



AGENT X: ONE-MAN ARMY

Crafty Games Product Number: CFT-20209

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INTRODUCTION

Welcome to *Agent X*, the newest series of standalone PDF products for use with *Spycraft 2.0*! In each Agent X volume we offer a new class, usually appropriate for any genre or setting. Some, like this volume's One-Man Army, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things *Spycraft*!

ONE-MAN ARMY

Some people are natural-born badasses, blessed with insurmountable martial skill, fierce tenacity, and the strength to take down all enemies, no matter the odds. Atop this impressive heap is the One-Man Army, a non-stop killing machine in the finest tradition of Hollywood's most rugged heroes.

Party Role: Combatant. The One-Man Army thrives in the heat of battle, inflicting heavy damage in short order and absorbing tremendous punishment before falling.

Abilities: The One-Man Army must withstand the slings and arrows (and bullets!) of outrageous opposition, making Constitution his most important attribute. Charisma gives him the tools to wreck such havoc and good Dexterity or Strength scores increase his lethality (depending on his chosen method of mayhem).

Vitality: 1d12 + Con modifier per level.

REQUIREMENTS

Constitution: 15+.

Intimidate: 4+ ranks.

Feats: Guts.

CLASS SKILLS

The One-Man Army's class skills are Acrobatics, Athletics, Drive, Intimidate, Resolve, Sneak, Streetwise, Survival, and Tactics.

Skill Points at Each Additional Level: 4 + Int modifier.

CORE ABILITY

Just a Flesh Wound: You're incredibly tough to take out. Your maximum wound points increase by your Class Level. Further, when you suffer a critical hit and damage is rolled, you may spend and roll a single action die to reduce the damage suffered by an amount equal to the result (minimum 0).

CLASS ABILITIES

Contempt: At Level 1, you gain the Contempt feat (*see the Spycraft 2.0 Rulebook, page 174*).

I Stand Alone: At Level 2, when you and all conscious teammates are outnumbered by opponents, you gain a +1 morale bonus to your Defense and with all attack checks equal to the factor by which you're outnumbered (rounded down, maximum +5). Thus, if your team is outnumbered by less than 2-to-1 you gain a +1 bonus, at 2-to-1 but less than 3-to-1 you gain a +2 bonus, at 3-to-1 but less than 4-to-1 you gain a +3 bonus, and so on. Note that this bonus is likely to change over the course of a scene as the number of opponents and teammates shifts.

At Level 7, this morale bonus also applies to your damage rolls and saving throws.

Machismo: At Levels 3, 5, 7, and 9, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **One Bad Mutha...:** You may take the Threaten action against characters you have not injured during this scene. Further, when you take a Threaten action, you may target a number of characters equal to 1 + your Constitution modifier (minimum 1).

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- **Provoke:** You gain a +4 synergy bonus with any skill check made as part of a Taunt or Tire action.
- **Still Standing:** You gain a +8 bonus with Fortitude saves made to remain standing after being hit by an attack with the *takedown* quality. Additionally, you gain a +4 bonus with skill checks made to resist Bull Rush and Trip actions.
- **Take It:** You gain 2 points of subdual resistance against all melee, hurled, and unarmed attacks. This resistance is applied after Damage Reduction and can reduce the effects of bruising.
- **The Gun Show:** After scoring a critical hit against a standard character, you may spend your next half action posturing to gain 1 bonus d6 action die. This die is discarded if not used by the end of the current combat.
- **Yippee-Ki-Yay:** Once per session when you score a critical success with any attack or skill check targeting an opponent, you may utter your catch phrase, gaining a bonus to Defense and all 'Resist' checks equal to your Charisma modifier until the end of the current scene (minimum +1).

Bonus Feat: At Levels 4 and 8, you gain 1 additional Melee Combat or Ranged Combat feat.

Ripped: At Levels 4 and 8, the lower of your Strength or Constitution scores increases by 1 (your choice in the case of a tie).

Bring It!: You welcome impossible odds with open arms. At Level 6, you and each of your teammates who can see and hear you may not become *flanked*, nor may any of you be targeted with abilities or feats that require opponents to outnumber you.

War Machine: You're an engine of destruction. At Level 10, once per mission, you may ignore the effects of any conditions you wish except for *destroyed* (this includes *unconscious* and *dying*). Further, you automatically succeed with all Resolve checks and Fortitude saves. This ability lasts until the end of the current scene.

