

THE SPY

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A Spy's eight career skills are **Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery,** and **Stealth**. The Spy automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SPY'S ROLE

Soldiers of a different type, Spies seek out the secrets of the enemy, undo the enemy's plans, and hinder the enemy's ability to do battle effectively. A single Spy, in the right place at the right moment, can save (or destroy) many thousands of lives, with a single well-timed action. Most military forces (along with governments, criminal factions, and large corporations) place a great deal of emphasis on crafting an effective corps of espionage operatives.

The primary role of any Spy is the gathering of intelligence—information about what is happening in the areas of operation, as well as what the enemy is doing—for those in command of Allied forces. There are many ways to do this, meaning there are many types of Spies with divergent specialties. Some focus on infiltrating the ranks of the enemy and gathering data from within, while others focus on external observations of troop and asset movements. Some take advantage of the dependency of modern military forces on electronic means of data collation, tapping into their opponents' networks and siphoning off everything that can be snagged.

The Alliance's reliance on Spies cannot be understated. Together with other specialist operatives, Spies are critical to the Rebellion's chance for success. Their skills and talents play a crucial role in balancing the scales against the Empire's overwhelming superiority in both forces and resources. As the war progresses, however, the Alliance can no longer treat its Spies as untouchable assets, never to be unduly risked; more and more, Spies are being called on to make direct strikes against the targets from which they are sent to gain information.



SPY SPECIALIZATIONS

The specializations for Spies cover the three main arenas in which they compete against their counterparts in the Empire. Many Spies play the deadly cat-and-mouse game of infiltration, subversion, and counter-intelligence with Imperial Intelligence. Others do battle with codes and data packets against the best technicians and droids the Empire can produce. Still others brave the harshest and most dangerous conditions across the galaxy, armed with little more than a blaster, a small ship, and their wits, to seek out the Empire's forces and uncover the latest threats.

INFILTRATOR—FINDING THE SECRETS

When most people hear the word Spy, the operatives of this specialization are what come to mind. Infiltrators endeavor to place themselves in the very den of the beast, usually sneaking or lying their way in undetected. All too often, Infiltrators face the worst possible odds without the benefit of direct backup, and frequently without a way out if they are discovered by the wrong people at the wrong time.

Infiltrators gain **Deception**, **Melee**, **Skulduggery**, and **Streetwise** as their additional career skills; taking this as the first specialization for a PC grants a free rank in two of these skills. Masters of covert work, Infiltrators know how to con or lie their way past almost anyone, and they know all of the tricks necessary to break into and out of secure locations, as well as everything else needed for underhanded operations. They tend to prefer silent and deadly attacks, often best accomplished with hand-to-hand weapons.

An Infiltrator rarely relies upon brute force or direct confrontation to accomplish his goals. Instead, he uses stealth, guile, subterfuge, and disguise to integrate himself among his enemies. He gains access to sensitive areas, talks to the right people, and employs every other available tactic to obtain valuable information, steal important secrets and assets, and leave behind a target who is reeling from his efforts.

Lately, Infiltrators are used by the Alliance as part of special strike teams sent throughout Imperial-controlled space, where they are used in combined operations intended to disrupt the Empire's plans while gathering information at the same time. For more direct combat missions, Infiltrators tend to operate in a support role. When the mission calls for subterfuge and more covert operations, Infiltrators are often the ones in charge.

SCOUT—FINDING THE WAY

Before an army dares commit its forces to action, it must know where the enemy is, what that enemy is doing, and what the conditions of the area of operations are. Additionally, military forces require constant updates on possible future sites for operations. Rebellions like that

being conducted by the Alliance are in continual need of contingency locations for new bases as the Empire relentlessly tracks down existing headquarters. Scouts are the vital source of this information.

A Scout gains access to **Athletics**, **Medicine**, **Piloting (Planetary)**, and **Survival** as his additional career skills. If this is a PC's first specialization, two of these skills gain a free rank. The ability to travel to and on planets is essential to Scout operations, and Scouts are trained to survive in the worst conditions while missing nothing with their information gathering efforts.

Most Scouts tend to be loners, or else are used to working with a very small group. The ability to slip into and out of a system unnoticed is the key to their success and survival, and most Scouts are accustomed to going long stretches of time without direct contact with their command structure. Not surprisingly, most Scouts develop fairly independent streaks and personality quirks, making them ill-suited to general military service. At the same time, Scouts often develop a profound love of travel and an appreciation for the diverse beauty of the galaxy.

The Alliance depends heavily on its Scouts for survival. The Scouts' instincts and vigilance are far better than any technical alert system for warning when Imperial forces are closing in. When one base is threatened with annihilation by the might of the Empire's massive navy, packing up and heading to a new one can only happen because a Scout found the ideal location for a new base months ago. As part of a diverse team working for the Rebellion, a Scout is often the one determining where to go for a mission and how best to get there.

SLICER—FINDING THE DATA

In a war, the vast majority of those who fight use weapons, explosives, and other tools of violence and destruction to confront the enemy. There are warriors, however, who do battle with codes, data packets, lightning-quick programming skills, and intuitive rewiring of communication networks to unmake the enemy's plans and reduce his technology to just so much useless metal, plastic, and wires. These tech warriors are called Slicers.

