SPYCRAFT

MODERN ARMS GUIDE

Chapter 9: Other Gear

This exclusive download chapter is brought to you as a free preview of the Spycraft Modern Arms Guide, arriving in stores June 2002!

It features never-before-seen new material for the Spycraft d20 espionage RPG which will not be seen in the final release.

d20 system

AEG

INTRODUCTION

It's often difficult to predict what might occur in the field, especially given the wild twists and turns super-spies are prone to encounter. The Agency has scores of full-time employees stationed around the world, on retainer to assist agents who find themselves without the proper tools to the do the job right. When there's time to call the home office and meet with a field rep, nearly anything can be delivered to a team in the field —assuming they pull the right strings, of course.

Groups: All gear in this chapter falls into one group (broken into several categories —*see below*).

OTHER GEAR

The Other Gear group is a catch-all section covering everything not already detailed somewhere else.

Categories: Other Gear is divided into seven self-explanatory categories, or sub-groups: computer gear, courier gear, environmental gear, field manuals and kits, optics and light sources, security and penetration, and surveillance and detection.

Many more categories are included in the *Spycraft Espionage Handbook*; they are not reprinted here.

Abilities: Other Gear does not typically call upon any of an agent's abilities, except as part of a skill check.

Feats: No items in this chapter require feats to use.

OTHER GEAR DESCRIPTIONS

Six sections follow, one for each category of gear.

Computer Gear

Peripherals: As described on page 128 of the *Spycraft Espionage Handbook,* a computer is assumed to have every standard component when it's requisitioned, including a cutting-edge motherboard, processor, power supply, video card, sound card, monitor, floppy and/or zip drive, CD ROM drive, hard drive, maximum possible RAM for its model, 56K modem, standard peripherals (keyboard and mouse), and standard internet service. Agents may requisition additional peripherals for their computers, however. Peripherals requisitioned at the same time as a computer are installed by the Agency's R&D department, while peripherals acquired in the field must be installed by the agent himself *(see New Computer Skill Uses, opposite).*

- *Audio/Video Feed:* This digital video camera and micro-phone usually rest on top or beside the monitor, trans-mitting images and sound through the computer's modem. By setting the feed's software up to constantly record (or to transmit to another computer the agent is using), this peripheral can act as a security device. Audio/video feeds are meant to be used at close range and have a range increment of 5 ft. with a max-imum range of 5 increments. Maximum recording time is dependent upon the size of the hard drive —24 hours for a standard hard drive (comes with all computers) or 72 hours for an expanded hard drive *(see below).* (Installation DC: 15; Installation Time: 2 hours).

- *Black Box:* This durable device is connected directly to the computer's hard drive and power supply. Like a plane's flight recorder, it constantly updates its internal copy of the computer's hard drive. Every black box is protected by powerful surge protection and is strictly a one-way link to the drive, ensuring that even if the computer's memory is completely wiped, a copy remains. (Installation DC: 25; Installation Time: 1 day).

- *CD Burner:* This peripheral operates like a CD-ROM drive, with the added capability of writing information to CDs. The agent may use the burner to copy up to 700 megs of information to a disc in 3 minutes (30 rounds) or write over a full disc with the same amount of infor-mation in 10 minutes (100 rounds). (Installation DC: 15; Installation Time: 30 minutes).

- *Dual Processors:* This peripheral adds a second processor to the computer, then links both processors together. Depending on the system's specifications and applications, this can dramatically increase the machine's efficiency (dual processors offer the best benefit when the computer multi-tasks). When an agent uses a computer with dual processors, whether in or out of combat, he may perform two skill checks simultaneously, each following the normal rules for skill check DCs, time consumed, etc. The agent suffers no inherent bonus for performing these tasks at the same time, though applicable modifiers to either skill check apply to both. (Installation DC: 25; Installation Time: 12 hours).

- *DVDROM Drive:* This peripheral allows the computer to run DVD movies and data discs. (Installation DC: 10; Installation Time: 30 minutes).

- *Expanded Hard Drive:* This installs a 200+ GB hard drive on the computer, vastly increasing its storage capacity. All but the most complicated audio/video files may be stored on the computer with ease. (Installation DC: 10; Installation Time: 30 minutes).

- *Flat Panel Monitor:* This low-glare monitor is light-weight and easily portable. Once installed, this monitor reduces the computer's overall weight by 1 lb. (Installation DC: 10; Installation Time: 10 minutes).

- *Frag Switch:* This unusual peripheral is discreetly hidden near the computer's motherboard and hard drive. When the agent hits three pre-set keys at the same time followed by enter (a half action), the peripheral sends a powerful electrical surge through the computer's system, frying all its circuits and erasing all its data. An excellent gift for those spies stationed in enemy territory! (Installation DC: 20; Installation Time: 6 hours).

- *High-Speed Modem:* This peripheral must be installed to take advantage of the benefits of either DSL or T1 service *(see page 5).* (Installation DC: 15; Installation Time: 30 minutes).

- *Laser Printer:* This peripheral allows the agent to print files, images, and webpages in black & white or color. Laser printers are bulky, however, and usually only installed on desktop systems and immobile laptops. (Installation DC: 15; Installation Time: 30 minutes).

- *Network Hub:* With the right connections *(available in a computer kit – see page 14),* an agent may use a network hub to link any number of computers together. So long as they're plugged into the network, these computers may share files across the hub, copying them back and forth as desired. An agent working across the network (without copying the file to his own computer first) runs the risk of a network crash (his error range increases by 4, and any critical failure destroys the file). The hub may also be linked to the internet, granting individual internet access to each linked computer. (Installation DC: 20; Installation Time: 30 minutes per linked computer).

- *Portable FAX:* This peripheral allows the agent to copy papers (a photocopier can resolve odd sizes and jagged edges), convert them into electronic images, and submit them across a network or internet connection. Each page requires one full round to scan, another full round to convert, and a third full round to send. (Installation DC: 15; Installation Time: 30 minutes).

- *Projector:* This device looks like a small video camera, and is connected to the computer through a standard port (usually the same one used to connect a printer). Using software installed with it, the projector casts a video image onto any surface. Sound is provided by the computer's standard speakers. (Installation DC: 15; Installation Time: 30 minutes).

- *Refrigerated Case:* This peripheral replaces the computer's standard case with a fully sealed version that works like a refrigerator, piping cool air in around the motherboard, processor, and cards. This has the twin benefit of keeping dust out of the system and allowing the computer to run at the highest possible speed with-

New Computer Skill Uses

With a computer kit and the Computers skill at rank 1 or higher, an agent may attempt the following three actions.

Check (4 hours): With a successful skill check (DC 20), the agent 'overclocks' a computer's processor, setting it to outperform its standard specifications. This effectively boosts the computer's power rating by 1, +1 per 10 by which the agent beat the DC, to a maximum of +5 (e.g. if the agent beats the DC by 21, he increases the computer's power rating by 3). This has a detrimental effect on the computer's processor, however, especially over time, and its error range is increased by the same amount as its power rating (e.g. if the computer mentioned in the example above had an error range of 1, its error range would now be 1–4). While a computer's processor is overclocked, any critical failure scored with it results in the processor literally melting, rendering the computer useless until repairs are made (DC 20, 8 hours, with a cost of 2 BP or $150).

Critical Success: The computer's processor is overclocked and its error range is increased by only half the bonus to its power rating, rounded down. This may result in an error range increase of 0.

Critical Failure: The computer's processor is overclocked but its error range is increased by twice the bonus to its power rating (e.g. if the computer's power rating is increased by 2, its error range is increased by 4).

Check (Varies): With a successful skill check, the agent installs a peripheral *(see opposite).* The DC of the Computers check and time required for the installation are listed with each peripheral. The peripheral must be requisitioned (or otherwise acquired) separately of the computer into which it is installed.

Critical Success: The peripheral is installed in half the normal time.

Critical Failure: The peripheral is ruined and another must be requisitioned at the normal BP or actual cost.

Check (Varies): With a successful skill check, the agent scripts a piece of software *(see page 5).* The DC of the Computers check and time required for the scripting are listed with each piece of software. There is no cost to script software outside the time requirement.

Critical Success: The software is scripted in half the normal time.

Critical Failure: The software is corrupted and infects the agent's computer with an infinite loop virus *(see page 7).*

out the chance of a literal meltdown. A computer with a refrigerated case ignores the standard error range increase inflicted by overclocking the processor *(see New Computer Skill Uses, page 3),* but not the error range increase inflicted by a critical failure during the same overclocking check. (Installation DC: 20; Installation Time: 1 hour).

Computers and Surveillance Gear: Power Ratings

As described in the *Spycraft Espionage Handbook* (page 44), every computer has a power rating, which is added to all skill checks made with it. These power ratings range from 1 (low-end laptop) to 12 (Pentagon super computer). Generally speaking, portable computer power ratings range from 1 to 5, immobile civilian computer power ratings range from 6 to 8, and military-grade and private-sector computers range from 9 to 12.

Though not defined as having power ratings in the *Spycraft Espionage Handbook*, surveillance gear operates identically, and with the same power rating ranges (1 to 5 for portable surveillance gear, 6 to 8 for immobile 'civilian' models, and 9 to 12 for military-grade and private-sector gear). Surveillance gear first presented in the *Spycraft Espionage Handbook* has the following power ratings:

Personal or micro-tape recorder: 1
Parabolic microphone: 2
Bug, basic (audio or video): 2
Cameras, all but digital and professional: 1
Camera, digital and professional: 2
Video camera, standard: 1
Video camera, professional: 2
Film/tape, commercial grade: +0
Film/tape, professional grade: +1
Film/tape, intelligence grade: +2
All other surveillance accessories: N/A

When using computers or surveillance gear, use the standard skill resolution system. Opposed skill checks should be made when there is active resistance to an action using the gear (e.g. an enemy hacker is working against you in the same system or the target of your surveillance is watching for potential spies). As always, the power rating of the computer or surveillance gear is added to all skill checks made with the item.

