

FOR QUEEN & COUNTRY

Master Rules Document v.1.2

Introduction

For Queen and Country is a new UK-based Spycraft campaign. The campaign team can be contacted at ForQueenandCountry@googlemail.com

The campaign will be run at a number of UK Conventions (Conception, Gencon, and hopefully a few more). Unlike previous Spycraft campaigns, *For Queen and Country* will have a cohesive world setting (with recurring characters and locations), and an overarching storyline.

In Season 1 we have nine modules planned, three of which will be 'hard points'. Anyone intending to play should take part in the first module 'Footprints in Ash', and we would strongly recommend taking part in the other two Season 1 hard points.

For Queen and Country is set in a pseudo-real world with everyday limitations. Not every enemy organisation has networked computer systems or is connected to the World Wide Web. DNA analysis and CCTV footage cannot be obtained instantaneously – even if we stretch reality, these things still take a few hours. However, the campaign setting won't go too far the other way with nit-picking realism or excessively dark drama either. Glitz and glamour will have their place.

All agents work for the National Intelligence Agency. The National Intelligence Agency (NIA) is an arm of the British Intelligence Service that specialises in cross-department working.

In collaboration with established security departments, the NIA is tasked with handling both foreign and domestic threats. Its main remit is to deal with counter-terrorism and counter-espionage, but it also gathers intelligence on serious crime, illegal arms, people trafficking and the drugs trade for other departments.

Character generation

1. **Base classes:**

Only those found in the core *Spycraft* rulebook are allowed.

2. **Points:**

All characters are generated using **36 points**. Statistics start at 8, but can only be brought to a maximum of 18. However this maximum can be raised depending on which Talents and Specialties are chosen.

3. **Talents and Specialties:**

Rather than Departments, a system of Talents and Specialties is included. Talents represent what you're naturally good at. Specialities represent where you've been and what you've been doing in life up to the start of the campaign.

4. **Prestige classes and class books:**

Most prestige classes, feats or options from *Soldier/Wheelman*, *Faceman/Snoop*, *Fixer/Pointman* and *Modern Arms Guide* are allowed. However, classes or options that require a core class not found in the main book, or prestige classes in the disavowed list on Page 3 of this MRD, or equipment not found in the FQC equipment list are not allowed.

Point-based abilities		
Score	Cost	Modifier
6	-	-2
7	-	-2
8	0	-1
9	1	-1
10	2	+0
11	3	+0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	-	+4
20	-	+5

Vitality chart	
Hit dice	Vitality gained
D8	+5
D10	+6
D12	+7

In addition to the class books mentioned on Page 2 of this MRD, the following prestige classes are allowed:

From the Shadowforce Archer Core Book (black cover)

Cat Burglar
Counter terrorist
Sniper
Hacker

From the Mastermind Book (silver cover)

Hit Man

Please note: The core ability for this prestige class has changed. Instead, the core ability will be that when a Hit Man spends an action dice, to increase a damage roll, 2 action dice are added instead of 1. (e.g. 1d4 becomes 2d4)

Disavowed Prestige Classes

The following Prestige classes are not allowed in the *For Queen and Country* Campaign.

Faceman/Snoop Class Guide

Journalist
Politico

Fixer/Pointman Class Guide

Forward
Goodfella
Provocateur

Soldier/Wheelman Class Guide

Slammer

5. Wounds:

These are calculated as normal.

6. Vitality:

All characters receive maximum vitality at first level. Please see the Vitality chart on page 2 for subsequent levels. Remember to add the Con bonus to the number as normal.

7. Gadget points, budget points and field expenses:

For field expenses, personal and mission budget information see the FQC guide to gearing up.

8. Backgrounds:

Some people can't escape their past, and some people can't remember it. For 2 skill points you can take a background from the list below. Although these backgrounds won't be individually tailored we can promise that one or two of them will turn up in each season. For your 2 skill points, and a more personal stake in the campaign, you will receive an experience bonus when your background appears in a game. If you don't want to involve your background in a particular mission then let the GC know. If the background comes up it won't affect you for that game and you won't receive any extra experience for it.

The following backgrounds are allowed:

Amnesia, Debt, Hunted, Obligation.

9. Character rebuild:

Until 4th level your character is not set in stone. You may rebuild your character during levels 1-3. However, you must keep the same character name.

10. Spycraft Errata:

Latest versions of the errata and modifications made for the original *Living Spycraft* game are in effect with *For Queen and Country*. In time we hope to include the errata in an updated MRD.

Talents

Adaptable

You rely on a broad array of tactics rather than a single approach. No matter what happens, you come up with a workable solution – or at least a fair attempt.

- You gain +1 insight bonus with Inspiration checks. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 insight bonus on your total action die result. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Agile

You are naturally fast on your feet, an asset that has saved you from disaster many times.

- +2 DEX, -2 STR.
- Your speed increases by 5ft.
- Balance is always a class skill for you.
- You gain +1 insight bonus with Reflex saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Brainy

You are smarter than most people, possibly because you were raised among academics or had the opportunity to indulge your curiosity about a wide range of subjects.

