

# Agent

**Hit Dice:** d6

## Requirements

To qualify to become an agent a character must fulfill all the following criteria:

**Class:** Rogue, Ranger or Operative

**Skills:** Bluff 5 ranks, Diplomacy 5 ranks, Intimidate 5 ranks

**Special:** Must speak 4 different languages and be literate.

## Class Skills

The agent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

**Skill Points at Each Level:** 8 + Int modifier.

## Class Features

**Weapon and Armor Proficiencies:** An agent is proficient with light and medium armor and the following weapons: all simple weapons, hand crossbow, rapier, sap, shortbow and short sword.

**Charming Fellow:** Agents have learned to charm. They gain a +1 general bonus when making skill or ability checks that involve Charisma. At ninth level, this bonus increases to +2.

**Master of Disguise:** An agent prioritizes not getting caught at the top of their list. An agent with 5 or more ranks in Bluff gains a +3 synergy bonus (instead of +2) on Disguise checks when he knows that he is being observed and he tries to act in character. It takes him half as much time as usual to don a disguise (1d3 x 5 minutes). He receives a +3 bonus instead of +2 when using a disguise kit. He has no penalty for disguising himself as a member of another race if that race is part of his heritage.

**Sneak Attack:** The agent gains the sneak attack ability just as the rogue ability described in the Player's Handbook. This damage stacks with any other source of sneak attack the agent has.

**I'm New (Ex):** If an agent is challenged when on the job, he can concoct a brilliant cover-lie in seconds. Once per day as a free action, the agent can grant himself a competence bonus equal to half his agent level to one Bluff check. He can use this ability twice per day at seventh level and three times per day at tenth level.

**Nothing to See Here:** An agent knows how to get in and out of places without leaving a trace or alerting any guards. He gains a +2 competence bonus to Hide and Move Silently checks. At seventh

level, this bonus increases to +4.

**Tabula Rasa (Ex):** Once per day, the agent can let his mind drift and his identity disseminate. For one hour, he receives a circumstance bonus equal to his agent level to any saving throw made to resist a mind-influencing effect. If the agent is targeted by a divination during this time, he may immediately make a Bluff check opposed by the diviner's Sense Motive check. If the agent's Bluff check is higher, the diviner receives false information that reassures him that the half-orc is not a spy or any sort of threat. If the diviner's Sense Motive check is higher, the spell functions normally. This ability takes a standard action to activate. In addition, the agent gains a +4 bonus to any Use Magic Device checks made to emulate a race.

**Slippery Mind (Ex):** At ninth level, the agent gains the slippery mind ability just as the Rogue special ability if he does not already have it.

**Without A Trace (Ex):** An experienced agent can get into a place undetected and disappear without a trace. At tenth level he gains a circumstance bonus equal to his agent level to Will saves made to avoid being scried upon.

## Level Abilities: Agent

Class	Base	Fort	Ref	Will	Special
Level	Attack	Save	Save	Save	
1	+0	+0	+2	+2	Charming fellow (+2), Master of disguise
2	+1	+0	+3	+3	Sneak attack +1d6
3	+2	+1	+3	+3	I'm new (1/day), Nothing to see here (+2)
4	+3	+1	+4	+4	Sneak attack +2d6
5	+3	+1	+4	+4	Tabula rasa
6	+4	+2	+5	+5	Sneak attack +3d6
7	+5	+2	+5	+5	I'm new (2/day), Nothing to see here (+4)
8	+6	+2	+6	+6	Sneak attack +4d6
9	+6	+3	+6	+6	Charming fellow (+4), Slippery mind
10	+7	+3	+7	+7	I'm new (3/day), Sneak attack +5d6, Without a trace

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