, Kevin's teammate, also ends the mission with $3,000, but his Prudence is only 6, meaning he may keep only 30%, or $900. He fritters the rest away on loose slots, fast cars, and faster women. After yet another legendary outing, Steve decides to add $500 of his remaining funds to Savings (in his case, a trunk buried in the desert — Steve's a little paranoid about financial institutions). He keeps $400 going into the next mission.

Characters may loan or gift each other with money at any time, during or between missions, but each transfer of cash for any reason is *immediately* subject to the receiving character's Prudence. Money passed back and forth between characters is subject to each receiving character's Prudence in turn.

Example: During the mission following the previous example, Kevin loans Steve $1,000, but Steve is notoriously bad with money and wastes all but $300 (30% of $1,000). Later, when Steve works up enough money to pay Kevin back, only $750 winds up returning to Kevin's bank account. The rest vanishes to pay debts that have been stacking up.

After deciding how much money to keep on hand and how much to put in Savings, you're ready for the next mission! That is, unless you want to get in some hard-earned shopping and training...

Step 6: Purchase Equipment and Training

Provided there's some down time between missions, the GC may let characters "go shopping" to buy new or replacement gear. Characters may pay for these purchases with money on hand or their Savings, or a combination of the two. The cost of each item is equal to its listed street value. Additional ammunition, upgrades, and other accessories not gained as part of a gear pick must be purchased separately. Again, items whose street values begin with "R" are Restricted and may **not** be purchased. Also, additional items may be Restricted for members of an organization *(see the sidebar on page 4)*.

Additionally, the GC may authorize special training, as shown on Table 3: Special Training *(see below)*. Each of these options requires a minimum time investment, wherein the character must train for at least 8 hours per day, 5 days per week. If the character is interrupted for any reason, including missions or other training, he must dedicate half again as much money and time to complete his training at a later date.

Example: Kevin saves the quarter million dollars he needs for an extra Interest and sets aside two weeks between missions to devote to his long-harbored fascination with aerospace conspiracy. Unfortunately, 10 days into his sojourn, his infiltration of Area 52.7 is ruined by a distress call from the home office. When he returns from saving Control's bacon, he'll have to spend another $125,000 and one week to pick up where he left off and finally earn that crackpot merit badge (and, of course, the accompanying Interest).

A character may gain no more than 1 special training benefit in each break between missions.

TABLE 3: SPECIAL TRAINING

Benefit	Cost	Time Required	Minimum Career Level *	Maximum Training **
+1 attribute point	$2,000,000	6 weeks	6	1 per 5 Career Levels
+1 feat	$1,000,000	5 weeks	5	1 per 4 Career Levels
+1 weapon proficiency	$500,000	4 weeks	4	1 per 3 Career Levels
+1 skill rank	$400,000	3 weeks	3	2 per Career Level Ψ
+1 Interest	$250,000	2 weeks	2	1 per Career Level

* A character's Career Level must be at least this high before he may purchase each training option.
** A character may purchase each training option up to the number of times listed in this column.
Ψ Special training may not raise a character's skill ranks beyond his maximum rank with any skill.

THE LOOT SYSTEM

The core *Spycraft 2.0* and Stockpile gear systems refresh a character's equipment for each mission, resetting it to a stable baseline according to the character's level, class, and other factors. The Cash n' Carry system balances a cash economy with Lifestyle cost, storage space, and Prudence. Perhaps most importantly, all three of these systems encourage the GC to liberally employ the Restricted street value tag, identifying gear that simply isn't available from stores or through mundane channels, and which can't be kept from mission to mission. This avoids the periodically game-breaking effects of these items, but it also undermines the investment of players who crave the excitement of finding (and keeping) a rare tool or unique treasure.

This is where **prizes** and **channels** come in. Prizes represent unique or single items of particular value or power, while channels represent steady if limited streams of specific elusive items. Both rewards might be gained in play as the characters get their hands on rare treasures, but they could also become available from social arrangements, such as deals and promises with contacts, fences, and other characters.

The Loot system can be used with all three gear systems. It introduces prizes and channels as mission objectives, linking them to particular achievements in play. This lets Game Controls fluidly integrate them with the setting and story, ensuring that their discovery carries the proper import and their presence in the game is truly memorable. Players always have a reason to seek them out, even when they're not interested in a particular prize or channel, as the corresponding objective yields XP for everyone who doesn't claim the physical reward.

Prizes and channels are tracked separately from picks, stockpile items, and stored items, but characters may still only carry a limited number of them, which keeps the game from focusing on massive hoards of unused treasure, and since individual Loot rewards are GC-defined, they're always special and hopefully tailored just for the game at hand.

PRIZES

Prizes are particularly scarce, difficult to acquire, highly valuable, or otherwise passionately sought items. They're often unique within a setting and may provide benefits unseen elsewhere in the campaign. Examples of prizes are lost alien technologies in a science fiction setting, potent magic items in a fantasy setting, favors owed by city officials in a historical setting, or tactical weapons (such as rocket launchers) in a realistic street setting. Prizes can include items or services, meaning that gear from any category, including Resources and Tradecraft picks, are valid options. The GC may also create his own unique prizes to fit the needs of his setting and story.

Each prize is linked to exactly 1 unique or specific object or service — typically one that's unavailable through any normal means.

While a prize may be found any number of times, only 1 character may claim it each time one is found or acquired. The GC may make any number of each prize available over the course of a campaign, and each is treated as a separate objective during the mission in which it appears *(see page 12)*.

Once a character claims a prize *(see page 13)*, it is recorded on his Loot sheet *(see page 22)*. Each character may maintain a number of prizes equal to his Lifestyle score, and a separate number of channels equal to his Lifestyle score. When a character already at one of these maximums gains access to new loot of the same type, he must abandon a previous loot item of the same type before he can claim the new one.