- +2 INT, -2 STR.
- You gain +1 insight bonus with Education checks. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain 4 additional skill points at level 1 and 1 additional skill point for each level thereafter.

Burly

You are built like a brick privy or can otherwise soak up, or dish out, punishment when needed.

- +2 STR, -2 DEX.
- Your base Defence increases by 1.
- 1 additional Wound point at level 1, and 1 additional Wound point at level 4, 8, 12, 16 and 20.

Caustic

Your mouth frequently gets you into hot water, but it just as often saves you from worse punishment.

- +2 CHA, -2 WIS.
- You gain a +1 bonus on Bluff when making a Taunt action (see Page 168 of the *core Spycraft rulebook*). This bonus increases by an additional +1 at level 5, 10, 15 and 20.
- Intimidate is always a class skill for you.
- Your threat range with Intimidate skill checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Clever

You are so tricky that sometimes you even amaze yourself.

- +2 INT, -2 CON.
- You gain +1 insight bonus with skill checks made to determine surprise. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 insight bonus with Reflex saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Convincing

Your earnest presence makes you the envy of used car salesmen everywhere.

- +2 CHA, -2 INT.
- You gain a +1 bonus on Bluff when making a Feint action (see Page 167 of the *core Spycraft rulebook*). This bonus increases by an additional +1 at level 5, 10, 15 and 20.
- Bluff is always a class skill for you.
- Your threat range with Bluff skill checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Cunning

You survive by your wits, which are very, very sharp.

- +2 INT, -2 WIS.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.
- When you take a Regroup action in combat (see Page 163 of the *core Spycraft rulebook*), in addition to the standard bonus to your own initiative, you may raise the initiative score of all allies you can communicate with by +1.

Daring

'Leap before you look' is your personal motto. Fortunately, you're usually fast enough or lucky enough to get away with it.

- +2 DEX, -2 INT.
- You gain +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 insight bonus with action die results. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Disciplined

You're in control of your life at all times and have the drive to accomplish anything to which you have set your mind.

- +2 to any one ability of your choice, -2 to any one ability of your choice. You may apply both the bonus and penalty to the same ability, if you desire.
- You gain +1 insight bonus with Will saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Fierce

You tend to bully your way through life, counting on your physical presence to carry the day.

- +2 STR, -2 CHA.
- You gain +1 insight bonus with Initiative checks. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Your threat range with Intimidate skill checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Fit

You lead a healthy, active life that lets you shrug off minor illnesses and other annoyances.

- +2 STR, -2 INT.
- Your speed increases by 5ft.
- Sport is always a class skill for you.
- You gain +1 insight bonus with Fortitude saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Gifted

You are a natural prodigy, capable of amazing accomplishments in your particular field.

- +2 to any one ability of your choice, -2 to any one ability of your choice. You may apply both the bonus and penalty to the same ability, if you desire.
- Choose 1 skill. This skill is always a class skill for you.
- Choose 1 skill. Your threat range with this skill increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Gonzo

People wonder if you're a little bit crazy. You know better – you're a lot crazy!

- +2 to any one ability of your choice and -2 to any one ability of your choice. You may apply both the bonus and penalty to the same ability, if you desire.
- You gain +1 insight bonus with Will saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- 1 additional Wound point at level 1 and 1 additional Wound point at level 4, 8, 12, 16 and 20.

Graceful

You never seem to miss a beat – physically or socially.

- +2 DEX, -2 CON.
- You gain a +1 bonus on opposed Strength or Dexterity checks when you make, or oppose, a Trip action (see Page 169 of the *core Spycraft rulebook*). This bonus increases by an additional +1 at levels 5, 10, 15 and 20
- Diplomacy is always a class skill for you.
- Your threat range with Sleight of Hand checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Grizzled

You're a gruff and intimidating figure. If the world hasn't killed you yet it's not likely to do so any time soon.

- +2 CON, -2 DEX.
- Your base Defence increases by 2.
- 1 additional Wound point at level 1 and 1 additional Wound point at level 4, 8, 12, 16 and 20.

Mysterious

You probably smile a lot – just to make people nervous about your motives.

- Your base Defence increases by 1.
- Gather Information is always a class skill for you.
- Your threat range with Move Silently checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Orphaned

It's a hard life, but somehow you know you're going to come out on top.

- +2 to any one ability of your choice, -2 to any one ability of your choice. You may apply both the bonus and penalty to the same ability, if you desire.
- Choose 1 skill. This skill is always a class skill for you.
- You gain 1 additional action die at the start of each session.

Persistent

Dogged and relentless, you keep at any job until it's done.

- +2 CON, -2 CHA.
- Once per session you may retry any skill check without suffering any of the penalties.
- Concentration is always a class skill for you.

Reliable

Life experience has prepared you to take on virtually any role in life. You're not flashy, just dependable.

- +2 to your lowest ability, - 2 to your highest ability.
- You gain +1 insight bonus to one Profession skill of your choice. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Choose 1 skill. This skill is always a class skill for you.

Resolute

Once you make a decision, you back it with everything you've got.

