

OPPORTUNIST (EXPERT)

No matter how many lives may be at stake, every battle is truly just a violent, life-sized game. The teams may be uneven and the terrain may not be regulated, but tactics, strategy, and out-thinking the opponent are still the most crucial parts of combat. The Opportunist thrives in this environment; giving direction to his allies, taking full advantage of what the battlefield has to offer, and exploiting every opening his opponent gives him. Through a mix of martial and mental means, the Opportunist does his best to crush the opposition and make sure everyone on his team plays their best in the game of war.

Depending on your campaign, an Opportunist could be...

- The confident veteran who always has a few backup plans.
- An investigator renowned for his analytical acumen and impromptu plans under pressure.
- A freethinking fighter who learned at college instead of war.
- A young prince who applies strategies from noble war-games to real-time combat.
- A bookish scholar whose lack of experience is more than made up for by his universal knowledge and quick thinking.

Party Role: Backer/Combatant. The Opportunist's control of the battlefield gives his allies a welcome boost, but even without them he's a threat all his own.

CLASS FEATURES

Requirements: Intelligence 13+, Tactics 4+ ranks, Coordinated Attack feat, Shield Block or Parry advanced action

Favored Attributes: Intelligence, Wisdom, Dexterity

Class Skills: Athletics, Crafting, Haggle, Impress, Intimidate, Investigate, Resolve, Sense Motive, Search, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Stratagem: Once per round, when you spend an action die to boost an opposed skill check you gain 1 Edge.

CLASS ABILITIES

The Motive: Your unique insight in combat makes a proper fool of those who act without thinking. Once per round as a free action, you may Anticipate an opponent who has moved into an adjacent square since the start of your last turn. You may use your Tactics (Int) bonus when making this check, and with success you

gain a dodge bonus to Defense equal to the higher of your Intelligence or Wisdom modifier (min. +1).

Coordinated Plan I: At level 2, you gain the Coordinated Move feat. Also, each time a teammate succeeds at a check prompted by one of your Coordinated feats, you gain 1 Edge.

Coordinated Plan II: At level 7, you gain the Coordinated Strike feat. Also, if a teammate kills or knocks a foe unconscious with an attack prompted by one of your Coordinated feats, you gain 1 additional Edge.

Chest-High Walls I: At level 3, you may spend a half action and 1 Edge to survey the battlefield for a creative advantage, granting you a bonus action die that must be spent on a Narrative Control benefit to aid you or your allies or impede the enemy. These benefits do not count against the party's number of Narrative Control benefits for the adventure. This ability may be used once per combat. Unspent action dice gained from Chest-High Walls are lost at the end of combat.

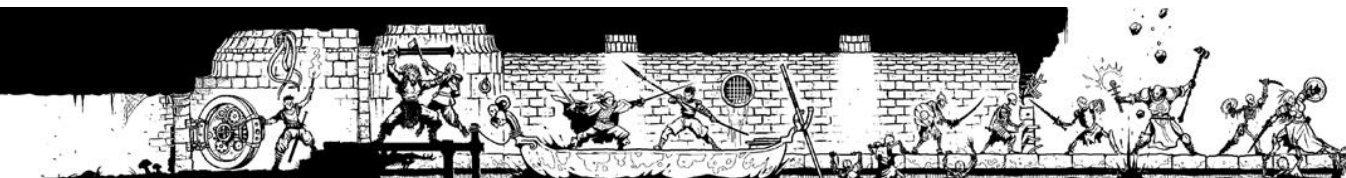
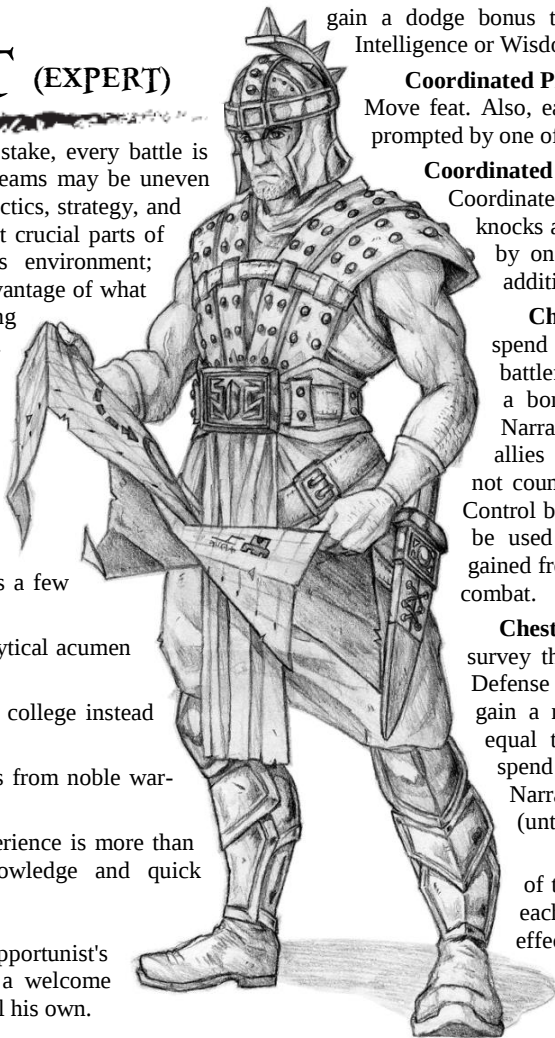
Chest-High Walls II: At level 7, you may now survey the battlefield as part of an Aim or Total Defense action and spend any amount of edge. You gain a number of Narrative Control action dice equal to the amount of edge spent. You may spend these dice as free actions on different Narrative Control benefits during this combat (until you have spent them all).