The character may begin any mission thereafter with the prize on his person or in one of his personal vehicles, or access it from any of his residences. It remains available during each mission until it's abandoned, expended, lost, or destroyed.

A character may possess any number of the same prize, but each copy must be found and claimed separately and takes up its own Loot slot.

Prizes **never** refresh — once lost or abandoned, a prize is used up and removed from the character's inventory. If the character wishes to bring the prize along on a future mission, he must once again find and claim it.

Prizes may be transferred between characters so long as the maximum number of prizes for each character is observed at the end of each mission *(see page 13)*.

CHANNELS

Channels represent a character's ability to consistently acquire items that are hard to find, pricey, or otherwise rare. Examples of channels might include superior production lines in a science fiction setting, alchemists who can create minor magic items (or even low-tech firearms) in a fantasy setting, inventors who can generate wild prototypes in a historical setting, or black market sources able to procure automatic weapons in a realistic street setting. Like prizes, channels can grant access to gear from any category, including Resources and Tradecraft picks.

As the names suggests, a channel often takes the form a long-standing deal with a group or NPC able to provide a given item, or an ongoing debt of gratitude that encourages a group or NPC to perform a given service for the character on a regular basis. It might otherwise represent a cache or supply of the item, though in this case the GC and players must either hand-wave or determine why the character cannot take more of the item than he has channels (e.g. the items are slow to produce or come from a guarded location).

Each channel is linked to exactly 1 gear pick — typically an item that's Restricted or unavailable on the setting's standard gear tables.

While a channel may be found any number of times, only 1 character may claim it each time one is found or discovered. The GC may make any number of each channel available over the course of a campaign, and each is treated as a separate objective during the mission in which it appears *(see below)*.

Once a character claims a channel *(see page 13)*, he may spend 1d6 hours and 1 Reputation or $50,000 Net Worth before or during any mission to activate it. (Remember that the Net Worth option is only available if using the core *Spycraft* or Stockpile systems, as Net Worth is excluded from Cash n' Carry.) Once activated, the GC determines the location where the character may pick up his channel item, which may be any of the character's residences or anywhere within any city of 10,000 or more people. A character may only activate a combined number of channels per mission equal to his starting action dice.

Unlike prizes, channel *items* **do** refresh — at the source. A channel may be activated even after an item previously provided by the same channel is lost or destroyed. Replacing a lost or abandoned *channel*, however, is more difficult; should a character lose access to a channel, and therefore the source of the channel's pick, he must once again find and claim the channel to request more of that item.

In the event that a unique channel is abandoned, lost, or destroyed, the GC may determine that it can no longer be accessed, that it's gone forever. Whether this is the case depends on the nature of the channel; a supply route might simply acquire a new broker after the current front man quits or is killed, but a factory for unique gear would be more difficult to replace if it's destroyed. Since the justification for channels is left to the GC and the characters only see as much of it as the GC shows them, it's possible to play fast and loose with channels to suit the needs of the campaign at any time. It entirely depends on the GC's style and how invested he wants the characters to become in the channel's backstory.

Channels may **not** be transferred between characters as they represent relationships specific to the character.

USING PRIZES AND CHANNELS

The GC may add prizes and channels to any mission at his discretion. This lets him control the style of gearing up in his campaign and include items that are worthy rewards within the context of the setting and story without throwing off the balance of either.

When a prize or channel is introduced it becomes a mission objective with a grade equal to the item's Caliber. For this purpose, Reputation/Net Worth-only items are suitable as grade 3–5 objectives at the GC's discretion. The method of successfully completing this objective is left entirely up to the GC but should complement the mission as well as the item's scale and power. As a good baseline, the GC can choose any existing objective of the same grade and use it as inspiration for the obstacles and challenges between a team and the prize or channel.

Example: The GC wants to introduce a high-end piece of software: a PR 8 trace program, which is Reputation/Net Worth-only. He expects this item to prove extremely useful over the course of the season, so he assigns it a grade of 5. Being a little pressed for time, he scans the objectives list in the *Spycraft Rulebook* and chooses "Aid/Advise 5: ensure a character clears his name (multiple felony charges)." With only a few moments' brainstorming, the GC has a programmer on the run from a secretive government organization after his trace program uncovers one of their operations. All the characters have to do is find the runner and save him from the spooky men in black helicopters and they can help him uncover the dark cabal, gaining the use of his software in the process.

"CAN I KEEP IT?"

Prizes and channels don't have to be solely predetermined — sometimes they can crop up in play as well. Say for instance you're running a fantasy game in which the characters are visiting a local apothecary. While most of the group is chasing the plot, one character picks up a strange vial and asks after its contents, to which the toothless shop keep answers, "Eagle Potion, make man *fly*!" The GC is just trying to add a little flavor to the encounter but the player immediately perks up, knowing how useful flight would be in the current game, and asks if he could maybe get a channel for the potions.

The GC does a little quick thinking on his feet and asks himself first and foremost whether a flight potion channel would undermine anything he's got planned. This is a great example of a potentially explosive gear item, as it kills many challenges before they even get going. Hedge mazes, sieges, melee combats, any obstacle involving climbing, and countless other scene types — all of them could be neutered by even a few rounds of flight.

Fortunately, the GC in this example can't see any such conflicts and moves on to the next step: identifying the precise reward. In this case he improvises with a modified flight Gadget Mechanism, which operates just like the Caliber IV version except that it only lasts 10 minutes per use (i.e. per potion). He drops the Caliber to II as a result, which means he needs a grade 2 mission objective.

He settles on Contain, which he interprets as several secret deals the shop keep's struck with locals to supply magical trinkets against the wishes of the city's draconian rulers. The shop keep brings this up in roleplayed conversation and asks the character to help distract the city guard from the truth, promising a flight potion every so often in return. Suddenly the character's got the chance to score a new channel, the party has the chance to gain a little more XP by completing a new mission objective, and the campaign has a little more depth. Everyone wins.

