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# SHATTERED SKIES

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## CAMPAIGN SETTING



# SUPER SPY

## HYBRID CLASS

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# SUPER SPY

## HYBRID CLASS

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## SUPER SPY

The super spy is a one-man army. Often tasked with infiltrating enemy compounds against overwhelming odds, the super spy engages and succeeds in such impossible missions. Using an array of gadgets and specialized talents, the spy enters combat with aplomb, dazzling his foes with his outlandish audacity.

Some spies work for king and country, completing missions for the glory of the crown, and the safety of its citizens. They view their job as a calling, devoting their lives to spycraft to protect others, and out of a sense of unshakable loyalty. Others take up the mantle because they love infiltration, manipulation, and assassinating their enemies from the safety of the shadows.

**Role:** Super spies are expert social characters. Their silver tongue can win friends and bewilder foes. Spies are able to sneak attack, like a rogue, and in pitched battles may fulfill similar roles. They possess a versatile array of skills and talents that befit their role as the ultimate deceiver.

**Parent Classes:** Investigator and Vigilante.

**Alignment:** Any.

**Hit Die:** d8.

## CLASS SKILLS

The spy's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Points per Level:** 6+ Int Modifier.

## CLASS FEATURES

All of the following are class features of the super spy.

**Weapon and Armor Proficiency:** Super spies are proficient with all simple weapons, firearms, plus the hand crossbow, rapier, sap, shortbow and short sword. They are proficient with light armor, but not with shields.

**Audacity (Ex):** Super spies are beyond knowledgeable and skilled—possessing keen powers of observation and deduction that far surpass the abilities of others. A super spy typically uses these powers to aid in their spy craft, but can also use this audacity in other situations.

A super spy has the ability to augment skill checks and ability checks through his outlandish audacity. The super spy has an audacity pool equal to  $1/2$  his super spy level + his Charisma modifier (minimum 1). A super spy's audacity pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of audacity from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A super spy can only use audacity once per check or roll. The super spy can use audacity on any Acrobatics, Bluff, or Escape Artist skill checks without expending a use of audacity, provided he's trained in the skill.

Audacity can also be used on attack rolls and saving throws at the cost of expending two uses of audacity each time from the super spy's pool. In the case of saving throws, using audacity is an immediate action rather than a free action.

**Cosmopolitan:** The super spy gains cosmopolitan as a bonus feat. You can speak and read two additional languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

