

# THE COVERT HERO

A SPECIALIZED CLASS FOR THE MODERN D20 SYSTEM™

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## COVERT HERO

The scout, the spy, even the thief—these are heroes whose strength is remaining hidden, unobserved, silent. These are Covert Heroes. The Covert Hero acts with utmost discretion, leaving no trace and raising no alarm. If evidence of his work is found, he is usually far away at the time, quietly basking in the glory of another subtle victory.

The Covert Hero is the invisible hand of a group. He can gather the information needed to decide the correct course of action. Further, he can insinuate himself into a position to aid in combat by attacking from an unexpected quarter. Combat is a dangerous business and it's much better to hit an opponent who isn't looking. When subterfuge is required, the Covert Hero is the one on whom to call.

### SPECIALIZED CLASS

A specialized class is a step between a basic class and an advanced class. Its main purpose is to allow a level of specialization in low-level games. A character can easily enter a specialized class at 2nd level, and gain talents and skills that will enhance and complement the talents and abilities found in basic and advanced classes.

Specialized classes are open to ordinaries.

### REQUIREMENTS

To qualify to become a Covert Hero, a character must fulfill the following criteria.

**SKILLS:** Hide or Move Silently, 4 ranks

**FEATS:** One of the following: Alertness, Deceptive, Nimble, or Stealthy

### CLASS INFORMATION

The following information pertains to the Covert Hero dedicated class.

**HIT DIE:** d6

**Action Points:** Covert Heroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

### CLASS SKILLS

The Covert Hero's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read/Write Language (None), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

### CLASS FEATURES

All of the following are class features of the Covert Hero.

### TALENTS

At 3rd, 5th, 7th, and 9th level, the Covert Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Covert Hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### DEFENSIVE TALENT TREE

The Covert Hero is nimble and quick, aware of his environs and ready to act.

**EVASION:** Using this talent, a Covert Hero can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Covert Hero is wearing light armor or no armor. A helpless Covert Hero does not gain the benefit of evasion.

**UNCANNY DODGE:** With this talent, a Covert Hero can react to danger before his senses would normally

### TABLE: THE COVERT HERO

CLASS LEVEL	BASE ATTACK	FORT	REF	WIL	CLASS FEATURE	DEF	REP
1	+0	+0	+2	+0	Talent	+1	+0
2	+1	+0	+3	+0	Bonus Feat	+1	+0
3	+2	+1	+3	+1	Talent	+2	+0
4	+3	+1	+4	+1	Bonus Feat	+2	+0
5	+3	+1	+4	+1	Talent	+3	+1
6	+4	+2	+5	+2	Bonus Feat	+3	+2
7	+5	+2	+5	+2	Talent	+4	+1
8	+6/+1	+2	+6	+2	Bonus Feat	+4	+1
9	+6/+1	+3	+6	+3	Talent	+5	+2
10	+7/+2	+3	+7	+3	Bonus Feat	+5	+2

allow him to do so. He retains his Dexterity bonus to Defense (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to Defense if immobilized.

### IMPROVED UNCANNY DODGE:

A Covert Hero with this talent can no longer be flanked.

This defense denies another Covert Hero the ability to sneak attack the character by flanking him, unless the attacker has at least four more Covert Hero levels (or levels in a class that allows access to the Sneak Attack ability) than the target does.

If the Covert Hero has access to the Sneak Attack ability from another class, that class' levels stack when determining levels for a sneak attack as per above.

**Prerequisite:** Evasion, Uncanny Dodge.

## OFFENSIVE TALENT TREE

While not a dedicated combatant, the Covert Hero has learned to take care of himself in a fight, and has a few little surprises for any unwary opponent.

**OPPORTUNIST:** Once per round, the Covert Hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Covert Hero's attack of opportunity for that round. Even a Covert Hero with the Combat Reflexes feat can't use the Opportunist ability more than once per round.