One final note about impromptu prizes and channels: the character asking for one should always have the first chance to claim it. Should he refuse for some reason, then the standard rules for distributing a prize or channel should apply thereafter *(see page 13)*.

At the end of each mission in which a team successfully completes a prize or channel objective, any one character may claim the prize or channel *(see below)*, but doing so denies that character the objective's XP reward.

Example: Kevin's team completes a mission to infiltrate Dr. Kholera's mountaintop base and steal his prototype Storm Engine (a Weather Control Gadget Mechanism). Acquiring this prototype is prize objective

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BEHIND THE CURTAIN:
"WHY CAN'T I KEEP EVERYTHING I FIND?"

As a character-centric game, *Spycraft* intentionally shifts the focus of play away from gear, and as a cinematic game, it only tracks the items that are important *right now*. **The core** *Spycraft* **gear system makes all this happen by restricting the amount of gear available to characters and refreshing gear during the Intel Phase of each mission. This eliminates the 'power creep' of accumulated gear and tailors gear choices to the mission at hand, but it doesn't satisfy certain styles of play, which is why** *The Big Score* **was developed.**

The Stockpile system allows characters to hold on to gear from mission to mission, while Cash n' Carry also lets them pay for things with cold hard cash. Some may ask, then, why characters can still only keep a limited amount of gear. Ultimately, the reasons are game balance and bookkeeping. We feel that the game plays best with more of the first and less of the second. This doesn't really address the core issue, though, which is how to justify the limit *within the setting*.

The rub, of course, is that *Spycraft* **is far from just one setting. It's a toolkit for games in practically any genre and time period, and you might need to explain gear limits in a modern thriller, an epic low-fantasy crusade, a desperate wartime scenario in a far-flung future, or beyond. Fortunately, all three** *Big Score* **systems focus the limits on one statistic: Lifestyle. A character's home defines the total volume of gear he can own. There's a logical, physical space where the character can safely store his stuff.**

'Safely' is the key word there. Outside these areas, the system assumes the world is hostile. Storage units are robbed, hiding places are found and looted, vehicles are stolen, and so on. Again, in the interest of simplifying the bookkeeping, and because the conditions change for each setting and campaign, the details are left up to the GC and players. The basic assumptions remain the same, however: there's always a limit to what you can keep and if you spread your possessions too thin, they'll start to slip through your fingers.

So what about all those characters in the movies and books who gather vast collections of artifacts, priceless weapons, and other oddities? They're not possible with this system, are they? Of course they are, but those characters *work* **to keep their collections safe, and that translates to them taking levels in classes with high Wealth progressions and feats that boost Lifestyle. That's the sacrifice they make to keep their fortunes, and any** *Spycraft* **character can do the same, especially when the** *Monty Haul* **campaign quality is in play** *(see page 15)*.

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with a grade of 5 (it's a Reputation/Net Worth-only item). The team decides that Kevin will keep the Storm Engine, so he claims the prize while each of his teammates gains the objective's base reward of 125 XP.

SHARING THE WEALTH

Consisting of rare and often powerful rewards, loot can easily become a point of contention between players, particularly when the number of available prizes or channels is limited. In the interest of promoting roleplay and to offer each team the chance to command its own winnings, the choice of which character gains each prize or channel is left to the team's discretion. If no consensus can be reached, however, each individual character may claim 1 available prize or channel, beginning with the character possessing the fewest prizes or channels (in the event of a tie, candidates each roll 1d20 and choose from available loot in order from highest to lowest roll). As usual, each character denied a prize or channel in this process instead gains the objective's base XP reward.

Example: In an alternate universe version of the previous example, Kevin's team also convinces one of Kholera's lab techs to switch sides, securing a channel for PR 4 cover identities (a Caliber III item). The team consists of three characters, with Kevin having 1 prize and 1 channel from previous missions, Jon having 2 prizes from previous missions, and Ken having none. The players bicker a bit and can't decide who gets what, so Ken chooses first, claiming the channel. Kevin and Jon each roll 1d20 and Jon wins, claiming the Storm Engine. Kevin gains the objective's base XP reward.

CLAIMING PRIZES AND CHANNELS

When a character claims a prize or channel, it is recorded on his Loot sheet *(see page 22)*. If using the Cash n' Carry system, the character's Lifestyle must be high enough to store an object of the Loot item's Size *(see page 6)*.

Again, each character may maintain a number of prizes equal to his Lifestyle score, and a separate number of channels equal to his Lifestyle score. When a character already at one of these maximums gains access to new loot of the same type, he must abandon a previous loot item of the same type before he can claim the new one.

A claimed loot item retains its Caliber and gear category, if any, for all purposes.

For a photocopy-ready Loot sheet, see page 22.

CLOSING PANDORA'S BOX

The Game Control may sometimes find certain prizes or channels disruptive. The automatic weapons allowed into a street game when a corrupt military moves in to quarantine the area following a riot may overwhelm the new opposition when the coup is over, or they might just not mesh well with the campaign's new direction. The cloning device used to replace the evil overlord of a peaceful nation might become the universal solution to all the characters' problems after his misdeeds are revealed to the world.

One option, obviously, is just to exclude problematic gear from the outset, but that isn't always as easy as it sounds. Even something as innocuous as a vaccine or improved invisible ink can render impossible any number of otherwise enjoyable missions. The mere accumulation and escalation of gear can push the characters out of the realm of many experiences. Despite all the forethought and preparation in the world, gear can unexpectedly throw off game balance, kill plotlines, and ruin everyone's fun.

Fortunately, when the goal is to bring things back down to basics, the GC has options. In the short term, he can call upon the Interrupted Channel event *(see right)*. Prizes can be made less useful or even completely eliminated with the Shoddy/Worthless item event or they can be targeted by a Thief *(see the Spycraft 2.0 Rulebook, page 405)*. Missions can start *in media res*, though this only solves the issue for one mission, and only when the problem gear isn't carried with the team at all times.

