

Cat Burglar

In most Old World nations, only the eldest son of noble inherits the family fortune. Many younger sons follow a military career so as to experience the thrilling, and bloody, pursuit of war. Others seek a celebrated status more suited to their class. So they undertake the task of becoming skilled in the art of burglary, while developing the flair and style which will give them the notoriety they crave. Many take on colourful monikers ("the Panther," etc.) and leave a calling card (perhaps a white monogrammed glove) at the scene of their crime. Besides the nobility, more talented charlatans may become "Cats." Most develop a facade of noble birth, as well as the style and flair required of Cats.

In order to locate and case potential victims, Cats mix in High Society. They attend the lavish parties and social events frequented by the nobility. A number of Cats adopt foreign accents and titles (Count or Viscount of something exotic) so as to intrigue potential victims, especially those of the opposite sex. Cats may, as necessary, develop a "relationship" with their victim before the heist. In most cases, however, the Cat will avoid any deep personal involvement.

Besides the thrill of the burglary, Cats need the money. Fencing stolen merchandise funds their extravagant lifestyles. After all, living as nobility requires lots of money. Underlings who will never reveal their employers usually handle the fencing of stolen items. These underlings will deal "blind" (anonymously) with fences or they will hire other "blinds" to interact with fences.

Whenever a Cat senses that they may have "overhunted" their territory (i.e., they have robbed just about everybody) and are at high risk of capture, they move on. In some cases, too many Cats may turn up in a city. This situation will usually end up in an unseen, though not unfelt, war between Cats until the number is reduced to that which the city can support. The losers of these secret wars are either driven off to another locale or are killed.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+20	+1	+2	+4	+30	-	+30	+10	+20	+30	+20	+30

Skills:

Blather	Pick Pocket
Bribery	Read/ Write
Charm	Ride
Concealment Urban	Scale Sheer Surface
Dance	Secret Language- Thieves' Tongue
Etiquette	Secret Signs- Thieves' Signs
Evaluate	Seduction
Gamble	Sense Magic Alarm
Heraldry	Silent Move Urban
Luck	Specialist Weapon- Fencing
Numismatics	Spot Trap
Palm Object	Wit
Pick Lock	

Trappings:

Black-Hooded Tunic
Expensive Clothes
Grappling Hook
Hand Weapon
Lockpicking Tools
Ordinary Clothes
Rope- 10 yards
Townhouse
6D6 Gold Crowns

Entered From:

Burglar
Charlatan
Noble

Career Exits:

Assassin
Spy