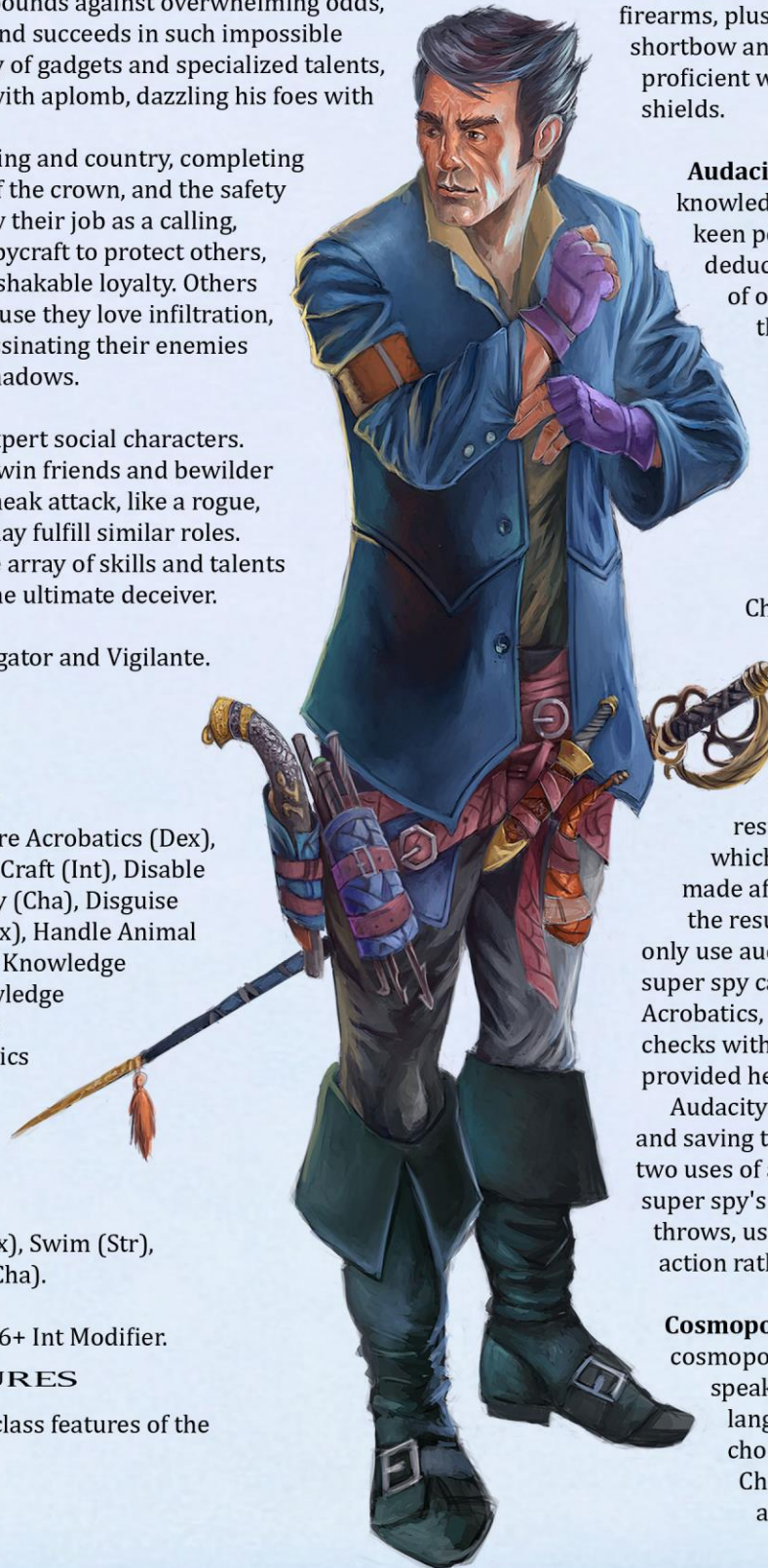




TABLE SUPER SPY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Audacity, cosmopolitan, gadget expert
2nd	+1	+0	+3	+3	Spy talent
3rd	+2	+1	+3	+3	Sneak attack +2d6, unflappable
4th	+3	+1	+4	+4	Spy talent, uncanny dodge
5th	+3	+1	+4	+4	Sneak attack +3d6
6th	+4	+2	+5	+5	Spy talent
7th	+5	+2	+5	+5	Sneak attack +4d6
8th	+6/+1	+2	+6	+6	Spy talent, improved uncanny dodge
9th	+6/+1	+3	+6	+6	Sneak attack +5d6
10th	+7/+2	+3	+7	+7	Spy talent, advanced talents
11th	+8/+3	+3	+7	+7	Sneak attack +6d6
12th	+9/+4	+4	+8	+8	Spy talent
13th	+9/+4	+4	+8	+8	Sneak attack +7d6
14th	+10/+5	+4	+9	+9	Spy talent
15th	+11/+6/+1	+5	+9	+9	Sneak attack +8d6
16th	+12/+7/+2	+5	+10	+10	Spy talent
17th	+12/+7/+2	+5	+10	+10	Sneak attack +9d6
18th	+11/+6/+1	+6	+11	+11	Spy talent
19th	+14/+9/+4	+6	+11	+11	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+12	Spy talent, supreme spycraft

**Gadget Expert (Ex):** A super spy receives a bonus to Use Magic Device equal to his superspy level. In addition, the super spy's aura gains the ability to activate items he normally wouldn't be able to activate. A number of times per day equal to 3 + the super spy's Cha modifier; the super spy can use a bomb, extract, or scroll that he acquires (freely or through guile) from a class capable of using the aforementioned items. Activating a scroll by this method takes extreme effort on the part of the super spy, exhausting 2 uses of this ability. If the super spy fails the check to activate the scroll (DC= scroll's caster level x2), then the scroll mishap chance is doubled.