Finally, power ratings may not raise a skill check result above the item's skill check cap under any circumstances *(see the Spycraft Espionage Handbook, page 127),* and the bonuses from power ratings of computers and surveillance gear is cumulative.

- *Scanner, Flatbed:* This peripheral operates like a photocopier, except that it sends the image directly to the computer's hard drive. A flatbed scanner is large, capable of copying any object up to 8.5 in. by 11 in. with crystal clarity, though it must rest on a flat surface to do so and it isn't very portable. (Installation DC: 15; Installation Time: 30 minutes).

- *Scanner, Hand:* This handheld version of the flatbed scanner *(see above)* is quite portable, but may only copy flat objects (papers, books, etc.) up to 5 in. wide. Also, the hand scanner is used by rolling it across the copied image, which can lead to human errors. When using a hand scanner, an agent suffers a –2 gear penalty to his Computers checks. (Installation DC: 10; Installation Time: 10 minutes).

- *Signal Tapper:* This hacker development is available only through the Agency or the black market *(see page 25 of the Modern Arms Guide).* When connected directly to a DSL or T1 line, or to a network hub connected to a DSL or T1 line, a signal tapper links the computer to the service, allowing the agent to use it as if he were a normal subscriber. There is a constant chance the agent's tap is noticed, however. When the agent first links to the service, he must generate a standard Computers total with no DC. If he scores a critical failure, his tap is automatically noticed *(by the service's system administrators —see page below).* With a critical success, there is no chance the agent is noticed, and he may stay on as long as he likes without risk (though he must make a new roll if he disconnects and returns later). Otherwise, the service may be used for a number of days equal to the agent's Computers skill total before the tap is noticed. When a tap is noticed, it is either by the service administrators (if the agent's Computers total was 21 or more) or the service's real subscribers (if the agent's Computers total was 20 or less). The system administrators summon the police, who arrive in 1d6 hours. The service's real subscribers contact the system administrators, prompting them to summon the police, who arrive in 1d10 hours. (Installation DC: 15; Installation Time: 30 minutes).

- *Tape Library:* This high-volume backup storage system operates like a black box *(see page 2),* with three differences. First, it's external. Second, it doesn't copy the hard drive automatically, but rather whenever the agent prompts it to (it may be set to make regular copies at intervals defined by the agent – daily is standard). Third, it may store much more information (up to 100 terabytes, or a thousand gigabytes). A tape library may be connected to a network to copy all the computers linked to the hub as well. (Installation DC: 20; Installation Time: 30 minutes).

- *Wireless Peripherals:* Standard peripherals such as a keyboard or mouse may be requisitioned with wireless connections, allowing them to be used up to 20 feet away from the agent's computer. The audio/video feed, flatbed scanner, and portable FAX peripherals may also be requisitioned in this fashion by paying the BP or actual cost for this option in addition to the cost of the base peripheral. When using wireless peripherals, the agent suffers a –1 penalty to all Computers checks. (Installation DC: 10; Installation Time: 10 minutes).

Services: The Agency provides many advanced services to its operatives that the public takes for granted, including internet connections arranged through private military connections. These connections are electronically forged so that attempts to trace the original subscriber lead only to dead ends.

- *Connection, DSL:* When an agent uses this high-speed internet connection to perform a skill check outside of combat, the time consumed by each task is reduced to ¾ normal (rounded up). This modification is cumulative with the bonus from the Quick Use (Computers) feat — having both reduces the time consumed by each task to ¼ normal (rounded up). When the agent uses this high-speed internet connection to perform a skill check during combat, his actions occur at an initiative count 4 higher than his current initiative total. This initiative bonus applies only to actions taken using the Computers skill, and does not increase the agent's initiative total. The benefits of a DSL connection apply only to Computers skill checks made when an internet link is essential to the operation (such as when hacking across the internet, or operating another computer by remote using an internet link). An agent may not benefit from both this and a T1 connection at the same time. (Installation DC: 25; Installation Time: 12 hours).

- *Connection, T1:* When an agent uses this high-speed internet connection to perform a skill check outside of combat, the skill check's base time requirement is reduced by ½, rounded up. This modification is applied before all other modifiers, such as gained if the computer has dual processors. When the agent uses this high-speed internet connection to perform a skill check during combat, his actions occur at an initiative count 6 higher than his current initiative total. This initiative bonus applies only to actions taken using the Computers skill, and does not increase the agent's initiative total. The benefits of a T1 connection apply only to Computers skill checks made when an internet link is essential to the operation (such as when hacking across the internet, or operating another computer by remote using an internet link). An agent may not benefit from both this and a DSL connection at the same time. (Installation DC: 15; Installation Time: 1 hour).

- *Subscription, Massive Multiplayer Online Roleplaying Game(MMORPG):* Playing a character on this service for 1 hour or more results in a free inspiration check. This benefit may only be gained once per day. (Installation DC: 10; Installation Time: 20 minutes).

Software: Computer programs may be requisitioned or created using the rules on page 3. When software is requisitioned (and the programmer isn't specified as a stated NPC in the game), the software's programmer is assumed to have an Intelligence of 15 (+2 to Computers checks) and a Computers skill bonus equal to the requisitioning character's agent level.

Unless otherwise stated, the following programs may be installed on any computer with a power rating of +1 or greater, and each applies the effects listed in tandem with any advantages gained from the computer and the agent's feats and abilities.

- *Auto-Dialer:* This simple yet insidious "innovation"sets a computer modem or computerized telephone to dial one phone number over and over, and may be set to either patch through to a real person (presumably the agent), play a recorded message, or simply emit silence if someone answers. The worst applications of this program simply dial the number over and over again, even if someone does pick up, effectively rendering the target phone line useless. If the computer or phone system guided by this program has more than one outgoing line, each may be used to target a separate number, effectively shutting down that phone line. (Programming DC: 10; Programming Time: 10 minutes).

- *CAD/CAM:* Computer Aided Design or Computer Aided Manufacturing software is used to create graphic representations of architectural, engineering, mechanical, and land development projects. Dozens of industries employ CAD/CAM programs, including (but not limited to) construction, civil engineering, factory automation, mechanics (automotive, aviation, etc.), law enforcement (for suspect identification composites), and even fashion (to produce 'concept' samples). Consequently, an agent must identify his CAD/CAM program's focus when he requisitions or creates it. When an agent uses a CAD/CAM program that is broadly applicable to his current enterprise (e.g. he uses a civil engineering CAD program to identify structural stress points where he can place explosives for maximum effect), he gains a +2 software bonus to all relevant skill checks. When the agent uses a CAD/CAM program that's specifically applicable to his current enterprise (e.g. he uses an architectural CAD program loaded with the actual blueprints of his current location to find his way around), he gains a +4 software bonus to all relevant skill checks. (Programming DC: 25; Programming Time: 1 week — agent must specify focus of program).

Doctoring Images

Agents may doctor photographs and video footage using the Forgery skill *(see the Spycraft Espionage Handbook, page 53)* and image processing software *(see opposite)*. If successful, the doctored images may pass inspection, causing the viewer to believe that they're genuine. This use of the Forgery skill may not be attempted untrained, or without image processing software.

Check (Varies): If a specific image is being changed or created, a visual reference of that image is required —the more complex the doctored image, the more detailed the visual reference needs to be.

Image doctoring requires at least 10 minutes, but may require days, depending on the complexity of the image being altered and the availability of any required references. The GC determines the cost and requirements for gaining the reference, and may rule that the only way to obtain it is to perform a surveillance mission, theft, or other task.

A Forgery check must be made for each doctored photograph or each 5 minutes of video. These Forgery checks are made secretly by the GC.

Image Doctoring	Modifier
Image not specific to any person or location	+8
Image well-known	−5
Image unfamiliar	+5
Video requires extensive sound work	−4
Image designed to resist forgery (e.g. copyright protection encoding)	−4
Visual references not available	N/A *

* Not applicable: this task is impossible.

When a doctored image is submitted for inspection, the viewer is allowed to make a Forgery check opposed by the image's original Forgery check when doctored. The following modifiers apply to the check:

Modifier Conditions	Modifier
Image topic unknown to reader	−2
Image topic somewhat known	+0
Image topic well-known to reader	+2
Casual inspection	−2
Intensive inspection	+2
Image put through validation test	+5*

* Depending upon the type of test, the GC may decide that the forgery is automatically discovered.

All other facets of this use of the Forgery skill (Retry, Special, Critical Success, and Critical Failure) are identical in application to the standard Forgery rules.

- *Code-Cracker:* This program runs a piece of code, provided by the user, through a series of known cryptography algorithms, searching for patterns. This grants the agent a +2 software bonus to all Cryptography checks made to unravel a code *(see the Spycraft Espionage Handbook, page 47)*. (Programming DC: 20; Programming Time: 2 days).

- *Firewall:* This software protects a computer or network from unknown scripts, programs, or similar malicious code. There are three common levels of firewalls. Level 1 (also called a packet filter) sifts through incoming data clusters, restricting suspect information based on a limited number of criteria. Level 2 (also called a circuit relay) checks incoming data as well as the other end of the line, where the data is being sent from. Level 3 (also called an application gateway) imposes a great number of strict regulations on incoming data, and is often handled by a remote system (another computer which acts as a proxy for the protected system when dealing with outside connections). Each level of firewall provides increased security — level 1 applies a −2 penalty to all Computer checks made to infiltrate the protected system. At level 2, this penalty rises to −4, and at level 3, the penalty becomes −6. (Programming DC: 20 (level 1)/25 (level 2)/30 (level 3); Programming Time: 1 day (level 1)/3 days (level 2)/1 week (level 3); add +5 to the DC and 1 day to the time when creating a firewall for a network of 3 or more computers).

- *Global Mapping:* This software connects a computer to a Global Positioning System (GPS) receiver and displays the user's current coordinates, altitude, bearing, heading, speed over ground, velocity, distance to his destination, current waypoint, GPS satellite data, and more (DC 10). It can also upload and download GPS system data such as waypoints and routes (DC 10), and track targets tagged by a tracer bug or satellite (DC 15 + any terrain modifiers, as determined by the GC). Weather may affect any attempt to use global mapping software, also as determined by the GC. (Programming DC: 20; Programming Time: 5 days).

