

# Urban Designs

# New Glory Naval Base

## Spycraft version 2.0 Conversion Content

FREE WEB ENHANCEMENT

Conversion by Andrew Popowich



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## Introduction

This document is meant to help the GC use Darkfuries Publishing's New Glory Naval Base for *Spycraft 2.0* missions. This is not a step-by-step conversion, but rather a crib sheet to be used on the fly to ease in converting security devices and NPCs.

**Special Note:** Throughout the text there are several references to skill checks not regarding security. In these cases, the DCs remain the same, but use the corresponding *Spycraft 2.0* skills:

- Listen checks become Notice/Awareness checks.
- Search checks become Search/Perception checks.
- Tracking checks become Survival/Tracking checks.

Any saving throws retain their correct style and DC, with the damage dealt using the Spycraft equivalent (subdual damage for nonlethal, lethal damage for most normal types).

## Security

The following is a simplified list of the typical locks and security measures presented in New Glory Naval Base, converted to *Spycraft 2.0* statistics. The GC should feel free to use these statistics as they see fit.

### Door Locks

Unless otherwise detailed, all doors have tumbler locks. Use the DC given for the door to determine the lock's PR and XP award.

- **Disable Device DC 20:** Tumbler Lock (Lock) PR 5 (15 XP) or Dead Bolt Lock (Lock) PR 3 (18 XP)
- **Disable Device DC 25:** Tumbler Lock (Lock) PR 7 (21 XP) or Dead Bolt Lock (Lock) PR 5 (30 XP)
- **Disable Device DC 30:** Tumbler Lock (Lock) PR 10 (30 XP) or Dead Bolt Lock (Lock) PR 6 (36 XP)
- **Disable Device DC 35:** Tumbler Lock (Lock) PR 12 (36 XP) or Dead Bolt Lock (Lock) PR 8 (48 XP)

### Other Locks

For any lock other than a door, use the following statistics based on the kind of lock described and DC provided.

- **Chain and Padlock/Padlock - Disable Device DC 20:** Padlock (Lock) PR 10 (10 XP)
- **Chain and Padlock/Padlock - Disable Device DC 25:** Padlock (Lock) PR 15 (15 XP)
- **Closet/Filing Cabinet - Disable Device DC 15:**

Tumbler Lock (Lock) PR 2 (6 XP)

- **Closet/Filing Cabinet - Disable Device DC 20:** Tumbler Lock (Lock) PR 5 (15 XP)
- **Closet/Filing Cabinet - Disable Device DC 25:** Tumbler Lock (Lock) PR 7 (21 XP)
- **Closet/Filing Cabinet - Disable Device DC 35:** Tumbler Lock (Lock) PR 12 (36 XP)
- **Key Card Lock - Disable Device DC 30:** Card Reader (Lock) PR 10 (20 XP)
- **Safe - Disable Device DC 35:** Safe Lock (Lock) PR 8 (56 XP)
- **Vault - Disable Device DC 40:** Vault Lock (Lock) PR 6 (60 XP)

## Other Security Measures

Manipulating the traffic barricade posts at Gate 3 requires a Security/Disable check (DC 30). For all other security devices, use the following stats.

- **Audible Alarm - Disable Device DC 35:** Klaxon (Trap) PR 12 (72 XP)
- **Surveillance Camera - Disable Device DC 25:** Video Camera (Sensor) PR 5 (30 XP)
- **Silent Alarm - Disable Device DC 30:** Circuit Wires (Embedded) (Sensor) PR 5 (40 XP)

## Computers

Computers have a PR determined by the Computer Use DC required to access it. There are no known Sys-Ops for any of these computers.

- **Computer - Computer Use DC 20:** Desktop Computer (PR 2)
- **Computer - Computer Use DC 25:** Desktop Computer (PR 3)
- **Computer - Computer Use DC 30:** Desktop Computer (PR 4)
- **Computer - Computer Use DC 35:** Desktop Computer (PR 5)

## Sentries and Guards

For sailors and any security personnel on base (including ATWU-215 members) use Security Guard standard NPCs with the *specialty* (Recruit) quality (raising their XP reward to 48 XP), a Beretta 92 or Light Club as their Weapon pick, and a Tactical Radio (PR 2) as their Gear pick.

## Runwilder House

The (thought to be) abandoned mansion can easily provide sessions-worth of exploration on it's own. Just as in the original New Glory Naval Base, this *Spycraft 2.0* treatment also

provides an opportunity to encounter the supernatural.

