

CREDITS

GAME DESIGN, LAYOUT AND ART

Mark Meredith

EDITING

Joe Stroup

SPECIAL THANKS

Enrique Bertran, Ken Hart, Michael Wolf and Andrew Mordro

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FOREWARD:

First of all, I'd like to thank Michael for letting me play around in his rules. For a long time I've wanted to work on my own espionage RPG, and I've been given a great opportunity to do so. This game has been about six years in the making, and I'm glad to see it finally coming to light.

A few things had to be changed to fit into the world of espionage and intrigue. I took a lot of the optional rules presented in the core Warrior, Rogue & Mage book and made them a part of the system, where appropriate. Additionally, you'll find new rules, such as Exposure and Concealment, specifically designed for an espionage-style of the game.

I've always been a fan of espionage, ever since watching Spy Game when I was in high-school. I'm glad I've gotten a chance to add to the fantastic rules designed by Michael Wolf, and continuing on the tradition of espionage RPGs such as Spycraft, Top Secret and others.

I'd also like to thank Kenn Gentile with coming up with the rules of Concealment, helping me out over on the RPGTableTalk forums.

Extra special thanks to R.E. Davis, who created an excellent WYRD system game called Wyred, a cyberpunk-style game, from which I liberally borrowed rules.

Finally, I'd like to thank Andrew Modro, who has written Resolute, Adventurer, & Genius, from which I've borrowed a few rules and talents from.

MARK

WELCOME, AGENT

Pointman Hacker Thief is a quick, lightweight roleplaying game that allows a group of players and a game master to participate in epic espionage missions spanning the entire globe, from Hong Kong to New York City. This book has everything you need: A complete game system, including character creation, combat, hacking, equipment and NPCs, as well as a complete modern spy setting.

Combat in the world of PHT is quick and brutal, as it is in real life. But, as they say, if you've been spotted, perhaps you deserve to be gunned down; you are a spy, after all.

PHT doesn't make use of classes, like in other RPGs. Players are encouraged to create their characters freely without having to fit them into archetypal roles. Pointman, Hacker and Thief are the character's basic attributes, which measure their capabilities in combat, academics and stealth, respectively.

This book assumes you are familiar with tabletop RPGs.

Real life espionage is generally a lot more boring than what is portrayed in the movies. Ignore all of that real-world stuff, and dive into a world of fast cars, incredible cyberware attacks, and dangerous criminal and rogue government enterprises.

Suggested films to watch before diving into a game of PHT include Spy Games, The Recruit, the James Bond films, and the Mission Impossible series, as well as television shows such as Leverage and Person of Interest.



CHAPTER ONE

AGENT INITIATION

“Anonymity... is like a warm blanket.” – Max, Mission Impossible

Character creation in PHT is called Initiation, as your agent is brought into training and given the skills needed to survive in the world of spies, cars and guns.

Each player will need to create a character in order to play. The player character, or PC, is the player's representation in the game world. The characters played by the game master, or GM, are called “non-player characters” or “NPCs”. All characters in PHT are described by their attributes, skills, talents and various other values, which will be explained in detail in this chapter.

ATTRIBUTES

PHT uses three basic attributes to describe a character: Pointman, Hacker & Thief. Each attribute is usually ranked from 0 to 6, but NPCs and veteran characters may have higher values. If an attribute is ranked at 0 you can't use any skills related to that attribute. In the case of a Hacker attribute of 0, the character can't even use a computer.

- A character with a high rank in **Pointman** is a born leader: strong, tough, and fearless. Characters with a low rank in this attribute will be weaker and less daring. The Pointman often takes control, exerting leadership and, when necessary, physical strength or firepower to a situation.

- A highly ranked **Hacker** attribute is a sign of intelligence, strength of will and mental discipline, whereas a low Hacker attribute means the character is dull, flighty and easily influenced. Hackers are often behind the scenes, manipulating security systems, electrical panels and computer mainframes.

- Someone with a high **Thief** attribute is witty, stealthy and quick with feet and mind, but a low Thief attribute means the character is clumsy and inept. A Thief is good at getting where they need to without being seen and getting back out.

Each player character starts with 10 attribute levels that may be freely distributed among the three attributes. No attribute may start higher than 6. While highly specialized characters are possible, a well-rounded character with a few levels in each attribute probably works best for new players.

SKILLS

Each character is also further detailed by a few skills. Skills are abilities a character has learned over the years, like Drive or Mechanics. Skills are not ranked like attributes; you either have learned a skill, or you have not. Each character starts with three skills of the player's choice. Each skill is related to one of the attributes. This indicates what kind of attribute rolls the skill might be applied to. Note that you can't choose a skill if the relevant attribute is ranked at level 0.