- +2 WIS, -2 DEX.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.
- Concentration is always a class skill for you.
- You gain +1 insight bonus with Will saves. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Rowdy

'Rebellious' and 'unpredictable' are the words most often used to describe you, but you've seen and done things most people never even dream of.

- +2 CON, -2 WIS.
- Your speed increases by 5ft.
- Your threat range with Cultures checks increases by 1 and this bonus increases by an additional +1 at level 5, 10, 15 and 20.
- Choose 1 skill. This skill is always a class skill for you.

Shrewd

You're an expert judge of character and surround yourself with only the very best colleagues.

- +2 WIS, -2 CON.
- You gain +1 to Sense Motive skill at level 1, 3, 5, 7, 11, 15 and 19.
- Your threat range with Sense Motive checks increases by 1 and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Veteran

You're a seasoned professional with unparalleled insight about your chosen trade.

- +2 to your lowest ability score - 2 to your highest ability score.
- Once per session you may make 1 Favour check of any type without spending an action die.
- Cultures is always a class skill for you.
- Choose 1 skill. Your threat range with this skill increases by 1 and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Vigilant

You grew up in a war zone or in other conditions that required your full attention to survive.

- +2 WIS, -2 CHA.
- You gain +1 insight bonus with skill checks made to determine surprise. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Your threat range with Spot checks increases by 1 and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Witty

You can hold your own in any conversation. An enchanting dinner companion – and a dangerous one.

- +2 CHA, -2 STR.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.
- Your threat range with Bluff checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Specialities

Pre-requisites for bonus feats are suspended in this instance, except where you can choose 'any' feat, eg. any chase feat, any covert feat, etc. In these instances you must meet the pre-requisites for the feat that you choose.

Actor

One man in his time plays many parts, and you excel at most of them

- Bonus Feat: Mimic
- You gain +1 insight bonus to Bluff and Innuendo. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.

Burglar

You've spent a lot of time on the wrong side of the law

- Bonus Feat: Stealthy
- You gain +1 insight bonus to Open Lock, and Climb. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Your threat range with Intimidate checks increases by 1, and this bonus increases by an additional +1 at level 5, 10, 15 and 20.

Contractor

You've turned your unique talents into a brilliant career

- Bonus Feat: Talented
- You may apply the benefits from the Talented feat to two different skills.
- You gain +10 Budget Points Personal Gear only.

Copper

You have trained with or worked in the Police force

- Bonus Feat: Police Training
- You gain a +1 bonus on opposed attack rolls when you make, or oppose, a Disarm action (see Page 166 of the *core Spycraft rulebook*). This bonus increases by an additional +1 at levels 5, 10, 15 and 20.
- You gain +1 insight bonus to Sense Motive. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Forger

Documents are your weapons, with time and care you can be anybody

- Bonus Feat: Master Fence
- You gain +1 insight bonus to Bluff and Computers. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain one Level 1 Cover ID for no BP cost.

Doctor

Whether a neurosurgeon or veterinarian your medical skills are always in demand

- Bonus Feat: Iron Will
- You gain +1 insight bonus to First Aid. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may spend an action die to heal another. The result is the same as 'heal self'.

Drone

While you were always a little special you've served your time in the humdrum of normal life

- Bonus Feat: Ordinary Past
- You gain +1 insight bonus to Bureaucracy and Appraise. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Choose 1 skill. Your maximum rank in this skill is your level +4.

Escape Artist

No prison will hold you, no chains will bind you... and the shark infested water just adds spice

- Bonus Feat: Magician
- You gain +1 insight bonus to Perform and Use Rope. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may retry a failed Escape Artist check as a free action. You may not use this ability on Errors.

Explorer

You've forged rivers, lived under the stars, and generally filled in the blank bits on maps

- Bonus Feat: Great Fortitude
- You gain +1 insight bonus to Survival and Handle Animal. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may retry a failed Survival check as a free action. You may not use this ability on Errors.

Geek

You live in the electronics domain - possessing friends and companions around the world, across borders and frequently beyond the law

- Bonus Feat: Maths Genius
- You gain +1 insight bonus to Electronics and Concentration. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Choose 1 skill. This skill is always a class skill for you. You may choose 1 additional skill to gain this benefit at level 4, 8, 12, 16 and 20.

Grifter

You are a snake oil salesman, card shark or small time con artist.

- Bonus Feat: Persuasive
- You gain +1 insight bonus to Sleight of Hand and Sense Motive. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.

Gymnast

You don't just keep in shape ... it's all about flexibility

- Bonus Feat: Acrobatic
- You gain +1 insight bonus to Climb and Escape Artist. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Your speed increases by 5ft.

Hot Rodder

You are a lover of great speed, pushing the limits at every opportunity

- Bonus Feat: Lane Dancer
- You gain +1 insight bonus to Drive and Mechanics. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Any ground vehicle you request gains one free non-weapon add-on to the value of 1 Gadget Point.

Icon

They may not know your name, but they'll never forget your face

- Bonus Feat: The Look
- You gain +1 insight bonus to Diplomacy and Cultures. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.