The GC is, of course, fully within his rights to reveal new details about the gear, making it undesirable. The characters might lean, for example, that a sci-fi wonder-weapon emits toxic radiation, or that a prototype vehicle only runs on isotope fuels costing a small fortune per tank (this option is especially useful in Cash n' Carry games). New plotlines might also reduce the utility of over-utilized gear: radio equipment that transmits presumably unbreakable signals might wind up broken by an autistic nine year old with a ham radio, or a grossly powerful weapon might spark a brutal arms race that quickly outdistances the offending design.

Whatever the justification, the GC can withdraw prizes or channel at any time. When a prize or channel becomes temporarily unavailable, even for a few missions in a row, the character gains nothing; he must simply make do. A character whose prize or channel is *permanently* removed from play, however, earns its original base XP reward at the next available opportunity (usually the end of the current or next mission).

The GC should not remove prizes or channels without careful consideration, and should avoid doing so on a regular basis. It disrupts story continuity and worse, can disenfranchise the players, many of whom value gear as a facet of their character growth (the *Spycraft* system actively discourages this, but many games don't and old habits die hard). When in doubt, the GC should probably spend a couple missions trying to build with the offending prize or channel in mind; perceived problems often *aren't* in the long run, and this can sometimes only evident in play.

EVENTS

The following events are particularly appropriate when using a *Big Score* gear system but may be applied in any *Spycraft* game. The Shoddy/Worthless Item and Thief events might also be helpful when managing a team's growing stockpile, store, or loot. Finally, when using any *Big Score* system, the Thief event gains a new trigger: During the current mission, the character's Lifestyle score is 4 or lower.

INTERRUPTED CHANNEL

One of the character's channels dries up, perhaps because the character demanded too much of it or took a channel NPC's goodwill for granted. Maybe the channel item's in high demand or its delivery routes are unavailable. It could be the character's just run out of luck. For whatever reason, the character cannot call upon one of his channels for a number of scenes equal to the number of action dice spent to activate this event (maximum 4). This event does not carry over into later missions if more dice are spent than scenes remain, even if the mission ends prematurely.

Event Triggers: During the previous or current mission, the character called upon the channel more than once per scene, or more than three times per mission; during the same period, the channel NPC's disposition toward the character worsened by 1 or more grades for any reason.

HARDSHIP

One of the characters stumbles into rough times financially, which impacts his liquid assets. The character's Spending Cash score decreases by 1 per action die spent to activate this event (maximum 4 dice spent, to a minimum score of 0). This event must be activated at the start of the mission, and the character regains his normal Spending Cash score at the start of the following mission.

Event Triggers: During the previous mission, the character scored an error or critical failure with a Profession/Accomplishment check, or rolled two or more natural "1s."

WINDFALL

One of the characters gains unexpected cash, perhaps in the form of a work bonus, an inheritance, or an off screen gambling win. The character's Spending Cash increases by 1 per action die spent to activate this event (maximum 4 dice spent, to a maximum score of 10 if using the core *Spycraft* or Stockpile systems, or a maximum score of 15 if using Cash n' Carry). This event must be activated at the start of the mission, and the character regains his normal Spending Cash score at the start of the following mission.

Event Triggers: During the previous mission, the character scored a threat or critical success with a Profession/Accomplishment check, or two or more of the character's action dice exploded (i.e. a natural roll of "4" with a d4, a natural roll of "6" with a d6, etc.).

MORE CAMPAIGN QUALITIES

The GC may apply any number of the following campaign qualities to tailor the system to the setting and his preferred style of play.

Always Prepared (–25 XP): In true cinematic fashion, characters routinely have just what they need within easy reach. Common Items are *not* defined before play begins; rather, each player simply defines each Common Item as he uses it, without making a Gear check. Once defined, an Item keeps its definition for the duration of the current mission.

Iconic Gear (Seasons Only: +25 XP): Characters carry only the most critical objects, traveling light and hitting hard. The number of Possession slots or Storage slots available to each character decreases to 1/2 standard (rounded up).

Less Common Items (Special): Certain gear is less easily acquired or particularly expensive. Any number of Common Items may be converted to gear pick items. For every group of up to 15 specific Common Items converted to Caliber I items within any categories, each mission's base XP reward increases by 2.

Monty Haul (Seasons Only: –25 XP): Characters are well known to loot everything that moves, often including the *corpses* of everything that moves. The number of Possession slots or Storage slots available to each character is doubled.

More Common Items (Special): Certain gear is more easily acquired or particularly inexpensive. Any number of gear pick items may be converted to Common Items. For every full Caliber of gear within a single category converted to Common Items, and for every group of up to 15 specific items from any gear categories converted to Common Items, each mission's base XP reward decreases by 2.

Quality of Life (Seasons Only: +0 XP): Each character's general health and well-being is directly impacted by his choice of lifestyle. As his quality of life improves, his anxiety decreases and general physical ability improves. When this quality is in play, each character's Appearance modifier is also applied to his saving throws.

Party Animals (Seasons Only, Cash n' Carry Only: +0 XP): Money tends to slip through the characters' fingers at an alarming rate. The maximum Prudence score becomes 10.

Restricted Gear (Special): Certain additional gear is prohibited by law. Any number of Common Items or non-Restricted gear pick items may become Restricted (gaining "R" before their street value). For every group of up to 10 specific items or 1 Caliber of a single gear type Restricted, each mission's base XP reward increases by 2.

Uneven Calibers (+0 XP): Due to an abundance of certain types of gear, a shortage of others, or both, the mission features uneven Calibers between gear categories (e.g. Caliber II Electronics, Caliber IV Gadgets, Caliber I Tradecraft, and so on). The GC may choose any Caliber for each gear category, per the needs of the setting and/or story. When the mission's Caliber is required for the purposes of a rule or character option, it is equal to the average of the chosen Calibers (rounded up).

