



LPJ9888

**D20 MODERN**

A d20 Modern Advanced Class

# *cleaner*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

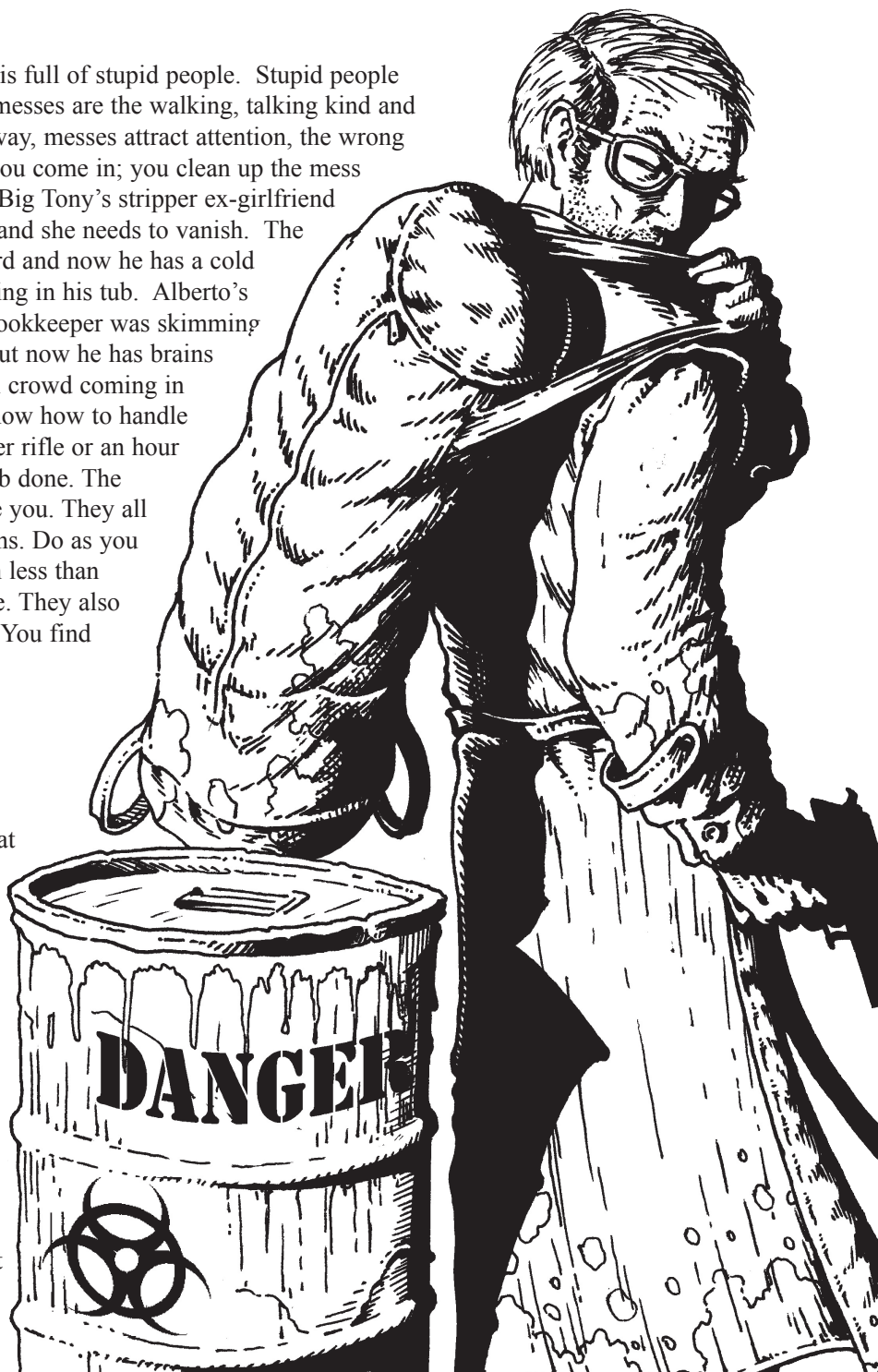
## ***Background:***

Everybody knows that the world is full of stupid people. Stupid people make messes. Sometimes these messes are the walking, talking kind and sometimes not so much. Either way, messes attract attention, the wrong kind of attention. That is where you come in; you clean up the mess that stupid people leave behind. Big Tony's stripper ex-girlfriend is about to turn State's Evidence and she needs to vanish. The Judge's son parties a little too hard and now he has a cold corpse of a hot young co-ed cooling in his tub. Alberto's reaction when he found out his bookkeeper was skimming off the top was understandable, but now he has brains all over the kitchen and the lunch crowd coming in two hours. He calls you. You know how to handle it. If it takes an hour with a sniper rifle or an hour with a wet-dry vac you get the job done. The cops may have CSI but they have you. They all know the drill. Don't ask questions. Do as you are told. Don't worry about it. In less than twenty-four hours it'll all be gone. They also know to have your money ready. You find unpaid debts to be messy.

