

# BROKER (EXPERT)

Having the right tool at the right time is something every adventurer enjoys, but the Broker makes sure that his friends are never, ever, wanting in that regard. And just in case he can't find a suitable example in his collection of possessions, well then it's just as far away as the nearest market.

Depending on your campaign, a Broker could be...

- A River boat gambler looking for the woman who stole his father's watch.
- A good hearted rogue, robbing from the rich and giving 5% to the local orphanage.
- A tax collector holding his rank over the market.
- A peerless adventurer hunting for enough treasure to secure himself into the ranks of nobility.
- A snake oil salesmen living high on the hog, but careful not to visit the same town twice.

**Party Role:** Backer. With an overflowing pack you always have the gear your party needs on hand. Your real strength, however, is finding the party more riches, whether in the Grand Bazaar or the deepest of dungeons.

## CLASS FEATURES

**Requirements:** Haggle +4 ranks, Adventurer's Luck feat, Quick Draw feat

**Favored Attributes:** Wisdom, Dexterity, Intelligence

**Class Skills:** Athletics, Bluff, Haggle, Investigate, Notice, Prestidigitation, Resolve, Ride, Search, Survival.

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

## CORE ABILITY

**Handy Haversack:** The name of the leather worker is carved

into the flap, but you can't make it out. At level one, you may use the *I have One of Those!* Perk without paying the action die cost. The total number of dice waived in this manner per adventure may not exceed your class level. Items gained this way cannot be traded or sold and leave play at the end of the adventure. Further your use of this perk does not count towards your party's limit of player perks.

## CLASS ABILITIES

**Freetrader:** At Level 1, you gain the Basic Skill Mastery: Investigator feat. Further, this feat also applies to Haggle checks.

At Level 5, you gain the Exceptional Skill Mastery: Investigator feat. Also, your Prudence increases by 1.

At Level 9, you gain the Legendary Skill Mastery: Investigator feat. Also, your Prudence increases by 1 (for a total of +2).

**Here There Be Bargains! I:** At Level 2, whenever you make an opposed Haggle/Bargain check with multiple grades of success the results improve by 1 grade in your favor. Additionally you gain the *Improved Carrying Capacity* NPC ability.

**Here There Be Bargains! II:** Don't be hasty, let's make a deal! At level 7, you gain the *Beguiling* NPC quality and may use Haggle in place of Sense Motive when using this ability.

**Bonus Feat:** At levels 3 and 7 you gain 1 additional Chance or Skill feat.

**Heads Up:** The big difference between you and a pack mule is your throwing arm. At Level 4, once per round, when you aren't flat-footed, a teammate within close range and line of sight may handle an item on your person as if it was on his own.

**Uncanny Dodge I:** Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain your Dexterity bonus to Defense (if any) even when flat-footed.

**Uncanny Dodge II:** At Level 8, you never become flanked.

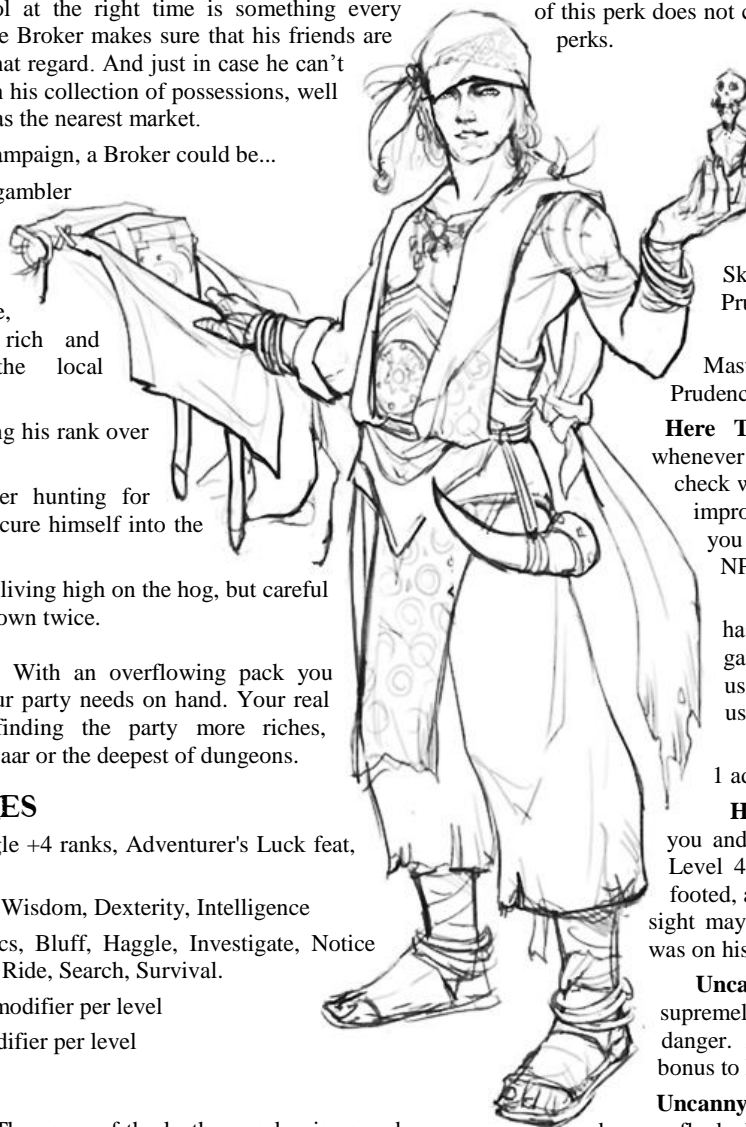
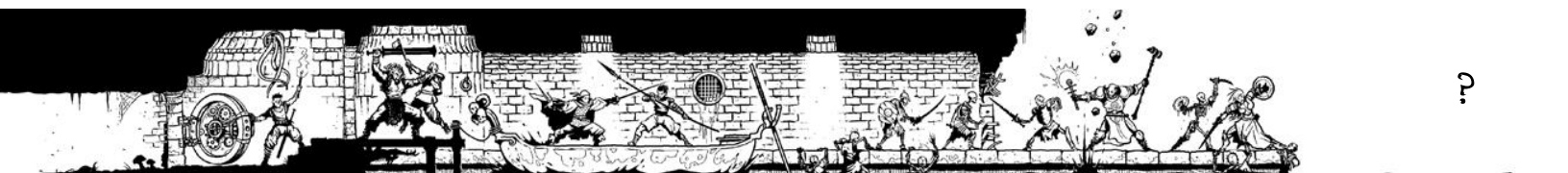