- *Hacker Mask:* This type of program was created by early hackers to disguise their location when operating across the internet. By filtering their connection through several bogus or appropriated phone lines, an agent can make it far more difficult for someone to trace his activities. The agent must identify the number of rerouted phone lines he wants to filter his connection through before he makes the masked Computers check, and must succeed with a separate Computers check (DC 15 + 5 per desired reroute) to establish the masked connection. If the agent fails, he is incapable of that many connections, and must attempt a smaller number of reroutes to proceed in the same day (he may try any

number after 24 hours have elapsed). Once the masked connection is established, the agent gains a +1 software bonus per reroute against all attempts to trace his location *(see the Spycraft Espionage Handbook, page 44).* This bonus only applies to attempts to trace the agent, not to any other Computers check made using the masked connection. (Programming DC: 15 +5 per desired reroute; Programming Time: 10 rounds, +1 round per desired reroute).

*   *Image Processing:* This software displays, restores, enhances, and may doctor photographic images and video footage. All the hardware and connections required to link the computer to a video camera, VCR, CD recorder, camera, or like device may be requisitioned for free from the Agency, though the agent must specify what standard he wants for video hardware (NTSC for the Americas, PAL for the U.K. and parts of South America, and SECAM for most of Russia and many Eastern Bloc countries). Hooking the gear up requires no skill check, nor does feeding the base photos or video into the computer, though the entire process takes 5 minutes, plus 1 round per photo or minute of video. Once loaded, the agent may analyze the image/footage *(see the Spycraft Espionage Handbook, page 64)* or alter them using the rules for Doctoring Images on the opposite page. In both cases, an agent using this software gains a +4 software bonus to relevant skill checks. (Programming DC: 25; Programming Time: 2 days).

*   *Information Database (ID):* Agents may requisition information databases about nearly anything (excluding classified files they don't have clearance for and similar restricted topics). When an agent has access to an information database pertaining to his current activities, he gains a +2 software bonus to all skill checks made as part of the activity (including, but not limited to, Knowledge checks). The GC has final approval on the requisition and application of all IDs. (Programming DC: 20; Programming Time: 5 days).

*   *Virus, Cookie Sampler:* All computers with operating systems installed since 1995 feature data packages called 'cookies.' These bits of information are designed to be sent between computers, facilitating technical support, but they are also an excellent way to learn about a target computer system — its strengths, and weaknesses. Once delivered into a system *(see the next column),* a cookie sampler virus periodically checks for an internet connection and —when it finds one —sends a copy of the cookie folder to an email address set up by the virus operator (usually the person who delivered it). This update includes a complete profile of the target computer's operating system, software, and hard drive contents, providing a +5 bonus to Computers checks

made when accessing or using that computer (so long as the details learned remain the same). This update occurs only at certain times each day, as specified by the virus operator, and the number of updates each day determines the chance the virus is found by the target computer's user (Computers DC 10 + 5 per update past the first). The target computer's user makes this check during the update if he's logged on, and once each time he logs on after one or more such updates have been sent. (Programming DC: 20; Programming Time: 5 days).

*   *Virus, Infinite Loop:* This virus operates very similarly to a lethal virus *(see page 8),* except that it dedicates part of the target computer's operating system to meaningless infinitely looped tasks, reducing the processing power it can offer to other applications. Once delivered to a target computer, the mechanics for this virus are identical to those for the lethal virus, except that any loss of power rating is not damage, just a temporary sluggishness, and may be rectified with a

Virus Delivery

Delivering a virus into a target computer system may be accomplished in one of three ways.

First, the virus may be installed directly onto the machine. This requires the agent to access the target computer directly, but offers the best circumstances for delivery (Computers DC 10, 1 minute).

Second, the virus may be installed remotely, over a network or across the internet. The target computer must be both connected to the network/internet and its file sharing software must be active for this approach to work. This delivery method is only marginally more difficult than direct access (Computers DC 15, 5 minutes).

Finally, a virus may be hidden inside another program, which is then given to the target computer's user to install normally. There are two ways this can occur:

*   If the agent imbeds the virus in a program he's creating, the DC for creating the shell program simply increases by 5, and the total generated to create it becomes the target user's Computers DC to spot that there's something wrong with the program.

*   If the agent imbeds the virus in a program that already exists, he must succeed with a Computers check against the shell program's Programming DC, and his Computers total to do this becomes the target user's Computers DC to spot that there's something wrong, as described above.

In both of these cases, the agent must script or requisition the imbedded virus separately.

successful Computers check (DC 10 + half the Computers skill total that created the virus). (Programming DC: 25; Programming Time: 5 days).

*   *Virus, "Lethal":* Once delivered to a target computer, this virus attacks vital parts of the computer's operating system, potentially reducing its power rating. If the target computer's user is logged on when this virus is delivered, he must make a Computers check

Anti-Virus "Software"

The reality of anti-virus software is that it's usually at least one generation behind the curve. Though it can search for patterns seen in previous viruses, it's rarely equipped to handle any new creation until the problem's been identified. By then, hundreds or thousands of systems have already been infected. Especially since all hackers have access to the same anti-virus software as everyone else, it's nearly impossible to stay ahead of them. The end result is that most viruses run their course before they're stopped, unless there's an industrious computer specialist available to crack their code.

Anti-virus software is not always necessary to eliminate a virus (many can simply be erased if you know what file to look for, and others require system maintenance rather than a counter-program). Agents combatting a virus make an opposed Computers check against the Computers total made to create the virus. This check requires a number of hours equal to the Computers skill of the virus' creator. Success with this opposed Computers check results in anti-virus software (or system maintenance instructions that constitute the same effect) that adds a +2 circumstance bonus to all future Computers checks made against the virus. This solution to the virus may be distributed as the agent wishes (usually by email or across the internet as posted information).

If the agent fails his check, he creates a flawed anti-virus update or set of instructions. He is unaware of his mistake until the virus manifests on his system again. Anyone else who uses such flawed code or instructions to eliminate a virus suffers a –2 circumstance penalty to his opposed Computer check, though he may still succeed in eliminating the virus (and producing correct code or instructions) with a success against the virus creator's original Computers total.

If the agent scores a critical failure against the virus creator's original Computers total, the code or instructions he generates are useless, and disallow the agent from making a Computers check against the virus at all. The time spent to apply such a flawed solution to a virus is still lost, however.

(DC 10 + half the Computers skill total that created the virus), adding his computer's power rating as normal. Otherwise, the GC rolls 1d20 and adds the target computer's power rating, then compares the total to the same DC (a roll of 1 in this case counts as an error). In both cases, if the roll fails, the target computer's power rating is reduced by +1 (e.g. from +3 to +2). If the roll scores a critical failure, the computer's power rating is reduced by +2. This damage may be repaired normally *(DC 20, per the rules in the Spycraft Espionage Handbook, page 45),* requiring 1 hour per +1 of power rating restored. (Programming DC: 30; Programming Time: 1 week).

*   *Virus, Lockout:* Once delivered, this virus seals the target computer off from all access except with a password specified by the virus operator (usually the person who delivered it). The virus operator may use the target computer normally if he can access the computer physically or across a network or the internet. Bypassing this lockout without the password requires 5 minutes and a Computers check (DC 10 + half the Computers skill total that created the virus). (Programming DC: 30; Programming Time: 1 week).

*   *Virus, Trojan Horse:* This program is similar to a lockout virus *(see above),* except that it allows the target computer's user to continue accessing the machine. This makes the virus hard to spot until the virus operator accesses the system in some obvious fashion (such as calling up the target computer's software and using it, or deleting vital files). The number of times the virus operator accesses the system determines the chance that the virus is noticed by the target computer's user (Computers DC 10 + 5 per access past the first). The target computer's user makes this check during an access if he's logged on, and once each time he logs on after one or more such accesses. The GC may determine that any action taken by the virus creator results in the target computer's user automatically discovering the virus. (Programming DC: 20; Programming Time: 5 days).

*   *Virus, Worm:* A worm doesn't attack a computer but rather focuses on software. Each worm must be tailor-made for a specific type of software (e.g. a CAD/CAM worm may not be used on a global mapping program). The rules for delivering a worm are the same as for any other virus *(see page 7),* but with success the virus burrows into a program and waits until the next time it's used. When the program is next opened, the user must make a Computers check (DC 10 + half the Computers skill total that created the virus) or lose the program. The damage is irreparable – the program may not be recovered. With success, the user realizes the program is

infected and may attempt to debug it, using the rules for anti-virus software on the opposite page. (Programming DC: 25; Programming Time: 1 week).

Suites: The following packages require extensive optimization of the agent's computer and in some cases the addition of various high-end peripheral components. Thus, a computer may only benefit from one suite at a time. Installing or removing a suite requires 1 full day (so replacing a suite requires 2 full days).

- *Audio/Video Suite:* The computer's sound and video cards are honed and speakers optimized for detail work are installed, and its monitor is replaced with a 21 in. hi-res model (flat panel optional, and must be requisitioned separately). An audio/video feed, expanded hard drive, flatbed scanner, and image processing software are included in the cost of this suite. When an agent using this suite spends an action die to add to a Computers check involving audio or video production or analysis, he rolls two dice, keeping the highest total generated (explosion rules apply).

- *Entertainment Suite:* All of the computer's functions are dedicated to running game software, movies, and surfing the web. A DVD ROM drive, dual processors, wireless keyboard and mouse, and MMORPGservice are included in the cost of this suite. When an agent using this suite spends an action die to add to a Computers check involving electronic game play (or inspiration checks stemming from them), he rolls two dice, keeping the highest total generated (explosion rules apply).

- *Hacking Suite:* The computer is not only primed to overwhelm the defenses of other computers but its own cookies are disabled and the operating system is streamlined to reduce the number of identifying electronic traces it leaves behind. A frag switch, high-speed modem, and firewall and hacker mask software are included in the cost of this suite. When an agent using this suite spends an action die to add to a Computers check to invade another system or create a virus, he rolls two dice, keeping the highest total generated (explosion rules apply).