## ***Profile of a cleaner:***

The phone rang at three AM. That meant work. Craig liked his job, he would have liked to sleep through the night sometimes too, but that was all right. Work was work, as his Old Man used to say. Craig's work usually came in the wee hours of the morning, the hour of the wolf, as his Old Man used to say.

A big part of his job was making people feel better about things, if he could calm them down they maybe would not anything else stupid. Maybe. They had to believe that he could make it all go away. If



***Written by Scott Carter***

people believe you can do something that is all that matters, as his Old Man used to say. Craig could make them believe.

When he arrived on the scene it was the same old same old. Big shot company man had come home from plowing his mistress to discover his wife in bed with one of the little shots. What's good for the goose is good for the gander, as his Old Man used to say. So the company man had gone downstairs and got his hunting rifle and emptied it into the boyfriend but not the wife. Amazing self-restraint that. He had then locked his wife in the bathroom and called a golfing buddy, a legitimate businessman who ran the east side for the Manetti Syndicate. The buddy comes over with a crew and sees the mess and calls Craig. Good buddy to have.

There was a lot of blood. Blood and other stuff. Nasty clingy stuff in colors you would not have expected that seemed to stick in the weirdest places. Then there was that weird metallic smell of blood laid over the pungent odor of partially digested crap and sex. It was enough to make even a strong guy sick. Craig had gotten used to it all along time ago. Craig's Old Man had been a small time loser who used to come home drunk and beat on his Ma. One night the Old Man had gotten her out of bed to make him something to eat. Started beating on her. She had a frying pan in her hand. She hit back this time, and she did not stop until long after the Old Man had stopped twitching. What goes around comes around, as the Old Man used to say. Craig had found her the next morning covered in blood on the kitchen floor. He cleaned it up, packed her off to her sister's in Kansas, and as far as anyone was concerned the Old Man had run into a creditor in a dark alley and no one thought twice about it. Craig had been cleaning up other people's messes every since.

The thing was almost done when the Buddy asked the Husband about the Wife, who had been screaming bloody murder, literally, all night long from the master bath. The Husband looked at Craig.

"Don't worry about it. I'll take care of it." Craig said as he walked toward the bathroom. "Its like my Old Man used to say 'Never start a job unless you are willing to see it all the way through.'"

## Requirements

To qualify to become a Cleaner, a character must fulfill the following criteria.

**Skills:** Any two Knowledge (*behavioral sciences, physical sciences, streetwise*) 6 ranks, Search 6 ranks.

**Feats:** Personal Firearms Proficiency

## Class Information

The following information pertains to the Cleaner advanced class.

**Hit Die:** 1d8

**Action Points:** 6 + one-half character level, rounded down, every time the Cleaner attains a new level in this class.

## Class Skills

The Cleaner's class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Concentration (*Con*), Craft (*chemical*) (*Int*), Demolitions (*Int*), Diplomacy (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Investigate (*Int*), Knowledge (*behavioral sciences, physical sciences, streetwise*) (*Int*), Search (*Int*), Sleight of Hand (*Dex*), Sense Motive (*Wis*), Spot (*Wis*).

**Skill Points at Each Level:** 7 + Int modifier.

## Class Features

The following features pertain to the Cleaner advanced class.

**Think Like a Cop:** Part of the Cleaner's value lies in his ability to out think a detective when it comes to analyzing the scene of a crime. When he is done there should be no evidence that any crime was ever committed. When at the scene of a crime, whether one that has been committed or is about to be committed, the Cleaner gains a +2 bonus to Gather Information, Investigate, Search, and Spot checks made to locate any evidence, including witnesses, that might be present.

**Get Rid of It:** Once the evidence is found somebody has to dispose of it. If possible it should be destroyed, but sometimes the most expedient course of action is to just hide it. The Cleaner can make a special Hide check to conceal any evidence, either at the scene of the crime or when disposing of it, returning the scene to its original state. When concealing evidence the Cleaner gains a +3 bonus to Hide checks against any future Spot checks to uncover his handiwork.

**One Cool Customer:** Whether calming clients or lying to authorities, the Cleaner radiates an aura of supreme confidence in himself. When making a Bluff, Diplomacy, Intimidate, or Sense Motive skill check pertaining to his work he adds a bonus equal to one half of his level in the class rounded down.

**Take Out the Trash:** Sometimes cleaning up someone else's mess means getting your hands dirty. Beginning at 3rd level the Cleaner selects a preferred method for disposing of unwanted complications. At 6th and 9th level his abilities with his preferred style improve.