Battle Planning I: At Level 4, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- *Crush Them!:* Melee and unarmed attack checks
- *Fire at Will!:* Ranged attack checks
- *Guard Yourselves!:* Defense
- *I Want Them Alive!:* Subdual damage rolls
- *No Prisoners!:* Lethal damage rolls
- *Press On!:* Base Speed (morale bonus $\times$ 5 ft.)
- *Stand Fast!:* Vitality (morale bonus $\times$ target's Career Level)
- *Steady Now!:* Saves

Battle Planning II: At Level 8, you gain 2 additional battle plans (total 4).

Read The Opposition: You are an astute analyzer of opponents, whether in civil discourse or a raging battle. At Level 4, you gain the Mark feat. Also, You may learn any of the target's attack bonuses or Defense in place of skills when you use your Mark feat.



OPPORTUNIST (EXPERT CLASS)



Table X.X: Opportunist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+0	+1	+1	+0	+2	+1	+1	<i>Stratagem</i> , the motive
2	+2	+0	+2	+2	+1	+3	+2	+1	Coordinated plan I
3	+3	+1	+2	+2	+1	+4	+2	+2	Chest-high walls I
4	+4	+1	+2	+2	+2	+5	+2	+2	Battle planning I, read the opposition
5	+5	+1	+3	+3	+2	+5	+3	+3	The means
6	+6	+2	+3	+3	+2	+6	+3	+3	Synchronized effort
7	+7	+2	+4	+4	+3	+7	+4	+4	Chest-high walls II, coordinated plan II
8	+8	+2	+4	+4	+3	+8	+4	+4	Battle planning II, seize the moment
9	+9	+3	+4	+4	+4	+9	+4	+5	The opportunity
10	+10	+3	+5	+5	+4	+10	+5	+5	A dash of luck

The Means: A true opportunist is always ready for an opening. At level 5, when an opponent you have Anticipated misses you with an attack, you may make a free melee attack against them or gain 1 Edge.

Synchronized Effort: You get your whole team moving like matching cogs in a clock. At Level 6, you gain the Surge of Speed feat. If you use one of your Coordinated feats and Surge of Speed in the same round, your bonus action may also be an attack action.

Seize The Moment: Opportunity sounds like it's about to bust down your door. At Level 8, once per round, when you make an opposed roll against an opponent you have already Anticipated or Outmaneuvered, you may spend up to 3 Edge and gain a morale bonus to the check equal to twice the amount spent.

The Opportunity: With great efficacy in combat, you maximize any opening. At level 9, when you make a free attack granted by The Means, its threat range increases by an amount equal to your starting action dice. If this attack is a threat, it costs 1 less action die to activate (minimum 0).

A Dash Of Luck: The slightest misstep against you is the first on the path to defeat. At Level 10, you gain the Black Cat feat. Also, Outmaneuver checks made against opponents in Close Quarters are full actions. Finally, Errors made by opponents that you have successfully outmaneuvered are activated for 1 less action die (minimum 0).

NPC CLASS ABILITIES

The following new class abilities from the Opportunist 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
A Dash of Luck	8
Battle Planning I-II	2 per grade
Chest-High Walls I-II (Special Character Only)	2 per grade
Coordinated Plan I-II (Special Character Only)	3 per grade
Seize the Moment (Special Character Only)	2
Read The Opposition	3
Stratagem (Special Character Only)	2
The Means (Special Character Only)	2
The Motive	2

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