

# THIEF

Whether running a short con, sneaking into a second-story window, or sticking up a bank, the Thief is an essential part of the urban genre. Unlike the Intruder, who is often a lone wolf operator, the Thief tends to work as part of a crew, where he excels at leveraging the many diverse talents his team brings to the table. The Thief's criminal instincts, solid cash flow, and superb coordination make him a valuable addition to any team looking to part fools from their money.

**Attributes:** Intelligence and Dexterity are the Thief's most vital attributes, providing him with the mental agility and physical prowess necessary to take down any mark.

**Vitality:** 1d10 + Con modifier per level

**Starting Weapon Proficiencies:** 4

## Class Skills

The Thief's class skills are Analysis, Athletics, Blend, Bluff, Drive, Falsify, Search, Security, Sense Motive, Sleight of Hand, Sneak, and Streetwise.

**Skill Points at Level 1:** (6 + Int modifier) × 4

**Skill Points at Each Additional Level:** 6 + Int modifier

## Core Ability

**Out of Sight:** The DC of each Notice and Search check targeting you increases by an amount equal to 1/2 your class level (rounded up).

## Class Abilities

**Light Touch:** Your nimble fingers and quick wits are notorious. At Level 1, each time you fail a Security or Sleight of Hand 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.

**Case I:** You can quickly assess new marks. At Level 2, you may spend 1 full action casing an individual, after which you learn the target's total Wealth and number of gear picks. Alternatively, you may spend 1 hour targeting an organization, at which time you learn any 2 of the target organization's Ratings: Goals, History, Image, Sites, or Tools. This ability has the Vision tag. You may use this ability a number of times per session equal to your starting action dice.

**Five Finger Discount I (city):** You have a knack for coming up with handy items... without a receipt. At Level 3, you may spend 1 hour to "acquire" one of the following: an additional \$200 in Spending Cash, 1 Common Item, or 1 Caliber I ground vehicle. All Spending Cash, Common Items, and vehicles gained through use of this ability are removed from play at the end of each mission — probably finding their way back onto the truck from which they "fell." You may use this ability a number of times per mission equal to 1/2 your class level (rounded up).

**Bonus Feat:** At Level 4, you gain 1 Chance or Covert feat.

**Jackpot:** Your work ethic and peerless skill have made you very rich indeed. At Level 5, you gain 1 point of additional Wealth or 1 Gear pick in a category of your choice.

Table 5: The Thief

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+2	+1	+2	+0	1	1S	Light touch, <i>out of sight</i>
2	+1	+0	+3	+2	+3	+0	2	1S	Case I
3	+2	+1	+3	+2	+3	+1	2	1S, 1T	Five finger discount I
4	+3	+1	+4	+2	+4	+1	2	1S, 1T	Bonus feat
5	+3	+1	+4	+3	+5	+1	3	2S, 1T	Jackpot

## **POINTMAN CROSS-CLASS ABILITY**

The Pointman's cross-class ability grants him access to the following abilities seen in this preview class: *bonus feat, case I, five finger discount I, light touch*.

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