

FIXER

With a ready smile and a firm handshake, the Fixer is a master of the social labyrinth. He's the ultimate negotiator, trafficking in goods, influence, and raw power. The Fixer brings a sense of destiny to his team, ensuring that they always see the best part of any deal.

Attributes: Charisma and Intelligence are the Fixer's two most important attributes, granting him the personality and intellect necessary to swim with the shrewdest of sharks.

Vitality: 1d8 + Con modifier per level

Starting Weapon Proficiencies: 2

Class Skills

The Fixer's class skills are Analysis, Bluff, Bureaucracy, Cultures, Drive, Falsify, Impress, Investigation, Manipulate, Networking, Notice, Profession, Search, Sense Motive, and Streetwise.

Skill Points at Level 1: (8 + Int modifier) × 4

Skill Points at Each Additional Level: 8 + Int modifier

Core Ability

Self-Promoter: When you succeed, you make sure *everyone* knows about it. At the end of each mission, your Reputation or Net Worth reward and that of each of your teammates increases by 1 or \$50,000, respectively.

Additionally, when you suffer an error with a skill check possessing the Disposition tag, the GC or an opposing character must spend 1 additional action die to activate it as a critical failure.

Class Abilities

The Hookup: You pride yourself on getting what people want, when and how they want it. At Level 1, each time you fail a Networking or Streetwise check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If more than 1 grade of success is possible, you achieve only the lowest possible positive result.

If you gain this ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Let's Deal I: At Level 2, instead of making an opposed Bureaucracy check, you may set your result to 1 higher than that of your opponent. This cannot result in an error or threat. You may use this ability a number of times per session equal to your starting action dice.

Slick: At Level 3, you gain 2 additional acquaintance-grade contacts or 1 Style feat.

Magnetism: Your personal presence and private connections grant you options unavailable to others. At Level 4, you may choose 1 of the following abilities.

- **Backup I:** You maintain contact with diverse friends who can help out in a pinch. Once per session, you may call upon a friend to assist you. This friend's disposition toward you is Supportive. He shows up 1d6 hours after he's summoned and helps with 1 task that may be completed by the end of the current scene. The friend is a Tier I NPC of any type, chosen when you summon him. He possesses 1 Grade VIII skill of your choice, as well as 1 Caliber I gear pick of your choice. This item leaves with the friend at the end of the current scene.
- **Bulletproof Reputation:** When you or one of your teammates loses Reputation or Net Worth due to exposure, the amount lost decreases by 1 or \$50,000, respectively. You may use this ability a number of times per mission equal to your starting action dice, but only once per loss.
- **Favor for a Favor:** You may use your connections to elicit assistance from someone within an organization who is otherwise resistant to bribery. When you make a Bureaucracy/Bribe check, you may bribe honorable characters without penalty. The skill check results and costs are determined as standard, except that the bribe money is not paid to the target but rather used to assist him in a way that he finds morally acceptable. You may use this ability a number of times per mission equal to your starting action dice.

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- *Honey Trap*: Before Strategies are chosen during each Conflict round of a seduction, you may force your opponent to choose a different Strategy than he chose during the last round. This ability may not be used if your opponent has no other option available to him. When you use this ability, you must *also* choose a different Strategy than you chose during the last round.
- *Pull*: You may choose Resource gear picks as if the mission's Caliber were 1 higher. If the mission is Caliber V, you may instead gain 1 additional Caliber I Resource gear pick.
- *Procure (city)*: You maintain a number of back channels through which you can quickly acquire gear. These channels may exist within your Faction, Freelance network, another organization, or a street market. During the Intel Phase of each mission, you may hold an additional 2 Reserve gear picks and/or Common Items (even if your Wisdom modifier is +0 or lower). Further, the delivery time for each Reserve gear pick decreases to 1/2 standard (rounded up). Finally, you may make Request checks as if the mission's Caliber were 1 higher (maximum Caliber IV).
- *Racket*: Choose 1 Fixer class skill to become your "racket." You gain a synergy bonus with Knowledge checks relevant to your racket equal to 1/2 your ranks in the chosen skill (rounded down). Further, the starting disposition toward you of all NPCs with 5 or more ranks in this skill automatically improves by 1 grade.

Allure: Your charm is undeniable. At Level 5, your Charisma score increases by 1.

The Fixer

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+2	+1	+0	2	1R, 1T	The hookup, <i>self promoter</i>
2	+1	+0	+2	+3	+1	+0	3	2R, 1T	Let's deal I
3	+1	+1	+2	+3	+2	+1	3	2R, 1T	Slick
4	+2	+1	+2	+4	+2	+1	4	2R, 1T, 1S	Magnetism
5	+2	+1	+3	+4	+3	+1	4	2R, 2T, 1S	Allure +1

POINTMAN CROSS-CLASS ABILITY

The Pointman's cross-class ability grants him access to the following abilities seen in this preview class: *the hookup*, *let's deal I*, *magnetism*, *slick*.

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