Slicers gain **Computers**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Stealth** as their added career skills. For PCs choosing this as their first specialization, two of these skills gain a free rank. Computers and electronic systems are the battlefield of the typical Slicer, but he is also skilled at the arts of breaking and entering and other covert actions. Most Slicers also know their way around the streets and the criminal world, even when they are working legitimately for a military, government, or corporate organization.

There is a feeling of community where Slicers are concerned, even among those who are directly opposed to one another. They know they operate at a different level from everyone else, understanding technology in a way the vast majority of the galaxy's population never will.

For the Slicer, the secrets of banking, security, communications, droids, automated systems, vehicles, ships, and everything else involving a computer are his to manipulate or take. Any Slicer might be a minor god of a given system of networked machines but for the interference and opposition of other Slicers. Recognizing that only those of their kind can hope to challenge them gives most Slicers a sense of superiority, or at least a smug security in their value to those without such skills.

Those Slicers working for the Rebellion are often more altruistic than their compatriots elsewhere in the galaxy, though more than a few are with the Alliance simply because they need protection from the Empire and its allied corporations. Most Slicers work directly with Alliance Intelligence, but there are those adventurous types who prefer to be part of special teams sent into the heart of areas under Imperial influence. There, they can do battle directly with their counterparts, proving their superiority while serving the cause.

SPY STORIES

Spies are normally very aware that they are viewed with a wary eye by even their closest allies. The reputation of their profession is one that inspires suspicion and even disdain, yet Spies also know how valuable they are to the greater war effort. A Spy rarely cares for the opinions of others where he is concerned. He knows what he does is vital. The question is, what placed him in such a role with the Alliance in the first place?

- **Debt:** The life of a Spy is fraught with danger, and rarely can he look for help when things go wrong. More than a few Spies owe their lives to the quick action of another who happened to be in the wrong place at the right time. The community of Spies trades heavily on the economy of favors owed, and a life debt carries quite a bit of weight. A Spy might be in service to the Rebellion because of such a debt.
- **Challenge:** For some Spies, life is just too quiet if they aren't plying their trade. Never ones to rest on their laurels, Spies are ill-suited to the complacency of a "safe" life. The next challenge draws them out time and again to test their skills against newer, bigger, and more important targets. Spies can rarely resist the lure of a new system or a counter-measure specifically intended to keep them out, and if that system is buried deep within an impregnable fortress, so much the better.
- **Enemies:** Spies frequently make very powerful enemies, and there is currently no more powerful a foe in the galaxy than the Empire itself. A Spy may have harbored no intentions of directly opposing the Empire, yet a single botched mission, or even a setup on the part of another, might have placed him directly on a wanted list. Political and criminal clients often betray such a person in order to remove him as a "loose end," or Emperor Palpatine himself could have cause to eliminate a particular Spy. Such Spies frequently discover the Alliance is their only chance for survival.

VENDRI – A SPY IN THE REBELLION

Vendri DeRalm is the inheritor of a legacy of generations of explorers and wanderers traveling from star to star across the galaxy. Vendri has long enjoyed traveling to unspoiled and verdant worlds, where he can explore the natural beauty to his heart's content. For years, Vendri made his living as a wildlife-and-landscape holographer, taking 2-, 3-, and 4-dimensional images of exotic locales and animals. In that time, he became extremely adept at passing unseen to line up the perfect shot.

Over the last few years, as the Empire has consolidated its power, Vendri's life has become more complicated. His main business, traveling across the galaxy, now requires more paperwork and inspections than ever before, and more than once, his cargo of biological specimens has been either seized with no explanation or completely spoiled during "customs inspections" by Imperial officials. Vendri himself is routinely selected by human officers for "random inspections," and he has been arrested three times on trumped-up charges (and held until he could pay the proper bribe).

The whole situation, Vendri concluded, has become completely intolerable. The human-controlled Empire is routinely exploiting and harassing non-humans like him. So, when he was contacted by a mysterious figure identifying herself only as "Mother," Vendri was only too happy to help the Rebel Alliance. His duties started small: gathering intelligence and acting as courier. Eventually, Vendri reported for advanced training on a small, forested moon called Yavin 4, where he finally met "Mother" face to face and discovered that she was a Duros, like him.

During his training, Vendri's new superiors discovered that his career as a wildlife holographer had made him quite handy in rough country, and so they attached him to Alliance Special Operations Command. Vendri's duties now consist primarily of reconnaissance of lightly populated worlds.