At 5th level the super spy gains the ability to discern the activation or command word for a wondrous item. By

expending a use of his item activation ability, the super spy learns the proper command word for a wondrous magic item. Once the command word is used, the super spy loses the ability to recall the command word, and must expend another use to remember it to reactivate the item.

At 12th level the super spy can activate a wand as a move action instead of as a standard action.

**Spy Talents:** Starting at 2nd level and every even level thereafter, the spy may select one of the following special abilities.

*Active Alertness (Ex):* Whenever the super spy becomes flat-footed, he can expend one use of audacity to ignore that condition. He must be conscious to do so, and must



decide to do so when he becomes flat-footed. Using this ability doesn't require an action.

**Amazing Audacity:** A super spy rolls d8s for audacity instead of d6. A super spy must be 7th level before selecting this spy trait.

**Any Guise (Su):** A super spy can use his everyman social talent to disguise himself as any specific person, even a king or high priest. Furthermore, if the actual individual wouldn't normally be able to be found via magic (such as by being dead or protected from divinations designed to locate the individual), such divinations always find the super spy instead. A super spy must be at least 17th level and have the everyman spy talent to select this talent.

**Athletic Audacity (Ex):** When a super spy uses audacity on an attack roll or saving throw, he expends one use of audacity instead of two. A super spy must be 9th level before selecting this trait.

**Careful Search (Ex):** The super spy may take 10 on Perception checks, even when he would not normally be allowed to. In addition, he gains a +1 bonus on Perception checks to search an area.

**Case the Joint (Ex):** The super spy can use his spy craft to learn important facts about a location before returning later for infiltration. If he spends at least 1 hour in a location while using spy craft, he can attempt a DC 20 Knowledge (engineering) check. If he succeeds, he gains the ability to later reroll any one failed skill check involving the location's layout (such as a Stealth check to sneak into the location, a Disable Device check to disable an alarm, or a Sleight of Hand check to snatch an object from a pedestal). For every 10 by which the check exceeds 20, the super spy gains an additional reroll. If the super spy fails to return to the location within 1 week, the situation changes too much and he cannot use the rerolls. A super spy can't case the same joint more than once a week.

**Combat Trick:** A super spy that selects this talent gains a bonus combat feat.

**Evasion (Ex):** A super spy who selects this talent can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the super spy is wearing light armor or no armor. A helpless super spy does not gain the benefits of evasion.

**Everyman (Su):** The super spy can take on the appearance of a specific individual whenever he assumes a mundane guise using his many guises spy talent. The individual mimicked must be a farmer, laborer, or peasant. While disguised as this individual, the super spy receives a +20 circumstance bonus on Disguise checks to appear as that individual. Any spell or

ability designed to locate the individual has a 50% chance of finding the super spy instead of the actual individual, and divination spells and abilities used on the super spy give results as if he were the actual individual. Although this doesn't grant the super spy any special knowledge of the individual, the super spy's training grants him a +10 circumstance bonus on Bluff checks to properly play the part of the individual. A super spy must be at least 11th level and have the many guises spy talent to select this talent.

**Expert Forger (Ex):** A super spy with this talent can add half his level (minimum 1) to checks to create a forgery or fake document.

**Fast Stealth (Ex):** This ability allows a super spy to move at full speed using the Stealth skill without penalty.

**Great Renown (Ex):** The super spy is known on a broader scale. He can gain renown in a single community of up to 5,000 individuals (a large town) or up to two communities of no more than 2,000 individuals each (two small towns). The bonus while he is in his social identity remains unchanged, but the circumstance bonus on Intimidate checks increases to +6. A super spy must be at least 7th level and have the renown spy talent to select this talent.

