



Intelligence Liaison (spy)

An Iron Kingdoms™ Prestige Class by Jon Thompson

An intelligence liaison specializes in gathering and manipulating information. Most of these individuals work as “spies” for various intelligence organizations, infiltrating social circles or organizations to steal secrets. They are masters of disguise and adaptability, capable of blending in just about anywhere. They are also capable of creating near-flawless identities for long-term projects after investing the proper amount of research and prep work. Intelligence liaisons are as quick of wit as they are on their feet, and if they don’t know how to handle a situation, they’re savvy enough to never let anyone realize it.

Intelligence liaisons are usually exceptionally skilled rogues with specializations in social skills. Occasionally, people from other walks of life might be eligible as well, though possessing a great deal of social finesse is a must. Individuals who are exceptionally intelligent or skilled are more likely to be chosen than others.

In the Iron Kingdoms

Intelligence liaisons are found in various capacities in the Iron Kingdoms. All of the governments of the Iron Kingdoms maintain intelligence agents, though some are far more effective and experienced than others. Agents might work for these governments, or they may work for a rare freelance espionage company, such as the Unseen Hand, which has made its name through generations of solid, trusted work.

Notable Persons

Gavyn Kyle Rog8/Spy9: Gavyn Kyle is perhaps the most skilled of any independent spy presently prowling the Iron Kingdoms. He is the star agent of the Unseen Hand, and only those with deep pouches can buy his services. He has absolutely no political affiliations and is willing to work for anyone who can afford him. Just so, Kyle’s not without scruples. He maintains a strict policy of client secrecy, refusing to sell information from one party to another—unless of course he’s agreed in advance to do just that. In any case, Gavyn Kyle is usually treated with suspicion and concern by local spymasters and government officials, although they rarely learn of his presence in their terrain until he’s already completed his objective.



A Prestige Class by Jon Thompson for the Iron Kingdoms™ campaign setting published by Privateer Press. The Iron Kingdoms, related characters, names, and contents are TM & © Privateer Press 2003. Requires the use of the Dungeons & Dragons ® Player’s Handbook, Third Edition, published by Wizards of the Coast.

Intelligence Liaison (spy) – Prestige Class
Available at www.ironkingdoms.com

Armand Rhywyn Rog7/Spy6: Armand Rhywyn is one of the most elite intelligence liaisons that the Llaeese Council of Nobles has to offer. He was raised in Rynyr, the son of a crafty noble with a great deal of wealth and clout. As a youth, Armand had no interest in politics, preferring instead to spend his time as quite the rakish misfit. He was talented, though, and eventually rose in the ranks of a local crime syndicate. His loyalty to them was always slight. Indeed, his first mission as a secret operative was to dismantle the same coalition to which he had once belonged. To this day, several underworld lords have him near the top of their hit list, but this expert-in-the-field isn't likely to be found anytime soon.

Jordan Thandril Rgr3/Rog3/Spy4: Born to a prostitute in Five Fingers, Jordan Thandril ran away at age 16 and, disguised as a boy, became a very successful Ranger in the Cygnaran Army. After three years her secret was discovered; her superiors realized the potential of a woman with such a skill set, and sent her to Caspia to be trained by the spymasters of Cygnar. Now she holds many false identities, all in the service of the King. Many of her guises are those of young men, making her real identity that much more difficult to discover. Making a quick change from a young man to a pretty lass has saved her on more than one occasion from detection.

The Intelligence Liaison (Spy)

Hit Die: d6

Requirements

To qualify to become an intelligence liaison (IntLia or Spy), a character must fulfill all of the following criteria.

Base Attack Bonus: +4

Skills: Bluff 6 ranks, Diplomacy 4 ranks, Disguise 6 ranks, Forgery 3 ranks, Gather Information 6 ranks, Perform (impersonation) 3 ranks, Sense Motive 4 ranks.

Feats: Alertness, Skill Focus (Bluff, Diplomacy, Disguise, Gather Information, or Sense Motive)

Special: An individual must be handpicked by a current member of the appropriate intelligence organization.

Class Skills

Bluff (Cha), Craft (Int), Craft (small arms) (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (impersonation) (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis).

Additionally, the intelligence liaison may select 6 other skills to be class skills, which represent individual specialization. They are chosen at 1st level and may not be changed; skills exclusive to other classes may not be chosen.

