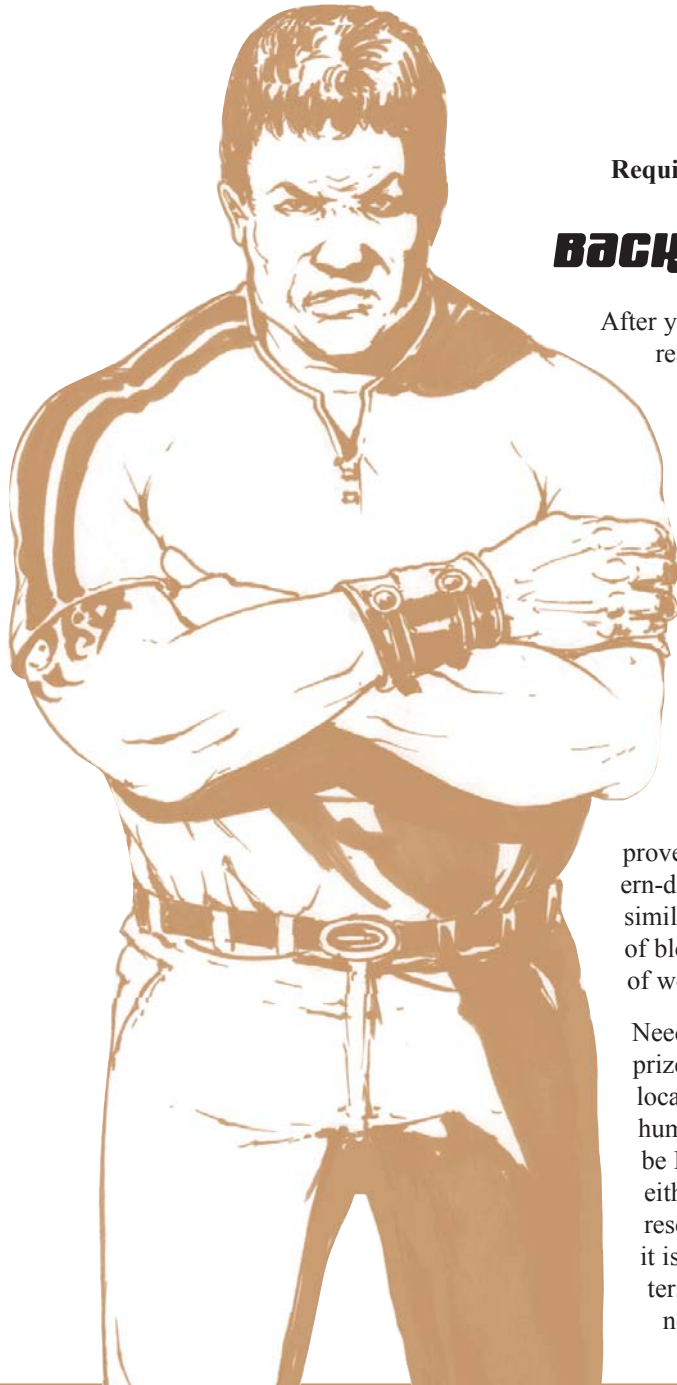




LPJ9805



DEVIL'S WORKSHOP



DAUNTLESS

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

Background:

After years of living an average life, you suddenly realize that something extraordinary has happened; or maybe it has always been this way, but you are just now noticing it. You are nearly indestructible. Falls from great heights result in a few bruises. Auto accidents that would kill test pilots require band-aids, and explosions don't even scratch you.

The Dauntless are an enigma. For generations there have been legends, myths, of heroic figures who seem to be impervious to harm: Achilles, Samson, and Lancelot. However, not even these legends were immortal; all possessed some secret weakness that proved their undoing. The Dauntless are modern-day counterparts to those iconic warriors, similarly able to shrug off all but the most lethal of blows and to survive all but the most horrific of wounds.

Needless to say, this unique ability is much-prized by the globe-trotting adventurer or the local do-gooder. For this reason, even the most humble of individuals who find themselves to be Dauntless often take up extraordinary lives, either as soldiers, law-enforcement officers, rescue-workers, or even vigilantes. Of course, it is not unheard of for less scrupulous characters to possess this ability as well. These nefarious individuals often find gainful

employment with powerful criminal organizations or as freelance muscle and hired killers.

