

Description:

Whether breaking and entering or stealing classified information, the infiltrator uses their cunning to pass unnoticed and discern hidden dangers.

Strategy:

Your role in the party will generally be reconnaissance and breaking and entering. Combine with a combat class such as shadow or sharpshooter in order to control combat while staying out of harm's way. Combine with utility classes such as Tinker or Conduit to become the master of the heist, or with skill classes such as Freerunner or Chronographer to become the ultimate thief.

Starting Bonuses:

- ☐ +3 Stealth, Perception and Deceive.
- ☐ +1 Dexterity, Agility, Squirm, Computing and Research
- ☐ **Equipment:** Lockpicks - +3 on skill checks to pick locks, breaks on crit fumble.
- ☐ **Equipment:** A timer circuit: attach to some larger device in order to activate it after some time delay.

Character details:

Answer one (or more) of the following backstory details.

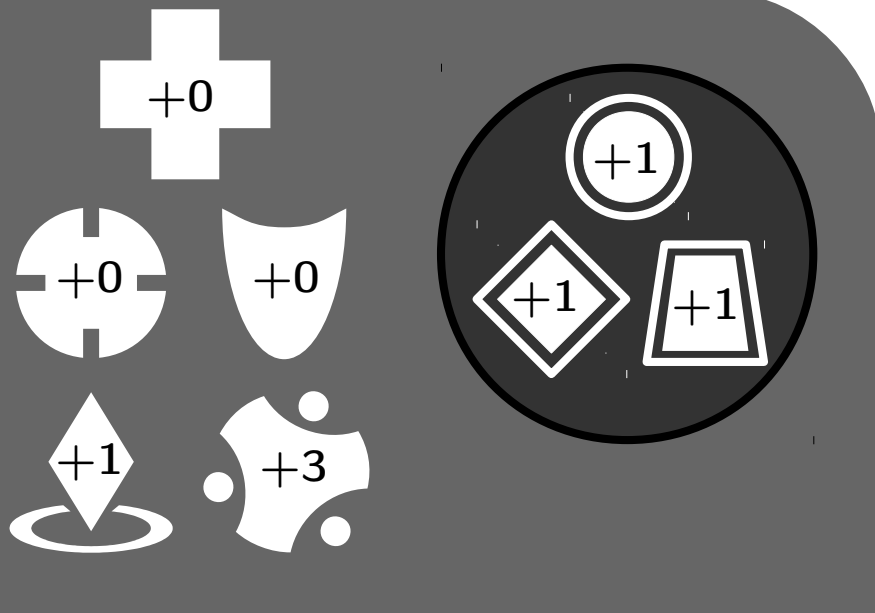
Have you ever been caught or almost caught? What were the consequences of this, in terms of lessons learned or enemies made? _____

Describe one illicit contact you have as part of your trade- a fence, spymaster, forger, employer or mentor. What is your history with them?

How do you relate to them now? _____

What prize or intel are you currently trying to get your hands on? Why? _____

What's your go to back up plan for when everything falls apart? _____



Out of Sight

Finding a good hiding spot and blending in to your surroundings are essential to survival. Gain a +2 stealth bonus whenever you are stationary. Gain an additional +5 whenever you have a full minute to find a hiding space. Whenever there is time to find hiding places, you may apply this +5 bonus to your teammates (at a cost of 1 minute per hiding place found).

Deft Touch

Upon selecting this feat, gain 4 ranks in Dexterity, and 2 ranks in Engineering, Medicine and Craft.

Houdini

Requires: Deft Touch

Halve all penalties you would take from having your legs or arms tied. Gain a +5 bonus on all squirm checks made to slip out of ropes or cuffs, to skill checks made to hack consoles or pick locks when trying to escape imprisonment, and to deception checks made to appear adequately imprisoned, or similar situations at GM discretion.

Sleeves

Requires: Deft touch

Upon selecting this feat pick a single smallish item. Gain a +10 bonus to skill checks to hide this item about your person. As long as you have it, you can ALWAYS get this item into your hands at the cost of one beat. You may select this feat multiple times, selecting different items each time:

_____,
_____,

Hacker

Gain +4 on all computing checks to subvert or gain control of a computer system. Gain +4 on all research checks made while drawing information from a computer.

Silent Hands

Requires: Deft touch

You may now attempt any practical skill checks (for example, picking locks or administering medicine, hacking consoles) while hiding, at no penalty to either your stealth or your skill check. If you have already passed your stealth check, beginning your work requires no additional stealth roll.

Silent Movement

Requires: Out of Sight

You may now attempt any movement based skill check (for example running, climbing, jumping, or swimming) while stealthed, at no penalty to either the stealth, or the skill check.

Substitution

Requires: Deft Touch, Sleeves, Houdini

Spend two beats to make a dexterity check against an enemy's perception in combat. If successful, you may replace any item and/or person they are holding with a decoy, replacing guns with brooms, grenades with flower vases, hostages with scarecrows, etc.

You must state what you have used as your decoy, but need not explain where the heck it came from, as long as it is harmless.

This ability counts as a disarm combat maneuver, so any bonuses or immunities that apply to disarm also apply here. Your target will not notice the substitution until either they attempt to use the item, or someone points out the switch, whichever comes first.

You must be within melee attack range of your target to use this ability.

Smuggler's eye

Gain a +5 bonus on all perception checks when looking for secret passage or compartments, traps, spy holes, or other illicit paraphernalia. You may need to remind your GM of this, IE "I roll 17 on perception, or 22 vs. secret passages"

Blackmarket Contacts

Whenever you go shopping, your GM will grant you access to a slightly extend list including "blackmarket items". These may be cheaper, more powerful, or more specific then might be found otherwise. If you have a particular item in mind, you can invoke this ability to gain a +5 bonus on any skill checks needed to track down or acquire that item (including contacts, knowledge people, etc.). This +5 also applies when trying to offload hot assets.

Forgery

Requires: Deft touch, Blackmarket Contacts

Gain a +4 bonus to deception and craft checks required to forge documents, either physical or electronic. Gain a +2 bonus on any additional skill rolls required (for example, computing, for electronic documents).

Smoke Knight

Requires: Silent Movement + 4 other feats

After successfully dropping into stealth, you may follow the party, making periodic stealth checks. You are free to reappear at an appropriately dramatic moment in the most convenient possible location (inside the dragon robot's engine bay, for example). You do not need to explain how you got there.