Table X.X: Broker

| Level | BAB | Fort | Ref | Will | Def | Init | Lifestyle | Legend | Abilities                                  |
|-------|-----|------|-----|------|-----|------|-----------|--------|--|
| 1     | +0  | +0   | +1  | +1   | +2  | +0   | +2        | +1     | Freetrader (basic), <i>handy haversack</i> |
| 2     | +1  | +0   | +2  | +2   | +3  | +0   | +3        | +1     | Here there be... bargains! I               |
| 3     | +2  | +1   | +2  | +2   | +3  | +1   | +3        | +2     | Bonus feat                                 |
| 4     | +3  | +1   | +2  | +2   | +4  | +1   | +4        | +2     | Heads-up, uncanny dodge I                  |
| 5     | +3  | +1   | +3  | +3   | +5  | +1   | +4        | +3     | Freetrader (exceptional)                   |
| 6     | +4  | +2   | +3  | +3   | +6  | +2   | +5        | +3     | Gifts & favors I                           |
| 7     | +5  | +2   | +4  | +4   | +6  | +2   | +5        | +4     | Bonus feat, here there be... bargains! II  |
| 8     | +6  | +2   | +4  | +4   | +7  | +2   | +6        | +4     | One for the doctor, uncanny dodge II       |
| 9     | +6  | +3   | +4  | +4   | +8  | +3   | +6        | +5     | Freetrader (legendary)                     |
| 10    | +7  | +3   | +5  | +5   | +9  | +3   | +7        | +5     | Jackpot!                                   |



# BROKER (EXPERT CLASS)



**Gifts and Favors I (city):** At Level 6, you gain an additional pool of money equal to your Lifestyle  $\times$  your Class Level  $\times$  5 silver at the beginning of each adventure that may only be spent on Supplies and bribes. This represents the wide array of tools at your disposal, from desired trinkets to making and calling in favors to leveraging your position and influence.

**One for the Doctor:** 'Share and share alike,' your granddaddy always said. At Level 8, whenever a teammate uses a scroll or potion gained by your *Heads Up* ability since the beginning of the last round, you may also gain its benefits. When you imbibe a potion in this manner it doesn't count toward you potion per scene limit if your teammate gains its benefit.

**Jackpot!:** You have a sixth sense for finding wealth. At level 10, whenever you or your party make a treasure roll add your class level to the result.

## NPC CLASS ABILITIES

The following new class abilities from the Broker expert class are available to NPCs using the class ability NPC quality (*see Fantasy Craft, page 231*).

**Table X.X: NPC Class Abilities**

| Class Ability           | XP Value    |
|-------------------------|-------------|
| Freetrader              | 3           |
| Handy Haversack         | 4           |
| Heads Up                | 2           |
| Here There Be Bargains! | 3 per grade |
| One for the Doctor      | 3           |

Class design by Jake with help from the Crafty Forum-ites.

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