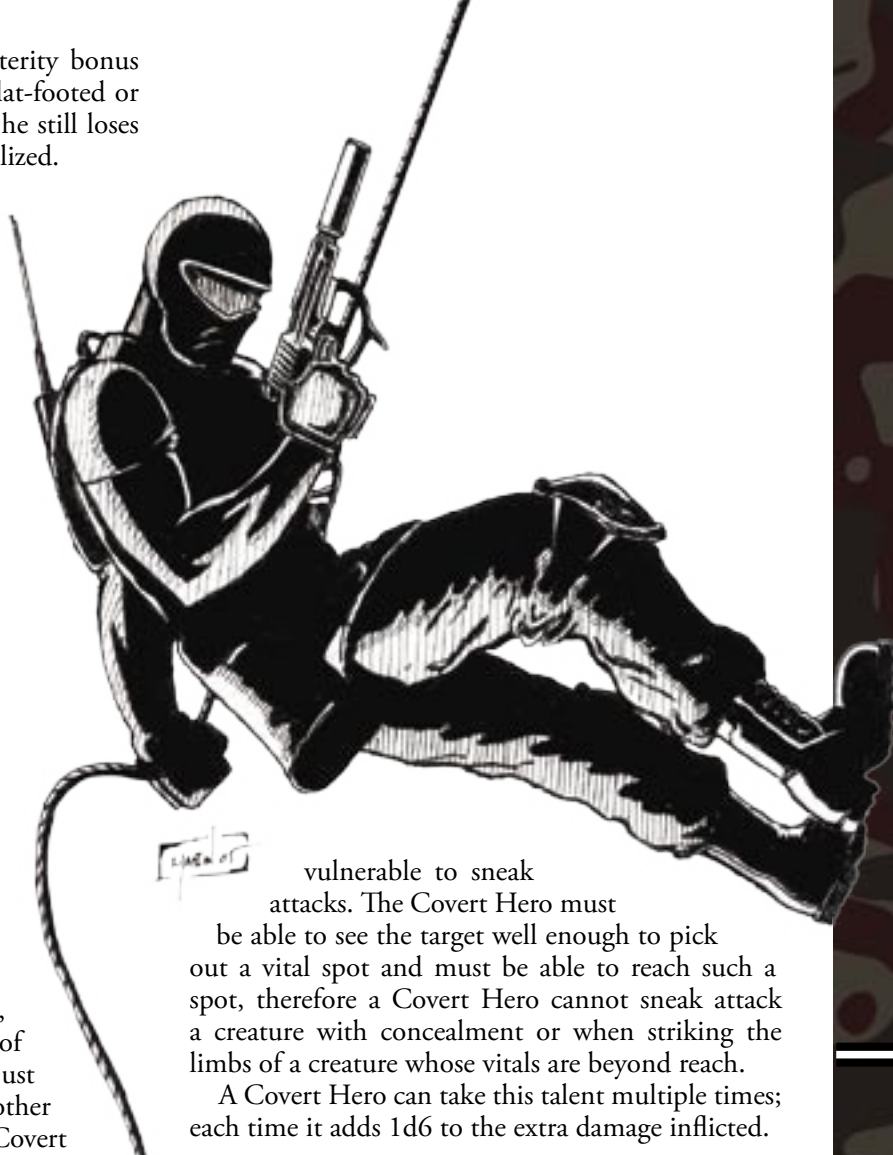
**SNEAK ATTACK:** Using this talent, if a Covert Hero can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The Covert Hero's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Covert Hero flanks his target. This extra damage is 1d6. Should the Covert Hero score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a Covert Hero can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A Covert Hero can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not



vulnerable to sneak attacks. The Covert Hero must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot, therefore a Covert Hero cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond reach.

A Covert Hero can take this talent multiple times; each time it adds 1d6 to the extra damage inflicted.

**CRIPPLING STRIKE:** A Covert Hero with this talent can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his Sneak Attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

