

## Earthforce Intelligence Agent

EarthForce have several agencies that act as intelligence gatherers for the respective superiors. The primary agency is ECIA – Earthforce Central Intelligence Agency. Of course, not everyone on the government structure trusts one single agency for their intelligence, so many of the other law enforcement as well as military has their own branch dedicated to intelligence. EAMI – EarthForce Military Intelligence is the second largest espionage agency and tends to butt-heads with the others, as well as Psi-Corp.

These agencies often have to take care of problems their central ruling body can not overtly through normal channels. This need for covert operation and effective functioning either alone or in small unsupported groups gives rise to the development of a special breed of agent. These operatives often wear two faces – the public face as a representative of EarthGov, and the face they adopt in order to undertake special assignments for Earth outside the public eye.

Earthforce Intelligence Agents are trained in covert operations and diplomatic relations, as they often find themselves having to perform both duties on behalf of their agency far from home. Few operatives in EarthForce can match their espionage and black ops expertise or their combat capabilities. In the field, an EarthForce Intelligence Agent is a difficult opponent for others to deal with. Not only are they perfectly capable of defending themselves, but they have the official backing of EarthGov when they are not performing some illicit duty, which makes them a very visible target. Few alien governments wish to level of galactic incident it would cause were they to openly move against a EarthGov official.

This authority comes at a price. EarthForce Intelligence agents must always act in the best interest of the administration back on Earth, at the risk of having their authority revoked. By the time the agent has reached the upper ranks of his agency, they have likely made many enemies. While these enemies would never risk a strike against an enemy agent, an agent whose government has turned against him has a very short life expectancy.

### Requirements

To qualify to become a EarthForce Intelligence Agent, a character must fulfill the following criteria.

**Ability Scores:** Intelligence 14+, Wisdom 14+

**Skills:** Computer Use 6+ ranks, Diplomacy 6+ ranks, Intrigue 8+ ranks

**Feat:** Data Access, Skill Focus (intrigue)

**Influence:** EarthForce (Earth Military) 10, Earth Political 8

**Special:** Gamemaster approval. He may require an influence roll or a story reason for entering this prestige class. The Gamemaster also must approve each leveling.

### **Game Rule Information**

**Additional Influence:** A EarthForce Intelligence Agent's Earth Military Influence and one Earth Political increase by +2 each level. He may also increase any one other Influence by +1.

**Hit Points:** EarthForce Intelligence Agent gain 2 hit points per level

**The EarthForce Intelligence Agent's Class Skills** (and the key ability for each skill) are:  
Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Knowledge (any) (Int), Notice (Wis), Pilot (Dex), Profession (any), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), Technical (any) (Int).

**Skill Points** at Each Level: 6 + Int modifier.

## The EarthForce Intelligence Agent

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Special
1st	+0	+0	+1	+1	+0	Agency, Cross Training, Agent Specialty +2
2nd	+1	+0	+2	+2	+1	Codebreaking 1
3rd	+2	+1	+2	+2	+1	Networking
4th	+3	+1	+2	+2	+2	Dark Privilege 1/scenario
5th	+3	+1	+3	+3	+3	Agent Specialty + 4
6th	+4	+2	+4	+4	+3	Well Connected
7th	+5	+2	+4	+4	+4	Codebreaking 2
8th	+6	+3	+4	+4	+5	Government Protection
9th	+6	+3	+5	+5	+5	Dark Privilege 2/scenario
10th	+7	+3	+6	+6	+6	Agent Specialty +6

### Class Features

The following are features of the EarthForce Intelligence Agent prestige class.

**Agency:** At 1<sup>st</sup> level, the Agent chooses the Agency he works for. Select from the following list and gain the bonus listed:

***EarthForce Central Intelligence***

+1 to Intrigue and Investigate

***Earth Force Military Intelligence***

+1 to Intrigue and Knowledge (tactics)

**Cross Training:** Many of the people accepted into the ranks of an EarthForce intelligence agency are from other branches of the government and do not necessarily have military background. Upon entering the agency, they are given equivalent rank of Lieutenant (assuming they do not have rank already), and they are given some basic military training (assuming they need it). An EarthForce Intelligence Agent gains proficiencies in grenade, pistol and rifle weapons as well as an Armor Proficiency. They also gain +4 to any Knowledge check that relates to the military.

**Agent Specialty:** All agents choose a specialty when they enter the agency. See the list below:

Specialty	Related Skills
Interaction	Bluff, Diplomacy, Intimidate, Sense Motive
Espionage	Notice, Stealth, Subterfuge, Technical
Intelligence	Concentration, Linguistics, Intrigue, Knowledge

The Intelligence Agent gains a bonus in the listed skills. At 1<sup>st</sup> level, that bonus is +2, at 5<sup>th</sup> level, that bonus is +4, and at 10<sup>th</sup> level, that bonus is increased to +6.

**Codebreaking:** At 2<sup>nd</sup> level, the EarthForce Intelligence Agent becomes particularly adept at breaking secret codes. Through the use of Linguistics skill, he can decipher a code according to the following difficulties:

DC	Code/Scripts
15	simplest messages
20	standard codes
25 or higher	intricate or complex codes or exotic messages.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Special: A character can take 10 when making a Codebreaking check, but can't take 20.  
Time: Codebreaking takes 1 minute or more, depending on the complexity of the code.

At 7<sup>th</sup> level, the EarthForce Intelligence Agent gains Codebreaking 2. The above DCs are reduced by 5.

**Networking:** At 3<sup>rd</sup> level, the EarthForce Intelligence Agent becomes adept at forging special contacts with those people he meets in his travels. Even a chance encounter can create reliable informant he may call upon years later. Once per encounter, the EarthForce Intelligence Agent

pick a particular individual he has interacted with, spend an Influence Points from a relevant faction (or Action Point, if Action points are being used) and gain a Contact feat for that individual.

**Dark Privilege:** At 4<sup>th</sup> level, the EarthForce Intelligence Agent once per scenario can call upon higher powers back home for help. With this ability, he may do one of the following:

- Automatically succeed at a Influence check within a faction he has influence.
- Make an Influence check in a faction he has no influence in, with a +5 bonus

At 9<sup>th</sup> level, the EarthForce Intelligence Agent can perform this action twice per scenario.

**Well Connected:** The connections the agent develops in the course of his duties begin to intermingle, increasing his ability to call upon contacts when in need of support and aid. When attempting a Influence role in a Faction that the agent has multiple Contact in, he gains +2 on the first and +1 for each additional contact up to 5.

**Government Protection:** At 8<sup>th</sup> level, an agent can expect to be rescued from any legal or diplomatic entanglements as long as EarthGov can get involved in some way, either officially or unofficially. Once per scenario, the agent can call upon his Influence to get himself out of an impossible legal or diplomatic situation. The DC is 20 no matter what the situation is. This can be re-tried once per period of time base don the GMs judgment – once per day or once per week or once per month.