- *Programming Suite:* This 'coding palace' includes every software creation tool invented in the last 30 years, including the most updated versions of the C# (C-sharp), J2E (Java 2 Enterprise), and XML (Extensible Markup Language) programming languages. A black box, CD Burner, refrigerated case, and code-cracking software are included in the cost of this suite. When an agent using this suite spends an action die to add to a Computers check to create software, he rolls two dice, keeping the highest total generated (explosion rules apply).

Courier Gear

Cipher Machine, Digital: Computers allow much more elaborate cipher designs than electro-mechanical models, and at a comparatively reasonable cost. There are two common kinds of digital ciphers —blocks and streams.

- *Stream:* This cipher encrypts an entire file, bit-by-bit. A stream code grants a +6 gear bonus to Cryptography checks when encrypting a message.

- *Block:* Currently the Advanced Encryption Standard (AES), this cipher breaks digital data into recordable blocks, then scrambles each one. A block cipher grants a +8 gear bonus to Cryptography checks when encrypting a message.

Cipher Machine, Rotor: This device contains one or more rotors with 26 contacts on each side that correspond to letters, providing a constantly scrambled alphabet through rotation. The well-known Enigma code was created with this type of cipher machine. When using a rotor cipher machine to encrypt a message, the agent gains a +4 gear bonus to his Cryptography checks.

Ring, Telecipher: Teletypewriters use a code similar to computer ASCII code, though they use only five bits per character instead of eight. This conserves bandwidth, but leaves numbers and punctuation marks that indicate a shift in the text, making it easier to decode. When using a telecipher ring to encrypt a message, the agent gains a +2 bonus to his Cryptography checks.

Courier Pouch: This durable container protects documents and other valuables from weather conditions and incidental damage. Its zipper can be padlocked for greater security and the whole bag has a hardness of 5 with 10 wound points, all of which must be eliminated before the contents can be damaged.

Dead Drop Spike: This hollow spike is used to pass items between couriers. When no one is looking, the spike is ground into soft earth under the heel of one agent, then covered with a thin layer of dirt. A second agent comes by later and plucks it up, covering the hole when he leaves. Both actions —dropping and retrieving the spike —require a Sleight of Hand check, opposed by any onlookers. At either juncture, the DCs of observers' Spot checks to notice the agents' actions are increased by +4, and the DCs of Spot and Search checks to find the spike between junctures are increased by +6.

Hollow Object: This "spy classic" is a hollow container disguised to appear mundane (e.g. as a book, coin, walnut, etc.). Spot checks may not be made to notice this object's double life, and the DCs of Search checks are increased by +2.

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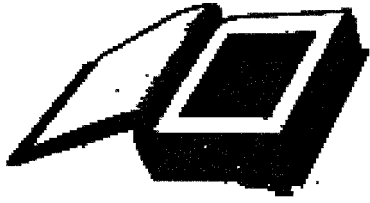
Hollow Book

Microfilm: Microfilm is an extremely tiny slide that can store a great deal of visual or written information. While sliding out of use with the advent of electronic media, thousands of archives and mini-cameras still use this format. Microfilm readers come in two basic varieties:

- *Desktop:* This reader includes a manual 16mm/35mm microfilm carrier with built-in microfiche tray and can restore images to full size or larger. When using a desktop reader, microfilm may be examined at no penalty.

- *Handheld:* This reader replies on ambient light to view either 16mm or 35mm microfilm. Images may be magnified only to 50% of their original size, inflicting a –4 penalty to all attempts to analyze their contents.

Attempting to read microfilm-stored text or images with the naked eye requires a backlight and requires a Wisdom check (DC 25).

Paper: Despite espionage advances over the last half century, many traditionalists insist that carrying information on good old-fashioned paper is still the most secure method. Especially when you consider the ease of destroying paper-borne data when there's a risk of it falling into the wrong hands, this is not an unreasonable opinion. The following gear options are especially useful in such circumstances.

- *Edible:* The agent may consume three of these pages as a half action, with no detrimental effects.

- *Flash:* One page of flash paper is ignited with just a little friction (a snap of the agent's fingers suffices), requiring one half action. If a page of flash paper ignites within 2 in. of any other flash paper, the entire batch goes up (thus agents may eliminate any number of flash pages with one snap of their fingers).

- *Invisible Ink:* This type of paper may be requisitioned as heat-triggered (ink becomes visible when the page is held over a heat source, such as a light bulb) or catalyst-triggered (ink becomes visible when the page is exposed to an aerosol or liquid catalyst).

- *Water-Soluble:* This paper dissolves in one round once it's placed in any liquid (instantly if placed in acid).

Environmental Gear

Camouflage Net: This 30 square-foot section of netting is made in plains, forest, swamp, desert, ice, and urban patterns. When used to conceal something in the appropriate terrain, the camouflage net adds a +4 gear bonus to the agent's Hide skill check.

Climbing Gear: The climbing rules presented in the *Spycraft Espionage Handbook* assume an agent is either freehand climbing (without any special gear) or using pitons to create hand- and footholds. Modern climbers — especially freehand climbers — have learned to 'respect the rock' (so to speak). There is a conscious effort to scale a surface without 'injuring' it, resulting in devices called 'cams,' which are 'jammed' into existing cracks and which, with the use of expanding claws or joints, support an agent's weight. Cracks are defined by their size, as determined by which part of a freehand climber's body can be jammed into them (e.g. 'finger cracks' only permit a climber's fingers, while 'hand cracks' permit a climber's hand or foot, and 'chimneys' permit a climber's entire torso).

The use of cams offers greater stability than standard freehand climbing, granting a +4 bonus to all Climb skill checks when they are used in the proper-sized crack. An agent must have at least two cams to gain this bonus. Additionally, cams are just as fast as freehand climbing, and allow agents to take the standard half-action climbing move described under the Climbing skill *(see the Spycraft Espionage Handbook, page 43)*. Additionally, cams have virtually no impact upon the climbing surface, providing no inherent bonus to track the agent (as described in the Spycraft Espionage Handbook, page 90).

Once-traditional pitons, axes, and hammers are now only used by less skilled climbers and those who care little for the environment, or those who scale exotic surfaces, such as ice. Different pitons are required for different surfaces. Follow the rules for creating hand- and footholds when using pitons *(see the Spycraft Espionage Handbook, page 44)*. Standard half-move climbing actions are not possible when using pitons.

The following items operate independently of the climbing kit presented in the *Spycraft Espionage Handbook,* and may counter or override the penalty for not having the kit.

- *Ascenders:* These grips slide over a rope and tighten when the agent isn't holding the handle, fixing them in place. This provides grants the agent with a +2 gear bonus when climbing with ropes.

- *Cam, Small:* Used to anchor inside finger cracks *(see above)*.

- *Cam, Medium:* Used to anchor inside hand cracks *(see above)*.

Ascender

- *Chalk Bag:* Spreading chalk over one's hands when rock climbing grants a +1 circumstance bonus to Climb checks. Chalk may also be used to blind an opponent. Make a ranged touch attack roll opposed by the target's Dexterity check; with a success, the target is blinded for one round.

- *Climbing Hammer:* This tool is primarily used to hammer pitons into a rock face (as described in the boxed text in the next column). When used in this manner, the time required to secure a piton is reduced to 3 rounds. It also makes a fine bludgeoning weapon, inflicting 1d4 damage with no threat range and an error range of 1.

- *Climbing Harness:* This harness consists of straps looped around the agent's thighs and a padded belt wrapped around his waist, reducing the strain of hanging from a rope. Tools may be suspended from the harness' many gear loops for easy access. When using a harness, the agent gains a +1 gear bonus to all Climb checks.

- *Cordlette:* This device consists of three anchors used to secure a rope to a higher location during top-roping *(see page 12)*. These anchors converge in a 'powerpoint' link attached to a ring through which a climbing rope is threaded. Three anchors provide equalized weight distribution at the higher level, offering much greater stability to a rope secured with them. When agents use a cordlette to secure a top-rope, they gain a +4 gear bonus to their Climbing check and a rope so attached may support up to twice its normal weight limit.

Ice Axe

- *Ice Axe:* With a handle measuring between 18 inches and 3 feet, this tool is essential when climbing on ice or ascending through snow. One side is flattened and has a blunt edge for gaining purchase on loose surfaces and the other is serrated and sharp for digging in. If used as a weapon, the ice axe has a damage value of 1d6, a threat range of 20, and an error range of 1-2.

- *Ice Boots:* These heavy boots are used for increased traction when climbing in icy terrain. An agent wearing ice boots gains a +4 gear bonus to Balance checks while on icy terrain.

- *Pitons, Explosive:* A small charge in the tip of this piton drives it instantly (and deeply) into even the toughest rock face. When used in this manner, the time required to secure a piton is reduced to 1 round. When used as a weapon, it deals 1d8 damage with no threat range and an error range of 1-2.

- *Pitons, Snow Pickets:* These lightweight devices can be shoved into snow to provide an anchor point for rope. They work best when placed 15 degrees off perpendicular, away from the direction of pull. Without these pitons, an agent suffers a −4 penalty to secure a piton in snow, a process which requires 2 full minutes for each piton secured.

Climbing: Using Pitons

When using pitons and a climbing hammer, agents may attempt this new use of the Climbing skill. As with all basic Climbing checks, this action may be attempted untrained.

Check (1 minute): With a successful check (DC 10) the agent cannot fall farther than twice the distance between himself and the last piton set. Properly set pitons can support up to a number of times the agent's weight equal to half the difference between his skill total and the DC (rounded up, maximum 10). Enterprising agents are certain to find additional uses for such a secure anchor point. The DC for this check is based on the surface being climbed:

Surface	DC
Brick building	12
Ice, hard	20
Ice, rotten	25
Rock, solid	10
Rock, mixed	15
Snow	22
Wood	10

Critical Success: The piton may hold twice the maximum weight allowed, and may never come loose (unless the agent wants it to).

Critical Failure: The piton appears secure but fails under load.