- **Burn It Down:** Things can get so messy the best way to handle it is just to burn the whole thing to the ground. At 3rd level, a Cleaner with this style gain a +3 competence bonus on Craft (*chemical*) skill checks when making explosives from scratch. At 6th level he gains the Cautious feat for free. At 9th level his knowledge of the placement of explosives and incendiary devices is so great the damage done by such a device is increased



# Cleaner

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                           | Defense Bonus | Reputation Bonus |
|-------|-------------------|-----------|----------|-----------|-----------------------------------|---------------|------------------|
| 1st   | +0                | +0        | +0       | +2        | Think Like a Cop, Get Rid of It   | +1            | +1               |
| 2nd   | +1                | +0        | +0       | +3        | One Cool Customer                 | +1            | +1               |
| 3rd   | +1                | +1        | +1       | +3        | Take Out the Trash Style          | +2            | +1               |
| 4th   | +2                | +1        | +1       | +4        | Bonus Feat                        | +2            | +2               |
| 5th   | +2                | +1        | +1       | +4        | The Faster the Better             | +3            | +2               |
| 6th   | +3                | +2        | +2       | +5        | Improved Take Out the Trash Style | +3            | +2               |
| 7th   | +3                | +2        | +2       | +5        | Grace Under Fire                  | +4            | +3               |
| 8th   | +4                | +2        | +2       | +6        | Bonus Feat                        | +4            | +3               |
| 9th   | +4                | +3        | +3       | +6        | Greater Take Out the Trash Style  | +5            | +3               |
| 10th  | +5                | +3        | +3       | +7        | Get The Job Done                  | +5            | +4               |

by one die type (for example: *Dynamite would do 2d8 damage rather than 2d6 in the hands of a 9th level Cleaner*).

- **Far Removed:** This is the style of the sniper who kills his victim from a distance. At 3rd level a Cleaner with this style gains Weapon Focus with a sniper rifle of his choice. At 6th level he gains the Far Shot, at 9th Dead Aim or another feat that applies to ranged attacks for which he qualifies.
- **Just a Drop:** Poison has long been used to deal with potential complications, and some Cleaners find it an effect tool today. At 3rd level a Cleaner's respect for poisons has made him extremely cautious around them. A Cleaner with this style takes no risk of exposing himself to poison when applying to a weapon or otherwise readying it for use. At 6th level a Cleaner has built up a tolerance to many poisons, granting him a bonus to all saves against poison equal to one half his level in this class rounded down. At 9th level a Cleaner gains a +4 bonus when using the Craft (*chemical*) skill to prepare poison.
- **Up Close and Personal:** Some problems have to be handled face to face. A Cleaner who chooses this style to take out the trash is a cold-blooded killer who takes care of things with his own two hands. Beginning at 3rd level the Cleaner can make a special Bluff check modified by his Base Attack Bonus to approach a target that is aware of his presence but does not consider him hostile. If the check succeeds the target is considered flat-footed and takes an additional +1d6 points of damage from any attack made by the Cleaner in the following round. At 6th level this damage increases to +2d6. At 9th level on the following round the target is considered helpless against the Cleaner for the purposes of a Coup de Grace.

**Bonus Feats:** At 4th and 8th levels the Cleaner may choose one of the following as a bonus feat: Alertness, Attentive,

Cautious, Confident, Deceptive, Endurance, Iron Will, Improved Initiative, Quick Draw, Stealthy, or Trustworthy.

**The Faster the Better:** Beginning at 5th level the Cleaner's experience allows him to get his job done more quickly than usual. When using the Think Like a Cop class feature the Cleaner's skill checks take less time than usual. Gather Information and Investigation take one half the normal time, Spot and Search become standard actions.

**Grace Under Fire:** Beginning at 7th level the Cleaner may take 10 when called on to make a Concentration check in a stressful situation.

**Get the Job Done:** At 10th level almost nothing can prevent the Cleaner from completing his work, ignoring both sleep and pain if need be. When reduced to 0 hit points or below the Cleaner can make a DC 15 Fortitude Save each round to remain conscious and act normally. If he fails a save at any time he immediately becomes Disabled, regardless of his actual hit points, and on the following round begins Dying. If at any time his hit points are brought below -10 he dies.

Additionally, anytime the Cleaner must remain alert without sleep he may make a DC 15 Will save. If the save is successful he gains the benefit of 8 hours of sleep, including the healing of damage. He can do this over the course of several nights if need be, but takes a -3 penalty on each subsequent night. If he fails the save he must either get the required sleep or become fatigued. If he fails his check two nights in a row he falls asleep for 24 hours+2 hours for each check he made to stay awake whether it was successful or not.

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