CLASSIFIED

THE ROLE-PLAYING GAME OF COVERT OPERATIONS

A Retro-Clone of The System Orginally Designed by Gerard Christopher Klug

BY
JOSEPH BROWNING

ART BY
MIKE PERRY

CLASSIFIED

INTRODUCTION
CHAPTER ONE

The Classified System

Characters using the Classified System have five Characteristics: Strength, Dexterity, Willpower, Perception, and Intelligence. A character also has Skills influenced by one (or more) of the five Characteristics. A character also has three Abilities—three skills in which the character begins with a high-level of knowledge, but which cannot be increased during play: Connoisseur, Native Language, and First Aid. A character can also choose one skill from a shortened skill list to turn into an Ability. Finally a character has a former Profession, one or more Fields of Experience, and perhaps a Weakness. Characteristics, Skills, and Abilities are used to determine the Base Chance a character has to succeed in an action. The higher the Base Chance, the more likely the character succeeds.

NOTE: Characteristics, Skills, Abilities, Fields of Experience, and Weaknesses are explained in more detail in Character Creation |Chapter Two.

When a player wishes to perform an action, he announces the action to the GM and the GM decides if it is undertaken through a characteristic, skill, or ability check and the GM also decides the Difficulty Factor of the action. The Success Chance of the action is then determined by multiplying the Base Chance by the Difficulty Factor (½ for very difficult actions, 10 for very easy actions). The player or the GM (for checks in which a player shouldn't objectively know the result) rolls a d100 and compares the result of the roll against the Success Quality table (see page 4). Successes come in four Success Qualities; Fair (4), Good (3), Great (2), and Superb (1). Failure is also an option, of course.

As can be seen, the Difficulty Factor is the core of the Classified System. The easier the Difficulty Factor, the easier it is for a character to achieve success, and to also achieve a better Success Quality. An action with a Difficulty Factor of 2 is significantly more difficult than an action with a Difficulty Factor of 8. The base Difficulty Factor is 5 and the difficulty of all actions are adjusted up or down from this point. Regardless how difficult or easy an action, it can never have a Difficulty Factor less than ½ or greater than 10.

Example: Special Agent Mark St. John Smythe has suffered a mishap in his mission and must resort to fire combat. St. John Smythe shoots his Walther PPS at the base Difficulty Factor of 5. His target, however, is behind a small stone wall providing some cover. The GM applies a -1 Difficulty Factor Modifier to St. John Smythe's action because of the cover, but as the guard is currently unaware of Mark, the GM adds a +2 Difficulty Factor Modifier. This results in a final Difficulty Factor of 6 (5-1+2=6).

St. John Smythe has a Base Chance of 25 in Fire Combat (he's got 12 Skill Ranks and a 12 DEX and a 14 PER) so the player looks at the Multiplication Table and multiplies the Base Chance by the Difficulty Factor, resulting in a 150 Success Chance (25x6). The player then looks at the row in the Success Chance Table containing 150 and rolls d100. The player rolls a 34, resulting in a Good (3) Success Quality. St. John Smythe's Walther PPS has a DR of E, and a Good (3) Success Quality results in a Light Wound on his target.

Because the Success Chance is determined by multiplying the Base Chance by the Difficulty Factor of the action, the Success Chance is a number from 1 to 300. This number indicates which row is used on the Success Quality Table for the d100 roll. Note that even though the Success Chance can be greater than 100, when the d100 is rolled, the final result is one of the four Success Qualities; Fair (4), Good (3), Great (2), and Superb (1). In other words, if a character can get to a Success Chance above 100, success in the action in guaranteed unless the player rolls a 100 on the d100. A 100 is always a failure. For success chances less than 100, the character's action fails if the player rolls above the top number in the Success Chance (indicated by SC on the Success Quality Table) on the d100.

Note: Difficulty Factor Modifiers can greatly change a character's chance of success. One step up or down the scale is impactful, but two or more steps can really change the chances for a character, either for or against. In our example above, if Special Agent St. John Smythe had a Difficulty Factor of 7 instead of 6, his roll would have resulted in a Great (2) Success, and he would have inflicted a Heavy Wound on his target.

Some actions require achieving a certain Success Quality to avoid failure. For example, if a check calls for a Good (3) or better Success Quality, if the character only achieves a Fair (4) result, the action is counted as a failure instead of a Fair success. Most actions, however, only require any Success Quality for success.

MULTIPLICATION TABLE (Determines Success Chance)

Base Chance	½	1	2	3	4	5	6	7	8	9	10
						Difficulty Factor					
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	46	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	260
24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30+	15	30	60	90	120	150	180	210	240	270	300

SUCCESS QUALITY TABLE

Success Chance	Superb (1)	Great (2)	Good (3)	Fair (4)
1-10	1	2	3-5	6-SC
11-20	1-2	3-4	5-10	11-SC
21-30	1-3	4-6	7-15	16-SC
31-40	1-4	5-8	9-20	21-SC
41-50	1-5	6-10	11-25	26-SC
51-60	1-6	7-12	13-30	31-SC
61-70	1-7	8-14	15-35	36-SC
71-80	1-8	9-16	17-40	41-SC
81-90	1-9	10-18	19-45	46-SC
91-100	1-10	11-20	21-50	51-SC
101-110	1-11	12-22	23-55	56-99
111-120	1-12	13-24	25-60	61-99
121-130	1-13	14-26	27-65	66-99
131-140	1-14	15-28	29-70	71-99
141-150	1-15	16-30	31-75	76-99
151-160	1-16	17-32	33-80	81-99
161-170	1-17	18-34	35-85	85-99
171-180	1-18	19-36	37-90	91-99
181-190	1-19	20-38	39-95	96-99
191-200	1-20	21-40	41-98	99
201-210	1-21	22-42	43-98	99
211-220	1-22	23-44	45-98	99
221-230	1-23	24-46	47-98	99
231-240	1-24	25-48	49-98	99
241-250	1-25	26-50	51-98	99
251-260	1-26	27-52	53-98	99
261-270	1-27	28-54	55-98	99
271-280	1-28	29-56	57-98	99
281-290	1-29	30-58	59-98	99
291-300	1-30	31-60	61-98	99

Before beginning play, a GM should query his players about what style of Classified they are most interested in playing. There are many different takes on the spy/covert ops genre, but the following four different styles should cover most desires.

Classified Campaign Styles

- **Heroic** (very slight chance of failure): Heroic Classified campaigns are just that. The player characters are almost guaranteed success in their missions and the fun and interest comes from determining how the mission succeeds and the interactions between the player characters and their environment and non-player characters. *"We ensure the world remains safe, and we do it with style and panache."*

Note: Agreeing on a style of play is important to ensure fun is had by all. The discrepancy between the desired game and the realized game is what causes much of the friction within a gaming group. Get everyone on the same page from the very beginning and a better experience will be had by all involved.

- **Cinematic** (slim chance of failure): Cinematic Classified campaigns share much with the Heroic. The player characters will probably succeed in their endeavor, but the threat of failure is significantly more possible. The cinematic campaign often has a "victory, but with a cost" ending wherein something or someone of tertiary importance manifests the majority of the failures. *"We'll always remember Agent Williamson. He was a good agent and a good …friend."*

- **Adventurous** (moderate chance of failure): Most Classified campaigns are Adventurous ones. The risks are more real, the rewards more real, and the player characters have a slimmer advantage against their antagonists. *"Success lies in good intel, a good plan, and a group of people capable of pulling it off."*

- **Realistic** (significant chance of failure): The real-world of spying and covert ops is a mixture of boredom and terror. The risks are often very high and the rewards slight. This is the grim-and-gritty level of Classified. Expect to bury a lot of friends if you survive to retirement. *"You would have succeeded, but General Volovski can't avoid bragging to the women he buys for the night, and he'd rather save his skin than yours.* ***BAM****"*

Note: A few suggestions on how to play in the desired style are below. A GM can use the suggestions below to play in any style of game, of course, but the types of changes suggested should help steer the game in the desired direction.

Heroic Games: Heroic characters are usually the best of the best in their field: Special Agents. They also usually have access to excellent equipment and the best information networks. To top it all off, a GM should increase their Hero Point generation by allowing Great (2) Success Qualities to generate Hero Points, even combat rolls.

Cinematic Games: Cinematic characters are experts at what they do: usually Agents or Special Agents. They usually have access to very good equipment and intelligence. A GM should allow combat-based Hero Point generation.

Adventurous Games: Adventurous characters have good access to intelligence and equipment, and generate Hero Points normally. The rules as presented are designed for an adventurous game.

Realistic Games: Realistic characters have a harder row to hoe. They only occasionally have access to good intelligence and equipment and generate Hero Points normally. Much of the danger of the realistic game arises from how the GM plays the non-player characters: smart, not-overconfident, and often quick to solve a problem with precise and deadly violence.

Although Classified is written as a spy/covert opps game, it is easily adaptable into other genres with which it shares many traits.

- **The Law**: Members of law enforcement should find Classified a good fit. The same skills used by covert operatives are often used when investigating a particularly complex crime. The constraints on player character actions will be a bit more in this genre, but the game is well-suited to the task. Law campaigns are often Adventurous or Cinematic, as law officers tend to have good information access.

- **Private Detective**: The hard-boiled private detective is right a home in a Classified game. Deduction, fast talking, charm, and a solid left hook easily mesh with the world of secret activities. The private detective game will probably be of the Realistic or Adventurous style, but if the players have significant resources, the Cinematic and Heroic are possible.

- **Criminal**: The other side of The Law, Classified works even better from the criminal point of view. Planning heists and cons, engaging in a few well-determined acts of violence: all of these things fit right in with Classified. The Criminal genre can be played in any style.

Non-Classified Games

CLASSIFIED

CHARACTER CREATION
CHAPTER TWO

Classified characters can begin at the rank of Rookie, Agent, or Special Agent. Characters are created via a point-buy system. Every character starts with a certain amount of Character Creation Points based upon the rank of the character. Creation Points are first used to buy Physical Traits, then Characteristics, and then Skills. Using the included character sheet makes character creation much easier.

PHYSICAL TRAITS

In the world of covert operations, a character's physical traits (height, weight, appearance, scars) influences how non-player characters interact with him. They can modify his chance of success in seduction attempts and they can also increase his Reputation in the covert world, making it easier for other operatives to correctly identify him. Anonymity is a very important weapon for an operative, so do not underestimate the benefits of being unknown.

Note: Looking average in the Classified System requires spending more Character Creation Points. It's cheaper to be Gorgeous, but you'll get a lot of Reputation because your beauty makes you easier to remember. Being Gorgeous makes Seduction much easier (+4 Difficulty Factor), but such comes with a significant price.

CHARACTERISTICS

With a range of 1 (terrible) to 15 (amazing), Characteristics measure a characters psychological and physical ability. There are five Characteristics in Classified. The average value is 4 or 5. Player characters begin with a base of 5 in all of their Characteristics. However, if a GM wishes for higher-powered or lower-powered play, player characters can start with a higher or lower base than 5.

- **Strength** (STR): The character's physical prowess and condition. This is a measure of how strong the character is in relation to others.

- **Dexterity** (DEX): The character's physical adroitness, physical grace, and ability to perform fine or demanding actions of coordination.

- **Willpower** (WIL): The character's mental strength. This measures how well a character can withstand pain and mental stress, and is also a measure of the relative discipline of the character.

- **Perception** (PER): The character's ability to notice things and to correctly judge which things he notices are important. This is a measure of the general awareness a character has of his surroundings.

- **Intelligence** (INT): The character's raw computational ability. This is a measurement of deductive reasoning, education, and good old-fashioned brainpower.

SKILLS

Physical Traits describe the outward appearance of a character. Characteristics describe the characters physical and mental qualities. Skills describe the training of a character. Skills define a character's role in the world of covert operations.

REPUTATION POINTS

Beginning characters gain Reputation by diverging from the norm in terms of height, weight, and appearance. Additionally, if the character is above Rookie rank, he may have an identifying scar adding to his Reputation. A character also gains Reputation for Fields of Experience. A character wants a low Reputation score, allowing him to interact more freely with his environment because of his reduced chance of being identified by another covert operative.

When creating new characters, a player is given a certain number of Character Creation Points depending upon the character's rank. These points are used to buy Physical Traits, Characteristics, and Skills. This initial character generation represents the character's natural abilities and training. The character can also acquire a Weakness or two (increasing the number of Character Creation Points) as well as Fields of Experience (also increasing the total number of Character Creation Points).

Once the character is created, the player will use him on missions the GM creates. If the character survives, he will earn Experience Points that can be used to improve Skills or Characteristics. In this way, the character becomes progressively more experienced the more missions completed.

When creating a character, use the provided Character Dossier found in Resources |Chapter Fourteen. The Character Dossier contains a handy list of all Skills and their formulas, as well as a copy of the Multiplication Table.

The first choices made concerning a Classified character is gender, height, weight, and appearance. Gender is purely descriptive (and costs no Creation Points), but height, weight, and appearance affect the character's starting Reputation. The table on the next page lists the weight and height ranges, as well as their respective Creation Point cost and the amount of Reputation Points gained by the choice. The Appearance Table is directly to the right.

Height and weight should not be separated by more than one row to keep the character proportional because Classified characters are typically fit and trim. However, if the GM allows, characters can be of any proportion desired—not all Classified games are the same and not all operatives need be athletic.

Character Creation Points

Rank	Creation Points
Rookie	300
Agent	600
Special Agent	900

APPEARANCE TABLE

Appearance	Creation Points	Reputation Points
Ugly	12	20
Plain	16	10
Normal	20	0
Good Looking	16	10
Attractive	12	20
Stunning	8	35
Gorgeous	4	50

PHYSICAL TRAITS TABLE

MALE		FEMALE		Creation Points	Reputation Points
Height	**Weight**	**Height**	**Weight**		
< 5'4"	< 135	< 5'	< 105	4	40
5'4"-5'5"	135-149	5'-5'1"	105-114	8	20
5'6"-5'7"	150-164	5'2"-5'3"	115-119	12	10
5'8"-5'9"	165-179	5'4"-5'5"	120-124	16	5
5'10"-5'11"	180-194	5'6"-5'7"	125-134	20	0
6'-6'1"	195-209	5'8"-5'9"	135-149	16	5
6'2"-6'3"	210-224	5'10"-5'11"	150-174	12	10
6'4"-6'5"	225-239	6'-6'1"	175-189	8	20
> 6'5"	> 239	> 6' 1"	> 189	4	40

Note: As can be seen, it's expensive (Character Creation Points-wise) to have a low starting Reputation score. A low Reputation may not be important at the very beginning of the game, but the character's actions will add up over time, and eventually the player may be wishing he'd have decided on someone more average in weight, height, and appearance.

Now that the physical traits of the character have been chosen, it is time to determine the character's Characteristics and choose Skills. Characteristics start with a value of 5 and increasing their value costs the listed amount of Character Creation Points. Characteristics play an important role in Skills as every Skill is modified by at least one (sometimes two) Characteristics as indicated by the Skill's formula. If a character does not have any Skill Ranks in a particular skill, the Base Chance is solely determined by the underlying Characteristics. As can be seen thusly, Characteristics are quite important.

NOTE: **The maximum Skill Ranks a character may possess in a Skill (except Language) cannot be more than 2 points greater than the value of the highest underlying Characteristic of that Skill.**

After choosing the character's Characteristics, Skills and Skill Ranks are purchased. Every character begins with Charisma and Driving Skill Rank 1 as these skills are of vital importance to any field operative. Additionally, every character has Connoisseur, First Aid and the character's Native Language as Abilities with a fixed Base Chance of 20. The player can pick one of the skills from the Potential Abilities list to the right as the character's fourth Ability. This Ability provides a chance to customize the background of the character. Remember, however, that Abilities cannot be increased as can skills—once chosen, this Ability will be forever frozen at a Base Chance of 20.

CHARACTERISTICS TABLE

Characteristic Value	Creation Points
5	0
6	10
7	20
8	30
9	40
10	50
11	60
12	80
13	100
14	120
15	140

SKILLS TABLE

Skill	Creation Points
Each Skill	10 per skill
Each Skill Rank	2
A new skill starts at Skill Rank 1	

POTENTIAL ABILITIES LIST

Boating
Cryptography
Demolitions
Disguise
Diving
Electronics
Gambling
Language
Mountaineering
Pickpocket
Piloting
Riding
Science

Weaknesses add flavor to a character (and add Character Creation Points), but they also subject a character to a particular handicap. A player can choose up to two weaknesses for a character if such is desired. The GM can allow more weaknesses, of course.

Weaknesses are of two general types: fear inducing or distractions. Whenever faced by a situation in which a Weakness comes into play, a character will have to make a Willpower roll to overcome the weakness. A failure on this roll results in increasing the Difficulty Factor of the action in question.

Several common weaknesses are in the below table, but they are far from a complete inventory of the many human failings. A GM should feel free to create new weaknesses when players ask for something unique for their character. One thing that a GM may wish to consider is not allowing player characters to possess some of the listed weaknesses. Sadism and Drug Dependence are clearly going to result in a particular style of gaming that may not be desired by all players, but if the players are fine with grim-and-gritty play, those weaknesses should be fair game.

Weaknesses

Note: There's always the chance that players will jump all over weaknesses for the initial bonus Character Creation Points, resulting in a party of characters riddled by human frailty to such an extent that actually completing missions becomes problematic. Because of this, a GM may want to gently remind the players that if a Weakness exists, there's a good chance that temptation will appear with some frequency during adventures. After all, a character gets bonus Creation Points because Weaknesses are *supposed* to lead to complications.

WEAKNESSES

Weakness	Description	Type	CP
Acrophobia	Fear of heights.	Fear	5
Agoraphobia	Fear of open spaces.	Fear	5
Alcohol Dependence	The character drinks more than is recommended. This is not alcoholism, but it's leaning in that direction. The character finds some difficulty turning down drinks.	Distraction	8
Arachnophobia	Fear of spiders.	Fear	8
Claustrophobia	Fear of enclosed spaces.	Fear	5
Drug Dependence	Addiction to legal or illegal drugs.	Distraction	13
Fear of Snakes	Unsurprisingly, fear of snakes. Hiss.	Fear	8
Gambling	The character finds it difficult to gamble socially and tends to wager higher and more often. A character with the Gambling weakness finds it hard to walk away from a dare.	Distraction	10
Greed	The character finds it hard to pass on a chance to earn some cash and likes to display wealth. Greed often leads to illegal activity.	Distraction	10
Personal Tie	The character is emotionally close to one or more people. These people may put the character at risk when exploited by an enemy.	Distraction	10
Sadism	The character enjoys causing pain.	Distraction	10
Sexual Attraction	The character is attracted to members of the same or opposite sex and is prone to become emotionally entangled beyond what is considered appropriate for an operative.	Distraction	10
Superstition	The character deeply believes in luck, fate, karma, or in any number of other superstitious beliefs and/or the character engages in superstitious rites and rituals.	Distraction	8

Classified characters begin play with a backstory. Each had a prior profession before joining their current organization or before starting their private enterprise. A character gains more Creation Points from the choice of profession that can be spent on particular Skills and the character gains one (or several) Fields of Experience.

A player may select one profession from the profession list. Each profession has a group of skills that are important to that profession and which the character may spend Creation Points on. Additionally, each profession has several Fields of Experience within it from which the player may choose.

Professions, and their benefits, have the following rules applied towards them.

- **Age**: A character begins at age 25 and gains a year of age for every year spent in a profession. A character can spend a maximum of 6 years in a profession.

- **Skills**: A character gains 2 Creation Points for every year in the profession that can be spent upon the skills listed under the profession.

- **Fields of Experience**: A character gains one Field of Experience for each year in a profession.

- **Reputation**: A character gains 6 Reputation points for each year in the profession.

There are two types of Fields of Experience: performance or information. Fields of Experience operate differently than Skills. A character either does or does not know how to use the Field of Experience at the appropriate time. All a player needs to do is inform the GM that the character is using the Field of Experience and the GM provides the appropriate information or result. If a player doesn't know that using a Field of Experience is an option, the GM performs a Sixth Sense check for the character. This occurs when the GM knows that the character could learn information through the Field of Experience that the player does not know is available to learn, such as smelling the almond aroma of cyanide in a drink using the Toxicology Field of Experience when the player is not aware that a drink is poisoned.

There are several Fields of Experience that do not fall under any particular Profession. These Fields of Experience are called General Fields of Experience and two of them can be taken in the place of any one Field of Experience found under a profession. General Fields of Experience are common physical or mental activities and/or games.

Professions and Fields of Experience

Professions List

CRIMINAL

The character has a criminal past, such as a thief or con artist.

Skills: Charisma, Disguise, Gambling, Hand-to-Hand Combat, Lockpicking and Safecracking, Mountaineering, Seduction, Sixth Sense, Stealth

Fields of Experience: Computers, Fine Arts, Jewelry, Law, Mechanical Engineering, Rare Collectibles

FREELANCER

The character has a background as a mercenary, private investigator, or insurance fraud investigator.

Skills: Boating, Cryptography, Demolitions, Diving, Driving, Electronics, Evasion, Fire Combat, Hand-to-Hand Combat, Interrogation, Piloting, Riding, Stealth

Fields of Experience: Computers, Economics/Business, International Law, Law, Linguistics, Political Science

JOURNALIST

The character has a background in reporting and investigation.

Skills: Charisma, Disguise, Driving, Gambling, Interrogation, Local Customs, Sixth Sense, Stealth

Fields of Experience: Computers, Economics/Business, History, Political Science

LAW ENFORCEMENT

The character has a background in police work—either at a local or national level.

Skills: Disguise, Electronics, Evasion, Fire Combat, Hand-to-Hand Combat, Interrogation, Riding, Sixth Sense, Stealth

Fields of Experience: Computers, Forensics, Law, Toxicology

MILITARY

The character has served in a national military or militant group.

Skills: Boating, Demolition, Diving, Driving, Electronics, Fire Combat, Hand-to-Hand Combat, Interrogation, Local Customs, Piloting

Fields of Experience: Computers, Mechanical Engineering, Military Science

MILITARY INTELLIGENCE

The character has served in the intelligence branch of a national military.

Skills: Cryptography, Demolitions, Disguise, Driving, Evasion, Fire Combat, Piloting, Science, Sixth Sense

Fields of Experience: Forensics, International Law, Linguistics, Military Science, Political Science, Toxicology

PROFESSIONAL

The character has a terminal degree and/or a professional license. Examples are professors, lawyers, doctors, and clergy.

Skills: Cryptography, Electronics, Language, Local Customs

Fields of Experience: Architecture, Cinema, Computers, Dance, Fine Arts, History, International, Law, Law, Linguistics, Literature, Medicine, Music, Philosophy, Rare Collectibles, Religion, Theater

SCIENTIST

The character has worked in a scientific field.

Skills: Cryptography, Electronics, Local Customs, Science

Fields of Experience: Biology, Botany, Chemistry, Computers, Economics/Business, Linguistics, Medicine, Space Sciences

GENERAL FIELDS OF EXPERIENCE

A character can choose to substitute two of the below Fields of Experience for one Field of Experience listed under one of the above professions.

Fields of Experience: American Football, Baseball, Board Games, Computers, Cricket, Economics/Business, Football, Golf, Ice Hockey, Linguistics, Polo, Snow Skiing/Boarding, Squash/Racquetball, Tennis, Wargaming, Water Skiing

Fields of Experience List

American Football: The character understands American football, can play it, and is familiar with the culture and history surrounding it.

Architecture: The character understands architecture and is familiar with the culture and history of architecture. The character understands physical structures and their commonalities and can accurately "case" buildings.

Baseball: The character understands baseball, can play it, and is familiar with the culture and history surrounding it.

Biology: The character understands biology and biochemistry and is familiar with common biological lab equipment and practices. The character can read technical writing on biological subjects.

Board Games: The character understands common boardgames (backgammon, go, checkers, chess, etc.), can play them, and is familiar with the culture and history surrounding them.

Botany: The character understands plants and is familiar with common lab equipment dealing with plants and lab practices. The character can read technical writing on botany and is able to identify plants in the field.

Chemistry: The character understands chemistry and is familiar with common chemical lab equipment and practices. The character can read technical writing on chemical subjects.

Cinema: The character understands cinema and is familiar with the culture and history surrounding it.

Computers: The character can use computers and technology. The character is familiar with common computer languages and hardware.

Cricket: The character understands cricket, can play it, and knows the culture and history surrounding it.

Dance: The character understands dance, can dance, and is familiar with the culture of dance.

Economics/Business: The character is up-to-date on economic affairs and has a good understanding of economics and business. The character can read business reports, and is familiar with the culture of business and business operations.

Fine Arts: The character is familiar with two- and three-dimensional art, such as painting and sculpture. The character can determine the reasonable value range of a piece of fine art.

Football: The character understands football, can play it, and is familiar with the culture and history surrounding it.

Forensics: The character is up-to-date on common forensic methods and procedures.

Golf: The character understands golf, can play it, and is familiar with the culture and history surrounding it.

History: The character knows the history of humanity.

Ice Hockey: The character understands ice hockey, can play it, and is familiar with the culture and history surrounding it.

International Law: The character knows international law and the effects it has upon covert actions.

Jewelry: The character is familiar with precious metal, gems and jewelry and the character can determine the reasonable value range of a piece of said items.

Law: The character knows the laws (and punishments) of his or her native country and is familiar with police and other law enforcement agencies.

Linguistics: The character understand linguistics, can speak one additional Language at Skill Rank 15, and spends half the normal amount to gain a new language or to improve an existing one.

Literature: The character understands literature, can write artistically and elegantly, and is familiar with the culture and history of literature.

Mechanical Engineering: The character understands how machinery and factories function. The character can "case" buildings and determine with some accuracy the location of typical items, such as air ducts, elevators, etc. The character is familiar with the culture and history of manufactories.

Medicine: The character knows human anatomy and physiology. The character understands how the body, and disease, works.

Fields of Experience List (cont.)

Military Science: The character knows military history, and is familiar with military protocols such as rank, administration activities, and other aspects of the culture of the soldier or sailor.

Music: The character understands music, can play one instrument very well and several others passingly well, and is familiar with the culture and history of music.

Philosophy: The character understands philosophy and is familiar with the culture and history of philosophy.

Political Science: The character is up-to-date on current political affairs and is aware of important leaders and organizations. The character can assess the ramifications of political changes.

Polo: The character understands polo, can play it (if the character has the Riding Skill), and is familiar with the culture and history surrounding it.

Rare Collectibles: The character is familiar with rare collectibles such as furniture, coins, and stamps, and can determine the reasonable value range of a piece of said items.

Religion: The character is familiar with religion and theology. The character understands the organizational structures of major religions and the culture and history surrounding the religion.

Snow Skiing/Boarding: The character understands snow skiing, can ski, and is familiar with the culture and history surrounding skiing.

Space Sciences: The character understands rocket science, including satellite technology, as well as cutting-edge developments.

Squash/Racquetball: The character understands squash and racquetball, can play them, and is familiar with the culture and history surrounding them.

Tennis: The character understands tennis, can play it, and knows the culture and history surrounding it.

Theater: The character understands theater, can act, and is familiar with the culture of acting.

Toxicology: The character has knowledge of poisons and their symptoms and antidotes.

Wargaming: The character is familiar with wargaming, including table-top, computer, and in-the-field simulations.

Water Skiing: The character understands water skiing, can ski, and is familiar with the culture and history surrounding skiing.

New characters begin with 3 Hero Points if Rookies, 6 if Agents, and 9 if Special Agents. This represents the prior successes the character achieved before beginning play. For more information on Hero Points, see Hero Points |Chapter Five.

There are five additional measurements of a Classified character: Carrying Capacity, Hand-to-Hand Combat Damage Rank, Running/Swimming Time, Speed, and Stamina.

- **Carrying Capacity**: This measures the amount of weight a character can carry for a number of minutes equal to the character's Willpower. A character can carry a lesser weight for as long as desired, but a character cannot carry a heavier weight. If a character carries the maximum weight for longer than indicated by the character's Willpower, the character becomes exhausted and incurs a -3 Difficulty Factor penalty to all actions until the character rests for 15 minutes.

Additional Information

CARRYING CAPACITY

Strength	Carry Range (lbs.)
< 6	60-100
6-10	101-150
11-13	151-210
14	211-280
15	281-350

RUNNING/SWIMMING TIME

Willpower	Time Limit (minutes)
< 6	10
6-10	25
11-13	40
14	55
15	60

- **Running/Swimming Time**: This measures the number of minutes a character can run or swim at maximum speed before exhaustion occurs. Exhaustion penalties from Running/Swimming are removed after 30 minutes of rest.

- **Hand-to-Hand Combat Damage Rank**: A character's Strength determines the Damage Rank for Hand-to-Hand attacks. For more information on Hand-to-Hand Combat, see Combat |Chapter Seven.

- **Speed**: Speed is a measurement of how quickly a character reacts in combat (determines initiative) and is also used to determine who shoots first in a draw situation. For more information on Fire Combat, see Combat |Chapter Seven.

- **Stamina**: This determines the number of hours a character may remain awake before becoming exhausted. Exhaustion penalties from Stamina are only removed after at least 5 hours sleep.

HAND-TO-HAND DAMAGE RANK

Strength	Damage Rank
< 9	A
9-13	B
14-15	C

SPEED

PER + DEX	Speed
< 8	0
8-15	1
16-23	2
24-30	3

STAMINA

| Willpower	Stamina (hours)
< 6	24
6-10	28
11-13	30
14	33
15	36

Reputation Points

Now that the character is almost completed, calculate the character's total Reputation Score based upon physical traits and for each year spent in a profession. If the character is an Agent or Special Agent, there is the chance that the character has a distinctive scar in a readily apparent location (50% chance for an Agent, 75% chance for a Special Agent). Each such scar adds 20 to the character's Reputation total.

Money and Equipment

The way money and equipment is handled in Classified depends upon what type of game is being played. If the characters are members of a national organization (C.I.A, M.I.6, etc.), the characters are assumed to have modest resources appropriate to their yearly pay, and receive most of their field equipment from their organization. The same can be the case for Classified characters that work for a wealthy private intelligence/covert ops organization (such as a private military company). Classified characters working for either of these wealthy organizations are always equipped for the expected mission and may also Persuade or spend Experience Points for additional equipment.

Classified characters that work as freelancers should begin with a certain amount of cash and resources as determined by the GM and the players. These arrangements are left up to the GM and the group as they can vary from very wealthy free operatives to a down-and-out group barely scraping by. For information on Equipment, see Equipment |Chapter Ten.
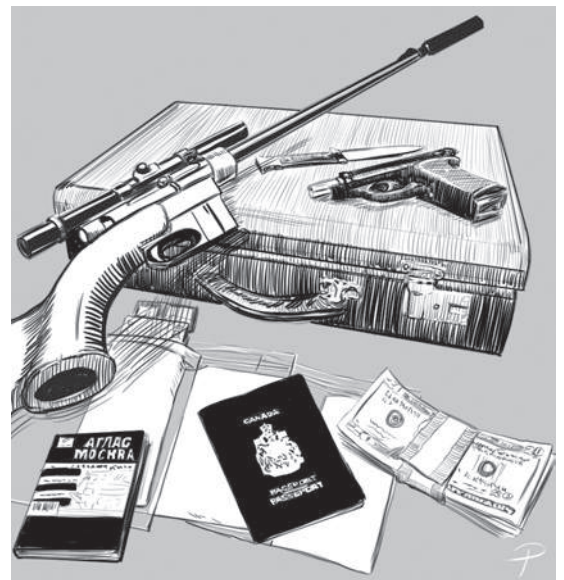
CLASSIFIED

SKILLS
CHAPTER THREE

When a character attempts an action that can be reasonably applied to one of the Skills in Classified, the player or the GM rolls a d100 to adjudicate the results. The player usually makes the roll, but the GM rolls for situations in which the result needs to be kept secret from the player. A good example is the skill Interrogation. If the player rolled, the player would know how reliable the information received was based upon the roll result rather than the information presented to him by the GM's roleplaying. In situations where the roll reveals a result with this type of certainty, the GM rolls.

During play, situations will arise wherein a character attempts to perform an action that is related to two or more skills, such as when returning fire when mountain climbing. In such situations, a GM should resolve one action first and then resolve the next. The order in which the actions are determined is up to the GM, but most cases are fairly easy to determine which action is the more important. As a general rule, if the first action fails in an action sequence, the second (or third) action cannot be taken.

If the character is attempting an action that involves both a Skill and a Characteristic, such as mountaineering while carrying an unconscious fellow agent, the GM should apply a Difficulty Factor Modifier based upon the added difficulty of the situation. Alternatively, if the GM prefers, he could choose to have the player roll a Characteristic check and then use the Success Quality to determine the Difficulty Factor Modifier. The latter method works best when the GM has prepared a results table for the Success Quality ahead of time.

Abilities are used exactly like Skills, but unlike Skills, they cannot be increased in Rank and permanently possess a 20 Base Chance. All Classified characters have their Native Language, Connoisseur and First Aid as Abilities and may choose one more Skill from the Potential Abilities List found in Character Creation |Chapter Two to turn into an Ability.

Each Skill has a formula that determines the Base Chance of success when using that Skill. The Skill Formula Table presents all the formulas and the character sheet has all the skills and their formulas on it for easy reference.

Some Skills can only be tried once. If the Skill roll indicates a failure, nothing can be done until circumstances are different: the character increases the Skill Rank, gains new equipment, or some other material change in circumstances. Encoding a coded message using Cryptography is an exception to this rule.

Note: Part of customizing a Classified game involves creating success results tables for critical encounters. These tables increase game enjoyment because the players know the more experienced the characters become, the better the characters' results. They provide a positive feedback loop, increasing the enjoyment of the game.

When creating success results tables, it's suggested that the GM makes sure to provide at least the minimum needed information to steer the players in the right direction at a Fair (4) Success Quality. Following this suggestion usually allows the game to avoid becoming bogged down if the characters' just squeeze by on an important roll.

That said, always remember the style of Classified game that's being played. For a Realistic style, don't hesitate to require Good (3) Success Qualities to get the minimum information. Players of Realistic-style games often look forward to piecing things together using sub-par or absent information—they're the kind of players that expect the game to challenge them, and not just their characters.

NOTE: The maximum Skill Ranks a character may possess in a Skill (except Language) cannot be more than 2 points greater than the value of the highest underlying Characteristic of that Skill. Base Chance maximum is 30.

SKILL TIME AND INFORMATION

	Success Quality				
	Superb (1)	Great (2)	Good (3)	Fair (4)	Failure
Time	¼	½	1	2	3
Information	100%	90%	75%	50%	False

SKILL FORMULAS

Skill	Base Chance (round down)
Boating	[(DEX+PER)/2] + Skill Rank
Charisma	WIL + Skill Rank
Cryptography	INT + Skill Rank
Demolitions	INT + Skill Rank
Disguise	INT + Skill Rank
Diving	[(STR+DEX)/2] + Skill Rank
Driving	[(DEX+PER)/2] + Skill Rank
Electronics	INT + Skill Rank
Evasion	[(STR+DEX)/2] + Skill Rank
Fire Combat	[(DEX+PER)/2] + Skill Rank
Gambling	PER + Skill Rank
Hand-to-Hand Combat	STR + Skill Rank
Interrogation	INT + Skill Rank
Language	INT + Skill Rank
Local Customs	PER + Skill Rank
Lockpicking/Safecracking	DEX + Skill Rank
Mountaineering	[(STR+WIL)/2] + Skill Rank
Pickpocket	DEX + Skill Rank
Piloting	[(DEX+PER)/2] + Skill Rank
Riding	[(WIL+PER)/2] + Skill Rank
Science	INT + Skill Rank
Seduction	[(WIL+Charisma Skill Rank)/2] + Skill Rank
Sixth Sense	[(PER+INT)/2] + Skill Rank
Stealth	WIL + Skill Rank
Torture	[(WIL+INT)/2] + Skill Rank

Note: Running the numbers on the relationship between Characteristics and Skills provides some useful information. Assigning 1 point to every Characteristic that is the only Characteristic underlying a Skill (such as how INT does for Demolitions) and assigning 0.5 points to every Characteristic that shares influence on a Skill (such as how DEX and PER do for Fire Combat) provides a numerical assessment of the relative value of Characteristics as related to Skills.

Characteristic	Total Score
Strength	2.5
Dexterity	5
Willpower	4
Perception	5
Intelligence	8

As can be seen, Intelligence is the most important, and Strength the least important, of all the Characteristics regarding how they influence Skills. When creating characters, consider the relative value of each Characteristic and how that influences the overall Skill profile for the character and the archetype that the character is designed to fill. Skills aren't the only things that Characteristics influence, but their relationship with Skills is something that should be kept in mind.

If a success is rolled, the roll also determines the Success Quality of the action. Some Skills provided additional effects based upon the Success Quality. See each individual Skill for more information.

Each Skill has a Base Time which is the amount of time needed to perform the action with a Good (3) Success Quality. This time is modified down or up if the Success Quality is better or worse than Good (3).

For information-related Skills, Success Quality also determines how much information is revealed by the action. It is these Skill checks that are typically rolled by the GM to prevent the Player from knowing the result.
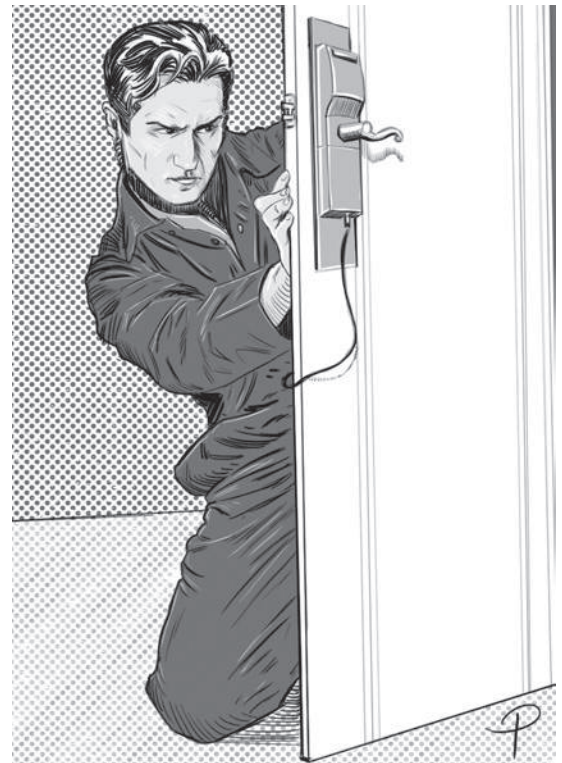
Skills (except Language) can be used by characters that do not have them (with the Base Chance being determined by the underlying Characteristic), but such attempts suffer a -3 Difficulty Factor Modifier to the action.

Finally, remember that a d100 roll of 100 is always a failure, and if equipment is being used for the check, the equipment may be damaged by the failure. If equipment may be damaged with a Skill, the Skill lists a repair time required to fix the equipment.

SKILLS |CHAPTER THREE

BOATING

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight
INFORMATION:	N/A
REPAIR:	24 hours

Boating involves controlling water-going vessels, including submarine vessels. Boating most commonly is used in Classified during chases, but certain other circumstances may require Boating rolls depending upon the GM.

CHARISMA

BASE TIME:	10 minutes
SUCCESS:	Variable based upon Success Quality. See Interactions |Chapter Nine.
INFORMATION:	The GM provides the gathered information based upon the Success Quality.
REPAIR:	N/A

Charisma influences the impressions you make upon others and how well you can get what you want from them. Charisma determines initial NPC reactions as well as the persuasiveness of a character.

CRYPTOGRAPHY

BASE TIME:	1 hour
SUCCESS:	Variable based upon the Success Quality.
INFORMATION:	Variable based upon Success Quality as indicated in the Skill Time and Information Table.
REPAIR:	12 hours

A character with this Skill can encrypt and decrypt messages. Encrypted messages have a security rank represented by the Difficulty Factor required to encrypt and decrypt the message. Difficulty Factor 8 messages are the easiest and Difficulty Factor 2 are the most difficult.

Encrypting a message requires first choosing the security rank (the Difficulty Factor) of the message and then succeeding with a Good (3) Success Quality using the same Difficulty Factor. A character can make multiple tries encoding a message but must change the security rank for every try. Each failure takes 1 hour.

Decrypting a message sent to character by a friendly can only be tried once, but any Success Quality results in successfully decoding the entire message. Decrypting a message from another source only provides the amount of information as indicated on the Skill Time and Information Table based upon the Success Quality of the roll.

Classified Skills List

Note: A GM should feel free to make up Skills as desired, but remember that every new skill increases the pool of character options but doesn't increase the number of Character Creation Points to spend on those options. Add too many new Skills and the players are going to feel a real pinch when creating new characters or when choosing how to spend Experience Points.

Note: A GM should consider Difficulty Factor Modifiers to Charisma due a character's clothing and dress, especially when the character is in "foreign" garb and interacting with the locals. For more information on NPC Reactions and Persuasion, see Interactions \|Chapter Nine.

Note: Cryptography isn't easy to do, even for the trained, which is why it requires a Good (3) Success Quality to get it right. It's assumed that messages from friendlies are designed with the character as the recipient and should be easier to decrypt than would be a secret code found in an enemy office's safe. The GM should note the security rank of all communications likely to be intercepted by the characters or their enemies.

For a bit of realism, feel free to name the various codes encountered by the characters, or look up some real codes and use them in the game.

DEMOLITIONS

BASE TIME:	10 minutes
SUCCESS:	Any success results in the explosives detonating.
INFORMATION:	N/A
REPAIR:	Damaged demolition equipment is useless and can't be repaired.

Demolitions allow a character to work with explosives. There's a tremendous variety in explosives and the right explosive for the right job is of paramount importance. When improvising with explosives not explicitly designed for the task at hand, the GM should increase the Difficulty Factor of a Demolitions roll. How much explosive is needed to get a job done is highly variable based upon the explosive and the materials it is working against. As a rule of thumb explosives will fit in a backpack unless the character wants to blow up something bigger than a large house.

A character with this skill can make improvised explosives providing the proper material is at hand. Such impromptu explosives suffer penalties to their effectiveness as adjudicated by the GM, either via increasing the Difficulty Factor of use or decreasing the Damage Rank.

Note: The base time is for explosives being used as planned and for demolition jobs that can be done quickly. The characters can speed this up, but the GM should apply an appropriate Difficulty Modifier. A few Difficulty Modifier suggestions are below.
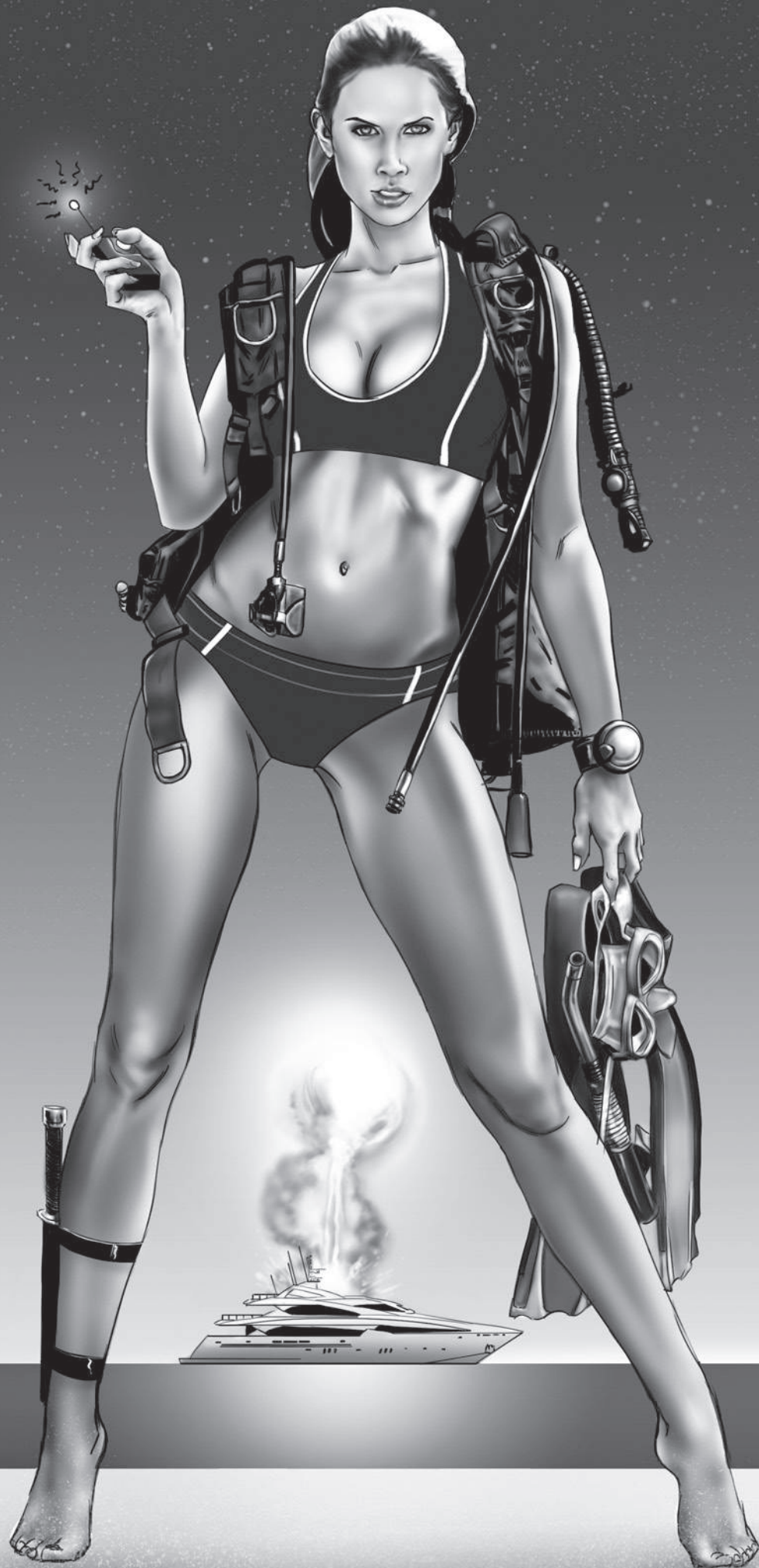
DM	Situation
-5	Using explosives other than as designed
-5	Reducing Base Time by ¼
-3	Reducing Base Time by ½
+1	Making a close inspection of the demolition work
+2	Increasing Base Time by 150%
+3	Increase Base Time by 200%

Note: The GM should feel free to alter the Base Time if the job consists of simply planting one pre-prepared charge and getting it ready to fire. The Base Time listed is for a job that is not pre-prepared and/or requires more than one charge.

Note: Making explosives has a Difficulty Factor of 5 if the character has an appropriate place to work (such as a chemistry lab) and all the appropriate materials and equipment is available. If this is not the case, the Difficulty Factor is 1. Generally, player-fabricated explosives inflict a -3 Difficulty Factor Modifier when used.

DISGUISE

BASE TIME:	10 minutes for a general disguise, 2 hours for a particular person.
SUCCESS:	A better Success Quality reduces the chance of being discovered.
INFORMATION:	N/A
REPAIR:	N/A

Disguise allows a character to change his or her appearance to deceive onlookers. General disguises are used when the character attempts to appear as a type of person, such as a security guard, a lab technician, a plumber, or a public services worker such as garbage man or road construction. Particular disguises are for when an operative attempts to mimic a unique individual. Particular disguises take longer to create.

The GM rolls Disguise rolls and the Success Quality determines how effective the disguise is. Particular disguises always require accoutrements of some sort (prosthetic make-up, wigs, etc.) while general disguises are assumed to be mostly composed of a set of clothes, over-clothes, and/or tools appropriate to the role the character is assuming.

