

INFILTRATOR

Often recruited from the ranks of grifters, con men, actors, and deep cover agents of other organizations, an Infiltrator is good at getting people to trust him, believing things he tells them, and getting secrets and information through the art of coercion, deception, and seduction. Masters of disguise and manipulation, they hide in plain sight and make you destroy yourself.

PRIME ATTRIBUTE: Charisma. An Infiltrator must have a minimum Charisma score of 9.

SAVING THROWS: Infiltrators are confident, in control, and emboldened while portraying a false role. They receive a +1 bonus to all Saving Throws while maintaining the ruse of a role.

COMBAT TRAINING: Infiltrators are trained in all weapons and armor, in order to play any role or pose in any disguise convincingly.

SKILL TRAINING: Infiltrators receive a bonus of +1 when performing action checks related to impersonation, disguise, forgery, persuasion in all its varied forms, or scholarly knowledge regarding cultures, religions, etc. This improves to +2 at 4th level, and +3 at 8th level.

COVER IDENTITIES: Infiltrators spend much of their time working on maintaining cover identities. At 1st level and at each level thereafter, the player specifies a new identity he's managed to produce. These identities should have names, brief backgrounds, and professions. The agent is assumed to have all credentials and documents necessary, as well as basic familiarity in the profession of his identities. Treat these as masterwork cover identities (see page 19).



LEVEL	XP	HD	BHB	ST
1st	0	1	+0	16
2nd	1,500	1+1	+0	15
3rd	3,000	2	+1	14
4th	6,000	2+1	+1	13
5th	12,000	3	+2	12
6th	24,000	3+1	+2	11
7th	48,000	4	+3	10
8th	96,000	4+1	+3	9
9th	192,000	5	+4	8
10th	384,000	5+1	+4	7