**Incredible Renown (Ex):** The super spy is incredibly famous. He can gain renown in a single community of up to 25,000 individuals (a large city) or up to two smaller cities of no more than 10,000 individuals each (two small cities). The bonus to Intimidate from his great renown spy talent increases to +8. A super spy must be at least 11th level and have the great renown spy talent to select this talent.

**Infiltrator (Ex):** The super spy chooses one group to oppose. The super spy gains a +2 bonus on Bluff, Diplomacy, Knowledge, Perception, and Sense Motive checks against members of the enemy group. Additionally, she gains a +2 bonus on weapon attack and damage rolls against them. A group is one medium-sized faction, such as an army, the members of a particular noble house and their retainers, a city guild, or the local chapter of a religion.

**Instant Recognition (Ex):** The super spy is so well known that his name precedes him, even to other communities. It only takes 4 hours of effort to get the word out to transfer his renown benefits to a new community. A super spy must be at least 13th level and have both the incredible renown and triumphant return spy talents to select this talent.

**Loyal Aid (Ex):** The super spy gains the service of a number of loyal allies who can help him gather information, cover his tracks, or perform minor tasks. Inside his area of renown, a super spy with this talent gains a bonus on Diplomacy checks to gather information equal to half his super spy level. In addition, if the super spy wants, he can task his friends to help cover for him by spreading false tales of his location and



activities to others. This has the effect of increasing the DC of Diplomacy checks to gather information about the super spy and Survival checks to track him by an amount equal to his level. This lasts for 1 day, and can be used only once per week. Finally, once per day, the super spy can ask his allies to perform a minor task for him. This usually involves delivering a message, purchasing a piece of mundane gear worth 100 gp or less (which the super spy must pay for), or retrieving an object owned by the super spy (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger. A super spy must be at least 3rd level and have the renown spy talent to select this talent.

**Loyal Spy (Ex):** The spy gains a +4 morale bonus to resist any charm or compulsion effect that would cause him to act against members of one group. A group has the same meaning as group for the infiltrator talent.

**Magical Disguise (Sp):** Once per day, the super spy may cast disguise self as a spell-like ability with a caster level equal to his level. To select this talent, the super spy must already have minor magic.

**Magical Sleep (Sp):** A super spy with this talent may cast sleep as a spell-like ability with a caster level equal to her level. The DC to save is 11 + the super spy's Charisma modifier. The super spy may choose to center the spell on a single target, in which case it will affect one target of any number of HD. To select this talent, the super spy must already have minor magic.

**Many Guises (Ex):** The super spy can take on any number of mundane guises, appearing as a member of his own race, usually a common laborer, farmer, or peasant of any gender. His alignment is treated as neutral when he is in this identity. While in this identity, he receives a +20 circumstance bonus on Disguise checks to appear like an ordinary member of his race. Spells and abilities that are looking for the super spy fail while he is in this disguise. A super spy must be at least 5th level to select this talent.

**Minor Magic (Sp):** A super spy with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the super spy's level. The save DC for this spell is 10 + the super spy's Charisma modifier. The super spy must have a Charisma of at least 10 to select this talent.

**Mockingbird (Ex):** The super spy can mimic almost any sort of voice, or even animal calls and sound effects, and he can throw his voice at a distance. This functions similarly to a combination of the ghost sound, ventriloquism, and vocal alteration spells. A super spy must be at least 5th level to choose this talent.