A failure on a Disguise roll does not mean the disguise was ineffective, it just means the chance of detection is much higher than for a successful disguise.

Note: Seeing through a disguise requires succeeding on a PER check with a Difficulty Factor equal to the Success Quality of the disguise. Seeing through a failed Disguise roll has a Difficulty Factor of 10. A GM should always apply Difficulty Factor Modifiers if the circumstances warrant. For example, seeing through a disguise should be easier for a former paramour, and a guard who's familiar with all the lab techs should find it easier to determine that the character isn't really a lab tech.

Note: Disguise is used to create fake fingerprints or palm prints used to bypass their respective scanners. Making fake fingerprints is a Difficulty Factor 3 check and making fake palm prints is a Difficulty Factor 2 check. For more information on this use, see the respective equipment in Chapter Ten |Equipment.

DIVING

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines.
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight.
INFORMATION:	N/A
REPAIR:	3 hours

Diving allows a character to operate underwater using scuba and other common underwater gear. The diving skill also includes knowledge of the many communication signals used underwater. Diving is used in place of Hand-to-Hand Combat or Fire Combat if the character engages an enemy while in the water. Diving is also used in chases occurring in water and for determining the duration a character can remain underwater without breathing as well as the character's speed in the water.

Note: If diving needs to be used during combat, see Combat \|Chapter Seven for more information.

Note: Duration of scuba dives are determined by the air available via the used equipment. The below information may be of use when Diving comes into play during a game.

Situation	Rule Suggestions
Snorkle depth	Skill Rank x 10 feet
Snorkel duration	Skill Rank x 20 seconds
Scuba depth	Skill Rank x 30 feet
Swim speed	Skill Rank + 5 feet (per round)

DRIVING

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines.
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight.
INFORMATION:	N/A
REPAIR:	6 hours

A character with this skill can drive many different types of wheeled land vehicles. Driving is primarily used during chases, but can be used in any situation where the GM believes a character is doing something out-of-the-ordinary with a vehicle.

ELECTRONICS

BASE TIME:	1 hour
SUCCESS:	Any success is successful.
INFORMATION:	Variable depending upon character goals.
REPAIR:	4 hours

Electronics provides a character working knowledge of electronic machines, such as security systems, computers, spycraft tools-of-the-trade, and other such electronic equipment. A character with this skill can identify an unknown piece of electronica. Electronics also allows a character to manufacture basic equipment from available parts or to assemble complex electronic devices with instructions.

Electronics is used when detecting, placing or removing covert surveillance equipment (bugs). It can also be used when tapping into a computer or electronic system, and when planning to sabotage an electronic system or piece of equipment.

Note: Given the nature of Classified, Electronics may turn out to be one of the most-used Skills at the table. Much of the modern world is digital and it will be a rare mission that doesn't involve electronics in some way.

Note: If a character wishes to sabotage something without leaving evidence of sabotage, a Superb (1) Success Quality is required.

EVASION

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines.
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight.
INFORMATION:	N/A
REPAIR:	2 hours

This skill is primarily used during chases that do not involve vehicles. It also comes into play when the character is using a Field of Experience (such as snow skiing) while trying to evade or pursue. Most rarely, it can be used to cover very unusual circumstances, such as when the character is trying to grab a falling parachute after being pushed out of a plane.

FIRE COMBAT

BASE TIME:	1 round
SUCCESS:	Determines the Damage Rank of a wound.
INFORMATION:	N/A
REPAIR:	6 hours

Fire Combat is used when the character uses firearms, rockets, and other missile weapons like bows or crossbows that launch a projectile. Thrown weapons (like grenades) use Hand-to-Hand Combat. If a character is using a weapon that is physically mounted onto a vehicle, the appropriate vehicle Skill (Boating, Driving, Piloting) should be used in place of Fire Combat.

For more information on combat, see Combat |Chapter Seven. Remember that most weapons that use the Fire Combat Skill have a Jam range within which die rolls result in weapon jams instead of what the normal Success Quality would have been.

GAMBLING

BASE TIME:	N/A
SUCCESS:	Increases the chance of winning.
INFORMATION:	N/A
REPAIR:	N/A

Gambling is used when the characters engage in games of chance, typically at casinos. For more information on gambling, see Interactions |Chapter Nine.

Note: If the GM wishes, a character may pick a particular weapon as a specialty, gaining a +1 Difficulty Factor Modifier when using that model of weapon. This simulates an individual's focus on training with that weapon over others. A GM and player should work together to create an appropriate negative to the character to compensate for this increase in ability.

HAND-TO-HAND COMBAT

BASE TIME:	1 round
SUCCESS:	Determines the Damage Rank of a wound.
INFORMATION:	N/A
REPAIR:	1 hour

Hand-to-Hand Combat is used when a character engages in personal combat using hand-held weapons or a martial arts style such as boxing, judo, or karate. Additionally, thrown weapons (including grenades) use this skill. For more information on combat, see Combat |Chapter Seven.

INTERROGATION

BASE TIME:	18 hours
SUCCESS:	Variable based upon the Success Quality.
INFORMATION:	Variable based upon the Success Quality as indicated in the Skill Time and Information Table.
REPAIR:	Repair: 2 hours

Interrogation allows a character to cleverly question a person, causing him to inadvertently reveal information he wishes to remain secret. Interrogation does not involve using physical pain.

LANGUAGE

BASE TIME:	Variable. Usually instantaneous.
SUCCESS:	Success or variable success based upon the Success Quality.
INFORMATION:	Complete accuracy or variable based upon the Success Quality as indicated in the Skill Time and Information Table.
REPAIR:	N/A

Language allows a character to correctly speak and read a language. The ability of the character is indicated by the Skill Ranks in the Language. Starting at Skill Rank 15, a character will never have to roll to determine success when using the language unless under unusual circumstances like trying to yell orders in the language during a noisy combat. At lower Skill Ranks, the GM may decide the character understands the language depending upon circumstances, or the GM may require the character succeed on a Language roll.

Every character starts with his or her Native Language as an Ability and thus has knowledge of the chosen language equivalent to Skill Rank 20 on the Language Fluency table.

Note: Interactions |Chapter Nine contains more information on the use of Interrogation in a Classified Game.

Note: If a character is familiar with more than one language, the character can create encrypted messages that are more secure. Such a character gains a +2 Difficulty Factor Modifier on Cryptography rolls when using such a code.

NOTE: Langauge is the only Skill that doesn't have a limit on the number of Skill Ranks a character can posess. For all other skills, the maximum Skill Ranks a character may possess in a Skill cannot be greater than the value of the highest underlying Characteristic of that Skill.

LANGUAGE FLUENCY TABLE

Skill Rank	Fluency
1-3	The character has a crude understanding of the language. The character can read basic signs and simple sentences, and can haltingly hold very simplistic conversations.
4-7	The character has a basic understanding of the language. The character can read most signs and read longer blocks of written text. The character can hold a basic conversation. The character has a thick accent.
8-11	The character has beginning fluency in the language. The character reads simple material and can hold average conversations. The character has a noticable accent.
12-14	The character has fluency in the language. Complex written materials and conversations are easily engaged. The character has a slight accent
15-19	The character has true fluency in the language. The character sounds like a native speaker and can adopt a regional accent if required.
20+	The character uses language as only the elite can do and is capable of the most complex and subtle writing and conversation. The character is familiar with variant forms of the language, such as local dialects that have some divergence from the standard language and old versions of the language, such as Middle English or New High German. The character always succeeds when adopting an accent.

Note: If a character has an accent, the accent can be effectively removed for an interaction if the character rolls a Good (3) Success Quality or better. If a character wants to place an accent on a language (say the character wants to sounds like a German speaking English when the character is a native English speaker who also knows German) the character needs to also roll a Good (3) Success Quality or better.

The GM is encouraged to think of creative ways of using Language. For example, consider how more effective (a + Difficulty Factor Modifier) maintaining a cover using the Local Customs Skill would be if the character can speak the native language perfectly. There should be many opportunities for Language use in Classified.

LOCAL CUSTOMS

BASE TIME:	N/A
SUCCESS:	Failure results in everyone knowing the character does not belong. Success varies how well the character fits in and/or how much information is gained.
INFORMATION:	Variable based upon the Success Quality as indicated in the Skill Time and Information Table
REPAIR:	N/A

The Local Customs skill allows characters to fit in with their environment and the local people. This skill is often used when a character needs information about a city, such as major monuments, important building locations, cultural districts, and criminal-prone areas. Local Customs helps a character find a nearby fence or unscrupulous contact.

A Local Customs check will most commonly modify a Reaction roll (see Interactions | Chapter Nine). The result of the various Success Qualities are described in the table on the right. A GM should feel free to modify the Difficulty Factor of the Local Customs check based upon the characters dress, demeanor, and player role-playing.

Note: Cities should have associated Difficulty Factors relating to the ease of finding a contact to help procure equipment if the player characters have not already set up a pre-arranged deal. Generally, the less wealthy and populous a city, the more difficult it is to acquire the materials most commonly sought after by Classified characters.

Locul Customs Success Quality	Reaction Difficulty Factor Modifier
Falure	-1
Fair (4)	0
Good (3)	+1
Great (2)	+2
Superb (1)	+3

LOCKPICKING/SAFECRACKING

BASE TIME:	Lockpicking takes 3 minutes and Safecracking takes 15 minutes.
SUCCESS:	Any success opens the lock or safe.
INFORMATION:	If a Superb (1) Success Quality occurs, all like locks or safes in the building have a +1 Difficulty Factor Modifier.
REPAIR:	10 minutes for lockpicking and 2 hours for safecracking.

This skill allows characters to open locks and safes providing they have the appropriate tools. Some tools may provide + Difficulty Factor Modifiers.

MOUNTAINEERING

BASE TIME:	15 minutes per 100 feet climbed.
SUCCESS:	Any success is complete success. Failure indicates a fall.
INFORMATION:	N/A
REPAIR:	2 hours

Mountaineering covers the art of climbing vertical surfaces. A character can use equipment, but is not required to unless the GM adjudicates that climbing a particular cliff is impossible without equipment. A character that is being very careful when climbing receives a + 2 Difficulty Factory Modifier at the expense of doubling the duration of the climb.

A failure results in a fall. If no equipment is being used, a successful Difficulty Factor 2 DEX check means the character has grabbed something to prevent the fall. If equipment is used, the character loses half of the distance already climbed. If a character falls, consult the table to the right to determine damage.

Note: To determine how high a character is when he falls, roll d100. The result is the percentage of the climb completed when the fall occurs.

Distance Fallen in Feet	Damage Inflicted
< 10	None
11-20	Light Wound
21-60	Medium Wound
61-150	Heavy Wound
151-250	Incapacitated
> 250	Killed

PICKPOCKET

BASE TIME:	N/A
SUCCESS:	Any success is full success. Failures allow the target a chance to detect the attempt.
INFORMATION:	N/A
REPAIR:	N/A

Pickpocketing allows a character to take an item from a person without the person knowing it was taken. The pickpocketed item must be small, up to the size of a handgun. If characters work as a team, using time-honored pickpocket distractions and methods, a positive Difficulty Factor Modifier should be applied by the GM.

Note: Common Difficulty Factor Modifiers to Pickpocket are below.

Difficulty Factor Modifier	Situation
+2	Pickpocking at night
-2	Pickpocketing during the day
-2	Target's PER is 11-13
-4	Target's PER is > 13

PILOTING

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines.
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight.
INFORMATION:	N/A
REPAIR:	24 hours

Piloting involves controlling air-going vessels, including blimps and hot-air balloons. Piloting most commonly is used in Classified during chases, but certain other circumstances may require Piloting rolls depending upon the GM.

RIDING

BASE TIME:	Variable. During chases it is one round, during other situations, the GM determines.
SUCCESS:	Variable depending on situation. For chases, see Chases |Chapter Eight.
INFORMATION:	N/A
REPAIR:	1 hour for materials or Riding can be used like First Aid for animals. See Combat |Chapter Seven for more information on healing.

Riding involves controlling ridden animals, such as horses, mules, or even elephants. Riding is most commonly is used in Classified during chases, but certain other circumstances may require Riding rolls depending upon the GM, such as quieting upset animals.

SCIENCE

BASE TIME:	1 hour
SUCCESS:	Variable
INFORMATION:	Variable based upon the Success Quality as indicated in the Skill Time and Information Table.
REPAIR:	18 hours

Science allows a character to engage in scientific procedure and investigation and to arrive at sound conclusions afterwards. Science is a very broad skill which has one main limitation upon it: is portable equipment needed to find out what the characters wish to know or is a lab required? If portable equipment is enough, the equipment should be available at the beginning of a mission if the characters know that it's going to be needed. If a lab is needed, the character will have to have a contact within their agency (or with a private lab) willing to allow access.

Not all uses of Science require equipment. Many identifications (what is this plant or animal?) can be made without equipment and as

Note: Science is typically used to gather information about a particular object or situation. A GM should apply appropriate modifiers based upon the specificity and complexity of the question (how difficult a question is it?) and the circumstances surrounding the question (how much equipment does the character have to find the answer?).

A GM may also allow characters to specialize in a particular Science field if the player's wish. A specialized character receives a +2 Difficulty Factor Modifier when working within the selected field, but a -1 Difficulty Factory Modifier when outside the field. Alternatively, a GM should allow a character with a Field of Experience relating to a Science check gain the above bonus without any potential negatives if the GM doesn't think the Field of Experience is directly applicable enough to simply provide the answer.

long as the character has some experience in the local environment. However, many uses for the Science Skill will require equipment. After all, it is impossible to test for radiation without a Geiger counter or similar piece of equipment.

SEDUCTION

BASE TIME:	Variable (usually not less than an evening)
SUCCESS:	Variable. Seduction is used to change a target's Reaction.
INFORMATION:	Depends on altered Reaction towards character.
REPAIR:	N/A

Seduction is the art of using romance and intimacy to alter the opinion of the target to the player character's benefit. For more information, see Interactions |Chapter Nine.

SIXTH SENSE

BASE TIME:	N/A
SUCCESS:	Variable
INFORMATION:	Variable based upon the Success Quality as indicated in the Skill Time and Information Table
REPAIR:	N/A

Covert operatives may live or die by their ability to sense when something isn't as it appears. Sixth Sense allows characters to gather important information about their surrounding when nothing appears unusual or amiss. Sixth Sense allows a character to recognize that something dangerous is happening before something even more dangerous happens. Unlike most Skills, GMs roll for Sixth Sense when it is appropriate and players can never deliberately "use" the Skill when desired.
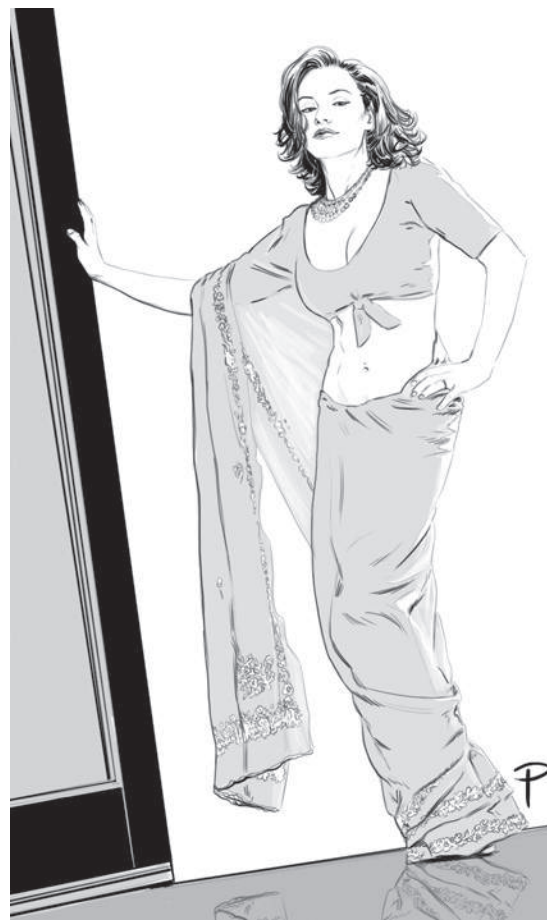
Note: Sixth Sense in unusual because it is the only Skill that is used by the player characters without the players knowing it is being used. Because of this, a GM should record all characters' Sixth Sense Base Chances for easy access during play. If a GM has to ask for this information, the player's learn that something in happening, defeating one of the reasons for the Skill.

STEALTH

BASE TIME:	1 minute for every 50 feet moved.
SUCCESS:	Variable based upon Success Quality.
INFORMATION:	N/A
REPAIR:	N/A

Stealth allows a character to move unnoticed. It is assumed that a character engaging in Stealth is using care when travelling and capitalizing upon any concealment available. A character cannot use Stealth when there is no cover or concealment of any kind.

Notes: A character may be noticed on a Fair (4) Success Quality. In such cases, potential observers must succeed on a Difficulty Factor 5 PER check to detect the character. On a failure, the character has failed to be stealthy and those nearby who can reasonably be assumed to detect the character have done so.

Stealth is a Skill that should be heavily modified by the GM based upon the topography the characters are trying to move through, and, as a general rule, a Stealth check should be made for every 100 feet travelled.

TORTURE

BASE TIME:	10 hours
SUCCESS:	Variable based upon the Success Quality.
INFORMATION:	Variable based upon the Success Quality as indicated in the Skill Time and Information Table.
REPAIR:	6 hours

Torture, unlike Interrogation, involves the use of physical coercion to get a subject to provide information. A torturer can leave a Scar upon a victim if desired.

Note: Torture is a Skill generally reserved for NPCs although player characters can learn it.

CONNOISSEUR

BASE TIME:	N/A
SUCCESS:	Any success is success.
INFORMATION:	See below.
REPAIR:	N/A

Connoisseur allows a character to accurately assess food, drink, tobacco, and etiquette. The character knows from where the food, drink, or tobacco is sourced, how much it should cost, the overall quality of the item, and how to consume the item in the proper manner. Successful use of Connoisseur provides a +1 Difficulty Factor Modifier in Seduction attempts.

Classified Abilities List

Note: If a GM wishes, Connoisseur can be removed as one of the Abilities all characters receive and replaced by another choice on the Potential Abilities List found in Characters |Chapter Two. If the style of game the players are interested in doesn't fit with all characters having knowledge of the finer things in life, feel free to jettison Connoisseur for something else more appropriate.

FIRST AID

BASE TIME:	10 minutes
SUCCESS:	Any success is success.
INFORMATION:	N/A
REPAIR:	N/A

A character with First Aid can patch up a wounded person, reducing the target's Wound Rank by one. For more information on healing, see Combat |Chapter Seven.

Note: First Aid is required if the characters are to engage in combat. Combat is quick and fairly brutal in Classified and without the healing mechanics found in other games. First Aid provides the characters a chance to bounce back a bit without having to expend all their Hero Points to avoid damage.

CLASSIFIED

REPUTATION

CHAPTER FOUR

Reputation is a measure of how well-known and recognizable a character is by others in the covert opps profession. During character creation, the choices of height, weight, appearance, and number of years spent in a prior profession determined the starting Reputation of a new character. As a character develops during gameplay and gains experience through mission completion, the character earns more Reputation. Word slowly gets around of a character's actions, even when the actions are done as discreetly as possible. The real bread-and-butter business of covert operations is intelligence, and intelligence is gathered on every character by other major players in the business. This is Reputation.

A player can ask for a Reputation check on a non-player character anytime he or she wishes. The GM performs a PER check for the character and passes along the information gained. If more than one character is involved, the PER check is made using the highest PER of the group.

There are two main ways to reduce a character's Reputation: faking one's death and data scrubbing. Faking a death is usually an involved procedure as independent witnesses need to be involved and a funeral service must be held. Even after such efforts, many intelligence operatives will be suspicious because it's their business to be suspicious. Data scrubbing is a slow and methodical campaign of disinformation wherein the intelligence community as a whole is fed bad information, muddling up a character's performance record and history to benefit the character's anonymity. Faking a death involves role-playing a plan of action with the GM and has a temporary effect. Data scrubbing requires spending Experience Points and is permanent.

If the characters begin to worry about being too recognizable, a GM should create an adventure wherein the characters are presented an opportunity to strike a blow against their Reputation, such as infiltrating a major intelligence player (like the C.I.A., M.I.6., etc.) and destroying or removing documents pertaining to the characters and their activities or the activities of their organization. Such a mission provides an opportunity to extend the "life" of very experienced Special Agents and helps keep a long campaign going.

Note: Disguises modify Reputation checks based upon the Success Quality of the Disguise. See the below table for the modifiers.

Disguise Success Quality	Reputation Difficulty Modifier
Superb (1)	-5
Great (2)	-3
Good (3)	-1
Fair (4)	0
Failure	+2

Note: Faking a death reduces a characters Reputation by 75 points until the character is finally recognized by a Reputation check. Data scrubbing costs 100 Experience Points to reduce Reputation by 1 point and takes a month to occur, regardless the total reduction of Reputation.

Note: As characters engage in missions, they gain Reputation. Below is a table listing actions that cause characters to gain Reputation as play proceeds. A GM should feel free to add or subtract from this table as needed.

Action	Reputation Gained
Complete a Mission (successful or not)	3
Killing (per person)	5
Killing a Henchman	10
Killing a Villain	15
New Scar (per scar)	20
Promotion to Special Agent	20

REPUTATION TABLE

Reputation Range	Success Quality			
	Superb (1)	Great (2)	Good (3)	Fair (4)
< 51	P	N	N	N
51-100	Y	P	P	N
101-150	Y	Y	P	P
> 150	Y	Y	Y	P

Note: The Reputation Table to the left provides the following results.

N = No. The target is not identified.

P = Perhaps. There is something about the target that is familiar. If performed upon a player character, the character can Persuade the viewer that the character is not the individual in question.

Y = Yes. The target is accurately identified.

CLASSIFIED

HERO POINTS
CHAPTER FIVE

Hero Points provide Classified characters an edge in the game. They allow players to directly modify the results of rolls and to alter the very environment around them. Spending Hero Points can turn serious wounds into mere scratches, failed disguises into masterworks, and keep covers from being blown by a successful Reputation check. Hero Points are very important in Classified because they are the primary way the characters gain staying power in an adventure.

New characters begin with 3 Hero Points if Rookies, 6 if Agents, and 9 if Special Agents. This represents the prior successes the character has achieved before beginning play. A player can use as many Hero Points as the character possesses at any point in the game to alter circumstances to the character's benefit. To change a Success Result by one step in the direction desired by the player, the player spends one Hero Point. A player can choose to spend multiple Hero Points to move an equal number of Success Result steps. All checks that a character rolls for can be altered after the Success Result is determined by spending Hero Points. A player can also spend Hero Points to reduce the Damage Rank of a successful attack against him by an enemy.

When a player decides to spend Hero Points to modify a Success Result on a non-combat check the GM performs, however, the player must determine the number of Hero Points spent before the GM reveals the result to the player. This means a player could spend Hero Points to improve a Success Result only to find out that it was already Superb (1). A player can end up wasting Hero Points in this way, but such are the risks borne by covert operatives.

One of the most useful ways of spending Hero Points is to use them to alter the environment to the character's benefit. Spending Hero Points in this manner can create a useful item, or circumstance. For example, if a character's been attacked in an office, the player could spend Hero Points to "create" a letter opener in the first drawer in which the character looks. As another example, a player whose character has just been discovered by a guard dog could spend Hero Points and "create" a cat running by which explains the dog's behavior to its nearby, heavily-armed, trainer.

Spending Hero Points to alter the environment is this way is a give-and-take arrangement between the GM and the player. Together they should reach a decision about how many Hero Points are required to make what the player wants to happen, happen. If agreement cannot be reached, the final decision is the GM's, but GM's are encouraged to work with their players in this matter. Hero Points help players dramatically and a GM should always err on the side of the players in such things. Both players and GM should remember that the more drastic and unbelievable a change, the more Hero Points need to be spent.

Hero Points can be spent for other characters.

Note: Below is a list of the four main different styles of Classified. Each style has a different way of awarding Hero Points. Remember, the default style of Classified is the Adventurous style.

Realistic Style: As Adventurous Style below.

Adventurous Style: Characters gain 1 Hero Point each time a Superb (1) Success Result is rolled on any Characteristic, Skill, or Ability check, except for Fire Combat and Hand-to-Hand Combat. Obviously, if a player uses Hero Points to achieve a Superb (1) Success Result, a Hero Point is not awarded.

Cinematic Style: Cinematic characters earn 1 Hero Point for Superb (1) Success Results, including Fire Combat and Hand-to-Hand Combat.

Heroic Style: As Cinematic Style, but Heroic characters need only have Great (2) Success Rolls to earn a Hero Point instead of Superb (1).

All successful missions earn each character 1 Hero Point at the conclusion of the mission, regardless the style of Classified played.

Note: Powerful antagonistic NPCs have Villain Points instead of Hero Points. Villain Points can only be spent to counter an action of a character that is detrimental to the Villain. For example, a Villain Point can be spent to reduce a wound just inflicted upon the NPC by a character, but a Villain Point cannot be spent to increase the damage just done to a character by a Villain.

Note: When planning a mission, a GM should expect that typical pre-generated characters possess the following number of Hero Points: Rookies 3, Agents 8, and Special Agents 12. Although these are not the starting levels for new characters, these are the expected Hero Points that will be possessed by characters of said Rank. Of course, if a GM is planning a mission for his group, there is no need for these assumptions.

CLASSIFIED

EXPERIENCE
CHAPTER SIX

As characters complete missions, they gain Experience Points to spend on increasing their Characteristics and Skills. Character can also spend Experience Points to gain new Skills or special equipment if the character is part of a wealthy organization.

Every completed mission earns all participating characters 500 Experience Points. This base number is modified by the rank of the character, how well the character was role-played in regards to the chosen style of the game, and if the mission was a success, a partial success, or a failure. Successful missions are those that are completed in both the spirit and the letter of the mission. If the mission was to acquire a certain case from a certain target to prevent its sale to a 3rd party, and the case was not acquired and was acquired by the 3rd party, the mission was a failure. If the case was destroyed, the mission would be considered a partial success, for at least the 3rd party did not acquire it. If the case was acquired and kept out of the hands of the 3rd party, the mission is a success.

Below is a table showing the various modifiers to the base 500 Experience Points earned per mission.

Note: As an alternative system, GMs can award Experience Points at the end of every gaming session. This will result in accelerated character growth. Remember that a Skill or Characteristic can still only be increased by 1 per gaming session using this alternative rule.

Note: The Experience Point ranges for awards and penalties for role-playing are there to help the players get into the role of covert operatives. Generally, avoiding combat and finding non-dramatic methods of mission success are preferred, but there are many different ways to play Classified, so a GM should award role-playing bonuses and penalties based on the agreed-upon style of the game.

EXPERIENCE POINT MODIFIERS

Modifier Reason	Modifier Amount
Rookie Rank Character	-125 Experience Points
Agent Rank Character	+0 Experience Points
Special Agent Rank Character	+500 Experience Points
Successful Mission	+500 Experience Points
Partially Successful Mission	+0 Experience Points
Failed Mission	-375 Experience Points
Good Role-Playing	Up to +750 Experience Points
Poor Role-Playing	Up to -250 Experience Points

Note: The table below provides a general expectation regarding the ability of rookies, agents, and special agents. This isn't a hard-and-fast rule, but should be kept in mind.

Agent Rank	Combined Value of Skill Ranks and Characteristics
Rookie / Punk	< 125
Agent / Criminal	126-250
Special Agent / Villain	> 250

Earned Experience Points can be spent in any of the below ways. Experience Points can only raise a Skill or Characteristic 1 point per mission. Excess Experience Points can be saved for later use.

Spending Experience Points

EXPERIENCE POINT EXPENDITURES

Benefit	Experience Point Cost
Skill Rank	30 x final Skill Rank
New Skill	100 per Skill
Characteristic	150 x final Characteristic
Reputation Reduction	100 per point reduced
Large Piece of Equipment	500 per piece
Modified Large Piece of Equipment	700 +50 per modification
Personal Equipment	200 per piece

Note: The maximum Skill Ranks a character may possess in a Skill (except Language) cannot be more than 2 points greater than the value of the highest underlying Characteristic of that Skill.

Note: Equipment "purchased" with Experience Points is to be returned at the end of the next mission or at some other predetermined time—preferably intact.

CLASSIFIED

COMBAT
CHAPTER SEVEN

Stealth eventually fails. Deception is eventually discovered. Eventually, despite all the attempts to avoid it, characters will find themselves in combat.

Eventually is stressed because combat should be the last of the available options. Combat in Classified can be very brutal, especially for characters that don't have very many Hero Points. One lucky roll can take a character out of combat. Guns are designed to be lethal and gunfire is, generally, a sign of failure, not success. The best missions are those pulled off without anyone but the characters knowing just what exactly happened. But failures happen, and being prepared for combat is essential.

Note: It's recommended that a GM stress to the players the lethality of Classified combat. If they seem unbelieving, the GM should run them through an example combat using sample characters.

Combat Rounds

Combat occurs in rounds. Each round is roughly 3-5 seconds of game time. A combat round is composed of two phases, the Declaration Phase and the Action Phase.

THE DECLARATION PHASE

At the beginning of a round, players declare what their characters are doing and the GM decides if the actions can be completed in one round or must be spread over several rounds. Declarations occur based upon the Speed of the Character: those with the highest Speed declare last. This allows the fastest characters the ability to know what the other characters are going to do for the round and make their declarations based upon that information. When characters have matching Speeds, a d100 roll provides the order, with the lower results declaring before higher results. Once determined, declaration order remains the same throughout the entire encounter. An action, once declared, cannot be changed (except for a Draw Situation as explained below).

Note: It's important a player role-plays his character's stated actions in the Declaration Phase based upon the current amount of information the character possesses. The player may know something that his character doesn't, but he should play the character as if he lacked that information. If a GM finds his players using extra-game knowledge, a reminder that experience is modified based upon role-play is a good way to incentivize players back to the spirit of the game.

THE ACTION PHASE

Once all the declarations have finished, the actions of each combatant happen in reverse order of the declarations, allowing the fastest character to act first. The GM handles the effects of movement, changes in the battlefield environment, and all other issues regarding the combat circumstances.

A character must perform the action as declared in the Declaration Phase unless circumstances have changed to make the action impossible. The GM should handle such situations depending upon circumstances. For example, a character declared that he was going to run across an alleyway to take cover behind a metal garbage dumpster, but the character is first shot by an enemy with better Speed who declared he was firing at the character. In this circumstance, the GM should decide what happens to the interrupted character. A reasonable ruling would be that the character was shot halfway across the ally and is now lying on the ground. Another reasonable

Note: Since Actions occur in the reverse order of Declarations, characters with high Speeds are at a significant advantage. This is something that should be mentioned to new players unfamiliar to the Classified system. PER and DEX are important if a character is to have combat longevity.

ruling would be the character was shot halfway across the ally, but momentum kept him going and he's now lying behind the dumpster. The first is probably the better ruling as the shot character's action wasn't completed because it was interrupted, but the second ruling isn't necessarily a bad one, however, because it's not a stretch of the imagination—an object in motion does tend to stay in motion and an alleyway isn't really that much space to cross. As can been seen, a GM needs to be flexible when dealing with interrupted actions.

DRAW SITUATIONS

If a character is fired upon by an NPC before the character has fired during the round, the character may engage in a Draw Situation, even if the character has already performed his action. The character may be able to fire upon his NPC attacker before the NPC gets his shot off. A Draw Situation is the only time a player may change his declared action. A character that engages in a Draw Situation must try to fire at the NPC even if the character loses the Draw roll.

When a Draw Situation occurs, the PC and the NPC roll d100 and add the listed bonuses based upon their Speeds. The higher result wins the Draw Situation and fires first.

Speed	Draw Situation Bonus
0	+0
1	+20
2	+40
3	+60

Movement During Combat

Keeping track of where characters are during combat is vitally important. As long as the GM can accurately describe the scene to the players, the players should be able to make good decisions concerning their characters' movements. Classified is not designed to be played using miniatures or a tabletop map, but such aids can easily be used if desired. During combat, characters have a choice between two types of movement: normal or defensive movement.

NORMAL MOVEMENT

During a round, a character may move 10 times his Speed in feet. Normal movement accounts for bypassing small obstacles and the GM should decide if any obstacles are large enough to slow down normal movement speed. At the end of normal movement, the player should describe the character's position: standing (behind cover or not), kneeling (behind cover or not), or prone. This position will influence the modifiers a GM applies to NPCs seeking to do harm to the character.

A character can use Hand-to-Hand Combat and Fire Combat in concert with normal movement, meaning a character could fire his weapon before, during, or after moving.

DEFENSIVE MOVEMENT

Defensive movement is any movement that is done in which the character trades off speed and distance travelled to make targeting

the character more difficult. This can be zigzagging, movement that alternates between full standing and crouching, or any other type of movement that reduces the character's normal speed to reduce the opponent's targeting opportunity. During defensive movement, a character moves 5 times his Speed in feet.

How much damage a hit deals depends upon the Success Quality of the Fire Combat or Hand-to-Hand check. All weapons have a Damage Rank that determines how much damage a hit with that weapon does to a human target. In the case of Hand-to-Hand weapons, the weapon adds a certain number of Damage Ranks to the character's base Hand-to-Hand Damage Rank as determined by the Strength Characteristic.

When a hit occurs, reference the Success Quality of the hit against the Wound Rank table. A player can use Hero Points to reduce the amount of damage taken, at the cost of 1 Hero Point per level of wound reduction. For example, reducing a Heavy Wound to a Stun requires 3 Hero Points.

When a character takes a wound and fails to immediately succeed on a Pain Resistance roll (light, medium, and heavy wounds) the character falls to the ground, dropping any held weapons. A character Stunned by a Hand-to-Hand attack drops his weapon as well, but a character Stunned by a Fire Combat attack does not.

A character that fails a Pain Resistance roll may fall off a ledge when dropping prone if there is a nearby ledge. The GM should determine the appropriate Dexterity check Difficulty Factor based upon the circumstances to prevent a fall. If a fall occurs, see the table next to the Mountaineering Skill for falling damage.

Wounds are additive, meaning that a second wound increases a current wound, worsening the current Wound Rank of the character. See the Wound Rank Accumulation table to the right for more information. As an example, a character with a Light Wound is hit again, inflicting another Light Wound. The character now has a Medium Wound and must succeed on Difficulty Factor 5 Willpower checks to perform actions.

Damage done via Hand-to-Hand Combat can be shaken off by characters or NPCs with very high Strength Characteristics as long as the wound is inflicted by hand or by a blunt weapon and not a

Note: Defensive Movement applies a -4 Difficulty Modifier on Fire Combat to those shooting at the mover. This can be of great help during a firefight.

Combat Damage

Note: For example, a Character with a 9 Strength has a Hand-to-Hand Damage Rank of B. If the character wields a knife (+1 DR), the character's Hand-to-Hand Damage Rank increases to C.

Note: Some weapons have a Damage Rank such as L(3). These weapons are very deadly, inflicting three L Damage Rank Wounds upon a target with a successful hit. When used with Multiple Target Fire, such a weapon would do L Damage Rank on three targets.

Note: Note: Pain Resistance roll Difficulty Factors are provided on the next page in the description of each individual Wound Rank.

WOUND RANK ACCUMULATION

Old Wound	New Wound			
	Light	Medium	Heavy	Incap.
Light	M	H	I	I
Medium	H	I	I	K
Heavy	I	I	K	K
Incap.	I	K	K	K

WOUND RANK TABLE

Success Quality	WEAPON DAMAGE RANK											
	A	B	C	D	E	F	G	H	I	J	K	L
Superb (1)	Light	Medium	Medium	Heavy	Heavy	Incap.	Incap.	Killed	Killed	Killed	Killed	Killed
Great (2)	Light	Light	Medium	Medium	Heavy	Heavy	Incap.	Incap.	Killed	Killed	Killed	Killed
Good (3)	Stun	Stun	Light	Light	Light	Medium	Medium	Heavy	Incap.	Incap.	Incap.	Incap.
Fair (4)	Stun	Stun	Stun	Stun	Light	Light	Light	Light	Light	Light	Medium	Heavy

sharp or pointed weapon (like a knife). A character with a Strength of 14 or 15 can reduce a Wound by two Ranks by succeeding on a Difficulty Factor 5 Strength check. This means that anything less than a Medium Wound is shrugged off and even a Heavy Wound would become only a Stun.

- **Stun**: During Hand-to-Hand Combat, a Stun requires the character immediately succeed on a Difficulty Factor 8 Strength check or fall prone, knocked senseless for a number of rounds indicated on the Stun Table. How many rounds unconsciousness lasts should be kept secret from the player.

  During Fire Combat, a Stun requires the character succeed on a Difficulty Factor 8 Willpower check to continue any declared action. Until the roll is successful, the character is assumed to be taking suppressing fire or simply suffering a moment of hesitation or indecision. A character is allowed a roll every round. A success ends the Stun.

  If a character is suffering from a Stun and is then wounded (any type of wound), the character must first alleviate the Stun result before starting Pain Resistance rolls.

- **Light Wound**: A character afflicted by a light wound must immediately succeed on a Difficulty Factor 7 Willpower roll to resist the pain of the injury and continue action. The character must succeed on this Pain Resistance roll every round during the Declaration Phase or be unable to act for that round.

- **Medium Wound**: A character afflicted by a medium wound must immediately succeed on a Difficulty Factor 5 Willpower roll to resist the pain of the injury and continue action. The character must succeed on this Pain Resistance roll every round during the Declaration Phase or be unable to act for that round.

- **Heavy Wound**: A character afflicted by a heavy wound must immediately succeed on a Difficulty Factor 3 Willpower roll to resist the pain of the injury and continue action. The character must succeed on this Pain Resistance roll every round during the Declaration Phase or be unable to act for that round.

- **Incapacitation (Incap.)**: The character is incapacitated for 1-10 minutes (Hand-to-Hand without weapons) or 1-10 hours (Hand-to-Hand with weapons, firearms, explosives, crashes, etc.). When the character finally awakes, he is considered to have a Heavy Wound, but will not need to make any Pain Resistance rolls.

- **Killed**: The character is killed. Sayonara.

Note: A knife can be a great equalizer when faced by a stronger foe. They're easy to conceal and blades of some sort are legal in most countries.

STUN TABLE

d100 Roll	Rounds of Stun
1-20	1
21-40	2
41-60	3
61-80	4
81-90	5
91-100	6

Note: Until healed, Light Wounds cause a -1 Difficulty Modifier to any actions, Medium Wounds cause a -2 Difficulty Modifier to any actions, and Heavy Wounds cause a -3 Difficulty Modifier to any actions. Medium and Heavy Wounds may scar.

SCAR PROBABILITY TABLE

Probability	Wound Rank
5%	Medium Wound
15%	Heavy Wound
25%	Incapacitation

SCAR LOCATION

d100 Roll	Location
1-5	Face
6-10	Neck
11-30	Back
31-49	Chest
50-59	Left Arm
60-69	Right Arm
70-79	Left Leg
80-89	Right Leg
90-95	Right Hand
96-100	Left Hand

Note: Scars earned through combat are significant enough to be recognized and increase Reputation. This increased Reputation only occurs when the scar is plainly visible. Scars covered by clothing do not add to Reputation until revealed. Revealing a hidden scar creates another chance for the character to be recognized.

AREA WEAPONS

Some weapons, such as grenades, missiles, or other explosives inflict damage of decreasing severity from the point of origin. These weapons deal Damage Ranks H-L, and a character takes damage based upon how far away the character is from the explosive center. Grenades are thrown weapons, and are further discussed in the Hand-to-Hand Combat section on page 45.

DAMAGE THROUGH OBJECTS

Damage in Classified is based upon the wounds that unarmored humans suffer. Play will eventually occur wherein a character wishes to harm a character who is inside a vehicle or who is hiding behind an object, using it as a form of body armor. The table to the right has information concerning dealing damage through objects as well as some guidelines concerning how many Damage Ranks certain materials reduce. These are just guidelines and a GM should endeavor to best represent the character's circumstances while remaining consistent in his rulings.

BODY ARMOR

Body armor is worn by operatives that suspect combat will occur. There are many different types of body armor, and they are broken down into several different Ranks that provide various levels of protection against various attack types. Generally, body armor reduces the Damage Rank of hits by a certain number of ranks depending upon the body armor. For more information about body armor see Equipment |Chapter Ten.

AREA WEAPON DAMAGE

Damage Rank	Distance in Feet from Impact			
	< 10	11-20	21-30	31-40
H	M	L	S	-
I	H	M	L	S
J	I	H	M	S
K	K	I	H	L
L	K	K	I	L

Note: Keep in mind that not all weapons dealing H-L Damage Ranks also deal area damage. For instance, the M240B medium machine gun does J(3) damage, but does no area damage.

DAMAGE RANK ADJUSTMENTS

Object/Material	Damage Rank Reduction
Vehicle with 0-10 Mod. Points	N/A
Vehicle with 11-50 Mod. Points	1 Damage Rank
Vehicle with 51-200 Mod. Points	2 Damage Ranks
Vehicle with > 200 Mod. Points	3 Damage Ranks
Wood	Up to 1 Damage Rank
Reinforced Concrete	Up to 2 Damage Ranks
Iron	Up to 2 Damage Ranks
Steel	Up to 3 Damage Ranks

Using the Hand-to-Hand Combat skill, characters can fight using their bare hands, martial arts, or hand-held weapons such as knives, swords, batons, or nunchaku. A character can engage in Hand-to-Hand combat with an opponent if within 10 feet. A character can move and then engage in Hand-to-Hand Combat.

A character deals a Damage Rank based upon his Strength Characteristic modified by any additive Damage Ranks as indicated by the weapon. Sharp or pointed hand-held weapons negate the ability of characters with 14 or 15 Strengths to shake off Hand-to-Hand damage.

A character can attack a number of times in one round equal to the character's Speed. A character can attack multiple opponents during a round if all targets are within 10 feet of the character. A Speed of 0 indicates a character may attack every other round.

A Hand-to-Hand attack has a base Difficulty Factor of 5 minus the Speed of the target. For example, an attack against a character with a Speed of 3 has a base Difficulty Factor of 2.

There are three different types of attacks using Hand-to-Hand Combat: Punch, Kick, and Specific Action.

PUNCH

Punches are any attacks made using the upper body, such as hands, elbows, or headbutts. Punches include hand-to-hand attacks made with weapons.

KICK

Kicks are any attacks made using the lower body, such as feet, knees, and shins. A successful Kick attack deals +1 Damage Rank to the target, but Kicks are made a -1 Difficulty Factor. Kicks deal more damage, but are harder to land.

SPECIFIC ACTION

There are several different types of specific actions a character can take in Hand-to-Hand combat: special attack, targeted blow, knockout attack, pin, break, throw, and stand. Regardless the type of Specific Action taken, a character can only perform one Specific Action during a combat round. However, a character can perform a Specific Action with kicks or punches up to a maximum number equal to the character's Speed.

- **Special Attack**: Any unique attack or combat action the GM says is possible. Examples include deflecting a thrown knife, disarming an opponent, targeting the opponent's knee to temporarily reduce his speed so the character can make a successful escape, throwing a guard to interfere with another guard's action, and so forth. Special Attacks suffer a -2 Difficulty Factor Modifier to the attack. A GM should stack

HAND-TO-HAND COMBAT MODIFIERS

| Dificulty Factor Modifier	Action
None to -3	Opponent's Speed
None	Punch
-1	Kick
-2	Special Attack
-2	Targeted Blow
-4	Knockout Attack
-2	Pin
None	Break
-2	Throw
None	Stand

these -2 penalties as appropriate, such as when a character wishes to disarm his opponent and take the weapon for his own use. Depending on circumstances, a GM should rule that some Special Actions deal damage while others don't.

- **Targeted Blow**: The character targets a particularly vulnerable part of the enemy or a specific target, such as a trigger device of an explosive with a thrown knife. A Targeted Blow suffers a -2 Difficulty Factor Modifier to the attack. If successful the target is hit (in the case of a specific area) or the target suffers an increase of +2 Wound Ranks of damage (a Light Wound result would become a Heavy Wound).

- **Knockout Attack**: When a character wants to knock out an opponent with a single blow, there is a -4 Difficulty Factor Modifier to the attack. A successful attack forces the target to make a Willpower check at a Difficulty Factor double the Success Quality of the attack. For example, if the character had a Great (2) Success Quality for his Knockout Attack, the target would have a Difficulty Factor 4 Willpower check. If the target fails his roll, he is knocked unconscious for 2d10+10 rounds.

- **Pin**: A successful pin attack restrains an opponent, but deals no damage. A restrained target can take no actions other than Break (described below). A pinned opponent can be tied up by a third party in two rounds.

- **Break**: A Break breaks a pin. Breaking a pin is done at a Difficulty Factor equal to the Success Quality of the pin. Breaking deals no damage.

- **Throw**: The character tries to throw his opponent about, dropping any hand-held weapon in the process. There is a -2 Difficulty Factor Modifier to the attack, but no damage is taken unless the target falls off a ledge or into a solid object. The character can move the target up to 10 feet in any direction or just drop his opponent to the ground. The victim of a throw usually ends up on the ground, weaponless.

- **Stand**: This Specific Action (at Difficulty Factor 5) is used after a throw. A successful Stand allows a thrown character to get up from the ground without allowing any nearby opponents a free attack against him. A failed Stand result allows nearby opponents one free attack at the character, but the character still ends the Specific Action on his feet.

Note: If a character succeeds with a Knockout Attack against a surprised opponent, the opponent is knocked out for 25 minutes plus 1d10 extra minutes. The opponent does not make a Willpower check in this circumstance.
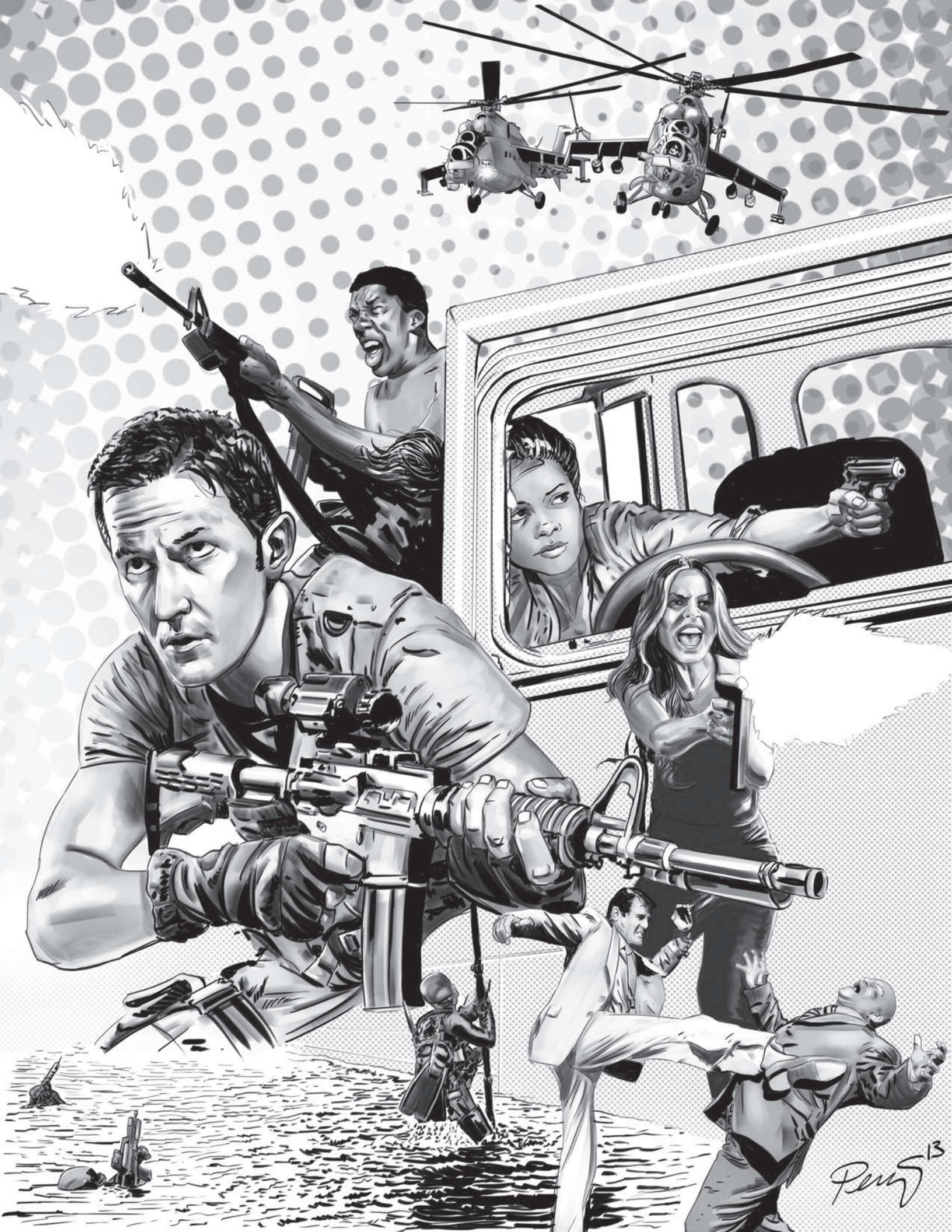
THROWN WEAPONS

As a general rule, a character can throw a hand-held weapon designed for throwing 10 feet for every point of Strength. A character can throw an equal number of weapons designed for throwing as his Speed. Other things can be thrown, of course, and a GM should decide the appropriate ranges for the various objects that will inevitably end up flying at an opponent. Heavier objects should deal more damage, but have proportionally shorter ranges.

