

SPY ADVENTURE Pack

Version: 3

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Spy Adventure Pack

Setting Information

- The world is a maze of codes, cover identities, and poisoned trust — a place where truth is currency and no one is ever who they seem to be.
- The time is Cold War silence, wartime shadows, or the digital now — history's thresholds where secrets shape nations and silence saves lives.
- The setting shifts with the mission — smoke-filled embassies, snowbound borders, desert compounds, war-torn capitals, and private clubs that never appear on maps.
- History breathes beneath the surface — proxy wars, shifting alliances, revolutions in slow motion — all weaponized by those who work in whispers.
- Espionage agencies maneuver like predators in a shrinking cage — CIA, MI6, KGB, Mossad, or specters of fiction, each with their own scars, saints, and sins.
- Technology follows the pulse of the era — hidden wires, microfilm, dead drops, burner networks, satellite pings, and black-market firmware running in borrowed skin.
- Loyalty is fluid, allegiance negotiable, and betrayal inevitable — every agent is a ghost in someone's file, and the truth never stays clean for long.

- This world has no neutral ground. Every move is a message, and every message is a risk.

Character Traits

Concepts

	1	2	3	4	5	6
1	Dis- avowed Opera- tive	Elegant Assas- sin	Hacker- for-Hire	Burned Spy	Under- cover Ana- lyst	Rogue Handler
2	Sleeper Agent	Cryp- tid Con- spirator	Techno- Sabo- teur	Charm- ing In- filtrator	Dou- ble- Cross Expert	Cold- War Relic
3	Mind- Wiped Asset	Shadow Broker	Deep Mole	Debonair Seduc- tress	Clean- Up Spe- cialist	Field Surgeon
4	Diplo- matic Chamele- on	Interro- gation Expert	MI6 Turn- coat	CIA Es- capee	Cor- porate Fixer	Dis- guised Courier
5	Black Bag Techni- cian	Radio Silence Ghost	Surveil- lance Addict	Glam- orous De- ceiver	Anti- Terror Ana- lyst	Preci- sion Cleaner
6	Urban Stalker	Sleep- less In- tercep- tor	Psycho- logical Profiler	Dis- graced Patriot	KGB Heir	High- Stakes Nego- tiator

Skills

1	2	3	4	5	6
1 Espionage	Stealth	Interrogation	Lock-picking	Disguise	Counter-intelligence
2 Seduction	Firearms	Martial Arts	Surveillance	Code-breaking	Gadgeteering
3 Hacking	Tail/Shadowing	Infiltration	Combat Driving	Explosives	Escape Techniques
4 Persuasion	Language Mastery	Distraction	Social Engineering	Drone Operation	Medical Knowledge
5 Forensics	Data Extraction	Voice Impersonation	Bomb Defusal	Trap Setting	Toxin Handling
6 Bluffing	Parkour	Crypt-analysis	Strategic Planning	Quick Draw	Improvised Tools

Frailties

1	2	3	4	5	6
1 Identity Crisis	Burnout	Paranoia	Guilt Complex	Trust Issues	Amnesia
2 Addictive Behavior	PTSD	Obsessive Habit	Emotional Distachment	Tremors	Chronic Insomnia

	1	2	3	4	5	6
3	Flash-backs	Overconfidence	Panic Under Fire	Self-Sabotage	Secret Loyalty	Haunted by the Past
4	Moral Hesitation	Manipulative Tendencies	Split Allegiances	Nightmares	Code Dependency	Reluctance to Kill
5	Fame from a Botched Op	Vengeful	Overtrusting	Technophobia	Chronic Injury	Emotional Outbursts
6	Voices in the Ear	Double Life Stress	Fear of Exposure	Gadget Malfunction Phobia	Cold-Bloodedness	Bureaucratic Trauma

Gear

	1	2	3	4	5	6
1	Silenced Pistol	Bug Detector	Forged Passport	Lockpick Set	Micro Recorder	Burner Phone
2	Concealed Blade	Grappling Gun	Tactical Glasses	Encryption Tablet	GPS Scrambler	Flashbang Grenade
3	Tracker Darts	Eavesdropping Kit	Disguise Kit	Anti-dote Injector	Gas Mask	Surveillance Drone

	1	2	3	4	5	6
4	Poison Ring	Hollow Watch	Signal Jammer	EMP Device	Wrist Taser	Tranquilizer Gun
5	RFID Spoofers	Hidden Camera	Kevlar Vest	Infrared Goggles	Cyanide Tooth	Money Bricks
6	Compact SMG	Retinal Scanner	Remote Explosives	Med Patch Kit	Smoke Pellets	Hacking Rig