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Snow Shoes

- *Pitons, Titanium:* This piton is hammered into cracks on a rock face and features a circular ring through which rope may be threaded. When used as a weapon, it deals 1d2 damage with no threat or error range.

- *Rock Shoes:* These form-fitting sticky rubber 'socks' effectively act like an outer skin for the climber, offering him a greater sense of the rock face and allowing him to support his entire body weight on a mere 1 in. ridge. While an agent is wearing rock shoes, the GC must spend one additional action die to cause a critical using the Climb skill.

- *Rope:* Climbing rope is lightweight, durable, and water-proof. Common lengths range from 50 feet to 150 feet, at the agent's discretion (though he must pay the full BP cost for each length, no matter how long it is). Short sections of rope (10 feet or less) may be used as an improvised garrote *(see the Spycraft Espionage Handbook, page 110).*

'Top-Roping'

Rock-climbers now usually rely on one person to lead the way, using cams and friends to reach the next level plateau, and feeding rope through them along the way. One end of the rope is secured to this climber during his ascent, while the other end is held by a second climber (the 'belayer'), who ensures the safety of the first.

Once the lead climber makes it to the plateau, he anchors the rope using a cordlette *(see page 11)* and returns to the bottom, removing the cams and friends along the way but leaving the rope for everyone's ascent. A second climber remains at the bottom plateau, holding the other end of the rope, ensuring that the first climber's safety as he ascends. This process is known as 'top-roping.'

When an agent is top-roping, he makes Climbing checks to reach the higher plateau, anchor the cordlette, and return to the bottom, as normal. All agents who use a rope secured from a cordlette make their Climbing checks against a base DC of 15 *(see the Spycraft Espionage Handbook, page 43).*

An agent must have at least one cam for every ten feet scaled to gain this bonus.

- *Snow Shoes:* These wide platforms slip over an agent's normal shoes for increased traction when walking on snow. An agent wearing snow shoes gains a +4 gear bonus to Balance checks while on snow (even when it's loosely packed).

Facepaint: Often used for military operations or hunting, this water-resistant paint comes in a variety of patterns (arctic, jungle/forest, desert, etc.), and increases the DCs of all Spot checks to notice a painted agent in the appropriate terrain by +1. Painted agents with 5 or more ranks in Disguise also gain a +3 synergy bonus to Hide checks (which overrides the Spot check penalty if the two rolls are opposed).

Fire Extinguisher: A fire extinguisher may be used to attack enemies, spraying them with the chemical contents. With a successful ranged attack, the target must make a Reflex save (DC 18) or be blinded for 1d4 rounds. Gas extinguishers may also be used to obscure all sight in up to four adjacent 5-foot squares for 1d4 rounds. During this time, the error range of all attacks rises by 1 within this area.

Inertial Compass: Once an agent calibrates a starting point into this compass, its digital readout displays an arrow that points to that spot, along with his current distance from it. The compass may be calibrated for up to 5 locations, and can calculate the directions and distances between any of them, as the agent desires. The inertial compass is immune to outside interference which plagues magnetic compasses (such as large metal structures and powerful magnets).

Leatherman: This incredibly versatile tool contains the following: needlenose pliers, regular pliers, wire cutters, a knife blade, metal and wood files, 8-in. and 20cm rulers, a can/bottle opener, small, medium and large screwdrivers (flat and Phillips), and an awl/hole punch.

Load Bearing Equipment: This modular system is designed to carry the maximum amount of equipment with minimum strain. It consists of a belt pouch (capable of holding binoculars, a handgun, etc.), load-bearing vest (capable of holding up to 8 magazines of ammunition and either 2 grenades or 20 shotgun shells, with webbing loops on the side for 6 more grenades), and a rucksack (with two shoulder straps that distribute weight equally across the shoulders and waist, and can hold up to 100 pounds of miscellaneous gear). When wearing load bearing equipment, the agent's Strength is considered 1 higher for the purposes of encumbrance.

Portable Heat Source: This device generates heat without flame and raises the immediate ambient temperature between 10 and 25 degrees, depending on the enclosure's size and ventilation. It burns for up to 8 hours with a 1 pound propane cylinder as fuel. The portable heat source is approximately the size of a footlocker and weighs 50 lbs.

Portable Power Source: This device can operate any electrically powered item smaller than a home appliance for up to 24 hours. After that, another power source must be used or the item must rely on its own power.

Portable Winch: This device has a maximum capacity of 2,500 lbs. and comes with 100 feet of heavy cable plus its own power source.

Swiss Army Knife: This multi-purpose classic contains 33 features: a large blade, small blade, corkscrew, can opener, cap lifter, screwdriver, wire stripper, reamer punch, key ring, tweezers, toothpick, scissors, hook, wood saw, fish scaler, hook disgorger, ruler, nail file, metal file, nail cleaner, metal saw, fine screwdriver, chisel, pliers, wire cutters, Phillips screwdriver, magnifying glass, ballpoint pen, pin, chemist's spatula, belt cutter, electrician's blade with wire scraper, and mini-screwdriver. Any of the swiss army knife's features may be used as an improvised weapon; none of them constitute even the weakest standard-issue melee weapon.

Trap, Cage: This trap consists of a metal mesh cage one 5-ft. square in size, with a one-way gate at one end. Raw meat and other treats are left within to entice local fauna. Animals must make a Search or Survival check (DC 15) to avoid this trap.

Trap, Jaw: This trap consists of a wide metal jaw that snaps shut as an animal steps onto the central pressure plate, often breaking the animal's leg. A human always makes a Spot check to notice the trap, opposed by the Hide total used to place it. With success, he may simply avoid the snare. If he fails (or otherwise triggers the trap), he must make a Reflex save (DC 18) or take 2d4 damage and be grappled. Animals pit their Search or Survival against the trap-layer's Hide total, and also make a Reflex save (DC 18) if they fail. The trap has a Strength of 15 and is considered to have pinned any person or animal trapped inside.

Trap, Lockjaw: A version of the jaw animal trap designed to snare humans. This trap has all the same physical characteristics and mechanics as the jaw trap, with the addition of a locking mechanism that makes it very difficult to open. Trapped characters must make an Open Locks check (DC 18) to free themselves. Animals caught in this trap cannot free themselves.

Underwater Gear: SCUBA suits are covered in the *Spycraft Espionage Handbook (page 124)* and dry suits are introduced in Chapter 8 of the *Modern Arms Guide (page 141)*. The following includes other types of diving gear:

- *Camera:* Underwater cameras are available in any type and may use any grade of film. They operate the same as their land counterparts *(see the Spycraft Espionage Handbook, page 130),* but are also pressure resistant and water-tight to any practical depth. To determine the cost of an underwater camera, add +2 BP to the gear's base cost. The cost of film remains the same as for land use.

- *Dive Computer:* This device straps onto a diver's wrist like a watch and constantly displays his depth, dive time (coordinated with his air supply, if pre-set), water temperature, and rate of ascent/descent (in feet per minute). Its memory can log and store this information for 30 dives, and its pressure gauge can warn of impending danger (from rapid decompression, low air supply, etc.)

- *Diving Light:* This anodized aluminum cylinder illuminates the depths out to a range of 20 feet. It may be carried by hand or strapped to the diver's forearm and has the powered quality *(see the Modern Arms Guide, page 16).*

- *Fins:* Fins increase a diver's swimming speed by 10 feet per round (added after his base speed is divided to determine base swimming speed).

- *Glow Spray:* This powerful single-use spray can contains one application of fluorescent paint that can be used to mark a location, vehicle's undercarriage, or another diver. To paint a moving target that doesn't want to be marked (such as an enemy diver), the agent must succeed with a ranged touch attack. Glow spray is available in any color and has the disposable quality *(see the Modern Arms Guide, page 15).*

- *Ink Bomb:* This small black orb can be burst by hand, leaving behind a large cloud of thick black oil. This cloud begins at a size of one 5-ft. square, growing outward by 1 square each round for three rounds *(use the revised blast diagram on page 12 of the Modern Arms Guide to determine the cloud's shape each round).* Within this cloud, all divers suffer the effects of total concealment and any who linger for one full round or more gain a sticky black film over their bodies. Once a diver covered in film leaves the cloud, he must wipe his mask off (requiring one half action) or the total concealment modifiers continue.

- *Radio:* This gear is pressure resistant and water-tight to any practical depth. Otherwise it operates like a headset radio *(see the Spycraft Espionage Handbook, page 128).*

- *Waterproof Bag:* This nylon bag may be requisitioned in "duffel"-style (carried by hand), backpack-style (strapped onto the diver's back), or "belly"-style (strapped onto the diver's front torso). It is 24 in. x 12 in. x 12 in. and can carry up to 30 lbs. of gear in a double-sealed, water-tight envelope.

• *Weight Belt:* Weight belts help a diver to counter the effects of buoyant force, allowing him to dive quickly with little physical effort. Relying too heavily on them, however, or failing to ditch them when returning to the surface, can quickly become perilous. Agents wearing a weight belt descend 5 extra feet during each half action. Conversely, they ascend 5 fewer feet during each half action. Removing ('ditching') a weight belt requires one half action.

Water Filtration Tablets: These iodine-based germicidal tablets purify water, making it drinkable. One bottle treats up to 50 quarts of water.

Universal Power Supply: In the event of a power outage this item can run a computer or similar electronic device for 30 minutes. It also protects against power surges from all sources, offering any attached device a +2 gear bonus against electrical attacks (so long as the power supply still has 1 or more rounds of energy remaining).

Field Manuals and Kits

Field Manual: Access to a field manual for 10 or more minutes grants a +2 gear bonus to relevant Knowledge checks:

• *Equipment Manual:* Used for gear-based Knowledge skill checks. Must be requisitioned separately for each piece or group of gear, as determined by the GC.

• *Language Manual:* Used for the Language skill, when the manual covers the appropriate tongue.

• *Regional Maps:* Used for the Boating, Driver, and Pilot skills when the agent is navigating a region covered by the manual.

Cleaning Firearms

With a gun cleaning kit and the Craft (Gunsmithing) or Knowledge (Firearms) skill at 1 rank or higher, an agent may attempt the following action.

