

AGENT DETAILS

NAME

LANGUAGES

CLASS **CONFISCATOR**

ABILITIES / NOTES

COMBAT TRAINING:

All 1-handed melee and thrown weapons, revolvers, semi-automatic pistols, Tasers, bows, crossbows, and light armor.

SKILL TRAINING:

Bonus to Stealth, Sleight of Hand, Acrobatics, and Security Systems. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

BACKSTAB:

If attack from a hidden location, +2 to-hit and may add Level to the damage caused.

XP

LEVEL

XP BONUS

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

ST

+2 versus explosions or security systems.

ARMOR

AC

WEAPON

TO-HIT

DAMAGE

ROF

RANGE

AMMO

NOTES

Semi-automatic Pistol

Spare Ammo

BHB