Grenades and grenade-like weapons (such as Molotov cocktails and other small explosive/incendiaries) have specific rules given their unique nature as thrown weapons. Grenades can be thrown up to 10 feet for every point of Strength. When thrown, where a grenade lands is dependent upon the Success Quality of the Hand-to-Hand Combat roll. Superb (1) rolls result in the grenade landing exactly where the character wishes. Great (2) rolls result in the grenade landing 20% away from the target area, Good (3) rolls result in the grenade landing 30% away from the target area, Fair (4) rolls result in the grenade landing 40% away from the target area, and Failures result in the grenade landing 50% away from the target area.

For example, a character throws a grenade 60 feet towards a target area. On a Superb (1) result, the grenade lands exactly where the character wished. On a Great (2) roll, the grenade lands 12 feet away (20% of the throw length) from the target area. On a Good (3) roll, the grenade lands 18 feet away (30% of the throw length) from the target area. On a Fair (4) roll, the grenade lands 24 feet away (40% of the throw length) from the target area, and on a Failure, the grenade lands 30 feet away (50% of the throw length).

Off-target grenades end up in a direction indicated by a D10 roll using the keyed illustration to the right.

For game ease, grenades explode when they hit the ground, but a GM can adjudicate special instances where grenades roll or slide depending upon the circumstances. It is then recommended that a GM allow characters to spend a Hero Point to throw a grenade away where it does no harm when it explodes unless the character rolls a Superb (1) Success Quality on a Difficulty Factor 5 Dexterity check, in which case the character has thrown the grenade back to the thrower's original location. NPCs can use a Villain Point to throw a grenade away, but cannot return them back to sender.

Some game advice about the use of grenades: they are very, very lethal. In general, it's recommended that grenades be rare and/or of more non-lethal varieties. If the enemies of the characters start lobbing grenades in any number, the character will perish, even with the use of Hero Points. Because of their lethality, grenades are weapons that characters should know they have a likelihood of encountering before they encounter them. Foreknowledge can be the difference between a dead group and a living one.

Note: For example, a character with a Strength of 10 can throw a thrown weapon 100 feet, while a character with a Strength of 9 can throw the same weapon 90 feet.

Note: For the effects of the different grenades, see Equipment |Chapter Ten.

OFF-TARGET GRENADE DIRECTION (1D10)
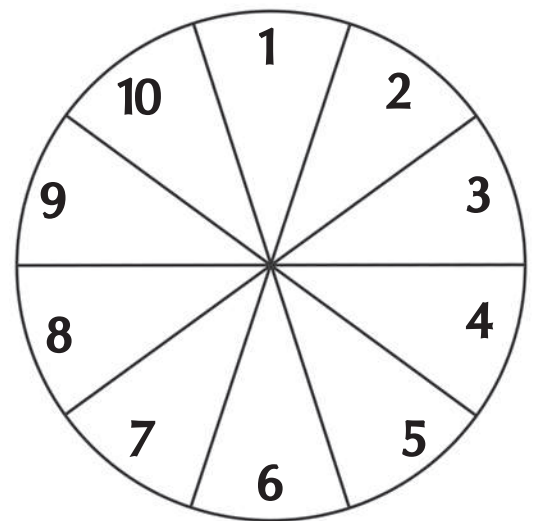
Note: A result of 98-99 results in a dud grenade that does not explode. A 00 results in a grenade exploding before it reaches its target. The GM should adjudicate the effects of an early fire grenade based upon circumstances and type of grenade in question.

Fire Combat uses the Fire Combat skill. The base Difficulty Factor for Fire Combat is 5. A character can fire a firearm at a single target as many times per round as he has Speed, up to the Rate of Fire of the weapon. Unless the player decides to use the Multiple Target Fire option below, a character can only fire upon one target per round.

Fire Combat occurs at three ranges: Close, Average, and Long. Each firearm indicates what distances fall within those three categories. At Close range the firer gains a +1 Difficulty Factor Modifier and deals +1 Damage Rank. At Long range the firer is penalized by a -1 Difficulty Factor Modifier and deals -1 Damage Rank. Average range has no bonuses or penalties.

There are four different Fire Combat options in Classified: Normal Fire, Multiple Target Fire, Taking Aim, and Specific Fire.

NORMAL FIRE

Normal Fire occurs when a character fires at a single opponent. A character using Normal Fire can fire as many shots as his Speed or as many times as indicated by the weapon's Rate of Fire, whichever is the lesser. A character with 0 Speed fires every other round.

MULTIPLE TARGET FIRE

Firing at more than one target during a round applies an additive -1 Difficulty Factor Modifier to each additional target if using a non-automatic weapon. For example, a character firing upon three different targets in a single round suffers a -1 Difficulty Factor Modifier on the second target and a -2 Difficulty Factor Modifier on the third. The weapon's description will inform if a weapon is an automatic weapon, and/or if it is capable of firing in an auto setting. Weapons with automatic capability can perform multiple target fire without any penalties.

TAKING AIM

A character Taking Aim sacrifices a round of action in exchange for a +3 Difficulty Factor Modifier on all shots at a single target the next round. Characters Taking Aim cannot engage in a Draw Situation nor can they perform any other action.

SPECIFIC FIRE

Specific Fire allows a character to aim for a vulnerable location on a target, dealing +2 Wound Ranks of damage (a Light Wound becomes a Heavy Wound), or aim for a specific object in the hopes of creating a specific effect, such as deflating a car tire. Specific Fire applies a -2 Difficulty Factor Modifier to the shot. In the case of a specific effect, the GM provides the ruling on what exactly happens based upon circumstances.

Fire Combat

FIRE COMBAT MODIFIERS

Dificulty Factor Modifier	Action
+4	Target Surprised
+3	Firer Taking Aim
+2	Target Within 10 Feet
+1	Target in Close Range
-1	Target in Long Range
-1	Each Shot After The First At Different Targets When Not Using Automatic Weapons
-2	Specific Fire
-2	Firer Moves This Round
-2	Target Moved This Round
-2	Target Has One-Third Cover or Target is Kneeling
-4	Target Defensive Moved
-4	Target Has Two-Thirds Cover or Target is Prone

Note: Range modifiers do not stack. In other words, a firer does not receive both +1 for Close Range and +2 for Target Within 10 Feet at the same time.

Note: Cover can be modified according to situation. For example, a character kneeling behind a short stone wall should be treated as if having Two-Thirds Cover.

Note: Resting a firearm on a solid surface such as a wall, an automobile, or a bipod, provides a +1 Performance Modifier to the weapon.

Equipment |Chapter Ten provides a list of weapons that should be suitable for most Classified games. A weapon should be carefully chosen not only for its combat prowess, but also for its concealability, as most covert operatives would prefer no one know they are armed. Most importantly, weapons should be chosen based upon mission goals and expected levels of resistance or complication.

Every firearm indicates its Rate of Fire (RoF), the number of shots the weapon can fire in one round. For automatic weapons a second Rate of Fire is indicated for burst mode, showing how many bullets are fired in one round when using burst fire. A character doesn't have to use all shots available to him in a round. Restraining fire conserves bullets which may be more needed at another time.

Reloading a weapon takes a number of rounds indicated in the individual weapon's description. Some weapons are quick to reload while others take more time.

Guns sometimes jam, and each weapon has a Misfire Rating, indicating which results on a d100 roll indicate such has occurred. For example, a firearm with a 98-99 Misfire Rating means the gun jams whenever a 98 or a 99 is rolled. Clearing a jam requires a successful Difficulty Factor 5 Fire Combat check. The check is made during the next round of combat.

If a 100 is rolled during Fire Combat, the gun has misfired extensively enough to be inoperable and need repair.

Weaponry

Wounds take time to heal. If a character successfully uses the First Aid Skill on a wounded person, a Wound Rank is reduced by one (a Medium Wound becomes a Light Wound), but First Aid can only be attempted once on a wounded person. If a character decides to naturally heal without the benefit of professional medical staff and equipment, the character heals one Wound Rank per week. If a character enters a hospital-like environment, a wound can be reduced by one Wound Rank for every three-day stay, up to a total of two Wound Rank reductions. This means a six-day stay in a hospital can reduced a Heavy Wound to a Light Wound, but after the first six-days, healing is done at the natural rate.

First Aid can only be applied within an hour of the wounding. Hospitalization can be applied at any time, and natural healing occurs naturally, of course.

To bring all the various healing methods to bear in a single example, a character is Incapacitated during a firefight. One of the character's associates successfully uses First Aid, reducing the Incapacitation to a Heavy Wound. The wounded character is then transported to a hospital, where he spends six days recovering from his Heavy Wound, turning it into a Light Wound. Luckily for the character, his team finds out on that day they've been compromised and they flee to a safe house, where he spends a final week recovering.

Healing

Note: If the GM approves, a character that has the Medicine Field of Experience and appropriate medical supplies can provide the healing care of a hospital-like environment in a private location provided the character succeeds on a First Aid Skill check. If the check fails, no harm is done, but no benefit is received and a certain amount of medical supplies are wasted (GM ruling).

Note: After being wounded a few times, players will quickly learn that the better option is to avoid combat unless the odds overwhelmingly favor the characters or as a last resort when other options have failed. Shoot first and ask questions later is a quick way to the grave in Classifed.

CLASSIFIED

CHASES
CHAPTER EIGHT

Chases are integral to covert operations. Characters always seem to need to quickly get away from their enemies or relentlessly pursue their target's fruitless attempts to escape their clutches. Chases in Classified are played through an abstract system that is applicable to chases in the air, on land, or in the water. Chases can involve vehicles, riding animals, or simply occur on foot. The results of the various chase options in each chase's environment are up to the GM.

Like combat, chases occur in rounds, but the duration of a round in a chase is an abstraction, rather than 3-5 seconds as in Combat. This is because the types of maneuvers used in Chases take different amounts of time depending upon the type of chase. For example, a 180° Turn is going to take more time in a boat than it will on foot. Hence, the actual game time spent per round will vary in each chase depending upon circumstances. A GM should reasonably decide how much time passes in each chase round if such information becomes important.

There are five Skills that may be used during chases: Boating (in or on the water with a vehicle), Evasion (on foot), Diving (in or on the water, sans vehicle), Driving (land vehicles), Piloting (air vehicles), and Riding (land animals).

Before a chase round, the participants in the chase engage in a bidding war to see who is in control of the order of the round. The number bid is the Difficulty Factor that the bidder is willing to accept for that round's action. This allows the party who is willing to accept the most risk the opportunity to control the action. It also allows the party with the most skill the option of bidding lower than the party with less skill. Bidding starts at Difficulty Factor 7 and progresses down from there.

Note: When to begin a chase is up to the GM. Sometimes the line between combat and chase can be blurry. A GM should choose combat in preference to a chase if there is any confusion because the combat rules are more concrete than the chase rules. Chases are very imaginative affairs requiring the GM to quickly create the important surroundings. Moving along at 100 mph often takes more off-the-cuff GMing than does a firefight in a warehouse—there are usually more variables in a chase than in a combat.

Note: It is quite possible to use more than a single skill during a chase if a character or target changes transport modes. Fore example, in Venice it's easy to imagine a foot chase turning into a boat chase.

The Chase Round Order

A chase round has eight steps. This may seem like a lot, but it is very simple to use at the table and play flows quickly. Below is the order of a chase round.

1. Distance between the two parties is determined if this is the first round of the chase. If this is not the first round, the GM determines the distance between the two parties based upon the results of the past round.

2. Both parties bid on Difficulty Factor to determine who goes first. Bidding starts at 7 and decreases until one side surrenders to the other and lets them control the action.

3. The bid winner controls the action by determining which side of the chase goes first in the round. This can be the bid winner or his opponents. Neither side tells the other what maneuvers they are planning to do.

Note: When bidding for the bad guys, a GM should remember that he's role-playing what he thinks they would do. The main factor to consider is just how motivated or dedicated the character's opponents are in seeking their goals. How willing is the enemy to risk injury or even death to best the characters?

4. The first party declares the maneuver used in the round and the success or failure of the first party's maneuver is determined. If a success occurs, the effect takes place immediately. If a failure, there is a chance for an accident.

5. The first party can now engage in Fire Combat.

6. The second party declares the maneuver it is using in the round and the success or failure of the second party's maneuver is determined. If a success occurs, the effect takes place immediately. If a failure, there is a chance for an accident. Note that since the second party goes after the first, the second party has better knowledge on what maneuver to perform based upon the first party's action.

7. The second party can now engage in Fire Combat.

8. The round is complete. Repeat until the chase is over.

CHASE STEP DETAILS

Step 1: There are 5 ranges in a chase that roughly correspond to weapon ranges: Close, Average, Long, Far, and Distant. Firearms use the Close, Average, and Long ranges during a chase just as they do during Fire Combat. This is a rough approximation since firearms have variable feet distances for each of these ranges. A GM should adjudicate the distances based upon the circumstance of the chase and the weapons being used as needed. A good rule of thumb is to have pistols use (Close), (Average), and (Long) as normal for their three range bands and have rifles use (Close), (Average and Long), and (Far) as their three range bands.

For example, the characters are being chased by their opponents who are at Long range. One of the opponents is firing a Walther PPS, the other a Parker-Hale M82 rifle. The GM rules the Walther to be in Long range, but the Parker-Hale to be in Average range. As with all such rulings, a GM should strive for fairness and consistency.

Step 2: Bidding starts at Difficulty Factor 7. Bidding the lowest Difficulty Factor allows the bidder to choose who goes first in the round. The bids are the Difficulty Factors that are applied to the maneuvers chosen for the round. Sometimes it's beneficial to go first in the round, other times it's beneficial to go second. As a rule of thumb, characters bid separately if they are not all together and bid all together if they are in a group. If the characters are in a vehicle, the pilot, captain, or driver of the vehicle does the bidding as that character will be the one performing the maneuver.

GMs bid for the opponents all at once to speed play, even if opponents are to perform different maneuvers.

If vehicles are in the chase, their Performance Modifiers apply to the bid once bidding is through. Vehicles are given a Performance Limit which limits how low a Difficulty Factor can safely be bid

Note: Below is a table listing the various maneuvers and at what ranges they can be used.

CHASE MANEUVER RANGES

Maneuver	Ranges Of Use
Follow/Escape	All
Stunt	All
Ram	Close
180 Turn	Close, Average
Fast Turn	Long, Far, Distant

Note: Combat during chases can be tricky, insofar as range is concerned. On foot, animal, or diving, the combat ranges should stay as described in Combat |Chapter Seven. On vehicles, it's a different beast. The rules suggested to the left work well for auto or boat chases, but ranges for an airborne chase are typically going to be out of range for any but the longest-ranged weapons or weapons specifically designed for air combat. A GM should adjudicate chase range/combat range discrepancies as needed.

Note: Below are some Difficulty Factor Modifiers applied to chases after bidding. It's important to remember some equipment can remove negative modifiers, such as night-vision gear removing the penalty for night chases.

CHASE MODIFIERS

Difficulty Factor Modifier	Reason
-3 to +3	Vehicle Performance Modifier
+1	Familiar With Chase Location
-1	Drunk or Drugged
-1	Storm, Rain, Snow, Fog
-2	Severe Weather
-2	Night Chase

while using the vehicle. Performance Limits indicate which vehicles are simply better than other vehicles in chase situations. A player may bid below a vehicle's Performance Limit, but such triggers an automatic Control check in addition to the Control roll that occurs if the maneuver fails (see Accidents, page 54).

Step 3: The bid winner decides who goes first in the round. Whether or not to go first depends upon the situation and what the characters are trying to accomplish. Sometimes going second is best, as it informs the players of what the other side is doing and allows them to alter their maneuver choice based upon that information. Sometimes going first is best because it can result in the end of a chase before the other side has a chance to get away.

Step 4: The maneuver of the first party is declared and its success or failure determined. Not all maneuvers will be available at all times in all circumstances: the GM will rule when certain maneuvers are not available. If the maneuver fails, the failing party must succeed on an accident check or suffer an accident. Of course, characters can use Hero Points on the maneuver roll or the accident roll if such occurs.

Maneuver successes are immediate. This may result in ending the chase before the second party has a chance to act.

Step 5: The first party can engage in fire combat if desired. Fire Combat is discussed in Combat |Chapter Seven.

Steps 6 and 7: As steps 4 and 5 above, but for the second party.

Step 8: The GM assesses if the chase is over or if the chase should continue. A chase is over if the two parties end up farther apart than Distant range, if the pursuer has lost visual contact with the pursued, or if some other circumstance has arisen that would end the chase, such as the pursuer caught the pursued and started Hand-to-Hand Combat. If the chase continues, the GM determines the starting distance between both parties for the beginning of the next round.

There are five different maneuvers used in a chase: 180° Turn, Fast Turn, Follow/Escape, Stunt, and Ram. Each of these maneuvers are descriptions of what the character is trying to accomplish for that round. Each maneuver has a Control Difficulty Factor associated with it that is used whenever a character fails while using the maneuver, or when a character bids lower than the Performance Limit of the current vehicle. This is the Difficulty Factor rolled against when a character has a chance for an accident from losing control during the maneuver. Each maneuver also has a restrictions section discussing any restrictions on the use of that maneuver.

Note: Bids are the Difficulty Factor of the bidder's maneuver for that round, regardless if the bidder wins or loses the bidding.

Note: Players should carefully consider the advantages of bid winning. Winning gives control of the action, but results in making maneuvers more difficult for the winner, regardless who goes first in the round. However, just being able to choose who goes first or second can make a big difference in a chase, so players should carefully weigh their options and probabilities.

Note: Any success means the maneuver was successful. If the result was a failure, the character is forced to make a Control roll in order to maintain control because he didn't pull off the maneuver as expected. Each maneuver has a Control Difficulty Factor used when making a Control check to avoid an accident. Control checks are modified by the same modifiers that affected the failed maneuver, such as the vehicle's Performance Rating or the road condition (rain, snow, etc.): the things that make it harder to perform a maneuver make it harder to avoid an accident.

Chase Maneuvers

180° TURN

Control: Difficulty Factor 4

The 180° Turn maneuver is just that: changing direction via a double back. If a 180° Turn is successful, the two parties will pass by each other as they go in opposite directions. A successful 180° Turn immediately sets the range of the chase to Close.

However, if the pursuers do not succeed on their own 180° Turn with a Difficulty Factor equal to the Success Quality of the original 180° Turn, the range extends to Distant at the start of the next round.

Alternatively, the pursuers can attempt a Ram maneuver as the pursued goes by them. If the Ram maneuver fails, the chase distance is changed to Distant at the beginning of the next round.

Restrictions: This maneuver can only be performed by the pursued (if the pursuer did it, the chase would end). This maneuver can only be done at Close or Average range; if done at a longer range, the pursuer would have enough time to adapt to the maneuver and the maneuver would have no effect.

Note: Although unlikely, pursuers can also choose to safely turn around and simply accept the range increase to Distant instead of trying any maneuver.

FAST TURN

Control: Difficulty Factor 4

A Fast Turn maneuver attempts to shake the pursuer by making a fast turn in an unexpected direction or location, such as a side road, an alleyway, a small canal, behind landscaping, or in some other unexpected way or location. If a Fast Turn succeeds, the chase is over unless the pursuer succeeds on a Perception check with a Difficulty Factor of twice the Success Quality of the Fast Turn because the pursuer as lost visual contact. If the Perception check succeeds, the range of the chase is set to Close.

Restrictions: The Fast Turn maneuver can only be used at Long, Far, and Distant ranges.

Note: Fast Turns could also be considered as a Duck and Hide maneuver, because if the pursuer fails to see the maneuver, the chase is over. For inspiration, consider all the great movies featuring a Fast Turn that ends the chase scene.

FOLLOW/ESCAPE

Control: Difficulty Factor 6

Follow/Escape is the most basic of all maneuvers. It is either an attempt to get closer to the pursued, or an attempt to get farther away from the pursuer.

Success indicates a change in distance between the two parties: closer for a Follow option, and farther for an Escape option. The table on the next page indicates the change based upon the Success Quality of the roll.

If success pushes the pursued past Distant range, and the round ends, the pursued has escaped and the chase is over. If the round is not over, however, the pursuer can attempt to close the distance back down into one of the five chase distance ranges. A GM should keep

track of how many "ranges" beyond Distant the pursued travelled (Distant +1, Distant +2, etc.) and use those ranges when determining if the pursuer catches up to them or if the chase is over.

The pursued can always choose to allow the pursuer to come closer without needing to make any rolls. In this case, the pursued decides the amount of distance reduced.

Restrictions: If using a vehicle, the Follow/Escape maneuver is not possible for the first party if the first party's vehicle's maximum speed is less than the second party's vehicle's cruising speed. Also, if the first party is on foot and the second party is in a vehicle, Follow/Escape cannot be chosen by the first party. In other words, a character on foot cannot Follow/Escape from an enemy in a vehicle, nor can a character in a much slower vehicle Follow/Escape from an enemy in a significantly faster vehicle.

STUNT
Control: Difficulty Factor 3

A Stunt is anything a character wishes to do that is not one of the other maneuvers. Stunts are more difficult to accomplish than other maneuvers and have the highest chance of Accidents. A good example of a stunt commonly seen in movies is driving an automobile tilted up on two wheels. The GM decides if the desired stunt is possible (remember the Style of the Classified Game being played) and if the stunt is possible, it succeeds on any success. However, a Fair (4) Success Quality indicates the performer of the stunt has been Stunned during the stunt. For information on Stun, see Combat |Chapter Seven.

Restrictions: There are no restrictions on a stunt that the GM says is possible.

RAM
Control: Difficulty Factor 4

Ramming is physically coercing a character into having an accident, either through direct use of force or through intimidation. Every vehicle has a Ram Rating. When ramming, the rammer adds his vehicle's Ram Rating to the Difficulty Factor of the maneuver and then subtracts his target's vehicle's Ram Rating. This gives larger, more massive vehicles an advantage in a ram.

Ramming succeeds on a Good (3) Success Quality, forcing the target to make an Accident Roll against a Difficulty Factor equal to the Success Quality of the rammer's result. This Difficulty Factor can be modified further, such as by road conditions, current weather, and so forth. If the rammer fails the ram attempt, the character must succeed on Control check to avoid having an accident.

FOLLOW/ESCAPE TABLE

Success Quality	1	2	3	4
Range Change	4	3	2	1

Note: Maximum character running speed is 10 miles per hour. A GM could rule, however, that a character with a Field of Experience in a sport that involves a lot of endurance and speed training, such as football, could make it impossible for a second party to use the Follow/Pursue maneuver in a foot chase unless the second party was also equally experienced in another endurance sport.

Note: If a pursuer wishes to follow the pursued at the same distance, he must also succeed on exactly the same Stunt at the same Difficulty Factor. Because of this, a difficult Stunt has a chance of ending a chase because of an accident on the part of the pursuer.

Note: Although Ram is the name of the maneuver, ramming covers all the various ways that force can be threatened during a chase, such as making a sudden swerve into a lane requiring the other driver to quickly react and potentially causing an accident. When a Ram is successful, the rammer's vehicle is not damaged beyond scrapes and dents, if there was actual contact at all.

Rams can do more than cause accidents. Rams can cause the opponent to go where the rammer wants them to—such as forcing a plane to land, or an automobile into a different lane. Attempts such as this are done with a -2 Difficulty Factor because they require more finesse to succeed. Success on these types of rams indicates the opponent moves where the rammer desires.

Restrictions: Rams can only be attempted at Close range. If a ram is attempted on a target on foot, a success indicates that Hand-to-Hand Combat has been initiated and the chase is over.

An accident may happen when a chase maneuver fails. Accidents result in damage to vehicles, to characters, or to both. Avoiding an accident requires a successful Control check using the Difficulty Factor indicated in the maneuver. The check is made using the appropriate skill; Boating, Evasion, Diving, Driving, Piloting, or Riding. If the Control roll is successful, the character has avoided an accident, but if it fails, an accident happens.

Bidding below the Performance Limit of a vehicle also risks the chance of an accident. Regardless the success or failure of the bid maneuver, the character must make a Control check. Additionally, if the maneuver fails, the character has to make two Control checks—such is the price for pushing a vehicle beyond its limits. Remember, damage is cumulative.

Determining the amount of damage from an accident requires a lookup on the Accident Damage Table. Cross-reference the failed maneuver with the value of the bid of the maneuver. The same process occurs with a failed Control check because of exceeding the Performance Limit of a vehicle.

The damage listed on the Accident Damage Table is the damage done to a vehicle. Characters inside a vehicle suffer one Wound Rank less damage (a Heavy Wound to the vehicle inflicts a Medium Wound to all inside). If the Accident occurred in a foot chase, the indicated damage is still reduced by one Wound Rank.

If the damaged vehicle is an aircraft it suffers one Wound Rank higher than indicated on the Accident Damage Table unless it is a military/emergency vehicle designed for dangerous environments.

ACCIDENT TABLE (Determines Wound Rank)

Chase Maneuver	Difficulty Factor Bid							
	½	1	2	3	4	5	6	7
180 Turn	I	I	H	H	M	M	L	L
Fast Turn	M	M	M	L	L	L	L	L
Follow/Escape	I	H	H	M	M	L	L	L
Stunt	K	K	I	I	H	H	M	M
Ram	K	I	H	H	M	M	L	L

Accidents

Note: Obstacles are one source of accidents during chases. As a chase progresses, the surrounding typically present challenges above-and-beyond the challenges associated with performing maneuvers. Avoiding an obstacle requires a successful skill check against a pre-determined Difficulty Factor, but a GM may decide that some unusually difficult obstacles also require a minimum Success Quality to avoid. A few examples are suggested below (with Difficulty Factors in parenthesis), but the GM is urged to create his or her own obstacles based upon the circumstances and location of the chase.

Water Obstacles:
   A low bridge lies ahead. (5)
   The PC sees a waterfall not far off. (5)
   Sharp rocks or a high coral reef makes travelling here dangerous. (6)
   A vessel with an sadly unobservant captain gets in the way. (4)
   An old WWII mine lurks ahead. (3)

Land Obstacles:
   A police roadblock lies ahead. (5)
   The road ends in a cul-de-sac or parking lot. (4)
   A parade or running/biking competition blocks the way. (3)
   A garbage truck pulls out ahead of the PC. (4)
   Construction has closed the road ahead. (2)
   Driving off-road in a non-off-road vehicle (7)
   A drunk foolishly wanders in the way. (6)
   GPS error shows a road that doesn't exist. (4)

Air Obstacles:
   A weather balloon slowly ascends ahead. (6)
   A flock of birds flies by. (4)
   The engine inexplicably stalls. (2)
   Heavy, thick fog makes flying in the mountains quite dangerous. (5)
   Ice starts forming on the aircraft. (3)

VEHICLE DAMAGE

As a general rule, damaged vehicles do not perform as well as non-damaged one. Being damaged reduces a vehicle's cruising speed and its maximum speed. Any maneuvers made with a damaged vehicle gain a negative Difficulty Factor Modifier, although the vehicle keeps the Performance Modifier listed in its description—a damaged Bugatti Veyron is still going to perform better than a pristine Tata Nano.

CHARACTER DAMAGE

Damage to characters in a chase is handled just like damage from combat. If a character is in a vehicle, the vehicle may have safety features that reduce the damage transferred to the passengers. Most vehicles have seat belts that reduce all damage to passengers by one Wound rank. This reduction stacks with the normal passenger Would Rank reduction, reducing the damage by a total of two Wound ranks (a Heavy Wound to a vehicle with seatbelts becomes a Light Wound to all inside).

Additionally, most automobiles have airbags that reduce wound levels by one additional rank on top of seat belts. Airbags, however, only deploy once and only when a vehicle suffers a Heavy Wound. In an auto with seatbelts on and airbags, the vehicle could suffer a Heavy Wound and the Passengers would only receive Stuns. The Heavy Wound is reduced to Medium Wound because the passengers are inside the vehicle, the Medium Wound is reduced to a Light Wound because of the air bags, and the Light Wound is reduced to Stuns because of the seatbelts.

Airbags don't deploy under incremental damage less than 3 Wound Ranks from the current Wound status of the vehicle. For example, if a vehicle suffers a Light Wound one round, and then a Medium Wound the next round, the airbags do not deploy because although the auto now has a Heavy Wound, it received the wounds incrementally, as opposed to an all-at-once, 3 Wound Rank Wound. If a vehicle has a Light Wound and then suffers an Incapacitation, the airbags would deploy because Light Wounds and Incapacitation are 3 Wound Ranks apart. It takes a big hit to trigger airbags.

VEHICLE DAMAGE

Vehicle Damage	Speed Percentage	Difficulty Factor Modifier
Light	75%	-1
Medium	50%	-2
Heavy	25%	-3
Incapacitated	25% (see below)	-4
Killed	0%	N/A

Note: An Incapacitated vehicle runs for 1d10+3 rounds and then stops. A Killed vehicle immediately stops running.

Note: On the off chance a character has to jump from an Incapacitated or Killed aircraft, it takes about 1 minute to fall 10,000 feet.

Tailing

Inevitably, a character will want to discreetly follow a target. Tailing is a time-honored tradition of covert operations, and tailing oftentimes is the precursor to a chase. When a character tries to tail a target, the character has to succeed on a Difficulty Factor 5 skill check based upon the skill being used to tail: Boating, Evasion, Diving, Driving, Piloting, or Riding. Any success is full success, but the tailed person has a chance to spot a tail by succeeding on a Sixth Sense check with a Difficulty Factor twice the Success Quality of the tail result.

Note: If a character is being tailed by an enemy, the GM should roll a Sixth Sense check in secrecy for the character.

CLASSIFIED

INTERACTIONS
CHAPTER NINE

Interacting with non-player characters is an important part of Classified games. Most interactions are straight role-playing on the part of the players and GM, but behind the roleplaying there are a few mechanics that slightly codify interactions: Reaction, Persuasion, Seduction, Interrogation, Torture, and Gambling. These six things commonly occur in Classified and this chapter goes into some detail on how a GM should apply these mechanics to the game. Brief descriptions of these interactions follow.

- **Reaction**: The base-level opinion a NPC has towards a character. Determined by circumstance, Reputation, and a Charisma Skill check.

- **Persuasion**: Persuasion allows a character to alter a NPC's opinion towards him to get something the character wants from the NPC. Sometimes an NPC will change their Reaction because of a particularly persuasive Persuade attempt.

- **Seduction**: A multi-step process, which if successful induces another Reaction check for the NPC with a +5 Difficulty Factor Modifier.

- **Interrogation**: Using the Interrogation Skill, characters can get needed information from recalcitrant NPCs.

- **Torture**: Using the Torture Skill, the bodies and will of victims are broken to acquire desired information. Torture is mostly used against the characters by their enemies.

- **Gambling**: Rounding out the chapter, Gambling provides information on common card games found in Classified.

Note: Some NPCs have Interaction Modifiers for Reaction, Persuasion, Seduction, Interrogation, and Torture. These reaction modifiers are applied as Difficulty Factor Modifiers when a PC interacts with the NPC. The modifiers only apply from PC to NPC, not NPC to PC. This means that an NPC with a +4 Interrogation Interaction Modifier will (more than likely) buckle under interrogation (because the PC has a +4 Difficulty Factor Modifier to Interrogation), not that the NPC gains a bonus against the PC when using Interrogation.

Reaction

Note: Before considering the reaction of an NPC to a character, the first thing a GM should do is check if the NPC recognizes the character via a Reputation roll (page 31), and vice versa. Remember, reputation should only be checked aginst the characters by NPCs who are "in the business" and have a chance to know about a character's covert professional history.

Whenever a character encounters a NPC, the NPC forms an opinion about the character. Most of the time, this opinion is based on the circumstances of the meeting: is the NPC meeting the character in a professional setting or in a social setting? Is the NPC part of a fellow covert organization or a member of a covert organization somewhat opposed to characters? The context of the meeting determines if the NPC's reaction is Opposed, Unfriendly, Neutral, Friendly, or Helpful to the character. Most NPCs are Unfriendly, Neutral, or Friendly until further interaction with the character occurs or unless the NPC recognizes the character via Reputation as someone worthy of an Opposed or Helpful status.

• **Opposed** NPCs will actively work against the character if presented the opportunity. Opposed NPCs are willing to take hostile actions against the character if the NPC is a member of an organization or group that opposes the character's.

• **Unfriendly** NPCs will not provide mission assistance, nor aid the character in any way. Unfriendly NPCs would rather have the character leave them alone. They will only become hostile to the character if the situation warrants, such as if the character seems to be doing something suspicious that the NPC would not approve of or could find some personal advantage in thwarting.

• **Neutral** NPCs are indifferent to the character and the character's goals. Alternatively, Neutral characters may be waiting for more information on the character before forming a firmer opinion concerning the character. A Neutral NPC may help or hinder a character when doing such benefits the plans of the NPCs.

• **Friendly** NPCs view the character in a favorable light and will provide assistance provided there is little risk associated with such actions. Some Friendly NPCs are Friendly by nature; generally helpful people who will go out of their way for just about anyone.

• **Helpful** NPCs are willing to accept personal risk to further the goals of the character or the character's organization or group. Helpful NPCs either highly value the character personally, or strongly associate with the goals of the character's organization.

As can be seen, Opposed is the opposite of Helpful, Unfriendly is the opposite of Friendly, and Neutral is squeezed in the indifferent middle. These are the five different types of reactions NPCs can have to characters.

If a GM doesn't already know how an NPC is going to react to the character based upon situation and past history, an initial reaction should be determined via a Charisma Skill check. This initial "read" on a character will stick with the NPC until something of importance happens to change that opinion. Most of the time, these changes of opinion happen after the NPC learns or witnesses something either positively or negatively associated with the character or the goals and actions of the character's organization. A GM should provide opportunity for NPCs to change their reaction to characters based upon what happens in the game. When such an even occurs, the GM should roll a Reaction Check for the NPC with a positive or negative Difficulty Factor Modifier and alter the NPC's current reaction to the character up or down one level based upon the success or failure of the check.

For example, a Neutral NPC witnesses the character risk his own safety pushing a civilian out of a firefight. The GM assigns a +2 Difficulty Factor Modifier to a Charisma Check, and if successful, the NPC now views the character in a Friendly manner. If the check

Note: The *Heroic*, *Cinematic*, and *Adventurous Styles* assumes that most people in the world are Neutral or Friendly in general disposition. If playing Classified in the *Realistic Style*, a GM should replace Friendly with Unfriendly. Life's tougher in that style of game.

REACTION TABLE (Charisma Skill Check)

Success Quality	Reaction
Superb (1)	Helpful
Great (2)	Friendly
Good (3)	Neutral
Fair (4)	Unfriendly
Failure	Opposed

Note: Possible Reaction Table Modifiers are listed below. A GM should consider what other factors could influence an NPC's initial opinion. The below modifiers are just a few suggestions that may be appropriate depending on circumstances.

Difficulty Factor Modifier	Reason
+1	Character Appropriately Dressed
+1	Character Fluent in Language
-1	Character Speaks Poorly
-1	Character Behaves Inappropriately
-6	NPC Member of Opposed Organization

is a failure the NPC remains Neutral to the character since this was only a chance for a positive improvement. Conversely, if the NPC saw the character use a civilian to their advantage in a firefight, there would be a roll to see if the NPC's opinion of the character had moved from Neutral to Unfriendly.

Given that characters in Classified tend to be exceptional people, a character can deliberately try and change a NPCs reaction using Persuasion or Seduction. Persuasion is a character's attempt to change a NPCs attitude towards the character using rhetoric, appeals to emotion, cajoling, or even bullying and intimidation to get the NPC to perform a specific action. Characters Persuade to convince NPCs to provide needed information, material assistance, or some other favor. Persuasion is the character turning his full-force-of-will towards the NPCs to get what he wants from them, but it is not magic, and it can't be used to create unrealistic changes in an NPC's behavior—it just allows the character to alter the NPCs views and opinions enough to get what he wants from them.

Persuasion uses the Charisma Skill and the Reaction of the NPC towards the character modifies the Difficulty Factor according to the table on the right. If a character offers a bribe, it may provide a beneficial or detrimental Difficulty Factor Modifier depending on the amount of the bribe and upon the mores of the NPC. A GM should determine the effectiveness of a bribe. If the Persuasion attempt is successful, the NPC does what the character wants. If it is not, the NPC turns down the character's offer. If a Perhaps results, the NPC is uncertain of what he should do and may help the character for a while and change his mind, may not help the character for a while and then change his mind to help the character, or may demand a bribe if a bribe was not offered for his help. Because of the variability of result, a GM should roll Persuasion attempts in secret.

If a character gets a Superb (1) Success Quality on a Persuade attempt, the NPC's Reaction towards the character improves by one step if the GM thinks such an improvement is possible (Neutral becomes Helpful, etc.).

Persuasion

PERSUADE TABLE (Charisma Skill Check)

NPC Will	Success Quality			
	1	2	3	4
< 6	Y	Y	Y	P
6-8	Y	Y	P	N
9-11	Y	P	P	N
12-13	P	P	P	N
14	P	P	N	N
15	P	N	N	N

Note: Y = Yes, P = Perhaps, N = No.

Note: The below Difficulty Factor Modifiers apply to all Persuasion attempts.

Difficulty Factor Modifier	Current NPC Reaction
+3	Helpful
+1	Friendly
None	Neutral
-3	Unfriendly
-4	Opposed

Seduction

Seduction is used to positively change an NPC's opinion towards a character. Seduction begins with a glance and ends with intimate physical contact. There are 5 stages of Seduction in Classified, and a seduction can take anywhere from an evening to decades to complete. A GM should keep track of the stages of seduction for any NPC in relationship to a character. Seduction is used by characters against NPCs, for although an NPC can attempt a seduction on a character, the character can always end it whenever desired.

1. The Look (Difficulty Factor 10)
2. The Introduction (Difficulty Factor 9)
3. The Conversation (Difficulty Factor 8)
4. The First Touch (Difficulty Factor 6)
5. The Time and Location (Difficulty Factor 4)

Every stage in a seduction requires a Seduction Skill check by the character. The target of the seduction rolls a Willpower Characteristic Check with a Difficulty Factor equal to the Success Quality of the character's Seduction roll. A Failure result is a Difficulty Factor 10 Willpower check.

If the Willpower check fails, the seduction may continue to the next stage. If it succeeds, the NPC has the option of letting the seduction continue or shut it down depending upon the circumstances, motives, and desires of the NPC.

If a Seduction succeeds at stage 5, the NPC makes another Reaction roll on the seducing character with a +5 Difficulty Factor Modifier. This may result in the NPC having a less favorable opinion of the character than before, but such are the ways of seduction.

Interrogation is often the step taken after persuasion or seduction fails to produce the needed information. Interrogation does not involve physical pain or the threat of physical pain, but it can involve mild physical discomfort such as reduced food or water, high or low temperatures, sleep deprivation, etc. This kind of interrogation is illegal in many countries for law enforcement, but covert operatives are not bound by such restraints. As general rule of thumb for the GM in Classified games, if long-term or permanent damage (including psychological damage) can be done, or if unconsciousness can occur, a victim is being tortured, not interrogated. An interrogation session takes 18 hours, modified in duration based upon the Success Quality as found on the Skill Time and Information table found in Skills |Chapter Three.

Interrogation uses the Interrogation Skill and results are determined based upon the Success Quality of the skill check compared against the victim's Willpower Characteristic. This provides the modified Success Quality of the interrogation and this result is compared with the Skill Time and Information table found in Skills |Chapter Three to see how much the interrogator learned.

Interrogation can be used in multiple sessions, with each additional session after the first providing a +1 Difficulty Factor Modifier. Additional bonuses accrue if the victim is exhausted. If the victim sleeps between sessions, these cumulative modifiers are negated and the session after sleep is treated as if it was the first interrogation session.

Note: The below Difficulty Factor Modifiers apply to all Seduction attempts.

Difficulty Factor Modifier	Current NPC Reaction
+4	Character is Gorgeous
+2	Character is Stunning
+2	NPC has Sexual Attraction Weakness
+2	NPC is Male
+1	Character is Attractive
-1	Character is Normal
-2	Character is Unattractive
-2	Prior Seduction Attempt Failed
-3	Character is Ugly

Interrogation

INTERROGATION TABLE

NPC Will	Success Quality				
	1	2	3	4	F
< 6	1	1	2	2	3
6-8	1	2	2	3	4
9-11	2	2	3	4	F
12-13	3	4	F	F	F
14	3	4	F	F	F
15	3	F	F	F	F

Note: The below Difficulty Factor Modifiers apply to all Interrogation attempts.

Difficulty Factor Modifier	Reason
-2	Exhausted Interrogator
+1	Each Interrogation After the 1st
+2	Exhausted Victim

The violent brother of interrogation, torture is most likely to appear in Classified games as something used against the characters by their enemies. Torture is interrogation involving physical abuse. Most covert operatives are trained to resist torture, providing them an opportunity to fall unconscious in such situations.

The GM rolls a Torture roll and the result is kept hidden from the players. A character can choose to fall unconscious up to three times his Willpower Characteristic (round up) by rolling a Good (3) Success Quality Difficulty Factor 4 Willpower check. If the character falls unconscious, the Torture session is over and remaining time elapses before the character can be revived and tortured again. A character can choose unconsciousness more times than the number indicated above, but a success after the allotted number of times is up results in a Medium Wound on the character in addition to the wound inflicted by the torture.

Torture uses the Torture Skill and results are determined based upon the Success Quality of the skill check compared against the victim's Willpower Characteristic. This provides the modified Success Quality of the torture and this result is compared with the Skill Time and Information table found in Skills |Chapter Three to see how much the torturer learned.

If the Torture check is a Failure or Fair (4) Success Quality, a Medium Wound is suffered by the victim. However, if the victim falls unconscious, he manages to fall unconscious before the wound is inflicted.

As a reminder to GMs, torture becomes a contest of wills between the character and his opponents wherein the only victory to be gained is the character's death before revealing information. Torture is an unpleasant, but almost inevitable, part of a Classified game if a campaign is played. A GM should deal with torture as tastefully as possible.

Torture

TORTURE TABLE

NPC Will	Success Quality				
	1	2	3	4	F
< 6	1	1	2	2	3
6-8	1	2	2	3	4
9-11	2	2	3	4	F
12-13	3	4	F	F	F
14	3	4	F	F	F
15	3	F	F	F	F

Note: The below Difficulty Factor Modifiers apply to all Torture attempts.

Difficulty Factor Modifier	Reason
-3	Victim Heavily Wounded
-1	Victim Has Medium Wound
+1	Victim Lightly Wounded

Note: A torturer can choose to scar his victim as desired.

The casino life—the glitz, the glam, the myth—plays an important part in many Classified Games. Casinos are often something of a "neutral ground" where heroes and villains rub nervous shoulders, where contacts are made and deceptions revealed. Casinos are similar the world over and a few of the various card games found within have been translated into Classified rules. All four card games in this section use two sequential Gambling Skill checks.

Betting occurs before the first roll, before the second roll, and before the result is revealed. In order to allow the age-old tradition of bluffing, both the player and the GM should roll secretly, recording the Success Quality of the rolls. When the hand is done, the result of both rolls is revealed and the winner takes the pot.

Gambling

Note: If the GM expects the characters to engage in a lot of gambling during a session, pre-rolling for the NPCs will greatly speed up play and allow the action to remain on the player's rolls. If the GM makes a series of double rolls and records the Success Quality of each pair, the players will stay focused on their characters.

Note: Characters should remember that they can spend Hero Points while Gambling, but enemies cannot spend Villain Points. Unlike normal, however, characters cannot spend Hero Points for other characters when Gambling.

BACCARAT

The object of Baccarat is to come as close as 9 as possible, but not over. Up to 16 players place their bets before the first two cards are turned and again before the final third card. Card values are 1-9 (ace to 9) with 10 and the suit cards being counted as 0. On a 0 to 4 total, a player must accept a third card, on a 5 the player may stand or pass, and on a 6 or 7 the player must stand. On an 8 or 9, the player turns over the cards and wins if the hand is the highest among all players. A tie is discarded.

To simulate this in Classified, a character performs up to two Gambling Skill checks: the first check providing the value of the first two cards and second providing the value of the third card. If the Success Quality of the first roll is a Failure, or Fair (4), the character must draw and hence, roll another Gambling Skill check. If the Success Quality of the first roll is Good (3), the character may stand or pass. If the Success Quality of the first roll is Great (2) the must Stand (St). On a Superb (1) Success Quality, the character Wins (W) the hand unless an NPC also rolls a Superb (1), resulting in a tie and a discarded hand.

BACCARAT TABLE

1st SQ	2nd Success Quality				
	1	2	3	4	F
1	W	W	W	W	W
2	St	St	St	St	St
3	1	2	3	F	F
4	1	3	4	F	F
F	1	4	4	F	F

BLACKJACK (TWENTY-ONE)

The object of Blackjack (also called Twenty-One) is to come as close to 21 as possible, but not over. Up to 7 players place their bets before the first two cards are dealt and at each subsequent deal. Card values are numeric, with Aces counting as either 1 or 11 (player's choice) and face cards counting as 10. Ties result in a discarded hand and returned bets.

To simulate this in Classified, a character performs up to two Gambling Skill checks: the first check providing the value of the first two cards and second providing the value of all additional cards. The best Success Quality Wins. "Nat" (Natural) indicates a natural 21 and victory over all but another natural 21. Ties are discarded.

BLACKJACK TABLE

1st SQ	2nd Success Quality				
	1	2	3	4	F
1	Nat	Nat	Nat	Nat	Nat
2	1	2	2	3	F
3	2	2	3	4	F
4	2	3	4	4	F
F	2	3	4	F	F

CHEMIN DE FER

A type of baccarat, Chemin de Fer is played without a set banker—the duties rotate among the players. Also, players are not required to act based upon the value of their cards and can play their hand as they see fit. This changes the odds at the table.

