

SPY ADVENTURE Pack

Version: 3

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Spy Adventure Pack

Setting Information

- The time period for a spy adventure pack could vary depending on the specific subgenre, but it could be set during the Cold War, the World War II era, or the present day.
- The setting could be a specific country or region, such as the United States, Russia, Europe, or the Middle East. The locations could include both real and fictional places.
- The setting information could provide some historical context for the time period and location, such as political tensions, major events, or cultural movements that are relevant to the story.
- The setting could include information about the various espionage organizations that exist in the world of the game, such as the CIA, MI6, KGB, Mossad, or other fictional agencies. This could include their goals, methods, and relationships with other organizations.
- The setting could include information about the technology available to the characters in the game, such as weapons, surveillance equipment, communication devices, and transportation. This could vary depending on the time period and location.

Character Traits

Concepts

	1	2	3	4	5	6
1	Cunning Agent	Fearless Hero	Wily Mercenary	Grizzled Vet	Reckless Rogue	Steely Cop
2	Resourceful Spy	Elite Soldier	Skilled Thief	Deadly Assassin	Streetwise Thug	Tenacious Detective
3	Daring Explorer	Sharpshooter	Nefarious Mastermind	Stealthy Infiltrator	Ruthless Enforcer	Charismatic Con Artist
4	Ruthless Pirate	Honorable Samurai	Experienced Tracker	Sneaky Saboteur	Arrogant Adventurer	Merciless Bounty Hunter
5	Vigilante Avenger	Sleazy Informant	Adventurous Archaeologist	Renegade Outlaw	Intrepid Reporter	Smuggler Kingpin
6	Mysterious Stranger	Dashing Swash-buckler	Cold-blooded Killer	Wild Gunslinger	Canny Smuggler	Unforgiving Hitman

Skills

	1	2	3	4	5	6
1	Acrobat-ics	Brawl-ing	Com-puters	Demoli-tions	Driving	Firearms
2	Hacking	His-tory	Intimi-dation	Investi-gation	Lan-guage	Med-icine
3	Naviga-tion	Net-works-ing	Stealth	Persua-sion	Pilot	Sci-ence
4	Survival	Swim-ming	Tech-nology	Thievery	Track-ing	Diplo-macy
5	Animal Handling	Ar-chae-ology	Artistry	Athlet-ics	Cryp-togra-phy	Espionage
6	Lockpick-ing	Me-chan-ics	Pho-togra-phy	Seduc-tion	Street-wise	Strat-egy

Frailties

Frail-ties	1	2	3	4	5	6
1	Alco-holic	Arro-gant	Claus-tropho-bic	Cow-ardly	Crip-pled	Deaf
2	Greedy	Gullible	Hot-tem-pered	Hypochon-driac	Illiter-ate	Inse-cure
3	Insom-niac	Jeal-ous	Klepto-maniac	Liar	Lonely	Para-noid

Frailties	1	2	3	4	5	6
4	Phobic (bugs)	Pyromaniac	Racist	Sadistic	Secretive	Selfish
5	Short-sighted	Slow	Stutterer	SuperThin-skinned	Ugly	stitious
6	Vengeful	Weak	Wild	Xenophobic	Amnesiac	Codependent

Gear

	1	2	3	4	5	6
1	Tactical Knife	Sniper Rifle	Hacking Tool	C4 Explosives	Kevlar Vest	Spy Camera
2	Disguise Kit	Microphone	Bug Detector	Night Vision Goggles	Grappling Hook	Smartwatch
3	Smoke Grenade	Flashbang Grenade	Lockpick Set	Dart Gun	Gas Mask	Body Armor
4	Explosive Watch	Hidden Blade	Miniature Drone	EMP Device	Climbing Gear	Shotgun
5	Wristwatch Taser	Thermal Vision Goggles	Remote Explosive	Smoke Pellets	Tranquilizer Gun	Radio Communication Device

	1	2	3	4	5	6
6	Stun Baton	Hidden Micro- phone	Spy Car	Hidden Pistol	Smart Glasses	Portable Taser

