

Spy Agency Sheet Name _____

Step One: Size & Orientation

- | | | |
|----------------------------|-----|---|
| 1. Martial Arts School | [] | 50pts +10 -weapons |
| 2. Crime Buster Agency | [] | 100pts +10-equipment |
| 3. International Espionage | [] | 200pts +20 for offices and distribution |
| 4. Superspy Agency | [] | 300pts +10-equipment +10-weapons |
| 5. Mega-Spy Agency | [] | 400pts +20-offices/distribution +10-credentials |

Name: _____
 HP: ____ [] DC: ____ Lvl: ____
 _____ AR: ____ [] DC: ____
 H-to-H: _____ APM: ____
 Int: _____ Str: _____ Parry: ____
 Ddg: _____ Dmg: _____ Roll: ____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 [] Fled [] KO [] Dead [] Surr.

Step Two: Agency Features

A. Outfits

- | | | |
|-----------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Utility Outfits | [] | 2pts |
| 3. Open Wardrobe | [] | 5pts |
| 4. Specialty Clothing | [] | 10pts |
| 5. Gimmick Clothing | [] | 30pts |
| 6. Unlimited Clothing | [] | 50pts |

B. Equipment

- | | | |
|------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Cheap Gear | [] | 2pts |
| 3. Ninja Gear | [] | 5pts |
| 4. Electronic Supplies | [] | 10pts |
| 5. Gimmicked Equipment | [] | 30pts |
| 6. Unlimited Equipment | [] | 50pts |

C. Weapons

- | | | |
|--------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Ammunition | [] | 2pts |
| 3. Armed Agents | [] | 5pts |
| 4. Ninja/Ancient Weapons | [] | 10pts |
| 5. The Arsenal | [] | 30pts |
| 6. Unlimited Weapons | [] | 50pts |

D. Vehicles

- | | | |
|--------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Public Transportation | [] | 3pts |
| 3. Fleet Vehicles | [] | 10pts |
| 4. Spy Cars | [] | 20pts |
| 5. Specialty Vehicles | [] | 35pts |
| 6. Unlimited Vehicles | [] | 50pts |

E. Communications

- | | | |
|-----------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Basic Service | [] | 2pts |
| 3. Secured Service | [] | 10pts |
| 4. Computerized | [] | 15pts |
| 5. Satellite Network | [] | 30pts |
| 6. Unlimited Communications | [] | 50pts |

F. Offices & Distribution

- | | | |
|------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Urban | [] | 2pts |
| 3. Regional | [] | 5pts |
| 4. National | [] | 15pts |
| 5. International | [] | 25pts |
| 6. Ubiquitous | [] | 50pts |

G. Military Power

- | | | |
|--------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Security Guards | [] | 3pts |
| 3. Militia | [] | 10pts |
| 4. Private Army | [] | 20pts |
| 5. Strike Force | [] | 30pts |
| 6. Major Strategic Force | [] | 50pts |

H. Sponsorship

- | | | |
|-------------------------------|-----|-------|
| 1. Secret (+15pts Anywhere) | [] | 0pts |
| 2. Military | [] | 4pts |
| 3. Private Industry | [] | 6pts |
| 4. Government | [] | 10pts |
| 5. International Organization | [] | 20pts |
| 6. Agent Sponsored | [] | 50pts |

I. Special Budget

- | | | |
|----------------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Nichols & Dimes (\$5k to 10k) | [] | 5pts |
| 3. Small Potatoes (\$50,000) | [] | 15pts |
| 4. Large Loans (\$1 Million) | [] | 25pts |
| 5. Big Bucks (\$100 Mil) | [] | 35pts |
| 6. Mega-Bucks (\$5 Billion) | [] | 50pts |

J. Administrative control and the Law

- | | | |
|----------------------|-----|-------|
| 1. Rigid Laws | [] | 0pts |
| 2. Loose Laws | [] | 5pts |
| 3. Free Hand | [] | 15pts |
| 4. Agency Protection | [] | 25pts |
| 5. License to Kill | [] | 35pts |
| 6. Above the Law | [] | 50pts |

K. Internal Security

- | | | | |
|----------------|-------|-----|-------|
| 1. None | (25%) | [] | 0pts |
| 2. Lax | (15%) | [] | 5pts |
| 3. Tight | (10%) | [] | 10pts |
| 4. Iron-Clad | (5%) | [] | 25pts |
| 5. Paranoid | (2%) | [] | 30pts |
| 6. Impregnable | (1%) | [] | 50pts |

L. External Infiltration

- | | | |
|-------------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Rare Minor Traitor | [] | 5pts |
| 3. Information Source | [] | 10pts |
| 4. General Infiltration | [] | 25pts |
| 5. Blanket Infiltration | [] | 35pts |
| 6. Major Infiltration | [] | 50pts |

M. Agency Credentials

- | | | |
|---------------|-----|-------|
| 1. Hunted | [] | 0pts |
| 2. Unknown | [] | 3pts |
| 3. Faceless | [] | 5pts |
| 4. Known | [] | 10pts |
| 5. Recognized | [] | 30pts |
| 6. Heroes | [] | 50pts |

N. Agency Salary

- | | | |
|----------------------|-----|-------|
| 1. None | [] | 0pts |
| 2. Freelance | [] | 2pts |
| 3. Pittance | [] | 5pts |
| 4. Good Salary | [] | 10pts |
| 5. Excellent Salary | [] | 20pts |
| 6. Outrageous Salary | [] | 50pts |

Point Modification +/-: _____

Total Points Used: _____

Operational Base: _____

Notes: _____

Name: _____
 HP: ____ [] DC: ____ Lvl: ____
 _____ AR: ____ [] DC: ____
 H-to-H: _____ APM: ____
 Int: _____ Str: _____ Parry: ____
 Ddg: _____ Dmg: _____ Roll: ____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 [] Fled [] KO [] Dead [] Surr.

Name: _____
 HP: ____ [] DC: ____ Lvl: ____
 _____ AR: ____ [] DC: ____
 H-to-H: _____ APM: ____
 Int: _____ Str: _____ Parry: ____
 Ddg: _____ Dmg: _____ Roll: ____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 [] Fled [] KO [] Dead [] Surr.

Name: _____
 HP: ____ [] DC: ____ Lvl: ____
 _____ AR: ____ [] DC: ____
 H-to-H: _____ APM: ____
 Int: _____ Str: _____ Parry: ____
 Ddg: _____ Dmg: _____ Roll: ____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 [] Fled [] KO [] Dead [] Surr.

Name: _____
 HP: ____ [] DC: ____ Lvl: ____
 _____ AR: ____ [] DC: ____
 H-to-H: _____ APM: ____
 Int: _____ Str: _____ Parry: ____
 Ddg: _____ Dmg: _____ Roll: ____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 [] Fled [] KO [] Dead [] Surr.