Instructor

Others may 'do', but you're happy to teach

- Bonus Feat: Scholarly
- You gain +1 insight bonus to a Knowledge skill of your choice. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 on any rolls you make to assist another.

Inventor

You've never met a problem that can't be solved with a new piece of kit

- Bonus Feat: any Gear feat
- You gain +1 insight bonus to Cryptography. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +3 Budget Points to your mission budget. This may be used once per session only.

Investigator

You spend a lot of time looking in other people's business

- Bonus Feat: Alertness
- You gain +1 insight bonus to Surveillance and Gather Information. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may request an Inspiration check from the GC for which the GC gains no action dice. If the GC refuses, you gain 1 bonus action die.

Journalist

You have a nose for the truth and a strong sense of duty.

- Bonus Feat: Mark
- You gain +1 insight bonus with Listen and Gather Information. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.

Kit Basher

Whether it oozes grease or juggles bytes, you are a firm believer in percussive maintenance

- Bonus Feat: Grease Monkey
- You gain +1 insight bonus to any one Craft skill. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may retry a failed Electronics check as a free action. You may not use this ability on Errors.

Martial Artist

You know kung fu (or savate, or capoeira or ...)

- Bonus Feat: any Unarmed feat
- You gain +1 insight bonus to Tumble. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain a +1 bonus on opposed attack rolls when you make, or resist, a Grapple action (see Page 172 of the *core Spycraft rulebook*). This bonus increases by an additional +1 at levels 5, 10, 15 and 20.

Mercenary

You're part of the private military where you've learnt many practical applications of violence

- Bonus Feat: any Ranged feat
- You gain +1 insight bonus to Demolitions. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 bonus with attack checks made as part of a Strafe action. This bonus increases by an additional +1 at level 5, 10, 15 and 20.

Operative

You steal and protect secrets for a living, for a national power, major corporation or rogue organisation.

- Bonus Feat: Field Operative
- You gain +1 insight bonus to Cultures and Knowledge (Tradecraft). This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +10 Budget Points Personal Gear only.

Petrol Head

Road warrior, speed freak... you live by the car and most likely will die by the car

- Bonus Feat: Speed Demon
- You gain +1 insight bonus to Mechanics. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +4 Gadget Points for vehicles and vehicle add-ons.

Philanderer

You have a way with words and women/men (take your pick - or not)

- Bonus Feat: Silver Tongue
- You gain +1 insight bonus to Disguise and Innuendo. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session, you may improve the disposition of a single non-villain NPC by 1 grade without a skill check.

Pilot

Birds come to you for flying lessons

- Bonus Feat: Wind Rider
- You gain +1 insight bonus to Pilot and Mechanics. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Any air vehicle you request gains one free non-weapon add-on to the value of 1 Gadget Point.

Recruit

A military career has taught you a lot about discipline, honour and duty.

- Bonus Feat: any Basic Combat Feat
- You gain +1 insight bonus with Intimidate. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 bonus with attack checks made as part of a Cover-fire action. This bonus increases by an additional +1 at level 5, 10, 15 and 20.

Researcher

You may be pushing back the scientific frontier or calling years of legal precedent into question.

- Bonus Feat: any Advanced feat
- You gain +1 insight bonus to Search, Gather Information and a Knowledge skill of your choice. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Sailor

A life on the ocean wave, you're never happier than when you're all at sea

- Bonus Feat: Wave Runner
- You gain +1 insight bonus to Boating and Swim. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Any water vehicle you request gains one free non-weapon add-on to the value of 1 Gadget Point.

Special Ops

You've honed your skills and served causes that may never be made public.

- Bonus Feat: any Covert feat
- You gain +1 insight bonus to Move Silently. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +1 bonus with attack checks made after taking an Aim action – this can only be used against a single target. This bonus increases by an additional +1 at level 5, 10, 15 and 20.

Sportsman

Whether to win medals or just to be the best you can, you train hard and you play hard

- Bonus Feat: Athletic
- You gain +1 insight bonus to Balance and Jump. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Your speed increases by 5ft.

Student

You're just out of university or a bright-eyed individual studying the world.

- Bonus Feat: Training
- You gain +1 insight bonus to Computers and Languages. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Choose 1 skill. This skill is always a class skill for you.

Suit

You're a corporate warrior or high-powered pen pusher.

- Bonus Feat: any Style feat
- You gain +1 insight bonus with Bureaucracy and Profession (of your choice). This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Once per session you may request one Favour check without spending an action die.

Survivalist

You can hike for hours and you've spent many nights under the stars.

- Bonus Feat: Outdoorsman
- You gain +1 insight bonus with First Aid and Spot. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain +10 Budget Points Personal Gear only.

Thrill Seeker

You've survived stunts that should have left you mangled or dead. You like living on the edge.

- Bonus Feat: Lightning Reflexes
- You gain +1 insight bonus with Balance, Climb and Sport. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.

Transporter

If you tell someone you'll get something someplace, that's a guarantee

- Bonus Feat: any Chase feat
- You gain +1 insight bonus to Drive. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- Any vehicle you request comes with a free Hidden Compartment.