Genre Rules

- **Cover identities:** The player must maintain their cover identity while on missions, and risk exposure if they act out of character. To maintain their cover, protagonist must describe their actions in a way that is consistent with their character's identity, and the Oracle will determine whether or not they succeed. If a player acts out of character, the Oracle may rule that their cover is compromised, and they will face consequences.
- **Interrogation:** The player may be captured and interrogated, and must resist giving up important information. When a player is captured and interrogated, they must resist giving up important information by answering questions in a way that is vague or misleading. The Oracle will determine whether or not they are successful in resisting interrogation based on their answer.
- **Political tensions:** The political climate is always shifting, and the player may find themselves caught up in the middle of a larger conflict. The player must navigate these political tensions carefully, as their actions may have consequences that extend beyond their immediate mission. When the player takes actions that affect the larger political situation, the Oracle will determine the consequences of their actions based on the range of possible answers.

Factions

The Syndicate

- **Concept:** Ruthless criminals
- **Skills:** Deception, Intimidation
- **Frailty:** Greedy
- **Gear:** Guns, forged documents
- **Goal:** Profit
- **Motive:** Wealth and power
- **Nemesis:** Law enforcement agencies

The Agency

- **Concept:** Government spies
- **Skills:** Stealth, Investigation
- **Frailty:** Overzealous
- **Gear:** Disguises, high-tech gadgets
- **Goal:** National security
- **Motive:** Protecting the country
- **Nemesis:** Enemy intelligence agencies

The Brotherhood

- **Concept:** Shadowy organization
- **Skills:** Sabotage, Survival
- **Frailty:** Paranoid
- **Gear:** Poison, hidden blades
- **Goal:** Control of the world
- **Motive:** Create a new world order
- **Nemesis:** The Syndicate

The Cult

- **Concept:** Fanatical believers

- **Skills:** Persuasion, Occultism
- **Frailty:** Zealotry
- **Gear:** Ritualistic items, sacrificial daggers
- **Goal:** Convert everyone to their belief
- **Motive:** The end justifies the means
- **Nemesis:** The Agency

The Mercenaries

- **Concept:** Hired guns
- **Skills:** Combat, Tactics
- **Frailty:** Greed
- **Gear:** Assault rifles, body armor
- **Goal:** Complete the contract
- **Motive:** Money talks
- **Nemesis:** The highest bidder

The Underground

- **Concept:** Resistance fighters
- **Skills:** Guerilla warfare, Propaganda
- **Frailty:** Fearful
- **Gear:** Homemade explosives, knives
- **Goal:** Overthrow the government
- **Motive:** Freedom from oppression
- **Nemesis:** The Agency

NPCs

Sophia Dubois

- **Concept:** Cunning socialite
- **Skills:** Deception, Persuasion
- **Frailty:** Greed

- **Gear:** Diamond bracelet, Poisoned ring
- **Goal:** To acquire more wealth and power
- **Motive:** Self-interest
- **Nemesis:** Her estranged husband, a wealthy businessman

Jack Zhang

- **Concept:** Master hacker
- **Skills:** Hacking, Electronics
- **Frailty:** Arrogance
- **Gear:** Laptop, High-tech gadgets
- **Goal:** To bring down corrupt corporations
- **Motive:** Justice
- **Nemesis:** The CEO of a powerful tech company

Dmitri Volkov

- **Concept:** Ruthless arms dealer
- **Skills:** Intimidation, Firearms
- **Frailty:** Paranoia
- **Gear:** Grenades, Assault rifle
- **Goal:** To become the most powerful arms dealer in the world
- **Motive:** Greed
- **Nemesis:** An undercover CIA agent

Maria Gutierrez

- **Concept:** Skilled assassin
- **Skills:** Stealth, Marksmanship
- **Frailty:** Lack of empathy
- **Gear:** Silenced pistol, Throwing knives
- **Goal:** To eliminate her targets with precision and efficiency
- **Motive:** Personal satisfaction

- **Nemesis:** An Interpol agent on her trail

William Buchanan

- **Concept:** Veteran spy
- **Skills:** Espionage, Hand-to-hand combat
- **Frailty:** Alcoholism
- **Gear:** Disguises, Walther PPK
- **Goal:** To protect his country from threats, foreign and domestic
- **Motive:** Patriotism
- **Nemesis:** A Russian spy who he thought was dead

Suki Kim

- **Concept:** Infiltrator
- **Skills:** Disguise, Linguistics
- **Frailty:** Impulsive
- **Gear:** Fake passports, Lockpicks
- **Goal:** To gather information on North Korean spies
- **Motive:** Revenge
- **Nemesis:** A high-ranking member of North Korea's intelligence agency.