**Prerequisite:** Sneak Attack.

## SCOUT TALENT TREE

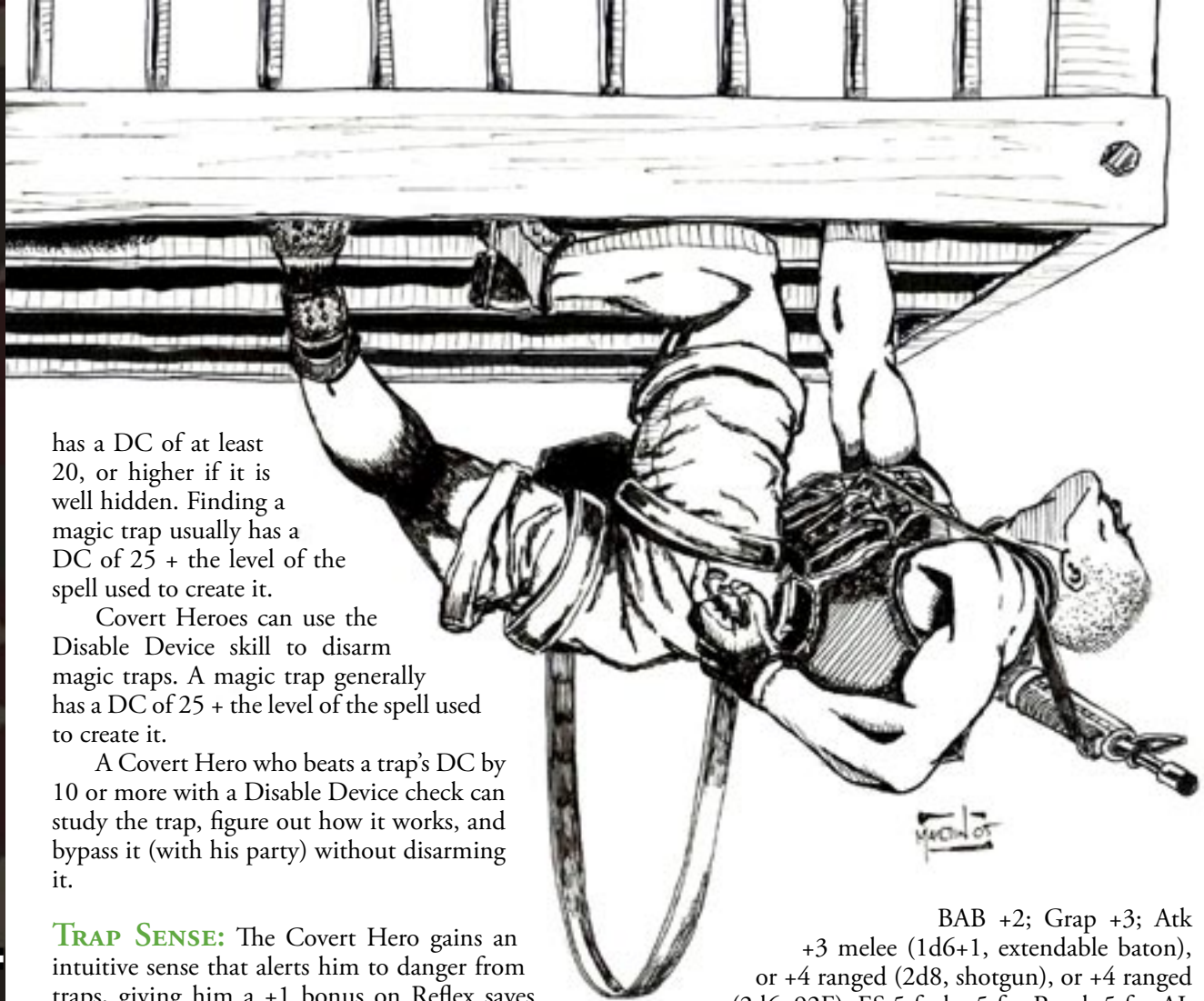
The Covert Hero has the training and skills necessary to detect dangers.

**SKILL MASTERY:** The Covert Hero becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A Covert Hero may gain this talent multiple times, selecting additional skills for it to apply to each time.

**TRAPFINDING:** Covert Heroes can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap generally





has a DC of at least 20, or higher if it is well hidden. Finding a magic trap usually has a DC of 25 + the level of the spell used to create it.

Covert Heroes can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A Covert Hero who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it (with his party) without disarming it.

**TRAP SENSE:** The Covert Hero gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

A Covert Hero can take this talent multiple times; each time increasing his bonuses by +1.

Trap sense bonuses gained from multiple classes stack.

**Prerequisite:** Trapfinding.

At 2nd, 4th, 6th, 8th, and 10th level, a Covert Hero gets a bonus feat. The bonus feat must be selected from the following list, and the Covert Hero must meet all the prerequisites of the feat to select it.

Acrobatic, Agile Riposte, Aircraft Operation, Alertness, Blind-Fight, Cautious, Combat Expertise, Combat Reflexes, Deceptive, Defensive Martial Arts, Dodge, Elusive Target, Focused, Heroic Surge, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Lightning Reflexes, Meticulous, Mobility, Nimble, Quick Draw, Spring Attack, Stealthy, Surface Vehicle Operation, Trustworthy, Two-Weapon Fighting, Unbalance Opponent, Vehicle Dodge, Vehicle Expert, Weapon Finesse, Weapon Focus.

