



# ***Infiltrator***

## ***Starfinder Theme and Class Builds***

***By Richard T. Balsley***

# ***Infiltrator***

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## Introduction

Welcome and thank you for your interest in this product. Starfinder has some interesting concepts and given the newness of the system, there are bound to be areas vastly open for exploration. This is the first in a series of themes and builds to round out areas in the core rulebook that aren't covered as much due to size as well as the scope of what the designers had to cover.

Because the game is new, these items will grow over time to add builds, feats, archetypes, items, spells, some art, and so on to support the theme and the builds, giving you more areas of play to explore in your games.

## **Infiltrator**

You are able to hide your presence to conduct your business as you wish.

Whether it is a result of ever-present surveillance systems or technology's tendency to leave digital footprints, there are more aspects about people's lives that are open to public scrutiny than many wish to know about. You have learned how to avoid close scrutiny in the public or digital world, making you the proverbial specter in the machine. Your reasons for this may be to hide your past or to keep your privacy intact.

### Theme Knowledge (1<sup>st</sup>)

You have learned how to minimize your presence, causing people to ignore you as often as they just do not see you. Whenever you are trying to avoid unwanted attention, the DC for those checks is reduced by 5. Stealth is a class skill for you, though if it is a class skill from the class you take at 1<sup>st</sup> level, you instead gain a +1 bonus to Stealth checks. In addition, you gain an ability adjustment of +1 to Dexterity or Intelligence at character creation.

### Specter (6<sup>th</sup>)

You know how to keep a low profile in a variety of situations where going unnoticed is the best protection that the situation can afford. In that regard, you have come to appreciate how the right look can be as convincing as the deepest shadows that nothing is amiss. Whenever you attempt to avoid detection without resorting to subterfuge, you can use half of your ranks in Stealth as your ranks in the appropriate skill for the check, if that would be better (since you effectively have ranks in the related skill, you are considered trained in the skill for the purposes of this check).

### Legend (12<sup>th</sup>)

Keeping your identity a secret keeps you alive. To that end, you have multiple identities that provide you with a mask to confound anyone trying to discover who you are and what you are up to. These IDs mask your presence and increase the DC by 5 or 10 to uncover your true identity. If the check is made, that ID is burned and you have to construct a new one. The cost of each ID is 500 credits x your character level (DC increased by 5) to 10,000 credits x your character level (DC increased by 10). You can have a maximum number of IDs equal to 3 + your Charisma modifier, but you can only use one at a time.

### In Plain Sight (18<sup>th</sup>)

You are a veritable ghost and can move through various levels of society without scrutiny as if you do not exist. Up to twice per day you are hiding or in stealth mode, after you have spent at least 10 minutes undetected and completed an action requiring you remain undetected to avoid security, you gain 1 Resolve Point.

## **Class Builds**

### **Confidence Artist (Envoy)**

Theme: Infiltrator

You have a knack for gaining entry into places that normally require proper clearance.

### **ABILITY SCORES**

Charisma gives you more Resolve Points and lets you talk your way into places, and Intelligence helps give you a heads-up on the situation and let you know whom you deal with.

### **ENVOY IMPROVISATIONS**

- Clever Feint (1<sup>st</sup>)
- Universal Expression (1<sup>st</sup>)
- Clever Attack (4<sup>th</sup>)
- Clever Improvisations (6<sup>th</sup>)

### **EXPERTISE TALENTS**

- Altered Bearing
- Convincing Liar

### **FEATS**

- Improved Initiative
- Skill Focus (Bluff)
- Skill Focus (Stealth)

### **SKILLS**

- Bluff
- Culture
- Diplomacy
- Sense Motive
- Stealth

### **Shadow Pilot (Mechanic)**

Theme: Infiltrator

You, like your drone, operate without drawing attention as

## ***Infiltrator***

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both deliberately look like another face in the crowd.

### **ABILITY SCORES**

Intelligence is your most important ability score because it gives you Reserve Points, Dexterity keeps you safe by allowing you to weave through a crowd or keep to the shadows while penetrating the enemy's defenses.

