

## Brief Item Descriptions

For further detail, refer to the full version of the rules.

**Ammunition.** An extra couple clips for each weapon you have= free. For an extra point, you can have unlimited ammo for every missile weapon you've brought for that session (within reason).

**Armor.** 1 charge, +2 to the damage save.

**Basic Firearms.** Pistols do 2d6 damage, Rifles do 2d8. Ammo capacity ranges from 7 - 17 shots for pistols, 1 - 12 for single shot rifles and shotguns and anywhere from 15-30 for autofire-capable firearms. If you have no preference, assume 12 rounds for pistols, 5 for single shot rifles and 25 for autofire capable weapons.

**Compound Bows, Blowguns and Crossbows.** You can have **either** 10 normal arrows, darts or quarrels or a similar amount of special ammunition. An extra gear point will get you both regular and one type of special ammunition (as per the "alternate ammo type" upgrade). The effects of special ammunition will vary, but minor explosions, tranquilizer darts, tracking darts, incendiary rounds, tear gas, smoke bombs are all appropriate.

**Disguises.** DC 15 to penetrate. The "Potent" upgrade can be used to increase this DC by +5. It's also affected by the "Master of Disguise" Talent.

## Exotic Weapons.

Compound Bow	1d8 for normal ammunition
Crossbow	1d10 for normal ammunition
Crossbow, Hand	1d6 for normal ammunition
Blowgun	1d4 for normal darts
Speargun	1d8
Stun Gun/Taser	1d3 damage + STR + Phys save vs DC 15 to avoid being stunned for 1d6 rounds

**Gadgets.** A gadget is something that is designed to do something specific. It will usually either...

- Get you past an obstacle not usually resolvable by a skill roll (distract guard dogs, allow you to breathe underwater for a while, etc) or...
- Do something useful but not necessarily quantifiable in game terms, or...
- Give a +2 skill bonus to a certain skill or class of skill rolls when performing a task

**Mundane gadgets.** Some items are so basic that no points should ever be spent for them: rope, for example. The GM is the final arbiter of whether or not an item applies.

**Grenades.** Explosive grenades do 3d6, have a 10' burst radius, and require a 15 Dex DC to avoid damage. If it has a non-damaging effect (sleep gas, for example), assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

**Melee Weapons.** Melee weapons do damage according to the SRD, as appropriate.

**Thrown Weapons.** Thrown weapons do 1d4 damage, plus the thrower's strength bonus.

**Trap.** Traps are set with a Int+Sub roll, with the result becoming the DC to avoid setting the trap off. The effects of the trap also vary, but grenade-like explosions, sleeping gas, knocking the target down or restraining them for a few rounds (or until freed), etc are all appropriate. If a trap has a non-damaging effect, assume the DC to resist is 15, unless upgraded. Upgrades behave differently with traps—see the full Gear rules for more information.

## Upgrades

You can spend additional gear points on your items to improve them. The cost of an upgrade applies directly to an item's cost. For example, a pistol costs 1 pt. Apply the "Big Weapon" upgrade and the pistol now costs 2pts, but does 2d8 damage.

**Alternate Ammo Type.** +1 pt. Weapon can fire a different type of ammo in addition to normal rounds (acid, stun, sleeping, tracking darts).

**Armor Upgrade.** +1 pt. Adds one more charge and +2 to the armor save value. Can be taken 3 times for a total value of 4 charges, +8 to the armor save.

**Autofire.** +1 pt. Gun can autofire.

- One basic firearm
- One exotic weapon
- One melee weapon
- 6 thrown weapons
- 6 grenades
- One Armor
- One Disguise
- One Gadget
- One Trap

1 pt will get you one of the following...

## Basic Equipment

This is the cliff notes version of the Gear rules. The full version goes into a bit more depth (but not much more).

With gear points, you can buy weapons, armor, gadgets, traps, vehicles, or requisition help. Equipment is debatably kept rather generic—you can call your items whatever you want to within reason. A "handgun" could be a Colt.45, a Beretta or a Glock. It's all up to player preference.

**You start out each mission with 6 gear points plus 1 pt per every 2 levels.** In other words, 6 gear points for a 1st level character, 7 for a 2<sup>nd</sup>, 8 for a 4<sup>th</sup>, etc. You can have more gear points if you've taken the Well-equipped Talent.

# SPYLISTE - GEAR

<b>Ability</b>	1 pt = 1st level 2 pt = 1/2 your level, rounded up* 3 pt = Your level-1*
<b>Number of NPCs</b>	0 pt = 1 1 pt = 1d3 2 pt = 1d4+2 3 pt = 2d6
<b>Duration</b>	0 pt = There for one task only, after performing that, they leave. 1 pt = 1 encounter 2 pt = The full adventure
<b>Equipment</b>	0 pt = the skin on their backs 1 pt = basic equipment--standard gear for their profession 2 pt = specialized equipment or a vehicle
<b>Morale</b>	0 pt = Surly 1 pt = Friendly/Professional 2 pt = Enthusiastic 3 pt = Frothing at the mouth

It is entirely up to the GM to veto or approve complex items. **Helper NPCs** Gear points can also get you a helping hand with your mission, ranging from getting someone to distract the guards at the front gate all the way up to commanding a full tactical assault squad.

## Complex Items

**Sealed Cabin.** +1 pt. Unaffected by outside conditions such as low air pressure or underwater environments. For another point, vehicle can also handle extreme heat, radiation, the vacuum of space and poisonous gases.

**Submersible.** +1 pt.

**Can Fly.** +1 pt.  
multiple times adds +5 DR, maximum 20.

**Big Weapon.** +1 pt. Upgrades damage to next higher die type. Can only be taken once.

**Concealable.** +1 pt. The object is easily concealable. Efforts to find the object are at a +5 DC penalty. Can only be taken twice.

**Disguised.** +1 pt. Object is disguised as something innocuous. An INT + Sub or Sci check vs DC 20 will reveal the object's true purpose. No skill check is required to do this if the object is seen in use.

**Gadget Upgrade.** +1 pt. Upgrades a gadget's skill bonus by +2. Can be taken up to 3 times, for a total of +8 gadget bonus.

**Potent.** +1 pt. More Potent. +5 DC to resist effects. Can be taken 4 times total.

**Scope.** +1 pt. When taking the Aim maneuver, range penalties can be ignored.

**Silencer.** +1. Makes gun shots much quieter, but only for the first few rounds.

**Armor.** +1 pt. Vehicle has DR 5. Any attack that does more than 5 points damage over the DR reduces the DR by 1 point. When it reaches 0, there's no armor left. Taking this

Additional capabilities:

**Speed**  
0 pt = Unimpressive  
1 pt = Sporty  
2 pt = Fast  
3 pt = Blazing Fast

**Passenger and Cargo Capacity**  
1 pt = 1 passenger (motorcycle-sized)  
2 pt = 3 passengers, a few suitcases (family car)  
3 pt = 10 passengers, a few crates (pick-up truck)  
4 pt = 20 passengers, fair amount of cargo (a bus)

**Sexiness**  
0 pt = Not Sexy  
1 pt = Upscale  
2 pt = Stylish  
3 pt = Luxurious

The following upgrades apply:

1 pt gets you a basic, no frills vehicle with enough room for one passenger and fast enough to get on the highway, but that's it.

## Vehicles