Weapon Master

With a sword, a knife or just a handy club, if the fight gets up close, you're in your element

- Bonus Feat: any Melee feat
- You gain +1 insight bonus to Balance. This bonus increases by an additional +1 at level 4, 8, 12, 16 and 20.
- You gain a +1 bonus to resist Disarm checks. This bonus increases by an additional +1 at level 5, 10, 15 and 20

Class abilities

The following addition has been made to the core class abilities found in the core *Spycraft* rulebook.

Pointman

Out of the Bag

At first level a Pointman receives one additional action die in a separate 'Generous Pool'. This action die can only be used with the Pointman's *Generous* core ability and may not be used to boost his own dice rolls. The Pointman receives one additional action die in this pool at 5, 10, 15 and 20 level. The type of die is as shown in Table 1.3 on page 20 of the core *Spycraft* Rulebook.

Skills

The following skill is allowed in addition to those found in the core *Spycraft* rulebook, *Soldier/Wheelman*, *Faceman/Snoop*, *Fixer/Pointman* and *Modern Arms Guide*. It replaces Knowledge (Espionage).

New Skill

Knowledge (Tradecraft)

Knowledge (Tradecraft) is a class skill for all Agents. This skill covers a wide variety of topics that an agent might need in their work. As with all Knowledge skills this is about knowing, not doing, and is the difference between book learning and experience. Knowledge (Tradecraft) could be used to describe surveillance techniques, for example, but putting them in to practice requires a Surveillance skill check. The skill's uses are many and varied and include (but are not limited to): general knowledge about foreign agencies, most-wanted lists, common technology and procedures in the trade.

Stat: INTELLIGENCE

Feats

Core Spycraft Rulebook

All feats from the core *Spycraft* rulebook are approved for use in *For Queen and Country* games.

Five Star Service

All outstanding debts must be paid (with field expenses) at the end of the mission. If the agent doesn't have enough field expenses to pay his debt, he must forfeit experience points to satisfy the debt as described on page 105 of the *Spycraft Espionage Handbook* (to a minimum experience reward of 0). Other agents may use their field expenses to help the agent pay his debt.

Handler

This feat is not available in the *For Queen and Country* campaign.

Personal Staff

Each member of the agent's personal staff possesses ability scores of 9, they have no vitality points and they automatically fail all saves they are forced to make. When performing menial tasks (eg. cooking, cleaning, fetching, etc.) a personal staff member applies a total skill bonus equal to quarter of the agent's total level rounded down (minimum +0). Personal staff members possess absolutely no other skills, nor may they ever gain any. Personal staff members possess absolutely no other agent options (including classes, NPC or otherwise), nor may they ever gain any.

Private Identity

If an agent's Private Identity is compromised, his experience reward during the current mission is automatically reduced to half standard (rounded down). This completely restores the benefits of the agent's Private Identity feat - the agent's future experience rewards are unaffected unless his private identity is once again compromised.

Quick Use

This feat is not available in the *For Queen and Country* campaign.

Safe House

This feat is now part of the Gear feat tree. *For Queen and Country* agents may only choose it from that tree.

An agent team gains 1 safe house in each city per agent who possesses the Safe House feat. *Example: Charles and Robert both possess the Safe House feat. Their team benefits from 2 houses in each city.*

Further, any feat that modifies an agent's safe houses applies only to that agent's safe houses. The team may not combine the effects of feats that modify safe houses to produce 'super safe houses'. *Example: Charles possesses the Safe House Armoury feat and Robert possesses the Safe House Infirmary feat. The agents may visit a safe house with an armoury and/or a safe house with an infirmary in each city, but may not visit a safe house with both an armoury and an infirmary.*

Any agent possessing one or more feats that modify safe houses may apply the benefits of those feats to one specific safe house belonging to another agent, at the cost of 1 action die per feat applied. No other agent may pay this action die cost. This effect lasts only until the end of the current session.

Signature Gadget

In the *For Queen and Country* campaign, this feat gains a prerequisite of 'Agent level 6+' when taken a second time and 'Agent level 12+' when taken a third time.

If the agent's signature gadget is either lost or destroyed, he gains the permanent mission gadget point bonus described in this feat's special entry. This must be tracked on the Experience Record Sheet, along with the text: 'lost Signature Gadget' or 'Destroyed Signature Gadget' followed by the gear's name and '(+2 mission gadget points)'. *Example: 'lost Signature Gadget: Armoured clothing liner (+2 mission gadget points)'*.

Signature Vehicle

In the *For Queen and Country* campaign, this feat gains a prerequisite of 'Agent level 6+' when taken a second time and 'Agent level 12+' when taken a third time.

If the agent's signature vehicle is either lost or destroyed, he gains the permanent mission gadget point bonus described in this feat's Special entry. This must be tracked on the Experience Record Sheet, along with the text: 'lost Signature Vehicle' or 'Destroyed Signature Vehicle' followed by the gear's name and '(+2 mission gadget points)'. *Example: 'lost Signature Vehicle: Sports Car (+2 mission gadget points)'*.