Foes

Blackmailers

- **Concept:** Ruthless Extortionists
- **Skills:** Persuasion, Intimidation
- **Frailty:** Arrogant
- **Gear:** Hidden recording devices, photos or videos
- **Goal:** Profit and power through blackmail
- **Motive:** Greed and ambition
- **Nemesis:** Law enforcement and ethical opposition

Assassins

- **Concept:** Cold-Blooded Killers
- **Skills:** Stealth, Weapon Proficiency
- **Frailty:** Short-Sighted
- **Gear:** Silenced firearms, poisons, garrotes
- **Goal:** Elimination of targets
- **Motive:** Money or loyalty to a cause
- **Nemesis:** Bodyguards, law enforcement, or rival assassins

Hacker Collective

- **Concept:** Digital Outlaws
- **Skills:** Hacking, Social Engineering
- **Frailty:** Overconfidence
- **Gear:** Laptops, servers, networking equipment
- **Goal:** Information gathering or disruption of systems
- **Motive:** Idealism or profit
- **Nemesis:** Law enforcement and cyber security forces

Mercenaries

- **Concept:** Guns for Hire
- **Skills:** Firearms Proficiency, Survival
- **Frailty:** Unreliable
- **Gear:** Assault rifles, grenades, body armor
- **Goal:** Contracted missions, typically involving violence
- **Motive:** Money or loyalty to a cause
- **Nemesis:** Counter-mercenary forces or rival mercenary groups

Smugglers

- **Concept:** Lawbreakers with Connections
- **Skills:** Stealth, Navigation

- **Frailty:** Overconfident
- **Gear:** Unmarked vehicles, hidden compartments, fake documents
- **Goal:** Transportation of contraband
- **Motive:** Profit
- **Nemesis:** Law enforcement or rival smugglers

Double Agents

- **Concept:** Deceptive Spies
- **Skills:** Deception, Intelligence Gathering
- **Frailty:** Risk-Taker
- **Gear:** Hidden cameras or recording devices, false identification
- **Goal:** Misleading opposing factions
- **Motive:** Money or ideology
- **Nemesis:** The faction being infiltrated or other factions with conflicting interests.

Locations

The Embassy

- The Embassy is a heavily guarded building in the heart of the city that serves as the hub for all diplomatic activity.
- Possible encounters: Ambassador, Diplomatic Aides, Local Security Personnel

The Bazaar

- The Bazaar is a bustling marketplace filled with vendors selling a variety of goods, both legal and illegal.
- Possible encounters: Shady Merchant, Local Shopkeeper, Black Market Dealer

The Safe House

- The Safe House is a hidden location where operatives can rest and regroup between missions.
- Possible encounters: Handler, Technician, Undercover Agent

The Palace

- The Palace is the opulent residence of the ruling elite, heavily fortified and guarded at all times.
- Possible encounters: High Ranking Officials, Elite Guards, Servants

The Slums

- The Slums are a poverty-stricken area of the city where crime and desperation run rampant.
- Possible encounters: Homeless Person, Thug, Informant

The Research Facility

- The Research Facility is a high-tech laboratory where cutting-edge technology is developed and tested.
- Possible encounters: Scientist, Security Personnel, Prototype Robot

Adventure Seeds

D66

Adventure

- 11 A high-profile politician has been kidnapped, and the protagonist is hired to rescue them. However, they soon discover that the kidnappers are members of a rival faction trying to undermine the politician's authority.
- 12 The protagonist is tasked with stealing a powerful artifact from a rival faction's headquarters. However, they soon

discover that the artifact is cursed and must find a way to neutralize its effects before it's too late.

13 A mysterious creature has been spotted in the city, attacking citizens and causing chaos. The protagonist is hired to track down the creature and eliminate it before it causes more damage.

14 A member of one of the factions approaches the protagonist with information about a secret meeting between rival factions. They offer to pay the protagonist to attend the meeting and gather information for them.