Names

Female Names

	1	2	3	4	5	6
1	Alina	Sofia	Kaori	Emilia	Yelena	Claire
2	Anika	Lucia	Hana	Ingrid	Nadine	Roya
3	Zara	Petra	Mira	Elise	Farah	Dasha
4	Leila	Sanaa	Irina	Helena	Aiko	Soraya
5	Mina	Ivana	Noor	Carmen	Katerina	Sylvie
6	Amira	Lina	Moir	Ayaka	Chiara	Galina

Male Names

	1	2	3	4	5	6
1	Viktor	Elias	Kenji	Luca	Malik	Andrei
2	Karim	Tomas	Hugo	Sergei	Amir	Claude
3	Mikhail	Rami	Julien	Nikolai	Jorge	Takeshi
4	Jakob	Farid	Arman	Roman	Dmitri	Theo
5	Anton	Omar	Pavel	Isamu	Ziad	Silas
6	Illya	Marco	Salem	Arthur	Emil	Yann

Surnames

	1	2	3	4	5	6
1	Novak	Ramires	Petrov	Saito	Had-dad	Schulz
2	Volkov	Grimaldi	Moro-zov	Taka-hash	Zakaria	Leblanc
3	Had-dadi	Kimura	Castillo	Dra-gunov	Mi-halovic	Fontaine
4	Aziz	Orlov	Yamamoto	Fer-nández	Sorokin	Kowal-ski
5	Choi	Khalil	Ivanova	Delau-nay	Mah-moud	Weber
6	Müller	Sokolov	Darzi	Gen-ovese	Ya-mazaki	Krüger

Nicknames

	1	2	3	4	5	6
1	Ghost	Viper	Echo	Phan-tom	Raven	Ember
2	Wraith	Oracle	Wolf	Nomad	Ash	Cipher
3	Helix	Quill	Prophet	Fox	Glitch	Vector
4	Whis-per	Falcon	Sable	Tem-pest	Maze	Iron-hand
5	Cross-fade	Moth	No-mura	Bluejay	Carbon	Apex
6	Harrow	Lynx	Dagger	Scorch	Hal-cyon	Null

Special Rules

Cover Identity

Your character begins each mission with an assigned cover. When performing an action that might expose your cover, roll the Oracle with **Risk**. If the Oracle response is negative or mixed, your cover begins to fray.

- Track cover using **three states**: *Intact, Strained, Blown*.
- Each time you act “out of cover,” or draw heat, consult the Oracle and adjust the state.
- A *Blown* cover immediately triggers **extraction, pursuit, or capture** (Oracle decides which).

Tip Describe how your action fits the cover — not just what you do, but **how you make it look normal**.

Interrogation

If captured, you enter an **interrogation sequence**. You must answer questions posed by your captors. For each question:

- You may choose to **Lie, Evade, or Confess**.
- Consult the Oracle after each attempt. On a failure, your captors learn something — real or fabricated, Oracle decides.
- After three questions, roll to see if you’re **released, escape, or remain detained**.

Note If you plant disinformation during interrogation, note it — it may alter future missions if the lie takes root.

Political Tensions

Each mission alters the geopolitical climate. After a mission:

- Roll the Oracle to determine whether your actions **stabilized, disrupted, or escalated** tensions.
- Keep a simple **Tension Track**: *Stable* → *Shifting* → *Boiling Point*.
- At *Boiling Point*, missions become more chaotic: assets disappear, contacts are unreliable, and extraction becomes harder.

Tip Use factions or governments as recurring actors. When you cross one, track their suspicion.

Factions

The Directorate

- **Concept**: Legacy intelligence agency fractured by internal purges.
- **Skills**: Tradecraft, Psychological Manipulation
- **Frailty**: Wounded by internal distrust
- **Gear**: Old-school encrypted files, aging handlers
- **Goal**: Survive the shifting world order
- **Motive**: Institutional survival above all
- **Nemesis**: The Ascendant Bloc

The Ascendant Bloc

- **Concept**: Rising power harnessing digital control and social engineering.
- **Skills**: Network infiltration, AI surveillance
- **Frailty**: Overconfidence in algorithms
- **Gear**: Black-market firmware, predictive intel grids
- **Goal**: Total information dominance
- **Motive**: Stability through control

- **Nemesis:** The Underground Echo

The Underground Echo

- **Concept:** Decentralized resistance of whistleblowers, ex-operatives, and digital fugitives.
- **Skills:** Guerrilla coordination, Counter-propaganda
- **Frailty:** Fragmented trust networks
- **Gear:** Burner tech, peer-to-peer drops
- **Goal:** Expose systems of manipulation
- **Motive:** Freedom through radical transparency
- **Nemesis:** The Ascendant Bloc

The Veiled Court

- **Concept:** Elite, multinational cabal exerting influence through private finance and culture.
- **Skills:** Influence peddling, Cryptic symbolism
- **Frailty:** Ritualized arrogance
- **Gear:** Private club networks, heirloom codes
- **Goal:** Shape history from behind the curtain
- **Motive:** Legacy, continuity, dominion
- **Nemesis:** The Directorate

