

Spy

Prime Requisite: DEX **Hit Dice:** 1d4

Requirements: none **Maximum level:** 14

			Find and		
			Open	Remove	Back
lvl	XP	Title	Locks	Traps	Stab
1	0	Lookout	18+	18+	2x
2	1200	Snoop	17+	17+	2x
3	2400	Informer	16+	16+	2x
4	4800	Sleeper	15+	15+	2x
5	9600	Mole	14+	14+	3x
6	19200	Detective	12+	13+	3x
7	38400	Investigator	10+	11+	3x
8	75000	Analyst	8+	9+	3x
9	175000	Operative	6+	7+	4x
10	275000	Spook	4+	5+	4x
11	375000	Secret Agent	3+	3+	4x
12	475000	Handler	2+	2+	4x
13	575000	Classified	1+	2+	5x
14	675000	Head of Int.	1+	1+	5x

Spies can use any weapons in the **bows/crossbows** or **sword/knife** classes, and can choose one related fighting style. They can wear up to **leather armor**, but no more. Spies can **backstab**, **open locks** and **find traps** as a thief of their level, and can **read languages** with a proficiency roll of 4+ on a d20, and **read and cast magical scrolls** with a proficiency roll of 3+ on a d20. Through careful training, spies learn to use **ESP** to read the minds of others (as the spell, once per hour with 1 round casting time). Spies speak **common**, **dwarf**, **elf**, **orc**, and **goblin**.

Most impressive is the ability for a spy to blend in; once every 8 hours, a spy can **alter shape** into that of any other humanoid creature, controlling height, weight, gender, hair texture, hair color, and skin color within the normal ranges for a creature of its kind. Equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful **Disguise** proficiency throw (11+), the spy can appear as a specific individual. Spies can duplicate voices with **mimicry**. A spy has tremendous **command of voice**, which gives a +2 bonus to any vocal interactions; furthermore, a spy can **perceive intentions** of those around him, allowing him to see when someone is lying – or has found him out. Due to their frequent interactions with poison, spies have gained **Wholeness of Body**, which makes them immune to all poisons, including magical poisons.

At level 9, a spy can form his own covert organization, and will be joined by 2d6 1st level spies. After that level, spies gain HP at +2 per level. Spies save as thieves, have 1 cleave per 2 levels,

Spy Proficiency List

Alertness, Ambushing, Arcane dabbling, Bribery, Cat burglar, Climbing, Combat reflexes, Combat trickery, Command, Fighting style, Gambling, Lip Reading, Loremastery, Magical Engineering, Passing without Trace, Precise Shooting, Prestidigitation, Running, Seduction, Skirmishing, Skulking, Sniping, Swashbuckling, Trap finding, Unarmed Fighting, Wakefulness, Weapon finesse, Weapon focus

Spy: Calculations

Hit dice 0: (d4) 0 points, 0 XP

Fighting value 1: 1 point, 500 XP

+2 per 4 levels; narrow weapon focus (bow/crossbow, swords/dagger)

unrestricted armor; 2 fighting styles

no damage bonus; cleaves 1 per 2 levels

Trade off: Unrestricted armor down to Narrow armor: +3 custom powers

Trade off: 1 fighting style: +1 custom power

Thieving 3: 1 points, 700 XP

10 skills:

Open locks

Find traps

Read languages

Read/cast magical scrolls

Backstab

(+5 custom powers)

total powers: 8

1 ESP: 1/hr, 1 round casting time

2 Alter shape: 1/8hr, 1 round casting time

3 Disguise

4 Bonus languages (pick four)

5 Command of voice

6 Wholeness of Body

7 Perceive Intentions

8 Mimicry

Stronghold and followers: hideout

2d6 1^s level spies