

SPY

Citizens & Unaffiliated

BACKGROUND

The practice of espionage is a long-established aspect of Human history and interactions. Prior to the formal existence of unified cultures, the smaller clans would attempt to gain advantages over rival clans by manipulating the flow of information. The practice of espionage has developed independently over the various cultures at different rates based on the perceived usefulness and need for information manipulation. Although each culture has developed at its own rate, most seem to have arrived at similar methodologies and paradigms surrounding the art of espionage.

It is generally agreed that one of the most effective ways to gather data about an enemy—or potential enemy—is to infiltrate the enemy's ranks. In these kinds of situations, spies are employed not only in bringing back information but also in finding and recruiting dissidents within the enemy's forces. In times of crisis, spies can also be used to steal scientific or magical knowledge and to enable the sabotage of the enemy in various ways. Counterintelligence operatives often feed false information to enemy spies, protecting important secrets and preventing attempts at subversion. Nearly every culture has strict views and philosophies on espionage, and the penalty for discovery is typically quite severe. The profession requires a great deal of cunning, a knack for manipulation, and the ability to think on one's feet. Those who cannot keep up with its demands are often left behind—exiled, burned (the practice of intentionally revealing the identity of an agent), killed, or otherwise silenced.

MECHANICS

Spies are provided a set quantity of resources as indicated by their espionage points. Espionage points represent the time and resources that the spy has to dedicate to themselves or their network of agents. By assigning points to a specific agent or task, you can influence the success of that task or mission. A spy can elect to take on assignments and use their resources on themselves or use their resources in their network. Espionage points assigned are cumulative over BGS periods, as such, agents can be trained or prepared over time to take on more difficult missions.

Agents and espionage can be assigned to a variety of subversive tasks. The uses of espionage are quite broad and can be explored and developed in-game as the character progresses and their agents and network grows. Some basic functions of espionage are to gather information on a specific subject, hide or conceal information, spread false information, influence or modify the information or infiltrate an organization.

**Please note: The spy profession is heavily between-game-oriented, and also not recommended for brand new players.*

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Successfully apply six points of Espionage to develop a persona for your disguise	<i>+2 events</i>	1 silver stipend Skills: <i>Espionage</i>
<i>Journeyman</i>	Successfully apply ten points of Espionage to a singular goal over the course of 2 more events.	<i>+2 events</i>	1.5 silver stipend Skills: <i>Disguise, Improved Espionage</i>
<i>Master</i>	Successfully apply eighteen points of Espionage to a singular goal over the course of 2 more events.	<i>+2 events</i>	2 silver stipend Skills: <i>Enhanced Espionage, Secondary Disguise</i>
<i>Grandmaster</i>			2.5 silver stipend Skills: <i>Mastered Espionage</i>

Note: Your stipend will be included in your character bag at check-in for each event.

SKILLS

Espionage (4) Grants you 5 points of *Espionage*. *Espionage* expends your BGS activity to perform a subversive activity.

Disguise (2) You may fabricate an alternate identity with a false back-story who will be recognized as though they were an actual person, although you will not be given access to any skills beyond your own regular pool of abilities. At any point during an event, you may undertake a complete costume change to assume this false identity. In order to make the transition as easy on your fellow players as possible, we ask that your alternate identity's costume be significantly and obviously different from your normal costume. The costume change is physical, not magical, and therefore if you are ever caught in the middle of changing, your cover will be effectively blown.

Disguise, secondary (2) *Prerequisite: Disguise.* You may fabricate a secondary identity.

Espionage, improved (4) *Prerequisite: Espionage.* Gain an additional 5 *Espionage* points.

Espionage, enhanced (4) *Prerequisite: Improved espionage.* Gain an additional 5 *Espionage* points.

Espionage, mastered (4) *Prerequisite: Enhanced espionage.* Gain an additional 5 *Espionage* points.