Skill	Attribute	Description
Acrobatics	<i>Thief</i>	Training in activities such as dancing, contortion, climbing, tumbling and flipping.
Analysis	<i>Hacker</i>	Gathering and studying information pertaining to a particular subject.
Athletics	<i>Pointman</i>	Training in swimming, running and jumping.
Close Combat	<i>Pointman/ Thief (use the highest)</i>	The ability to use hand-to-hand weapons.
Coerce	<i>Pointman</i>	Skilled in getting people to do what you want.
Computers	<i>Hacker</i>	Navigating your way around a computer system.
Contacts	<i>Hacker</i>	Getting in touch with various sources to provide you with help and information.
Cypher	<i>Hacker</i>	Creating and cracking encoded information.
Deception	<i>Thief</i>	Lying and using misdirection.
Determination	<i>Pointman</i>	Pressing forward, especially through adverse conditions.
Drive	<i>Pointman</i>	Navigating a motor vehicle.
Electronics	<i>Hacker</i>	Use of electronic devices, including booby traps, bugs and the like.
Explosives	<i>Pointman</i>	Setting up and deploying explosive devices including grenades and rocket propelled grenade launchers.
Forgery	<i>Hacker</i>	Creating counterfeit items, from documents to statues.

Skill	Attribute	Description
Hacking	Hacker	The eponymous skill for hackers, allows for breaking into computers and other machines.
Indigenous Knowledge	Hacker	Knowledge of local customs and traditions.
Intimidate	Pointman	Getting someone to do what you want them to do through fear.
Knives	Thief	Using knives, both in melee and ranged combat.
Mechanics	Hacker	Different than hacking, mechanics involves the physical workings of machines.
Medical Science	Hacker	This skill is knowledge and implementation of both first aid, surgical knowledge, and forensics.
Perception	Thief	Detecting things around you, through sight, sound and smell.
Pistols	Pointman	The skill to fire any handguns.
Rifles	Pointman	The skill for larger, two-handed firearms.
Science	Hacker	Covers a variety of subtopics including biology, physics, chemistry and the like.
Security	Hacker	This skill involves setting up and operating surveillance equipment, as well as being able to disable it.
Stash	Thief	The ability to hide an object, whether it be on your person, or somewhere in the room you're in.
Stealth	Thief	The ability to sneak around, moving silently through the shadows and remaining unnoticed by people you're trying to avoid the notice of.
Streetwise	Thief	The ability to navigate in an urban environment, from finding information to dealing with locals.
Survival	Pointman	The ability to keep yourself alive in the wild, including scavenging and hunting.
Unarmed Combat	Pointman/ Thief (use the highest)	The ability to fight without any weapon

TALENTS

Talents give player characters special abilities that set them apart from mere civilians. You don't have to roll the die in order to use talents.

As soon as a character has acquired a new talent he gets access to a special ability. Some talents may be taken several times. Player characters start with one talent. GMs are free to add more talents if needed.

Talent	Description
Body of Steel	Damage you take from an individual attack is reduced by 2.
Analysis	Gathering and studying information pertaining to a particular subject.
Champion	Select a cause. You get a +2 bonus on attack and damage rolls against enemies of that cause. May be taken more than once.
Clever Shot	You can use your Hacker attribute for ranged weapon attacks.
Craftsman	You are able to craft weapons, explosives or other devices. This can be selected multiple times to select different things to craft
Devilish Charm	+3 to coerce and deception rolls.
Dual Wielding	You may wield a weapon in your off-hand without penalty. This does not grant you an extra attack.
Leadership	You are a talented leader (having perhaps led troops in the past) and may command troops.
"Look Out!"	This talent allows you to protect one of your allies from, by jumping into the way of the attack and taking the damage instead of them. In order to do so, you make a Dodge check against the attackers attack. When successful you take the damage instead of your ally. Armor applies as normal.
Lucky Devil	You may reroll any roll once per scene (or combat).
Massive Attack	You can add your Pointman attribute level to your melee attack damage once per combat.
Nimble	You can dodge without forfeiting a combat action
Precise Shot	You can add your Thief attribute level to your ranged attack damage once per combat
Sixth Sense	You may roll a die before any ambush or other situation where you are about to be surprised. If you roll 4+ you are not surprised and may act first.
Specialist	You have a specialist who may be asked to perform tasks. You have six points split between his attributes, and two skills
Survivalist	You are a trained hunter and may live off the land easily. When given enough time, you can provide enough food to feed a group of four.