

# Spy

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You are an exceptional spy with a history of going beyond the political lines drawn by government. You have spent a lot of time mimicking the way that people of other cultures speak and act. Although you are not a criminal you know how to get the correct information from those who do not follow the ways of the law. Many noblemen seek your expertise to spy on other nobles of equal rank. They do not seek you directly; however, your contact notifies you. As a spy, you have learned an extra language and speak it without an accent. You might have been an officially sanctioned agent of the crown, or perhaps sold the secrets to the highest bidder.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** Disguise Kit

**Language:** One language of your choice

**Equipment:** A set of dark common clothes including a hood, a disguise kit, a belt pouch containing 15gp.

**Organization (optional if relevant in campaign):**

d10	Organization	d10	Organization
1		6	
2		7	
3		8	
4		9	
5		10	

**Feature: Contact-** You have a contact who acts as your liaison to a network of other spies. You know how to communicate with your contact over great distances (including through the use of magic for quicker communication, if you have access to the appropriate spells or items) and typically can exchange information you have gathered for information you seek from your contact. You and your contact only know each other by your code names (A three digit code, a letter, etc.)

**Papers-** You have slightly magical “official” papers allowing you to get past many political boundaries (DC 10 perception from the guard to determine if they are fakes, if he has reason to doubt you). If you lose your papers, you can send a message to your contact for replacements. The contact charges 100gp and they take a while to reach you (sometimes months). Don’t lose your papers!

## d8 Personality Trait

- 1 I always will look for a pretty face in a new town. I will love them and they usually end up dead. Loving a spy is dangerous business; my enemies will do anything to hurt me.
- 2 I have my preferred drink that is the only thing I drink at taverns and it better be made right.
- 3 I look good in a suit, and I prefer to wear noble clothes whenever I can.
- 4 Them: "What is your name?"  
You: "Why does it matter?"  
Them: "Just tell me."  
Me: "John Smith"
- 5 I have many secrets, and my friends/companions/contacts can trust me to never give them up. Even under torture. ("Do you know them?" ..... "No we do not know each other")
- 6 I sleep with a weapon under my pillow, and I take measures to know if someone has been in my room while I have been out.
- 7 I will always try to not leave any kind of paper trail; if someone is trying to find me, they have their work cut out for them.
- 8 I have a catch phrase.

## d6 Ideal

- 1 **Loyalty.** I am extremely loyal to those who have gained my trust. (Lawful)
- 2 **Creativity.** I know how to get out of a sticky situation, which I seem to get into a lot. (Neutral)
- 3 **Greater Good.** I am a spy because information is not meant to be kept secret to those who need it. Two allied nations do not need to keep secrets during a war, and I will help solve that problem or similar problems. (Good)
- 4 **Highest Bidder.** I'm only in it for the money. I'll sell that information to the highest bidder. (Evil)
- 5 **Runner.** There is no situation that running away cannot fix. (Chaotic)
- 6 **Nation.** My city, nation, or people are all that matter, and even if they will never know my name, I do it all for them. (Any)

## **d6 Bond**

- 1 My first love died because of me, I will never forget her/him, and I will probably never love again.
- 2 I have a family that has no idea that I'm a spy, nor will they ever find out.
- 3 My contact is my only family now. I will protect her/him with my life.
- 4 I feel isolated from the rest of society, they have no idea what is really going on in the political shadows.
- 5 My weapon is my most treasured possession, and no one else can touch her/him.
- 6 I will become the greatest spy who has ever lived.

## **d6 Flaw**

- 1 I do not easily trust, I fear that everyone will eventually double cross me.
- 2 My work has gotten to me and makes me seem jaded or disconnected to others.
- 3 I like the secrets that I uncover; I am addicted to knowing the stuff that others try so hard to keep locked away. I will do just about anything to learn more secrets.
- 4 I am a double agent, I serve the opposing political force (Use with caution, ask DM's permission.)
- 5 I am not a real spy, but no one needs to know that. Fake it till' you make it. My contact is just a friend who knows how to get information. That doesn't mean we don't call each other by code names. Code names are cool.
- 6 I have an evil spy mortal enemy. She/he used to be my partner but betrayed me. I am COMPLETELY OBSESSED with finding them and killing them/bringing them to justice.