Skill Points at Each Level: 8 + Int modifier

Class Features

Weapon and Armor Proficiency: Intelligence liaisons are proficient with weapons that favor stealth, including crossbow (hand or light), dagger, dart, light mace, sap, shortbow, short sword, and one martial weapon of choice. They are proficient with all light armor. An intelligence liaison using weapons or armor he isn't proficient with may make a Perform (impersonation) check (or Bluff check at the DM's option) to appear that he knows how to use it (look comfortable wearing it/wielding it), though in truth he suffers the standard penalties. This does not apply to exotic weapons or armor.

Fabricate Identity (Ex): Intelligence liaisons have the remarkable ability to create new identities for themselves just about anywhere. These identities are usually set up for the purposes of an individual mission and are sloughed afterwards. To create an identity the liaison must spend a certain amount of time researching and doing preliminary work to establish the identity. The difficulty and time are based on the profile of the identity being created; consult the following table for check DCs and times.

Table 1-2: Fabricate Identity

Identity Type	Time	DC	Examples
Common	1 day	15	Everyday person—laborer, craftsman, etc.
Moderate	5 days	20	Military officer, a noble, a specialized craftsman
High	3 weeks	30	A ranking officer, a government official, an established merchant
*Very High	6 weeks	35+	A high ranking officer or official

*At the DM's discretion very high level identities might not be allowed. This is because an identity that high in profile has a reputation that precedes it, and a liaison attempting to create one would have to impersonate an existing person anyway (see more on impersonation below).

To create the identity the liaison must make a successful Diplomacy, Disguise, Forgery, and Gather Information checks (all four) at the listed DC. Each represents an aspect of the preliminary work that must go into forging this identity. Failure on one skill check results in additional 25% more time added to the creation time; after the added time has elapsed the skill check must be made again—failure this time results in full failure to create the identity. If two skill checks are failed, then 50% more time is added; if three checks are failed then 100% more time is added. Secondary skill check failure always results in full failure to create the identity. Failing all four rolls results in full failure and may result in additional consequences at the DM's option.

Once successfully created, this identity is foolproof under normal scrutiny. Only if the liaison does something particularly unusual or is operating under extremely tight security will his identity come into question. This identity is not protected from magical and supernatural forms of detection. Intelligence liaisons must be particularly wary around those specifically trained to look for deception, such as monks, paladins, and exemplars in the Iron Kingdoms, as interaction with individuals such as these may provoke skill checks to avoid suspicion.

Do note that this ability has limitations. It would not normally allow one to imitate an individual of another race, for example. Also note that this ability does not allow one to impersonate a living individual; the identity created is entirely new.

Expert Impersonation (Ex): At 2nd level, the liaison's impersonation skills take a leap. Instead of entirely creating an individual as in Fabricate Identity, this ability is about convincing another person or persons that the liaison is someone who already exists. Impersonation can be a trickier business than creating a new identity, and pulling off an impersonation requires a combination of Bluff, Disguise, and Perform

(impersonation) checks on a regular basis. The liaison must still make these checks as usual per the guidelines set down in the PH, but since they have received training as selling themselves as someone else, they gain +3 in all three of these skills when pulling off an impersonation. Once they've fooled someone with their identity, there is no need to keep making rolls unless an unusual situation arises. They must make checks under the following circumstances:

- When they first encounter someone of direct bearing to their disguise (“You can’t give me an order like that! Who are you anyways!” “Why, I’m your new Administer of Trade Affairs, my good man.”)
- Whenever their identity is directly called into question or the person they are impersonating surfaces (“If you be the duke, then who in the bloody ‘ell is THAT boinker?!”)
- Daily under very high security circumstances (or around particularly suspicious people)
- Whenever they do anything particularly out of character (“Are you flirting with me...Daddy?” Now that’s bad prep work.)
- Whenever they try to convince someone of a particular change in character (“No, I didn’t say I grew up in Fellig, I said I grew up in Corvis...didn’t I?”)
- Whenever interacting with monks, exemplars, or paladins (in the Iron Kingdoms only)

Do note that this only applies to skill checks directly related to maintaining their false identity. For example, if a liaison were telling lie after lie while disguised, they would still need to make Bluff checks as normal.

The liaison must still properly research this identity; per the guidelines under fabricate identity (see above), succeeding with all required skill checks. This represents time spent researching, practicing, forging documents, and spreading the proper false information to make the impersonation go off without a hitch.