Kestrel Solutions

- **Concept:** Private espionage contractor working both sides of any conflict.
- **Skills:** Extraction, False Flag Operations
- **Frailty:** Loyalty to profit
- **Gear:** Adaptive gear suites, controlled leaks
- **Goal:** Sustain the war of secrets
- **Motive:** Market domination of intelligence-for-hire
- **Nemesis:** Anyone they can't bill

The Covenant of Ash

- **Concept:** Extremist zealots of erasure — erase history, destroy archives, dismantle systems.
- **Skills:** Sabotage, Fanatic infiltration
- **Frailty:** Self-destructive impulse
- **Gear:** Black flame virus, memory purging tools
- **Goal:** Burn the old world's knowledge
- **Motive:** Cleansing through oblivion
- **Nemesis:** The Echo and the Court alike

NPCs

Sophia Dubois

- **Concept:** Rogue Diplomat
- **Skills:** Social Subversion, Auction Rigging
- **Frailty:** Secretly Indebted
- **Gear:** Bugged Earring, Forged Manifests
- **Goal:** Erase Past
- **Motive:** Survival
- **Nemesis:** Burned Protégé

Jack Zhang

- **Concept:** Ghost Coder
- **Skills:** Network Infiltration, Code Obfuscation
- **Frailty:** Fame-Seeking
- **Gear:** Keylogger Drone, Signal Repeater
- **Goal:** Leak the Vault
- **Motive:** Recognition
- **Nemesis:** Rogue AI

Dmitri Volkov

- **Concept:** Ex-GRU Broker
- **Skills:** Logistics, Bluffing
- **Frailty:** Haunted Loyalty
- **Gear:** Sealed Crate, Encrypted List
- **Goal:** Honor a Debt
- **Motive:** Redemption
- **Nemesis:** GRU General

Maria Gutierrez

- **Concept:** Freelance Killer
- **Skills:** Disappearance, Termination
- **Frailty:** Memory Gaps
- **Gear:** Kill Ledger, Retinal Scrambler
- **Goal:** Find Lost Year
- **Motive:** Truth
- **Nemesis:** Unknown Handler

William Buchanan

- **Concept:** Faded Legend
- **Skills:** Disguise, Code-Switching
- **Frailty:** Obsolete Habits
- **Gear:** Fake Obituary, Lockbox Orders
- **Goal:** Finish Old Mission
- **Motive:** Redemption
- **Nemesis:** Young Operative

Suki Kim

- **Concept:** Masked Infiltrator
- **Skills:** Mimicry, Bureaucracy
- **Frailty:** Emotional Residue

- **Gear:** Invisible Memoirs, Stolen Heirloom
- **Goal:** Discover Identity
- **Motive:** Self-Recovery
- **Nemesis:** Unknown Sibling

Threat Actors

Blackmail Rings

- **Concept:** Covert Extortionists
- **Skills:** Coercion, Intel Gathering
- **Frailty:** Power Drunk
- **Gear:** Hidden Mics, Compromising Footage
- **Goal:** Control through leverage
- **Motive:** Greed, leverage
- **Nemesis:** Whistleblowers, leaks

Contract Killers

- **Concept:** Hired Eliminators
- **Skills:** Stealth, Execution
- **Frailty:** Tunnel Vision
- **Gear:** Toxins, Suppressed Arms
- **Goal:** Target neutralization
- **Motive:** Money, revenge
- **Nemesis:** Security teams, ghost targets

Cyber Cells

- **Concept:** Rogue Hackers
- **Skills:** Breach & Spread, Obfuscation
- **Frailty:** Operate in echo chambers
- **Gear:** Mesh nodes, spoofing rigs
- **Goal:** Disrupt, expose, destabilize

- **Motive:** Idealism, sabotage
- **Nemesis:** Counterintel AI, kinetic raids

Freelance Militants

- **Concept:** Tactical Mercs
- **Skills:** Small Unit Ops, Extraction
- **Frailty:** No loyalty
- **Gear:** Modular armor, flashbangs
- **Goal:** Execute contracts
- **Motive:** Payment, chaos
- **Nemesis:** Intelligence handlers, rival squads

Cross-Border Runners

- **Concept:** Logistics Ghosts
- **Skills:** Smuggling, Terrain Mastery
- **Frailty:** Complacent
- **Gear:** Coded manifests, rebranded crates
- **Goal:** Move the untraceable
- **Motive:** Survival, profit
- **Nemesis:** Customs agents, bounty hunters