Check (6 hours): With a successful skill check using one of the two skills mentioned above (DC 25), the agent completely cleans a single firearm. The next time an error is rolled while firing this weapon, the GC (or agents, if the weapon's in the hands of an NPC) cannot activate the critical miss. After this single exception, errors may be activated normally. The weapon may be cleaned again to renew this benefit, but the effects of multiple cleanings do not stack.

Critical Success: The GC (or agents) may not activate the next two errors rolled with the weapon.

Critical Failure: The gun has been improperly cleaned or reassembled incorrectly. The weapon's error range is increased by 1 until it is successfully cleaned.

• *Scientific Manual:* Used for science-based Knowledge skills. Must be requisitioned separately for each category of science (chemistry, physics, etc.), as determined by the GC.

• *Travel Manual:* Used for the Cultures and Gather Information skills when the manual covers a region the agent is currently traveling through.

New Kits: Most of the new kits featured here operate like those seen in the *Spycraft Espionage Handbook* — they contain vital tools and are required to avoid a –4 gear penalty to skill checks made with the skill in question. Some others are required for specific tasks. Finally, two new kits — the gun cleaning and speed-grooming options — introduce new rules.

• *Appraisal Kit:* Used for the Appraisal skill. Must be requisitioned separately for each type of item — paintings, sculptures, jewelry, etc. — as determined by the GC.

• *Bomb Disposal Kit:* A cheaper version of the Demolitions kit that has everything needed to use the standard skill but none of the materials required to build a bomb.

• *Computer Kit:* Used for the Computers skill, and contains all the necessary tools and connections to install peripherals or complete repairs.

• *Craftsman's Kit:* Used with the Craft skill. Must be requisitioned separately for each type of craft — construction, woodworking, etc. — as determined by the GC.

• *Forgery Kit:* Used for the Forgery skill, for document forgeries only.

• *Gun Cleaning Kit:* This set of brushes, cloth patches, rods, oil, and polish allows agents with 1 or more ranks in the Craft (Gunsmith) or Knowledge (Firearms) skills to use either of those skills to make the special gun cleaning check described in the box in the previous column.

• *HazMat Kit:* Used for the Survival skill when dealing with biological, chemical, or radioactive fallout.

• *Photographic Development Kit:* Used for the Surveillance skill when developing photographs.

• *Science Kit:* Used for the science-based Knowledge skills. Must be requisitioned separately for each science — chemistry, physics, etc. — as determined by the GC.

• *Speed Grooming Kit:* This kit contains items specifically tailored to help an agent rapidly 'spruce up' in dicey situations (such as entering a posh ballroom scene after a raging gunfight through a rainstorm). Use of this kit requires two full actions, after which any incidental Charisma penalties from combat and like conditions are

eliminated. This benefit does not extend to the agent's clothes, which must be cleaned in another fashion, or replaced.

Optics and Light Sources

Eyewear: The following gear options are worn over the agent's eyes, offering a variety of effects.

- *IRGoggles:* These goggles completely cover the agent's eyes, cutting off his peripheral vision and inflicting a –2 penalty to Spot flanking opponents. When worn in an area flooded with infrared light, however *(see below and page 112 of the Modern Arms Guide),* these goggles also grant a +4 bonus to all Spot and Search checks, and to all attack rolls made against targets also in the IR-illuminated area.

- *Protective Goggles:* Agents wearing protective goggles gain a +1 gear bonus to Reflex saves against light and flash attacks, but cut off the agent's peripheral vision, resulting in a –2 penalty to Spot flanking opponents.

- *Sunglasses:* Stylish yet functional, these designer shades grant a +1 gear bonus to Intimidation checks and are sure to leave the agent brimming with self-confidence.

- *UV Goggles:* These goggles completely cover the agent's eyes, cutting off his peripheral vision and inflicting a –2 penalty to Spot flanking opponents. When worn in an area flooded with ultraviolet light, however *(see below and page 112 of the Modern Arms Guide),* these goggles also grant a +4 bonus to all Spot and Search checks, and to all attack rolls made against targets also in the UV-illuminated area.

Flare Gun: This handgun-like item launches a signal flare 500 feet in any direction. If the flare's flight path is interrupted, roll 1d6. If the result is a 1 or 2, the flare sticks to the object (or person) until it goes out. Otherwise, it bounces off in a random direction —use the grenade-like deviation rules to determine this —and continues until it's interrupted again or runs its course. The flare inflicts 1d8 damage on anyone it touches and may ignite any flammable or combustible items it comes in contact with. Flares come in two varieties:

- *Flares:* Illuminates a 30-ft. radius for 5 minutes (50 rounds), then illuminates a 15-ft. radius for an additional 5 minutes.

- *Flares, Underwater:* Illuminates a 10-ft. radius for 3 minutes (30 rounds).

IR/UV Floodlight: This man-portable floodlight has filters for both infrared and ultraviolet illumination, allowing the agent to flood an area out to 180 feet (36 squares). Both types of illumination are invisible to the naked eye, being outside the human visual spectrum. However, when an agent wears IR or UV goggles in an area flooded with the same illumination, he can effectively see through fog and smoke, and gains bonuses to locate and target opponents *(see left for more about IR and UV goggles).* Switching between types of light requires one half action.
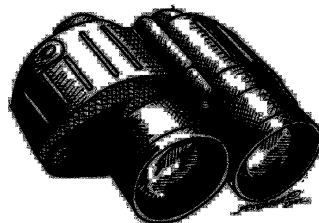
Light Amp. Binoculars

Light Amplification Binoculars: Like the starlight scope weapon accessory *(see the Modern Arms Guide, page 111),* these non-powered binoculars amplify existing ambient visible light to allow an agent to see in near dark or dusk *only* (they are useless in total darkness). Light amplification binoculars grant an agent using them during near darkness conditions a +4 bonus to Spot and Search checks. No bonus is gained for using the binoculars in total darkness. Using light amplification binoculars in the daytime is not advised —an agent who does so is blinded for 1 round while his vision clears.

Security and Penetration

Lockpicks may offset, but do not negate, the penalty for not having a lockpicking kit *(see the Spycraft Espionage Handbook, page 129).*

Deadbolt Lock: This basic home or office lock has an Open Lock DC of 25.

Electronic Lock: There are a number of ways to operate an electronic lock. Some open with a keypad-punched number sequence, some are operated with a keycard, and others are keyed to a handprint or a retinal scan.

- *Keypad:* Electronics check (DC 25) to bypass.

- *Keycard:* Electronics check (DC 30) to bypass.

- *Scan:* Electronics (DC 35) to bypass.

Electric Lockpick: This small metal cylinder accepts various attachments for different types of electric locks and grants a +2 gear bonus to Open Lock checks made to open them.

Electronic Lockpick: This portable keypad hooks into an electronic lock and grants a +2 gear bonus to Electronics checks to defeat it.

Glass Cutter: This item consists of a suction cup that steadies the device against any smooth surface and a revolving blade that cuts a clean hole through up to 3 in. of glass. The agent simply attaches the cup to a window (requiring one half action), cuts the glass (requiring three half actions), and pulls the circle of cut glass free (requiring a fourth half action). The size of the hole left behind can be adjusted between an 8 in. diameter and a 36 in. diameter (large enough for most agents to slip through with ease).

Incendiary/Content Destruction Safe: If this safe is opened improperly, an incendiary catalyst ignites all contents within it. Anyone in contact with the safe at the time must make a Reflex save or take 2d6 heat damage. The safe itself is 20 in. by 20 in. by 20 in., with a hardness of 10 and 30 wound points.

Lockpick Gun: Originally developed to assist law enforcement individuals untrained in lockpicking, this device is now a common black market item, and allows untrained use of the Open Lock skill.

Portable Safe: This heavy-duty steel safe is found in limousines and hotel rooms. It is 15 in. by 15 in. by 18 in., with a hardness of 15 and 50 wound points.
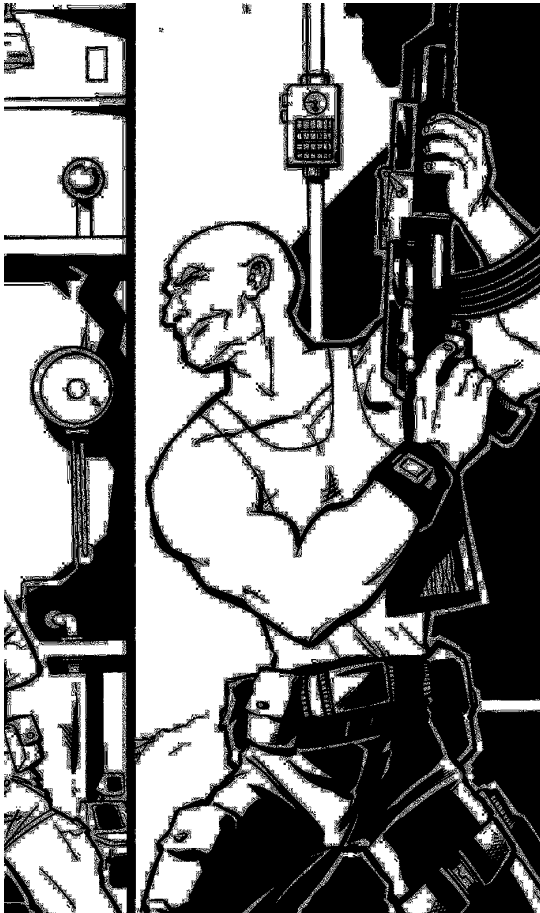
Surveillance and Detection

Bomb Sweep Detonator: This device detonates all simple radio-controlled explosives within 60 feet. Those with encrypted detonation signals are unaffected.

Borescope/Fiberscope: This device internally inspects pipes, engines, and rifle barrels. The borescope has a long narrow tube containing a telescope system with a number of relay lenses. A 45 degree angled mirror at the end allows inspection of tube walls. A fiberscope is similar to a borescope, but uses a flexible, coherent fiber or bundle which can discreetly slip around corners and through air vents. When used in the manners described, these items grant a +2 bonus to Search and Spot checks.

