

SPY

Citizen & Unaffiliated

BACKGROUND

The practice of espionage is a long-established aspect of Human history and interactions. Prior to the formal existence of unified cultures, the smaller clans would attempt to gain advantages over rival clans by manipulating the flow of information. The practice of espionage has developed independently over the various cultures at different rates based on the perceived usefulness and need for information manipulation. Although each culture has developed at their own rate, most seem to have arrived at similar methodologies and paradigms surrounding the art of espionage.

It is generally agreed that one of the most effective ways to gather data about an enemy—or potential enemy—is to infiltrate the enemy's ranks. In these kinds of situations, spies are employed not only in bringing back information, but also in finding and recruiting dissidents within the enemy's forces. In times of crisis, spies can also be used to steal scientific or magical knowledge and to enable the sabotage of the enemy in various ways. Counterintelligence operatives often feed false information to enemy spies, protecting important secrets and preventing attempts at subversion. Nearly every culture has strict views and philosophies on espionage, and the penalty for discovery is typically quite severe. The profession requires a great deal of cunning, a knack for manipulation, and the ability to think on one's feet. Those who cannot keep up with its demands are often left behind—exiled, burned (the practice of intentionally revealing the identity of an agent), killed, or otherwise silenced.

MECHANICS

First, you must choose whether to be employed or independent, which will determine the means by which you receive assignments. An **independent** spy accepts assignments from any individual who offers, while an **employed** spy accepts assignments from a specific employer. If choosing to be employed, you must then specify whether you are lawful or unlawful. This decision will determine whether your assignments come from the government or from a less reputable organization.

The number, value, and complexity of assignments that you receive will increase as you complete more assignments. In general, as lawful or unlawful spies progress in rank and reputation, they will often receive offers from persons of higher status or power within the organization they serve. Independent spies, on the other hand, will simply receive assignments with increasing value and frequency. All spies, regardless of classification, will additionally have the ability to build up a network of agents under their command.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Successfully apply six points of Espionage to develop a persona for your disguise	<i>+2 events</i>	1 silver stipend Skills: <i>Espionage</i>
<i>Journeyman</i>	Successfully apply Six points of Espionage to develop a persona for your secondary disguise over the course of 2 more events.	<i>+2 events</i>	2 silver stipend Skills: <i>Disguise, Improved espionage</i>
<i>Master</i>	Successfully apply Eighteen points of spy to a singular goal over the course of 2 more events.	<i>+2 events</i>	3 silver stipend Skills: <i>Enhanced Espionage, Secondary disguise</i>
<i>Grandmaster</i>			4 silver stipend Skills: <i>Mastered Espionage</i>

SKILLS

Espionage (4) This converts your BGS into a subversive activity.

Disguise (2) You may fabricate an alternate identity with a false back-story who will be recognized as though they were an actual person, although you will not be given access to any skills beyond your own regular pool of abilities. At any point during an event, you may undertake a complete costume change to assume this false identity. In order to make the transition as easy on your fellow players as possible, we ask that your alternate identity's costume be significantly and obviously different from your normal costume. The costume change is physical, not magical, and therefore if you are ever caught in the middle of changing, your cover will be effectively blown.

Disguise, secondary (2) *Prerequisite: Disguise.* You may fabricate a secondary identity.

Espionage, improved (4) *Prerequisite: Espionage.* Gain an additional 5 spy points.

Espionage, enhanced (4) *Prerequisite: Improved espionage.* Gain an additional 5 spy points.

Espionage, mastered (4) *Prerequisite: Enhanced espionage.* Gain an additional 5 spy points.