Do note that the liaison may still impersonate individuals on the fly, without preparation, but in doing so they lose the advantages described here and must make opposed checks more frequently as per the guidelines in the PH.

Note that the modifiers in the PH that apply to the Disguise skill also apply to the Perform (impersonation) skill.

Cover Identity: At 1st level, the intelligence liaison gains a cover identity. He gains 5 ranks in Profession related to this cover for free. This cover is always low key (for example, a barkeep) and has little if any effect on actual gameplay. It is meant as a cover so that the liaison may lie low between adventures or when on the run. The liaison gains another identity at 5th level and 10th level.

Bonus Languages: Intelligence liaisons have an uncanny knack for picking up new languages and may select a new one at 2nd, 4th, 6th, 8th, and 10th levels.

Feign Skill Expertise (Ex): At 3rd level, intelligence liaisons gain the extraordinary ability to perform skills of which they lack true knowledge. They gain a feign skill bonus that may be applied to any skill from the following list: Alchemy, Appraise, Craft, Innuendo, Knowledge, Perform, Profession, Wilderness Lore. They are able to feign skill in something of which they only understand the basics. This bonus starts at +1 and raises by +1 every level thereafter—the liaison may never attain more ranks in a skill than his max ranks would normally allow.

The skill is performed exactly as if the liaison truly has as many ranks in the skill as his feign skill bonus allows—a success is a success, as usual. However, there is always a subtle flaw in the result or performance of the skill. Individuals with 10 or more ranks of the skill in question may make a skill check (or a Spot

check, if more appropriate) to notice this flaw. In essence, to the trained eye, the act will appear as if the liaison had jimmed it, guessed it, or simply gotten lucky—the results are clearly a fluke.

The DM might decide to place limitations on this ability to prevent the liaison from faking something too ridiculous, far-fetched, or impossible. Likewise, the DM might allow this ability to be applied to skills not listed above.

Undetectability (Ex): By 4th level, because of the nature of their work, intelligence liaisons become particularly resilient against Divination magic. They gain spell resistance of 10 + intelligence liaison levels versus all Divination magics. This spell resistance is -4 when resisting those who specialize in scrying.

Against the Odds (Ex): At 7th level, luck takes a special liking to the liaison, allowing him to reroll one failed die roll per day.

Detect Ruse (Ex): By 9th level the spy has become so adept at the arts of deception that he has a chance of noticing discrepancies others would easily overlook. Whenever encountering a disguised individual, an illusion, a forgery, a polymorphed entity, or even if an invisible being has performed an action within detection, the spy receives an automatic Spot check. This has a default DC of 25, but can be adjusted higher depending on the DM's judgment. If successful the spy has a "hunch" that something is wrong, but will not know exactly what the situation is. This allows the use of other skills or means to investigate. For example, when encountering a man disguised by an illusion, on a successful check the spy would know that something isn't right about the man's appearance.

Table 1-1: The Intelligence Liaison

Class Level	Base Bonus Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Fabricate identity, cover identity, bonus language
2	+1	+0	+3	+0	Expert impersonation, +1d6 sneak attack
3	+2	+1	+3	+1	Feign skill expertise, charming (+2 to all personal interaction skills), spy ability (see below)
4	+3	+1	+4	+1	Undetectability, bonus language
5	+3	+1	+4	+1	Cover identity, +1d6 sneak attack
6	+4	+2	+5	+2	Bonus language, spy ability
7	+5	+2	+5	+2	Against the odds
8	+6/+1	+2	+6	+2	Bonus language, +1d6 sneak attack
9	+6/+1	+3	+6	+3	Detect Ruse, spy ability
10	+7/+2	+3	+7	+3	Bonus language, cover identity

Spy Abilities

Apt Pupil: The Spy is adept at learning things quickly and thoroughly. When choosing the Skill Focus feat, the spy gains +4 instead of +3.

Escape: Sometimes even the best spies need to get out in a hurry and unharmed. When using the total defense action, the spy adds his Intelligence modifier to his AC.

Presence: The Spy gains an aura of confidence and authority, gaining a bonus to any one Bluff, Intimidate, or Diplomacy check equal to one-half his Spy level. This ability is usable once per day per point of Cha Modifier.

Ear of Truth: The Spy knows when he is being lied to. He may now take 20 on any Sense Motive check not in a combat situation.

Versatile: The Spy may choose any one bonus feat. This Spy ability may be taken multiple times.

Slippery Mind: As per the PH rogue ability.

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