Bugs: In addition to the bugs listed in the *Spycraft Espionage Handbook*, agents may now choose from:

- *Body Wire Transmitter:* When wearing a body wire, all sounds the agent hears are also heard by the people monitoring the transmission. These people must be within ½ mile for the transmission to be received clearly. The operation of this unit frequently violates state and federal statutes prohibiting 'surreptitious' surveillance.

- *Burst Transmission:* This sophisticated bug is about the size of a fingernail and can record up to 6 hours of ordinary conversation, then transmit it to a remote receiver in a burst that lasts only two seconds. This is a passive system that records information but emits signals only when requested. Counter-surveillance checks using the Electronics skill suffer a −4 penalty against this type of bug.

- *Data Bug:* This miniature transmitter is attached to the hard drive of a computer and sends every keystroke and a copy of every file opened back to a mobile receiver that can be attached to any laptop or desktop system. The transmitter has a range of one mile through open air (half that in cities, and one-tenth that underground). The mechanics for the compromised computer's user noticing the data bug are the same as for the cookie sampler virus *(see page 7)*.

Lie Detector, Hand-held: This model measures vocal patterns and stress levels, granting the agent a +2 gear bonus to Sense Motive checks. The GC should keep the lie detector's Concealment DC in mind *(see page 21)*, as many characters don't care for being monitored in this fashion.

Lie Detector, Polygraph: This device measures physiological changes that indicate deception, including blood pressure, pulse, skin conductivity, and breathing rate, granting the agent a +4 gear bonus to Sense Motive checks. A target must either be willing or help-less to be properly connected to a polygraph device (though a helpless target may not be able to answer questions posed to him).

Magnifying Glass: This 4-in. lens grants a +1 gear bonus bonus to Search checks that take a minute or more and focus on items of Diminutive size or smaller. It may also be used to start fires on a sunny day.

Pocket Microscope: This device is about the size of a fountain pen and contains a 50x measuring reticle. When used to find and analyze minute clues, such as hair, metal fragments, or fingerprints, it grants a +2 gear bonus to Search and Knowledge (Science) checks.

Police Scanner: This unit has 500 channels that may be programmed to constantly monitor up to 10 frequencies, and may be set to spot transmissions that switch between frequencies. Popular frequencies include local police, fire, and other support services. This device may not be used to pick up military frequencies, which are transmitted far lower than civilian channels. When hooked up to a computer, a police scanner can record transmissions directly onto the hard drive.

Portable Radar Unit: This device detects personnel within one mile, and vehicles within two miles. It grants a +4 gear bonus to relevant Surveillance checks.

Portable Sonar Unit: This device detects objects underwater within 3000 feet, and grants +2 gear bonus to relevant Surveillance checks.

Telephone Equipment: The following items are useful for intercepting and manipulating phone lines, both public and private.

- *Call Router:* This device is used to receive a phone call and reroute it to another router or phone. It may also originate a call from another phone line. This makes it more difficult for others to trace the call, applying a −4 penalty to such uses of the Surveillance skill.

- *Caller ID Block:* Attaching this device to a phone requires 1 minute and a successful Electronics check (DC 15). Once attached, caller ID systems only recognize the phone as, "unavailable."

- *Cell Phone Signal Interceptor:* With a successful Surveillance check (DC 20 + any applicable modifiers), this briefcase-sized item may be used to listen in on any cell phone's frequency within 20 miles, with no chance of discovery. Phone numbers called with the monitored cell phone may be identified by the tones of the numbers dialed. The interceptor may also be used to monitor all cellular calls on any particular frequency within the same range. When an agent uses the interceptor in this fashion, he must identify what criteria he's looking for (use of the term 'shazbot,' for example), and make a Surveillance check with a DC determined by the local cell phone congestion (DC 15 in an open area with few cell phones, 20 in a small town with only hundreds, or 30 in a metropolis with thousands or tens of thousands). The interceptor only picks up cell phones within 20 miles, and loses the signal of those that pass outside that range.

- *Line-Tap:* With a successful Surveillance check (DC 15), this device allows an agent to splice into a phone line and eavesdrop. Tapping into the line at a junction box or other source offers the agent a +2 circumstance bonus to this Surveillance check. Those on the line are allowed a Listen check against the agent's Surveillance skill total to notice that the line is compromised, and a tap detector may be used to see if a line is compromised before picking it up *(see below)*.

- *Line Tracer:* This device sends a tone down a telephone line to identify and isolate the telephone line for further analysis. It adds a +1 gear bonus to Search and Electronics checks to locate communications equipment malfunctions (or sabotage).

- *Signal Scrambler:* Attaching this device to a phone requires 1 minute and a successful Electronics check (DC 15). Once attached, anything said into the phone is garbled, preventing anyone listening in from understanding the conversation (though they may make a Cryptography check against the agent's Electronics skill total to circumvent this device). The person on the other end of the line must also have a signal scrambler (with the same settings) to decipher the scrambled words.

- *Tap Detector:* Attaching this device to any phone line requires one full action and a successful Electronics check (DC 15). Once attached, the light on its face either flashes repeatedly (meaning the line is tapped or bugged) or remains off (meaning the line is secure). Failure with the Electronics check to attach a tap detector results in an erroneous result (that the line is tapped when it's not, or not tapped when it is).

Thermal Neutron Activation: This detector bathes an object or area in low-energy (thermal) neutrons, then detects gamma rays emitted when some of the neutrons fuse with nitrogen-14 to make nitrogen-15. This grants the agent a +6 gear bonus to Search checks when looking for explosives. This bonus is negated if the explosive is shielded by cadmium.

Table 9.1 Other Gear

Gear	Budget Points	Weight	Actual Cost	Effect
Computer Gear				
Peripherals				
• A/V feed	1	2 lb.	$50	5-ft. range (max. 5 increments)
• Black box	2	1 lb.	$300	Prevents hard drive erasure
• CD burner	1	2 lb.	$250	Burn 700 megs to CD in 3 minutes or write over the same amount in 10 minutes
• Dual processors	2	—	$350	Allows 2 simultaneous skill checks with the same computer
• DVD ROM drive	1	½ lb.	$100	Plays DVD movies and data discs
• Expanded hard drive	1	—	$200	200+ GB hard drive (may store nearly any file)
• Flat panel monitor	1	Special	$350	Reduces base computer's weight by 1 lb.
• Frag switch	2	—	$150	Destroys computer's content in one half action
• High-speed modem	1	—	$150	Must be installed to use DSL or T1 connection
• Laser printer	1	5 lb.	$100	Allows agent to print high-resolution images
• Network hub	2	5 lb.	$500	Links more than one computer together
• Portable FAX	1	2 lb.	$100	Transmits one page every three rounds
• Projector	1	2 lb.	$250	Casts video image onto any surface
• Refrigerated case	2	8 lb.	$250	Computer ignores standard error range increase for overclocking the processor
• Scanner, flatbed	1	5 lb.	$150	Copies images up to 8½ in. x 11 in. onto hard drive
• Scanner, hand	1	1 lb.	$100	Copies images up to 5 in. wide onto hard drive
• Signal tapper	3	—	$150	Piggy-backs onto legitimate internet service *(see page 4)*
• Tape library	1	3 lb.	$50	Maintains high-capacity backup of computer or network
• Wireless peripherals	+1	—	+$100	Connected peripheral may be used up to 20 ft. away from computer; −1 to Computers checks
Services				
• Connection, DSL	3	—	$50/month	Time for each task is reduced to ¾ normal (rounded up); during combat, tasks occur at initiative count 4 higher
• Connection, T1	4	—	$100/month	Time for each task is reduced to ½ normal (rounded up); during combat, tasks occur at initiative count 6 higher
• Subscription, MMORPG	2	—	$25/month	One hour of use grants free inspiration check
Software				
• Auto-dialer	1	—	$10	Dials one number repeatedly; may shut 1 phone line down
• CAD/CAM	4	—	$300	+2 or +4 to all relevant skill checks *(see page 5)*
• Code-cracker	5	—	$200	+2 to all Cryptography checks to unravel codes
• Firewall	2	—	$150	Grants penalty to Computer checks made to infiltrate protected system — Level 1 (−2), Level 2 (−4), Level 3 (−6)
• Global mapping	1	—	$50	Special *(see page 6)*
• Hacker mask	4	—	$250	Grants bonus to attempts to trace user *(see page 6)*
• Image processing	5	—	$500	Allows agent to analyze or doctor images *(see page 7)*
• Information database (ID)	1	—	$100	+2 to all relevant Computers checks
• Virus, cookie sampler	2	—	$50	Transmits information about infected system *(see page 7)*
• Virus, infinite loop	2	—	$50	Reduces infected system's power rating *(see page 7)*
• Virus, "lethal"	4	—	$50	Reduces infected system's power rating *(see page 8)*
• Virus, lockout	4	—	$50	Prevents use of infected computer without password
• Virus, Trojan horse	4	—	$50	Allows only virus operator to use target computer
• Virus, worm	2	—	$50	Attacks other programs *(see page 8)*
Suites				
• A/V suite	4	8 lb.	$600	When an action die is spent to add to a Computers check involving audio/video analysis, roll 2 dice and keep highest
• Entertainment suite	4	6 lb.	$300	When an action die is spent to add to a computer-related inspiration check, roll 2 dice and keep highest

OTHER GEAR

Table 9.1 Other Gear (Continued)