Example: A mission features the following Calibers: Electronics II, Gadget I, Resource II, Security IV, Tradecraft II, Vehicle III, Weapon IV. When the mission's Caliber is required, it is III (18 divided by 7).

Unrestricted Gear (Special): The law is lax with regard to certain potentially dangerous or taboo items. Any number of normally Restricted gear pick items may become non-Restricted (losing the "R" before their street value). For every group of up to 10 Restricted items that become non-Restricted, each mission's base XP reward decreases by 5.

TABLE 4: MODERN COMMON ITEMS

Name	SZ/Hand	Save	Weight	Comp	Year	SV
Bindings Ψ						
Handcuffs	F/2h	+15	1 lb.	5/+0	1860s	$25
Duct tape (1 roll, 60 ft.)	D/1h	+1	1 lb.	6/+0	1940s	$10
Zip ties (100)	N/2h	+2	—	5/+0	1960s	$5
Clothing and Accessories ΨΨ						
Contact lenses	N/0h or 1h	+0	—	15/+1	1970s	$100
Glasses (clear or sun)	F/0h or 1h	+1	—	15/+1	—	$50
Fatigues/ghillie suit *	per character	+0/+1 Ω	—	5/+0	1940s	$75
Watch	F/0h or 1h	+3	—	14/+1	1600s	$20– $150
Communication Gear						
Camera, still (disposable) *	T/2h	+2	—	15/+0	1980s	$5
Cell phone *	D/1h	+2	0.2 lb.	16/+1	1990s	$100
Cell phone service (per month)	—	—	—	—	1990s	$50
Flash drive (USB)	N/1h	+1	—	16/+1	1990s	$25
Internet service (per month)	—	—	—	—	1990s	$50
PDA	D/1h	+2	0.2 lb.	16/+1	1990s	$200
PDA/cell phone	D/1h	+2	0.2 lb.	16/+1	2000s	$300
Printer/FAX machine	T/2h	+8	10 lbs.	18/+1	1990s	$75
Radio, basic tactical/headset *	T/1h	+6	1 lb.	18/+1	1930s	$50
Entertainment Gear and Services						
Beer/wine (1 serving) *	T/1h	+0	0.5 lb.	20/+0	—	$2 ΩΩ
Cable TV service (per month)	—	—	—	—	1980s	$50
DVD player (standard)	—	+2	8 lbs.	14/+1	1990s	$100
DVD player (high-definition)	—	+2	8 lbs.	15/+1	2000s	$1,000
MP3 player (4gb)	F/1h	+1	—	16/+1	2000s	$200
Radio (terrestrial)	—	+2	3 lbs.	14/+1	1920s	$25
Radio (satellite)	—	+1	—	14/+1	2000s	$50
Radio (satellite service, per month)	—	—	—	—	2000s	$25
Stereo system (personal)	—	+2	20 lbs.	14/+1	1970s	$100
Stereo system (surround)	—	+2	35 lbs.	15/+1	1990s	$500
Stereo system (home theatre)	—	+2	70 lbs.	16/+1	1990s	$2,000
Stereo system (car)	—	+2	—	14/+1	1970s	$500
Ticket (concert)	—	—	—	—	1950s	$50
Ticket (movie)	—	—	—	—	1920s	$10
Ticket (sports game)	—	—	—	—	1800s	$40
TV (personal)	—	+3	75 lbs.	14/+1	1930s	$200
TV (high-definition)	—	+3	40 lbs.	15/+1	2000s	$1,500
TV (home theatre)	—	+3	100 lbs.	16/+1	1990s	$2,500
Video game system	—	+2	8 lbs.	15/+1	1980s	$350
Kits						
Appraisal kit I	S/2h	+7	5 lbs.	25/+1 ▽	1990s	$375
Appraisal kit II	M/2h	+12	20 lbs.	30/+2 ▽	1990s	$625
Appraisal kit III	L/2h	+15	Non-portable	40/+3 △ ▽	1990s	$9,600
Architect's kit I	S/2h	+6	6 lbs.	20/+1	1950s	$300
Architect's kit II	M/2h	+13	60 lbs.	25/+1	1970s	$525
Architect's kit III	L/2h	+16	100 lbs.	35/+2 △ ▽	1990s	$1,500
Authentication kit I	S/2h	+10	10 lbs.	30/+2 ▽	1990s	$325
Authentication kit II	M/2h	+13	75 lbs.	40/+3 △ ▽	1990s	$1,600
Authentication kit III	L/2h	+14	Non-portable	50/+4 △ ▽	2000s	$21,500

TABLE 4: MODERN COMMON ITEMS (CONTINUED)