Faceman/Snoop Class Guide

All feats in the *Faceman/Snoop Class Guide* are approved for use in *For Queen and Country* games, with the following exceptions and modifications:

Double life

If the agent loses access to the benefits of his Private Identity feat, he also loses access to the benefits of this feat. Likewise, the agent regains access to the benefits of this feat when he regains access to the benefits of his Private Identity feat. The agent does not lose any additional experience points when he possesses both of these feats.

Little Black Book

This feat's Background effects are ignored in the *For Queen and Country* campaign.

Fixer/Pointman Class Guide

All feats in the *Fixer/Pointman Class Guide* are approved for use in *For Queen and Country* games, with the following exceptions and modifications:

Clockwork Tactics

This is considered a Basic Combat feat in the *Living Spycraft* campaign.

Personal Lieutenant

This feat is not available in the *For Queen and Country* campaign.

Safe House Armoury

The agent decides the exact weapons contained in his safe house armoury when he uses this feat's ability. He may choose two weapons of 18 BP or less from the *For Queen and Country* Standard Weapons equipment list. He may also choose either an MP5 or a TMP submachine gun, and a total of 250 rounds of military ball ammunition for the respective calibres.

Soldier/Wheelman Class Guide

All feats in the *Soldier/Wheelman Class Guide* are approved for use in *For Queen and Country* games, with the following exceptions and modifications:

Mine Basics

This is considered a Gear feat in the *For Queen and Country* campaign.

Mine Mastery

This is considered a Gear feat in the *For Queen and Country* campaign.

Mastermind Book

The following feats in the *Mastermind Book* are approved for use in *For Queen and Country* games:

Contempt
Completely Outnumbered
Give It Up
Tactical Advantage

We Have You Surrounded
Wolfpack Basic
Wolfpack Mastery
Wolfpack Supremacy

U.S. Militaries and World Militaries

The following feats in the *U.S. Militaries* and *World Militaries* are approved for use in *For Queen and Country* games:

M.D.	CQB Basics
By The Book	CQB Mastery
Command Decision	CQB Supremacy

The 1960's

The following feats in The1960's are approved for use in *For Queen and Country* games:

Scuttle	Invisible Man
Gunslingers Eye	Zeroed
Deleted	Off The Books
Cross Training	Well-Rounded

FQC guide to gearing up

The *For Queen and Country* equipment section has undergone extensive reorganisation. The equipment and gadgets available to agents have been considerably reduced for two keys reasons:

- Gearing up can be very time consuming during a convention game. With less equipment and gadgets to choose from the process should be much quicker.
- Equipment and gadgets that had no place in a pseudo-real world game have been removed. Some equipment has been updated - particularly computer equipment as you can see in the next chapter.

However, the method for determining budget points etc. remains the same and is given in the table below: The following rules for equipment replace those in the *Spycraft* rulebook and must be used at all times:

Personal Budget*	Threat Code	BP
(Charisma Modifier X5) + 40 + Class Budget Bonus	Yellow	15
Mission Budget	Red	25
(Charisma Modifier X7) + Class Budget Bonus + Threat Code	Black	35
Field Expenses	Threat Code	GP
(Class Budget Bonus +7) X £100	Yellow	2
Gadget Points	Red	4
Class Bonus + Threat Code	Black	6

*Can be changed between missions

1. The equipment lists are split into *Standard* and *Specialised* items. *Standard* items can be purchased with personal budget points, or during gearing up with mission budget points. *Specialised* items (generally the heavier weapons and grenades) may only be purchased with mission budget points. The NIA will not sanction their use or possession outside of an approved operation.
2. Only gadgets on the approved list may be selected during gearing up.
3. Characters may pool their budget or gadget points during gearing up to get more expensive items.
4. Once a mission has begun leftover points can be used with a Fixer's 'procure' or similar ability to obtain further items from the *For Queen and Country* equipment lists.

FQC guide to computers

Computer technology advances very rapidly in the modern world, and things have moved on since the original *Spycraft* rules were written. As the main rules on computers are out of date, the PDA's, Laptops and Desktops that agents are issued with all now have the following built into them by default:

- **Network Access**

All are considered Wireless and Bluetooth enabled. Phone enabled PDA's also have the option of 3G for surfing the Web (3G does increase all required times by a factor of 5). All models also have wired network ports. Using wireless and Bluetooth should be considered less secure than plugging a cable into a wall, and you cannot automatically be guaranteed to have a wireless network within range or public building enabled for wireless networking ready. Snoops and Fixers have equipment options that grant them total access to any national public wireless network. Other agents must either use a credit card and pay for access or hack their way in.

- **Removable Media**

All Laptops come with full CD/DVD capabilities, including burning, as well as the expected complement of USB and memory card ports. PDA's should be expected to have SD and miniSD ports (memory cards found in most common digital cameras today), although a variant, hacker version available to Snoops also comes with USB and Firewire ports. Desktops come with CD/DVD and HD DVD reading and writing capabilities, as well as triple the number of ports for all known portable Hard Drives, Memory Sticks and Memory Cards.