Embedded Turncoats

- **Concept:** Internal Saboteurs
- **Skills:** Misdirection, Deep Cover
- **Frailty:** Gambling with trust
- **Gear:** Forged credentials, burner caches
- **Goal:** Subvert from within
- **Motive:** Ideology, blackmail
- **Nemesis:** Vetting units, loyalists

Locations

The Embassy

- An official front for diplomacy, unofficially a nest of surveillance devices, veiled threats, and closed-door deals.
- Possible encounters: Cultural Attaché, Agency Liaison, Surveillance Tech posing as Clerk

The Bazaar

- A volatile maze of whispered deals, cold stares, and vanishing stalls — ideal for covert exchanges and plausible deniability.
- Possible encounters: Information Broker, Disgraced Agent in Hiding, Distraction Team posing as Vendors

The Safehouse

- Nondescript from the outside, the inside tells stories in scratches, gun oil, and half-sanitized medical kits — never truly safe.
- Possible encounters: Paranoid Field Operative, Burned Asset, Silent Quartermaster

The Executive Compound

- A perimeter of decorum hides a core of control — policy is shaped here under velvet threats and soft power.
- Possible encounters: Political Powerbroker, Private Intelligence Consultant, Hidden Microphone

The Grey Sector

- A district of abandoned buildings and flickering street-lamps, known to be both avoided and exploited by operatives of every stripe.

- Possible encounters: Street-Level Informant, Double-Crosser, Surveillance Drone Skimming Rooftops

The Black Lab

- Beyond jurisdiction and ethics, this subterranean site runs tests no one admits exist — the lights hum with secrecy.
- Possible encounters: Nervous Technician, Security AI in Test Mode, Something Not Fully Human

Adventure Seeds

D66

Adventure

- 11 Infiltrate a diplomatic gala and extract a defector hiding in plain sight — before their cover collapses.
- 12 A forged memo sparks a scandal. Retrieve the original document before it reaches the press.
- 13 Your former handler resurfaces with a job and no explanation. Say yes, or risk losing your identity.
- 14 A data vault hidden in a shuttered bookstore may hold the truth behind a blacklisted operation.
- 15 Steal a prototype listening device from an ally's embassy — then decide who gets it.
- 16 The safehouse is compromised. Burn the evidence, but someone inside may not be who they claim.
- 21 Surveillance footage shows you at a crime scene — but you were never there. Prove it.
- 22 A ghost agent transmits from a dead network. Trace the signal before it disappears again.
- 23 A staged hostage rescue masks a smuggling op. You're sent in — but to stop which part?

D66**Adventure**

- 24 The mole you unmasked has vanished. Your contact insists they were never real.
- 25 A message hidden in a vintage broadcast suggests a war-era asset is still active — and watching you.
- 26 A poisoned official collapses mid-speech. You have 12 hours to trace the vector before you're blamed.
- 31 An encrypted case was dropped in the wrong dead drop. Retrieve it before rival handlers act.
- 32 You're hired to tail a diplomat. They're already tailing someone else — and so are you.
- 33 The target is a child born into a fabricated identity. Extract them, or erase the file.
- 34 A former asset demands protection — in exchange for blackmail material you didn't know existed.
- 35 Your cover ID receives an official invitation to a secret summit. You weren't supposed to be known.
- 36 A routine brush pass transfers a drive. It contains footage of your last unsanctioned kill.
- 41 Sabotage an arms deal between two factions — but don't let either know it was you.
- 42 A deep-cover operative breaks silence. Their voice sounds like someone you trusted and buried.
- 43 A faction wants you to plant intel on a rival. Another pays you to intercept it. Both are watching.
- 44 The airport is locked down. One passenger has classified tech in their luggage. Guess who.
- 45 You're offered immunity in exchange for a list of active agents — including your current identity.
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D66**Adventure**

- 46 A package arrives addressed to your alias. Inside: your real birth certificate and a listening device.
- 51 A foreign news outlet publishes details from a mission you haven't completed yet. Find the leak.
- 52 Your mission: escort a scientist across hostile territory. They insist you're part of an experiment.
- 53 A key witness is being held in an asylum. They speak only in Cold War ciphers.
- 54 A minor bureaucrat is too well-informed. Dig into their past before they dig into yours.
- 55 A rogue satellite comes online. It has your old team's encrypted logs — and someone's using them.
- 56 You've been framed for an assassination. The evidence is airtight — and planted by your own side.
- 61 An encrypted letter arrives weekly, signed by someone who died in a botched mission you led.
- 62 An underground courier service moves secrets for hire. Infiltrate it without being archived.
- 63 A defector's memoirs contain details only you should know. Redact the book — or its author.
- 64 A facial recognition algorithm tags you in surveillance footage from six years ago — on the wrong side.
- 65 A ghost file resurfaces in the archive: classified under your real name. You never wrote it.
- 66 Someone is impersonating you across three countries. Trace them — or become them.
-