

THE OPPORTUNIST

Whether streetwise scoundrels, globe-trotting treasure hunters, or gentlemen rogues, Opportunists are individuals who have a sense of adventure, a desire for notoriety, and an incurable wanderlust. Whether Opportunists traverse the globe or skulk the cobbled streets of their own neighborhoods, they survive with quick wits and faster reflexes. In their search for fortune and glory, Opportunists find themselves at odds with elements of the Mythos almost as often as they compete with rivals after the same prize.

OPPORTUNIST ABILITIES

CLASS SKILLS:

Opportunists gain a +1 bonus when attempting any Attribute Feats that involve Appraisal, Drive, Perception, and may choose either Athletics or Sneak. In addition, they have Knowledge concerning one Geographic Area of their choosing (as broad as Latin America or Egypt, or as focused as Red Hook or New Orleans). This bonus increases to +2 at 4th level.

LUCKY:

Opportunists have a knack for succeeding where others fail. They may re-roll one failed die roll per game session.

BACKSTAB:

Opportunists enter into stand-up fights as a last resort, preferring rather to seek an advantage over an opponent and use the element of surprise. When an Opportunist has such an advantage, such as when attacking from concealment, she gains a +2 “to attack” and adds her level to the damage.

SAVING THROW:

Opportunists gain a +2 bonus to Saving Throws vs. traps, explosions, and stun.

WEAPONS AND ARMOR:

Opportunists employ clubs, knives, handguns, submachine guns, and any thrown weapons. They may wear light or medium armor.

CONTACTS:

Opportunists start with any two contacts of their choice.

XP BONUS FOR DEXTERITY:

Opportunists with a Dexterity of 15 or higher gain a +5% bonus to all experience earned.



TABLE 7: THE OPPORTUNIST

Level	XP	HD	BAB	ST
1	0	1	+0	14
2	1,700	1+1	+0	13
3	3,500	2	+1	12
4	7,000	3	+1	11
5	14,000	4	+2	10
6	27,000	4+1	+2	9