Chemin de Fer is known as the favorite game of a particular fictional international superspy and is only included in Classified because of such.

CHEMIN DE FER TABLE

1st SQ	2nd Success Quality				
	1	2	3	4	F
1	W	W	W	W	W
2	2	2	3	4	F
3	2	3	4	F	F
4	2	3	3	4	F
F	2	3	4	F	F

POKER

Perhaps the most popular betting card game, poker comes in many different varieties. The object of poker is to have the more valuable hand at the end of betting—value being determined by probability. Poker is a game very dependent upon player skill because "losing" hands can beat "winning" hands due the prime role bluffing plays in the game. As such, the results indicate the winner without indicating the absolute value of the hand.

On the poker table to the right, a 1* beats a regular Superb (1) Success Quality. Hand-wise, it's a high straight flush or a royal flush.

POKER TABLE

1st SQ	2nd Success Quality				
	1	2	3	4	F
1	1*	1	1	2	2
2	1	2	2	2	3
3	1	2	3	3	4
4	2	3	3	4	F
F	3	4	4	F	F

CLASSIFIED

EQUIPMENT

CHAPTER TEN

Every mission requires the right equipment. Getting the right equipment is a fairly straightforward affair if the characters belong to a governmental organization: all they need to do is put in the right requisition forms along with justifiable reasons for their desires and equipment is provided. Within reason, of course—controlling costs is always a factor.

When characters of such organizations want something that is considered out of the ordinary or something that carries a hefty price tag, governmental organizations require some persuasion. Whenever a character asks for one of these items, the character has to succeed on a Persuade attempt against whoever heads the armory department. For reasonableness-sake, a character should be allowed no more than two special requests per mission. This invests the players in choosing wisely from among their options.

For characters not associated with a governmental agency, equipment becomes an issue of funding. If the characters are working for a wealthy organization that provides them their equipment as needed, the situation is much like that of a governmental organization, but perhaps the purse-strings are bit a more loose and expensive items are easier to acquire.

For characters working on their own dime, financing missions becomes a primary issue. Supporting a covert organization requires careful planning, and many players will enjoy the fiscal aspects of running their own operations. A GM should work with such players to create an enjoyable environment composed of home bases, safe houses, long-term contacts, and anything else reasonably associated with the characters' choice of endeavor.

Note: Equipment can be damaged—most notably vehicles. Damaged equipment may be repaired by a character if the GM determines that appropriate tools for repair are on hand and if the character is successful with an appropriate Skill check. The GM should roll on the below table to randomly modify the base time result of the skill check.

EQUIPMENT REPAIR CHART

1d6	Damage Rank	Base Time Multiple
1-3	Light	x1
4-5	Medium	x2
6	Heavy	x3
—	Incapacitated	x6
—	Killed	x12

Note: Damage Rank in the above table is only for vehicles. For example, a Killed vehicle will require x12 the base amount of repair time (6 hours via the Driving Skill) for a total of 72 hours of repair. The GM should use reason when determining repair times of larger vehicles that should obviously take longer than the listed time—it's one thing to quickly repair a heavily damaged Robinson R22 and quite another to repair a heavily damaged Airbus A380.

WEAPON CHARACTERISTICS

Below is a brief explanation of each weapon characteristic. If two numbers are listed, the number after the dash is for burst or automatic mode.

PM (Performance Modifier): This number is a Difficulty Factor Modifier applied when using this weapon based upon how easy it is to use and how effectively it performs.

RoF (Rate of Fire): The maximum number of shots that can be fired in a combat round.

Ammo (Ammunition): The maximum number of bullets in a full load. When this is depleted, the weapon must be reloaded.

DR (Damage Rank): The amount of damage a weapon deals to a human target—the higher the letter, the more damage. If a weapon has more than one RoF there are two DR letters. The first is used in Normal Fire or Multiple Target Fire and the second used when in burst mode and all the shots are at a single target. For Hand-to-Hand weapons, the DR is the number of Damage Ranks added to the character's Hand-to-Hand Damage Rank as determined by Strength.

Close (Close Range): A weapon used against a target within this range (given in feet) receives a +1 Difficulty Factor Modifier.

Long (Long Range): A weapon used against a target within this range (given in feet) receives a -1 Difficulty Factor Modifier.

CM (Concealment Modifier): This number is a Difficulty Factor Modifier used when observers have a chance to notice a character carrying the weapon. Thus negatives make a weapon easier to conceal and positives make a weapon harder to conceal. Detecting a concealed weapon requires a successful PER check with a Difficulty Factor 5. N/A is a non-concealable weapon in usual circumstances.

MIS (Misfire): A roll that falls within this range indicates the weapon has Misfired. A smaller range indicates a more reliable weapon. See the Weaponry section in Combat |Chapter Seven for information concerning misfires.

Draw (Draw): This number modifies the d100 roll done during a Draw Situation. Positive numbers are beneficial while negative numbers are detrimental. See Combat |Chapter Seven for information concerning Draw Situation.

RL (Reload): This number is the number of combat rounds required to reload the weapon.

Price (Price): The cost of the weapon in USD.

Weapon Name	PM	RoF	Ammo	DR	Close	Long	CM	MIS	Draw	RL	Price
PISTOLS											
Beretta 950 Jetfire	+0	2	6	E	0-20	80-120	-4	98-99	+0	1	$300
Beretta M9	+0	3	15	F	0-40	100-200	+1	99	+0	1	$600
Browning Hi-Power	+0	3	13	G	0-30	130-190	0	99	+0	1	$950
FN Five-seven	+1	3	20	E	0-50	140-200	+1	99	+0	1	$1,000
Glock 19	+0	3	15	F	0-30	80-180	-1	99	+20	1	$550
Heckler & Koch P30	+0	2	15	G	0-30	120-180	-1	99	+0	1	$1,100
Kel-Tec PF-9	+0	2	7	E	0-20	80-140	-3	97-99	+20	1	$300
SIG Sauer P229	+1	3	12	F	0-40	120-180	+0	98-99	+20	1	$1,000
Smith & Wesson Model 500	+0	1	5	J	0-50	120-250	+2	99	-20	3	$1,300
Smith & Wesson Model 640	+0	1	5	H	0-30	80-130	-1	99	+0	2	$800
Walther P99	+1	3	15	F	0-30	120-200	-1	98-99	+0	1	$700
Walther PPK	+1	2	7	E	0-30	120-180	-2	98-99	+20	1	$800
Walther PPS	+0	2	6	E	0-20	80-140	-3	98-99	+40	1	$600
RIFLES (rf), SHOTGUNS (st), SUBMACHINE GUNS (sb)											
AK-74M (rf)	+1/+0	2/10	30	I/L	0-200	1,000-1,400	n/a	98-99	-60	2	$900
Benelli M4 Super 90 (st)	+1	2	8	H	0-90	180-450	n/a	99	-60	3	$1,200
Daewoo USAS-12 (st)	+0	2/5	10/20	H/K	0-80	160-400	n/a	96-99	-60	2	$2,500
FN P90 (sb)	+1	2/10	50	E/H	0-130	400-800	n/a	97-99	-60	2	$2,000
Heckler & Koch MP5 (sb)	+0	2/6	30	F/I	0-120	450-700	+3	99	-40	1	$2,000
M4 Carbine (rf)	+1/+0	2/10	30	J/L	0-200	800-1,500	n/a	99	-60	2	$1,100
Mossberg 590A1(st)	+0	2	8	H	0-60	150-350	n/a	99	-40	3	$700
Parker-Hale M82 (rf)	+1	½	4	K	0-500	1,500-2,500	n/a	99	-60	2	$2,000
Remington M24 (rf)	+1	½	5	K	0-800	2,000-3,000	n/a	99	-80	2	$2.500
Uzi (sb)	+0	2/8	32	F/I	0-100	400-600	+5	96-99	-40	2	$1,500
Walther WA-2000 (rf)	+2	1	6	J	0-800	2,200-4,500	n/a	99	-60	2	$55,000
HEAVY WEAPONS											
.50 Caliber M2 Browning	+0	25	200	L(3)	0-2,000	5,000-7,000	n/a	98-99	-100	2	$15,000
M134 Minigun	+2	100	500-5k	K(3)	0-1,000	2,000-3,000	n/a	98-99	-100	2	$20,000
M240B	+1	20	100	J(3)	0-1,000	2,500-4,000	n/a	98-99	-80	2	$12,000
M252 Mortar	-1	1	1	K	300-3,000	10,000-15,000	n/a	99	n/a	1	$14,000
MISCELLANEOUS WEAPONS											
AIM-9X Sidewinder Missile	+2	1	1	L	3,000-15,000	18mi-22mi	n/a	99	n/a	10	$90,000
FM-92 Stinger Missile	+1	1	1	L	300-5,000	10,000-15,000	n/a	99	n/a	1	$40,000
Pepper Spray*	+0	1	10	E	0-2	8-10	-5	99	+20	n/a	$15
Speargun	+0	1	1	G	0-40	100-180	n/a	99	-40	3	$150
Switchblade Drone	-1	1	1	J	300-15,000	5mi-15mi	n/a	99	-100	n/a	$25,000
Taser*	-1	1	1	G	0-5	11-15	-3	99	+0	1	$300
HAND-TO-HAND WEAPONS											
Expandable Baton	+0	n/a	n/a	+2	n/a	n/a	-2	n/a	+20	n/a	$50
KA-BAR Knife	+1	n/a	n/a	+1	n/a	n/a	-4	n/a	+20	n/a	$100
M67 Grenade	+0	n/a	n/a	I	n/a	n/a	-2	99	-60	n/a	$50
Shuriken	+0	3	n/a	+1	n/a	n/a	-5	n/a	+20	n/a	$10
Rapier	+0	n/a	n/a	+2	n/a	n/a	n/a	n/a	+0	n/a	$500
Sword	+0	n/a	n/a	+3	n/a	n/a	n/a	n/a	-20	n/a	$500

* Less-Than-Lethal Weapon Effects: Pepper spray and tasers cause no real damage—the injuries received by an attack only trigger Pain Resistance rolls. Once the target succeeds on one Pain Resistance roll, he does not need to make another. Additionally, pepper spray causes a -1 Difficulty Factor Modifier on all actions taken during the next minute while tasers drop an opponent prone and Pin him for one round.

EQUIPMENT |CHAPTER TEN

Vehicle Name	PM	PL	Cruise	Max	Range	Ram	MP	Price
CARS (C), OFF-ROAD VEHICLES (0), TRUCKS (T), AND VANS (V)								
Alfa Romeo 159 (c)	+1	4	80	140	520	2	6	$38,000
Ariel Atom 500 (c)	+3	1	120	175	300	2	2	$205,000
Aston Martin DBS V12 (c)	+2	2	130	190	300	3	7	$290,000
BMW 118i (c)	+1	3	80	130	510	2	6	$33,500
BMW 550i (c)	+1	3	90	155	400	3	8	$85,000
BMW Z4 (c)	+1	4	80	155	360	3	8	$70,000
Bugatti Veyron (c)	+3	1	150	250	250	3	8	$1,850,000
Cadillac Escalade (s)	+0	4	80	140	410	3	11	$65,000
Chevrolet Corvette (c)	+1	3	120	190	375	2	6	$85,000
Dodge Charger (c)	+1	4	80	140	425	3	8	$32,000
DuraStar Medium Duty (t)	-1	5	65	90	600	7	47	$85,000
Ferrari 458 Italia (c)	+2	2	140	200	330	3	8	$265,000
Fiat Panda (c)	+0	4	60	100	380	2	4	$12,500
Ford Crown Victoria (c)	+0	4	70	110	325	3	7	$29,000
Ford E-150 (v)	-1	5	60	100	495	3	10	$32,000
Ford Mondeo (c)	+1	4	80	140	570	3	7	$35,000
Ford Mustang (c)	+1	4	70	120	380	3	7	$25,000
Ford Taurus (c)	+0	4	65	110	450	3	8	$28,000
Honda Accord (c)	+0	4	65	110	450	3	5	$24,000
Humvee (HMMWV) (o)	+1	3	55	75	150	4	11	$65,000
Jaguar XK (c)	+1	3	110	170	360	3	8	$85,000
Jeep Wrangler (o)	+0	4	60	105	340	3	7	$24,500
Koenigsegg CCX (c)	+3	1	150	245	305	2	6	$550,000
Lamborghini Aventador (c)	+3	2	140	215	310	3	7	$390,000
Lamborghini Gallardo (c)	+2	2	140	200	360	3	7	$215,000
Land Rover Defender (o)	+1	3	60	90	475	3	10	$39,000
Mack Titan Semi-Trailer (t)	-1	5	55	90	1,900	11	110	$200,000
Mini Cooper S (c)	+2	4	70	140	395	2	5	$25,000
Nissan Leaf (c)	+0	4	60	90	75	2	5	$32,500
Peugeot 308	+0	4	60	125	360	2	6	$28,000
Porsche 911 Turbo S	+2	2	130	195	315	3	7	$165,000
Tata Nano (c)	-1	4	55	105	225	1	3	$2,500
Toyota Corolla (c)	+0	4	60	115	390	2	5	$17,000
Toyota Prius (c)	+0	4	55	100	575	2	6	$29,000
Toyota Sienna Minivan (v)	-1	4	60	110	430	3	8	$29,000
Toyota Tacoma (t)	+0	4	60	110	395	3	8	$26,000
Unimog U5000 (o)	+1	4	40	60	450	4	19	$195,000
Vauxhall Astra	+1	4	70	135	485	2	6	$32,000
Volkswagen Polo	+0	4	70	135	600	2	5	$16,500
MOTORCYCLES (M), AND SNOWMOBILES (S)								
Arctic Cat TZ1 LXR (s)	+0	4	50	100	110	0	2	$12,000
BMW R1200RT-P (m)	+1	3	80	130	330	0	1	$19,000
Harley Davidson Blackline (m)	+0	4	60	115	215	0	1	$15,500
Kawasaki Ninja 250R (m)	+1	4	60	105	250	0	1	$5,000
Polaris Pro Ride RMK (s)	+1	3	50	90	90	0	1	$10,000
Triumph Daytona 675 (m)	+1	3	80	155	220	0	1	$11,000
Yamaha YZF-R1a (m)	+2	3	90	165	160	0	1	$14,500
Vehicle Name	**PM**	**PL**	**Cruise**	**Max**	**Range**	**Ram**	**MP**	**Price**

Vehicle Name	PM	PL	Cruise	Max	Range	Ram	MP	Price
WATERCRAFT - BOAT (B), PERSONAL WATERCRAFT (P), SUB (S)								
12' Airboat (b)	+0	4	5	25	120	1	3	$14,000
15' F470 CRRC (b)	+0	4	10	30	170	0	1	$9,500
23' Stingray 225SX (b)	+1	3	30	60	170	2	5	$48,000
29' Chris Craft Catalina (b)	+0	4	35	50	386	4	12	$240,000
36' Rigid Hull Inflatable Boat (b)	+1	3	25	50	200	5	26	$415,000
38' Cigarette Top Gun (b)	+2	3	40	85	200	4	15	$350,000
45' Response Boat Medium (b)	+1	3	30	50	280	7	55	$3,500,000
80' Magnum (b)	+1	4	30	60	440	13	180	$5,250,000
110' Island-Class Patrol Boat (b)	+0	4	15	35	3,300	22	500	$7,000,000
155' Sunseeker Yacht (b)	+0	5	15	30	4,500	31	975	$31,000,000
C-Quester Minisub (s)	+0	4	5	10	75	1	3	$350,000
HSR Benelli Series-R (p)	+2	3	35	90	70	0	1	$30,000
Mk VIII Mod 1 SDV Minisub (s)	-1	5	2	6	20	2	4	$850,000
S301 Minisub (s)	+0	5	5	15	100	2	3	$2,100,00
Sea-Doo GTX Limited iS 260 (p)	+1	4	25	70	70	0	2	$17,500
Yamaha WaveRunner FZ R (p)	+1	4	25	65	70	0	1	$14,500
Yamaha WaveRunner Superjet (p)	+1	3	25	50	45	0	1	$8,500
AIRCRAFT - JET (J), PROPELLER (P), ROTARY (R)								
Airbus A380 (j)	+0	6	550	635	9,500	25	610	$290,000,000
Bell 407 (r)	+1	4	130	150	600	1	4	$2,600,000
Boeing 737 (j)	+0	5	510	545	6,500	9	85	$60,000,000
Boeing 787 (j)	+0	5	565	595	9,500	16	254	$195,000,000
Boeing CH-47 Chinook (r)	+0	4	150	195	450	5	23	$35,000,000
Bombardier Dash 8 Q400 (p)	+0	5	420	480	1550	6	38	$27,000,000
Cessna Citation Mustang (j)	+1	4	390	495	1,300	2	5	$2,650,00
de Havilland DHC-6 Twin Otter (p)	+0	5	170	195	875	3	7	$7,000,000
Eurocopter Tiger (r)	+1	4	110	190	500	3	7	$31,000,000
F-16 Fighting Falcon (j)	+2	3	1,000	1,500	2,600	5	26	$47,000,000
General Atomics MQ-1 Predator (p)	+0	5	90	135	675	0	1	$4,000,000
Gulfstream G450 (j)	+0	4	525	580	5,000	7	43	$38,250,000
Gulfstream G650 (j)	+0	4	560	610	8,050	7	49	$65,000,000
Robinson R22 (r)	-1	4	90	115	240	0	1	$260,000
Sikorsky UH-60 Black Hawk (r)	+1	4	175	215	1,380	3	10	$22,000,000
Vehicle Name	**PM**	**PL**	**Cruise**	**Max**	**Range**	**Ram**	**MP**	**Price**

VEHICLE CHARACTERISTICS

Each vehicle in Classified has several different characteristics. Below is a brief explanation of each characteristic.

PM (Performance Modifier): This number is a Difficulty Factor Modifier applies when using this vehicle based upon how easy it is to use and how effectively it performs.

PL (Performance Limit): This number is the lowest Difficulty Factor that can be bid for the vehicle without incurring an automatic Control check. If a bid is lower, a Control check must be made in addition to any other accident checks. The Performance Limit represents the ability of the vehicle to safely perform during stressful chases.

Cruise (Cruise Speed): The speed (in mph) of the vehicle when cruising.

Max (Max Speed): The maximum speed (mph) of the vehicle.

Range (Range): The average distance a vehicle can travel before it needs refueling.

Ram (Ram): This number represents the mass of the vehicle. This is added to the Difficulty Factor when used for a Ram maneuver and subtracted from a Ram Difficulty Factor when it is the vehicle being rammed. Remember no DF can be above 10 or below ½.

MP (Modification Points): This number is used to determine how many modifications can be made to the vehicle. A single modification will take a variable number of points based upon the extent of the modification.

Price (Price): This is the cost of the vehicle in USD.

Weapon and Vehicle Descriptions

Below are very brief descriptions of the various weapons and vehicles described in the lists. A GM is recommended to gather additional information on any equipment that is to play a significant role in a mission and make adjustments and modifications as appropriate.

PISTOLS

Beretta 950 Jetfire: This .25 caliber pistol is one of the smallest semi-automatic pistols in the world. The Beretta .25 is easily concealed, but is lacking in stopping power.

Beretta M9: The M9 is a semi-automatic 9mm pistol commonly found in law enforcement and militaries world-wide. It isn't terribly suitable for covert work.

Browning Hi-Power: Another 9mm weapon, the Hi-Power packs a punch. It's a little more concealable than the M9 and is an acceptable option when power may be needed.

FN Five-seven: Arguably one of the best semi-automatic pistols on the market today, the Five-seven uses the same uncommon ammunition as the FN P90: 5.7×28mm.

Glock 19: Made in Austria, the 9mm semi-automatic Glock 19 has good power, concealment, and draw, making it an excellent covert pistol.

Heckler & Koch P30: An ambidextrous, polymer-framed, semi-automatic, the HK P30 is common in some European police forces. Its compact frame and power make it a good weapon for covert operatives. It uses the 9x19mm Parabellum—the world's most widely used military handgun cartridge.

Kel-Tec PF-9: The flattest and lightest 9mm pistol ever mass-produced, the PF-9 is commonly used as a BUG (back up gun) by law enforcement.

SIG Sauer P229: A very common military pistol, used by the U.S. Army, the British Army, U.S. Navy SEALs, and the U.S. Secret Service, the P229 is an accurate and powerful weapon. It is a very good pistol and well suited for covert work, albeit not as concealable as desired.

Smith & Wesson Model 500: The world's most powerful production handgun, the 500 is a long-barreled revolver. It is unsuitable for covert work, but is a great choice for use against vehicles.

Smith & Wesson Model 640: Another revolver, the 640 has a concealed hammer and good stopping power. It is not uncommon to find the 640 in the hands of law enforcement, although they are becoming more rare.

Walther P99: An extremely good weapon, the P99 is a glassfiber-reinforced, polymer frame, semi-automatic pistol. It compares quite favorably with the FN Five-seven, and its use of the common 9×19mm Parabellum cartridge can provide an edge in the field.

Walther PPK: The PPK is the classic spy semi-automatic pistol although it's a bit long in the tooth when compared to the best of the modern designs. It's still a fine choice for covert operatives.

Walther PPS: The Polizei-Pistole Schmal is a very concealable polymer frame semi-automatic pistol with much in common with the P99. It is a discreet choice.

RIFLES (rf), SHOTGUNS (st), AND SUBMACHINE GUNS (sb)

AK-74M (rf): The modern version of the venerable AK-47, the 74M began production in 1991 and would have been the assault rifle of the Soviet Union. Built off the AK-74 platform that replaced the AK-47 in 1974, the 74M is a powerful, efficient weapon.

Benelli M4 Super 90 (st): A semi-automatic shotgun used by the U.S. Army and Marine Corp, the Super 90 has seen extensive use in the Middle East wars and has proven reliability.

Daewoo USAS-12 (st): A fully-automatic combat shotgun, the USAS-12 is manufactured in South Korea and most common among the military and security forces of Asia. It is a formidable weapon, but finicky.

FN P90 (sb):Using the same 5.7×28mm cartridge of the FN Five-seven, the P90 is an efficient submachine gun with a tremendous supply of ammunition. A bullpup design, the P90 is rarely a bad choice when heavier firepower is required.

Heckler & Koch MP5 (sb): The 9mm submachine gun, the MP5 finds service in almost every country in the world. It is a highly reliable weapon and has been in use since 1966.

M4 Carbine (rf): An extremely durable assault rifle, the M4 will eventually replace the M16 for the U.S. Army. It is an accurate and powerful rifle seen in the hands of Special Forces throughout the world.

Mossberg 590A1(st): A tough, military version of the Model 590, it is a dependable pump-action shotgun.

Parker-Hale M82 (rf): A bolt-action sniper rifle used by the U.K. and the U.S., the M82 uses the 7.62×51mm NATO rifle cartridge and can be found in the hands of any competent sniper.

Remington M24 (rf): Another example of a bolt-action 7.62×51mm NATO sniper rifle, the M24 has seen heavy use in the Middle East wars.

Uzi (sb): Perhaps the most widely-recognized submachine gun in the world, the Uzi can be found anywhere in the world.

Walther WA-2000 (rf): Arguably the best sniping rifle ever built, only 176 of the bullpup WA-2000's were produced. It fires the .300 Winchester Magnum to exceptional range with predictably high stopping power. A magnificent rifle.

HEAVY WEAPONS

.50 Caliber M2 Browning: The workhorse machinegun since WWII, the M2 can be found anywhere in the world.

M134 Minigun: This 7.62 mm, six-barreled machine gun has a Gatling-style rotating barrels. It is a mounted weapon, found on vehicles of all types.

M240B: A medium machine gun typically fired using a bipod, a tripod, or a pintle mount.

M252 Mortar: This indirect fire weapon requires a crew of five to function as indicated: a squad leader, a gunner, an assistant gunner, and two ammunition bearers. It can fire HE (fragmentation), smoke, illumination and infrared illumination rounds. The indicated damage in the chart is for the HE round. As a general rule-of-thumb, the GM should double the area of effect of a mortar round when compared to a similar grenade (ie. smoke mortars cover double the area, etc.). A HE shell costs $800 while others cost $400.

MISCELLANEOUS WEAPONS

AIM-9X Sidewinder Missile: An infrared homing air-to-air missile used by most air forces.

FM-92 Stinger Missile: An infrared homing surface-to-air missile that is quite common throughout the world.

Pepper Spray: A less-than-lethal weapon composed of oleoresin capsicum.

Switchblade Drone: This backpack-sized drone system allows a lone operator to control a single small explosive drone to target.

Taser: A less-than-lethal weapon that uses electrical current to temporarily incapacitate an opponent.

Speargun: An underwater weapon that launches a spear at an underwater target.

HAND-TO-HAND WEAPONS

Expandable Baton: Also known as collapsible batons, these useful batons are made of steel or a lightweight alloy.

KA-BAR Knife: Designed as a combat knife, it can also function as a utility knife.

M67 Grenade: A fragmentation grenade used by U.S. and Canadian forces.

Shuriken: A throwing star. Characters with a Hand-to-Hand Combat skill of less than 5 can only throw one shuriken per round.

Rapier: A light dueling sword.

Sword: A broadsword, Viking sword, gladius or any other one-handed sword.

GRENADES

Grenades come in a variety of shapes and forms. The M67 is listed in the weapons table, but the statistics can serve for RGD-5s, Type 59's, Grenade 36mm, or many other hand-thrown or rifle-launched (such as the 40mm) anti-personnel grenades found throughout the world. Grenades come in concussion, fragmentation (high-explosive), gas, illumination, incendiary, smoke, and stun varieties. Grenades cost $50.

Concussion Grenades: These grenades generate an explosive wave of pressure that damages the target. Concussion grenades are often used in offensive assaults as they have a smaller area of effect (10 feet in open areas) when compared to fragmentation grenades. Like mini depth charges, concussion grenades exploding underwater deal Area Damage.

Fragmentation Grenades: These deadly grenades explode, sending out twisted shrapnel in all directions. Fragmentation grenades deal Area Damage. Older fragmentation grenades (such as those from the WWII period) have an area of effect of 60 feet, but they are unlikely to be encountered in combat today.

Gas Grenades: Also called riot control grenades, these grenades generally spew out tear gas (CS gas) in a 25-foot-radius. Depending upon wind conditions, a GM should modify how the gas behaves. For example, in still weather the gas would balloon out in all directions

while in a stiff wind it would tend to go in one direction. The GM should give a player this information before a grenade is thrown provided the PC able to reasonably determine such changes. Gas grenades can be modified to expel other (and often more toxic) gases as well. For those effects, refer to the individual gas in question.

As a general rule the gas from a gas grenade expands 5 feet per Combat Round until full effect is reached. For example, on round one, the gas affects all within 5 feet, while on round three all within 15 feet are affected until finally full radius is reached on round five.

Illumination Grenades: These grenades come in two different varieties: standard and infrared. Standard illumination grenades illuminate a 100-foot-radius area for 15 to 30 seconds. Infrared illumination grenades do the same, but for the infrared spectrum only—used when night-vision equipment is in play.

Incendiary Grenades: Also known as thermite grenades, these grenades burn for 30 seconds at almost 4,000°F and can burn underwater. They are typically used to destroy weaponry and damage vehicles. They have a Damage Rank K, but an area of effect of only 5 feet. Because of this small radius incendiary grenades are typically placed and triggered, rather than thrown.

Smoke Grenades: Also called signal grenades, these grenades burn for 1-2 minutes and produce a thick white/gray smoke covering a 60 foot radius (signal grenades cover a 30 foot radius with colored smoke). This allows for relatively safe movement behind the smoke screen. Some smoke grenades provide cover against infrared. A quick-and-dirty screen can be created with a dry powder fire extinguisher, which is effective against infrared.

As a general rule the smoke from a smoke grenade expands 20 feet per Combat Round until full effect is reached. For example, on round one, the smoke obscures all within 20 feet until finally full radius is reached on round three. Any actions requiring PER suffer a -4 Difficulty Factor modifier within the smoke.

Stun Grenades: Also called flashbang grenades, these grenades explode with a loud noise and a bright light, blinding any within 20 feet and looking in the general direction of the grenade. The loud noise deafens for 1-2 minutes and can even cause a loss of balance through disturbing the internal ear.

A successful Sixth Sense roll prevents the temporary blindness, but the deafness cannot be prevented without ear protection. Balance can be preserved with a successful Difficulty Factor 8 Willpower check. A failure results in falling prone for one Combat Round.

CARS (c), OFF-ROAD VEHICLES (o), TRUCKS (t), AND VANS (v)

Alfa Romeo 159 (c): This Italian sedan car competes with German-made comparables, but is a bit less reliable than wished.

Ariel Atom 500 (c): This stripped-down road machine has truly exceptional performance, but isn't a car for everyday use and its exoskeleton design makes covert modifications difficult.

Aston Martin DBS V12 (c): A beautiful high-performance Aston.

BMW 118i (c): This small luxury hatchback is one of the few with rear wheel drive.

BMW 550i (c): A recent model of the long-lived, high-selling 5 series.

BMW Z4 (c): This BMW sports car has sleek lines and good performance.

Bugatti Veyron (c): The Veyron is a beast of an auto—a truly world-class machine.

Cadillac Escalade (s): A luxury SUV.

Chevrolet Corvette (c): The corvette needs little introduction—a fast, inexpensive sports car.

Dodge Charger (c): A powerful full-sized sedan that is sometimes used as police vehicle in the USA.

DuraStar Medium Duty (t): The International DuraStar 24-foot truck can be found hauling goods throughout the world.

Ferrari 458 Italia (c): This mid-engined, small supercar is an exceptional vehicle.

Fiat Panda (c): This Italian subcompact is remarkably reliable for a Fiat. The 4x4 version is used in some police and military forces.

Ford Crown Victoria (c): The ubiquitous full-sized sedan police vehicle in the United States.

Ford E-150 (v): This full-sized van comes in a 15-passanger or cargo version. The cargo version is often used for plumbing, electrical, and other types of infrastructure/commerce work.

Ford Mondeo (c): A mid-sized car found throughout the world and also known as the Contour, Mystique, and Fusion.

Ford Mustang (c): Another auto needing little introduction, the Mustang defined the Pony Car class.

Ford Taurus (c): One of the best-selling mid-sized cars in the United States.

Honda Accord (c): A worldwide best-selling mid-sized car. The Accord is known for its reliability.

Humvee (**HMMWV**) (o): The High Mobility Multipurpose Wheeled Vehicle is found throughout the world's militaries and private military companies.

Jaguar XK (c): This British GT offers a good pairing of price and performance.

Jeep Wrangler (o): Perhaps the best-selling off-road-vehicle of all time, the Wrangler can be found throughout the world and in many militaries.

Koenigsegg CCX (c): A supercar for only half a million. The Koenigsegg is another beast of a car.

Lamborghini Aventador (c): The top-end Lamborghini, the Aventador is limited to a run of 4,000 units. The Aventador is a wonderful automobile.

Lamborghini Gallardo (c): The Gallardo comes in more editions than ice cream comes in flavors, but all of them are top-notch vehicles.

Land Rover Defender (o): The Land Rover's reputation as a quality off-road vehicle is well-deserved. It is often found in police forces and militaries.

Mack Titan Semi-Trailer (t): This tractor-trailer can be found on major highways hauling heavy loads.

Mini Cooper S (c): A feisty little car with a lot of style and performance.

Nissan Leaf (c): An electric vehicle, the Leaf is almost exclusively found in large urban areas.

Peugeot 308 (c): This French compact can be found throughout the world excluding the USA.

Porsche 911 Turbo S (c): The brand most associated with Porsche, the 911 is an excellent automobile with a long and storied history.

Tata Nano (c): This super-cheap car is manufactured and sold in India.

Toyota Corolla (c): The best-selling car of all time, the Corolla can be found everywhere in the world.

Toyota Prius (c): A first mass-produced hybrid automobile, the Prius is most commonly encountered in urban areas throughout the world.

Toyota Sienna Minivan (v): A common minivan found throughout North America.

Toyota Tacoma (t): This pickup truck is known as the Hilux outside of the USA. A few modified versions are in use by American army special forces.

Unimog U5000 (o): Perhaps the most off-road of all off-road mass-produced vehicles, the Unimog can go places other vehicles can only dream of going. Produced by Mercedes-Benz, the Unimog finds much use among the militaries of the world.

Vauxhall Astra (c): The Vauxhall Astra is known as the Opel Astra in Europe, the Astra is a common compact car found worldwide.

Volkswagen Polo (c): This little German sub-compact can be found just about anywhere.

MOTORCYCLES (m), AND SNOWMOBILES (s)

Arctic Cat TZ1 LXR (s): This two-up luxury touring snowmobile features a four-stroke engine, resulting in a quieter ride and one that can be done all day long.

BMW R1200RT-P (m): This touring motorcycle is often found working in police forces. It is a reliable and durable machine.

Harley Davidson Blackline (m): This stylish softail dishes out a pounding on the rider.

Kawasaki Ninja 250R (m): This inexpensive and iconic entry-level sport bike can be found throughout the world.

Polaris Pro Ride RMK (s): This high-performance snowmobile seats one and can go just about anywhere on the snow.

Triumph Daytona 675 (m): A fine representative of the 600cc class sport bike.

Yamaha YZF-R1a (m): With almost 1,000ccs, this bike is a top-of-class ride.

BOATS (b), PERSONAL WATERCRAFT (p), AND SUBMARINES(s)

12' Airboat (b): A large fan propels these boats forward. Their flat-bottomed designs make them common in swampy, marshy areas. The 12' model can carry four people comfortably.

15' F470 CRRC (b): Combat Rubber Raiding Craft (also commonly called Zodiac boats) are used by law enforcement and military forces throughout the world. Civilian models also exist. CRRCs can be inflated by a foot-pump in three minutes, are lightweight, compact when stowed, and may carry eight with light gear.

23' Stingray 225SX (b): This high-performance boat has a cabin that sleeps two, but no galley.

29' Chris Craft Catalina (b): A great fishing boat or a day cruiser.

36' Rigid Hull Inflatable Boat (b): These boats have an inflatable collar around the gunwales, providing excellent buoyancy in high water. They are common among the world's navies.

38' Cigarette Top Gun (b): Powered by twin 525-hp engines, the Top Gun goes fast. It also goes with style. A style paid for with a sub-optimal cabin space for two. No one's going to spend time in the cabin on this boat anyway.

45' Response Boat Medium (b): A US Navy utility craft, the RB-M is primarily a search and rescue (SAR) craft, but its two M240B machine guns allow it to do quite a bit more.

80' Magnum (b): A true high-performance luxury yacht, the Magnum has a galley and up to 4 double staterooms with king-size beds and private heads. It is a beauty to behold.

110' Island-Class Patrol Boat (b): This US Coast Guard cutter has a crew of 16, two .50 machine guns, and a 25mm chain gun. It can stay on the water for 5 days, if necessary.

155' Sunseeker Yacht (b): Twelve crew and ten guests may call this yacht home. It is a luxury boat, featuring 3 spacious decks.

C-Quester Minisub (s): This two-person electric minisub can go to depths of 300 feet. It has an acrylic dome and acrylic panels on the bottom.

HSR Benelli Series-R (p): The top-of-the-line personal watercraft, the Series-R will get up to three people over the water quickly.

Mk VIII Mod 1 SDV Minisub (s): This Seal Delivery Vehicle is used by the US Navy. These subs fit into tubes atop a larger parent submarine. They're a bit dated, but still workhorses for covert ops for up to 6 passengers. Unfortunately, the passengers are exposed to the water (requiring breathing apparatus) and this can mean poor performance when in cold waters.

S301 Minisub (s): The next-gen of the SDV MkVIII, the S301 carries its passengers in a watertight interior, resulting in a higher operating capacity at arrival.

Sea-Doo GTX Limited iS 260 (p): A luxury personal watercraft with a capacity of two.

Yamaha WaveRunner FZ R (p): A two-seater that provides plenty of power and excitement.

Yamaha WaveRunner Superjet (p): The Superjet is a stand-up personal watercraft that offers performance at a low-price.

JETS (j), TURBOPROPS (p), AND ROTARY AIRCRAFT (r)

Airbus A380 (j): A big wide-body jet airliner from Airbus, the A380 has two decks and four engines.

Bell 407 (r): A four-bladed multipurpose utility helicopter. The Bell 407 is used in a few militaries and law enforcement offices around the world.

Boeing 737 (j): The 737 is a narrow-body jet airliner continually produced since 1967. It has twin engines and a medium range for a commercial airplane.

Boeing 787 (j): The 787 Dreamliner is one of the most fuel-efficient air planes. It is a twin-engine, wide-body aircraft. Unfortunately, it has had long delays on delivery and experienced some in-service problems with its electrical systems leading to the entire fleet being temporarily grounded at release.

Boeing CH-47 Chinook (r): A workhorse of a helicopter, the Chinook is a twin-engine, heavy-lift helicopter with two tandem rotors. It is found in militaries throughout the world in various configurations.

Bombardier Dash 8 Q400 (p): These twin-engine turboprop planes are used on commercial routes with highly variable passenger loads. They can take off and land on short runways and some variants are also used by some militaries.

Cessna Citation Mustang (j): This very light jet seats 4 with room for 2 crew. It typically serves private or business needs.

De Havilland DHC-6 Twin Otter (p): A nineteen passenger twin-engine turboprop, the Twin Otter carries up to 19 passengers and 2 crew. The Twin Otter can be flown a low speeds (as slow as 95mph) and in tight circles. It can be equipped with pontoons for water landings. It is a very popular small plane, found throughout the world and the world's militaries and emergency forces.

Eurocopter Tiger (r): An attack helicopter, the Tiger can be equipped with different types of missiles and all have a .30mm electrically-operated revolver cannon (GIAT 30M 791) with 450 rounds.

F-16 Fighting Falcon (j): The F-16 needs little introduction—a multi-role jet fighter aircraft that is available in many different configurations and found world-wide.

General Atomics MQ-1 Predator (p): The Predator drone, used for surveillance and combat with AMG-114 Hellfire air-to-ground missiles.

Gulfstream G450 (j): A private or business twin-engine jet, the G450 comes with many internal configurations.

Gulfstream G650 (j): A larger and faster version of the G450, the G650 is just as customizable.

Robinson R22 (r): This light utility and trainer helicopter is found around the globe. It is inexpensive and its two-bladed rotor allows the small helicopter to ride on a trailer behind a tow vehicle.

Sikorsky UH-60 Black Hawk (r): The Black Hawk is a twin-engine, medium-life military helicopter whose four-blades chop through the air in air forces around the world. It comes in many different configurations.
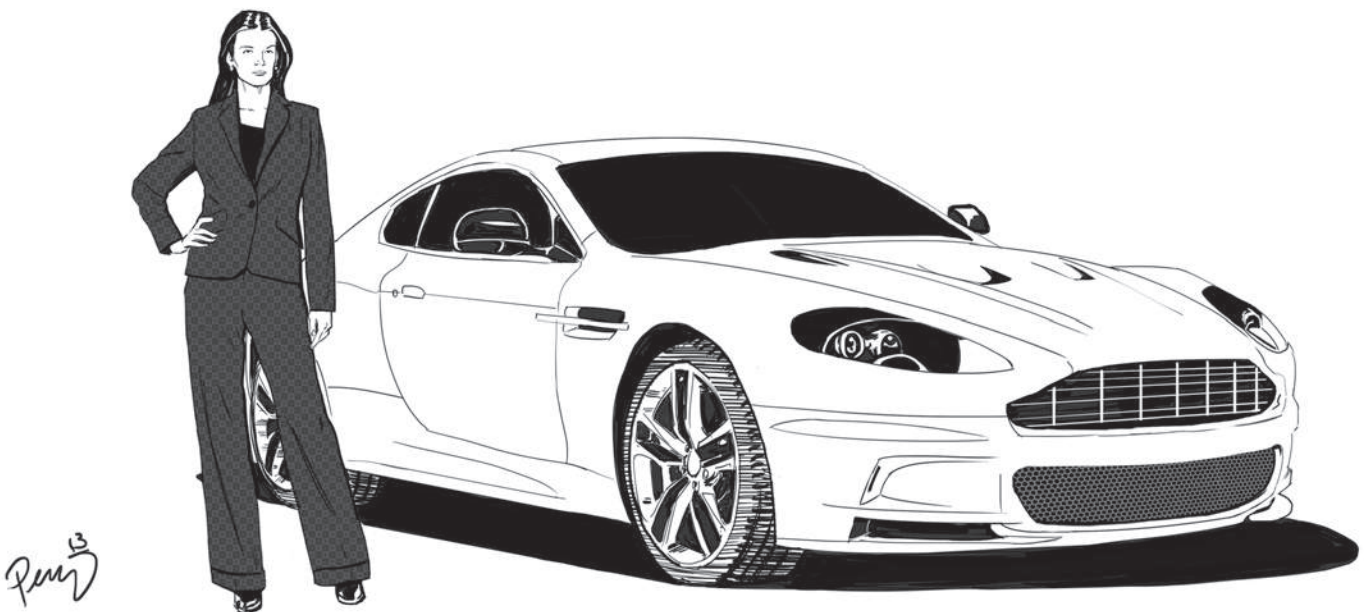
Vehicle Modifications

In the covert world, vehicles are often modified to help operatives perform missions. Every vehicle has a given number of Modification Points. These points determine the maximum amount of modification that can occur to a single vehicle. Most modifications use a certain number of Modification Points and all incur a fiscal cost (in USD) as well.

ARMOR

Having a vehicle that resists firearms is an obvious choice for covert operatives. Armor in Classified comes in four increasingly tougher (and costly) levels. Remember, vehicles with more than 10 Modification Points reduce damage to their passengers (see Chapter Seven |Combat) in addition to any reductions caused by armor. All armor levels feature puncture resistant tires and armor levels 2+ have electrical protection systems.

The four levels of armor in Classified are designed to generally conform to the four levels of armor as determined by the US National Institute of Justice Standard and the EuroNorm Standard: Level 1, Handgun/Pistol Protection - NIJ IIIA/European B4; Level 2: High-power Rifle Protection - NIJ III/European B6; Level 3, Armor-piercing Rifle Protection - NIJ IV/European B7 Single-Shot; Level 4, Extra Armor-piercing Rifle Protection - NIJ IV+/European B7 Multi-Shot. Classified armor tends to be a bit weaker than the standards and a GM should feel free to alter the armor levels if more realism is desired.

Level 1 Armor: The lightest armor, level 1 provides minimal protection by using bullet-resistant materials. It reduces the Damage Rank of a weapon by 4 steps. For example a Damage Rank G becomes a Damage Rank C. Weapons that deal Damage Rank D or less cannot penetrate this armor.

Cost: Level 1 armor costs $2,500 for each Modification Point the stock vehicle possesses.

Level 2 Armor: This level increases total armor and replaces steel tubing for things such as fuel lines and adds an electrical protection system. The metal plates at this level starts to wear into the performance of a vehicle, requiring some mechanical changes to perform on spec. Level 2 armor reduces the Damage Rank of a weapon by 6 steps. Weapons that deal Damage Rank F or less cannot penetrate this armor.

Cost: Level 2 armor requires 0.5 Modification Points and costs $5,000 for each Modification Point the stock vehicle possesses. *Vehicle Changes*: Increase the Ram rating of a Level 2 armored vehicle by 1 for every 5 Modification Points of the spec vehicle (round down).

Level 3 Armor: This level of armor requires significant changes to the stock vehicle, upgrading all areas to match the performance of the stock vehicle. Some system redundancy is added (two batteries, two alternators, etc.) and an electrical protection system is put into place. Level 3 armor reduces the Damage Rank of a weapon by 6 steps and also absorbs a Wound Rank. This means that weapons dealing Damage Rank F or less cannot penetrate the armor, and for weapons that can, any Wounds Ranks they cause to passengers are reduced by one step (a Medium Wound would become a Light Wound).

Cost: Level 3 armor requires 0.5 Modification Points and costs $10,000 for each Modification Point the stock vehicle possesses.

Vehicle Changes: Increase the Ram rating of a Level 3 armored vehicle by 1 for every 4 Modification Points of the stock vehicle (round down).

Level 4 Armor: This level of armor features heavy armor, cutting-edge materials, and redundant systems to provide the maximum protection found outside of military armored vehicles or armored transport vehicles used for transporting large amounts of money. Unfortunately this comes with a performance hit: a vehicle with level 4 armor performs worse than spec.

Level 4 armor reduces the Damage Rank of a weapon by 8 steps and also absorbs a Wound Rank. This means that weapons dealing Damage Rank H or less cannot penetrate the armor, and for weapons that can, any Wounds Ranks they cause to passengers are reduced by one step (a Medium Wound would become a Light Wound).

Cost: Level 4 armor requires 0.5 Modification Points and costs $20,000 for each Modification Point the stock vehicle possesses.

Vehicle Changes: Increase the Ram rating of a Level 4 armored vehicle by 1 for every 2 Modification Points of the spec vehicle (round down) and the vehicle suffers a -1 Performance Modifier penalty.

AUTOPILOT

Autopilots can control a vehicle autonomously. They require a GPS link as well as environmental sensors (cameras, sonar, lidar) to detect the local environment. Autopilots suffer a -2 Performance Modifier penalty and can only bid to a Difficulty Factor 5 during chases.

Cost: An autopilot requires 2 Modification Points and costs $5,000.

BULLET PROOF SCREEN

This modification places two solid sheets of thick steel behind the rear window in an automobile. One sheet is attached to a servo unit that lifts the sheet to cover the rear window of a car. These two sheets provide complete protection from rearward small arms fire. If the movable screen suffers more than five rounds of .50 caliber fire it will bend and be unable to retract.

Cost: A bullet proof screen requires 2 Modification Points and costs $1,000.

DRONE SYSTEM

The drone system modification allows the user to launch a modified switchblade drone that explodes when it contacts a target. The modified drone can be fired in auto-seek mode (seeking either heat or movement) or the drone can be controlled via a modified integrated computer. Auto-seek modes attack with a 10 Base Chance while the skills of the operator determine the success of a controlled drone.

Cost: The drone system requires 3 Modification Points and costs $5,000 plus $35,000 per modified switchblade drone.

EJECTOR SEAT

This modification places a small charge beneath the targeted seat, blowing it up and out of vehicle when triggered. The poor sod in an ejector seat may suffer a wound depending upon the speed of the exited vehicle. It is suggested that speeds greater than 30mph cause Light Wounds, speeds greater than 50mph cause Medium Wounds, speeds greater than 80mph cause Heavy Wounds, and speeds over 100mph cause Incapacitation. A GM should decide if higher speeds can Kill.

Cost: An ejector seat requires 0.5 Modification Points and $8,000.

ELECTRICAL PROTECTION SYSTEM

This modification protects all the vehicles electrical systems from an EMP and also electrifies the door handles. The level of protection can vary from a distressing shock to temporary incapacitation. At maximum setting, the electrified handles act as a Taser.

Cost: An electrical protection system requires 0.5 Modification Points and costs $2,000.

EMP CANNON

This modification projects an eletro-magnetic pulse killing a targeted electronic item within 100 feet if the item is unshielded. The EMP Cannon projects in a rough cone shape. It can be fired twice before it needs a full recharge. Recharging takes 24 on the average house power line.

Cost: An EMP cannon costs $8,500 and uses 2 Modification Points.

EXPLOSIVE ALARM SYSTEM

For when the destruction of a vehicle is preferred over theft, the explosive alarm system is just an explosive device triggered by motion detector adjacent to the vehicle's accelerator. These systems are quite impractical except when operating in relatively lawless areas of the world. The explosive deals Damage Rank L damage to all within 10 feet.