- **Storage**

For storage, Laptops have 450 Gigabyte internal Hard Drives plus external Hard Drive connectors. PDA's have up to 2 Gigabytes storage. Desktops come with Terabytes of storage, plus external connectors.

- **Firewalls/Virus Protection**

Whilst all Government computers come with a special variety of firewalls, virus protections and encryption (DC 12) an Agent can state that he has modified the protection. In this case he makes a Computers skill check. The result is the new DC for any attacks the GC makes on the computer. A Snoop may take 20 on this check *only* on his personal computer. If a Snoop has 5 or more ranks in Cryptography then they may add +2 to this check.

- **Software**

Basic image processing, office software, surfing and video playing software comes as standard. However, you *may not* examine photographs for 'small' details, clean up or separate audio noises, hack systems, determine if a video file has been edited or otherwise tampered with. If you need to do anything like this then you will need the relevant software found in the equipment list. Alternatively, a Snoop's laptop comes with more advanced software and can do specialist tasks at -3 to its rating.

A Snoop's guide to computing

Hacking into systems - a game for all the team

These rules may be over-ridden during a mission due to special equipment, knowledge or consideration given by the writer. If this happens your GC will let you know in mission briefing.

Before any attempt to hack into a system is made, three things need to be considered.

1. Is there a network to hack? Not all organisations will use computers. And you may not be able to access the Internet from your location.
2. Is the information you are after likely to be stored on a computer?
3. Are the systems you are hacking actually connected to the outside world or are they a 'sealed system'?

The following rules start with the assumption that the hacker is outside the system attempting to gain entry with no additional information available to him.

The hacker first rolls a Computers skill check and can use either Cryptography or Knowledge (Networks) for a synergy bonus. The result of this roll is the DC for anyone monitoring the system to spot the hack attempt. The GC may only roll to spot the attempt if there are NPCs monitoring the system constantly. Otherwise one roll in every 12 hour period occurs, or when an error is activated.

The DC to hack into a system is given in the table below:

Average Home PC	15 min	DC10 *
Small Shop/Business	30 min	DC15 **
Business of approx. 100 people	1 hour	DC20
National Business	1 hour	DC25

*You may not be able to use your own PC on this unless it has a network port

**There is less chance of it being networked to the outside world

For larger organisations hacking checks become 'cumulative' (see below for rules):

International Business	Cumulative	DC50
Organised crime/City Infrastructure	Cumulative	DC100
Government/International IT Companies / Banks	Cumulative	DC150

If an NPC with Snoop class levels would have had reasonable time to protect his system, then the DC for hacking is one level higher on the tables above, or 20+ the total of his Computers and Cryptography skill.

Cumulative checks

- Each check takes 1 hour
- Unless you roll an error or critical keep a running track of your success number.
- Error: several things can happen depending on the situation and how mean the GC is feeling. They include, but are not limited to:
 - No result. That hour is wasted.
 - An extra half-hour is added before the next check.
 - Your hacking attempt is spotted and the fun begins.
- Critical: choose to either immediately roll another 'free' hack attempt, or your next check (and only the next one) receives a +5 bonus.

Things that help or 'What's everyone else doing?'

- Cryptography of 5 ranks grants a synergy bonus.
- Dossiers

1. Names and addresses of people who live/work at the organisation	+2
2. Company/organisation history, information	+2
3. Full dossiers on a number of 'influential' people at the location (names, birthdays, addresses, family background). This stacks with no.1.	+5
4. Person inside on a computer can make 'aid another' checks. Each success adds +2 and takes 10 minutes off the time taken.	+2

'Time's a problem'

To get the time down on checks you can:

1. Have a Pointman assist you: Because the initial time is one hour, a Pointman's ability will combine with all the following methods.
2. Rush it: Once you start rushing you can't go back. When you rush it you halve the time, but you also halve the number of ranks you have in skills that you are using <i>before</i> you include synergy checks. The error range also increases by 3. You can rush multiple times but each attempt halves skill ranks and time, whilst adding 2 to the error range.
3. Have someone 'inside': They do not need to hack themselves but must make 'aid another' checks. This provides a +3 bonus and takes 10 minutes off each check.
4. Inspiration/Knowledge check: Either halves the time until the next check (can also be used on non-cumulative checks), or your result on the next check equals zero.
5. Favour check and bypass the problem: It still takes a few minutes to set up the link and then you will need to Search for what ever you're looking for.
6. Get inside the building, physically tapping the system in some way: This could be from the network lines in the sewer or the air ducting above the main reception. Halves the time needed, and also lowers the DC by one step as per the tables on page 19.
7. Sit in front of a password-less computer in the system you're trying to hack: This will halve the time and the hacking DC (rounded up) from the tables on page 19.
8. Sit at a terminal in the building of a 'Cumulative check' organisation: This will halve the time and the hacking DC (rounded up) from the tables on page 19.

Once inside the system you will still need to do a Search check as per the table below.