**Renown (Ex):** The super spy becomes known for deeds performed for queen and country. This renown grants him favorable treatment in civilized company and lends him an air of menace while facing down his enemies. A super spy can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village, if using settlement population ranges). This could be the entire community or a smaller neighborhood in a larger settlement. He must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this, all NPCs in the community have a starting attitude toward him that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description). Once he has gained renown in a community, he gains a +4 circumstance bonus on Intimidate checks. This bonus applies only while he is near the community in which he has gained renown; he must be within a number of miles equal to his super spy level. A super spy can hold renown in a limited number of communities (normally one, with other spy talents allowing two). If he gains renown in a new community, he must decide which one of his previous communities to lose. These effects are subject to GM approval. For example, the GM might rule that an NPC or monster has not heard any tales about the super spy. Or, a foe may have a starting attitude toward him that's one category worse, rather than one category better.

**Safe House (Ex):** The super spy can establish a safe house in his area of renown, and he can change it every time he changes his area of renown. If he doesn't have the renown talent, he can still select this talent and place the safe house in a single location to which he has access, but he can never move the safe house from its initial location until he gains the renown talent. This safe house must be an area no larger in volume than a cube that is a number of feet per side equal to 10 feet per super spy level. The safe house can be arranged any way he likes and it can be part of a larger building, like a secret room or an underground cave. Objects within this safe house can't be located by any effect that is less powerful than a discern location spell. At 7th level, this protection from being located also applies to creatures in the safe house. At 13th level, the entire area is protected from scrying effects (though not mundane snooping) like a mage's private sanctum.

**Social Grace:** The super spy selects any one Intelligence-, Wisdom-, or Charisma-based skill other than Perception or Use Magic Device. The super spy receives a +4 circumstance bonus on checks with the selected skill. At 5th level and every 4 levels thereafter, he can select another skill (with the same restrictions) to gain this bonus.



**Trapfinding (Ex):** A super spy with this talent adds ½ his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). Additionally, he can use Disable Device to disarm magic traps.

**Trap Spotter (Ex):** Whenever a super spy with this talent comes within 10 feet of a trap, he receives an immediate

Perception skill check to notice the trap. This check should be made in secret by the GM. Prerequisite: trapfinding.

**Triumphant Return (Ex):** The super spy's tales are never truly forgotten. This makes it easier to establish his renown in a place he has established it before. In any settlement where the super spy previously gained renown,

it takes only 3 days, rather than 1 week to gain renown again. A super spy must be at least 3rd level and have the renown spy talent to select this talent.

**Underworld Inspiration (Ex):** A super spy can use his audacity on Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending uses of inspiration, provided he's trained in the skill.

**Weapon Proficiency:** The super spy can select one exotic or martial weapon proficiency.

**Unflappable (Ex):** Starting at 3rd level, a super spy adds his class level to the DC of any attempts to Intimidate him.

