

## Description:

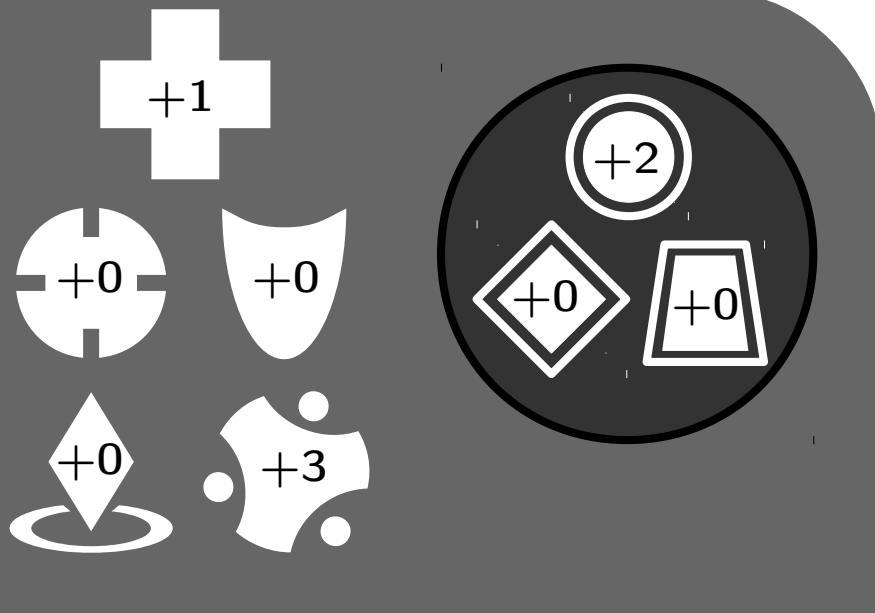
Life's a hell of a lot easier when you don't have to make it on your own. As a Liaison, you have spent countless hours learning names, gathering allies, and making connections. A perfect class for journalists, diplomats and socialites .

## Strategy:

In game, you are likely to act as the "Face" of your party and will need to invest many skill ranks in social skills. The Liaison class provides no combat abilities- so either take some combat class to defend yourself, or find some other way to help your allies in combat. Out of combat on the other hand you will be able to expertly navigate webs of intrigue, avoid suspicion, and just generally talk your way out of (or into) any situation.

## Starting Bonuses:

- ☐ +2 People reading, Soothe, Persuade and Perception.
- ☐ +2 knowledge of People, Places, History and Research.
- ☐ Start the game with the extra skill "Contacts". You have 3 ranks in this skill. This skill remains locked until you get the corresponding feat.
- ☐ **Equipment:** Exquisite stationery supplies (Business cards, Scented Letterhead and Envelopes, etc.) Grants +5 on relevant craft checks
- ☐ **Equipment:** An unopened letter.



## Character details:

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

Describe two feuding groups that you have contacts in. How do they see you? How do you see them? \_\_\_\_\_

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How did you end up with your vast network of allies- were you a diplomat? A singer? A journalist? The life of the party? A fence? Everybody's best friend? A merchant? A spy? \_\_\_\_\_

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One of your contacts has recently got back in touch with you out of the blue- who are they? Under what circumstances did you part ways? Describe the envelope you have received. \_\_\_\_\_

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Explain the circumstances in which you introduced two of your teammates to one another. Ask them what there first impressions were of one another. \_\_\_\_\_

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## Contacts

Whenever you might wonder “Do I know any smugglers?” or “Do I know a law marshal on station Zell?” you may roll a “Contacts” check. Standard checks will be DC 15-20.

A successful check indicates that you are familiar with at least one person of the description specified.

Your GM will request some other social check (entertain, soothe, etc) to determine how much the person *likes* you. This check is either chosen selected by the GM based on story context or by rolling a d8:

(1,2= soothe, 3,4=entertain, 5=deceive, 6=manipulate, 7=persuade, 8=command).

The more exclusive or specific your criteria for your contact, the higher the difficulty on your contacts roll (EG, “Do I know I high ranking Fractal Science CEO?” will increase the difficulty to 25 or 30).

You may not name a specific person with this ability: “Do I know Karmien Rommman?” is not permitted.

Gain +2 on contacts throughout your home world, +5 in your home town:

Homeworld: \_\_\_\_\_

Town/station: \_\_\_\_\_

## Human Resources

**Requires: Contacts, Familiarity**

Each level draw a card. This card represents an ally who owes you a favor. Favors do not expire at the end of a level. Suit determines the type of favor:

- ☐ Hearts: Personal debt
- ☐ Diamonds: Professional debt
- ☐ Spades: You have blackmail or leverage
- ☐ Clubs: Actually... you owe them a favor.

Exact debt is at players discretion, determined at time of use (GM may veto), except for clubs, which GM decides.

The cards value determines the type of ally:

Ace: Blackwebs associate.

2: scientist    3: doctor

4: engineer    5: lawyer

6: law enforcement personnel

7: smuggler    8: vigilante

9: celebrity    10: thug

Jack: Crimelord

Queen: A geneticist

King: A CEO or politician.

Joker: You receive a letter from an old contact, containing both risk and opportunity.

Talk to your GM about how you want to weave this character into your story.

## Friend and Ally

Whenever you are actively pursuing a goal related to an ally's back story they get +1 on all d20 rolls. Whenever you are aiding at least one ally in this manner, you also get +1 on all d20 rolls.