Searches/Knowledge checks

Attempting these without the correct databases already loaded (see the relevant Equipment table) increases the time by 5 minutes. If a prestige class or feat grants you a time bonus that is greater than the ones listed below, halve the time needed. The times below take into account the time taken to verify sources such as Wikipedia, online Blogs, etc.

One specific question with a sentence answer	5 minutes
General question concerning 1 topic	10 minutes
Searching a system for an unprotected piece of information*	2 minutes
Searching a system for a protected piece of information**	10 minutes

* Assumes that you have hacked the system already or have free access to it

** Assumes that you have gained access to a general 'open' terminal; eg. by walking in the front door of a company and convincing the receptionist to take a tea break while you sit at her terminal

You can choose to lessen the time needed, but for each minute less you add +5 to the DC needed for the basic check.

Copying Hard Drives

You need enough storage, and between 5 minutes to several hours to do this, not to mention full access to the computer in question.

Removing Hard Drives

Doing it properly

Time required - 5 to 10 minutes.
Requires at least the use of a Leather Man or some other screwdriver
A DC10 Electronics check.

Doing it quickly

Time required – 1 to 2 minutes.
DC10 STR check or Electronics check.
This may damage the drive, see below.

If the computer has a +1, +2 or +3 bonus there is a 60% chance (70% if you physically rip the case open) that when you tear the drive out you will damage it. Computers with a higher bonus will be sturdier, but there is still a 40% chance (50% if you physically rip the case open) that when you tear the drive out you will damage it. A damaged drive can be recovered, but this requires at least a day and specialist hardware/software to do so.

FQC guide to vehicles

For Queen and Country uses chase cards to resolve chase scenes. A more detailed description of chases can be found in the core *Spycraft* rulebook. However, we have included some brief information below that can be used as a quick reference guide.

During a chase, one vehicle – the Predator – is assumed to be trying to catch the other vehicle – the Prey. There are specific manoeuvres for both the Predator and the Prey. There are seven steps to chases, which are explained briefly below. These seven steps repeat in cycles until the chase ends – with either a crash or the escape of one of the vehicles.

The distance between vehicles during a chase is called the ‘lead’ and is measured in ‘lengths’. Lengths are an adjustable unit determined by the vehicles used in the chase. Unless otherwise noted, one length equals 10ft. At no time can the lead be less than 0 or greater than 30. When the predator begins the chase the initial lead is equal to $2d6+3$. When the chase begins with the prey fleeing then the initial lead is $2d6+8$.

Chase speed is measured in miles per hour (MPH) and is determined by the terrain at the start of the chase. Your GC will have already established whether a chase is in Open, Close or Tight terrain. Chase speed changes throughout the chase according to the manoeuvres chosen by both drivers in each round. Whenever the speed exceeds the maximum speed of one or more involved vehicles at the end of the round then the vehicle in question takes 4 points of damage (reduced to 2 if the driver has the Daredevil ability). This damage is not reduced by the vehicles hardness.

There are alternatives in the core *Spycraft* rulebook for the terminology used during Air and Water chases.

Step 1 – Chose manoeuvres

Each vehicle (or group of vehicles) secretly chooses a manoeuvre from the list offered. Each manoeuvre has strengths and weaknesses, and is usually geared toward a specific goal.

Step 2 – Manoeuvre checks

The drivers make an opposed manoeuvre check with their respective vehicle skills, applying their vehicle handling ratings as modifiers to their rolls.

Step 3 – Spend Action Dice

Each driver may spend Action Dice to increase their manoeuvre check, or activate critical successes or failures.

Step 4 – Resolve manoeuvres and adjust lead

The effects of the manoeuvre which succeeds are applied and the number of lengths between the vehicles is adjusted.

Step 5 – Lead and obstacles

The lead determines which manoeuvres both drivers may take in the next round of the chase. The GC rolls for obstacles.

Step 6 – Other actions

Assuming the chase continues, each passenger of each vehicle in the chase may perform one full action or two half actions. A driver may perform one half action but receives a -4 penalty to his next manoeuvre if he does so.

Step 7 – Crash rolls (if any)

If warranted, drivers check to see if they have collided with anything.

FQC guide to complex skill checks

Complex skill checks come in two parts a DC and a time frame. The DC work very much like a normal skill check it is the number required to be reached by the agents. The time frame is the number of attempts the agent may take to reach the given DC.

The difference between a standard skill check and the complex is that the result of each check is cumulative. This means if the DC is not reached on the first check the agent may continue to work toward reaching the target DC. This is where the time frame comes into play. The time frame could be any length of time be it rounds, minutes hours or days.

A roll of a threat adds normally to the cumulative score, were as a Critical success a roll of a 20 on the dice or a threat activated via action dice adds to the cumulative score, as well as allowing an addition check that turn.

A roll of an error on the check subtracts the total of the roll from the complex check (to a minimum of 0). An activated critical failure cancels out the full cumulative score and uses up any materials or resources.

Whilst conducting a complex skill check the agent is considered to be Flat-footed. If injured in anyway during the task the agents misses his next check, However if the check interval is in rounds the agent must succeed in a Concentration check (DC= 10 +Damage taken) or the cumulative score is reset to zero.

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