### **ARTIFICIAL INTELLIGENCE**

- Stealth Drone

### **MECHANIC TRICKS**

- Overclocking (2<sup>nd</sup>)
- Visual Data Processor (2<sup>nd</sup>)
- Ghost Intrusion (8<sup>th</sup>)
- Ultraclocking (14<sup>th</sup>)

### **FEATS**

- Skill Focus (Engineering)
- Skill Focus (Piloting)
- Skill Synergy (Computers and Stealth)

### **Skills**

- Computers
- Engineering
- Piloting
- Stealth

### **Shadowcaster (Mystic)**

Theme: Infiltrator

You are good at pulling information from the darkest recesses known.

### **ABILITY SCORES**

Wisdom is your most important ability score because it affects your spells, abilities and skills. A high Dexterity helps keep your presence hidden from the minds you plumb the depths of.

### **CONNECTION**

Mindbreaker

### **SPELLS**

- 1<sup>st</sup>— Detect Thoughts
- 2<sup>nd</sup>— See Invisibility
- 3<sup>rd</sup>— Hologram Memory
- 4<sup>th</sup>— Mind Probe
- 5<sup>th</sup>— Dominate Person
- 6<sup>th</sup>— Shadow Walk

### **Feats**

- Mobility
- Mystic Strike
- Sidestep
- Spell Penetration

### **Skills**

Bluff

- Disguise
- Mysticism

### **Intelligence Officer (Operative)**

Theme: Infiltrator

### **ABILITY SCORES**

Wisdom is your most important ability score because it affects your spells, abilities and skills. A high Dexterity helps keep your presence hidden from the minds you plumb the depths of.

### **SPECIALIZATION**

Spy

### **OPERATIVE EXPLOITS**

- Holographic Clone 2<sup>nd</sup>
- Jack of All Trades 2<sup>nd</sup>
- Enhanced Senses 6<sup>th</sup>
- Glimpse the Truth 10<sup>th</sup>

### **FEATS**

- Improved Feint
- Skill Focus (Disguise)
- Skill Synergy (Diplomacy and Disguise)

### **SKILLS**

- Bluff
- Disguise
- Perception
- Sense Motive
- Stealth
- Sleight of Hand

### **Shadowlight (Solarian)**

Theme: Infiltrator

You choose to gain entry with the most straightforward methods available: Appear ordinary to your environment.

### **ABILITY SCORES**

Dexterity helps you skulk when you need to keep out of

sight, Charisma is your most important ability score because it gives you more Reserve Points.

## **SOLAR MANIFESTATION**

Solar armor

## **STELLAR REVELATIONS**

- Gravity Anchor (2<sup>nd</sup>)
- Hypnotic Glow (6<sup>th</sup>)
- Time Dilation (9<sup>th</sup>)

## **FEATS**

- Blind-Fight
- Climbing Master
- Far Shot
- Improved Initiative
- Kip Up
- Strike Back
- Veiled Threat

## **Skills**

- Acrobatics
- Diplomacy
- Intimidate
- Stealth

## **Special Forces (Soldier)**

Theme: Infiltrator

You are a member of an elite force capable of clandestine operations behind enemy lines with little to no outside assistance.

## **Ability Scores**

Dexterity is your most important ability score because it helps you get in and out before your opponents knew you were there, while Wisdom or Intelligence will give you an edge in outlasting or outthinking your opponent when things go awry.

## **Fighting Style**

- Hit-and-Run

## **Gear Boosts**

- Bullet Barrage
- Melee Striker

## **Feats**

- Cleave
- Deadly Aim
- Far Shot
- Mobility

- Quick Draw
- Sidestep
- Skill Focus (Stealth)
- Toughness

## **Skills**

- Athletics
- Stealth
- Survival

## **Safecracker (Technomancer)**

Theme: Infiltrator

You know how to get information out of databases without alerting security to your true intent.

## **Ability Scores**

Intelligence is your most important ability score because it enhances your spells and abilities, Charisma helps you look like you belong, and Dexterity helps keep you from getting caught.

## **Magic Hacks**

- Quick Scan (2<sup>nd</sup>)
- Distant Spell (5<sup>th</sup>)
- Tech Countermeasures (8<sup>th</sup>)
- Eternal Spell (11<sup>th</sup>)
- Phase Shot (14<sup>th</sup>)

## **Feats**

- Combat Casting
- Skill Synergy (Bluff & Stealth)
- Spell Focus
- Spell Penetration

## **Skills**

- Bluff
- Computers
- Mysticism
- Sleight of Hand
- Stealth

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