Gear	Budget Points	Weight	Actual Cost	Effect
• Hacking suite	6	5 lb.	$750	When an action die is spent to add to a Computers check to invade a system or create a virus, roll 2 dice and keep highest
• Programming suite	6	5 lb.	$750	When an action die is spent to add to a Computers check to create software, roll 2 dice and keep highest
Courier Gear				
Cipher Machine				
• Stream	8	4 lb.	$300	+6 to Cryptography checks to encrypt message
• Block	10	4 lb.	$400	+8 to Cryptography checks to encrypt message
Cipher machine, rotor	6	10 lb.	$200	+4 to Cryptography checks to encrypt message
Ring, telecipher	2	—	$100	+2 to Cryptography checks to encrypt message
Courier pouch	2	1 lb.	$30	Hardness 5 with 10 wound points
Dead drop spike	1 per 10	—	$50	+4 to DCs of Spot checks to notice drop and pickup; +6 to DCs of Spot and Search checks to find buried spike
Hollow object	+1	as item	+$20	+2 to Search checks to find items hidden inside
Microfilm				
• Desktop reader	3	5 lb.	$500	Agent may read microfilm at no penalty
• Handheld reader	3	1 lb.	$100	Agent may read microfilm at 50% size with −4 penalty
Paper				
• Edible	1	—	$50	Agent may consume up to three pages per half action
• Flash	1	—	$80	Agent may ignite one or more pages per half action
• Invisible ink	1	—	$100	May be heat-triggered or catalyst-triggered
• Water-soluble	1	—	$80	Dissolves in one round within liquid
Environmental Gear				
Camouflage net	3	30 lb.	$50	+4 to the agent's Hide checks
Climbing Gear				
• Ascenders	1 per 8	—	$10 each	+2 to Climb checks when using ropes
• Cam, small	1 per 8	—	$10 each	+4 to Climb checks in 'finger cracks' *(see page 10)*
• Cam, medium	1 per 8	—	$15 each	+4 to Climb checks in 'hand cracks' *(see page 10)*
• Chalk bag	—	—	$5	+1 to Climb checks; may be used to blind opponents
• Climbing hammer	2	1 lb.	$30	Secures piton in 3 rounds; may be used as weapon
• Climbing harness	1	5 lb.	$25	+1 to all Climb checks
• Cordlette	1 per 2	1 lb. each	$30 each	+4 to Climb checks to 'top-rope' *(see page 11)*
• Ice axe	4	3 lb.	$40	Required when climbing on ice or snow; may be used as weapon
• Ice boots	2	4 lb.	$80	+4 to Balance checks on icy terrain
• Pitons, explosive	4 per 5	1 lb.	$20 each	Secures to surface in 1 round; may be used as weapon
• Pitons, snow pickets	1	2 lb.	$10	Negates −4 penalty to secure piton in snow
• Pitons, titanium	1 per 5	½ lb.	$10 each	May be used to thread rope or as weapon
• Rock shoes	3	2 lb.	$100	GC must spend 1 extra action die to activate agent's critical failures with the Climb skill
• Rope	2	8 lb.	$120	None
• Snow shoes	2	4 lb.	$80	+4 to Balance checks on snow
Facepaint	1	—	$10	+1 to DCs to Spot agent in appropriate terrain
Fire extinguisher	1	5 lb.	$15	May be used to obscure sight or as a weapon *(see page 12)*
Inertial compass	6	1 lb.	$50	May be calibrated for up to five locations; immune to outside influences (including magnetism)
Leatherman	3	½ lb.	$40	Contains many small tools *(see page 12)*
Load bearing equipment	1	3 lb.	$25	Agent's STR is considered 1 lower for encumbrance
Portable heat source	1	5 lb.	$20	Raises ambient temperature by 10–25 degrees for up to 8 hours per 1-lb. propane cylinder
Portable power source	2	8 lb.	$200	May power any device smaller than home appliance for up to 24 hours

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Table 9.1 Other Gear (Continued)

Gear	Budget Points	Weight	Actual Cost	Effect
Portable winch	2	15 lb.	$150	100-ft. cable with maximum capacity of 2,500 lbs.
Swiss army knife	2	—	$30	Contains 33 small tools (see page 13)
Trap, cage	7	50 lb.	$400	Animals make a Search or Survival check (DC 15) to avoid
Trap, jaw	5	6 lb.	$80	Special (see page 13)
Trap, lockjaw	6	7 lb.	$100	Special (see page 13)
Underwater Gear				
• Camera	Special	Special	Special	Special (see page 13)
• Dive computer	3	½ lb.	$250	Special (see page 13)
• Diving light	1	1 lb.	$50	20-ft. range
• Fins	2	2 lb.	$25	Agent's swimming speed increased by 10 feet
• Glow spray	1 each	—	$15 each	(One use) Marks one thing —ranged touch attack if the target is moving
• Ink bomb	3	1 lb.	$20	Special (see page 13)
• Radio	4	2 lb.	$90	Operates like a standard headset radio
• Waterproof bag	1	1 lb.	$25	None
• Weight belt	1	20 lb.	$30	Agent descends 5 extra feet during each half action or ascends 5 fewer feet during each half action
Water filtration tablets	1 per 20	—	$2	One tablet makes up to 50 quarts of water drinkable
Universal power supply	2	8 lb.	$200	Can run a computer or like item for 30 minutes; attached device gains +2 bonus vs. electrical attacks

Field Manuals and Kits

Field Manuals				
• Equipment manual	3	1 lb.	$50	+2 to relevant gear-based Knowledge checks
• Language manual	2	1 lb.	$30	+2 to relevant Languages checks
• Regional maps	2	—	$20	+2 to Boating, Driver, and Pilot skills in relevant areas
• Scientific manual	3	1 lb.	$30	+2 to relevant science-based Knowledge checks
• Travel manual	3	1 lb.	$30	+2 to relevant Cultures and Gather Information checks
New Kits				
• Appraisal kit	4	3 lb.	$40	Used for relevant Appraisal skill checks
• Bomb disposal kit	4	10 lb.	$60	Used for relevant Demolitions skill checks; may not be used to build a bomb
• Computer kit	4	3 lb.	$50	Used when repairing Computers and adding peripherals
• Craftsman's kit	4	3 lb.	$80	Used for relevant Craft skill checks
• Forgery kit	4	3 lb.	$60	Used when forging documents
• Gun cleaning kit	3	3 lb.	$40	Special (see page 14)
• HazMat kit	3	10 lb.	$30	Used for relevant Survival skill checks
• Photo development kit	3	3 lb.	$30	Used when developing photographs
• Science kit	4	3 lb.	$100	Used for relevant science-based Knowledge skill checks
• Speed grooming kit	4	2 lb.	$80	Eliminates CHA penalties from combat and like conditions after two full rounds

Optics and Light Sources

New Eyewear				
• IR goggles	4	1 lb.	$120	+4 to Spot and Search checks in IR-flooded areas; −2 to Spot checks against flanking opponents
• Protective goggles	1	1 lb.	$40	+1 to Ref saves against light and flash attacks; −2 to Spot checks against flanking opponents
• Sunglasses	1	—	$30	+1 to Intimidation checks
• UV goggles	4	1 lb.	$120	+4 to Spot and Search checks in UV-flooded areas; −2 to Spot checks against flanking opponents
Flare Gun	5	2 lb.	$30	Special (see page 15)

OTHER GEAR

Table 9.1 Other Gear (Continued)

Gear	Budget Points	Weight	Actual Cost	Effect
• Flares	1 per 5	1 lb. per 5	$5 per 5	Each flare illuminates a 30-ft. radius for 5 minutes, then a 15-ft. radius for an additional 5 minutes
• Flares, underwater	1 per 3	1 lb. per 3	$8 per 3	Each flare illuminates a 10-ft. radius for 3 minutes
Security and Penetration				
Deadbolt lock	1	—	$15	Open Lock DC 25 to open without key
Electronic Locks				
• Keypad	4	—	$40	Electronics DC 25 to open without key code
• Keycard	6	—	$100	Electronics DC 30 to open without key card
• Scan	8	—	$250	Electronics DC 35 to open without keyed retina
Electric lockpick	8	1 lb.	$300	+2 to relevant Open Locks checks
Electronic lockpick	5	1 lb.	$300	+2 to relevant Electronics checks
Glass cutter	3	½ lb.	$40	Cuts agent-sized hole in up to 3 in. of glass
Incendiary safe	10	50 lb.	$1200	Special *(see page 16)*
Lockpick gun	4	½ lb.	$150	Allows untrained use of the Open Locks skill
Portable safe	6	15 lb.	$600	Hardness of 15 with 50 wound points
Surveillance and Detection				
Bomb sweep detonator	8	20 lb.	$600	Detonates all radio-controlled bombs within 60 ft.
Borescope/fiberscope	5	1 lb.	$150	+2 to Search and Spot checks through small openings
Bugs				
• Body wire transmitter	3	—	$100	Transmits all sound near agent up to ½ mile
• Burst transmission	6	—	$300	Applies −4 penalty to opponent Electronics checks to listen in on periodic burst transmissions
• Data bug	4	—	$120	Special *(see page 16)*
Lie detector, hand-held	4	1 lb.	$200	+2 to Sense Motive checks
Lie detector, polygraph	8	10 lb.	$700	+4 to Sense Motive checks; target must be willing or helpless
Magnifying glass	1	½ lb.	$20	+1 to Search checks focusing on items of Diminutive size or smaller for one minute or more
Pocket microscope	1	1 lb.	$30	+2 to Search or Knowledge (Science) checks
Police scanner	3	3 lb.	$200	May monitor up to 10 frequencies
Portable radar unit	10	15 lb.	$500	+4 to Surveillance checks to detect personnel and vehicles within two miles
Portable sonar unit	8	10 lb.	$350	+2 to Surveillance checks to detect objects underwater
Telephone Equipment				
• Call router	2	—	$200	Applies −4 penalty to opponent Surveillance checks to trace agent's calls
• Caller ID block	1	—	$30	Blocks caller ID systems
• Cell signal interceptor	15	10 lb.	$2000	Monitors cell phone traffic within 20 miles *(see page 17)*
• Line-tap	4	—	$80	Allows agent to tap into a phone line *(see page 17)*
• Line tracer	2	½ lb.	$80	+1 to Search and Electronics checks to locate sabotage or communications equipment malfunctions
• Signal scrambler	4	—	$150	Garbles sound over attached phone line *(see page 17)*
• Tap detector	4	1 lb.	$90	Indicates whether a phone line is secure *(see page 17)*
Thermal neutron activation	8	20 lb.	$400	+6 to Search checks when looking for explosives

THE OPEN GAME LICENSE

THE OPEN GAME CONTENT

SPYCRAFT