Table 1: The One Man Army									
Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Class Abilities
1	+1	+2	+0	+0	+1	+2	0	1W	Contempt, <i>just a flesh wound</i>
2	+2	+3	+0	+0	+1	+3	0	1W	I stand alone (attack/defense)
3	+3	+3	+1	+1	+2	+4	1	1W, 1S	Machismo
4	+4	+4	+1	+1	+2	+5	1	1W, 1S	Bonus feat, ripped
5	+5	+4	+1	+1	+3	+5	1	2W, 1S	Machismo
6	+6	+5	+2	+2	+4	+6	2	2W, 1S, 1V	Bring it!
7	+7	+5	+2	+2	+4	+7	2	2W, 1S, 1V	I stand alone, machismo (damage/saves)
8	+8	+6	+2	+2	+5	+8	3	2W, 2S, 1V	Bonus feat, ripped
9	+9	+6	+3	+3	+5	+9	3	2W, 2S, 1V	Machismo
10	+10	+7	+3	+3	+6	+10	3	3W, 2S, 1V	War machine 1/mission

BUILDING THE ONE-MAN ARMY

The pedigree of the One-Man Army includes manly men like Schwarzenegger, Stallone, and Norris, timeless action heroes who serve as an excellent touchstone when building a character with the class. Here are a few Origins and base classes that make fine first steps toward this expert class.

Suggested Talents: Grizzled, Hardy (*World on Fire*), Ominous (*World on Fire*), Reliable.

Suggested Specialties: Bodyguard (*World on Fire*), Soldier of Fortune, Survivor (*World on Fire*), Test Subject.

Suggested Entry Classes: Explorer, Martial Artist (*World on Fire*), Soldier, Wheelman.

PLAYING THE ONE-MAN ARMY

The One-Man Army is the classic cinema combatant: one part lawnmower, one part tank, and all man. Where the sniper commands the single-shot kill and the grunt is the premier abuser of heavy firepower, the One-Man Army's specialty is cleaning house against hordes of mooks. He enters the fight hot and heavy thanks to *I stand alone* and can quickly turn the tide via Contempt feat and *one bad mutha....* He's also is one of the most durable classes in the game thanks to *just a flesh wound*, *ripped, still standing*, and *war machine*, abilities compounded by the Defense-boosting effects of *I stand alone* and *yippie-ki-yay*. Even on defense the One-Man Army shines, as judicious use of the Taunt action can draw heat from his teammates while they accomplish the mission objective.

Because the One-Man Army's job is often... messy, he tends to pack reliable, high-yield weapons and gear that extends his survivability, such as armor and medical gear.

Suggested Feats: Adrenaline Rush (*World on Fire*), Cleave Basics, Combat Instincts, CQB Basics, Partner Basics (*see below*), Snap Shot, Stone Cold, Toughness.

Suggested Gear Picks (Caliber III mission): Average low-profile armor, machete, medical gear (liquid skin patch) × 3, RSA AKS assault rifle or Remington 870P pump-action shotgun.

BASIC COMBAT FEATS

For more about Basic Combat feats, see page 172 of the Spycraft 2.0 Rulebook.

PARTNER BASICS

You back your partners up like no one else can.

Benefit: Choose one teammate at the start of each combat to be your "partner" until the end of that combat. No character may be the designated as a partner by more than one teammate (with the target choosing who to accept in the case of multiple nominations). While your partner is adjacent to you, he may use any weapons you hold readied as if he also has the weapon readied.

Further, your partner gains a +1 bonus with all saves. This bonus increases to +2 if your partner also possesses this feat and has selected you as his partner.

Finally, you and your partner count as a single character when taking joint actions.

PARTNER MASTERY

Your fighting choreography is nothing short of amazing!

Prerequisites: Partner Basics.

Benefit: If your partner is the only teammate adjacent to an opponent, you may make ranged attacks against that opponent as if he is not in melee. Further, once per round when you miss with an attack check, your partner immediately gains a final attack against the same opponent. However, your partner's attack suffers a -4 penalty to damage (minimum 1). This penalty decreases to -1 if your partner also possesses this feat and has selected you as his partner.

PARTNER SUPREMACY

Superb timing and teamwork let you perform stunts others would consider impossible.

Prerequisites: Partner Mastery.

Benefit: Your attacks and damage can never be redirected to your partner. Further, when your partner is adjacent to you at the beginning of a round, you may give up 1 of your half actions during the round to grant your partner 1 additional half action during the same round. If your partner also has this feat and has selected you as his partner, you may instead give up 2 of your half actions for this round to grant your partner an additional full action or 2 half actions during the same round.

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