For any locks, use the above lists. Any non-gear items found here or elsewhere retain their cash value but cannot be kept by the agents unless they are taken as Common Items the next time they change their personal gear or unless they are Freelance characters and the Stockpiling Gear rules from page 215 of the *Spycraft 2.0 Rulebook* are being used.

If any smugglers are encountered, use Guerrilla Fighter standard NPCs with the *specialty* (Criminal) quality added (raising their XP reward to 47 XP). They will use any weapons available in the house, per the GC's discretion.

**Special Notes:** Three specific situations require special attention:

- The steel walls in the Secret Area (Room 55) have a Damage Save of +20.
- If any agents come in contact with the contagion in the Attic (Room 56), use the stats for Tetanus (lockjaw).
- For invisible stalkers, if they exist, use the following statistics:

**Invisible Stalker (Special NPC – 115 XP):** Init IV; Atk VI; Def IV; Resilience V; v/wp: X; Competence: V; Skills: Notice VI, Sneak VI; Wealth: None; Weapons: None; Gear: None; Vehicle: None; Qualities: *construct*, *feat* (Combat Instincts, Lightning Reflexes, Weapon Focus (Unarmed)), *flight* (40 ft), *hulking* (Large (2×2)), *low-light vision*, *natural attack* (Slam III), *natural invisibility*, *superior attribute* (+8 Str, +9 Dex, +4 Con, +4 Int, +5 Wis, +1 Cha).

Invisible stalkers possess the following unique NPC qualities.

**Improved Tracking:** Invisible stalkers have an uncanny knack for picking up trails. The NPC uses Notice instead of Survival when making Tracking checks.

**Natural Invisibility:** Invisible stalkers cannot be seen by the naked eye. The NPC is always considered *invisible* and cannot deactivate or otherwise lose this condition by any means.

## Roll Call

New Glory boasts a very colorful cast. The characters detailed in Chapter 7 have been updated here, each now having the capability to scale to any level of play. Tiers have been provided for each NPC to keep them at a relative level to the PCs.

**Prentice Jeremy Noah, Commanding Officer – Tier III (Special NPC – 62 XP):** Init II; Atk III; Def II; Resilience II; v/wp: VI; Competence: X; Skills: Bureaucracy VI, Computers V, Investigation VI, Sense Motive VI;

Wealth: III; Weapons: None; Gear: None; Vehicle: None; Qualities: *feat* (Photographic Memory, Scholar), *inferior attribute* (-1 Wis), *superior attribute* (+1 Str, +2 Dex, +4 Con, +6 Int, +1 Cha).

**Lieutenant Commander Sylvia Trenton, Executive Officer – Tier II (Special NPC – 50 XP):** Init II; Atk III; Def III; Resilience IV; v/wp: IV; Competence: IX; Skills: Bureaucracy VI, Impress V; Wealth: I; Weapons: None; Gear: None; Vehicle: None; Qualities: *feat* (Actor, CQB Basics, Scholar), *inferior attribute* (-2 Str), *superior attribute* (+2 Dex, +3 Con, +6 Int, +4 Cha).

**Master Chief Petty Officer Walter Terence Jablonski, Command Master Chief – Tier V (Special NPC – 61 XP):** Init II; Atk V; Def II; Resilience IV; v/wp: VII; Competence: IX; Skills: Bluff III, Impress IV, Investigation IV; Wealth: I; Weapons: Beretta 92; Gear: None; Vehicle: None; Qualities: *feat* (Actor, Bludgeon, CQB Basics, Survivalist, Weapon Focus (Handgun)), *inferior attribute* (-1 Wis), *superior attribute* (+4 Str, +2 Dex, +2 Con, +1 Int, +6 Cha).

**Senior Chief Petty Officer Mina Dee Kessler, Security Officer – Tier III (Special NPC – 54 XP):** Init II; Atk III; Def IV; Resilience III; v/wp: VII; Competence: VIII; Skills: Drive (Performance Aircraft) IV, Profession (Military) VI; Wealth: I; Weapons: Beretta 92; Gear: None; Vehicle: None; Qualities: *feat* (CQB Basics, Dash, Survivalist, Weapon Focus (Handgun)), *inferior attribute* (-2 Cha), *superior attribute* (+2 Str, +3 Dex, +4 Con, +5 Int).

