

INTRODUCTION

This chapter contains many new rules both generic and specific to *World on Fire*. Base classes, expert classes, and the introduction of master classes greatly expand character development and new campaign qualities, organization options, and the introduction of Allegiance rules broaden the GC's tool box. All three villainous Factions in the *World on Fire* setting receive comprehensive treatment, while the heroic Factions are intentionally being held off for specialized expansion in their own independent PDF releases. For details, visit www.crafty-games.com.

CAMPAIGN QUALITIES

Many of the following qualities possess the Scenes Only tag. These are transient conditions that last hours or days at most, and generally shouldn't be applied to entire missions or seasons.

By default, the *World on Fire* setting features only the Allegiance quality, though the GC may remove it if he likes, making Allegiance-specific character options available to anyone or only to specific character concepts. As always, he can also add other qualities presented here or in other *Spycraft* releases, further modifying the setting to his taste.

For more about campaign qualities, see page 405 of the *Spycraft 2.0 Rulebook*.

Allegiance (Seasons Only: +0 XP): In a campaign featuring this quality, extra emphasis is placed on each character's loyalties. Every Faction has an Allegiance that represents its underlying credo and culture, and most — but not all — characters belonging to a Faction also possess its Allegiance. Those that don't are usually ambivalent employees (probably possessing the Neutral Allegiance), dissenters (likely with a different but not necessarily opposing Allegiance), or subversives (possessing an Allegiance that prompts them to undermine their declared superiors).

Duty and loyalty are only part of the Allegiance equation; other factors include the *esprit de corps* that develops between colleagues. For example, a Cold War campaign might feature only three Allegiances — East, West, and Neutral. At present, the *World on Fire* features ten Allegiances, including Neutral. Six are reserved for heroes — Banshee Net, Bloodvine Syndicate, Krypt, Nine Tiger Dynasty, Paradox, and Shadow Patriots — and will be fully explored in follow-up PDF releases. The other three are intended for villains — Eternals, Franchise, and Project: Pitfall — though allowing PCs to take these "nefarious" roles is a trivial undertaking.

In practice, Allegiance is a double-edged sword. It opens up character options not permitted to those of less dedication, including exclusive Origin options, classes, and feats, but it also leaves a character vulnerable to certain abilities and other options that only target those of particular, identical, or opposing Allegiance.

Allegiance is an intentionally open-ended system, allowing the GC and players to include new Allegiances of their own creation. Crafty Games will also be introducing new Factions and new Allegiances in print and PDF products, including the *Flags* series of online releases. For details, visit the Crafty Games home page (www.crafty-games.com).

For more information about Allegiance, see page 108.

Forged in Conflict (Scenes Only: +25 XP, 2 GC Action Dice): During a scene featuring this campaign quality, only direct conflict is likely to result in major success. Special characters may not spend action dice to boost unopposed skill check results. Further, unopposed skill checks may not be re-rolled by any means.

Hostile Wilds (+25 XP, 3 GC Action Dice): This campaign quality emphasizes the dangers of the natural world. Woods are darker, jungles thicker, and wastelands are more foreboding as every element of the landscape conspires against the characters. During a scene featuring this quality, each character's insight and synergy bonuses decrease to a maximum of +1 unless he's in an urban environment, possesses the Terrain "training" feat that covers the terrain he's in, or is on his home turf.

Lack of Trust (Scenes Only: +25 XP, 3 GC Action Dice): During a scene featuring this quality, few will accept anything without corroboration. Negotiations break down, threats fall on deaf ears, and social manipulations grind to a standstill. Each special character's Charisma modifier is set to -1.

Live Exercise (+0 XP, 1 GC Action Die): During a scene featuring this campaign quality, every situation is a training opportunity. When a special character is targeted with an opponent's attack or skill check, he may force the opponent to apply his lowest attribute modifier to the check in place of the standard attribute modifier. Each special character may use this ability a number of times per scene equal to his starting action dice.

Money Talks (Scenes Only: +0 XP, 2 GC Action Dice): This campaign quality highlights and enhances the power of the dollar. During a scene featuring this campaign quality, the Charisma score of the special character possessing the highest Wealth statistic is considered to be 4 higher than standard.

Private (Scenes Only: +0 XP, 1 GC Action Die): During a scene featuring this campaign quality, all involved parties are "insiders" who understand the major players and forces at work in the world. In the *World on Fire*, this would mean that everyone involved is a spy or part of one of the shadow communities within which spies do their dirty business. In another setting, it might indicate that the action takes place in an isolated location, like a near-future corporate arcology, a far-future space station, or an Old West frontier town.

In a private scene, all Reputation and Net Worth penalties due to "incident," "noise," or anonymity exposure decrease to 1/2 standard (rounded down). This quality and its effect are canceled if the *public* quality enters play.

Public (Scenes Only: +0 XP, 2 GC Action Dice): During a scene featuring this campaign quality, many people who may witness the action are outsiders, oblivious to the conflicts of the setting. In the *World on Fire*, this would mean that the action takes place in an area with large numbers of bystanders, such as a crowded metropolitan plaza, a televised event, or another place where the affairs of spies might spill into the world of the uninitiated. In different settings, it might indicate that the action takes place in a natively dangerous environment for the characters, like a near-future streetscape, a far-future transport hub, or an Old West train station.

In a public scene, Reputation and Net Worth penalties due to "incident," "noise," and anonymity exposure may *not* be decreased through any means, including character abilities and other game effects. This quality and its effect are canceled if the *private* quality enters play.