### JOSHUA MAYSEDALE, BOUNTY HUNTER

Fast Hero 2/Covert Hero 2/ Gunslinger 1: CR 5; HD 2d8+4 plus 2d6+4 plus 1d10+2; hp 29; MAS 14; Init +2; Spd 30ft.; Def 20, touch 18, flatfooted 18;

BAB +2; Grap +3; Atk +3 melee (1d6+1, extendable baton), or +4 ranged (2d8, shotgun), or +4 ranged (2d6, 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL contract; SV Fort +2, Ref +8, Will +3; AP 2; Rep +2; Str 12, Dex 15, Con 14, Int 8, Wis 14, Cha 10.

**Skills:** Bluff +2, Diplomacy +2, Disable Device +2, Disguise +5, Gamble +2, Gather Information +3, Hide +8, Intimidate +6, Knowledge (streetwise) +3, Move Silently +8, Sleight of Hand +8, and Tumble +8.

**Feats:** Brawl, Confident, Deceptive, Professional Firearms Proficiency, Stealthy, Trustworthy.

**Talents (Fast Hero):** Evasion

**Talents (Covert Hero):** Sneak Attack

**Class Feature (Gunslinger):** Close Combat Shot

**Occ:** Criminal (Move Silently, Sleight of Hand)

**Possessions (on person, 11.5 lbs.):** Beretta 92F in shoulder holster, 4 Beretta magazines, sawed-off shotgun, twelve 12 ga. shells, casual clothing, cell phone, digital camera, extendable baton, fake ID (driver's license in Samuel Davis), light undercover shirt armor, lockpick set, overcoat, PDA, zip-tie handcuffs (25).

**(in standard range pack, 22 lbs.):** disguise kit, first aid kit, lock release gun, night vision goggles, portable satellite phone, professional walkie-talkie, telephone line tap, telephone line tracer.

Growing up in a rather poor family, Joshua never did well in school and as a teenager, got caught up in criminal activity. He spent plenty of time in juvenile

detention. Just after turning 18, Joshua got caught stealing a car for a joy-ride and found himself in jail. He survived his five years. On getting out, he had realized one way he could work legally, get thrills and make some money. He ended up hunting down fugitives from the law, those who have fled justice after receiving bail. He apprenticed with an experienced “skip tracer” for a few years and then struck out on his own. He is not known for his genteel manners or his patience.

### **SAMANTHA TURNER, COMMERCIAL ESPIONAGE FREELANCE**

Dedicated Hero 2/Covert Hero 2/ Infiltrator 1: CR 5; HD 2d6-2 plus 2d6-2 plus 1d8+2; hp 29; MAS 14; Init +2; Spd 30ft.; Def 16, touch 16, flatfooted 14; BAB +2; Grap +2; Atk +2 melee (1d6, extendable baton), or +4 ranged (2d6, M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL contract; SV Fort +1, Ref +7, Will +4; AP 2; Rep +2; Str 10, Dex 15, Con 8, Int 14, Wis 14, Cha 12.

**Skills:** Bluff +3, Disable Device +8, Disguise +4, Escape Artist +5, Gather Information +4, Hide +10, Investigate +5, Knowledge (streetwise) +5, Knowledge (tactics) +4, Knowledge (technology) +4, Listen +8, Move Silently +11, Search +6, Sense Motive +5, Spot +8, Survival +5, and Treat Injury +4.

**Feats:** Alertness, Blind-fighting, Defensive Martial Arts, Point Blank Shot, Professional Firearms Proficiency, Stealthy.

**Talents (Dedicated Hero):** Empathy

**Talents (Covert Hero):** Uncanny Dodge

**Class Feature (Infiltrator):** Sweep

**Occ:** Military (Hide, Move Silently)

**Possessions (on person, 18 lbs.):** SITES M9 with laser sight in concealed carry holster, 4 M9 magazines, casual clothing, cell phone, contractor's field bag (digital camera, notebook computer, cellular modem, M9 suppressor, PDA, portable satellite phone, road atlas), extendable baton, lockpick set, multipurpose tool, penlight, overcoat, zip-tie handcuffs (25).