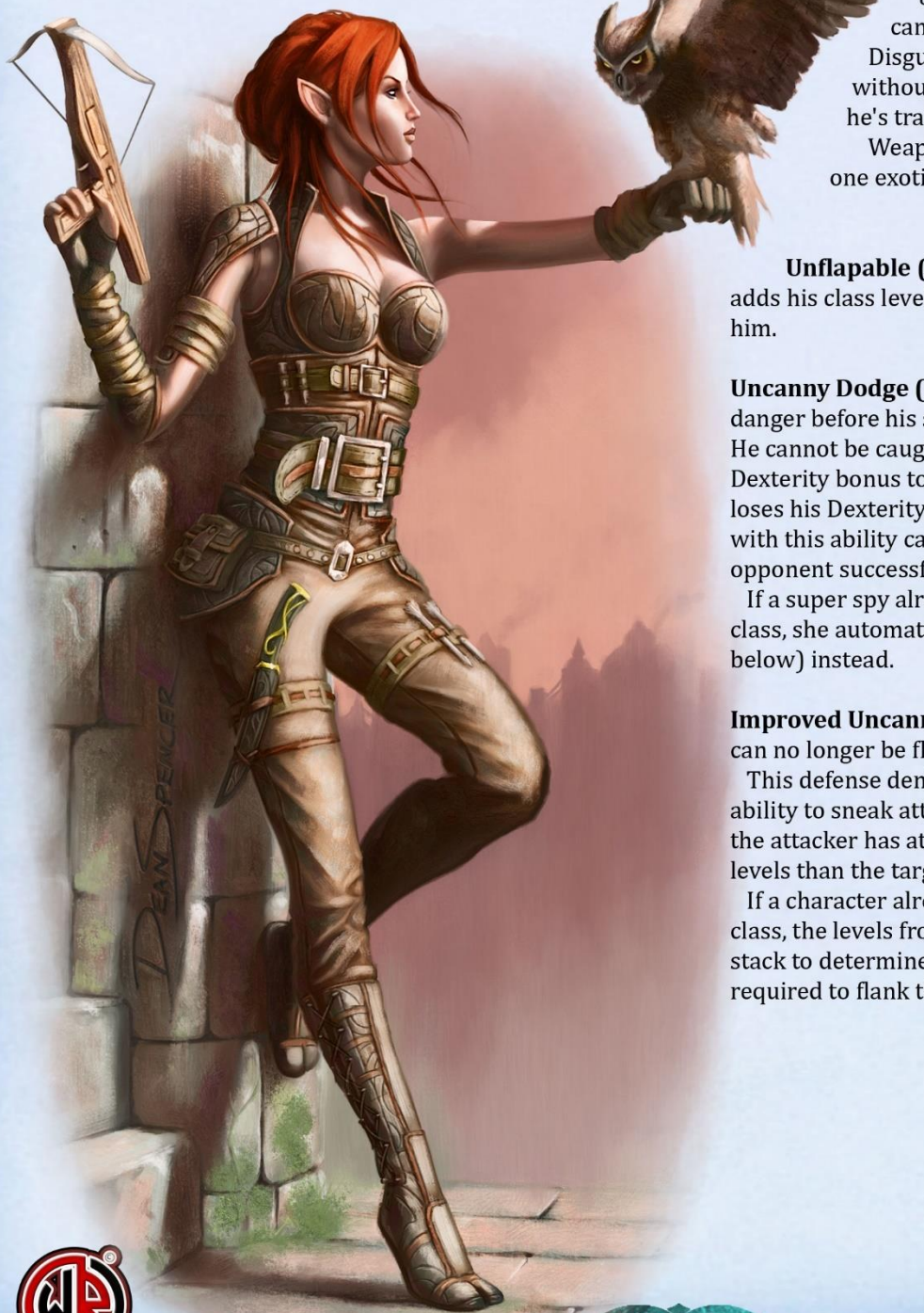
**Uncanny Dodge (Ex):** At 4th level, a super spy can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A super spy with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a super spy already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** At 8th level, a super spy can no longer be flanked.

This defense denies another super spy (or rogue) the ability to sneak attack the character by flanking him, unless the attacker has at least four more super spy (or rogue) levels than the target does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum super spy (or rogue) level required to flank the character.







**Advanced Talents:** At 10th level and every 2 levels thereafter, a super spy can choose one of the following advanced spy talents in place of a spy talent.

*Another Day (Ex):* Once per day, when the super spy would be reduced to 0 or fewer hit points by a melee attack, he can take a 5-foot step as an immediate action. If the movement takes him out of the reach of the attack, he takes no damage from the attack. The super spy is staggered for 1 round on his next turn.

*Center of Combat (Ex):* A super spy with this talent gains a +1 dodge bonus to AC for every adjacent opponent beyond the first.

*Eviscerating Strike (Ex):* A super spy with this ability can use his sneak attacks to disembowel an enemy. This attack deals no sneak attack damage, but instead deals 1d4+1 Constitution damage. The super spy may only use this rogue talent once per target.

*Hard Minded (Ex):* A super spy with this talent is hard to fool with illusions. He automatically receives a save to disbelieve any illusion he can see each round at the start of his turn, even if he hasn't interacted with it. If he fails a saving throw against an illusion that is not to disbelieve, he can attempt to save again again 1 round later at the same DC. He gets only one extra chance to succeed at his saving throw.