Cost: Explosive alarm systems cost $500 and use no Modification Points.

GAS PORTS AND OXYGEN FEEDS

With this modification, small gas grenades are located in secret compartments in the wheel well. Typically the gas is tear gas or just smoke, but more toxic gasses can be used. Dropping the grenades requires triggering a simple switch (often on a key fob). Additionally, four gas masks are hidden in the vehicle's interior to protect against the triggered gas or against a gas assault.

Cost: This modification costs 2 Modification Points and $2,000 plus the cost of the four grenades.

GUN PORTS

Gun ports are small areas in a vehicle that are slid open, allowing an occupant to fire a weapon at those

outside. Gun ports cannot be effectively armored, so they are typically used sparingly on such vehicles and only in areas of high probable utility. Gun ports in covert vehicles usually fire through the skin of the vehicle, necessitating body work afterwards, but ensuring that an exterior examination cannot reveal their existence. A combatant cannot use the Take Aim or Specific Fire options when firing through a gun port.

Cost: Gun ports do not cost Modification Points, but a vehicle can only have as many gun ports as it has Modification Points. A sliding gun port costs $1,000 while a "through the skin" gun port costs $500.

HALOGEN BURST LAMP

This modification replaces the normal small bulb that illuminates license plates with an extremely powerful bulb that pumps out a blinding 3,000 lumens for less than a second before burning out. This can be very useful in a night chase or in sufficiently dark circumstances. Any following at Close range must immediately make a Difficulty Factor 5 Control check. Any following within Average range suffer a -1 Difficulty Factor to maneuvers the next round.

Cost: This modification costs no Modification Points and costs $500 to install and $50 per bulb used.

HEADS-UP DISPLAY

A heads-up display (HUD) displays important information such as speed, rpms, and navigation directions directly on the windshield. HUDs interact with integrated computers, providing a hands-free way of accessing information. This allows the driver to stay more focused on driving and provide a +1 Difficulty Factor modifier to chases during the night and in inclement weather. A HUD can be paired with infrared headlights allowing night vision without goggles

Cost: A HUD uses one Modification Point and costs $2,000. A HUD with night vision uses 1.5 Modification Points and costs $5,000.
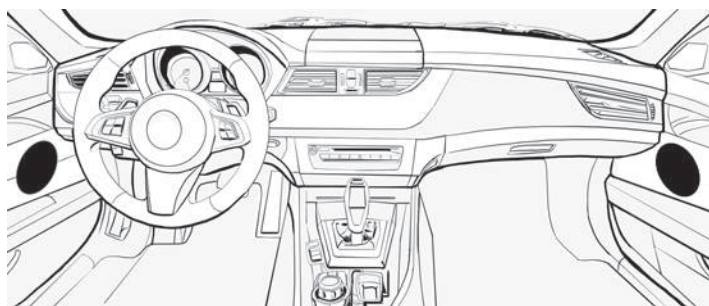
HIDDEN COMPARTMENT

A hidden compartment can be installed in any vehicle for 1 (or more) Modification Points. Hidden compartments come in four levels. All hidden compartments will withstand a cursory glance. A GM should determine the size and shape of a hidden compartment based upon the vehicle in which it is installed and upon how many Modification Points are spent. Level 1 and level 2 compartments will always be discovered if searched for using special equipment or a trained animal, unlike level 3 and level 4 compartments.

Level 1 Hidden Compartment: The least hidden of hidden compartments, level 1 compartments provide a -1 Difficulty Factor to any inspections.
Cost: $500 for each Modification Point spent.

Level 2 Hidden Compartment: The "standard" hidden compartment, level 2 compartments provide a -2 Difficulty Factor to any inspections.
Cost: $1,000 for each Modification Point spent.

Level 3 Hidden Compartment: A finely crafted hidden compartment, level 3 compartments provide a -3 Difficulty Factor to any inspections and force a check even if specialized equipment or a trained animal is used.
Cost: $2,000 for each Modification Point spent.

Level 4 Hidden Compartment: A masterfully constructed hidden compartment, level 4 compartments provide a -4 Difficulty Factor to any inspections and provide a -1 Difficulty Factor if specialized equipment or a trained animal is used.
Cost: $4,000 for each Modification Point spent.

INK CLOUD GENERATOR

This rarely-used modification squirts a cloud of ink, much like a squid or octopus. Multiple ejection ports are used to increase the effectiveness of the cloud. The ink from an ink cloud generator expands 20 feet per Combat Round until full effect of 100-foot-radius is reached. For example, on round one, the ink obscures all within 20 feet until finally full radius is reached on round five. Any maneuvers in or through the ink cloud suffer a -2 Difficulty Factor. One cloud can be created before a refill is required.

Cost: An ink cloud generator requires 1 Modification Point, costs $2,000 to install, and $100 for ink refills.

MINE DISPENSER

Four mines are stored in this modification, allowing the operator to drop one at a time. Each mine does Area Damage Rank K. Mines cannot be used at Close chase range, requiring a bit of time to arm. Avoiding a mine requires a successful Difficulty Factor 4 roll.

Cost: 1 Modification Point and $1,500 plus the cost of each mine ($100).

MODIFIED INTEGRATED COMPUTER

Integrated computers are common in almost all vehicles today, connecting passengers to the wider world via satellite as well as powering various hand-held devices and providing navigation information. A modified integrated computer is a fully-functioning computer capable of internet access as well as accessing various more-secure networks. The limits of a modified integrated computer depend mostly upon the programs it runs, and a GM should work with players to determine the rough capabilities of any modification.

Cost: 0.5 Modification Points and $4,000.

MODIFIABLE RUNNING LIGHTS

This modification allows the user to alter all of the running lights on the vehicle in whatever desired configuration via a modified integrated computer. Using an automobile as an example, modifiable running lights could be used to turn off one headlight when tailing a target. When done when out of direct sight of the target, it would look like a different vehicle to the target when the tail is reacquired. As another option, tail lights could be made to slowly become dimmer as if a vehicle was accelerating away. A third option would be to disengage the brake lights increasing the likelihood of a following car crashing into the tail end.

As can be seen, there are many uses for modifiable running lights. A GM should apply a +1 or a -1 Difficulty Factor when modifiable running lights are used in conjunction with a chase maneuver. Additionally, dimming the tail lights tends to throw off a shooter's aim, requiring a Difficulty Factor 3 PER check to avoid suffering a -2 Difficulty Factor penalty to any Fire Combat rolls.

Cost: Requires a modified integrated computer , $1,500 and 0.5 Modification Points.

MORTAR SYSTEM

This modification places a compact rotatable mortar within the vehicle (having but ¼ the range of a full-sized mortar). It must be controlled via a modified integrated computer and deals damage as a normal mortar, but attacks suffer a -2 Difficulty Factor modifier.

Cost: A mortar system requires 3 Modification Points and costs $15,000 and each shell costs double the price of a similar M252 shell.

OIL SLICK SPRAYER

One of the oldest modifications in the book, the oil slick sprayer is still used because it's so damn effective. Twin canisters of aerosolized oil under high pressure coat the road behind an automobile. Vehicles following at Close, Average, and Long ranges must immediately make two Difficulty Factor 2 accident rolls or suffer an accident. An oil slick sprayer contains enough oil for two uses before needing a refill.

Cost: 0.5 Modification Points and $1,500 plus $200 per refill.

PERFORMANCE MODIFICATION

Almost every vehicle can be tweaked to perform better than stock. A performance modification increases both the Cruise Speed and Max Speed of the vehicle by 10% and reduces the Performance Limit by 1 (but the Performance Limit cannot be reduced below 2). Vehicles with a Performance Limit of 1 or 2 cannot have a performance modification as they are already tweaked as much as possible.

Cost: 1 Modification Point and 10% of the stock vehicle Price.

PUNCTURE RESISTANT TIRES

These tires are almost considered standard on covert vehicles. They require two Kills to disable. After the first Kill, all driving on run-flat tires is more difficult than normal: apply a -1 Difficulty Factor to all checks.

Cost: $200 per tire.

QUICK-TINT WINDOWS

This handy little modification allows a vehicle to have heavy tinting at the flick of a switch. In addition to the normal benefits of tinting, quick-tint windows are useful for changing a vehicle's profile.

Cost: $500.

REVOLVING LICENSE PLATE

This modification installs four different license plates on a revolving mechanism, allowing the user to choose between plates and making positive identification of the vehicle more difficult.

Cost: $500

SMOKE SCREEN GENERATOR

Another oldie-but-goodie, the smoke screen generator modification creates a haze of obscuring smoke behind a vehicle. The smoke is wide enough to cover a four-lane highway. Followers at Close or Average range must succeed on a Difficulty Factor 4 accident roll or suffer the consequences of their temporary inability to see where they're going. Regardless the result of that roll, the range between the smoking vehicle and all followers is increased by one step. A smoke screen generator has two charges before it needs refilling.

Cost: 1 Modification Point and $750 plus $250 per smoke screen refill.

STANDARD MODIFICATION PACKAGES

There are three standard modification packages in Classified. All incorporate puncture resistant tires, a performance modification, and the below additional modifications. As will be noticed, standard modification packages have a slight discount in price compared with custom modifications.

Law Enforcement Modification Package: The law enforcement package includes a modified integrated computer that can access police records and a structural reinforcement modification.

Cost: 2.5 Modification Points, $3,000 and 15% of stock Price.

Vehicle Changes: Increase Cruise Speed and Max Speed by 10%. +1 to Ram rating.

Agent Modification Package: This modification package includes a modified integrated computer allowing access to relevant records, quick-tint windows, and level 2 armor.

Cost: 2 Modification Points, $3,000, 10% of stock Price, and $5,000 for each Modification Point the stock vehicle possesses.

Vehicle Changes: Increase Cruise Speed and Max Speed by 10%. Reduce Performance Limit by 1 (but not below 2). Increase the Ram rating by 1 for every 5 Modification Points of the stock vehicle (round down).

Special Agent Modification Package: As the agent modification package but with level 3 armor and an electrical protection system.

Cost: 2.5 Modification Points, $5,000, 10% of stock Price, and $10,000 for each Modification Point the stock vehicle possesses.

Vehicle Changes: Increase Cruise Speed and Max Speed by 10%. Reduce Performance Limit by 1 (but not below 2). Increase the Ram rating by 1 for every 4 Modification Points of the stock vehicle (round down).

STRUCTURAL REINFORCEMENT

This modification improves the structural strength of the vehicle, adding +1 to its Ram rating. Additionally, the first damage done to a vehicle with structural reinforcement is reduced by one rank. For example, a vehicle damaged with Medium Wound would instead receive only a Light Wound the first time it suffers damage. Any subsequent damage is not reduced.

Cost: 1 Modification Point and 5% of stock Price.

TACK STRIP DISPENSER

A much less lethal option to the mine dispenser modification, the tackstrip dispenser drops two spring-loaded tack strips behind an automobile. The strips immediately spring open covering an entire lane. The tack strips deliver one Kill result to all the tires of all following vehicles. Avoiding the tack strips requires a successful Driving skill check with a Difficulty Factor based upon range: Close (2); Average (4); Long, Far, or Distant (7). If the tires are killed (and if they're not puncture resistant), the driver of the vehicle must succeed on a Difficulty Factor 5 accident check or suffer an accident.

Cost: 1 Modification Point and $1,500 plus $200 per tack strip.

TIRE SLASHER

This hubcap modification incorporates a rotating slashing device, designed to damage the tires of adjacent vehicles. Successfully using a tire slasher requires a successful Stunt or Ram maneuver and delivers a single Kill to a tire.

Cost: 0.5 Modification Points and $1,000 for all four tires.

TWIN .50 MACHINEGUNS

Two .50 caliber machine guns are inserted behind the headlights in this modification. Using these in combat requires a Driving skill check (or other appropriate skill depending upon vehicle) instead of a Fire Combat skill check. There is only enough ammo for 3 burst shots and it takes almost an hour to reload when in a proper facility.

Cost: $60,000 and 2 Modification Points.

TWIN M240B MACHINEGUNS

For those seeking a bit more fire longevity than with the twin .50 machineguns modification, the twin M240B allows for six burst shots before ammo depletion. Like the .50 modification, it takes almost an hour to reload.

Cost: $50,000 and 2 Modification Points.

VEHICLE ARRESTING SYSTEM

This modification drops a specially-designed, high tensile strength net behind a vehicle that tangles up the front tires of a following vehicle, quickly stopping it in a squeal of rubber as the front tires lock up. Avoiding the net requires a successful Driving skill check with a Difficulty Factor based upon range: Close (2); Average (4); Long, Far, or Distant (7). If the check is unsuccessful, the affected vehicle squeals to a safe stop, usually within a few hundred feet. Untangling the net requires about 10 minutes of effort: half that if the driver has assistance.

Cost: 1 Modification Point and $2,000 plus $500 per net.
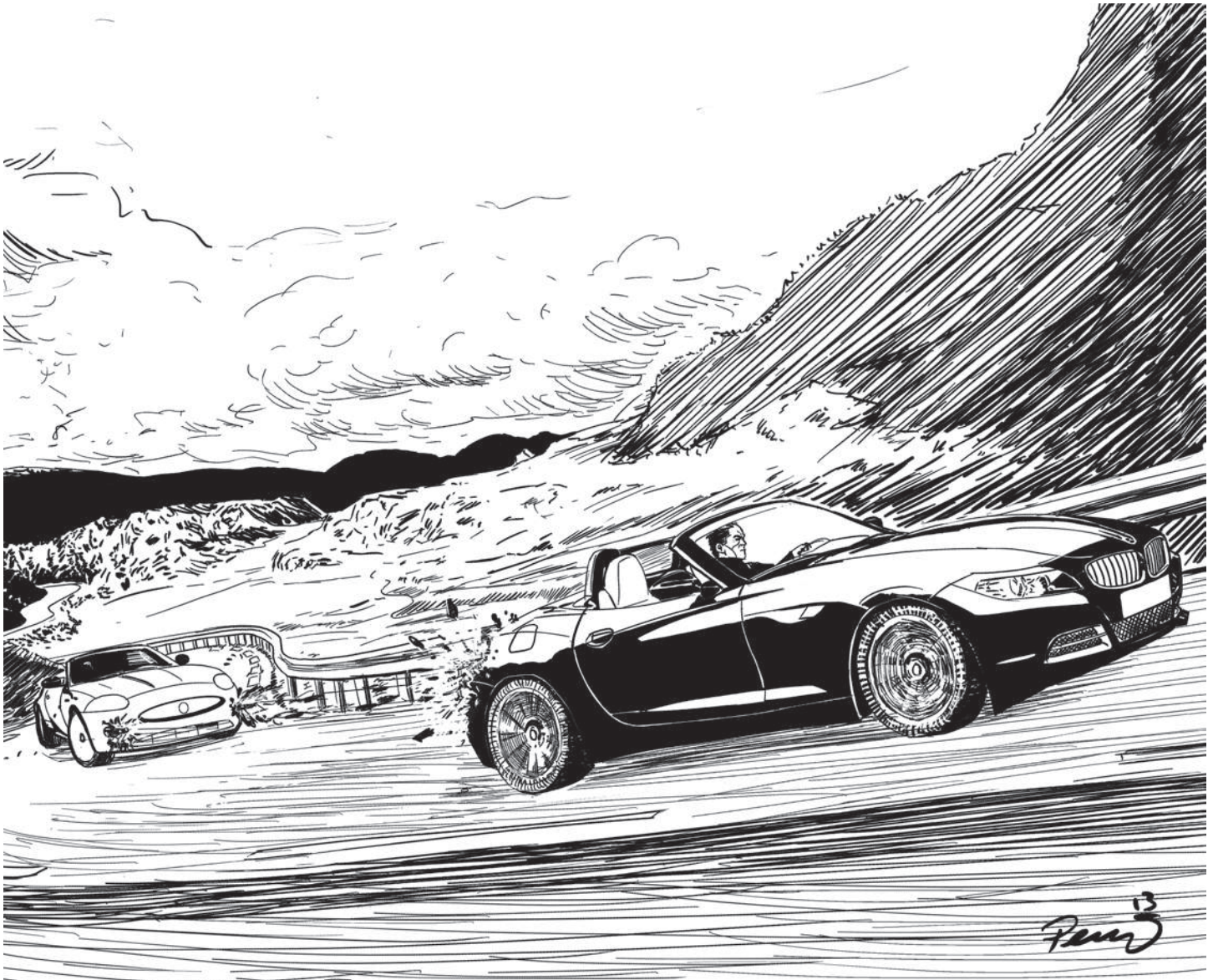
Miscellaneous Equipment

The below list of miscellaneous equipment is far from complete. It is expected that the GM will work with the players to determine prices and abilities of absent equipment as well as custom equipment. The below list is a starting point for Classified games.

AMMUNITION

All firearms need ammunition. In addition to standard ammunition, different types of specialty ammunition have been designed for specific results. For simplicity, standard ammo is considered to cost $50 per 100. All specialty ammo costs double the price of normal ammo. A GM should change prices to more reflect reality if such is desired by the players and when dealing with rare (or large caliber) ammunitions.

Armor Piercing: Armor piercing ammunition contains a hardened penetrator that reduces the effectiveness of body and vehicle armor. Pistol and submachine gun armor piercing ammunition reduces the effectiveness of armor by 2 steps. Rifle armor piercing ammunition reduces protection by 4 steps.

Breaching: Breaching ammunition is designed to open doors by destroying locks, hinges, or knobs. Breaching rounds are often made of metal powder in a wax binder. Breaching rounds are typically made for shotguns and allow near-instant passage through a locked door. When used against human targets at less than point-blank range, breaching rounds reduce the Damage Rank of their weapon by 2 ranks.

Frangible: Frangible ammunition is pre-fragmented and disintegrates when encountering a hard surface. Frangible ammo will always be stopped by armor without damage to the armored.

Hollow Point: This expandable ammo mushrooms upon impact and adds 1 Damage Rank to its weapon.

Shotgun Slug: This shotgun ammo contains a slug instead of shot. This doubles the effective range of a shotgun and increases the Damage Rank of the weapon by 1 at the cost of a -1 Performance Modifier.

Tracer: This ammunition has a small pyrotechnic charge in its base. Tracer ammunition leaves a glowing line tracing its passage and increasing the accuracy of the following ammunition. Tracers are used with automatic weapons and provide a +1 Performance Modifier to the firearm.

ATTACHÉ CASES, PURSES, AND LUGGAGE

Attaché cases, purses, and luggage are all prime real estate for covert modifications. The amount of modification possible depends upon the size and composition of the container. For simplicity, Classified has 6 size levels with a corresponding amount of Modification Points: tiny (1), small (2), average (4), bulky (6), large (8), and very large (10). Purses may be tiny to average in size, attaché cases are average to bulky, and luggage is large to very large.

These containers can be modified in any of the below ways much like vehicles are modified. Because the Price of an attaché cases, purse, or piece of luggage

varies by so much, no attempt has made to provide a base price—the GM should determine the Price based upon the player's description of what the character desires. After all, there's a world of difference between a Chiarugi Trentino leather attaché and the attaché found in the average mall department store.

Alarm and Tracer: This modification covertly places a small tracer coupled with an alarm in the container. Typically linked to a smart phone or another signaling device, the alarm sounds if the container moves more than 10-50 feet away from the device. Alternatively, the user can activate the tracer, which sends signals allowing the container to be tracked using appropriate gear if within 100 miles.

Cost: 0.5 Modification Points plus $1,000.

Biometric Lock: Biometric locks open only for the keyed individual: usually via fingerprint. For more information see security gear on page 93.

Cost: 1 Modification Points and $1,250.

Bolt and Lift: This ingenious modification launches a beryllium alloy bolt trailing 330 feet of high-tensile line. Once the bolt is secured, the user disengages a harness and the attaché case winches the user to the bolt. Firing the bolt is done off the shoulder (like an anti-tank weapon) and securely lodging the bolt requires a successful Fire Combat check (a Success Quality 4 results in a 10% chance of the bolt coming loose under 200 lbs. weight). Up to 450 lbs. can be lifted. A -2 Difficulty Factor is applied if the bolt and lift is used as a weapon (Damage Rank I – all ranges Average).

Cost: 4 Modification Points and $4,750.

Bulletproof: This modification is composed of several long sheets of bullet resistant material that can be unfolded much like a garment bag (which are often modified with this modification). When folded, it provides complete ballistic protection against anything less than a .50 caliber round, but only in a small area. When unfolded and used as impromptu body armor by stepping upon the strap at the end of the folds, it reduces the Damage Rank of firearm/shrapnel weapons by 4 steps against opponents opposite the unfolded material.

Cost: 4 Modification Points and $2,000

Bullet Resistant: This modification is like the bulletproof modification above, but less effective. When folded it provides complete protection against anything

less than a .30 caliber round and when unfolded it reduces the Damage Rank of firearm/shrapnel weapons by 2 steps.

Cost: 2 Modification Points and $1,500.

Concealed Firearm: Hiding a firearm is often a necessity, and a concealed pistol modification does it quite effectively by disassembling the weapon and hiding the various pieces throughout the container

Finding a concealed firearm requires a Difficulty Factor ½ PER check. This effectiveness comes with a negative, however: the concealed pistol modification requires destroying the container to access the pistol. Accessing the weapon requires one minute and assembly requires an additional minute.

Cost: 1, 1.5, or 2 Modification Points based upon size of the weapon (small – pistol; medium – large pistol, submachingun; large –rifle, shotgun) and $3,000.

Covert Linings: Covert linings fool standard screening devices by presenting a non-suspicious profile while hiding contraband from detection. These linings work against the common varieties of screeners found at airports or other public-screening locations. In situations where a trained operator reviews the information from a scan, the lining fools an operator unless a Difficulty Factor 1 PER check succeeds. In situations where there is no trained operator, the linings are assumed to work successfully.

Cost: 1 Modification Point and $5,000.

Electric Security: This modification sends an electric current through the entire container if it travels more than 10-50 feet from a signaling device, typically a key fob or smart phone. This current makes holding the container impossible without appropriate non-conductive gear—those holding an electrified container are considered immediately Stunned. The distance is modifiable by the user.

Cost: 2 Modification Points and $750.

Garrote: A line of self-retracting high tensile strength wire can be pulled from a container with the garrote modification. Using a garrote requires complete surprise (a wary target cannot be garroted) and requires a Success Quality 3 or lower on a Hand-to-Hand Combat roll. A garrote adds +8 to the user's Damage Rank. If successfully garroted, a Hero or Villain Point may be spent to escape—otherwise damage is inflicted every round unless the garrotter is injured and thusly drops the garrote.

Cost: 0.5 Modification Point and $300.

Gas Defense: Opening a container with a gas defense is done in a specific and unusual manner, for opening it in the normal manner releases a gas affecting all within 10 feet. The gas comes from what appears to be a small plastic bottle of talcum powder that is joined to the opening mechanism. The effect of a gas defense depends upon which gas is chosen.

Cost: 1 Modification Point and $2,000 plus the cost of the gas. Refills cost $100 plus the cost of the gas.

Hidden Compartment: Hidden compartments are the most common modifications made to Attaché cases, purses, and luggage. Like with vehicles, hidden compartments come in four levels, and all withstand a cursory glance. The GM should work with the players to determine what can be stored (because of size/shape) in any particular hidden compartment.

Level 1: The least hidden of hidden compartments, level 1 compartments provide a -1 Difficulty Factor to any inspections. *Cost*: $100 per Modification Point.

Level 2: The "standard" hidden compartments, level 2 compartments provide a -2 Difficulty Factor to any inspections. *Cost*: $200 per Modification Point.

Level 3: A finely crafted hidden compartment, level 3 compartments provide a -3 Difficulty Factor to

any inspections and force a check even if specialized equipment or a trained animal is used. *Cost*: $400 per Modification Point.

Level 4: A masterfully constructed hidden compartment, level 4 compartments provide a -4 Difficulty Factor to any inspections and provide a -1 Difficulty Factor if specialized equipment or a trained animal is used. *Cost*: $1,000 per Modification Point.

Knife Dispenser: Two thin throwing knives are ejected from the container with this modification—the second knife two Combat Rounds after the first.

Cost: 2 Modification Points and $500.

BELTS

Explosive: The explosive belt is a simple affair, a thin sheet of C4 surrounded by a covert lining preventing detection. Within the C4, a tiny detonator resides, ready to trigger via a wireless command sent by a smart phone or other device. An explosive belt contains 0.5 lbs. of C4. For more information on C4, see explosives on page 88.

Cost: $400.

Money Belt (commercial): This belt is easily purchased at travel stores around the world and consists of a nylon buckle and belt. There is a zipper running the interior length of the belt, allowing folded money to be stored and zipped into the belt. Spotting this belt requires a Difficulty Factor 8 PER check.

Cost: $25.

Money Belt (covert): The covert money belt is significantly superior. It is unrecognizable from a normal fine leather belt. The buckle is removable and has a small sharpened edge (hidden by the leather when worn) that is used to slice open the stitching, revealing the money concealed within the belt. Larger belts can conceal gold coins and other small items. The covert money belt has a covert lining preventing detection of what lies inside.

Cost $250.

Rope Belt: This belt is manufactured much like the covert money belt, but in between the leather front and back it contains 200 feet of very thin high-tensile-strength rope capable of holding up to 750 lbs.

Cost: $200.

BINOCULARS

Assassin's: When placed over the eyes, these binoculars violently protrude a thin pointed metal rod from the center shaft with enough force to penetrate a human skull. Still worse, a small explosive charge just behind the point of the rod explodes after penetration. Assassin's binoculars deal L(2) damage. There are two small pressure plates in an oddly placed position where the would-be assassin can lightly press when viewing, negating the weapon while held down.

Cost: $3,500 plus $200 for a replacement exploding center spike.

Recording: These binoculars (20x zoom) can locally record what is seen on a small removable drive, much like a digital camera. Alternatively, they can broadcast what is seen via an internet-enabled connection.

Cost: $1,950

BODY ARMOR

Like vehicle armor, body armor comes in four levels. Unlike vehicle armor, however, body armor does not provide protection to the entire body. This means that a successful Targeted Blow or Specific Fire ignores the effects of the target's body armor. Some load outs provide additional protection to various body parts (helmets, groin guards, etc.) and the GM should inform the players which areas of an opponent are considered "body armored" before any combat decisions are made when dealing with non-concealed body armor.

Additionally, there are some specialized types of body armor (mostly concerned with concealability) described after the four body armor levels. Levels 2+ body armor are easily detectible to a nearby viewer and cannot be worn covertly with any significant success.

Finally, it should be stated that in Classified the different types of armor usually stack. For example, a person wearing level 2 body armor in an level 2 armored vehicle receives the benefit of both armors: first the vehicle's and then the body armor. Also, some equipment (the bulletproof and bullet resistant modifications to attaché cases, for example) provides additional armor that also stacks with body armor. A GM should always use reason when determining if armor should or should not stack based upon the circumstance.

Level 1 Body Armor: The lightest armor, level 1 provides minimal protection by using bullet-resistant materials. It reduces the Damage Rank of a firearm/shrapnel weapon by 2 steps and reduces the Damage Rank of cutting and stabbing weapon by 1 step. Although level 1 body armor is "concealable," it is not made with that in mind: a Difficulty Factor 8 PER check spots this armor.

Cost: Level 1 body armor costs $250.

Level 2 Body Armor: The standard "bulletproof vest" worn by law enforcement officers throughout the world, level 2 body armor reduces the Damage Rank of a firearm/shrapnel weapon by 3 steps, reduces the Damage Rank of cutting and stabbing weapon by 2 steps, and reduces the damage of bludgeoning weapons by 1 step.

Cost: Level 2 body armor costs $500.

Level 3 Body Armor: These "military grade" body armors include insertable trauma plates. Level 3 body armor reduces the Damage Rank of a firearm/shrapnel weapon by 4 steps, reduces the Damage Rank of cutting and stabbing weapon by 3 steps, and reduces the damage of bludgeoning weapons by 2 steps.

Cost: Level 2 body armor costs $750.

Level 4 Body Armor: Usually reserved for swat or riot duty, level 4 body armor combines level 3 body armor with a ballistic-resistant riot shield. Level 4 body

armor reduces the Damage Ranks of firearm/shrapnel, cutting, stabbing, and bludgeoning weapons by 5 steps.

Cost: Level 4 body armor costs $1,000.

Ballistic Mesh Shirt: This concealable body armor requires a Difficulty Factor 3 PER check to spot. It provides the same protection as level 1 body armor against firearms/shrapnel weapons, but provides no protection against cutting/stabbing weapons.

Cost: Ballistic T-shirts Cost $450.

Bespoke Body Armor: Bespoke body armor is very concealable for the protection it provides. It requires a Difficulty Factor 4 PER check to spot and provides protection equal to level 2 body armor.

Cost: Form-fitted body armor costs $2,500. Two weeks are required before delivery after a fitting.

EOD Suit: This level of body armor is worn by bomb disposal personal. They do not disperse body heat and thusly have a short use period–with a maximum of 1 hour in hot temperatures. Mobility is also quite limited. While worn, the character performs physical activities at ¼ normal ability/speed. OED suits reduce the Damage Rank of all weapons by 6 steps and absorbs 2 wound levels. After absorbing wound levels, the suit needs to be replaced for full functionality.

Cost: An EOD suit costs $15,000.

Raincoat Protector: The raincoat protector looks like a normal raincoat (can be leather or polyester exterior) but provides execellent protection at a light weight (only 7 lbs.). It provides protection equal to level 2 body armor and requires a Difficulty Factor 2 PER check to identify as body armor.

Cost: The raincoat protector costs $3,000 ($3,500 for the leather version).

CIGARETTES

Anesthetizer: At the end of this unique cigarette a centimeter of tobacco acts as a weak plug keeping a dose of crystallized anesthetic within the remainder of the cigarette tube. A very thin plastic membrane keeps the crystals in place on the filter end. The filter is a false filter: allowing the user to blow the crystals and tobacco tube at a target, breaking the thin plastic membrane in the process. A successful Hand-to-Hand Combat attack is required to use the anesthetizer. Those hit by the crystals must succeed on two serial WIL rolls

at a Difficulty Factor one step better than the Quality Result of the initial Hand-to-Hand Combat roll or fall unconscious. This means that a Quality Result 4 Hand-to-Hand Combat would require a Quality Result 3 or better WIL roll. A failure of either roll results in unconsciousness after one minute. During the two rolls (two Combat Rounds), and the following minute if either roll is a failure, the afflicted can do nothing but fight off the anesthetizer.

Cost: $150.

Explosive: The explosive cigarette contains a tiny shaped charge near the tip. The charge is heat activated and goes off about one minute after the cigarette is lit. Due its tiny size it does little damage (Damage Rank B), but it does disorient the smoker for one Combat Round unless a Difficulty Rank 3 WIL check succeeds. A secondary use of the explosive cigarette is as a blasting cap for C4, such as that found in the explosive cigarette case below.

Cost: $50.

CIGARETTE CASES

Explosive: Appearing no different than a normal high-quality metal cigarette case (often embellished with gold electroplate to disguise its weight), the explosive case contains an internal layer of 0.5 lbs. of C4 that is accessed by ripping the fairly weak metal apart. The weakness of the case is that no detonator is present, but it does present a guaranteed way of concealing a useful amount of high-power explosive.

Cost: $200 plus 0.5 lbs. of C4.

Throwing Star: The tungsten alloy top cover of this cigarette case slides out of the back holder. The slide-away cover can then be twisted via a central joint and locked into position, creating an effective shuriken.

Cost: $50.

CIGARETTE LIGHTERS

Explosive: This luxury liquid-fuel lighter contains 0.5 lbs. of C4 within its fuel chamber in addition to just enough for one minute of continual flame. The explosive is easily removed by unscrewing a small screw at the base of the fuel reservoir. The explosive cigarette lighter has no detonator, but an explosive cigarette can be used.

Cost: $50 plus 0.5 lbs of C4.

Gas Defense: This luxury lighter contains a gas of choice, as opposed to the normal butane fuel source.

Cost: $50 plus gas.

DRUGS AND POISONS

During the career of a cover operative, contact with drugs or poisons are inevitable. Knowledge to identify and antidote is important to a field operative. The below drugs marked with an asterisk (*****) have a chance of causing malignant hyperpyrexia, a condition in which the body temperature of a person quickly rises, leading to death. If such indicated drugs are administered as part of a Skill check, malignant hyperpyrexia occurs on a 99 result. A person suffering malignant hyperpyrexia survives with a successful Difficulty Factor 5 STR roll. Administering dantrolene sodium adds a +4 Difficulty Factor modifier to the check.

Unless otherwise stated, it is suggested that the GM should allow the expenditure of 2 or 3 Hero or Villain Points to "shrug off" the various drugs and poisons presented below.

Black Widow Poison: Black widow poison is very deadly, but the small spider delivers such a tiny amount per bite that there are very few fatalities. A person bitten starts feeling the painful effects after about 30 minutes; first cramping and then spasming. In the field, black widows are sometimes used during torture, providing a +2 Difficulty Factor modifier to such attempts. Those bitten by a black widow suffer a -1 Difficulty Factor modifier on all actions until the poison clears.

A concentrated dose of black widow venom can be fatal. If a character is exposed to such, a Difficulty Factor 2 STR check is made and the results are determined by the Success Quality: Failure – death in 6 hours; Success Quality 4 – death in 12 hours; Success Quality 3 – death in 24 hours; Success Quality 2 – complete recovery in one week; Success Quality 1 – complete recovery in 72 hours. Application of the black widow antivenin before the onset of death will allow for a complete recovery in one week. During the recovery period, those bitten by a black widow suffer a -1 Difficulty Factor modifier on all actions

Cost: $25 per spider or $500 for one dose.

Chloroform*: Chloroform is a sweet-smelling, colorless liquid anesthetic. No longer in use today as an anesthetic, it can still find its way to rags placed over the face of an unwary agent. Using chloroform in Hand-to-Hand combat requires using the Pin specific action to hold a chloroform-soaked rag in place. On the first Combat Round, the target must succeed on a Difficulty Factor 9 Will check or fall unconscious. The Difficulty Factor is reduced by 1 for every additional Combat Round of exposure.

Cost: $25 per 16 oz. bottle.

Cyanide: Cyanide capsules are the inevitable end for some fanatic cover operatives, but most operatives dispose of any such issued options. Taking a cyanide pill results in unconsciousness in less than 10 seconds and death within 5 minutes. Amyl nitrate can be administered during this period, allowing a Difficulty Factor 3 STR check for survival.

Cost: $100 for 100g.

Haloperidol: A common tranquilizer found in tranquilizer darts, haloperidol can knock a human out in 20 seconds, but such methods may result in death, as dosage is iffy at best. After being hit by a haloperidol dart, a person must succeed on a Difficulty Factor 5 STR check to stay conscious every Combat Round until unconsciousness occurs or a Success Result 1 is achieved and the drug is "shrugged off." During the first 5 Combat Rounds of unconsciousness, a person must succeed on a Difficulty Factor 8 STR check or die.

Cost: $50 per dose.

Halothane*: This general anesthetic is a colorless liquid, but is often processed into a gas as well. Halothane works much like chloroform, but faster. One the first Combat round after exposure, the target must succeed on a Difficulty Factor 6 Will check or fall unconscious. The Difficulty factor is reduced by 1 for every addition Combat Round of exposure.

Cost: $85 for 6 oz.

Hemotoxins: Poisons that attack the blood, hemotoxins are found in the snake venom of the fer-de-lance, pit vipers (rattlesnake, cottonmouths, copperheads), boomslang, and gaboon vipers.

If a character is bitten by a deadly hemotoxic snake, a Difficulty Factor 5 STR check is made and the results are determined by the Success Quality: Failure – death in 24 hours; Success Quality 4 – death in one week; Success Quality 3 – death in two weeks; Success Quality 2 – complete recovery in three weeks; Success Quality 1 – complete recovery in one week. Application of an appropriate antivenin before the onset of death will allow for a complete recovery in three weeks. During the recovery period, the victim acts as if suffering a Medium Wound.

Cost: $500 per snake or $200 for one dose.

Mark I NAAK: The "Nerve Agent Antidote Kit" is issued by the US military. This autoinjector contains atropine and pralidoxime chloride. It is effective against sarin, VX, and Novichok-5 nerve gasses. The Mark I starts working in 10 Combat Rounds and completely reverses any negative effects after three minutes. Additionally, an autoinjector of diazepam is included as an anticonvulsant.

Cost: $100.

Nerve Gas: There are three types of nerve gasses in Classified: Sarin, VX, and Novichok-5.

Sarin Gas: Invented by the Germans in 1939, sarin is a colorless, odorless liquid that quickly vaporizes. It is absorbed via inhalation or through the skin and it can penetrate clothing, allowing the clothing to release the gas for about half an hour. Exposure first results in a runny nose, tightness around the chest. Soon breathing is difficult and nausea and drooling commence. Eventually the victim vomits and loses bodily control before twitching and jerking into unconsciousness. Death arrives once the diaphragm no longer functions and the victim dies in a series of spasms.

Sarin gas has a short shelf life, no more than a few months at best, but weaponized sarin stored in aluminum casings can remain viable for many years.

If a character is exposed to sarin gas, a Difficulty Factor 2 STR check is made and the results are determined by the Success Quality: Failure – death in 10 minutes; Success Quality 4 – death in one hour; Success Quality 3 – death in 4 hours; Success Quality 2 – complete recovery after two weeks; Success Quality 1 – complete recovery in one week. Application of atropine and pralidoxime chloride counteracts sarin gas poisoning. During the recovery period, the victim acts as if suffering a Light Wound.

Cost: $10,000 for enough to create a kill radius of 0.25 miles. Sarin is banned by all but six nations.

VX Gas: The second generation of nerve gasses, VX was invented by the British in the mid 1950's. VX is roughly 10 times deadlier than sarin and, unlike sarin which disperses fairly quickly, VX is persistant—resisting attempts to wash it away and remaining active for long periods on the surface of anything it contacts. VX was fielded by the US in artillery shells, rockets, and mines before it was banned (like sarin) in 1993 by all but 6 nations (Angola, Egypt, North Korea, Somalia, South Sudan and Syria).

If a character is exposed to sarin gas, a Difficulty Factor ½ STR check is made and the results are determined by the Success Quality: Failure – death in 8 minutes; Success Quality 4 – death in one hour; Success Quality 3 – death in 4 hours; Success Quality 2 – death in 6 hours; Success Quality 1 – complete recovery in two weeks. Application of atropine and pralidoxime chloride counteracts VX gas poisoning. During the length of the recovery period, the victim acts as if suffering a Medium Wound.

Cost: $20,000 for enough to create a kill radius of 0.75 miles.

Novichok-5: Meaning "new guy", not much is known about Novichok-5, as it was created under intense secrecy by the Soviet Union during the mid-1980's. It is rumored to be 5 to 8 times more powerful than VX and share the same persistent qualities.

If a character is exposed to Novichok-5 gas, a Difficulty Factor ½ STR check is made and the results are determined by the Success Quality: Failure – death in 8 minutes; Success Quality 4 – death in one hour; Success Quality 3 – death in 2 hours; Success Quality 2 – death in 3 hours; Success Quality 1 – complete recovery in three weeks. Application of atropine and pralidoxime chloride counteracts Novichok-5 gas poisoning. During the recovery period, the victim acts as if suffering a Heavy Wound.

Cost: $40,000 for enough to create a kill radius of 1.75 miles.

Neurotoxins: Poisons that attack the nervous system, neurotoxins are found in the snake venom of the death adder, tiger snake, black mamba, blue krait, and coral snake.

If a character is bitten by a deadly neurotoxic snake, a Difficulty Factor 5 STR check is made and the results are determined by the Success Quality: Failure – death in 6 hours; Success Quality 4 – death in 12 hours; Success Quality 3 – death in 24 hours; Success Quality 2 – complete recovery in one week; Success Quality 1 – complete recovery in 72 hours. Application of an appropriate antivenin before the onset of death will allow for a complete recovery in one week. During the the length of the recovery period, the victim acts as if suffering a Light Wound.

Cost: $500 per snake or $200 for one dose.

Tear Gas (CS Gas): A less-than-lethal gas deterrent most often used as riot control, tear gas deals Damage Rank F (Base Chance 20, Difficulty Factor 5), but all damage greater than a Light Wound is immediately "healed" after moving out of the gas's area. The Light Wound "heals" after an hour.

Cost: $15 for 6oz. canister that affects 23,000 cubic feet in 60 seconds.

Thiopental Sodium*: An anesthetic, thiopental sodium is perhaps more widely-known as the "truth serum." With the brand name of sodium pentothal, it provides a +2 Difficulty Factor modifier to Torture skill checks. On a roll of 98 or greater, the victim dies from an overdose. Every additional dosage increases the chance of overdose by 5% (ie. on a second attempt, a roll of 93 or greater results on an overdose, while on a third attempt a roll of 88 or greater kills the injected.) A Hero of Villain point can be spent to avoid a fatality induced by thiopental sodium.

Cost: $200 per dose.

Sodium Amytal: This barbiturate is used in three ways: to knockout a target, to kill a target, or for Torture. Detecting a drink laced with sodium amytal requires a Difficulty Factor 2 PER check in an alcoholic drink (DF 5 non-alchoholic). Detecting a lethal dose ups the Difficulty Factor to 5 and 8 respectively.

Sodium amytal provides a +2 Difficulty Factor modifier to Torture skill checks. On a roll of 98 or greater, the victim dies from an overdose. Every additional dosage increases the chance of overdose by 5% (ie. on a second attempt, a roll of 93 or greater results on an overdose, while on a third attempt a roll of 88 or greater kills the injected.) A Hero or Villain Point can be spent to avoid an induced fatality.

Cost: $200 per dose.

EXPLOSIVES AND INCENDIARIES

C4: The ubiquitous plastic explosive, C4 is a military-grade explosive. It can be shaped into any desired form and fits easily into cracks and crevices like putty. C4 will usually be found in two types of demolition charge: the M112 containing a single 1.25 lbs. block of C4 and the M118 containing four 0.5 lbs charges. C4 can only be triggered by a blasting cap or other similar explosive charge. C4 will happily burn allowing meals to be prepared over it, but such should

only be done in a well-ventilated area as it gives off toxic fumes.

0.5 lbs. of C4 does Damage Rank I area damage. Every 0.5 lbs added increases the Damage Rank by 1 step. This means that the M112 demolition charge does Damage Rank J area damage and the M118 does Damage Rank L area damage. Every additional 2 lbs. of C4 adds an extra Damage Rank L, resulting in 4 lbs. of C4 doing L(2) area damage and 6 lbs. of C4 doing L(3) area damage.

The result of using greater amounts of C4 should be determined by the GM. For game purposes, PE4 or RDX should be treated as C4. Semtex should also be treated as C4, but it provides a -5 Difficulty Factor Modifier to a dog's PER check to sniff it out.

Cost: $200 for M112's and $300 for M118's.

Detonation Cord: Detonation cord (det cord) is a small, flexible plastic tube filled with the explosive PETN. It explodes very quickly (4 miles per second) and is often used to link up multiple charges in a demolition or mining project. Det cord is also used to precision cut through reinforced concrete, metal, and stone. Det cord cannot be effectively used as a weapon against a mobile opponent. If used against a stationary or helpless opponent (such as one with a strip of det cord wrapped around them, death is guaranteed unless 3 Hero or Villain Points are spent.

Cost: $1,000 for 3,000 yards.

Dynamite: The first mass-produced explosive patented in 1867. The original formula has a short self-life (less than a year recommended) and tends to become unstable if stored for too long. Dynamite is rarely used today given its difficulty in production and storage. Unlike C4, dynamite can be lit via a fuse.

One 0.5 lbs stick of dynamite does Damage Rank H area damage and every additional stick increases the Damage Rank by 1 step. This means that two sticks does Damage Rank I area damage, three sticks does Damage Rank J area damage, four sticks does Damage Rank K area damage, and five sticks (2.5 lbs) does Damage Rank Larea damage. Every additional 2.5 lbs. of dynamite adds an extra Damage Rank L, resulting in 10 sticks doing L(2) area damage and 15 sticks doing L(3) area damage.

Cost: $20 per 0.5 lbs stick.

M18A1 Claymore Mine: The claymore anti-personnel mine has been in service since 1960 and has spawned many similar mines such as the MON-50 manufactured by the Russians, the Swedish FFV-013, the Turkish M18 AP, and the Chinese M18. The claymore is trigged by remote and shoots 700 metal balls in an 60° fan-shaped pattern up to 100 yards. The M18A1 deals Damage Rank L damage to any within 25 yards, Damage Rank J within 25-50 yards, and Damage Rank I within 50-100 yards.

Cost: $500.

MM-1 Minimore: About 1/3rd the size of its bigger brother the M18A1, the MM-1 is designed for Special Forces. The MM-1 is about the size of a paperback book, and delivers about 225 metal balls in a 15° fan-shaped pattern up to 100 yards. The MM-1 is triggered by remote and deals Damage Rank K damage to any within 25 yards, Damage Rank I within 25-50 yards, and Damage Rank H within 50-100 yards.

Cost: $400.

Molotov Cocktail: Created out of necessity by the Finns during WWII, the Molotov Cocktail is a flammable liquid in a glass bottle. A wick is inserted, lit, and the bottle tossed at a target, bursting into flame upon impact. It is a common improvised weapon. A Molotov cocktail deals Damage Rank H damage to all within its 5 foot radius burst area. It continues to burn, dealing

Damage Rank D for two rounds. A shield of some sort (such as a riot shield) reduces the initial Damage Rank to D and prevents the subsequent damage.

Cost: $10 or less.

Shaving Canister Flamethrower: This handy little covert item spits out (and lights) a combustible aerosol, dealing Damage Rank H damage. It can only be used at Hand-to-Hand range (shoots a flame 3-feet long), but if the nozzle is turned in the opposite direction, it does provide enough shaving cream for a dozen shaves.

The shaving canister flamethrower has enough fuel for four uses. A roll of 00 when using this item results in an explosion, dealing Damage Rank J to all people within 10 feet.

Cost: $300.

NIGHT VISION GOGGLES

Night vision goggles are in common usage throughout the world. For simplicity, Classified has four types of night vision (consumer, law enforcement, thermal, military) rather than the multitude of customizable options available in the real world.

Consumer: These serviceable night vision goggles allow the wearer to spot a person at around 100 yards and a vehicle at 400 yards under starlight. Moonlight doubles the range.

Cost: $600.

Law Enforcement: These cutting-edge goggles allow the wearer to spot a person at 400 yards and a vehicle at 1,600 yards under starlight. Moonlight doubles the range.

Cost: $2,000.

Thermal: These night vision goggles detect thermal radiation (heat) and work in the infrared as opposed to amplifying visible light. Thermal night vision can sometimes "see through" objects when a strong heat sources lies behind and reliably defeats concealment caused by brush, vegetation and other visible-light-oriented camouflage techniques. Thermal vision can detect a person at around 400 yards and a vehicle at around 1,000. If the vehicle has recently been driven (or is driving) the range increases to around 2,000 yards as the engine produces a great amount of heat.

Cost: $4,000.

Military: These goggles have both thermal and law enforcement light amplification abilities providing the best of both worlds.

Cost: $8,000.

GLASSES

Polarized Lenses: These lenses act like normal polarized lenses by reducing glare, but they can be manually adjusted by the wearer. This allows the wearer to see through glass that is glared over which can come in quite handy when surveillance prevents movement and glare is preventing vision.

Cost: $200.

Rear Vision: These glasses have small cameras on the temples pointing behind the wearer. When a sensor on the bridge is triggered by a pinching motion, the cameras produces an image on the glass lenses like a HUD. Care must be taken to ensure that the user's hair does not obscure the cameras, and battery life is a pitiful 45 minutes.