Name	SZ/Hand	Save	Weight	Comp	Year	SV
Kits (Continued)						
Chemistry kit I	S/2h	+7	30 lbs.	30/+2 △	1980s	$4,300
Chemistry kit II	M/2h	+10	75 lbs.	30/+2 △ ▽	1980s	$8,700
Chemistry kit III	L/2h	+15	Non-portable	45/+3 △ ▽	1990s	R$16,600
Cleaner kit I	S/2h	+5	10 lbs.	20/+1 △	1970s	$300
Cleaner kit II	M/2h	+10	30 lbs.	30/+2 △	1990s	$850
Cleaner kit III	L/2h	+13	75 lbs.	30/+2 △	1990s	R$1,700
Climbing kit I	S/2h	+9	15 lbs.	20/+1	1990s	$375
Climbing kit II	M/2h	+15	30 lbs.	30/+2	1990s	$925
Climbing kit III	L/2h	+15	180 lbs.	30/+2	1990s	$5,600
Construction kit I	S/2h	+15	50 lbs.	40/+2	1980s	$1,100
Construction kit II	M/2h	+17	500 lbs.	45/+3 ▽	1980s	$2,200
Construction kit III	L/2h	+21	2,000 lbs.	50/+4 ▽	1980s	$13,200
Demolitions kit I	S/2h	+7	5 lbs.	25/+1	1980s	$500
Demolitions kit II	M/2h	+10	40 lbs.	35/+2	1990s	$1,000
Demolitions kit III	L/2h	+14	60 lbs.	50/+4 △ ▽	1990s	$11,500
Disguise kit I	S/2h	+5	20 lbs.	20/+1 △	1960s	$600
Disguise kit II	M/2h	+7	35 lbs.	30/+2 △	1960s	$1,500
Disguise kit III	L/2h	+8	50 lbs.	30/+2 △	1990s	$3,000
Electronics kit I	S/2h	+8	20 lbs.	40/+3 ▽	1970s	$700
Electronics kit II	M/2h	+12	200 lbs.	40/+3 ▽	1970s	$1,600
Electronics kit III	L/2h	+14	Non-portable	50/+4 ▽	1970s	$5,200
First Aid kit I	S/2h	+5	5 lbs.	20/+1 △	1960s	$300
First Aid kit II	M/2h	+8	20 lbs.	30/+2 △	1980s	$900
First Aid kit III	L/2h	+12	80 lbs.	50/+3 △	1990s	$3,900
Forensics kit I	S/2h	+6	10 lbs.	25/+1 △ ▽	1990s	$1,000
Forensics kit II	M/2h	+7	20 lbs.	30/+2 △ ▽	1990s	$1,800
Forensics kit III	L/2h	+13	50 lbs.	40/+3 △ ▽	2000s	$3,600
Forgery kit I	S/2h	+7	15 lbs.	25/+1	1980s	$475
Forgery kit II	M/2h	+15	30 lbs.	45/+3 ▽	1990s	$3,300
Forgery kit III	L/2h	+18	400 lbs.	45/+3 ▽	1990s	$5,500
Lockpicking kit I	T/2h	+14	1 lb.	30/+2	1980s	$100
Lockpicking kit II	S/2h	+16	25 lbs.	35/+2	1980s	$500
Lockpicking kit III	M/2h	+16	150 lbs.	45/+3 ▽	1990s	$1,300
Mechanics kit I	S/2h	+10	30 lbs.	25/+1 △	1980s	$800
Mechanics kit II	M/2h	+14	100 lbs.	35/+2 △ ▽	1980s	$1,500
Mechanics kit III	L/2h	+21	4,000 lbs.	40/+3 △ ▽	1980s	$7,800
Surgery kit I	S/2h	+8	15 lbs.	25/+2	1960s	$325
Surgery kit II	M/2h	+10	25 lbs.	40/+3 △	1990s	$1,500
Surgery kit III	L/2h	+15	200 lbs.	50/+4 △ ▽	1990s	$5,000
Medical Gear and Services						
Ambulance pick-up *	—	—	—	—	1870s	$500
Counseling *	—	—	—	—	—	$200
Crash cart *	S/2h	+14	40 lbs.	25/+1	1960s	$1,500
Health Insurance (1 month) *	—	—	—	—	—	Special
Hospital visit (less than 1 day) *	—	—	—	—	—	Special
Hospital stay (per night) *	—	—	—	—	—	Special
Personal Vehicles Φ						
Rollerblades/skates/ice skates	D/—	+6	7 lbs.	8/+0	1760s	$75
Skateboard	D/—	+4	8 lbs.	8/+0	1950s	$100
Skis	M/—	+4	7 lbs.	8/+0	—	$500

TABLE 4: MODERN COMMON ITEMS (CONTINUED)

Name	SZ/Hand	Save	Weight	Comp	Year	SV
Survival Gear						
Altimeter	N/1h	+2	—	13/+0	1920s	$25
Battery	N–F/1h	+12	1/10 of item	12/+0	1960s	$(1/10 of item)
Binoculars *	D/1h	+4	0.5 lb.	12/+1	1860s	$75
Business cards (100)	N/1h	+0	—	5/+0	1800s	$10
Chemical body warmer *	M/—	+1	5 lbs.	15/+1	1950s	$20
Compass	N/1h	+3	—	14/+0	1300s	$25
Depth gauge	N/1h	+2	—	13/+0	1850s	$40
Fire extinguisher	D/2h	+12	8 lbs.	15/+1	1870s	$30
Flare gun *	D/1h	+9	1.5 lbs.	11/+0	1870s	$40
Flashlight *	T/1h	+6	0.5 lb.	12/+1	1890s	$10
Geiger counter	D/1h	+4	0.3 lb.	16/+1	1940s	$175
Glow stick/candle *	F/1h	+1	—	15/+1	1980s/—	$1
Glue (standard) *	F/1h	+0	—	15/+1	1750s	$1.50
Glue (super) *	N/1h	+0	—	15/+1	1950s	$2.50
Grappling hook *	T/1h	+18	10 lbs.	5/+0	—	$20
Lantern *	T/1h	+3	0.7 lb.	10/+0	—	$25
Lighter, zippo	N/1h	+10	—	8/+0	1930s	$20
Matches, waterproof (100)	N/1h	+0	—	6/+0	1880s	$10
Metal detector	S/1h	+6	1.3 lb.	16/+1	1930s	$200
MRE (Meal Ready to Eat)	D/1h	+2	0.1 lb.	6/+0	1980s	$5
Multi-tool *	N/1h	+10	0.5 lb.	10/+0	1970s	$70
Rope, nylon (150 ft.) *	S/2h	+5	50 lbs.	15/+0	1950s	$150
Rucksack/backpack *	S/1h	+3	3 lbs.	5/+0	—	$50
Sleeping bag *	S/1h	+3	5 lbs.	5/+0	—	$80
Tent (per man) *	Varies/2h	+1	2.5 lbs.	5/+0	—	$60
Travel Gear and Services						
Airline ticket (commuter)	—	—	—	—	1960s	$100 Φ Φ
Airline ticket (continental)	—	—	—	—	1940s	$500 Φ Φ
Airline ticket (international)	—	—	—	—	1960s	$750-$3,000 Φ Φ
Briefcase *	T/1h	+7	3 lbs.	6/+0	—	$100
Bus ticket (commuter)	—	—	—	—	1900s	$2.50
Bus ticket (per state/country)	—	—	—	—	1900s	$50 Φ Φ
Car rental (subcompact)	—	—	—	—	—	$20 per day
Car rental (compact passenger)	—	—	—	—	—	$25 per day
Car rental (sedan passenger)	—	—	—	—	—	$30 per day
Car rental (sports coupe)	—	—	—	—	—	$35 per day
Car rental (station wagon)	—	—	—	—	—	$40 per day
Car rental (light pickup truck)	—	—	—	—	—	$50 per day
Car rental (mini-van)	—	—	—	—	—	$55 per day
Car rental (full-size van)	—	—	—	—	—	$60 per day
Car rental (compact sports)	—	—	—	—	—	$65 per day
Car rental (full-size pickup truck)	—	—	—	—	—	$70 per day
Car rental (sports)	—	—	—	—	—	$75 per day
Car rental (light SUV)	—	—	—	—	—	$80 per day
Car rental (luxury sports)	—	—	—	—	—	$85 per day
Car rental (sport pickup truck)	—	—	—	—	—	$90 per day
Car rental (heavy SUV)	—	—	—	—	—	$100 per day
Dead drop spike *	F/1h	+9	1 lb.	7/+0	1940s	$25
Hotel room (1-star)	—	—	—	—	—	$75 per night
Hotel room (2-star)	—	—	—	—	—	$150 per night
Hotel room (3-star)	—	—	—	—	—	$200 per night
Hotel room (4-star)	—	—	—	—	—	$500 per night
Hotel room (5-star)	—	—	—	—	—	$1,000 per night