## Greek Chorus

You gain a +2 bonus on all social checks whenever one of your teammates has spoken (and rolled a social check) since your last roll. Your teammates gain a +2 bonus whenever you have spoken (and rolled a social check) since they last spoke.

## Accommodations

Whenever acquiring accommodations in a city or space station, roll a Places check. On 5-15 select one of the following bonuses. On 15 or higher, select two:

- ✖ Your stay is entirely free of charge.
- ✖ Discrete location: enemies take a -8 penalty on any skill checks made to determine your whereabouts.
- ✖ Well equipped: gain +2 on research, crafting, medical, and engineering during your stay
- ✖ Tactical advantage: reinforced walls, a good view of the street, a secret back door, or some other minor combat advantage.
- ✖ Comfortable and lavish: Gain +4 on entertain and soothe checks made towards guests.
- ✖ Large: house up to 20 extra people.

Your GM is free to veto any option which is physically impossible (luxurious accommodations in a shanty town, for example)

## Facilities

**Requires: Contacts, Accommodations** Whenever you might need to rent a device or location, such as a music venue, medical laboratory or orbital jump ship, you may instead borrow such equipment. To do so, roll a contacts check, DC 20 for normal sized venues, and moderately unusual equipment. Higher for particularly unusual equipment, or valuable items. You can borrow “A music hall” for the night, but can not request a particular location, item or vehicle (“Can we borrow Fugly Bob’s stage” is not permitted).

All items are expected to be returned within 24 hours, and any damage done to an item will cost you- either in the price of replacement, an increase in the DC of future uses of this ability, or both.

You may have at most one loan at a time.

## Familiarity

Gain +2 on people reading, soothe, entertain and persuade checks whenever interacting with characters you have met previously. This goes up by another one for each of the following:

- ☐ I've had prior dealings this quest.
- ☐ We've shared a meal.
- ☐ I know their family.
- ☐ They've cropped up in past quests
- ☐ My most recent dealing was positive.
- ☐ I see them daily.

## Don't Split the Party

**Requires:** *Familiarity, Friend and Ally*

Once per hour you may make a DC 20 people reading check to locate a party member. The GM will give information such as "somewhere loud", "On a different planet" or "down three floors". The closer you are, the more specific the intel.

## Contract

Whenever you enter into a written agreement with someone, the agreement always does EXACTLY what you intend for it to do. That is to say, there will never be any loophole via which your enemies can escape their obligations, and should they default on their obligations, there will be appropriate consequences. If circumstances arise that would in some way invalidate the original intent of the contract (you are asked to avenge a murder, but you later discover it was a freak machinery accident), it is assumed that your contract has accounted for such anomalies in a sensible and beneficial manner.

Such contracts take ten to twenty minutes to produce, and it is assumed that you are always aware of the appropriate authority to submit them to, if such authority exists.

## Rumour Mill

Gain +3 on skill checks to gather information through conversation with the general populace. You may now roll entertain to spread information or rumours. Success is on a sliding scale depending on your roll. When trying to spread lies, you must also roll a deceive check.

## Whisperstream

**Requires:** *Contacts, Rumour mill*

Given an hour and access to public space you may send a message via word of mouth to **anyone** in the system.

Doing so requires a Contacts check, DC dependent on the difficulty of reaching your target - DC 15 by default. Your GM will give a rough estimate of the difficulty of a particular whisperstream when you suggest it.

Whisperstreams may take two to three days to arrive, depending on the distance you are intending to cover.

Failure on your contacts check may indicate that your message gets lost, gets warped in translation, gets intercepted by some other party, or simply shows up later than you'd like.

## Talk of the Town

**Requires:** *Rumourmill, Greek Chorus*

With a well placed word and a listening ear you can steer the conversation of an entire city. Roll a DC 20 Entertain check to determine the primary conversation topic for 1d6 days. Roll a DC 25 Persuade or Manipulate check if you want to put a particular spin on it. Your Rumourmill bonus applies to these skill checks. Using this ability requires an hour or so of schmoozing, and can be attempted up to once per day per town.

## Parable

Each time you level up, you may tell a story about how one of your skills got you out of a sticky situation. All characters who are three or more ranks below you on that skill gain an additional rank in that skill this level. You may then nominate another player to tell a story about a skill of their choice. Players gain ranks if that are three or more ranks below that player. NOTE: actual stories are expected here. If you don't tell a story, you don't get the bonus. The stories need not be from the current campaign, and can be used to fill in background lore and character histories, as the storyteller sees fit. This ability will allow players to double rank skills in a single level, but can not be used to triple rank a skill.

## Between the Lines

**Requires:** *Contract*

You are now adept at picking apart speeches, letters and conversations. Whenever you have time to sit back and analyze carefully you gain +4 on research and people reading whenever interpreting letters/news articles, etc. In addition, gain a +1 bonus to People Reading against a character for each of the following you have on them:

- ☐ A news article about them.
- ☐ A letter written by them.
- ☐ A description from their allies.
- ☐ A description from their enemies.
- ☐ A description of their youth.
- ☐ A piece of art/music/architecture that they created or helped create.
- ☐ A photo of them in an informal setting.
- ☐ A timetable of their day.
- ☐ Anything else that your GM agrees is sufficient evidence, and suitably distinct from prior evidence.

# \* People I know