Cost: $1,250.

HOLSTERS

There are many different types of holsters, but Classified places them into three types based upon their game effects: balanced, concealed, and fast. All the below holsters cost $50.

Balanced: Balanced holsters produce no game effects. They are the default holster.

Concealed: -2 to the pistol's CM and -20 to Draw.

Fast: +1 to the pistol's CM and +40 to Draw.
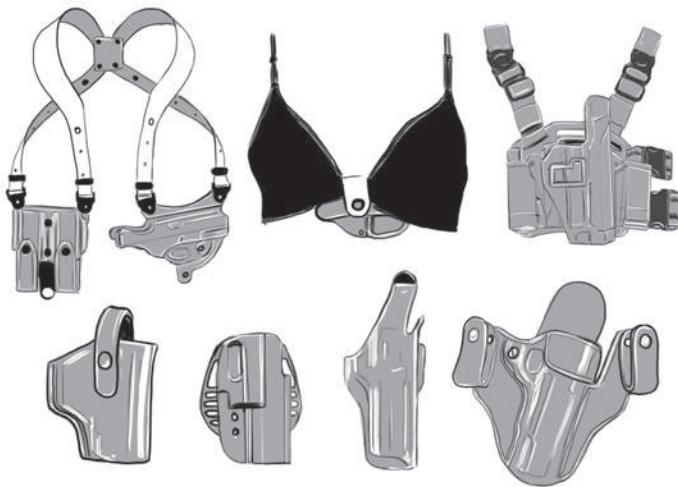
LOCK PICKS

There are dozens of different instruments designed to bypass locks. A sample is presented below. As a general rule of thumb, lock picks work against any lock using a key, while other tools work only against particular types of locks. It is recommended that the GM always apply reason when dealing with lock picking.

Earring Lock Picks: An ornate and elegant set of large wire earrings, these earrings are actually lock picks. Because of their disguised nature and the lack of all the finer tools, the user suffers a -1 Difficulty Factor modifier. Like the lock picks below, these picks come in three main varieties as well.
Cost: $200.

Electronic Passcard Cracker: The electronic passcard cracker is a false magstrip card attached to a smart phone, computer or other such device that allows the user to try thousands of magnetic keycodes quickly. This allows the use of the Lockpicking/Safecracking skill at a Difficulty Factor 4. For standard, non-top-level security systems, a failure does not trigger alarms, but a Success Quality 4 does (if any such alarms exist). A Success Quality of 3 or better does not trigger any security measures. Higher quality systems should require better Success Qualities to bypass.
Cost: $800.

Bump Key: These special keys are placed inside a lock up to the second to last tumbler before given a bump for full insertion. The bumping process bounces the pins against their springs. Applying pressure at the right moment allows the user to turn the key and open the door. Bump keys allow the use of the Lockpicking/Safecracking skill with a +2 Difficulty Factor modifier and with a base time of only 20 seconds. Ironically, bump keys work better against high-quality locks than against shoddy locks.

The biggest problem with bump keys is that different keys are needed for different lock types. If the type of lock to be bumped is known beforehand, this is not an issue, but if an unknown lock is encountered, there is a decent chance of not having the right bump key on hand, given that it takes about 25 different bump keys to just cover the majority of locks found in the US.
Cost: $20 for a set of 6.

Jigglers: The automobile equivalent of bump keys, jigglers (also known as tryout-keys) work in basically the same manner with the same benefits and drawbacks. Jigglers come in sets designed for a single manufacturer, such as Ford or Aston Martin.
Cost: $50 for a set of 10.

Lock Picks: The standard set of picks, they come in three main varieties: Americas, European, or Asian. When used in the designated areas, these picks allow the use of the Lockpicking/Safecracking skill. If the picks are used in the wrong area (Asian picks used in Brazil, for example) a -1 Difficulty Factor modifier should be applied.

An elite lock pick set (containing around 200 different tools and effective against all locks) provides a +2 Difficulty Factor modifier.
Cost: $50 ($350 elite set).

Padlock Shim: A small piece of formed metal, the padlock shim slips down the padlock shackle, releasing it from the locking mechanism. These handy tools allow the use of the Lockpicking/Safecracking skill with a +4 Difficulty Factor modifier and with a base time of only 20 seconds. They come in sets of 20 and fit 5 common shackle diameters.
Cost: $25.

Slim Jim: A thin, long strip of metal with a handle and notches on the opposite end, the slim jim slips down into a car's door, catches on the door lock's levers and rods, and opens the door. These handy tools allow the use of the Lockpicking/Safecracking skill with a +2 Difficulty Modifier and with a base time of only 20 seconds. They come in sets of 5.
Cost: $25.

Shovit Tool: A thin strip of metal with a handle and notches on the opposite end, the shovit tool allows the user to slide the metal between a door lock and the door jamb much like the old credit card trick. A quick down and forward forces the plunger back into the lock, opening the door. The shovit tool allows the use of the Lockpicking/Safecracking skill with a +2 Difficulty Factor modifier and with a base time of 20 seconds.
Cost: $15.

Snap Gun: Also known as pick guns or an electric lock picks, the snap gun mechanically snaps a steel rod against the pins in a pin tumbler cylinder lock with

some force. Turning the snap gun right after it snaps often releases the lock. Snap guns were developed to provide untrained law enforcement quick entry. They are illegal in many areas, requiring a locksmith license to own.

Cost: $50.

MICROPHONES

Shotgun Microphone: These microphones (attached to a head set) pick up sound in a "shotgun" pattern in front of them and do not collect sound outside that pattern. They are useful in overhearing conversations at a distance. A shotgun microphone guarantees the user hears any desired conversation in 50 yards provided there are no physical obstacles between the microphone and conversation.

Cost: $100.

Parabolic Microphone: The superior option when compared with a shotgun microphone, a parabolic microphone can hear conversations as far away as 300 yards with the same limitations as the shotgun microphone.

Cost: $500.

Laser Microphones: The top-of-the-line in acoustic bugs, laser microphones shoot a laser onto a vibrating surface, such as a window. It then picks up those vibrations, decodes them (using a computer attached to the microphone) and translates them into sounds. A laser microphone can work up to 5 miles away, making them extremely effective.

Cost: $3,500

PENS

Acid: This pen comes in two varieties: ballpoint or fountain. The ballpoint contains enough acid to melt through four 1-inch metal bars (allowing two bars to be removed from a jail-cell window, for example), while the fountain pen contains enough to melt through eight. Additionally, the ballpoint can cut a 10-inch-diameter hole through sheet metal (such as a car roof) and the fountain pen can create a 14-inch-diameter hole.

Cost: $ 150 plus $25 per refill.

Binoculars: This apparent fine quality pen can be twisted into two parts, revealing the two lens tubes. When joined via the extended cap piece, the pen becomes a set of miniature binoculars with 5x magnification.

Cost: $250.

Explosive: This pen contains 0.4 lbs. of C4. If clicked three times in rapid succession, it can be thrown as a grenade dealing Damage Rank H area damage.

Cost: $200.

Gas: This pen contains just enough CS gas to affect a single individual. It can contain other gasses, but given the rough handling pens typically see, such is not recommended.

Cost: $150.

Gun: A commonly issued piece of spy gear in the '40's and '50's, the gun pen has fallen out of fashion, but it is still a useful piece of equipment in a pinch. The pen gun fires a single 9mm bullet. The pen gun has the following statistics: PM -1; RoF 1; Ammo 1; DR F; Close 0-10; Long 40-80; CM n/a; MIS 97-99; Draw 0; RL 2; Price $350.

Cost: $250

RINGS

Poison Compartment: This age-old design has a hidden compartment from which drugs or poison can be dispensed.

Cost: $150.

Titanium Utility: This handy little ring has 5 different tools in it much like a Swiss pocket knife: a

blade, a serrated blade, a saw, a bottle opener, and a tiny comb. Although each of these are only ½ inch long, they do perform their tasks and could be quite useful.

Cost: $350.

SECURITY GEAR

Fingerprint Scanner Lock: This effective lock uses a fingerprint as the key. Cheap versions can be fooled 25% of the time via false fingerprints, but more expensive versions are only fooled 15% of the time. The real weakness of these locks is where the lock meets the door jamb, allowing bypass tools access. When encountered on a piece of electronic gear (like a computer or high-end digital camera) these locks are even easier to fool (50%) with the correct gear. If the scanner is fooled on the first attempt, it will remain fooled. If it is fooled on later attempts, the chance of failure is still possible for every subsequent attempt. Most scanners have some sort of consequence (alarm, shut down, etc) after 3 sequential failures.

Making fake fingerprints is a Disguise skill check taking a base time of 10 hours. A Success Quality 2 doubles the chance the fingerprints successfully bypass the system. A Success Quality 1 quadruples the chance.

Cost: $200 (cheap) or $800 (expensive).

Keypad Lock: This lock has a keypad and opens when the correct code is pressed. These are good, secure locks subject to the same weaknesses of the fingerprint scanner. A Difficulty Factor 1 Electronics check will crack a keypad lock assuming there is access to some equipment. If all else fails, 3 Hero Points can be spent to open a keypad lock.

Cost: $300.

Magnetic Card Locks: Commonly found in businesses and laboratories, magnetic card locks are usually secure, requiring an electronic passcard cracker to hack. Generally, lax employee security provides an easier ingress.

Cost: $300.

Metal Detectors: There are two basic types of metal detectors: stationary and wands. Stationary detectors such as those found at airports will detect any metals and provide an estimated height of the metal object. Wands are waved over a body and localized detection in that matter. Unshielded materials larger than a full-sized key are always detected.

Cost: $4,500 (stationary), $150 wand.

Motion Detector: Common today, motion detectors trigger after sensing motion. They are very difficult to bypass unless one has enough time to move very slowly—slow enough movement does not register.

Cost: $50.

Palm Scanner Lock: The big brother of the fingerprint scanner, the palm scanner lock scans the whole palm. These locks are significantly more effective, but can still be fooled by fake palms. Cheap versions can be fooled 15% of the time via false palm prints, but more expensive versions are only fooled 5% of the time. If the scanner is fooled on the first attempt, it will remain fooled. If it is fooled on later attempts, the chance of failure is still possible for every subsequent attempt. Most scanners have some sort of consequence (alarm, shut down, etc) after 3 sequential failures.

Making fake palm prints is a Disguise skill check taking a base time of 10 hours. A Success Quality 2 doubles the chance the palm print successfully bypasses the system. A Success Quality 1 quadruples the chance.

Cost: $3,000 (cheap) or $6,000 (expensive).

Thermal Detector: Thermal detectors are trigged by increases in area temperature or, more commonly, by the introduction of a significant heat signature within a viewing area. These detectors are hard to spoof—the only consistently reliable method is an actual heat shield between the detector and the person.

Cost: $200.

Retinal Scanner: The most difficult to fool identity scanner, retinal scanners scan the retina of an individual's eye and since the retina quickly decays

after death, the "pragmatic" version of bypassing usually doesn't work. There are no known cases of a retinal scanner being fooled. When a retinal scanner is encountered, an alternate plan of attack needs creating.

Cost: $200,000.

Signature Analyzer: These pressure-sensitive pads compare a person's signature with the signature on file, both in terms of appearance as well as pressure, movement, and repetition. This makes faking a signature very difficult, even if the forger has seen the original person sign.

Cost: $10,000.

Seismic Detector: These detectors detect vibrations. Although off-the-shelf consumer dectors are available (and quite bypassable – Electronics Difficulty Factor 5) the high-security variety have so far proven impossible to bypass unless a method is contrived wherein the intruder does not touch any of the warded areas. The high-security option is composed of a secured central server area from which multiple individual sensors radiate throughout protected areas.

Cost: $300 (consumer), $200,000 (high-security).

Voice Analyzer: These complex devices compare a speaking person against a pattern of speech mannerisms, diction, and vocabulary. They are difficult to fool and have a success rate of 99%. Those attempting to spoof a voice analyzer must have voluminous access to the imitated person and succeed on both Disguise and Persuasion checks with Difficulty Factors depending upon circumstances.

Cost: $120,000.

X-Ray Scanner: One of the most common scanning devices, x-ray scanners are difficult to fool. Covert linings are the primary counteraction method.

Cost: $25,000 or $175,000 (backscatter–for people).

SHOES

Escape Kit: The shoe escape kit is an old design, but one that has withstood the test of time. Within the sole of the shoe is a tough plastic stabbing knife (+1DM) with a handle that doubles as a prying device, a microdot reader with 6 hours of use and a microdot containing detailed maps of the area in which an agent is sent, two spare shoelaces, a metal file, a wire cutter, a tiny plastic magnifier, and three wooden matches. The shoelaces

are chemically treated to burn at high temperatures and are capable of weakening an ½ inch thick iron bar. After weakening, the bar can be immediately removed with a Difficulty Factor 5 STR check. Every additional Combat Round that passes, however, makes it more difficult to remove, reducing the Difficulty Factor by one step until at round 6 the bar cannot be removed.

The shoe escape kit is deliberately kept low-tech. It has been found that such provides more durability in the field. The shoe escape kit has a covert lining.

Cost: $800 per shoe. Refilling requires $100.

Explosive: The heels of these shoes hides a secret compartment containing 0.5 lbs. of C4 in one shoe and a blasting cap and detonator in the other.

Cost: $600 per pair.

SIGHTS

Sights are added to weapons to increase accuracy. All sights add +10 to the Draw of their weapon.

Laser: This sight projects a laser along the barrel of the weapon, indicating where a shot will land. A user performing a Specific Fire does so at a -1 Difficulty Factor with a laser sight as opposed to the normal -2. Additionally, Taking Aim provides a +5 Difficulty Factor modifier with a laser sight instead of the normal +3. A laser scope is considered effective up to 2,500 feet for a rifle.

Cost: $250 (pistol), $600 (other small arms).

Night Vision: This sight functions as the law enforcement variety of night vision goggles.

Cost: $950.

Telescopic: Telescopic scopes greatly increase the effective range of a weapon. They are purely mechanical, rugged, and field proven. A telescopic scope doubles the Long range of a weapon up to the following maximum ranges based upon Damage Rank of the weapon: F or less – 1,500 ft.; G-H –2,750 ft.; I – 4,500 ft.; J or greater – 6,500 ft.

Cost: $750.

Thermal: This sight functions as the thermal variety of night vision goggles.

Cost: $1,250.

SUPPRESSORS

Suppressors come in three types: silencers, flash suppressors, and hybrids.

Silencer: Silencers reduce the amount of noise generated by a firearm at the cost of reducing damage. A silencer reduces the Damage Rank of a weapon by 1 step, but provides a -4 Difficulty Factor modifier to PER checks related to hearing the shot.

Cost: $400 (pistols), $600 (other small arms)

Flash Suppressors: Flash suppressors reduce the muzzle flash of a weapon, making it more difficult to spot a shooter and also reducing the likelihood of a shooter becoming effectively blinded by repeated muzzle flashes in in low-light combat. A -2 Difficulty Factor modifier is applied when trying to locate a concealed shooter using a flash suppressor.

Cost: $200 (pistols), $400 (other small arms)

Hybrids: This option provides the advantages and disadvantages of a silencer and a flash suppressor.

Cost: $800 (pistols), $1,200 (other small arms)

SURVEILLANCE GEAR (BUGS)

Surveillance gear plays a big role in almost every covert operation. The most important surveillance gear is the bug. It is a primary source of intelligence and comes in a multitude of different types and styles. Every bug has a medium transmitted (sound, visual, location), a type of transmission (none, GSM, UHF, VLF, radio, hard-wire), a storage option (none, fixed duration, rolling duration), and a power source (battery, continuous). These four traits determine how the bug does what it does.

Custom bugs are built by selecting a medium, a transmission type, a storage option, and a power source. Bugs can have more than one choice from each option, such as a continuous power bug with a battery back-up. The cost of a custom bug is the sum of each part plus 10% and any costs associated with a casing.

It should be noted that bugs are typically cased to disguise them. They are often cased by being placed in a clock radio, a night light, an air freshener or some other small electronic. This has the added benefit of providing an easily accessible continuous power source. The casing of a bug is left up to the GM as there are hundreds of possibilities, and the GM is urged to consider other options not presented here, such as aquatic bugs, mobile bugs, bugs disguised as clothing (buttons, tie pins, cufflinks, etc.) and anything else that piques the imagination.

Bug Mediums: The bug's medium determines what type of information it collects. Sound costs $10, visual costs $20, and location costs $30.

Sound: This option allows a bug to pick up all the sounds in a 30 ft. radius. The radius can be increased an additional 10ft. by purchasing another sound option.

Visual: This option allows a bug to pick up visuals in a 45° arc with about half the detail of the human eye. The arc can be increased in 45° steps by purchasing another visual option and human-equivalent vision can be purchased in the same manner. A bug with night vision (of any type) costs $100 instead of the typical $20 cost.

Location: The option allows the bug to determine its location via GPS. Bugs with this ability are often called tracers or trackers.

Bug Transmission Types: The bug's transmission type determines how it sends the information it collects. None costs $0, GSM costs $20, UHF costs $40, VLF costs $40, radio costs $10, and hard-wire costs $40.

None: These bugs do not transmit information and instead store all of their gathered intelligence with either a fixed or rolling duration storage method. These bugs are used where pick-ups and drop-offs present little danger and when there isn't a need for up-to-date information. Bugs that do not transmit are hard to detect (-1 Difficulty Factor modifier Electronics roll).

GSM: GSM uses the Global System for Mobile Communications phone network (mobile phones) to transmit information. The spy simply "calls" the GSM-equipped bug on the phone and the bug activates and transmits information back to the listener. Depending upon the storage option, the feed can be live information or stored information. GSM-equipped bugs are difficult to detect (-2 Difficulty Factor modifier Electronics roll) as they do not produce any detectable transmissions except when actually sending information. While transmitting, detection chances are normal, of course.

UHF: UHF stands for ultra-high frequency. UHF transmissions are difficult to detect (-2 Difficulty Factor modifier Electronics roll), but have short transmission ranges. The user needs to be within 1 mile of a UHF bug to connect.

VLF: VLF stands for very low frequency. VLF can only transmit location information (sound and visuals require too much bandwidth), but it can transmit it for great distances (up to 100 miles). Detecting VLF is extremely difficult (-4 Difficulty Factor modifier to Electronics rolls).

Radio: Most bugs use radio waves to transmit their information. Radio has a good range (10 miles), but it is not particularly difficult to detect with the right equipment.

Hard-wire: Hard-wire transmitters are permanent connections between the bugged area and the people listening. This transmission type is exceedingly hard to detect without physically tearing up the surroundings (-5 Difficulty Factor modifier to Electronics rolls). It should be noted that wire taps are effectively hard-wired bugs.

Bug Storage Options: The bug's storage determines if it can only send what it is currently detecting or if it has the capacity to store information from the past. None costs $0, fixed duration costs $10, and rolling duration costs $15. The average recording time for bug storage is 20 days for Location bugs, 72 hours for Sound bugs, and 12 hours for Visual bugs. This can be increased by an equal amount of time at the cost of $10 per increase. For example, a Visual bug with 24 hours of recording time adds 10$ to the cost, while a Visual bug with 48 hours of recording time would add $30.

Bugs with no more storage can still actively function to listen/watch/locate what is currently occurring.

None: Bugs with no storage options only transmit what is currently occurring.

Fixed Duration: Fixed duration bugs record a set amount of information and then stop when storage is filled. Fixed bugs start recording when activated and record until their storage capacity is filled.

Rolling Duration: Rolling duration bugs record a set amount of information, but continue recording new information by deleting the oldest information, creating a rolling window of recorded information. Rolling duration bugs start recording when activated and keep the past X number of hours in storage based upon their storage capacity.

Bug Power Sources: The bug's power source determines how long it can function. Battery costs $10 and continuous costs $20.

Battery: The typical power source, a battery unfortunately greatly limits the utility of a bug. The average battery life for a battery is 10 days for Location bugs (sending a brief signal every hour), 6 hours for Sound bugs, and 2 hours for Visual bugs. This can be increased by an equal amount of time at the cost of $10 per increase. For example, a Visual bug with 4 hours of battery life adds 10$ to the cost, while a Visual bug with 8 hours of recording time would add $30. Battery life can only be extended in this manner 10 times without some extenuating circumstances (ie. the ability to place a much larger battery with the bug than normal).

Continuous: Continuous power sources provide an unlimited functional life for a bug, but they are difficult to covertly install in an enemy location. Typically they are teamed up with a casing that has a power supply the bug uses as well. This is why every spy should check any device drawing power from the grid.

TIES

Incendiary: This tie has been chemically treated to produce a powerful 3,300° F temperature. The tie is removed, wrapped around an object, and ignited via any flame. It bursts into white hot flame in two Combat Rounds, and cuts through up to 3 inches of metal in 10. If a person wearing this tie is exposed to a flame of some sort, he has only one Combat round to remove the tie, requiring a successful Difficulty Factor 3 DEX check. Death is the result of failure.

Cost: $400

Rope: Between the fabric layers of this tie, and held in place by discreet stitching, is 100 feet of very thin high-tensile-strength rope holding up to 750 lbs.

Cost: $125
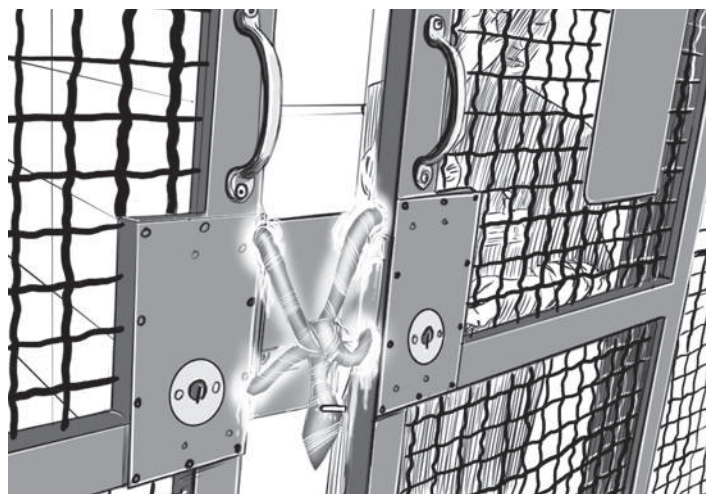
UMBRELLAS

Airgun: The umbrella airgun very quietly shoots a thin-skinned, paint-ball like object at a target up to 1 foot away. The projectile can contain any number of various materials ranging from poisons to radioactive materials to identifying dyes only visible in ultraviolet light. Most often, the contents are a poison of some sort, typically a heavy metal toxin.

If shot by this toxin, a target may succeed on a Difficulty Factor 3 STR check to shake it off entirely. If he fails, a Difficulty Factor 5 END check is made the week after the strike, followed by an additional Difficulty Factor 5 END check made two weeks after the strike. If either of these checks fail, the victim dies on the fourth week after the attack if top-notch medical attention is not available.

If a Success Quality 2 or better is achieved when firing the umbrella airgun, it has fired completely silently and the victim is unaware of the attack.

The umbrella airgun has the following statistics: PM 0; RoF 1; Ammo 1; DR n/a; Close 0-1; Long n/a; CM n/a; MIS 99; Draw 0; RL 20; Price $950.

Bullet Resistant: This umbrella is made of bullet resistant material and reduces the damage of all projectiles by 3 steps. It also acts as a shield in regards to Molotov cocktails.

Cost: $230

Pistol: An update of an old design, the modern umbrella pistol conceals a double-shot .22 caliber pistol. The shots come out of the end of the umbrella, silenced and flash suppressed. The umbrella pistol has the following statistics: PM 0; RoF 2; Ammo 2; DR D; Close 0-1; Long 50-100; CM n/a; MIS 98-99; Draw 0; RL 1; Price $1,250.

Sword: The eldest of umbrella designs, the umbrella sword conceals a +2 DM small sword within the shaft of the umbrella. The shaft has a covert lining, allowing the sword umbrella to travel with some ease.

Cost: $275

WATCHES

Garrote: A line of self-retracting high tensile strength wire can be pulled from this large metal watch. Using the garrote requires complete surprise (a wary target cannot be garroted) and requires a Success Quality 3 or lower on a Hand-to-Hand Combat roll.

A garrote adds +8 to the user's Damage Rank. If successfully garroted, a Hero or Villain point may be spent to escape—otherwise damage is inflicted every round until the garrotter is injured, dropping the garrote.

Cost: $300.

Geiger Counter: This electronic watch has a built in Geiger counter, producing either a small visual flash, a soft beeping sound, or both as desired by the user when radioactivity is detected. A "danger circle" fills up on the dial, allowing the user to accurately determine the radiation intensity as well.

Cost: $600

Rotary Saw: This electronic watch has a very small, retractable rotary saw. Its diamond edge can cut through 0.5 inches of metal per minute until the power is exhausted in 10 minutes.

Cost: $450

Equipment Design Suggestion

A GM is encouraged to create new equipment for his villains and players are encouraged to create new equipment for their characters. This creativity will produce a vibrant game, but a few words of advice should prove helpful in maintaining that Classified feel. When creating new equipment, the focus of the equipment should be on enhancing the abilities of characters rather than on replacing those abilities whenever possible. For example, a device should provide a bonus to the user's abilities rather than provide a success chance regardless the user's abilities. Obviously this will not always be the case, but if a choice is possible, choose to augment rather than replace.

CLASSIFIED

MISSIONS
CHAPTER ELEVEN

Designing missions is the primary role of the GM. The GM creates the world the characters inhabit, sets the challenges before them, and adapts the world to fit the consequences of the characters' actions. Designing a fun and engaging mission takes some time and effort (expect to spend an equal amount of time as it takes to play the mission), but it is a rewarding process itself. Designing missions allows a GM to design the covert world of his game. It is more than just doing what needs to be done for the next game session, it is taking the time to consider how prior missions affect the current missions and how the current mission could organically lead to the next.

FIRST STEPS

Before the GM starts designing missions for Classified, the group should decide on what style of play is preferred. There are significant differences in tone and action between a Heroic style Classified game and a Realistic style game. The default style of Classified is Adventurous. Once the style is set, the GM's work begins.

The first thing that the GM must create is the plot line for the adventure. Plots can come from real life, from television, from books, from movies, or spring from the GM's imagination. Creating a plot requires determining either what is going on or who is the opposition. For example, if the plot is smuggling, the next question is of what and by whom or if the opposition is OSIRIS, what nefarious act are they instigating? In the end, the GM should answer all the following questions about the mission: who, what, when, where, why, and how. By answering all the above questions, the GM will create a well-rounded mission. The order in which they're answered isn't that important as long as the GM builds an entire concept of what's happening and what's going to happen unless the characters intervene.

After answering these questions, the GM should tailor the plot to suit the selected style of play. Again, let's take smuggling as our example. In a Realistic game, the smugglers can be ruthless shoot-first-ask-questions-later types that pose a very immediate threat to character life and limb. In an Adventurous game, the smugglers would be a bit more discreet and the characters shouldn't immediately expect a hail of bullets if they happen to be discovered, but if they aren't cautious they could trigger just such an event. In the Cinematic game, the characters are likely to be captured and subjected to the primary opponent's grand plan before he exits the stage, leaving the characters in some nefarious death-trap from which they must escape. Finally, the Heroic game would feature the characters infiltrating the area with some ease, disrupting the smuggling, while cracking quips back and forth in high fashion. Any of these games can be fun for the right group of players and the GM should modify the plot to fall in line with the style expectations.

MISSION ELEMENTS

Most missions are structured in a similar manner. There is a primary opponent that is the instigating factor behind the mission, a timetable for the mission, the henchman employed by the primary opponent, additional security composed of guards or goons, a foil or contact that may help the characters, several different locations, and the clues and physical evidence that the characters slowly acquire to unfold the plot that leads to some sort of conclusion that has consequences. Although not every mission will have theses facets, every mission with have at least some of them. Most importantly, every mission contains the characters, and the characters are the prime mover in mission creation

THE CHARACTERS

Who the characters are and who they work for is perhaps the most important aspect of mission creation. Are the character's SIS agents working in Her Majesty's secret service or are they special operatives working for private military company? Some missions that are perfectly suitable to one group are antithetical to others. The GM should always strive to make missions that play to the organizational strength of the characters.

PRIMARY OPPONENTS

Primary opponents are the villainous masterminds behind the operation the characters are trying to disable. They can be brilliant scientists, captains of industry, powerful criminal bosses, or even the heads of shadowy covert agencies. Sometimes primary opponents can even be one of "the good guys" who happens to just have very different opinions about a particular matter.

Regardless of who they are, primary opponents have a plan. The plan can be a perpetual operation (such as a smuggling ring) or the plan can be more of a one-time affair, such as poisoning the water supply of a major city. It can also be a mix of the two, in which the characters become involved in the middle

of the primary opponent's plan of setting up what will eventually become a perpetual operation.

Primary opponents tend to have large egos and consider themselves superior to other people. Other people only exist to further the primary opponent's goals, be dominated, or are simply minor annoyances to be swept away. Some primary opponents are people of great style and grace that have the ability to purchase the finer things in life and whom can tell the difference between a Romanée-Conti and a Châteauneuf-du-Pape. Others are Spartan-minded ideologues driven to see the fruition of a single idea.

Primary opponents are typically not rash individuals, regardless their goals. They may be fanatics, but they are calculating and methodical fanatics. A primary opponent is likely to prefer capturing characters over killing them in order to determine exactly how much is known and by whom. This isn't to say that some primary opponents (particularly in the Realistic style) won't decide a bullet in the head isn't the simplest solution to nosy characters, but they're going to weigh their options and the consequences of their actions before making a choice.

When designing primary opponents a GM should focus on their histories. A detailed, but not overly so, background fixes their place in the world and helps to reinforce their social and political views. That said, the GM should also leave enough open spaces when designing background, allowing the game to move through the background and organically flesh out parts of the history that were not previously designed. For an example of some possible primary opponents, see the NPCs in OSIRIS |Chapter Thirteen. Each of the NPCs has a detailed background, but there is plenty of space for the GM to create new details specific to an individual adventure. By doing this, a primary opponent can organically grow as an individual through direct play experience if the primary opponent survives the characters' actions.

Not all missions will have a primary opponent. Some missions are simply conflicts that occur when the characters' agency comes into opposition with another agency over some matter. Other missions are triangle operations where group A wants something to happen, group B wants something to happen, and Group C (the characters' agency) wants something else. These missions fit very well with the Realistic style of play as many differently-interested operators provide a murkier moral quandary.

TIMETABLE

Every mission needs a timetable, even if it's just as simple as "The diamond smuggling ring has a big heist is going down three days from now." Timetables provide the framework of the mission: they show when failure to act on the characters' part results in failure of the mission. In Heroic style, timetables are quite flexible and seem to always work against the characters' opponents. In Realistic style, timetables are harsh mistresses that relentlessly push the characters forward, drawing every last bit of energy from them.

HENCHMEN

Henchmen are the trusted and loyal followers, servants, or employees of a primary opponent. They are the "right hand man" of the main villain. Henchmen often do the dirty work, allowing their boss to keep a clean reputation. It is extremely difficult to turn henchmen against their employers and violence is typically the only way to remove them from the operational theater. The Henchman is a trusted feature in the Heroic and Cinematic styles, but is less common in Adventurous and Realistic styles. Henchmen are almost always physically tough and strong opponents who are very loyal to the primary opponent. Some henchmen are self-directed, but most are rather dim and unable to quickly adapt to changing circumstances: their loyalty comes at the price of individual direction.

SECURITY

Every primary opponent seems to need a plethora of guards or goons. Every factory, warehouse, laboratory, or instillation has armed guards that exist primarily to prevent the efficiency of a "guns-blazing" approach to problem solving by the characters. Classified is a game of covert operations not overt operations, and full-scale assaults are not the prime focus of the game. When characters know that they're outnumbered and outgunned, the classic tradecraft of stealth, misdirection, disguise, and trickery become the favored approaches to problem solving.

Security personal are part of almost every mission, even if only in the form of law enforcement that needs to be avoided.

FOILS AND CONTACTS

Foils are often the targets of Seduction. They typically have some useful information about the primary opponent and take just a bit of friendly convincing to provide that information. Some foils are weak links within the primary opponent's entourage while others are associated with the primary target in a more tangential way. Foils can be considered a type of contact for the characters.

Contacts provide information or assistance to the characters. Oftentimes, when the characters first arrive on the scene, they are greeted by a local contact that provides the most recent intelligence on the mission. Other contacts are of a shadier sort, not to be completely trusted and often working their own angle on the situation. When designing a mission, a GM should remember that contacts can also act as secondary sources of information, allowing a party of characters two locations to learn an important bit of information.

LOCATIONS

Once the plot, the timetable, and the NPCs have been determined, only the location remains. Most Classified missions occur in urban locations, and a GM should have some passing familiarity with the cities within which the action occurs. The internet has made this task much easier than it used to be as maps are easily available for printing and major landmarks can be picked out and woven into plots. Such "seats" the action in the location and makes the mission more exciting. After all, meeting a contact for the first time is much more exciting when done on the observation deck of the Tokyo Skytree than in a local bar.

A GM should highlight the important areas of each city the characters will visit during a mission and make more detailed maps of areas that are likely to see heavy play, such as residences or businesses the characters may infiltrate or warehouses and docks that store materials of interest to the mission.

Given the fluid nature of a Classified game, the GM should also consider assigning to each location or city a Difficulty Factor for procuring new or replacement equipment taking into consideration the local laws and the desired equipment. In general, it's much easier to find a laptop than a Sidewinder missile, but such may not always be the case in every location the players find themselves, such as the small city that's built up around a semi-permanent, illegal arms brokerage in the middle of Uzbekistan.

CLUES AND PHYSICAL EVIDENCE

In order to have a functioning mission, the GM must drop enough clues at each location to help steer the characters towards the mission's conclusion. This is not to say that the characters must find these clues, but to say that they must have the opportunity to find them. Clues come in many different types, such as differing recounts of events, surveillance information, information gained through infiltration, or even the lucky break, such as overhearing the hotel bellhop talking about someone on floor 15 who matches the description of the primary opponent.

How many, how often, and in how many different locations that clues are dropped is a function of the style of the game. Clues should be many, repeated, and available in several different locations for a Heroic or Cinematic game and fall all the way down to rare, once, and nowhere else for a Realistic style of play. The GM should strive to make the mission suitable for the style of play the characters are looking for: after all, if they don't want a rough time of it, they shouldn't have chosen Realistic.

CONCLUSIONS, CONSEQUENCES

Every mission has an end, for the timetable runs out and what happens then depends upon what the characters did or did not do. Some missions culminate in a climactic battle with the primary opponent (but only right after his henchman has been defeated) and the characters saving the world from nuclear holocaust. Other missions end with the characters going, "What the hell did we miss and what just happened?" How they end depends on what the mission was and how the characters performed.

A GM should consider the results of success and failure of the mission. Generally speaking, missions with a high cost of failure are best reserved for groups of Agents or a Special Agent because Rookies are more likely to succumb to bad luck and fail through no fault of their own than the more capable characters. But sometimes putting the fate of the world in hands that are obviously not prepared to deal with it can lead to a great and exciting game wherein the players realize their characters are outmatched and in over their heads, but determined to soldier on against all odds. On the occasions when success occurs, those games become one of those special and legendary games that players remember for a long time.

CLASSIFIED

NON-PLAYER CHARACTERS
CHAPTER TWELVE

Non-player characters play an important role in Classified. They are the foils, contacts, security, and the civilians with which the PCs interact. Having memorable NPCs is important in Classified: they are a window into the covert world.

The first part of this chapter is about NPC creation. Many of the NPCs in Classified have no need for Characteristics or Skills; they can simply be role-played by the GM to fulfill their purpose in the current adventure. Some NPCs, however, do require Characteristics and Skills, either because they will engage in some sort of conflict with the PCs, or because they will assist the PCs in some manner.

The second part of this chapter is composed of a random NPC encounter system. The encounter system can be used to spice up a mission that's going smoothly, help characters who are are bit lost get back on track, or simply as an aid to inspiration when creating adventures.

NPC CREATION PROCESS

When creating an NPC, the GM should use the below 10 steps. Following this process greatly speeds NPC creation and ensures that every NPC (that's not created via the full creation process like a PC) has all the required game-relevant information. It should be stressed that not all NPCs will require every step in the process. Those steps which are not usually necessary when creating a small-part NPC are in *italics* (the last 5 steps). For example, a generic guard doesn't need Reputation or Weaknesses. As always, the GM should exercise reason when creating NPCs and focus on the areas of likely PC interaction. The ideal NPC creation process is the one that reduces game-preparation while preserving game quality.

Assign the NPC's Stereotype and Rank.
Determine the NPC's Characteristics and Skills.
Determine the NPC's Hero or Villain Points.
Assign the NPC's Physical Traits.
Assign the NPC's Equipment.
Determine the NPC's Reputation.
Assign the NPC's Weaknesses.
Assign the NPC's Abilities and Fields of Experience.
Assign the NPC's Interaction Modifiers.
Assign the NPC's Idiosyncrasies.

NPC STEREOTYPES

There are eight stereotypical NPCs in Classified: civilians, contacts, covert operatives, foils, henchmen, primary opponents, security, and technicians. Starting from a stereotype makes NPC creation easier, but remember to try and make the important NPCs interesting and memorable. Below are brief descriptions of seven of the eight stereotypes. Contacts are separated out and detailed as they tend to play a more complex role in the game and deserve a bit of extra focus.

Two NPC dossiers are found in Resources |Chapter Fourteen. These half-size sheets will prove handy when keeping track of NPCs.

Civilians: Civilians are the people that do not fall into any of the other stereotypes. They are found everywhere and sometimes they are involved (sometimes very involved) in the covert world.

Covert Operatives: Covert operatives are those in the trade. They work behind the scenes as do the PC's. Covert operatives can be friendly, indifferent, ambivalent, or hostile to the PCs' goals.

Foils: Foils often stride between civilian and covert operative. Foils are sometimes in over their head and may prove to be valuable resources to the PCs providing they can be convinced to assist. Foils are often prime targets for seduction.

Henchmen: Henchmen are the trusted and loyal followers, servants, or employees of a primary opponent. They are the "right hand man" of the main villain. Henchmen often do the dirty work, allowing their boss to keep a clean reputation. It is extremely difficult to turn henchmen against their employers and violence is typically the only way to remove them from the operational theater.

Primary Opponents: Primary opponents are the major villains confronting the PCs. They can be brilliant scientists, captains of industry, powerful criminal bosses, or even the heads of shadowy covert agencies. Sometimes primary opponents can even be one of "the good guys" who happens to just have very different opinions about a particular matter. The latter requires the most delicate behavior: conflicting goals between two parties that typically share the same goals requires a careful hand.

Security: Security is the stereotype for guards, soldiers, and law enforcement. Security is found the world over and covert operatives will often find themselves pitted against the security of the primary opponent or just the local security forces who don't approves of the actions of covert operatives.

Technicians: Behind every good plot to take over the world lurks the skill of technicians. Technicians have specialized knowledge that is important to the current situation. Generally, scientists, engineers, and sometimes even religious figures fall into this category.

CONTACTS

Contacts are often the meat and potatoes of covert work. They come in many shapes and forms, but all of them have useful information and some of them can provide unusual and vital assistance. In many ways, contacts can be viewed as one of the other NPC stereotypes possessing useful information or abilities. With that in mind, below are the common contact stereotypes in Classified.

Fellow Organizational Members: These contacts come from within the agency that employs the PCs. In nation-state terms, these are the workers found at the various stationhouses throughout the world. Working for a nation-state has its perks, and one of the big ones is a built is source of local contacts.

Example: A CIA field agent may provide information to another CIA agent as long as he knows the PC is on the up and up.

Friendly Covert Operatives: Another common contact is the operative who works for an agency that is friendly towards the PCs' agency. Once a relationship is established showing that a trust extended can be done with discretion and for the benefit of both sides, friendly covert operative contact can prove a reliable source of information, and even assistance, if the pot can be sweetened enough.

Example: An SIS agent may be convinced by a CIA agent that the information he possesses is vital to a mission that benefits the UK as much as it does the US.

Indigenous Informants: These local civilians have proven themselves trustworthy to the PCs' agency. They are an excellent source of accurate information concerning local politics, geography, and the general local situation. Indigenous informants tend to have a job that puts their ears to the ground, allowing them to siphon up a remarkable amount of information.

Example: The owner of a local fishing boat-for-hire company may possess information about what's happening with those distant islands that seem curiously redacted from public files.

Legitimate Criminals: These criminals are known to the covert world and their criminal networks can prove quite useful. Legitimate criminal contacts are typically men and women of powerful influence in local affairs or have a history of being "agreeable" to earning a bit of extra cash (or more preferably, a future favor) from those in the covert world. Legitimate criminal contacts have the ability to quickly come to the aid of an operative, but such aid is never cheap.

Example: A professional thief meets a lot of "unusual" people and those people sometimes have a problem keeping their mouth shut when they should. Favors can be called, if the price is right.

Artisans and Craftsmen: These contacts have specialized knowledge about equipment used in the covert world. They can be gunsmiths, electrical engineers, mechanics, or any of the other trades that manufacture or repair equipment. Artisans and craftsmen are the contacts that can find that special piece of equipment that operatives in the field suddenly realize they need.

Example: A quiet, but world-renowned manufacturer of custom ammunition has information on where the PC's target resides.

Academics: These contacts have knowledge gained through years of study in a particular scholarly pursuit. They are art dealers, jewelers, rare-book collectors, and historians. Academics tend to play a role when gathering intelligence or setting up a cover. Two weeks of intense study with an academic can often provide an operative enough knowledge to pass as an expert under light scrutiny.

Example: The PCs' realize they need some knowledge on the art of the early Byzantine period to glean an introduction to their target via one of the target's business partners. In steps the Academic.

RANKS

NPCs that require statistics are given the same Ranks (Rookie, Agent, Special Agent) as characters

if they are expected to be neutral, friendly or helpful towards the PCs. Unfriendly or opposed NPCs are titled Punks, Criminals, and Villains.

CHARACTERISTICS AND SKILLS

Unlike PCs, the majority of NPCs are not created via Character Generation Points and do not increase their abilities via Experience Points. Most NPCs can be generalized by rolling 1d10 and referencing the result on the following tables based upon the type of NPC being created. Rookies/Punks and Special Agents/Villains usually have modifiers applied to their results as indicated on each table. If a table does not include a modifier for Rookies/Punks and Special Agents/Villains, that stereotype shouldn't have NPCs of that Rank. For example, there is no Punk modifier for the Primary Opponents stereotype as it's assumed that Primary Opponents will be Criminals or Villains.

CIVILIANS

1d10	STR	DEX	WIL	PER	INT
1	8	7	9	7	8
2	7	6	8	6	7
3	6	5	6	7	7
4	6	5	7	5	6
5	6	6	5	4	6
6	5	6	4	7	5
7	6	5	5	6	5
8	6	6	5	5	7
9	5	5	5	5	6
10	7	7	6	6	6

Civilians: -3 on Characteristics and Skills for Punks/Rookies.

1d10	Civilians Skills and Skill Ranks
1	Driving 2, Fire Combat 1, Language 6
2	Boating 1, Diving 3, Language 11
3	Driving 2, Electronics 1, Language 20, Science 3
4	Charisma 3, Driving 1
5	Gambling 2, Language 15, Riding 4
6	Driving 3, Evasion 1
7	Boating 5, Evasion 1, Pickpocket 3
8	Boating 5, Driving 5
9	Driving 3, Language 7, Pilot 4
10	Charisma 4, Driving 1, Fire Combat 4, Hand-to-Hand Combat 3

COVERT OPERATIVES

1d10	STR	DEX	WIL	PER	INT
1	9	11	9	9	10
2	9	8	9	12	8
3	10	9	9	10	9
4	9	10	11	9	9
5	10	10	9	9	8
6	10	9	9	9	10
7	10	11	8	9	9
8	9	10	9	10	8
9	11	9	10	9	9
10	9	10	9	10	11

Covert Operatives: -3 on Characteristics and Skills for Punks/Rookies. +3 on Characteristics and Skills for Villain/Special Agents.

1d10	Covert Operatives Skills and Skill Ranks
1	Boating 10, Charisma 4, Disguise 1, Driving 10, Fire Combat 12, Gambling 10, Hand-to-Hand Combat 12, Interrogation 8, Local Customs 1, Piloting 10, Sixth Sense 9, Stealth 10
2	Charisma 3, Cryptography 9, Demolitions 12, Driving 3, Electronics 10, Fire Combat 12, Hand-to-Hand Combat 5, Language 15, Science 10
3	Boating 2, Charisma 5, Driving 12, Evasion 7, Fire Combat 7, Gambling 2, Hand-to-Hand Combat 4, Local Customs 5, Lockpicking and Safecracking 5, Pickpocket 4, Seduction 4
4	Charisma 4, Disguise 6, Diving 5, Driving 4, Electronics 4, Fire Combat 10, Hand-to-Hand Combat 5, Language 11, Science 5, Seduction 6, Stealth 4
5	Charisma 4, Cryptography 5, Demolitions 5, Driving 6, Fire Combat 5, Gambling 4, Hand-to-Hand Combat 7, Interrogation 6, Pickpocket 8, Piloting 4, Sixth Sense 5
6	Charisma 9, Cryptography 5, Demolitions 5, Driving 5, Fire Combat 6, Gambling 3, Hand-to-Hand Combat 6, Language 15, Piloting 4, Sixth Sense 5
7	Charisma 4, Cryptography 6, Demolitions 5, Disguise 6, Driving 10, Electronics 7, Fire Combat 6, Hand-to-Hand Combat 4, Local Customs 6, Seduction 10, Sixth Sense 5, Stealth 9
8	Charisma 5, Cryptography 7, Driving 4, Evasion 7, Fire Combat 8, Gambling 5, Hand-to-Hand Combat 6, Language 6, Lockpicking and Safecracking 5, Riding 5, Science 6, Seduction 7
9	Charisma 6, Driving 10, Fire Combat 6, Hand-to-Hand Combat 5, Language 15, Language 12, Local Customs 9, Mountaineering 5, Piloting 6, Seduction 4
10	Charisma 4, Cryptography 6, Demolitions 8, Disguise 7, Driving 9, Electronics 8, Fire Combat 10, Hand-to-Hand Combat 12, Interrogation 10, Lockpicking & Safecracking 10

FOILS

1d10	STR	DEX	WIL	PER	INT
1	7	6	8	8	9
2	6	8	7	6	7
3	6	8	8	9	10
4	8	9	7	6	7
5	7	6	6	7	8
6	9	7	7	8	6
7	8	7	7	8	6
8	6	7	8	7	6
9	7	7	7	9	7
10	9	9	8	8	6

Foils: -4 on Characteristics and Skills for Punks/Rookies.

1d10	Foils Skills and Skill Ranks
1	Driving 6, Evasion 4, Fire Combat 1, Language 11
2	Boating 5, Diving 4, Driving 5, Local Customs 5
3	Boating 4, Driving 10, Gambling 4, Language 8, Piloting 6
4	Driving 6, Fire Combat 2, Gambling 2, Hand-to-Hand Combat 1
5	Driving 5, Fire Combat 3, Mountaineering 2, Science 1
6	Boating 4, Diving 4, Driving 7, Seduction 4
7	Charisma 8, Driving 8, Language 18, Local Customs 9, Piloting 7
8	Driving 7, Gambling 8, Local Customs 8, Riding 9
9	Charisma 6, Driving 6, Hand-to-Hand Combat 6, Seduction 5
10	Charisma 9, Driving 5, Gambling 8, Language 8, Seduction 8

HENCHMEN

1d10	STR	DEX	WIL	PER	INT
1	9	10	6	8	8
2	10	7	10	7	6
3	6	7	8	7	7
4	10	9	8	7	6
5	10	6	7	6	6
6	9	8	9	6	6
7	9	8	7	6	10
8	6	10	10	10	6
9	7	10	7	10	7
10	7	8	9	10	8

Henchmen: -5 on Characteristics and Skills for Punks/Rookies. +5 on Characteristics and Skills for Villain/Special Agents.

