

# Training Packages for Fantasy Espionage

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*Valdor wanted to act as soon as he saw the two men, his training caused him to wait and watch. They were obviously following the All-Father and Kir-Dar, just as he was, but why? Were they rivals from the faction of War, or perhaps he had stumbled on an operation of a different spy net? He watched the two men stalk until he was certain, they were War factionists. Not only were they carrying the traditional curved knives (though doing a good job concealing them) one was obviously too clumsy to be any type of a spy.*

*Valdor decided to wait for their move. It had to come just as the All-Father and Kir-Dar tuned into the next alley. If they were going to attack Kir-Dar he would take them down instantly, but if they went after the All-Father first... Well Buntor the Merchant will arrive just in time to save Kir-Dar from the two assassins who killed the sacred All-Father. That would get him close to Kir-Dar, and with the All-Father of the Ancestral Faction dead, he could manipulate him into assuming his place and becoming a strong opposition to Blackmoon's party. The Blue Eyed Man would be happy at such rapid progress.*

I've long been a fan of combining fantasy and espionage campaigns; I like the political setting and the fact that you can run a high level of fantasy with major world effects without it having to involve ancient wizards, huge dragons, evil demons and a few minor gods. Also fantasy espionage is, to me, much more fascinating and dangerous than modern day covert operations. The spy is usually alone in his assignment, with very little contact from home and with hardly any help available to him.

The Rolemaster Fantasy Role Play Rules (or the Rolemaster Standard Rules) offers one Training Package called "Spy" to create characters and NPC who belong or used to belong to an espionage agency or are working directly for one person. That might be enough for most campaigns, but for those who wish to develop bigger and better planned networks, and wish to add further depth to this aspect of political fantasy, I offer the following training packages I developed for my own use.

## Spy – Agent (Fantasy) (L)

The Agent is a spy with a mission. He is sent out to perform some task that will aid the cause of his operators and since those tasks are many and varied he must be well prepared to deal with many situations. If a country head needs to be influenced or even replaced, if money has to be stolen from someone, if market prices must be made to rise, the Agent is the man for the job. Since the Agent is always on the job, he must endlessly continue improve his skills and never be distracted from his tasks, this is a Lifestyle TP.

**Time to Acquire:** 90 months

**Starting Money:** normal + d10 (open ended)

### Special:

False identification (+10 non-magic)	50
Close personal friend with influence	40
Contacts within friendly government	40
Items of value (worth 10d10 sp)	30
High ranking favor	20
Weapon (+10 non-magic)	0

### Category or Skill:

	# of ranks
Awareness – Perception skill category	0
Alertness	2
Sense Ambush	2
Awareness – Searching skill category	2
choice of up to two skills	2
Awareness – Senses skill category	2
choice of up to two skills	2

Combat Maneuvers skill category	0
choice of one skill	1
Influence skill category	2
choice of up to two skills	2
Outdoor – Environmental skill category	1
choice of one skill	1
Special Attacks skill category	1
choice of one skill	1
Subterfuge – Attack skill category	0
choice of up to two skills	2
Subterfuge – Mechanics skill category	2
choice of up to two skills	2
Subterfuge – Stealth skill category	2
choice of up to two skills	2
Urban skill category	1
choice of one skill	1
Weapon skill category (choice)	1
choice of one skill	1
<b>Stat Gains:</b> choice of Reasoning or Intuition	

### Spy – Freelancer (L)

The Freelancer is a spy without a permanent employer, he picked up his skills by himself sometime during his life and since then he has been for hire. The Freelancer must be a combination of both the Agent and the Information Gatherer, as he never knows for what job will he be hired next. Also since he is usually picked for missions which were judged to dangerous to risk a more loyal spy he is also prepared to defend himself should the need arise.

**Time to Acquire:** 54 months

**Starting Money:** normal + d10 (open ended)

**Special:**

False identification (+10 non-magic)	50
Close personal friend with influence	40
Cloak (+10 non-magic)	40
Items of value (worth 10d10 sp)	30
Lock Picks (+10 non-magic)	20
Weapon (+10 non-magic)	0

**Category or Skill:**

**# of ranks**

Awareness – Perception skill category	0
choice of up to two skills	2
Awareness – Searching skill category	2
choice of up to two skills	2
Awareness – Senses skill category	1
choice of one skill	1
Body Development skill category	0
Body Development	1
Communications skill category	1
choice of one skill	1
Influence skill category	2
choice of up to two skills	2
Special Attacks skill category	0
choice of up to two skills	2
Subterfuge – Attack skill category	1
choice of one skill	1
Subterfuge – Mechanics skill category	2
choice of up to two skills	2

Subterfuge – Stealth skill category	2
choice of up to two skills	2
Urban skill category	2
choice of up to two skills	2
Weapon skill category (choice)	1
choice of one skill	1
<b>Stat Gains:</b> Intuition	

### Spy – Information Gatherer (V)

This spy's work is to gather information and report it back to his superiors. To that end he is well learned at the arts of stealth and infiltration. This is the general Spy offered in the RMSR.

