

The Spy: A New Class of Character

For AD&D 1st Edition with Unearthed Arcana, © 1985, 2003 Steven J. Ege

Introduction:

In the Dungeon Master's Guide, Gary Gygax devotes about a page to thieves spying on others. Spies are a subclass of the thief whose specialty is in gathering information. They do this at the expense of their thieving skills. Spies are able to perform standard thieving abilities; however they do so as a thief three levels lower than their actual level. Spies may be of any alignment, any race, may use any weapon, armor, and shield except equipment prohibited because of size restrictions. Spies may use oil but only use poison depending on the character class the spy is impersonating. Table I shows the maximum level attainable for each race.

Table I: Class Level Limitations

Dex	Elf					1/2 Elf	Dwarf			Gnome		1/2 Orc	Halfling			Human
	Drow	High	Gray	Valley	Wood		Hill	Mtn	Gray	Deep	Surface		Hairfoot	Stout	Tallfellow	
16	7	10	8	9	6	13	7	4	5	5	9	4	5	7	8	U
17	8	11	9	10	7	14	8	5	5	6	10	5	6	8	9	U
18	8	11	9	10	7	14	8	5	5	6	10	5	6	8	9	U
19	8	12	10	11	7	14	9	6	5	6	11	5	7	8	9	U
20	9	12	10	11	8	15	9	6	6	7	11	6	7	9	10	U
21	9	13	11	12	8	15	10	7	6	8	12	7	8	9	11	U

The scores above 18 represent the possibility that the character has acquired and used a Manual of Dexterity, had Wishes used, had the scores raised through the use of Artifacts/Relics, or through some other magical means. Dexterity scores higher than 21 will not increase the class level limits further (Unearthed Arcana, p8). If a character has a Dexterity score less than 16, his maximum level for this class is treated as if he had a Dexterity of 16. The class level limitations shown in Table I are designed to reflect the added difficulties non-humans would have attempting to spy in a human society.

Qualifications:

The Spy's prime requisite is his Dexterity. Just like the thief, a spy's minimum requirement for Dexterity is a 9. Dexterity above 16 is beneficial as a higher Dexterity will also raise the Class Level Limits (see Table I above) as well as providing a 10% bonus to experience. Dexterity scores below 16 reduce the chances of succeeding on a mission by 2% per point below 16. Scores above 16 provide a 2% bonus to the chances of succeeding on a mission. The spy has 6-sided hit dice, just like a thief. Their maximum level is 20th (Master of Spies). Table II is the Spy Experience Table.

Table II: Experience

XP	Level	6-Sided Dice for Hit Points	Level Title
0-1250	1	1	Tattletale
1251-2500	2	2	Squealer
2501-5000	3	3	Snitch
5001-10000	4	4	Totian
10001-20000	5	5	Mouthpiece
20001-45000	6	6	Eavesdropper
45001-90000	7	7	Teller
90001-180000	8	8	Reporter
180001-280000	9	9	Informant
280001-380000	10	10	Spy
380001-505000	11	10+2	Spy
+250000 per level	12	10+4	Spy

Spies gain 2 hit points per level after the 10th.

Types of Missions:

Spies can be hired using the rules for hiring non-player character thieves and assassins. The spy may perform three different types of missions, detailed below (reprinted from the Dungeon Master's Guide).

- **Simple:** Missions which require information regarding the general state of defenses and numbers of troops or preparations for some activity. Simple missions require only the observations of the spy acting in a non-critical role, i.e. just being around as one of the many individuals in the place. Simple missions require d8 days to complete.
- **Difficult:** Missions of this category require the spy to gain some secret information such as plans, documents, maps, etc. Difficult missions require the spy to gain access to something or gain the confidence of someone, and so the spy must actively pursue his role in an outstanding manner. Difficult missions, because of their complexity and the nature of the mission, take 5d8 days to complete.
- **Extraordinary:** Missions of a long, complex, and hazardous nature which require insinuation of the spy into an organization or operation and the relay of detailed information on a continuing basis from the spy. Extraordinary missions require long-term association of the spy with the target along with the continuing acquisition of general and specific information of a highly detailed and secret nature. These missions, because of the level of danger, have no set time frame for them to be completed in.

Table III shows the base chance for a spy's mission to succeed, depending on both the level of the spy and the mission difficulty.

Table III: Mission Success Table

Spy Level	Chance of Success		
	Simple	Difficult	Extraordinary
1	30%	--	--
2	35%	--	--
3	35%	--	--
4	40%	30%	--
5	45%	35%	--
6	50%	35%	--
7	55%	40%	30%
8	60%	45%	35%
9	60%	50%	35%
10	65%	55%	40%
11	65%	60%	45%
12	65%	60%	50%
13	70%	65%	55%
14	70%	65%	60%
15	75%	65%	60%
16	80%	70%	65%
17	85%	70%	65%
18	90%	75%	65%
19	95%	75%	70%
20	99%	80%	70%

Modifiers: -2% per point of Dexterity below 9
 -2% per point of dexterity above 16

Chance of Discovery

There is always a chance that a spy will be discovered while attempting a mission. This chance is 2% per day, cumulative (maximum chance 20%) minus the level of the spy. No matter the level of the spy, there will always be at least a 1% chance of the spy being discovered while conducting the mission. This chance is checked according to the list below:

- Target takes no precautions: One check per game month
- Target has minimal precautions: One check per game week
- Target has moderate precautions: Two checks per game week
- Target has strong precautions in place: Three checks per game week

Minimal precautions indicate occasional checks on the spy. Moderate precautions have more frequent checks and more careful questioning. Strong precautions have even more frequent checks, careful questioning, and employment of counterspies.