When carrying surveillance kit, encumbered.  
When carrying both kits, encumbered.

**(surveillance kit in oversized range pack, 19 lbs.):** black box, caller ID defeater, cellular interceptor, digital audio recorder, electro-optical binoculars, portable video camera, night vision goggles, tap detector, telephone line tap, telephone receiver tap, telephone line tracer.

**(entry kit in oversized range pack, 15.5 lbs.):** climbing gear, disguise kit, lock release gun

Samantha Turner never had focus in her life. She had no bearings or purpose after graduating high school. She actually found herself in the military. While the army taught her some excellent skills and boosted her self-esteem, she hated the constraints placed on soldiers and especially on females. She wanted to get in on the action. Leaving the military, the only job she could get was with a private security firm. She worked at a corporate headquarters. She became known for her professionalism. When one of the corporate security experts learned of her background, he offered

her a dirty tricks position. She found that commercial espionage paid much better than working as a security guard. Besides, the work wasn't too dangerous. Most security guards wouldn't risk life and limb and often just call the police rather than attack an intruder. Samantha also learned she had a bit of a talent for this kind of work.

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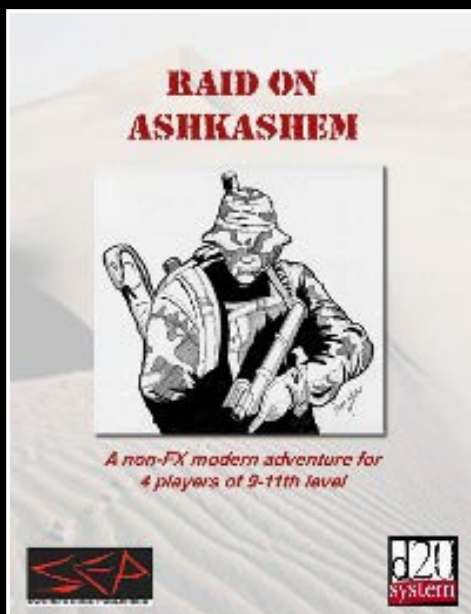
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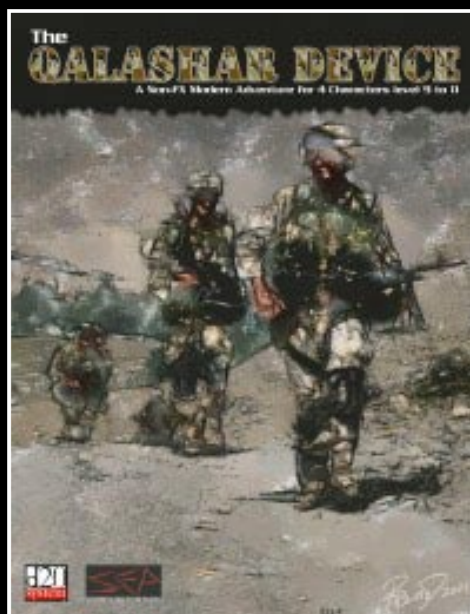
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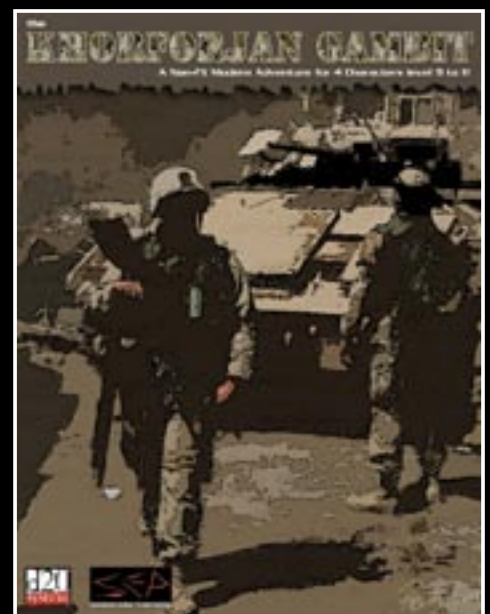
## RAID ON ASHKASHEM

A simple raid on a drug smuggling way station reveals the involvement of an extreme nationalist organization and it falls to a team from the United Kingdom's Increment to learn the truth.



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## THE KHORFORJAN GAMBIT

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