*Hide in Plain Sight (Ex):* A super spy with this talent can select a single terrain from the ranger's favored terrain list. He is a master at hiding in that terrain, and while within that terrain, he can use the Stealth skill to hide, even while being observed.

**Special:** A super spy may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

*Improved Evasion (Ex):* This works like evasion, except that



while the super spy still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless super spy does not gain the benefits of improved evasion. Prerequisite: Evasion.

**Improved Magical Disguise (Sp):** A super spy who selects this talent can use her magical disguise ability a number of times per day equal to 3 + the spy's Charisma modifier. Prerequisite: Magical Disguise.

**Jack of All Trades (use untrained) (Ex):** A spy who selects this talent can use any skill, even if the skill normally requires her to be trained.

**Jack of All Trades (class skills) (Ex):** A spy with this talent treats all skills as class skills. Prerequisite: Jack of All Trades (use untrained).

**Jack of All Trades (mastery) (Ex):** A spy with this talent can take 10 on any skill check, even if it is not normally allowed. Prerequisite: Jack of All Trades (class skills).

**Misdirection (Sp):** Once per day, the spy may use misdirection, as the spell, with a caster level of her level. The spell must be placed on herself. Prerequisite: Minor Magic.

**Perfect Cover (Ex):** When making use of the cover identity ability, the spy may select two of the listed skills or proficiencies in any combination. Additionally, the penalty for non-proficiency with a weapon or armor chosen by this ability is reduced to 0.

**Quick Death (Ex):** If a super spy with this talent kills, knocks unconscious, or stuns a creature during a surprise round, he may also make a Stealth check, opposed by Perception checks of those in the vicinity, to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is hurt until several moments later.

**Reckless Charge (Ex):** A super spy with this talent can choose to gain an additional +2 bonus to attack and damage when making a charge attack. This bonus stacks with any other bonuses gained from charging into combat. When using this talent, the super spy loses any AC bonuses gained from Dexterity for the round.

**Rummage (Ex):** Once per day, the spy can treat a Perception check to search an area as though she rolled a natural 20. Prerequisite: Careful Search.

**Skill Mastery (Ex):** The spy becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Choose a number of skills equal to 3 + the spy's Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A spy can gain this special ability multiple times, selecting additional skills for skill mastery each time.

**Slippery Mind (Ex):** If a spy with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on is saving throw.

**Supreme Spycraft (Ex):** As a full-round action, the super spy can touch a helpless creature and shift his aura to that of his target. This confuses divination effects and spells, even ones as powerful as discern location, such that they register the super spy as being the creature he has touched. This ability is not proof against the actions of deities or similarly powerful beings. The assumption of an identity lasts until the super spy ends it (a standard action) or he uses the ability on another creature.

Additionally, anytime the super spy successfully saves versus a mind-affecting ability, he continues to be aware of the creature's commands and messages for the duration of the effect, although he need not obey. Whenever a creature takes 10 on a Perception take to penetrate the super spy's disguise, the super spy gains a +5 circumstance bonus to his Disguise check. The super spy can treat a Bluff, Diplomacy, Intimidate, or Sense Motive check as though he rolled a natural 20 a number of times a day equal to 3 + the spy's Charisma modifier.





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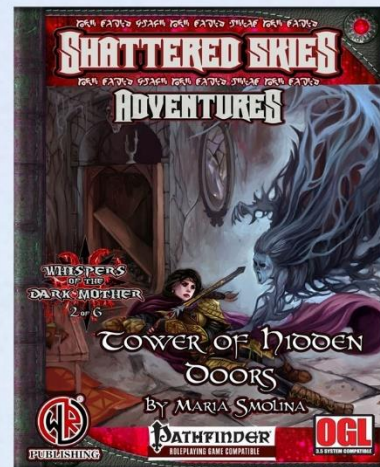


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