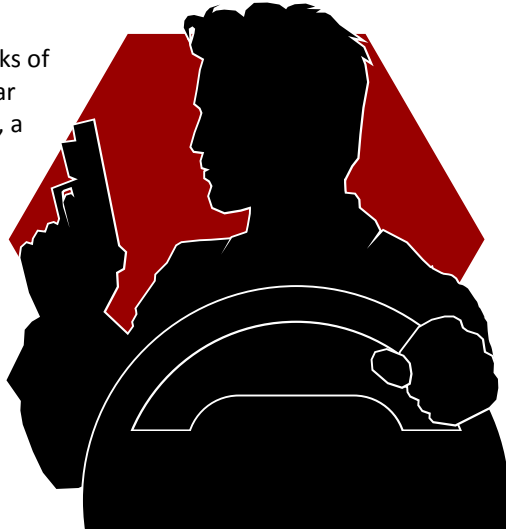


# TRANSPORTER

Typically recruited from the ranks of fighter pilots, smugglers, race car drivers, and criminal wheelmen, a Transporter is good at safely delivering cargo from one place to another, whether that cargo sits in crates or parachutes into hostile territory. This is not to say he is only capable of transporting things; sometimes he's sent with the team to help secure a means of escape by acquiring enemy vehicles.



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

**SAVING THROWS:** Transporters are emboldened, confident, and in control when behind the wheel and receive a +1 to all Saving Throws while behind the controls of a vehicle.

**COMBAT TRAINING:** Transporters are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, submachine guns, and any weapon designed to be fired from or mounted to a vehicle. They may wear light armor.

**SKILL TRAINING:** Transporters receive a bonus of +1 in any action check related to driving a ground or water vehicle, piloting an aircraft, or performing technician duties. This improves to +2 at 4th level, and +3 at 8th level.

**GEAR HEAD:** Begin play with any one vehicle worth \$50,000 or less, rebuilt personally. At 2nd and each subsequent level, add any one Vehicle Upgrade of choice (see page 17) at no cost. Requires time spent in a garage or tech lab.

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