1d10	Henchmen Skills and Skill Ranks
1	Boating 10, Driving 10, Evasion 10, Fire Combat 2, Hand-to-Hand Combat 5, Language 13, Piloting
2	Charisma 2, Disguise 7, Driving 6, Electronics 5, Hand-to-Hand Combat 10, Interrogation 5, Language 9, Torture 10
3	Diving 8, Driving 3, Hand-to-Hand Combat 9, Mountaineering 5, Sixth Sense 8
4	Disguise 5, Driving 5, Fire Combat 6, Hand-to-Hand Combat 6, Lockpicking and Safecracking 5
5	Boating 2, Driving 5, Fire Combat 8, Hand-to-Hand Combat 7, Piloting 3
6	Charisma 4, Driving 7, Fire Combat 4, Hand-to-Hand Combat 9, Interrogation 8, Pickpocket 5
7	Disguise 10, Driving 5, Fire Combat 6, Hand-to-Hand Combat 5, Language 17, Piloting 10
8	Driving 7, Fire Combat 10, Hand-to-Hand Combat 5, Interrogation 6, Sixth Sense 7
9	Driving 4, Fire Combat 3, Gambling 4, Hand-to-Hand Combat 10, Torture 7
10	Demolitions 10, Driving 8, Fire Combat 7, Hand-to-Hand Combat 9, Language 7, Stealth 6

NPCS |CHAPTER TWELVE
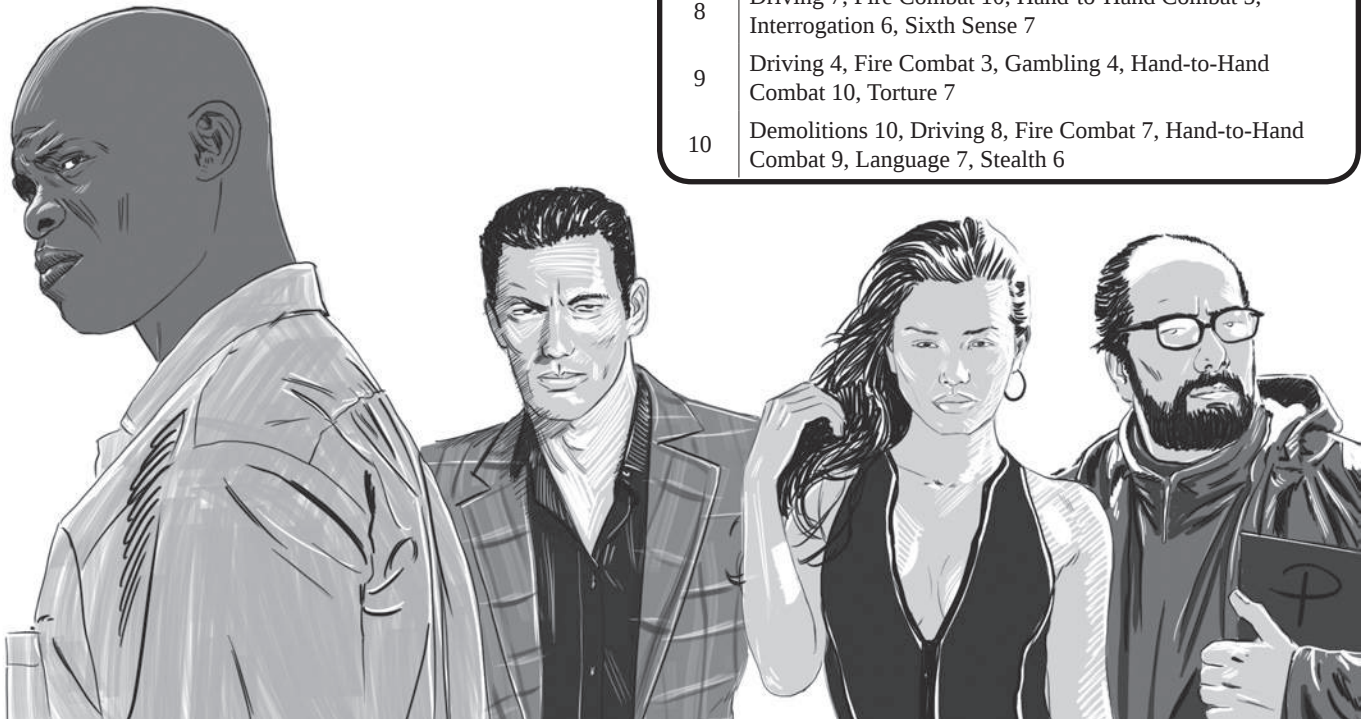
PRIMARY OPPONENTS

1d10	STR	DEX	WIL	PER	INT
1	4	11	11	10	9
2	5	8	10	9	9
3	11	3	4	11	11
4	7	8	8	11	11
5	8	7	11	5	8
6	5	7	8	8	10
7	9	7	9	7	9
8	6	7	7	10	11
9	6	7	9	10	10
10	5	6	10	9	11

Primary Opponents: +4 on Characteristics and Skills for Villains.

1d10	Primary Opponents Skills and Skill Ranks
1	Demolitions 9, Driving 5, Fire Combat 4, Language 8, Local Customs 5, Lockpicking and Safecracking 6, Piloting 11, Science 11
2	Boating 11, Charisma 6, Driving 11, Electronics 9, Fire Combat 8, Riding 7, Science 11, Seduction 5, Sixth Sense 6
3	Demolition 11, Diving 5, Driving 10, Gambling 11, Hand-to-Hand Combat 5, Language 20, Pickpocket 6, Riding 6, Science 11
4	Boating 3, Charisma 1, Electronics 4, Evasion 10, Hand-to-Hand Combat 5, Lockpicking and Safecracking 10, Torture 11
5	Charisma 11, Demolitions 4, Disguise 11, Driving 2, Electronics 11, Fire Combat 4, Gambling 5, Language 11, Science 11
6	Charisma 11, Electronics 11, Hand-to-Hand Combat 4, Interrogation 5, Mountaineering 3, Piloting 4, Science 6, Seduction 4
7	Charisma 11, Cryptography 3, Demolitions 4, Driving 3, Electronics 5, Fire Combat 3, Hand-to-Hand Combat 4, Language 8, Science 8
8	Charisma 4, Disguise 11, Driving 5, Fire Combat 3, Hand-to-Hand Combat 5, Local Customs 5, Mountaineering 5, Science 11 Charisma 5, Cryptography 11, Diving 6, Electronics 8, Evasion 4, Fire Combat 6, Gambling 4, Language 15, Language 15, Sixth Sense 8
9	Charisma 11, Disguise 6, Electronics 11, Hand-to-Hand Combat 5, Interrogation 6, Language 9, Piloting 10, Science 9, Torture 8
10	Demolitions 10, Driving 8, Fire Combat 7, Hand-to-Hand Combat 9, Language 7, Stealth 6

SECURITY

1d10	STR	DEX	WIL	PER	INT
1	11	11	8	9	7
2	8	9	9	8	8
3	8	9	9	8	8
4	9	10	7	10	9
5	10	9	9	10	8
6	9	9	9	11	6
7	9	8	8	9	9
8	10	8	8	9	8
9	11	10	9	8	9
10	10	10	9	8	7

Security: -4 on Characteristics and Skills for Punks/Rookies. +4 on Characteristics and Skills for Villain/Special Agents.

1d10	Security Skills and Skill Ranks
1	Driving 1, Fire Combat 2, Hand-to-Hand Combat 4, Interrogation 1
2	Driving 1, Evasion1, Fire Combat 3, Hand-to-Hand Combat 4
3	Driving 6, Fire Combat 8, Hand-to-Hand 10, Stealth 3
4	Driving 6, Evasion 5, Fire Combat 4, Hand-to-Hand Combat 4
5	Driving 5, Evasion 2, Fire Combat 4, Hand-to-Hand Combat 4, Interrogation 2
6	Driving 3, Fire Combat 10, Hand-to-Hand Combat 3, Riding 3
7	Driving 4, Fire Combat 6, Hand-to-Hand Combat 7, Stealth 6
8	Driving 3, Fire Combat 7, Hand-to-Hand Combat 3, Piloting 2
9	Boating 3, Driving 4, Fire Combat 5, Hand-to-Hand Combat 4
10	Driving 1, Evasion 4, Fire Combat 5, Hand-to-Hand 7

TECHNICIANS

1d10	STR	DEX	WIL	PER	INT
1	5	9	6	9	10
2	5	9	6	9	8
3	6	10	5	6	8
4	7	8	6	7	12
5	7	9	6	7	10
6	6	10	5	8	11
7	6	8	7	8	14
8	6	11	7	6	9
9	5	12	6	7	9
10	6	11	7	8	9

Technicians: -3 on Characteristics and Skills for Punks/Rookies.

1d10	Technicians Skills and Skill Ranks
1	Interrogation 2, Torture 14
2	Interrogation 14, Language 12, Torture 1
3	Electronics 10, Piloting 3
4	Fire Combat 1, Language 15, Language 4, Science 13
5	Cryptography 14, Driving 3
6	Disguise 14, Language 20, Science 2
7	Gambling 13, Electronics 3
8	Driving 4, Lockpicking and Safecracking 12
9	Hand-to-Hand 1, Language 3, Torture 15
10	Demolition 10, Fire Combat 1

HERO OR VILLAIN POINTS

Generating Hero or Villain Points for NPCs is quickly done via the below table. Remember, enemies have Villain Points instead of Hero Points. An NPC always has at least 1 Hero or Villain Point. If a result of a parenthetical expression is less than zero, treat it as zero. For example, when generating an NPC Agent, the GM starts with 4 Hero points and adds to that the total of 1d10 - 5. If the result of 1d10 -5 is less than zero, it is treated as zero. This means that NPC Agents have 4 to 9 Hero Points.

NPC HERO OR VILLAIN POINTS TABLE

NPC Rank	Hero Points	Villain Points
Rookie/Punk	1d10 - 4	1d10 - 4
Agent/Criminal	4 + (1d10 - 5)	2 + (1d10 - 5)
Special Agent/Villain	9 + (1d10 - 5)	7 + (1d10 - 5)

PHYSICAL TRAITS

The height, weight and appearance of the NPC should be chosen by the GM. The GM should strive to have physical traits that are good matches for the NPC's Characteristics. For example, if the NPC has a high Strength, having a rail-thin NPC is probably not a good match. Physical Traits are descriptive and the GM should remember that people come in all shapes, sizes and colors. The covert world is one of adventure, intrigue, and benefits from the exotic every now and then. Some NPC should be "bigger than life" personalities and should have such represented via their physical description.

EQUIPMENT

NPCs will probably possess some type of equipment. Given the nature of covert operations a weapon of some sort will probably be involved, but NPCs should have other equipment available as determined by the GM. After all, a friendly boat-captain without a boat isn't that useful to further the game. Obviously, a GM doesn't have to pre-determine every piece of equipment an NPC possess, but a little bit of forethought about the high points doesn't hurt.

REPUTATION

Roll on the below table to randomly determine the Reputation of an NPC. A GM should add +20 to the below totals if the NPC is Stunning or Gorgeous. As with Hero/Villain Points, if a result of a parenthetical expression is less than zero, treat it as zero.

NPC REPUTATION TABLE

NPC Rank	Reputation
Rookie/Punk	29 + (3d10 - 10)
Agent/Criminal	81 + (4d10 - 10)
Special Agent/Villain	136 + (4d10 - 10)

WEAKNESSES

Based upon the concept of the NPC in question, the GM should assign weaknesses to the NPC. As a general rule, most NPCs shouldn't have more than one Weakness, but just as in real life, some NPCs are cornucopias of foibles and problems.

ABILITIES AND FIELDS OF EXPERIENCE

Some NPCs require Abilities and Fields of Experience because they will play a significant role in an adventure or campaign. A GM should assign whatever is needed to the NPC to ensure he or she can perform as desired during play.

INTERACTION MODIFIERS

NPCs have Interaction Modifiers for Reaction, Persuasion, Seduction, Interrogation, and Torture. These reaction modifiers are applied as Difficulty Factor Modifiers when a PC interacts with the NPC. The modifiers only apply when the PC uses that Skill against an NPC of if an NPC uses the skill against another NPC. This means that an NPC with a +4 Interrogation Interaction Modifier will (more than likely) buckle under interrogation (because the PC or other NPC has a +4 Difficulty Factor Modifier to Interrogation), not that the NPC gains a bonus against PCs when using Interrogation.

The GM should consider the personality of the NPC when determining these modifiers. Is the NPC a tough-as-nails hit man familiar with pain or a new-to-nefariousness punk who's all bluster? Is the NPC open to a quick fling or difficult to bed? These types of considerations should be taken into account based upon the GM's conceptualization of the NPC.

NPC IDIOSYNCRASIES

If the GM desires, idiosyncrasies can be assigned to an NPC to further role playing and to help the GM differentiate one NPC from another. If one NPC always has a smile on his face, the GM can interact with the players in the same manner, or if the NPC is constantly smoothing back his hair, that mannerism can come into play as well. Idiosyncrasies are useful for immersion into the game and they help set up situations where an NPC can't remember another NPC's name, but does remember an idiosyncrasy that identifies the unknown person as the target the PCs are after.

RANDOM ENCOUNTERS

Two large tables provide the backbone of the random encounter system in Classified. These two tables allow a GM to insert a bit of the random into the game world. It's assumed that the GM has created several set encounters when designing a mission, but the value of a random encounter should not be underappreciated—some of the greatest covert successes came about through capitalizing on a random chance.

The tables are labeled Hot and Cold. Hot areas are dangerous for the PCs, or are areas where the PCs are close on the trail of their target. Cold areas are areas of relative safety, or are places where the PCs are off the mission track. The GM should roll 2d10 and cross-reference to find the result. After finding the result, an additional roll may be required to individualize the type of random encounter as found in the description. If there is a modifier on this second roll, it is indicated in the Hot or Cold Random Encounters Table. Results less than 1 are treated as 1.

The final results of an encounter with a Primary Opponent's minions or Henchmen are left in the GMs hands. How the encounters play out should be based upon the type of the encounter and the surrounding circumstances. Every mission is unique.

Every result from either table is described in detail after the tables. Some results can be altered by spending a Hero Point. The GM should ask the players if they are willing to spend the Hero Point to see the alternative result before revealing the type of encounter. These encounteres are indicated by ***bold italic***.

If an encounter description contains information about the Rank of an NPC, the GM should feel free to change that Rank to be more suitable to the PCs' Ranks. The GM should do the same with the number of NPCs.

HOT RANDOM ENCOUNTERS TABLE

1d10	1	2	3	4	5	6	7	8	9	10
1	Primary Opponent	Surveillance	Henchman	Hotel Operator	Chase	Intercepted	***Attack***	Suspicious Action	Contact +1	Technician +2
2	Recognized	Mysterious Message	Bad Luck	Pickpocket	Contact	***Good Luck***	Covert Operative +1	***Accident***	Frosty Reception	***Assassin***
3	Security +1	Dead Body	Suspicious Action	***Questioning***	***Agency Contact***	***Attack***	Foil +1	Mysterious Message	Tchnician +1	Paging
4	Informant	Covert Operative	Foil +3	***Accident***	Intuition	Surveillance	Clue Cracked	***Attack***	Security	***Good Luck***
5	Henchman	Technician +1	Mysterious Message	***Employment Offer***	***Attack***	Hotel Operator	Pickpocket	Recognized	Bad Luck	Chase
6	***Assassin***	Kidnapping	Contact +2	Surveillance	Opportunity	***Employment Offer***	Civilian +1	Foil +2	Henchman	Informant
7	Contact +1	Pickpocket	***Good Luck***	Famous Operative	Henchman	Surveillance	Primary Opponent	Technician +1	Intercepted	***Questioning***
8	Covert Operative +2	***Accident***	Security +2	Frosty Reception	Mysterious Message	Informant	Security	Pickpocket	***Thief***	Dead Body
9	Dead Body	***Attack***	Chase	Hotel Operator	Bad Luck	Covert Operative	Recognized	Foil +1	Intuition	Suspicious Action
10	Contact	***Employment Offer***	Opportunity	Clue Cracked	Technician +2	***Accident***	Vehicle Clue	***Assassin***	Foil	Surveillance

COLD RANDOM ENCOUNTERS TABLE

1d10	1	2	3	4	5	6	7	8	9	10
1	Civilian -1	Famous Operative	Intuition	*Questioning*	Contact -1	Covert Operative -1	Technician -1	Frosty Reception	Computer Mix Up	News
2	Dead Body	Surveillance	*Hijacking*	Tourists	Hotel Operator	Opportunity	Pickpocket	Security -1	Frosty Reception	Recognized
3	Contact -1	Covert Operative -1	Foil -1	*Accident*	Chase -2	Intercepted	Civilian	Computer Mix Up	Dead Body	Bad Luck
4	Contact -1	Foil -1	Bad Luck	Civilian	Technician	*Good Luck*	Suspicious Action	Opportunity	Intuition	Mysterious Message
5	Technician -1	Intercepted	Security-1	Mysterious Message	Frosty Reception	Clue Cracked	Hotel Operator	*Assassin*	Tourists	Contact -1
6	Security -1	Recognized	Civilian	*Good Luck*	*Questioning*	*Accident*	News	*Questioning*	*Hijacking*	Foil -2
7	Informant	Suspicious Action	Dead Body	Opportunity	Security -1	Technician -2	Foil -1	Intuition	News	Arrest
8	Frosty Reception	Pickpocket	News	Tourists	Surveillance	Bad Luck	*Questioning*	*Accident*	Intercepted	Contact -1
9	Civilian -1	Computer Mix Up	*Remote Control*	Intuition	Covert Operative -2	*Hijacking*	Technician -1	Suspicious Action	Contact -1	Famous Operative
10	*Hijacking*	Security -1	Frosty Reception	Foil -3	Hotel Operator	Civilian	Recognized	Covert Operative -1	Surveillance	Pickpocket

ACCIDENT: (*No Hero Point*) The characters are involved in a minor accident while travelling in a taxi, bus, train, ferry or other sort of hired transportation. The accident causes at least an hour's delay, if not more. After the delay the PCs can move along—nothing untoward here, just an average everyday accident.

(*Hero Point*) Through an overheard description of one of the perpetrators who fled the scene, the PCs realize the "accident" was purposely caused by the Primary Opponent, either directly or through a Henchman.

AGENCY CONTACT: (*No Hero Point*) The PCs gain assistance from their agency in the form of a local Covert Operative of their Rank (if Rookies) or one Rank less than theirs. The NPC is familiar with the local terrain and situation and should prove to have useful information and/or abilities for the PCs.

(*Hero Point*) If a Hero Point is spent, detailed information concerning the target's plan/operation has come to light via the NPC, who also arrives with some additional useful equipment.

If the PCs do not work for an agency, this encounter does not happen and any spent Hero Points are returned.

ARREST: A Primary Opponent or other enemy of the PCs tips off the authorities that the PCs are carrying concealed weapons. The PCs are thoroughly searched at their port of entry. Unless none of the characters are carrying weapons, they are arrested by locals (Security) and detained. If the characters are working for a nation-state, their agency clears the matter up if the arrest was in a nation-state friendly to the characters'. If unfriendly, the PCs are in a world of hurt. If the characters are working for an influential agency, bribes or political influence clears the matter up in a few days.

A Good (3) Persuasion Success Quality gleans who tipped off the authorities from the arresting Security. A Great (2) Success Quality or better gains the same information, but in a way that leaves the Security unaware of what they said.

ASSASSIN: (*No Hero Point*) The person the characters were looking for (not the prime target or Primary Opponent, but a Contact, Foil, Civilian, etc.) has been assassinated. The characters show up about 15 minutes too late and this encounter becomes a Dead Body encounter. If the characters are not looking for anyone, the Assassin is sent after them, attacking in a public space (allow a Sixth Sense roll for the PCs).

(*Hero Point*) The characters show up right before the Assassin delivers the killing blow to an Incapacitated victim. The Assassin is a Covert Operative. If the characters are not looking for anyone, the Hero Point tips the characters off concerning the Assassin's plan.

ATTACK: (*No Hero Point*) The PCs are subjugated to an attack featuring snakes, traps, or poisonous spiders when returning to their hotel rooms. A Sixth Sense check allows the characters to notice something's not on the up and up.

(*Hero Point*) Spending a Hero Point allows the characters to notice the trap before it is triggered and notice some sort of tell-tale clue about the attack that points towards their target or Primary Opponent.

BAD LUCK: The characters have some bad luck in one of their endeavors that sends their operation pear shaped: their observation post is compromised, a law enforcement officer recognizes one of the more-unsavory PCs, a barking dog blows the whistle on a night reconnoiter, a piece of important equipment catastrophically fails. The GM should consider how best to screw the characters with a bit of bad luck in a common and believable manner.

CHASE: The next time the characters enter a vehicle under their control, a chase ensues. Roll 1d10 to determine the nature of the chase. Results of 4 or less means the chase has nothing to do with the current mission.

1-2: The characters draw the attention of the local criminal boss who wants to put some fear into them by having his goons (Security) give chase. The goons have the same type of vehicle as the characters (car, boat, etc.).

2-4: The characters are pursued by a Covert Operative from an unfriendly agency. The Covert Operative won't act violently unless the characters damage him or the vehicle. The Cover Operative has the same type of vehicle as the characters.

5-7: A vehicle full of unfriendlies (Security) desires to either capture or kill the characters. If capture is the goal, a secondary vehicle is nearby for transporting

the captives. The vehicle is of the same type as the characters (automobile, boat, etc.).

8-9: A major chase occurs, involving at least 3 enemy vehicles, one of which must be of a different type than the characters. The objective is capture, and the enemies won't end the chase until 9 or more mishaps occur or until local law enforcement gets wind of the action.

10: A Henchman of the mission target or Primary Opponent is involved in a chase as described in 8-9 above. The chase won't end until the Henchman's vehicle is disabled.

CIVILIAN: Encounters with Civilians rarely benefit the characters and often put additional obstacles in their way. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-2: An oily swindler tries to sell some false information to the characters.

3-4: A garrulous retired Navy officer strikes up a conversation with the characters. On a 1-2 (on a 1d10) he can introduce them to a Contact, on a 9-10 (on a 1d10) he can introduce them to a Foil. Otherwise, he's just an old salt willing to talk someone's ear off about his escapades in steamy Indonesia and South East Asia.

5-6: A professional pilot, driver, or captain engages with the characters. If the area is Hot, the conversation leads to a Vehicle Clue or a Technician—if Cold, it leads to a Technician.

7-8: An elderly lady starts up a conversation with the characters, complaining about a churlish individual matching the description of the Primary Opponent's Henchman. With some coaxing she seems to remember where he can be found. If the area is Hot, the information is false, but if Cold, the information is good.

9-10: The civilian is a retired law enforcement officer. If the characters are carrying concealed weapons and the area is Hot, the officer should make a Difficulty Factor 5 PER check with his 7 PER to see if he notices. If so, he'll contact some of his old pals at the force and the characters are subjected to an Arrest encounter. If the area is Cold, it's a Difficulty Factor 3 PER check.

11: The civilians are a band of petty criminals who've just targeted the PCs as visiting business travelers and likely marks.

CLUE CRACKED: The characters suddenly grasp the meaning of a prior clue, or crack a previously unknown code. In Hot areas, the PCs gain a new clue if there are no unsolved clues/codes. In Cold areas, the PCs get a clue that help get them back on mission track if there are no unsolved clues/codes.

COMPUTER MIX UP: An error in reservations regarding travel, hotels, or some other activity leads the NPC to convey a bit of useful information to the PCs regarding the location or activities of their Primary Opponent or his Henchman.

CONTACT: Contacts have information and many have power. PCs should tread carefully to get the most out of the exchange. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-2: The Contact can provide information regarding the Primary Opponent, but if the PCs fail to achieve a Good (3) Success Quality result on a Persuade check, they insult the Contact in some subtle manner. An insulted Contact bids the characters good day and will not deal with them.

3-4: The Contact leads the PCs to an Informant.

5-6: The Contact can pass along equipment to the PCs outside of normal channels. A successful businessman, the Contact wants a promise of future assistance or information in exchange.

7-8: The Contact believes the characters' target is a competitor and would like the characters to succeed. If the area is Hot, the Contact provides direct and actionable information about the characters' Primary Opponent, such as his precise location or a detailed explanation of his current plan. If the area is Cold, the Contact provides information about the Primary Opponent's behaviors, favorite locations, and general level of security.

9-10: The Contact has the means to test any material or technology that pertains to the Primary Opponent's grand plan.

11: The GM should choose two of the prior 3 encounters, but the Contact additionally has a small coterie of Security he is willing to place at the PCs' disposal.

The PCs will be in charge of mission planning and execution, but the Contact demands to be directly in charge of his Security troops.

COVERT OPERATIVE: Fellow Covert Operatives can make for the best of friends and the worst of enemies. They are usually well-trained, competent, and unwilling to press for an advantage until fortune is in their favor. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-2: This Covert Operative belongs to an agency that is opposed to the PCs' agency. Additionally, the agent has some past history with one (or more) of the PCs. A successful -3 Difficulty Factor Reaction Roll means the NPC leaves the PCs alone and only plans for a later betrayal. A failure indicates the NPC immediately attempts some sort of mission interference or overt or covert attack.

3-4: This NPC works for a friendly agency, but doesn't really like the PCs' agency personally. He'll work with the PCs and try to help them succeed on their mission, but will try to take the opportunity to preempt PC actions and claim the mission success for himself and his Agency.

5-6: This Covert Operative works for an enemy agency, but is posing as an operative friendly to the PCs' agency. The NPC provides a few hints about the Primary Opponent, but becomes defensive if the PCs pry too much into his past. He'll work with the PCs towards their mission success, but is actually just fulfilling his mission to improve his agency's files on the PCs.

7-8: The PCs run into a former member of their agency who trained one of the PCs. The NPC left on friendly terms to pursue other goals, but is still willing to assist the PCs. If the area is Cold, the NPC isn't familiar with the PCs' target, but if Hot, the NPC knows where the Primary Opponent can be found (a gala, opera performance, or some other public location).

9-10: This Cover Operative works for an enemy agency, but has been given a mission not too unlike the PCs. The NPC will work with the PCs to fulfill the mission, but will be cautious to betray nothing while learning as much as possible about the PCs' abilities and backgrounds.

11: The NPC takes a shine to one of the PCs. If the PC is successful on a +3 Difficulty Factor Reaction Roll, the NPC becomes a close and helpful friend, willing to assist in any way possible. If the PCs end up in legal troubles in the NPCs home country, the NPC can bail them out. The NPC expects reciprocity from the PCs, of course.

DEAD BODY: In a Cold area, the dead body provides some clue to the Primary Opponent's location. In a Hot area, the body is found close to some definitive information regarding the Primary Opponent's plans. If a Dead Body is the result of an Assassin encounter, the body will provides some sort of clue indicating the Primary Opponent's involvement.

EMPLOYMENT OFFER: (No Hero Point) While talking with a Contact, the PCs are offered an assassination job—seems that the Contact wants a rival eliminated.

(Hero Point) It turns out that the assassination job is actually for the Primary Opponent. A creative PC could use the offer as the opportunity to infiltrate the Primary Opponent's hideout/business and gather valuable intelligence, and even perhaps complete the mission right under the target's nose.

FAMOUS OPERATIVE: The PCs recognize a famous Covert Operative while dining, on the train, flying, or some other public location. The Famous Operative is on a mission and won't acknowledge the PCs (if he knows them via Reputation) unless directly approached. He'll accept information if volunteered, but will decline assistance, and will certainly make sure the characters don't really know what he's doing.

FOIL: Foils may prove to be valuable resources to the PCs providing they can be convinced to assist. Foils are often prime targets for seduction. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-3: The Foil is attracted to one of the PCs. The foil is a travel professional and sends out all the right signals. Unfortunately, the Foil has no useful information regarding covert activities.

4-5: An elegant, older Foil crosses the PCs path. The NPC may provide an introduction to a Contact to a particularly fulfilling PC.

6-7: The Foil is a professional athlete travelling to train and/or compete. The Foil has a tight schedule, but access to a particular social crowd that may prove useful to the PCs.

8-9: This Foil it the stereotypical hanger-on, always looking for the next well-to-do person to latch on to for a good time. The Foil likes the good life and has a friendship with a Contact or with a Technician (player choice).

10-11: The PCs stumble upon this Foil in the midst of a difficult situation: the Foil is being harassed by a couple of Security goons. In a Hot area, the goons belong to the Primary Opponent. In a Cold area the goons belong to a criminal syndicate with ties to the Primary Opponent. The Foil is the adventuresome type (private detective, investigative journalist, etc.) and is quite willing to assist the PCs.

12: The Foil is an employee of the Primary Opponent in some lesser position. The Foil may be convinced to provide some information concerning the Primary Opponent, such as locations, names, and other employees or even information on Henchman.

13: This silly Foil falls in love with one of the PCs and is willing to risk life and limb. The Foil has a relative that is a Contact, and because of the blood relation introduction, the PCs gain a +3 Difficulty Factor Modifier on their Reaction check. If the Foil is treated poorly, he or she becomes a vindictive enemy, and the Contact may have some muscle to make bad things happen to the PCs.

FROSTY RECEPTION: The next Reaction roll the PCs attempt is done so at a -2 Difficulty Factor Modifier.

GOOD LUCK: (*No Hero Point*) The characters have some good luck in one of their endeavors: a perfect observation post is located, a law enforcement officer is overheard providing some useful information, a guard dog inexplicably loves one of the PCs, a piece of important equipment performs better than expected.

(*Hero Point*) The Good Luck pinpoints the location of the PCs target or drops a significant amount of the Primary Opponent's plan into their hands.

HENCHMAN: The Primary Opponent's Henchmen arrive to do some aggressive physical "persuasion" on the PCs. If the PCs have already encountered the Primary Opponent (say in a card or golf game) the Henchmen are willing to kill as the PCs if they have shown themselves willing to be persistent thorns in the side of the Primary Opponent.

HIJACKING: (*No Hero Point*) A group of Punks hijack the public transit vehicle or taxi carrying the PCs. They're out to quickly steal the valuables of everyone on board and then disappear into the crowd.

(*Hero Point*) A group of Punks hijack the public transit vehicle or taxi carrying the PCs. The Punks are aware of the PCs' Primary Opponent and are trying to impress him by capturing the PCs. If the plan fails, some information about the Primary Opponent can be learned from the Punks.

HOTEL OPERATOR: A desk clerk or concierge informs the characters that they spoke with a person who was asking about them. The NPC can describe the inquirer (Henchman—if in person) or describe the person's voice (Primary Opponent—if over the phone). If the Primary Opponent is not yet aware of the PCs, this encounter does not happen.

INFORMANT: Informants are the untrustworthy people: they're the rats, stool pigeons, and squealers. They do have their uses however. Roll 1d10 and apply any modifiers to determine the nature of the encounter. Spending a Hero Point turns all Cold results into Hot results or adds +3 to the roll (player choice).

1-3: This nigh-useless Informant can only confirm the PCs knowledge of what's going on. A Hero Point spent on this encounter means the characters rescued the Informant from an unsavory situation, and will be able to call on him in the future with a +2 modifier to their next Informant result.

4-6: This weasely Informant has noticed a Covert Operative if Cold, or known associates of the Primary Opponent if Hot.

7-8: This greasy Informant overheard some of the Primary Opponent's plans from his Henchman if Hot, or learned the name of a Technician involved if Cold.

9+: This beady-eyed Informant can introduce the PCs to a Contact. The PCs gain a +1 modifier on the Contact roll if Cold, or a +2 if Hot.

INTERCEPTED: Some communication or piece of equipment has been intercepted. The PCs will never receive the equipment or communication and it needs to be sent again. The PCs may know that something is amiss (if expecting something), but they many never know what was supposed to happen until too late.

INTUITION: The character gets a sudden insight, putting some disparate pieces together, and understands a little better what is going on.

KIDNAPPING: The Primary Opponent wants to put some pressure on the PCs by kidnapping someone they know in the following order of preference: Foil, Covert Operative, Civilian, Contact. If there's no one to kidnap, the characters are Attacked.

MYSTERIOUS MESSAGE: The PCs receive a mysterious note, either on paper or via a digital medium. Roll 1d10 to determine the nature of the encounter.

1-5: A Foil seeks the attention of a particular PC. The PC receives a +3 modifier on a Foil encounter.

6-8: A Contact desires a dinner meeting with the PCs. The PCs receives a +2 modifier on a Contact encounter as business is discussed.

9-10: The message comes from the Primary Opponent. If the PCs haven't thwarted the NPC in any manner, the note is a request for a meeting at a fine restaurant or gambling facility. If the PCs have thwarted the NPC, the note is a plausibly-deniable death threat.

NEWS: A breaking news story inadvertently reveals the location of the Primary Opponent. The story could have a headline such as, "Accounting Practices Reveal Unexpected Business Weakness," "New Invention Shakes Up The Market," or "Investigative Photographer Missing." Regardless the headline, the PCs glean the meaning behind.

OPPORTUNITY: The players choose which type of encounter they would prefer from the following list: Foil, Contact, Covert Operative, Technician, or Henchman. If the chosen encounter has a roll, it is done with a +1 modifier.

PAGING: In a large public area (airport, bus or train terminal, convention or exposition, etc.) the characters hear an NPC being paged. Roll 1d10 to determine who's being paged.

1-5: Major Opponent or Technician in the employ of the Major Opponent.

6-8: Major Opponent.

9-10: Henchman.

PICKPOCKET: The PCs are targeted by an experienced pickpocket. The NPC's Base Chance is 20. If caught and detained, the NPC can introduce the characters to an Informant with a +2 on the roll.

PRIMARY OPPONENT: If the PCs have not met the Primary Opponent, they receive an invitation to a competitive event for charity: backgammon, baccarat, trap shooting, golf, or some other activity. If the Primary Opponent thinks he can cheat without getting caught, he will.

If the PCs have met the Primary Opponent, but done nothing against him that he is aware of, the situation is similar, but the meeting will include a firm warning, backed by the muscle of a Henchman.

If the PCs have thwarted the NPC in a known manner, this encounter means the Primary Opponent has taken direct charge of a hit squad out to do the PCs in. The squad includes the Primary Opponent's Henchman (if still around).

QUESTIONING: (*No Hero Point*) A Covert Operative of an enemy agency desires to lunch with a PC. The NPC is trying to determine the real reason of the PCs visit. The conversation may be tense, but it is polite and unthreatening.

(*Hero Point*) The Covert Operative lets slip the location of the Primary Opponent.

RECOGNIZED: One of the PCs is recognized by a local informant and the information will quickly be floating around in covert circles.

REMOTE CONTROL: (*No Hero Point*) Unless the PCs have taken adequate precautions (GM discretion), their main vehicle is taken over by remote control. The PCs have only a few Combat Rounds to try and correct the situation or succumb to what is obviously an attempt to kill them.

(*Hero Point*) The PCs notice that their vehicle has been tampered with.

SECURITY: It's a universal truth: Primary Opponents always need hired muscle to deal with the lesser "problems" of business. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-2: The PCs are confronted by a simple brute seeking financial gain.

3-6: The Security has been sent to maul the PCs if the Primary Opponent has previously met the PCs. If not, and the area is Hot, the thugs are sent to "invite" the PCs to a meeting with the Primary Opponent. They're willing to use physical coercion if necessary. If Cold, the Security are there to observe the PCs.

7-8: The Security attempts to tail the PCs.

9-10: These Punks are interrupted by the PCs while ransacking the PCs' rooms. They're looking for something, but haven't found it yet and think that working over the characters like they've worked over the room is a good idea.

11+: As above, but the Punks possess remarkably detailed information on the Primary Opponent's plans—including the all-important timetable.

SURVEILLANCE: The PCs are put under surveillance by an interested party. Roll 1d10 to determine the nature of the encounter.

1: The observer is just a noisy neighbor Civilian.

2-5: The observer is a Covert Operative from an enemy agency with strict instructions to avoid all contact.

6-7: The observer is a private investigator hired by someone the PCs have previously encountered. The PI was told that the characters were former business partners who screwed over his boss. He was also told to avoid all contact while trying toget something incriminating against the PCs.

8-9: The observers are the local nation-state law-enforcement officers.

10: The PCs have really stirred up a hornets nest in some nation-state because this observer is a Special Agent with full license to kill. The GM should flesh out the whys and wherefores concerning this encounter based upon prior gaming experiences.

SUSPICIOUS ACTION: The characters notice something unusual (up to the GM). When pursued, the suspicious activity leads the characters in the general direction of the Primary Opponent.

TECHNICIAN: Every grand plan needs technicians to pull it off–whether workaday drones or brilliant, twisted scientists. Roll 1d10 and apply any modifiers to determine the nature of the encounter.

1-2: The PCs encounter a disgruntled Technician recently fired by the Primary Opponent's business partners. The Technician knows a little bit about what's going on, but if the PCs succeed on a Difficulty Factor 1 Perception, Electronics, or Science (player choice) check, the pieces can be put together, revealing the technical elements of the plan.

3-4: The PCs encounter a lazy Technician out purchasing some equipment for the Primary Opponent. The Technician's tradecraft is horrible: the PCs have no difficulty following him to the Primary Opponent's factory/lair and can even pick up some passwords and operating procedures in the process.

5-6: A Technician from the PCs agency shows up with some technological goodies.

7-8: A Technician from the PCs past conveniently shows up at the same hotel as the PCs'. The Technician's spouse and children have been kidnapped and he's been "recruited" to work for the Primary Opponent.

9-10: The PCs recognize a Technician with a high Reputation. In a Hot area, the Technician is unknowingly helping further the plans of the Primary Opponent. In a Cold area, the Technician is just vacationing or visiting a fellow Technician.

11: The Primary Opponent's most important Technician leaves the factory/lair with only a few guards as Security. This could be the perfect time for fortune to favor the bold…

TOURISTS: They're found almost everywhere in the world They are generally clueless and helpless when confronted by covert-world dwellers. Roll 1d10 to determine the nature of the encounter.

1-3: A gaggle of teenage students lead by a disheveled teacher/chaperone loudly informing the crowd of their schedule for the day. The herd is heading in the same direction as the PCs and may be useful in avoiding suspicion.

4-7: The PCs encounter a couple that recently returned from an area where the Primary Opponent was visiting and they remember seeing his Henchman rough up a few local toughs. They can provide useful information on the physical combat abilities of the Henchman.

8-9: Two camera-happy tourists have taken many pictures of the local area, a few which show the nefarious plan of the Primary Opponent in motion or his Henchman in action.

10: The "tourist" is actually an extremely attractive Covert Operative sent by an enemy agency to see if the PCs are amiable to a bribe. The Covert Operative will target the character that seems most interested in what the future could hold.

THIEF: (*No Hero Point*) The PCs notice an inexperienced thief stealing something of value (such as silverware, item from a store, an automobile, etc.) if a Difficulty Factor 4 PER check succeeds.

(*Hero Point*) If the PCs approach the inexperienced thief without contacting authorities, they have a Foil encounter with a +1 modifier. If they follow the thief, they're led to a Contact encounter.

VEHICLE CLUE: The characters notice a particular vehicle that is linked to the Primary Opponent.

CLASSIFIED

OSIRIS

CHAPTER THIRTEEN

There is a cancer upon our world. For hundreds of years, the rights, obligations, and territory of the world's noble families have been trampled under the jackboots of the teeming masses. The democratic experiment of the past two centuries is an unmitigated failure, an affront to all that is natural about the human condition: some humans are better than others, and it is by natural right that we seek to reclaim what is rightfully ours. — Duke Lothar Wolf, Emperor of OSIRIS

OSIRIS is perhaps the greatest threat the modern world faces. It is composed of highly-intelligent, highly-driven, wealthy individuals. The goal of OSIRIS is the eventual destruction of the nation-state and the return of the nobility. To further this goal, The Emperor has gathered a hand-picked group of like-minded followers, called the Royals. Each of the Royals of OSIRIS has noble blood, and each tirelessly works to dismantle the effectiveness of democracy, promote oligarchies, and prop up dictatorships and tyrannies. The hand of OSIRIS plants the explosives of disinformation and inequality into the cracks of the modern world.

OSIRIS is divided into seven different departments, each ruled by a Royal: Planning, Information, Influence, Assassination, Military Affairs, Criminal Wealth, and Legal Wealth. As of today, OSIRIS has been immensely successful in its operations. None of the major intelligence agencies are aware of its existence and The Emperor plans to keep it that way.

PLANNING

Ruler: Emperor of OSIRIS, the Duke Lothar Tristan Eugan Wolf.

Headed by The Emperor himself, Planning is the most important of the seven departments of OSIRIS. Every major operation from any other department passes through Planning before implementation or rejection. Planning has had few failures, and managed to keep those to small affairs. It is through the extensive tradecraft knowledge of Wolf that OSIRIS remains unknown to the larger world even as it becomes increasingly powerful.

LOTHAR TRISTAN EUGAN WOLF
RANK: VILLAIN

STR: 07   **DEX**: 11   **WIL**: 14   **PER**: 14   **INT**: 15

SKILLS (SKILL RANK/BASE CHANCE)
Boating (12/20), Charisma (14/30), Cryptography (15/26), Demolitions (15/20), Disguise (15/27), Diving (9/18), Driving (12/24), Electronics (15/26), Evasion (9/18), Fire Combat (9/20), Gambling (14/22), Hand-to-Hand Combat (7/16), Interrogation (15/30), Local Customs (14/22), Lockpicking/Safecracking (11/20), Mountaineering (10/10), Pickpocket (11/20), Piloting (12/18), Riding (14/18), Science (15/21), Seduction (14/28), Sixth Sense (14/30), Stealth (14/28), Torture (14/23)

ABILITIES: Connoisseur, First Aid, German, Russian

LANGUAGES: English (15/30), French (15/30)

HEIGHT: 5'10"   **SPEED**: 3
WEIGHT: 185 lbs.   **HAND-TO-HAND DAMAGE**: A
AGE: 64   **STAMINA**: 33 Hours
APPEARANCE: Normal   **RUN/SWIM**: 55 Minutes
REPUTATION: 45   **CARRYING**: 101-150 lbs.
VILLAIN POINTS: 11   **WEAPON**: Walther P99

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Fine Arts, Forensics, History, International Law, Linguistics, Mechanical Engineering, Military Science, Philosophy, Political Science, Wargaming

WEAKNESSES: None.

IDIOSYNCRASIES: Speaks quietly and deliberately. Tends to hold his chin with his left hand.

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-4), Seduction (-3), Interrogation (-4), Torture (-3)

DESCRIPTION: Wolf is an average-looking, blue-eyed man with vaguely European features. His little remaining hair is gray and perfectly groomed. One of Wolf's advantages during his long career has been his relative lack of physical distinction.

BACKGROUND: Lothar Tristan Eugen Wolf was born in the debris of East Berlin during the Berlin Airlift. It is rumored that he came into the world without a single cry. His mother was a Hausfrau and his father was a former major and Gruppenkommandeur in the Luftwaffe forced into training Soviet forces. His father was a brutal, bitter man: a drunkard and wife-beater. When Wolf was 11, his father beat his mother to death because his soup was cold. After the death, the pair was removed to Moscow.

Wolf spent three terrible years alone with his abusive father in a foreign land, where he quickly adopted Russian mores to make friends in order to avoid returning home. On his 14th birthday, his father finally succumbed to cirrhosis of the liver, leaving Wolf alone. He was transferred to a NKVD-run orphanage were his frighteningly-quick mind, athletic body, and native German fluency drew the attention of the legendary Soviet spy apparatus at the age of 16.

For the next four years, Wolf was vigorously trained by his adopted father, the Kievian spymaster Leonid Alekhin, who

was tasked with hand-crafting the next super-operative for the Ministerium für Staatssicherheit (MfS or Stasi)—the East German state security service. Wolf did not disappoint Alekhin, for, at the age of 20 and after a move back to his birthplace, he became the youngest high-level field operative for the Stasi. He completed his first of many successful missions in December of 1969: ending the life of Karl von Rotteck, a SIS (MI6) field operative.

Wolf spent the first half of the 1970's completing mission after mission for the Stasi and eventually attracted the personal attention of Eric Fritz Emil Mielke, the ruthless Minister of State Security (1957-1989) of the DDR. After assassinating his adopted father in a 1976 mission kept secret from KGB knowledge, Wolf and Mielke worked in close companionship for the rest of the decade. It was through this relationship that Wolf polished and refined his knowledge of maintaining secrets, acquiring information, and careful planning. Wolf even managed to gain the elusive trust of Mielke by the time the 1980's arrived, which was the first and most vital part of Wolf's newly-formed, long-term plan.

During the late 1970's Wolf found out something surprising about his lineage: on his mother's side, he is a direct descendent of Magnus, Duke of Saxony, from the House of Billung. This accidental discovery had a tremendous impact on the orphaned communist superspy. Finding out that he was the very thing he fought against sent Wolf into a soul-searching period that he kept well-hidden from Mielke. Intrigued by his discovery, he quietly researched more and slowly came to a new conclusion about the state of humanity: the natural state of humanity is not communistic, but aristocratic. At the age of 30, Duke Lothar Tristan Eugen Wolf was born, and in a dimly-lit public records building in the BRD city of Hamburg, he decided to work towards the destruction of not only capitalism and democracy, but also the destruction of communism and bureaucratic totalitarianism.

Wolf spent the 1980's inserting personal goals into as many of his missions as possible. He focused on making contacts, purchasing businesses as covers, and laying a funding groundwork for what would eventually turn into OSIRIS. He knew that a grand endeavor required grand funds, and he worked tirelessly towards

his secret goal with the same tenacity that Mielke admired in the pursuit of the goals of the Stasi. It was in late May of 1989 that Wolf's plans finally reached fruition.

After months of labor, Wolf laid a successful trap against the SIS. Baited with valuable and incriminating disinformation about the DDR General Secretary Erich Honecker, Wolf knew the British would send their best agent, especially when they knew that "The Wolf" himself was transporting the information. The fight orchestrated by Wolf against the famed British superspy Mark St John Smyth, went exactly as planned. During the claustrophobic train fight, Wolf was thrown out of the car at precisely the right time. With his death confirmed by a top SIS agent (corroborated by a body planted by Wolf), and with the subsequent dissolution of the DDR and confusion that allowed Wolf to expunge all his files, Lothar Tristan Eugen Wolf, Stasi superspy, was written off the world's stage by all the national intelligence services.

The 1990's was the perfect time for financial empire building. Wolf's knowledge of the former Soviet-controlled states provided many opportunities for a man with means and a lack of scruples. Wolf focused most of his efforts in this part of the world, but never failed to grasp any obvious opportunities elsewhere. During this period, he started gathering the Royalty of OSIRIS, forming the Imperial Court to assist in the rapid growth of his organization.

As the new Millennia dawned, Wolf funneled his substantial gains earned from speculating on (and partially causing) the Russian financial crisis of 1998 into purchasing operations on every continent. Achieving this second goal of his plan in October of 2001, The Emperor of OSIRIS was as stunned as the rest of the world by the September 11 terrorist attacks. Realizing the magnitude of the event and the fallout it would cause, Wolf canceled all of OSIRIS's illegal operations for several years. He believed the intelligence communities were best simply avoided during this phase of heightened activity. Because of the attacks and the response to them, OSIRIS stopped using terrorism as a tool towards aristocratic domination. Wolf knows that the success of his plan depends on maintaining secrecy and the velvet hand: acts of terrorism now face much greater scrutiny than before and there are other ways.