**Major Warren Hamilton Kurst, ATWU-215 Commanding Officer – Tier IV (Special NPC – 59 XP):** Init III; Atk II; Def VIII; Resilience II; v/wp: IX; Competence: VII; Skills: Profession (Military) V, Sneak III, Tactics III; Wealth: I; Weapons: Beretta 92; Gear: Class IIIA Duty Vest; Vehicle: None; Qualities: *feat* (Armor Basics (Partial Armor), Dueling Basics, Martial Arts (Strength), Weapon Focus (Handgun)), *inferior attribute* (-2 Wis), *superior attribute* (+5 Str, +4 Dex, +2 Con, +4 Int).

**Captain Douglas Mackelby, ATWU-215 Executive Officer – Tier II (Special NPC – 55 XP):** Init IV; Atk IV; Def VIII; Resilience III; v/wp: X; Competence: VII; Skills: Sneak IV; Wealth: I; Weapons: Beretta 92; Gear: Class IIIA Duty Vest; Vehicle: None; Qualities: *feat* (Burglar, CQB Basics, Martial Arts (Strength)), *inferior attribute* (-2 Wis), *superior attribute* (+4 Str, +5 Dex, +4 Con, +2 Int).

**Michael “Mickey” Franks: Staff Reporter, Daily Journal – Tier IV (Special NPC – 66 XP):** Init I; Atk V;

Def III; Resilience IV; v/wp: VI; Competence: X; Skills: Bureaucracy V, Impress IV, Profession (Journalism) VI, Streetwise V; Wealth: II; Weapons: None; Gear: None; Vehicle: None; Qualities: *feat* (Advisor, Bludgeon, Brawling Moves, Private Eye), *inferior attribute* (-1 Str, -1 Cha), *superior attribute* (+1 Dex, +2 Con, +6 Int, +6 Wis).

**Hugo Giarde: Owner, "The King of Clubs"; Leader Giarde Crime Gang - Tier V (Special NPC - 65 XP):** Init II; Atk V; Def III; Resilience III; v/wp: X; Competence: VIII; Skills: Bluff III, Intimidate V, Investigation III; Wealth: I; Weapons: Glock 17, Light Club; Gear: Motorcycle Jacket; Vehicle: None; Qualities: *feat* (Bludgeon, CQB Basics, Martial Arts (Charisma), One Hand on the Wheel), *inferior attribute* (-2 Wis), *superior attribute* (+2 Str, +3 Dex, +5 Con, +6 Cha).

**Shatawni Keegan: Leader, Keegan Crime Gang - Tier IV (Special NPC - 60 XP):** Init III; Atk IV; Def VII; Resilience II; v/wp: V; Competence: IX; Skills: Security V, Sneak VI; Wealth: I; Weapons: Glock 17; Gear: None; Vehicle: None; Qualities: *feat* (Burglar, CQB Basics, CQB Mastery, Private Eye), *inferior attribute* (-2 Wis), *superior attribute* (+5 Dex, +3 Con, +5 Int, +7 Cha).

**Robert "T-Rex" Rex: Owner, Twin Anchors Tattoo Shop - Tier II (Special NPC - 66 XP):** Init III; Atk VII; Def VI; Resilience II; v/wp: X; Competence: VI; Skills: Impress IV, Streetwise VI; Wealth: II; Weapons: Brass Knuckles; Gear: Motorcycle Jacket; Vehicle: Motorcycle (Hawg); Qualities: *feat* (Actor, Bludgeon, Boxing Moves, Brawling Moves), *inferior attribute* (-2 Cha), *superior attribute* (+5 Str, +3 Dex, +4 Con, +2 Int).

**Samantha Ridlow: Owner, Sunny Skies Travel Agency - Tier III (Special NPC - 69 XP):** Init I; Atk III; Def II; Resilience II; v/wp: V; Competence: X; Skills: Bluff VI, Falsify VI, Impress VI, Investigation VI; Wealth: I; Weapons: Smith & Wesson Ladysmith (.22 LR); Gear: Forgery Kit I; Vehicle: None; Qualities: *feat* (Actor, Fence, Hustler, Observer), *inferior attribute* (-3 Str), *superior attribute* (+1 Dex, +2 Con, +5 Int, +1 Wis, +6 Cha).

**Marco Serra: Owner, Fool's Gold Pawn Shop - Tier I (Special NPC - 56 XP):** Init IV; Atk III; Def VIII; Resilience I; v/wp: VI; Competence: VII; Skills: Security V, Sneak VI; Wealth: I; Weapons: Colt Police Positive (.38 Special); Gear: None; Vehicle: None; Qualities: *feat* (Burglar, Dueling Basics, Private Eye), *inferior attribute* (-2 Wis), *superior attribute* (+3 Str, +5 Dex, +4 Con, +2 Int).



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