**Time to Acquire:** 44 months

**Starting Money:** normal + d10 (open ended)

**Special:**

False identification (+10 non-magic)	50
Cloak (+10 non-magic)	40
Contacts within friendly government	40
Lock picks (+10 non-magic)	30
Important papers (worth 10d10 sp)	20
Weapon (+5 non-magic)	0

**Category or Skill:** # of ranks

Subterfuge – Stealth skill category	4
choice of up to four skills	4
Subterfuge – Mechanics skill category	1
choice of one skill	1
Awareness – Searching skill category	2
choice of up to two skills	2
Awareness – Perception skill category	0
Alertness	1
Communications skill category	2
choice of up to two skills	2
Influence skill category	2
choice of up to two skills	2

**Stat Gains:** None

### Spy Master (V)

Very few state heads or nobles manage their own spy network, its very hard work and too taxing for someone with such responsibilities. Therefore they have their own Spy Master to manage their net of spies, send their man to do the little dirty jobs that must be done behind the scenes and gather the information needed for a successful ruler. It is important to note that the Spy Master need not be a spy himself, though it's usually the case. If he is, sometimes the Spy Master might take an extremely important mission on himself, and then let his enemies beware.

**Time to Acquire:** 54 months

**Starting Money:** normal

**Special:**

Royal or Noble Contact	30
Royal or Noble Favor	30
Knowledge of Royal or Noble dark secret	20
Assassin contacts	20
Spies contacts	40
Knowledge of dark secret about own lord	20
Rival (equal or higher level)	0

**Category or Skill:** # of ranks

Awareness – Perception skill category	0
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Alertness	2
Sense Ambush	2
Awareness – Searching skill category	4
choice of up to four skills	2
Awareness – Senses skill category	1
choice of one skill	1
Combat Maneuvers skill category	0
choice of one skill	1
Influence skill category	3
Interrogation	1
choice of up to two skills	2
Outdoor – Environmental skill category	1
Subterfuge – Attack skill category	0
choice of one skill	1
Subterfuge – Stealth skill category	2
choice of up to four skills	2
Urban skill category	3
choice of up to three skills	3
<b>Stat Gains: Reasoning</b>	

### Costs Table

(does not include “modern” or “pulp” professions, sorry)

Profession	Spy - Agent (Fantasy)	Spy – Freelancer	Spy – Information Gatherer	Spy Master
<b>Roelmaster Fantasy Role Playin Professions</b>				
<b>Fighter</b>	39	41	28	34
<b>Thief</b>	31	32	22	26
<b>Rouge</b>	32	33	23	28
<b>Magician</b>	46	48	33	40
<b>Cleric</b>	46	48	33	40
<b>Mentalist</b>	46	48	33	40
<b>Ranger</b>	35	36	25	30
<b>Dabbler</b>	34	35	24	29
<b>Bard</b>	35	36	25	30
<b>Character Law Professions</b>				
<b>Warrior Monk</b>	39	41	28	34
<b>Layman</b>	38	39	27	32
<b>Illusionist</b>	42	44	30	36
<b>Animist</b>	42	44	30	36
<b>Lay Healer</b>	49	51	35	42
<b>Healer</b>	49	51	35	42
<b>Mystic</b>	38	39	27	32
<b>Sorcerer</b>	48	49	34	41
<b>Paladin</b>	45	46	32	38
<b>Monk</b>	39	41	28	34
<b>Magent</b>	25	26	18	22
<b>School of Hard Knocks (Skill Companion) Professions</b>				
<b>Barbarian</b>	36	38	26	31
<b>Outrider</b>	31	32	22	26

<b>Sage</b>	35	36	25	30
<b>Swashbuckler</b>	36	38	26	31
<b>Arcane Companion Professions (RMSS)</b>				
<b>Arcanist</b>	50	52	36	43
<b>Wizard</b>	50	52	36	43
<b>Chaotic</b>	41	42	29	35
<b>Magehunter</b>	39	41	28	34
<b>Treasure Companion (RMSS)</b>				
<b>Channeling Alchemist</b>	53	55	38	46
<b>Essence Alchemist</b>	52	54	37	44
<b>Mentalism Alchemist</b>	52	54	37	44
<b>Martial Arts Companion (RMSS)</b>				
<b>Taoist Monk</b>	41	42	29	35
<b>Zen Monk</b>	41	42	29	35
<b>Essence Companion (RMSS)</b>				
<b>Runemage</b>	48	49	34	41
<b>Mana Molder</b>	49	51	35	42
<b>Warrior Mage</b>	41	42	29	35
<b>Channeling Companion (RMSS)</b>				
<b>Priest</b>	52	54	37	44
<b>Summoner</b>	60	62	43	52
<b>Warlock</b>	56	58	40	48
<b>Mythic</b>	36	38	26	31
<b>Mentalism Companion (RMSS)</b>				
<b>Seer</b>	50	52	36	43
<b>Astrologer</b>	53	55	38	46
<b>Enchanter</b>	42	44	30	36
<b>Armsmaster</b>	48	49	34	41

When creating a character using these training packages make sure you prepared a setting fitting for him, an Agent with no work is just another thief or rouge (with a more interesting background though). These training packages come into play much better in a setting that includes some level of espionage, it can be a common thing or a very rare one (say one specific nation or lord), but it will certainly spice up you campaigns.

Also keep in mind, playing a spy means role playing a character who, most of the time, is role playing himself...

*Valdor exited the office of the Blue Eyed Man with a smile, another job done, and another job waiting. This time its going to be the Ligan Empire, that means he can't be Bantor the merchant, he'll have to come up with a richer character, maybe a wine importer, or a dealer of exotic spices. His smile faded, the fun might not be worth it, this time he might not make it alive.*