SPYCRAFT
AGENT DOSSIER

Agent Name:

Code Name:

Class	Level	Agent Level
Second Class	Level	Department
Third Class	Level	Nationality

Description
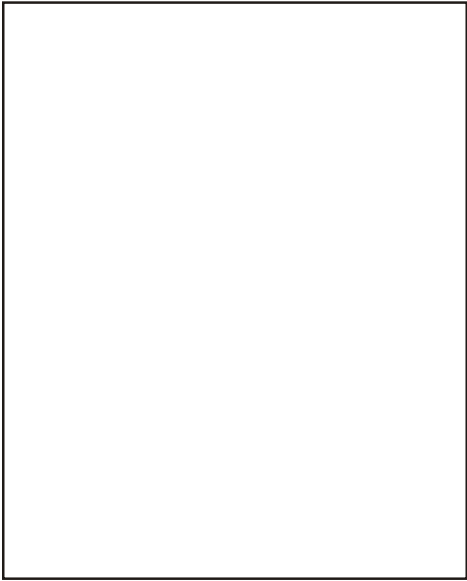
Agent Photo

Department Benefits

Feats

Background / Notes

Languages

LANGUAGE	NATIVE	LANGUAGE	NATIVE
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐

Player Name: SpyMaster:

Agent Name:

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Ability Name	Score	Modifier	TEMPORARY Score	Modifier
Strength				
Dexterity				
Constitution				
Intelligence				
Wisdom				
Charisma				

VITALITY — TOTAL — DIE TYPE
CURRENT

WOUNDS — TOTAL — SUBDUAL
CURRENT

DEFENSE — TOTAL
10+ [ ] ± [ ] ± [ ] ± [ ]
CLASS / ARMOR — DEX — SIZE — MISC

INITIATIVE [ ] = [ ] ± [ ] ± [ ]
TOTAL — CLASS — DEX — MISC

ACTION DICE — TOTAL — DIE TYPE — SPENT

BASE SPEED

INSPIRATION TOTAL [ ] ± WIS MOD [ ] ± MISC [ ]

EDUCATION TOTAL [ ] ± INT MOD [ ] ± MISC [ ]

SAVES

	TOTAL BONUS	BASE SAVE	ABILITY MOD.	MISC MOD.
FORTITUDE CONSTITUTION	[ ] =	[ ] ±	[ ] ±	[ ]
REFLEX DEXTERITY	[ ] =	[ ] ±	[ ] ±	[ ]
WILL WISDOM	[ ] =	[ ] ±	[ ] ±	[ ]

ATTACKS

	TOTAL BONUS	BASE ATTACK	ABILITY MOD.	MISC MOD.
UNARMED	[ ] =	[ ] ±	[ ] ±	[ ]
MELEE	[ ] =	[ ] ±	[ ] ±	[ ]
RANGED	[ ] =	[ ] ±	[ ] ±	[ ]

MELEE WEAPON NAME	TOTAL ATTACK BONUS	TOTAL DAMAGE	ERROR	THREAT RANGE	RANGE INCR.	WGT	NOTES

RANGED WEAPON	ATK BONUS	DAMAGE	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES
AMMO TYPE — *SPECIAL PROPERTIES* — AMMO COUNT

RANGED WEAPON	ATK BONUS	DAMAGE	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES
AMMO TYPE — *SPECIAL PROPERTIES* — AMMO COUNT

RANGED WEAPON	ATK BONUS	DAMAGE	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE

SPECIAL PROPERTIES
AMMO TYPE — *SPECIAL PROPERTIES* — AMMO COUNT

Player Name: SpyMaster:

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CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL BONUS		RANKS		Ability + Misc MODIFIERS	ERROR RANGE	THREAT RANGE
☐	APPRAISE ☐	INT	_____	=	_____	±	_____	_____	_____
☐	BALANCE ☐	DEX*	_____	=	_____	±	_____	_____	_____
☐	BLUFF ☐	CHA	_____	=	_____	±	_____	_____	_____
☐	BOATING ☐	DEX	_____	=	_____	±	_____	_____	_____
☐	BUREAUCRACY☐	CHA	_____	=	_____	±	_____	_____	_____
☐	CLIMB☐	STR*	_____	=	_____	±	_____	_____	_____
☐	COMPUTERS☐	INT	_____	=	_____	±	_____	_____	_____
☐	CONCENTRATION☐	WIS	_____	=	_____	±	_____	_____	_____
☐	CRAFT_____	INT	_____	=	_____	±	_____	_____	_____
☐	CRYPTOGRAPHY	INT	_____	=	_____	±	_____	_____	_____
☐	CULTURES	WIS	_____	=	_____	±	_____	_____	_____
☐	DEMOLITIONS	INT	_____	=	_____	±	_____	_____	_____
☐	DIPLOMACY	CHA	_____	=	_____	±	_____	_____	_____
☐	DISGUISE ☐	CHA	_____	=	_____	±	_____	_____	_____
☐	DRIVER ☐	DEX	_____	=	_____	±	_____	_____	_____
☐	ELECTRONICS	INT	_____	=	_____	±	_____	_____	_____
☐	ESCAPE ARTIST☐	DEX*	_____	=	_____	±	_____	_____	_____
☐	FIRST AID☐	WIS	_____	=	_____	±	_____	_____	_____
☐	FORGERY☐	INT	_____	=	_____	±	_____	_____	_____
☐	HANDLE ANIMAL	CHA	_____	=	_____	±	_____	_____	_____
☐	HIDE☐	DEX*	_____	=	_____	±	_____	_____	_____
☐	HOBBY_____	WIS	_____	=	_____	±	_____	_____	_____
☐	INNUENDO ☐	WIS	_____	=	_____	±	_____	_____	_____
☐	INTIMIDATE☐	STR/CHA	_____	=	_____	±	_____	_____	_____
☐	JUMP☐	STR	_____	=	_____	±	_____	_____	_____
☐	KNOW_____	INT	_____	=	_____	±	_____	_____	_____
☐	KNOW_____	INT	_____	=	_____	±	_____	_____	_____
☐	LANGUAGES☐	WIS	_____	=	_____	±	_____	_____	_____
☐	LISTEN☐	WIS	_____	=	_____	±	_____	_____	_____
☐	MECHANICS	INT	_____	=	_____	±	_____	_____	_____
☐	MOVE SILENTLY☐	DEX*	_____	=	_____	±	_____	_____	_____
☐	OPEN LOCK	DEX	_____	=	_____	±	_____	_____	_____
☐	PERFORM☐	CHA	_____	=	_____	±	_____	_____	_____
☐	PILOT	DEX	_____	=	_____	±	_____	_____	_____
☐	PROFESSION		_____	=	_____	±	_____	_____	_____
	_____	WIS	_____	=	_____	±	_____	_____	_____
☐	_____	WIS	_____	=	_____	±	_____	_____	_____
☐	READ LIPS	INT	_____	=	_____	±	_____	_____	_____
☐	SEARCH☐	INT	_____	=	_____	±	_____	_____	_____
☐	SENSE MOTIVE☐	WIS	_____	=	_____	±	_____	_____	_____
☐	SLEIGHT OF HAND	DEX*	_____	=	_____	±	_____	_____	_____
☐	☐SPORT_____	STR/DEX*	_____	=	_____	±	_____	_____	_____
☐	☐SPORT_____	STR/DEX*	_____	=	_____	±	_____	_____	_____
☐	SPOT☐	WIS	_____	=	_____	±	_____	_____	_____
☐	SURVEILLANCE	WIS	_____	=	_____	±	_____	_____	_____
☐	SURVIVAL	WIS	_____	=	_____	±	_____	_____	_____
☐	SWIM☐	STR	_____	=	_____	±	_____	_____	_____
☐	TUMBLE	DEX	_____	=	_____	±	_____	_____	_____
☐	USE ROPE☐	DEX	_____	=	_____	±	_____	_____	_____
☐	_____		_____	=	_____	±	_____	_____	_____
☐	_____		_____	=	_____	±	_____	_____	_____

Player Name: SpyMaster:

SKILLS MARKED WITH ☐ CAN BE USED EVEN IF THE CHARACTER HAS ZER0 (0) SKILL RANKS.
MARK CLASS SKILLS WITH ☒ . * ARMOR CHECK PENALTY, IF ANY, APPLY

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EXPERIENCE POINTS	NEEDED FOR LEVEL	
FIELD EXPENSES	FIELD EXPENSES REMAINING	
PERSONAL BUDGET	MISSION BUDGET	GADGET POINTS

STANDARD ISSUE GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

LIFT OVER HEAD
EQUALS MAX HEAVY LOAD

LIFT OFF GROUND
EQUALS 2x MAX HEAVY LOAD

PUSH OR DRAG
EQUALS 5x MAX HEAVY LOAD

Player Name: SpyMaster:

COMBAT ACTIONS

INITIATIVE ACTIONS	TYPE	EFFECT
DELAY	Free	You may voluntarily reduce your initiative by up to 10 + your initiative bonus, at which time you must act or lose your turn.
READY	Full	Choose an action and a trigger that will prompt it; if it doesn't happen, you lose your turn.
REGROUP	Half	+5 to your Initiative total

ATTACK ACTIONS	TYPE	EFFECT
STANDARD ATTACK	Half	None, uses 1 shot.
Autofire	Full	Fire a number of 3-shot volleys up to one-third the ammo in your firearm and make an attack with a -1 penalty per volley; if you hit, one volley hits the target; for every 4 over the target's Defense, another volley hits; uses 3 shots per volley.
Burst (narrow)	Half	-3 attack; +2 damage, uses 3 shots
Burst (wide)	Half	+1 attack; uses 3 shots
Coup de grace	Full	Helpless target must make Fort save (DC 10 + damage done) or die.
Disarm	Half	Make an opposed attack roll; if you win, target is disarmed.
Feint	Half	Make Bluff check opposed by Sense Motive, if successful, opponent loses Dex mod to defense for your next attack.
Grapple	Half	Special (See Spycraft Handbook, page 172)
Refresh	Full	If not attacked in the round, you may spend one action die at end of round to recover the result in vitality points, or 2 wounds.
Strafe Attack	Full	Target a number of adjacent squares up to half the ammo in your firearm and make an attack with a -2 penalty per square beyond the first; all targets suffer same damage, uses 2 shots per square.
Strike Object	Half	Special (Spycraft book, page 168)
Suppressive Fire	Full	1 target w/in LOS suffers -4 attack and skills 1 round; uses 5 shots
Taunt	Half	Bluff check vs Sense Motive; success means opponent must attack you with his next action.
Trip	Half	Melee Touch Attack; if hit, make Str check vs opponent Str or Dex

MOVEMENT ACTIONS	TYPE	EFFECT
Standard Move	Half	Move Speed in Feet
Charge	Full	+2 attack, -2 Defense one round
Run	Full	Move 4x Speed in Feet
Total Defense	Full	+4 Dodge bonus to defense for one round
Withdraw	Full	Move 2x your Speed in feet away from combat.

OTHER ACTIONS	TYPE	EFFECT
Aim Ranged Weapon	Half	+1 bonus next attack
Brace firearm	Half	+2 bonus next attack