TABLE 4: MODERN COMMON ITEMS (CONTINUED)

Name	SZ/Hand	Save	Weight	Comp	Year	SV
Travel Gear and Services (Continued)						
Luggage (per piece) *	S/1h	+7	5 lbs.	6/+0	—	$50
Train ticket (commuter)	—	—	—	—	1820s	$50 ΦΦ
Train ticket (per state/country)	—	—	—	—	1820s	$150 ΦΦ

* *See below for this item's special rules.*

Ψ These items may be used when making an Athletics/Bind check *(see the Spycraft 2.0 Rulebook, page 113)*.

ΨΨ Per the GC's discretion, some of these Common Items may be included in a character's Lifestyle.

Δ Skill checks made against this Complexity DC gain a synergy bonus from the Science skill.

∇ Skill checks made against this Complexity DC gain a synergy bonus from the Electronics skill.

↑ The Damage save before the slash is used when this item is worn; the number after the slash is used otherwise.

↑↑ Per the GC's discretion, this cost is doubled or tripled in a bar or lounge.

Φ Though these items possess vehicle statistics, they're considered Common Items.

ΦΦ The cost of a first class ticket is five times the listed street value.

Ambulance Pick-Up: This option is only available in areas with ambulance services. When summoned (e.g. by calling 911), an ambulance arrives within 2d10 minutes. Each ambulance is crewed by two EMTs, one of whom drives (both are standard NPCs — 14 XP: Init II; Atk I; Def II; Resilience: III; Damage Save II; Competence II; Skills: Medicine IV; Wealth: II; Weapons: None; Gear: First aid kit III; Vehicle: Ambulance; Qualities: *meek I, non-combatant*). These NPCs make Medicine/First Aid and Stabilize checks as needed while en route to the nearest hospital.

Beer/Wine: A character suffers no effects for drinking a number of servings in any 12-hour period up to 1/4 his Constitution score (rounded down). When a character exceeds this amount, he suffers a –1 penalty with all Dexterity- and Wisdom-based checks, but gains a +1 bonus with Morale checks. This effect lasts until the character sleeps 4 or more hours, or until he consumes a number of servings in any 12-hour period exceeding 1/2 his Constitution score, at which point he is exposed to a basic alcohol poison *(see the Spycraft 2.0 Rulebook, page 287)*. Should the character fails his save, the poison's effects replace the earlier beer/wine modifiers.

Binoculars: When a character uses a pair of binoculars, he ignores the penalties applied by his second and fourth visual range increments.

Briefcase: This item may contain up to 2 Diminutive items, 8 Fine items, or 32 Nuisance items. It may be secured with a PR 2 combination lock.

Camera, Disposable: Each Perception check made to create media with this item suffers a –2 penalty.

Chemical Body Warmer: Once per scene, a character who wears this item for 20 minutes or longer recovers from 1d3 cold damage. A character may only benefit from this item once per injury.

Counseling: A recipient of counseling benefits from an automatically successful Medicine/Therapy check after each full week's visits to a counselor *(see the Spycraft 2.0 Rulebook, page 143)*. This check may not become a threat or critical success.

Crash Cart: This item grants a +1 bonus with Medicine/Stabilize checks.

Dead Drop Spike: This item may contain up to 1 Fine item or 4 Nuisance items.

Fatigues/Ghillie Suit: When wearing this outfit, the character benefits from a modified *camouflaged (CMF)* vehicle quality that grants only a +1 gear bonus with applicable skill checks in 1 terrain type. Note that the use of face paint does *not* increase this bonus.

Flare Gun: This weapon has a range increment of 10 ft. and illuminates 50 ft. radius with dim light and an additional 50 ft. radius with faint light.

Flashlight: A flashlight negates up to 30 ft. in visual range penalties from ambient light and up to 20 ft. in visual range penalties due to weather. Further, with a successful half-action ranged attack, a flashlight may inflict a –1 penalty with all actions involving the Vision tag.

Glow Stick/Candle: A glow stick negates up to 15 ft. in visual range penalties from ambient light, and up to 10 ft. in visual range penalties due to weather and when underwater. This illumination lasts 1d6+4 hours after triggered.