Spy: Infiltrator Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Infiltrator Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise

ACTIVE

PASSIVE

GRIT
Gain +1 strain threshold.
COST 5

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 5

FRENZIED ATTACK
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
COST 5

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 5

STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SOFT SPOT
After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
COST 10

JUMP UP
Once per round, may stand from seated or prone as an incidental.
COST 10

KNOCKDOWN
After hitting with a melee attack, may spend 1 to knock the target prone.
COST 15

FRENZIED ATTACK
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 15

NATURAL BRAWLER
Once per session, may re-roll any 1 Brawl or Melee check.
COST 20

TOUGHENED
Gain +2 wound threshold.
COST 20

IMPROVED STUNNING BLOW
When dealing strain damage with Melee or Brawl checks, may spend 1 to stagger target for 1 round per 1.
COST 20

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

CLEVER SOLUTION
Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.
COST 25

MASTER OF SHADOWS
Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.
COST 25

NATURAL ROGUE
Once per session, may re-roll any 1 Skulduggery or Stealth check.
COST 25

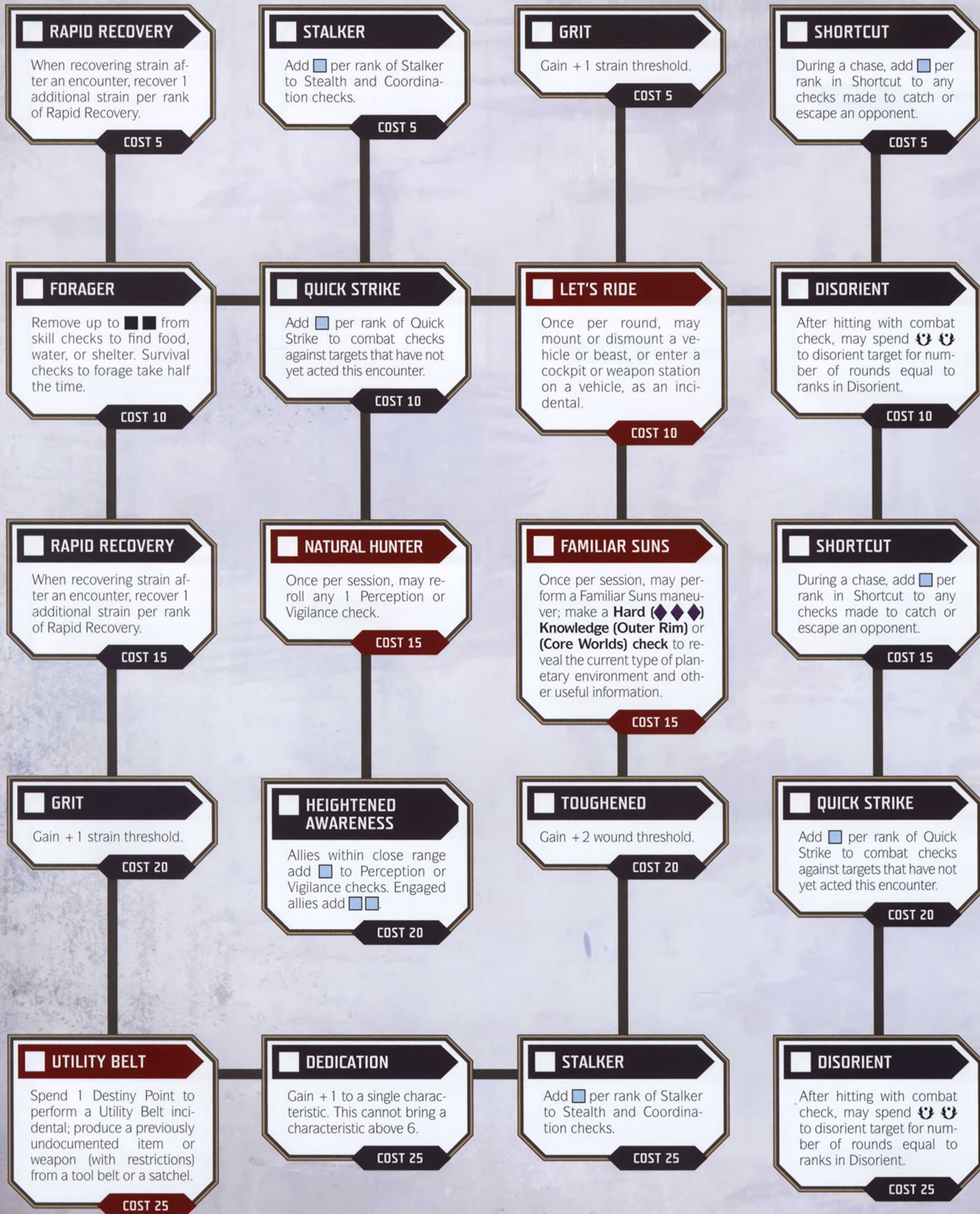
Spy: Scout Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

ACTIVE

PASSIVE



Spy: Slicer Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 5

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 5

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 10

TECHNICAL APTITUDE

Reduce time needed to complete computer-related tasks by 25% per rank.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 10

NATURAL PROGRAMMER

Once per session, may re-roll any 1 Computers or Astrogation check.

COST 15

BYPASS SECURITY

Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

DEFENSIVE SLICING

When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.

COST 20

IMPROVED DEFENSIVE SLICING

Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.

COST 20

CODEBREAKER

Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 20

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

SKILLED SLICER

When making a Computers check, may spend ☉ to make further Computers checks within this system as maneuvers.

COST 25

MASTER SLICER

Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of Easy (◆).

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25