

ELIMINATOR

Often recruited from the ranks of soldiers, mercenaries, hit men, enforcers, and martial artists, an Eliminator is good at killing people and breaking things. He often serves the violent role in most teams of agents. This is not to say he must necessarily be simple muscle; he may be a highly trained demolitionist or sniper able to support a team of spies in violent but skillful ways. An Eliminator can serve as a hammer or scalpel.



PRIME ATTRIBUTE: Strength. An Eliminator must have a minimum Strength score of 9.

SAVING THROWS: Eliminators are rugged and receive a +2 bonus to Saving Throws versus stun or poison.

COMBAT TRAINING: Eliminators are trained in the use of all weapons and have no restriction on the types of armor they may wear.

SKILL TRAINING: Eliminators receive a bonus of +1 when attempting action checks related to demolitions or strategy & tactics. This improves to +2 at 4th level, and +3 at 8th level.

LEVEL	XP	HD	BHB	ST
1st	0	1+1	+0	14
2nd	2,000	2	+1	13
3rd	4,000	3	+2	12
4th	8,000	4	+2	11
5th	16,000	5	+3	10
6th	32,000	6	+4	9
7th	64,000	7	+4	8
8th	128,000	8	+5	7
9th	256,000	9	+6	6
10th	512,000	10	+6	6

COMBAT MACHINE: An Eliminator may make extra attacks per round, beyond what any agent can do. Against foes of 1HD or fewer, he gets a number of extra attacks equal to his level. Against more dangerous foes he gets only one extra attack per round. At 4th level this is increased to two extra attacks and at 7th level it becomes three extra attacks. Against mixed groups, use the hit die of the most dangerous foe the Eliminator can currently attack. These extra attacks can be with any type of attack, armed or unarmed.