Chance of Discovery only reveals to the Target that a spy is within his organization. It does not mean the mission has failed (that is determined by Table III). It also does not reveal to that target who the spy is. Should the spy be discovered, the precautions jump up one level. For example, if a spy is discovered in an organization where minimal precautions are in place, the organization will raise the precautions to moderate precautions in an attempt to figure out who the spy is.

Should a spy actually become a leader in a group, the chance of discovery drops to “Target takes no precautions” no matter what the original precautions in place were. Only jealous or ferret-like officials will still investigate the spy.

Should a new spy attempt to infiltrate an organization that a spy was captured in, and the time frame of the attempt is from d20+20 days, the attempt will be treated as if the target has strong precautions in place. This is to represent a “crackdown” on the internal workings of the organization.

Mission Failure

If a mission fails (determined by a d% roll on Table III), roll a second d% and look at Table IV to determine the results of that mission failure.

Table IV: Mission Failure

d%	Result
01-35	Further attempts possible but time must be re-determined.
36-60	Further attempts are 90% likely to result in failure, discovery, and imprisonment.
61-80	Spy is caught in suspicious act and imprisoned.
81-95	As 61-80 but also tortured.
96-00	As 61-80 but is to be executed instead of imprisoned.

*If counterspies are present, they will give the spy false information and follow the spy to his employer.

- Modifiers: Difficult Mission: +10%
- Extraordinary Mission: +20%
- Disguise penetrated: +35%

For NPC spies, if caught and tortured (roll of 81-95 on Table IV), roll a d6.

1-2 Dead, 3-4 Provided Target with all information the spy knows, 5-6 becomes Turncoat.

Fanatical Spies

Fanatical spies are absolutely dedicated to either their employer or to a cause. They will never become turncoats. On any score over 60 on Table IV, they will commit suicide rather than reveal their employer.

Disguise

Spies are able to disguise themselves much as an assassin when necessary. The chance of spotting a spy in disguise is a cumulative 1% per day. Even though the art of disguise is one of the class attributes of the assassin, the spy specializes in disguise, so the spy has a better chance of withstanding close scrutiny. The chance of the Target penetrating the disguise goes up by 5% if the spy is impersonating another race and goes up by a further 5% if the spy is impersonating the opposite sex, to a maximum of 10%. Should the spy have his disguise penetrated, his Chance of Discovery rises to 20% and the end result of failing the mission has a +35% modifier applied (see Mission Failure).

If the Intelligence and Wisdom of the Target total 24 or less, the chances of the Target penetrating the disguise decrease by 1% for every point below 24. If the Intelligence and Wisdom total 30 or greater, the Target's chances of penetrating the disguise of the spy increase by 1% for every point above 30.

Hirelings

Spies may not hire anyone for any reason except on a one-shot basis. Because of their highly mobile and secretive nature, they may never gain any retainers. At 11th Level, the spy will attract a body of 3d12 students of 1st level. Every level after that they gain an extra 1d4 students. These followers may be of any alignment.

NPC spies that attract followers will have to roll for reactions on any follower that is of a diametrically opposed alignment to that of the spy. Depending on the difference in alignment, the Spy will act accordingly (DMG pp36-7).

Stronghold

At 11th Level, the Spy will have to build a guild house for the students. At 9th Level he may start to save money since the guild house tends to be pricey at 250,000GP. The guild house takes 2 months to build and must be inhabited by the students.

Payment

Upon being hired, the spy will demand payment of anywhere between 100 and 100000GP, perhaps even more for fees. This is determined by the complexity of the mission, the level of the spy and any modifiers. The payment is always made upon completion of the mission. Table V provides a chart of the base fees.

Table V: Base Fees (in GP)

Level	Type of Mission		
	Simple	Difficult	Extraordinary
1	100		
2	150		
3	250		
4	400	550	
5	600	700	
6	850	900	
7	1200	1350	1600
8	1700	1800	2000
9	2500	3000	3500
10	3500	4000	5000
11	4500	5000	5500
12	5500	6000	6500
13	6500	7500	8000
14	7500	9000	9500
15	8500	10000	15000
16	10000	15000	20000
17	12500	20000	30000
18	15000	25000	45000
19	17500	30000	50000
20	20000	50000	100000

The security precautions in effect at the time a spy attempts a mission will modify the base fee accordingly, depending on the mission type.

- Minimal Precautions will add +20% to the base fee.
- Moderate Precautions will add +35% to the base fee.
- Strong Precautions will add +50% to the base fee.

When a spy is caught and another spy is operating in the same area d20+20 days afterward, the base fee is treated as if the spy were three levels higher than his actual level.

Example: a 10th level spy attempts to conduct a simple mission that a previous spy attempted and failed. Looking at 10th level simple missions nets a base gold piece fee of 3500. Looking at Table V and counting down three additional levels on Table V points down to 13th level (do not count the spy's actual level) and a base fee of 6500 gold pieces. This is what the spy will charge as a base.

The mission in question was one where minimal precautions were in place. Since the previous spy failed, the minimal precautions become strong precautions, adding an additional 50% to the base fee. 6500 x 50% yields a result of 9750 gold pieces, which is what the new spy will charge in total for his services on a simple mission.

The spy is a rather specialized breed of character, in an age before prestige classes were the norm (he is a 1st Edition AD&D construct, after all). In a BattleSystem™ game, he can be used to determine enemy troop strengths and deployment. In other adventures he may be able to make the adventure a little easier, assuming that the adventure is a city adventure. If played properly, the spy can be a valuable asset to any party or organization.

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