15 A group of rogue operatives from another organization are causing trouble in the city, and the protagonist is tasked with putting a stop to their activities.

16 The protagonist is hired to escort a high-value target across the city to a safe location, but they soon discover that the target is not who they seem and has a hidden agenda.

21 A faction leader has gone missing, and the protagonist is tasked with finding them before their absence causes chaos within the organization.

22 The protagonist is hired to infiltrate a rival faction's headquarters and plant false information to disrupt their operations.

23 A powerful sorcerer has taken up residence in the city and is causing trouble. The protagonist is hired to find and eliminate them, but soon discover that the sorcerer is being controlled by an even more powerful entity.

24 The protagonist is tasked with stealing a prototype weapon from a rival faction's research facility. However,

they soon discover that the weapon has dangerous and unpredictable side effects.

25 The protagonist is hired to track down a rogue agent who has gone rogue and is selling information to the highest bidder.

26 A mysterious disease is spreading throughout the city, and the protagonist is tasked with finding the source and developing a cure before it's too late.

31 A group of terrorists have taken over a major landmark in the city and are threatening to destroy it unless their demands are met. The protagonist is hired to infiltrate the building and neutralize the threat.

32 The protagonist is hired to provide security for a high-profile event, but soon discover that there is a plot to assassinate one of the attendees.

33 A group of criminals has taken over the city's water supply and is threatening to poison it unless their demands are met. The protagonist is tasked with stopping them before it's too late.

34 A powerful artifact has been discovered in the city, and rival factions are all vying to claim it for themselves. The protagonist is hired to retrieve the artifact for their faction.

35 A high-ranking member of a rival faction has defected to the protagonist's organization and is providing valuable information. However, they soon discover that the defector has ulterior motives.

36 The protagonist is hired to rescue a group of hostages from a rival faction's stronghold. However, they soon dis-

cover that the hostages are not who they seem and have their own agenda.

41 A group of mercenaries has been hired to disrupt a major event in the city, and the protagonist is tasked with stopping them.

42 A powerful artifact has been stolen from the protagonist's faction, and they are tasked with tracking down the thieves and retrieving it.

43 The protagonist is hired to provide security for a VIP visiting the city, but soon discover that the VIP is being targeted by a rival faction.

44 A rogue agent has gone missing, and the protagonist is tasked with finding them before they can do any damage.

45 A powerful creature is attacking the city, and the protagonist is hired to eliminate it before it causes

46 A valuable asset has gone missing, and the team is hired to track it down. However, they soon discover that it's not a simple case of theft, and they must navigate a web of deceit and betrayal to find the truth.

51 A new faction has emerged in the city, and they're looking to take over. The team must decide whether to join forces with them, or to try and take them down before it's too late.

52 A member of one of the factions is kidnapped, and the team is tasked with finding and rescuing them. But when they arrive at the location, they find that things are not as they seem.

- 53 The team is hired to escort a valuable asset across the city. But when they're ambushed by a rival faction, they must fight to protect their charge and complete their mission.
- 54 A wealthy collector hires the team to retrieve a rare artifact from a dangerous location. But when they arrive, they find that they're not the only ones after it.
- 55 The team discovers that a powerful new drug is being distributed throughout the city, and they're tasked with finding the source and putting a stop to it.
- 56 A member of the team is framed for a crime they didn't commit, and they must clear their name before it's too late.
- 61 A group of rogue scientists have discovered a powerful new technology, and the team is hired to steal it. But when they arrive, they find that the scientists have already sold it to the highest bidder.
- 62 The team is hired to infiltrate a rival faction's headquarters and gather information. But when they're discovered, they must fight to escape with their lives.
- 63 A dangerous creature is on the loose in the city, and the team is hired to track it down and capture it alive.
- 64 A member of the team is kidnapped, and the kidnappers demand a ransom from the rest of the team. But when they pay the ransom, they discover that the kidnappers have no intention of letting their teammate go.
- 65 The team is hired to steal a powerful new weapon from a rival faction's research facility. But when they arrive, they find that the weapon has already been activated, and they must stop it before it causes widespread destruction.

D66**Adventure**

66 A wealthy businessman hires the team to protect him from a rival faction that's trying to kill him. But when they arrive, they discover that the businessman is not who he seems.