Wolf, now 64, is slowing down, but his mental abilities and operational skills are still unsurpassed. His vast knowledge on subjects of fiscal, political, and technological importance, coupled with his uncanny ability to remain a step ahead of his opponents makes him a nearly unbeatable foe, once all his attention is focused.

INFORMATION

Ruler: The King of Whispers, Losang Tenzin

Within OSIRIS, Information is second only to Planning. Every major operation is fully-vetted by Information before proceeding to Planning. Tenzin has moles in the major intelligence agencies as well as in many Forbes 500 companies. Of all the members of the Imperial Court, Tenzin is closest to The Emperor—the two have a respect for each other and rarely disagree.

LOSANG TENZIN

RANK: VILLAIN

STR: 07   **DEX**: 07   **WIL**: 11   **PER**: 14   **INT**: 15

SKILLS (SKILL RANK/BASE CHANCE)
Boating (10/15), Charisma (11/14), Cryptography (15/30), Demolitions (15/15), Disguise (15/15), Diving (7/12), Driving (10/15), Electronics (15/28), Evasion (7/10), Fire Combat (10/15), Gambling (14/25), Hand-to-Hand Combat (7/12), Interrogation (15/15), Local Customs (14/28), Lockpicking/Safecracking (7/7), Mountaineering (9/9), Pickpocket (7/7), Piloting (10/10), Riding (12/12), Science (15/27), Seduction (7/14), Sixth Sense (14/28), Stealth (11/18), Torture (13/13)

ABILITIES: Connoisseur, First Aid, Tibetan, Nepali

LANGUAGES: Hindi (15/30), English (15/30), Mandarin (15/30), Urdu (15/30), Tamil (15/30), Persian (15/30)

HEIGHT: 5'7"
WEIGHT: 155 lbs.
AGE: 52
APPEARANCE: Good Looking
REPUTATION: 70
VILLAIN POINTS: 6

SPEED: 2
HAND-TO-HAND DAMAGE: A
STAMINA: 30 Hours
RUN/SWIM: 40 Minutes
CARRYING: 101-150 lbs.
WEAPON: Beretta 950 Jetfire

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Forensics, History, International Law, Linguistics, Military Science, Political Science

WEAKNESSES: Sexual Attraction (females)

IDIOSYNCRASIES: Frequently nods during conversation. When thinking he looks up. When nervous, scratches the scar on top of his left hand with his right hand.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-2), Seduction (0), Interrogation (-2), Torture (-1)

DESCRIPTION: Tenzin has dark yellow skin. He has a weathered look about him stemming from his enjoyment of sunny beaches. He has a scar on top of his left hand. His thick black hair is graying at the temples. He smiles often.

BACKGROUND: Tenzin's was born of a noble (depön) family claiming descent from the 8th-Century Buddhist kings of Tibet. His family fled Tibet for Nepal in the tumultuous years of the later 1960's. They quickly found social equals and Tenzin spent 1968-1974 in Nepal, learning Nepali and showing great intellectual promise. During his time in Nepal, he acquired his lifelong appreciation of the aristocratic way of life. Such a life, however, was not to be his. As the family fortune quickly depleted, Tenzin was forced to leave Nepal for India in 1975—his father having acquired the humiliation of a well-paying advisory position in the Indian government.

At 14, Tenzin again learned a new language and adopted to a new life in a new country. Accepting his less-than-noble lot in life, Tenzin proved linguistically gifted and entered the University of Dehli at the age of 16, studying linguistics and political science. During his undergraduate studies, he met many prominent Americans who worked with his father regarding Tibet. Several of these Americans were CIA, and they were very impressed by Tenzin's linguistic ability (he now knew Tibetan, Nepali, Hindi, English, and Mandarin) and interest in political science. Upon his graduation, he was approached with a job offer as a South Asian analyst for the CIA. Bored with India and desirous of a more luxurious lifestyle, Tenzin accepted, said goodbye to his parents, and headed off to Langley in 1979.

While working for the CIA for the next ten years, Tenzin continued his linguistic studies at Georgetown. He received his Ph.D. in Linguistics and Political Science in 1984 (age 23). He found that he was not satisfied without continual learning, and over the next 5 years he earned a Ph.D. in Mathematics and picked up undergraduate degrees in Computer Science, Economics, and History. His interest in computers and cryptography eventually drew the attention of NSA Director Vice Adm. William O. Studeman. Apparently, breaking an "unbreakable" code in one's "off time" attracts such attention.

Tenzin's time at NSA (1989-1999) was productive. He was heavily involved with cryptography, particularly multi-language codes, as well as gaining a thorough understanding of SIGINT and the methodology involved with accurate information procurement. He became a hunter of information—and he hunted big game.

It was during this time at NSA that he was first approached by OSIRIS. On a trip back to India to visit his family and ring in the new millennium, he was introduced a most unique guest: Lothar Tristan Eugen Wolf. The Wolf had learned of Tenzin's abilities and desired them for his team. A year prior to their meeting, Wolf gave Tenzin's father an extremely well-paying business job (imports/exports) in Delhi and it was at his father's desire that Tenzin listened to Wolf's business pitch. Unsurprisingly, Wolf had judged Tenzin correctly, and he gladly became head of the US branch of the import/export business. He had become bored working for NSA and wanted something new.

In 2004 Tenzin came all the way over to Wolf's philosophy. In fact, it was Tenzin that approached Wolf, informed him that he knew of OSIRIS (having pieced together all the available information) and asked to join and work for him in a new capacity: intelligence. Wolf agreed, thinking Tenzin easier to remove the closer he was, but eventually he grew to appreciate his abilities. Tenzin became The King of Whispers in 2009.

INFLUENCE

Ruler: The King of Power, Dr. Iskandar Kamari

Influence deals with the non-violent, persuasive operations of OSIRIS. Kamari uses his extensive knowledge of individual behavior to best determine what type of leverage would increase the success of almost every mission.

DR. ISKANDAR KAMARI

RANK: CRIMINAL

STR: 11   **DEX**: 10   **WIL**: 13   **PER**: 15   **INT**: 13

SKILLS (SKILL RANK/BASE CHANCE)
Boating (12/12), Charisma (13/26), Cryptography (13/13), Demolitions (13/13), Disguise (13/13), Diving (10/15), Driving (12/18), Electronics (13/21), Evasion (10/15), Fire Combat (12/15), Gambling (15/17), Hand-to-Hand Combat (11/19), Interrogation (13/22), Local Customs (15/22), Lockpicking/Safecracking (10/10), Mountaineering (12/12), Pickpocket (10/10), Piloting (12/12), Riding (14/14), Science (13/26), Seduction (13/22), Sixth Sense (14/28), Stealth (13/25), Torture (13/28)

ABILITIES: Connoisseur, First Aid, Malaysian, Mandarin

LANGUAGES: English (13/28)

HEIGHT: 6'2"	**SPEED**: 3
WEIGHT: 240 lbs.	**HAND-TO-HAND DAMAGE**: B
AGE: 44	**STAMINA**: 30 Hours
APPEARANCE: Good Looking	**RUN/SWIM**: 40 Minutes
REPUTATION: 60	**CARRYING**: 151-210 lbs.
VILLAIN POINTS: 5	**WEAPON**: 00

FIELDS OF EXPERIENCE: Architecture, Biology, Economics/Business, History, Medicine, Philosophy, Political Science, Religion, Tennis

WEAKNESSES: Sadism, Sexual Attraction (females)

IDIOSYNCRASIES: Tends to maintain eye contact a second longer than is comfortable. Shakes hands with both hands.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-3), Seduction (+1), Interrogation (-2), Torture (+1)

DESCRIPTION: A tall and bulky Malay man, Kamari has hair a little longer than shoulder length that is usually kept pulled back in a ponytail. His body language is very inviting, but his eyes often betray his calculating nature.

BACKGROUND: Born during the 1969 race riots in Singapore, Kamari's father was Malay, his mother ethnic Chinese. Kamari had an uneventful childhood, performing well at school and engaging in the normal activities of the wealthy Singaporean youth. At the age of 17 he entered the National University of Singapore, earning undergraduate degrees in Biology and Economics in three years. His success (and the wealth of his parents) procured post-graduate study at Oxford, where he first studied neuroscience before earning both his M.D. and a Doctorate in Psychology at age 29.

During his Oxford days, Kamari became increasingly distanced from his fellow students and completely absorbed in his work (focusing on pain perception and pain management). It is during this period that he realized what he was: a psychopath—a well-controlled psychopath, but a psychopath nonetheless. Kamari found this discovery very liberating and he turned his considerable abilities towards self-gratification and maintaining an iron façade to prevent any discovery of his true state of mind.

In 2002, Dr. Kamari inherited his family house from the accidental death of both his parents. Returning to Singapore for their funerals, he decided to set up practice in the island nation. Dr. Kamari soon found out that his father was heavily involved with one of the Triads out of Macau and to whom he owed significant amounts of money. The Triads believed the son owed the father's debt and soon he was working for the Triads.

Dr. Kamari enjoyed working for the Macau Triad. He used his abilities to analyze individuals before they were approached and his knowledge of medicine allowed him to function as an excellent torturer. Dr. Kamari continued his psychiatric practice, but was soon earning more working for the Macau Triad once he settled his father's debt.

After five years of working for the Triad, Dr. Kamari took on a new patient, one Lothar Tristan Eugen Wolf, a wealthy businessman from France, who promised to return the next week for more than just an introductory session. Before Wolf returned, the entire leadership of the Macau Triad was found dead on the same day—all slain via separate and individual sniper fire. Needless to say, Dr. Kamari took Wolf's offer when he returned later that week.

Dr. Kamari is the newest of the Imperial Court, becoming The King of Power in 2011. Wolf keeps close tabs on him, knowing his predilections. Dr. Kamari is wise enough to realize this surveillance and keeps his non-OSIRIS depredations to a minimum.

ASSASSINATION

Ruler: The Queen of Death, Anna Munro

Only after all other possible means have been exhausted does Assassination get the call. Except when sending a message, OSIRIS has a strict policy of assassinations appearing as accidental deaths, be that as crude as a simple robbery-turned-bad or as complex as long-term, undetectable poisonings.

ANNA ELISABETH MUNRO

RANK: VILLAIN

STR: 09   **DEX**: 13   **WIL**: 13   **PER**: 13   **INT**: 10

SKILLS (SKILL RANK/BASE CHANCE)
Boating (Ability), Charisma (13/21), Cryptography (10/15), Demolitions (10/22), Disguise (10/15), Diving (11/22), Driving (13/26), Electronics (10/20), Evasion (11/25), Fire Combat (13/28), Gambling (13/15), Hand-to-Hand Combat (9/20), Interrogation (10/20), Local Customs (13/24), Lockpicking/Safecracking (13/21), Mountaineering (11/18), Pickpocket (13/19), Piloting (13/16), Riding (13/18), Science (10/15), Seduction (10/18), Sixth Sense (11/25), Stealth (13/28), Torture (11/11)

ABILITIES: Connoisseur, First Aid, English, Boating

LANGUAGES: No additional languages.

HEIGHT: 5'8"	**SPEED**: 3
WEIGHT: 140 lbs.	**HAND-TO-HAND DAMAGE**: B
AGE: 36	**STAMINA**: 30 Hours
APPEARANCE: Attractive	**RUN/SWIM**: 40 Minutes
REPUTATION: 95	**CARRYING**: 101-150 lbs.
VILLAIN POINTS: 9	**WEAPON**: SIG Sauer P229

FIELDS OF EXPERIENCE: Biology, Computers, Forensics, Mechanical Engineering, Military Science, Political Science, Snow Skiing/Boarding, Toxicology, Wargaming, Waterskiing

WEAKNESSES: Personal Tie (sisters), Sexual Attraction (males)

IDIOSYNCRASIES: Only uses Scottish Gaelic when swearing. Normally passionate and emotive, but cold as ice when on a mission.

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-1), Seduction (-3), Interrogation (-2), Torture (-1)

DESCRIPTION: Brown-haired and green-eyed, Munro is almost stereotypically Scots. She's a passionate person and believes in living life to the fullest. She enjoys the ups and downs and is not above complicating matters for some fleeting enjoyment.

BACKGROUND: Born on New Year's Day 1977, Anna Elisabeth Munro spent the first 17 years of her life in Thurso, Scotland. The 3rd child born to a shopkeeper mother and an Advocate father, Munro was a very active youth, hiking and biking around Thurso. At 12 her love of the water convinced her parents to purchase her a small canoe and she could often be found paddling the Thurso River even up to the ruins of Braal Castle. Both of her parents were proud of their Clan Munro history and instilled this pride in their daughter—when not found on the water, she was usually found at the local library, absorbing the history of her people. At 14, Munro discovered she enjoyed the martial arts after applying to the only karate dojo in Thurso.

Munro was also mentally quick and entered the University of Edinburgh in 1994, receiving a degree in Mechanical Engineering four years later. It was during her university years that Munro started fencing, eventually becoming the best in her class. During her third year Munro started target shooting and finally discovered her true martial pursuit. At age 21, her love of martial arts and firearms convinced her to enter the Army Corps of Royal Engineers where she specialized in Explosive Ordnance Disposal.

After 4 years in the service, Munro felt increasingly stymied. She desired to become a sniper (having marksmanship easily qualifying), but was forbidden because of her sex. She left the Army in 2002 and joined a private military company, serving for the next 2 years in a number of Middle-Eastern/Central Asian conflicts. During her private military time she worked closely with members of various intelligence services and she was recruited by SIS (MI6) in 2004.

As a SIS field-operative, Munro finally found the position she desired. After a brief training course, she quickly progressed into the go to-person for difficult jobs. Munro relished her work until her parents were assassinated in 2009 as a retaliatory action against one of her successful missions. After the assassination, Munro (and the SIS) fruitlessly worked to identify the assassin. Munro was eventually contacted by an unknown source that provided her the information she desired.

After settling the issue, Munro was again contacted by the source and convinced to leave her position at SIS. After meeting with The Emperor, who elucidated his goal of a return to an aristocratic society (appealing to her Clan Munro pride), Munro accepted a position in the Imperial Court of OSIRIS in 2010. Under Wolf's tutelage, Munro has transformed from a bullet-to-the-head assassin into an elegant, professional mechanic: a killer who makes her kills look like accidents. This doesn't mean she's put down the sniper rifle permanently, however. She still sniper-kills, but only to send a dramatic message.

Although Wolf values Munro's abilities as a top-level assassin, he knows that she is the least committed of the Imperial Court. He plans to continue working on her indoctrination by never failing to highlight the detrimental effects of democracy on the things she holds dear. Wolf believes (and Dr. Kamari concurs) that Munro will eventually become quite the zealot for OSIRIS provided she continues to see the overwhelming benefit of her position.

MILITARY AFFAIRS

Ruler: The King of War, Vasily Orlov

Entrusted with coordinating all true military operations, Military Operations is also consulted whenever a mission requiring five or more individuals is under consideration. Orlov and Durand de la Penne work extensively with each other and Orlov is in constant contact with the CEO of Anubis Operations.

VASILY STANISLAVOVIC ORLOV
RANK: CRIMINAL

STR: 14 **DEX**: 12 **WIL**: 11 **PER**: 12 **INT**: 9

SKILLS (SKILL RANK/BASE CHANCE)
Boating (12/24), Charisma (11/19), Cryptography (9/15), Demolitions (9/20), Disguise (9/15), Diving (13/22), Driving (12/26), Electronics (9/15), Evasion (13/22), Fire Combat (12/25), Gambling (12/14), Hand-to-Hand Combat (14/30), Interrogation (9/11), Local Customs (12/14), Lockpicking/Safecracking (12/12), Mountaineering (12/21), Pickpocket (12/12), Piloting (12/16), Riding (Ability), Science (9/9), Seduction (9/14), Sixth Sense (10/22), Stealth (11/21), Torture ([10/22)

ABILITIES: Connoisseur, First Aid, Russian, Riding

LANGUAGES: German (9/25), English (9/23)

HEIGHT: 6'2"
WEIGHT: 218 lbs.
AGE: 49
APPEARANCE: Normal
REPUTATION: 110
VILLAIN POINTS: 8

SPEED: 3
HAND-TO-HAND DAMAGE: C
STAMINA: 30 Hours
RUN/SWIM: 40 Minutes
CARRYING: 211-280 lbs.
WEAPON: FN Five-seven

FIELDS OF EXPERIENCE: Computers, Football, Mechanical Engineering, Military Science, Political Science, Wargaming

WEAKNESSES: Alcohol Dependence, Drug Dependence (steroids), Sadism, Superstition (Orthodox Christian)

IDIOSYNCRASIES: Utterly humorless—solar eclipses are more common than an Orlov smile. When he does smile or laugh it is because of someone else's accidental pain.

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-3), Seduction (0), Interrogation (-1), Torture (-3)

DESCRIPTION: Orlov has a harsh, angular face, with high cheekbones, a narrow chin, and piercing blue eyes. He has straight brown hair, kept military-short. His facial hair grows quickly, requiring daily shaving. He has a scar on his left cheek.

BACKGROUND: Vasily Stanislavovich Orlov was born in Vladivostok in the summer of 1964. His father was a shipbuilder and his mother a nurse. His paternal grandparents fled east upon the Trans-Siberian Railroad during the beginning of the Russian Civil War, hoping that Vladivostok would remain free. Such was not to be—they survived only by hiding their noble boyar background, a background that Orlov did not find out about until he was 22.

Even in childhood, Orlov was a serious person. He enjoyed physical activities (particularly riding) and had a tendency to bully those around him. During his teen years he became an excellent wrestler and boxer, winning several awards. When the time came for his obligatory military service, Vasily quickly adapted to military life and excelled.

After training, Orlov was sent to Afghanistan (1982) and he performed well under fire. His actions drew the attention of his commander and Orlov was recommended for special services. Orlov took the opportunity and in 1983 became a member of Alpha Group, earning the coveted red beret in 1984. During his deployment in Afghanistan, Orlov grew increasingly critical of political decisions made by weak political men more concerned with maintaining their position than implementing a winnable war strategy. He kept his opinions to himself, of course, and in the cold and windy mountains of Afghanistan he started to long for the days when the boyars had the strength to do what was needed to accomplish their goals.

In 1985, Orlov went to Beruit as part of the team sent to deal with the kidnapping of four Russian diplomats by Islamic militants. By the time he arrived, one of the hostages was rumored as killed, so Orlov (now a team leader) organized the kidnapping of some of some of the family members of the militants. Orlov then killed them and sent their dismembered bodies back to the remaining family. The hostages were quickly released, but Orlov was reprimanded for his behavior and removed from Alpha Group. The Soviets quickly created a fake "official" response to the situation and leaked it into the intelligence services: one in which the crisis was resolved by extensive diplomatic negotiations.

From 1986-1994 Orlov worked as a military instructor (and sometimes as a mercenary) for several nations, mostly in Africa and South America. In 1995, Orlov was approached by The Emperor and given the offer of running his own private military company. Orlov jumped at the offer of meaningful work and has been the most reliable of the Imperial Court members ever since.

Orlov is the only person that The Emperor completely trusts and they have a close friendship. It should be noted that, although Orlov is not legally in charge of Anubis Operations (he's officially a consultant), he makes all the important operational decisions, leaving the CEO to deal with the business aspects.

CRIMINAL WEALTH

Ruler: The Queen of The Underground, Viscontessa Flavia Durand de la Penne

Income from criminal activities is under the control of the Criminal Wealth department. Durand de la Penne brings in nearly a quarter of all operating revenue. Most of the money comes from drug trafficking, but a significant amount comes from extortion, counterfeiting, fraud, and money laundering. Durand de la Penne does not engage in human trafficking.

FLAVIA DURAND DE LA PENNE

RANK: CRIMINAL

STR: 06   **DEX**: 10   **WIL**: 13   **PER**: 13   **INT**: 12

SKILLS (SKILL RANK/BASE CHANCE)
Boating (11/15), Charisma (13/28), Cryptography (12/19), Demolitions (12/12), Disguise (12/12), Diving (8/12), Driving (11/17), Electronics (12/15), Evasion (8/14), Fire Combat (11/16), Gambling (13/26), Hand-to-Hand Combat (6/10), Interrogation (12/14), Local Customs (13/24), Lockpicking/Safecracking (10/22), Mountaineering (9/9), Pickpocket (10/22), Piloting (11/15), Riding (13/16), Science (12/12), Seduction (14/30), Sixth Sense (12/17), Stealth (13/16), Torture (12/12)

ABILITIES: Connoisseur, First Aid, Italian, French

LANGUAGES: English (12/25)

HEIGHT: 5'11"	**SPEED**: 2
WEIGHT: 145 lbs.	**HAND-TO-HAND DAMAGE**: A
AGE: 36	**STAMINA**: 30 Hours
APPEARANCE: Gorgeous	**RUN/SWIM**: 40 Minutes
REPUTATION: 175	**CARRYING**: 101-150 lbs.
VILLAIN POINTS: 5	**WEAPON**: Beretta 950 Jetfire

FIELDS OF EXPERIENCE: Fine Arts, Forensics, International Law, Jewelry, Law, Literature, Music, Rare Collectibles, Tennis

WEAKNESSES: None

IDIOSYNCRASIES: Tends to touch people when conversing with them. Has pristine posture and moves gracefully.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-1), Seduction (-2), Interrogation (-1), Torture (-1)

DESCRIPTION: Silky blond hair curls down the sides of Durand de la Penne's perfect face. Her eyebrows are thick and well-groomed—her nose a graceful Greek overhanging lush lips.

BACKGROUND: The Viscontessa Flavia Durand de la Penne spent her childhood among her family's olive groves in the gentle hills outside of Crotone, Calabria. Her father was the head of a 'Ndrangheta 'ndrine that controlled most of the criminal activity in Crotone and her mother died in childbirth. Until the age of 16, Durand de la Penne was privately tutored by the best her father could find—learning French as well as Italian, and acquiring a voluminous knowledge of the arts.

At 16, after an exceptional row with her father, Durand de la Penne fled to Milan with as much money as she could carry. She clandestinely lived in the city for about half a year while her father desperately searched for her. During this period she travelled in artistic circles and was eventually discovered by the Etro fashion house, launching her modeling career. It was via this first modeling campaign that her father finally located her, but seeing that she was not in danger, he decided to support her career to try and mend their relationship. He did demand that she continue her studies, however, and sent tutors to continue her education.

Durand de la Penne quickly rocketed to the top of the fashion world. Her stunning good looks and patrician demeanor completely demolished the affected bearing of other models. When she was on the runway, it was if there were no other models. At the age of 22 after branching out into all types of high-fashion modeling, she was the most in-demand model in the world, often traveling between Milan, Paris, New York, London, and Tokyo. Her personal tastes were the only thing that kept her from becoming a true supermodel: she refused to model for any plebian products.

During one of her longer trips to Paris in 2001, she encountered a wealthy French businessman named Lothar Tristan Eugan Wolf. Although he was significantly older than she, his wit, regal bearing, and knowledge of fine arts intrigued her. They quickly became lovers, enjoying life in the city of lights. Both entered the relationship knowing it as temporary and soon they parted ways.

Durand de la Penne continued living a charmed life until 2004, when her father was killed during a squabble with a rival 'ndrine. She quickly returned home and, surprising all of her father's associates, declared herself boss of the 'ndrine (no woman had ever been a boss in 'Ndragheta) and after a bit of persuasion involving four gunshots and two dead underlings, the Viscontessa assumed her father's role in the family business.

During the subsequent war among the 'Ndrangheta over a woman boss, Durand de la Penne was heavily pressed until a sudden peace occurred, brokered by none other than her old lover, Wolf. After a long discussion and an agreement to keep the past the past, she decided to join OSIRIS and run her family's business with a new goal. Wolf elevated her to a member of the Imperial Court in 2007.

LEGAL WEALTH

Ruler: The King of Business, Oda Nagatoshi

The Legal Wealth department of OSIRIS controls the activities of all legally-owned businesses. Ruled by Oda Nagatoshi, OSIRIS has major holdings on every populated continent in the world.

ODA NAGATOSHI

RANK: CRIMINAL

STR: 10   **DEX**: 12   **WIL**: 11   **PER**: 13   **INT**: 12

SKILLS (SKILL RANK/BASE CHANCE)
Boating ([12/12), Charisma (11/20), Cryptography (12/17), Demolitions (12/12), Disguise (12/12), Diving (11/11), Driving ([12/20), Electronics (12/18), Evasion (11/21), Fire Combat (12/19), Gambling (13/18), Hand-to-Hand Combat (10/22), Interrogation (12/12), Local Customs (13/20), Lockpicking/Safecracking (12/12), Mountaineering (10/10), Pickpocket (12/12), Piloting (12/18), Riding (12/12), Science (12/12), Seduction (10/15), Sixth Sense (12/22), Stealth (11/19), Torture (11/11)

ABILITIES: Connoisseur, First Aid, Japanese, Russian

LANGUAGES: English (12/24)

HEIGHT: 5'8"	**SPEED**: 3
WEIGHT: 140 lbs.	**HAND-TO-HAND DAMAGE**: B
AGE: 55	**STAMINA**: 30 Hours
APPEARANCE: Good Looking	**RUN/SWIM**: 40 Minutes
REPUTATION: 95	**CARRYING**: 101-150 lbs.
VILLAIN POINTS: 7	**WEAPON**: Walther PPS

FIELDS OF EXPERIENCE: Economics/Business, Golf, International Law, Law, Political Science

WEAKNESSES: Personal Tie (family)

IDIOSYNCRASIES: Likes to tell jokes. Only wears platinum jewelry. Has an explosive temper when faced with failure. Oda smokes two or three El Ray del Mundo Cuban cigars a day.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-1), Seduction (-1), Interrogation (-3), Torture (-1)

DESCRIPTION: Oda has a muscular frame with wide shoulders and narrow hips. His black hair is always slicked back off his high forehead. He has a closely-cropped and well-trimmed full beard that is lightly salt and peppered.

BACKGROUND: Born in Nagoya in the summer of 1958, Oda's father was a businessman and martial arts instructor (jujitsu and kendo) and his mother was a housewife. Born into the Oda clan, Nagatoshi claims direct descent from the famous Nobunaga and, more recently, his father (age 48 at Oda's birth) was the last Oda hakushaku (count or earl) under the Kazoku peerage system abolished after WWII. His family retained most of their holdings however, and Oda grew up as quite the privileged young man.

Oda's youth was spent between learning the martial arts of his father and the business knowledge of the new Japanese reality.

Oda excelled in both spheres, earning a Business degree from the University of Tokyo when 20 and becoming a master of the martial arts at 23. When his father died in 1982, Oda assumed control of his family's affairs, becoming the CEO of Nine Castle Holdings at the age of 24.

Oda's father was a better martial artist than businessman, and Oda quickly set about streamlining Nine Castles starting with an aggresive real estate purchasing program using the cash flow of the holding company. By 1987, Oda had quadrupled the value of Nine Castle and decided to move out of real estate and into technology. His timing could not have been better, as over 80% of the real estate of Nine Castle sold at the peak of the real estate bubble and the majority that remained was necessary for the daily functioning of the holding company.

Oda plowed the lion's share of the profits from his real estate sales into microchip manufactories, but a significant portion he set aside by purchasing stock in conservative Megacaps, focusing on consumer staples. Oda believed that everyone would eventually want a personal computer, but he was certain that everyone needed soap, diapers, and pre-packaged foods. Oda pursued this mix of tech and consumer staples until the late 1990's when he first met Lothar Tristan Eugan Wolf, who was introduced as a Russian businessman. Wolf's vision of a return to an aristocratic society was attractive to Oda, but it was the challenge of creating and running a secret world-wide holding company that sealed the deal. By the end of the day, the wealth under Oda's ample control quadrupled again.

Following Wolf's vision, Oda divested Nine Castles of most of its technology holdings by February 2000 (his timing luck again holding true) and focused the returns into acquiring agricultural holdings, mostly in Africa, South America, and Asia. When possible, Oda purchased farms and processing factories outright, and when not possible, he purchased stock.

In 2004, after four years of successful management, The Emperor officially elevated Oda into the Imperial Court as The King of Business.

THE INTERESTS OF OSIRIS

OSIRIS holds a large list of companies outright, owns a majority stake in more, and owns stock in hundreds of others. Since Oda Nagatoshi's elevation to the Imperial Court, OSIRIS's wealth has tripled and its interests have expanded into almost every area of the world-wide economy.

Since becoming a member of the Imperial Court, Oda Nagatoshi has arranged the OSIRIS interests into 8 geographic areas: North America, South America, Europe, Africa, Australasia, South Asia, East Asia, and West Asia. Each geographic area is headed by a regional manager who reports to Oda concerning the businesses under their supervision. These regional managers are OSIRIS members, and Oda suspects that at least a few would be pleased were he to meet a sudden accident and he's certain that at least one is a mole for The Emperor, but he doesn't know which one. The yearly board meeting is an exciting time for everyone involved.

When buying businesses, Wolf and Oda first look towards profitability and growth potential. If a business qualifies, they then look towards areas of production that increase the self-sufficiency of OSIRIS. For it is better for one OSIRIS business to purchase from another OSIRIS business. After that consideration, physical location (including defensibility), material inputs, and nation-state location are considered. If a business is found to add towards the independence of OSIRIS from the rule of nation-states, the business is purchased and any profits are reinvested or set aside to fund OSIRIS's illegal operations.

All of this is quite above board, but hidden by shell companies, trusts, and even imaginary people created by hacking nation-state citizen databases. Deciphering the connections between the many businesses is all but impossible. The Emperor demands clean books on the front end of a business and infinite obfuscation on the back end.

There are many ways for a GM to introduce OSIRIS into a Classified game. Any adventure involving drugs (or organized crime in general) could be connected to OSIRIS via the 'Ndrangheta background of the Viscontessa Flavia Durand de la Penne. After all, the 'Ndrangheta have overshadowed the Cosa Nostra (the Mafia) in Italy and control over 70% of the drug trade in Europe as well as having connections in Mexico via the Los Zetas. Or perhaps the PC's are sent to investigate an accident that some intelligence services believe is a well-disguised assassination leading to contact with Anna Elisabeth Munro's OSIRIS concerns.

As should be readily apparent, just about any type of adventure could involve the touch of OSIRIS, for if nothing else, any intelligence operative could be revealed as one of Losang Tenzin's moles. And of course, The Emperor himself runs a private intelligence service independent of OSIRIS, of which some of the agents are moles within OSIRIS itself. So perhaps that OSIRIS agent the PCs captured is not only working for Tenzin, but also spying on Tenzin for Wolf?

OSIRIS SITES

CLASSIFIED

RESOURCES
CHAPTER FOURTEEN

This chapter contains some useful resources for running a Classified game: information on animals in Classified, a player character sheet, a page of two NPC sheets, and an equipment list.

ANIMALS

Although most covert operations are urban in nature, animals are not uncommon in Classified games. The most common, of course, is the guard dog, which seems to be an integral security measure of every villainous warehouse or manufactory. Horses also make their appearance, most often as trusty steads ferrying agents quickly away from danger.

These two common animals are complimented by a plethora of uncommon animals, such as sharks, alligators, and piranha. These uncommon animals are most likely found in the primary opponent's lair or used as a convenient way to dispose of some troublesome agents without leaving any direct evidence—or perhaps just because the villain is a sicko who gets his jollies by feeding people to animals.

The few animals below should cover the bases for a Classified game and provide the GM some ideas to build upon when additional customization is required. Don't forget that a high STR (14+) allows wounds to be shaken off—this trait makes the larger animals significantly more durable.

ALLIGATOR/CROCODILE

STR: 15   **DEX**: 01   **WIL**: 04   **PER**: 01   **INT**: 0

ABILITIES: Diving, Sixth Sense, Stealth

HAND-TO-HAND BASE CHANCE: 10

HAND-TO-HAND DAMAGE: G

SPEED: 0 (1 attack every other round)

NOTES: Although separate species, alligators and crocodiles have similar behavior and characteristics. Their thick skin acts as body armor, reducing the Damage Rank of a weapon by 2 steps. For example, a D Damage Rank weapon becomes a B Damage Rank against an alligator or crocodile.

GUARD DOG

STR: 06   **DEX**: 13   **WIL**: 12   **PER**: 12   **INT**: 0

ABILITIES: Evasion, Sixth Sense, Stealth

HAND-TO-HAND BASE CHANCE: 25

HAND-TO-HAND DAMAGE: D

SPEED: 3 (1 attack per round)

NOTES: Guard dogs come in many varieties, but the three most commonly encountered are the Dobermann, Rottweiler and German Shepherd. There is no real statistical difference between these three, nor any other larger, well-trained, or aggressive/hungry dog. For a larger canine, such as a wolf, add +1 Damage Rank.

HORSE

STR: 18   **DEX**: 10   **WIL**: 05   **PER**: 08   **INT**: 0

ABILITIES: Sixth Sense, Stealth

HAND-TO-HAND BASE CHANCE: 12

HAND-TO-HAND DAMAGE: E

SPEED: 3 (1 attack per round)

NOTES: Like dogs, horses come in many varieties, but all are fairly skittish excepting police-trained horses. Such trained horses provide a +2 Difficulty Factor Modifier to Ride checks when confronted with a situation likely to scare a horse such as a sudden loud noise, a predator, etc.

PIRANHA

NOTES: Piranha are not the bloodthirsty killers as seen in movies or TV, but they are still very dangerous animals under the right situation (when very hungry). Any character attacked by a school of piranha receives a Light Wound on the first combat round and another Light Wound on the second round. On the third and fourth combat rounds, the character suffers a Medium Wound. Every round after the fourth the piranha deal a Heavy Wound as they are in full feeding frenzy.

SHARK

STR: 16   **DEX**: 01   **WIL**: 01   **PER**: 01   **INT**: 0

ABILITIES: Sixth Sense, Stealth

DIVING BASE CHANCE: 30

HAND-TO-HAND BASE CHANCE: 12

HAND-TO-HAND DAMAGE: G

SPEED: 3 (1 attack per round)

NOTES: Sharks are among the most-feared of sea life and they come in many sizes. Although they are not terribly dangerous in general, they will attack humans on accident or when very hungry. These statistics are for large sharks such as tiger, bull, and white tips. For a smaller shark apply a -1 Damage Rank and for a larger shark (great white) add +1 Damage Rank.

CLASSIFIED AGENT DOSSIER

Characteristics

STR Strength

DEX Dexterity

WIL Willpower

PER Perception

INT Intelligence

Additional Information

Carrying Capacity

Running / Swimming

Hand-to-Hand Damage Rank

Speed

Stamina

Name:
Rank:
Age:
Height:
Weight:
Appearance:
Reputation:
Hero Points:

Experience Points:

Wounds	LW	MW	HW	INCAP	Date Wounded

Current Cover:

Scars (location):

Languages (INT+Skill Rank):

Weaknessess:

Abilities:

Fields of Experience:

Weapon	PM	RoF	Ammo	DR	Close	Long	CM	MIS	Draw	RL	Price

Vehicle	PM	PL	Cruise	Max	Range	Ram	MP	Price

MULTIPLICATION TABLE (Determines Success Chance)

Base Chance	½	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	*10*	12	14	16	18	20
3	1	3	6	9	12	*15*	18	21	24	27	30
4	2	4	8	12	16	*20*	24	28	32	36	40
5	2	5	10	15	20	*25*	30	35	40	45	50
6	3	6	12	18	24	*30*	36	42	48	54	60
7	3	7	14	21	28	*35*	42	49	56	63	70
8	4	8	16	24	32	*40*	48	46	64	72	80
9	4	9	18	27	36	*45*	54	63	72	81	90
10	5	10	20	30	40	*50*	60	70	80	90	100
11	5	11	22	33	44	*55*	66	77	88	99	110
12	6	12	24	36	48	*60*	72	84	96	108	120
13	6	13	26	39	52	*65*	78	91	104	117	130
14	7	14	28	42	56	*70*	84	98	112	126	140
15	7	15	30	45	60	*75*	90	105	120	135	150
16	8	16	32	48	64	*80*	96	112	128	144	160
17	8	17	34	51	68	*85*	102	119	136	153	170
18	9	18	36	54	72	*90*	108	126	144	162	180
19	9	19	38	57	76	*95*	114	133	152	171	190
20	10	20	40	60	80	*100*	120	140	160	180	200
21	10	21	42	63	84	*105*	126	147	168	189	210
22	11	22	44	66	88	*110*	132	154	176	198	220
23	11	23	46	69	92	*115*	138	161	184	207	260
24	12	24	48	72	96	*120*	144	168	192	216	240
25	12	25	50	75	100	*125*	150	175	200	225	250
26	13	26	52	78	104	*130*	156	182	208	234	260
27	13	27	54	81	108	*135*	162	189	216	243	270
28	14	28	56	84	112	*140*	168	196	224	252	280
29	14	29	58	87	116	*145*	174	203	232	261	290
30+	15	30	60	90	120	*150*	180	210	240	270	300

Header: **Difficulty Factor**

SKILLS	Formula (round down)	Formula Total	Skill Rank	Base Chance
Boating	[(DEX+PER)/2]			
Charisma	WIL			
Cryptography	INT			
Demolitions	INT			
Disguise	INT			
Diving	[(STR+DEX)/2]			
Driving	[(DEX+PER)/2]			
Electronics	INT			
Evasion	[(STR+DEX)/2]			
Fire Combat	[(DEX+PER)/2]			
Gambling	PER			
Hand-to-Hand Combat	STR			
Interrogation	INT			
Language	INT			
Local Customs	PER			
Lockpicking/ Safecracking	DEX			
Mountaineering	[(STR+WIL)/2]			
Pickpocket	DEX			
Piloting	[(DEX+PER)/2]			
Riding	[(WIL+PER)/2]			
Science	INT			
Seduction	[(WIL+Charisma Skill Rank)/2]			
Sixth Sense	[(PER+INT)/2]			
Stealth	WIL			
Torture	[(WIL+INT)/2]			

NPC Name:

STR ☐

DEX ☐

WIL ☐

PER ☐

INT ☐

Rank:
Works For:
Age:
Height:
Weight:
Appearance:
Scars:
Reputation:
Weaknesses:
Languages:
Abilities:
Fields of Experience:

SKILLS	Formula (round down)	Formula Total	Skill Rank	Base Chance
Boating	[(DEX+PER)/2]			
Charisma	WIL			
Cryptography	INT			
Demolitions	INT			
Disguise	INT			
Diving	[(STR+DEX)/2]			
Driving	[(DEX+PER)/2]			
Electronics	INT			
Evasion	[(STR+DEX)/2]			
Fire Combat	[(DEX+PER)/2]			
Gambling	PER			
H-to-H Combat	STR			
Interrogation	INT			
Language	INT			
Local Customs	PER			
Lockpicking/ Safecracking	DEX			
Mountaineering	[(STR+WIL)/2]			
Pickpocket	DEX			
Piloting	[(DEX+PER)/2]			
Riding	[(WIL+PER)/2]			
Science	INT			
Seduction	[(WIL+Charisma Skill Rank)/2]			
Sixth Sense	[(PER+INT)/2]			
Stealth	WIL			
Torture	[(WIL+INT)/2]			

Notes:

Carrying Capacity ☐ Running / Swimming ☐ Speed ☐ Stamina ☐ Hero / Villain Points ☐ Hand-to-Hand Damage Rank ☐

Weapon	PM	RoF	Ammo	DR	Close	Long	CM	MIS	Draw	RL	Price

Vehicle	PM	PL	Cruise	Max	Range	Ram	MP	Price

EQUIPMENT LISTS

The below two lists contain all Classified equipment. The first list contains vehicle modifications and the second, much longer, list contains all miscellaneous equipment. It is recommended that the GM work with the players on new equipment they desire. Additionally, it is recommended that a GM include at least one new piece of equipment in each mission. After all, new gadgets help keep players on their toes!

VEHICLE MODIFICATION LIST

Vehicle Modification	Type	Price
Armor	Level 1	$2,500 per point
	Level 2	$5,000 per point
	Level 3	$10,000 per point
	Level 4	$20,000 per point
Autopilot		$5,000
Bullet Proof Screen		$1,000
Drone System		$5,000 + $35,000 per drone
Ejector Seat		$8,000
Electrical Protection System		$2,000
EMP Cannon		$8,500
Explosive Alarm System		$500
Gas Ports and Oxygen Feeds		$2,000 + cost of 4 grenades
Gun Ports	Sliding	$1000
	Through Skin	$500
Halogen Burst Lamp		$500 + $50 per bulb
Heads-Up Display (HUD)	Normal	$2,000
	Night Vision	$5,000
Hidden Compartment	Level 1	$500 per point
	Level 2	$1,000 per point
	Level 3	$2,000 per point
	Level 4	$4,000 per point
Ink Cloud Generator		$2,000 + $100 per refill
Mine Dispenser		$1,500 + $100 per mine
Modified Integrated Computer		$4,000
Modifiable Running Lights		$1,500
Mortar System		$15,000 + $100 per shell
Oil Slick Sprayer		$1,500 + $200 per refill
Performance Modification		10% of base vehicle price
Puncture Resistant Tires		$200 per tire
Quick-Tint Windows		$500
Revolving License Plate		$500
Smoke Screen Generator		$750 + 250 per refill
Standard Modification Package	Law Enforcement	$3,000 + 15% of base vehicle price
	Agent	$3,000 + 10% of stock price + $5,000 per each Modification Point
	Special Agent	$5,000 + 10% of stock price + $10,000 per each Modification Point
Structural Reinforcement		5% of base vehicle price
Tack Strip Dispenser		$1,500 + $200 per tack strip
Tire Slasher		$1,000
Twin .50 Machineguns		$60,000
Twin M240B Machineguns		$50,000
Vehicle Arresting System		$2,000 + 500 per refill

MISCELLANEOUS EQUIPMENT LIST

Miscellaneous Equipment	Type	Detail	Price
Ammunition	Armor Piercing		$100 per 100
	Breaching		$100 per 100
	Frangible		$100 per 100
	Hollow Point		$100 per 100
	Shotgun Slug		$100 per 100
	Tracer		$100 per 100
Attaché Cases, Purses, Luggage	Alarm and Tracer		$1,000
	Biometric Lock		$1,250
	Bolt and Lift		$4,750
	Bulletproof		$2,000
	Bullet Resistant		$1,500
	Concealed Firearm		$3,000
	Covert Linings		$5,000
	Electric Security		$750
	Garrote		$300
	Gas Defense		$2,000 + $100 per refill + cost of gas
	Hidden Compartment	Level 1	$100 per Modification Point
		Level 2	$200 per Modification Point
		Level 3	$400 per Modification Point
		Level 4	$1,000 per Modification Point
	Knife Dispenser		$500
Belts	Explosive		$400
	Money Belt (commercial)		$25
	Money Belt (covert)		$250
	Rope Belt		$200
Binoculars	Assassin's		$3,500 + 200 refill
	Recording		$1 ,950
Body Armor	Level 1		$250
	Level 2		$500
	Level 3		$750
	Level 4		$1,000
	Ballistic Mesh Shirt		$450
	Bespoke		$2,500
	EOD Suit		$15,000
	Raincoat Protector		$3,000 or $3,500 (leather)
Cigarettes	Anesthetizer		$150
	Explosive		$50
Cigarette Cases	Explosive		$200 + 05. lbs. of C4
	Throwing Star		$50
Cigarette Lighters	Explosive		$200 + 05. lbs. of C4
	Gas Defense		$50 plus gas
Drugs and Poisons	Black Widow Poison		$25 per spider or $500 per dose
	Chloroform		$100
	Haloperidol		$50
	Halothane		$85
	Hemotoxins		$500 per snake or $200 per dose
	Mark I NAAK		$100

Category	Subcategory	Sub-subcategory	Price
	Nerve Gas	Sarin	$10,00
		VX	$20,000
		Novichok-5	$40,000
	Neurotoxins		$500 per snake or $200 per dose
	Tear Gas (CS Gas)		$15
	Thiopental Sodium		$200 per dose
	Sodium Amytal		$200
Explosives and Incendiaries	C4	M112	$200
		M118	$300
	Detonation Cord		$1,000 per 3,000 yards
	Dynamite		$20 per 0.5 lbs.
	M18A1 Claymore Mine		$500
	MM-1 Mimimore		$400
	Molotov Cocktail		$10 or less
	Shaving Canister Flamethrower		
Night Vision Goggles	Consumer		$600
	Law Enforcement		$2,000
	Thermal		$4,000
	Military		$8,000
Glasses	Polarized Lenses		$200
	Rear Vision		$1,250
Holsters	Balanced		$50
	Concealed		$50
	Fast		$50
Lock Picks	Earring Lock Picks		$200
	Electronic Passcard Cracker		$800
	Bump Key		$20 set of 6
	Jigglers		$50 set of 10
	Lock Picks	Americas	$50
		European	$50
		Asian	$50
		Elite	$350
	Padlock Shim		$25
	Slim Jim		$25
	Shovit Tool		$15
	Snap Gun		$50
Microphones	Shotgun		$100
	Parabolic		$500
	Laser		$3,500
Pens	Acid		$150 + $25 refill
	Binoculars		$250
	Explosive		$200
	Gas Defense		$150
	Gun		$250
Rings	Poison Compartment		$150
	Titanium Utility		$350
Security Gear	Fingerprint Scanner Lock	Cheap	$200
		Expensive	$800
	Keypad Lock		$300

	Magnetic Card Locks		$300
	Metal Detectors	Stationary	$4,500
		Wand	$150
	Motion Detector		$50
	Palm Scanner Lock	Cheap	$3,000
		Expensive	$6,000
	Thermal Detector		$200
	Retinal Scanner		$200,000
	Signature Analyzer		$10,000
	Seismic Detector	Consumer	$300
		High-Security	$200,000
	Voice Analyzer		$120,000
	X-Ray Scanner	Items	$25,000
		Backscatter	$175,000
Shoes	Escape Kit		$800 per shoe + 100 refill
	Explosive		$600
Sights	Laser	Pistol	$250
		Other	$600
	Night Vision		$950
	Telescopic		$750
	Thermal		$1,250
Suppressors	Silencer	Pistol	$400
		Other	$600
	Flash Suppressors		
		Pistol	$200
		Other	$400
	Hybrids	Pistol	$800
		Other	$1,200
Surveillance Gear (Bugs)	Mediums	Sound	$10
		Visual	$20
		Location	$30
	Transmission Types	GSM	$20
		UHF	$40
		VLF	$40
		Radio	$10
		Hard-Wire	$40
	Storage Options	Fixed	$10
		Rolling	$15
	Power Sources	Battery	$10
		Continuous	$20
Ties	Incendiary		$400
	Rope		$125
Umbrellas	Airgun		$950
	Bullet Resistant		$230
	Pistol		$1,250
	Sword		$275
Watches	Garrote		$300
	Geiger Counter		$600
	Rotary Saw		$450

DESIGNATION OF PRODUCT IDENTITY AND OPEN GAME CONTENT

All text in this work is Opegn Game Content, excepting the term Classified and Expeditious Retreat Press, logos, artwork, and author and artist names.

If you want to use the term "Classified" in a product, please contact Joseph Browning at josephbrowning@gmail.com.

COVERT ROLEPLAYING

ENTER THE WORLD OF A SECRET AGENT

CLASSIFIED

WWW.XRPSHOP.CITYMAX.COM

CLASSIFIED! COVERT ROLEPLAYING

EXPEDITIOUS RETREAT PRESS