

CONFISCATOR



Typically recruited from the ranks of thieves, burglars, and acrobats, a Confiscator is good at sneaking into a location, bypassing security systems, and acquiring things that normally do not belong to him. This is not to say he is only capable of such larceny; he may be sneaking in to find evidence, take photographs of people or things, or maybe to plant evidence to be found by others.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	15
2nd	1,500	2	+0	14
3rd	3,000	3	+1	13
4th	6,000	3+1	+1	12
5th	12,000	4	+2	11
6th	24,000	5	+3	10
7th	48,000	6	+3	9
8th	96,000	6+1	+4	8
9th	192,000	7	+4	7
10th	384,000	8	+5	6

PRIME ATTRIBUTE: Dexterity. A Confiscator must have a minimum Dexterity score of 9.

SAVING THROWS: Confiscators are quick and alert and receive a +2 bonus on Saving Throws versus explosions or security systems.

COMBAT TRAINING: Confiscators are trained in the use of all one-handed melee and thrown weapons (including grenades, though they tend to rely on flash-bang and smoke), revolvers, semi-automatic pistols, Tasers, bows, and crossbows. They may wear light armor.

SKILL TRAINING: Confiscators receive a bonus of +1 when attempting action checks related to stealth, sleight of hand, acrobatics, or security systems. This improves to +2 at 4th level, and +3 at 8th level.

BACKSTAB: If a Confiscator attacks an opponent from a hidden location (such as while hiding in shadows nearby) he receives +2 to-hit and adds his level to damage.