Glue, Standard: This adhesive dries in 10d6 minutes and holds with a Damage save bonus of +5.

Glue, Super: This adhesive dries in 1d6 minutes and holds with a Damage save bonus of +10.

Grappling Hook: This item operates like a standard grapple gun except that Strength is the key attribute instead of Dexterity *(see the Spycraft 2.0 Rulebook, page 231)*.

Health Insurance: This service pays for all ambulance pick-ups and hospital visits and stays, but costs $50 per month (if the character's Constitution score is 11 or higher). For every point the character's Constitution is below 11, this fee increases by an additional $50.

Hospital Visit: The character is treated by a special NPC doctor *(see the Spycraft 2.0 Rulebook, page 454)*. Each hospital visit costs $1,000 if the character's wounds are 0 or below, $500 if the character's wounds are between 1 and his maximum, and $250 otherwise. Each Medicine/Surgery check costs an additional $5,000.

Hospital Stay: The character benefits from an automatically successful Medicine/Treatment check after each full 24 hours he stays at the hospital *(see the Spycraft 2.0 Rulebook, page 143)*. This check may not become a threat or critical success. Each night's stay in a hospital costs $2,500 and each Medicine/Surgery check costs an additional $5,000.

Lantern: A lantern negates up to 20 ft. in visual range penalties from ambient light and up to 10 ft. in visual range penalties due to weather.

Luggage: This item may contain up to 1 Small item, 2 Tiny Items, 4 Diminutive items, 16 Fine items, or 64 Nuisance items. It may be secured with a PR 2 combination lock.

Multi-Tool: This item contains a set of needle nose pliers, regular pliers, wire cutters, small knives, files, bit drivers, screwdrivers, rulers, bottle/can openers, wire strippers, scissors, and a saw. Accessing each tool requires 1 full action. In combat, a multi-tool may only be used as an improvised weapon *(see the Spycraft 2.0 Rulebook, page 347)*.

Rollerblades/Skates/Ice Skates: These items possess the following vehicle statistics on an appropriate surface: SZ: M (1); Occ 1; A/T per character/5; MPH per character; Def/Save 14/+6; Comp 8/+0; Cargo per character; Qualities: MUS, OPN (no cover); Year 1760s; Street Value $75.

Rope, Nylon: This item may support up to 2,500 lbs.

Rucksack/Backpack: This item may contain up to 1 Tiny item, 2 Diminutive items, 8 Fine items, or 32 Nuisance items.

Skateboard: This item possesses the following vehicle statistics on an appropriate surface: SZ: D (1); Occ 1; A/T per character/3; MPH per character; Def/Save 14/+4; Comp 8/+0; Cargo per character; Qualities: MUS, OPN (no cover); Year 1950s; Street Value $100.

Skis: This item possesses the following vehicle statistics on an appropriate surface: SZ: D (1); Occ 1; A/T per character/3; MPH per character; Def/Save 12/+4; Comp 8/+0; Cargo per character; Qualities: MUS, OPN (no cover); Year —; Street Value $500.

Sleeping Bag: This item offers the occupant 2 points of cold damage resistance.

Tactical/Headset Radio, Basic: This item has a Signal Power Rating of 1, a range of 1/4 mile, a battery life of 4 hours.

Tent: This item protects the occupants from up to heavy rain or moderate wind and offers them 4 points of cold damage resistance.

STOCKPILE SHEET

| LIFESTYLE | _____ | SPENDING CASH | _____ | POSSESSIONS | _____ |
| APPEARANCE MODIFIER | _____ | INCOME | _____ | SLOTS | _____ |

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	EXTREME LOAD	OVERLOADED	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
					Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

POSSESSION SLOTS

	SLOT CALIBER	REQUIRED CATEGORY	ITEM NAME	NOTES	PRODUCT/PAGE NUMBER
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
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29					
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31					
32					
33					
34					
35					
36					

COMMON ITEMS

TOTAL AVAILABLE COMMON ITEMS		RESERVE ITEMS		GEAR CHECK BONUS	

STORAGE SHEET

LIFESTYLE	_____	SPENDING CASH	_____	PRUDENCE	_____ (_____ %)
APPEARANCE MODIFIER	_____	INCOME	_____	SAVINGS	_____

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	EXTREME LOAD	OVERLOADED	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
					Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

CURRENT LIFESTYLE

CURRENT LIFESTYLE SCORE		COST		MAXIMUM STORAGE SLOTS		MAXIMUM ITEM SIZE	

HOME #1		HOME #2		HOME #3	

STORAGE SLOTS

	ITEM NAME	SIZE	CATEGORY	NOTES	PRODUCT/PAGE NUMBER
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
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36					
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38					
39					
40					

LOOT SHEET

LIFESTYLE _____   SPENDING CASH _____   POSSESSIONS _____

APPEARANCE MODIFIER _____   PER MISSION _____   PERSONAL GEAR _____

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	EXTREME LOAD	OVERLOADED	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
					Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

PRIZES

	ITEM NAME	CALIBER	SIZE	CATEGORY	PRODUCT/PAGE NUMBER
1					
	DESCRIPTION				
2					
	DESCRIPTION				
3					
	DESCRIPTION				
4					
	DESCRIPTION				
5					
	DESCRIPTION				
6					
	DESCRIPTION				
7					
	DESCRIPTION				
8					
	DESCRIPTION				
9					
	DESCRIPTION				
10					
	DESCRIPTION				

CHANNELS

	ITEM NAME	CALIBER	SIZE	CATEGORY	PRODUCT/PAGE NUMBER
1					
	DESCRIPTION				
2					
	DESCRIPTION				
3					
	DESCRIPTION				
4					
	DESCRIPTION				
5					
	DESCRIPTION				
6					
	DESCRIPTION				
7					
	DESCRIPTION				
8					
	DESCRIPTION				
9					
	DESCRIPTION				
10					
	DESCRIPTION				

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