

# Contacts

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## Information

At the start of a mission, the Thief makes a roll with their contacts skill to determine how much information they obtained about their target. Contacts vs difficulty of 4 Number of Successes:-

1. Profile of the building. All windows, entrances and exits to the building.
2. Location of all bedrooms and three rooms that may contain the treasure (ie any trophy room, vault or master bedroom).
3. Number of guards and locations of any generators.
4. The guard routes and any guard stations
5. The complete map of one floor.
6. The map of all floors.

## Equipment

Before a mission, the Thief makes a roll with their contacts skill to determine how cheaply they may buy replacement or new equipment. The difficulty of the task is based on how available the equipment is.

Availability	Difficulty
Common	3
Uncommon	4
Magical	5
Rare	6
Rare and Magical	6 (halve number of successes, rounded down)

Number of Successes:-

1. 200% of price
2. 150% of price
3. 100% of price
4. 75% of price
5. 50% of price
6. 25% of price

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