Profile of a Dauntless:

David O' Brian never thought of himself as anything special or out-of-the-ordinary. He'd had the average middle-class American childhood; public school, birthday parties in the park, and sports on the weekends. He always remembered his mom bragging about how he never got sick, or cried like the other kids when they scraped their knees or fell out of the swing set, but he'd never even given it a second thought. Not until half a lifetime later did those idle praises even penetrate his thoughts.

He had gotten his nursing degree from the state university, and worked at the hospital for a couple of years before being asked to participate in the Life-Flight program. Riding with the EMTs on the chopper and darting between the hospital and disasters gave David the adrenaline rush he'd been missing since leaving collegiate athletics. In fact, his new vocation was far more exciting than a national swim meet had ever been. Unfortunately, the job got too exciting one night, only six months into his ride-alongs.

On the way back to the hospital from the site of a devastating train wreck, the helicopter snagged a power line. The pilot instantly lost control as electricity poured through the vehicles frame, shorting out the instruments. In a shower of flames and smoke, the chopper went down in a small thicket of tall trees. The next thing David remembered was sitting on an examin-

PROTOTYPES: DAUNTLESS

ing table, listening to a doctor telling a policeman: “it’s some kind of miracle. He doesn’t even have a scratch that can’t be fixed up with a band-aid. I wish I could say the same for the other five. . . .”

From that day on, David began to realize that he was something special; that he was out-of-the-ordinary. In the months that followed, he quickly found that the only thing that he truly feared was acid. His forearm still bore the scars of his experiments to test his newfound invulnerability. The scars were all the more horrid because they were alone; not even the cuts and burns he’d received in the crash had left any permanent mark.

However, he lacked any real use for this unique ability; he considered it a “handy trick”. Not until the night he was working in the ER, and they brought in Jack, his best friend, the victim of a gang-banger drive-by shooting. Jack made it, but his legs didn’t. When David got off from his shift, he called one of his pals on the P.D. and got the details of the shooting. From there, it wasn’t hard to follow the trail to the thugs’ hangout. The next night, David was waiting for them when they came back from their spree; with six sticks of dynamite strapped to his chest.

Requirements

To qualify to become Dauntless, a character must fulfill the following criteria:

Base Attack Bonus: +3

Skills: Concentration 6 ranks, Spot 6 ranks.

Feats: Brawl or Combat Martial Arts.

Special: Additionally, the Dauntless must also possess the Damage Reduction talent.

Class Information

Hit Die: 1d12

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

Class Skills

The Dauntless’s class skills (*and the key ability for each skill*) are: Climb (*Str*), Concentration (*Con*), Craft (*Mechanical*) (*Int*), Craft (Structural) (*Int*), Drive (*Dex*), Intimidate (*Cha*), Knowledge (*Current Events*) (*Int*), Knowledge (*Pop Culture*) (*Int*), Knowledge (*Streetwise*) (*Int*), Listen (*Wis*), Profession (*Wis*), Sense Motive (*Wis*), Speak Language (*none*), Spot (*Wis*).

Skill Points at Each Level: 6 + Intelligence Modifier.

Class Features

The following features pertain to The Dauntless advanced class:

Unearthly Saves: At 1st Level, The Dauntless is capable of remarkable feats of survival. The character adds his highest Ability Modifier to all of his Saving Throws, instead of the corresponding Ability

Modifier. For example, a Dauntless character with the following stats: 15 Str, 14 Dex, 18 Con, 12 Int, 13 Wis, and 15 Cha, would add +4 to all of his Saves (*Fortitude, Reflex, and Will*) because of the 18 Constitution. Furthermore, any save that allows for 2 damage on a successful roll results in no damage with a successful save.

Weakness: Like Achilles’ heal, Samson’s hair, and Lancelot’s impurity, all Dauntless characters have a fatal flaw; one which nullifies all of their formidable powers of survival. At 1st Level, the Dauntless’ player must select a single weakness. This weakness (*and all forms of attacks which utilize it*) is not affected by the character’s Unearthly Saves, Damage Reduction, and Immunity to Critical Hits abilities. Sample weaknesses include: elements (*specific metals, stones, chemicals*), energy* (*acid, cold, electricity, fire, sonic*), body parts (*specific vulnerable location on the body*), and character flaws (*lust, greed, ego, ambition, rage*).

*If an energy form is chosen as the character’s Weakness, it cannot be one for which the character

DAUNTLESS

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+1	+0	+0	Unearthly Saves, Weakness	+4	+0
2nd	+1	+2	+0	+0	Damage Reduction 4/Weakness	+5	+1
3rd	+2	+2	+1	+1	Danger Sense	+5	+1
4th	+3	+2	+1	+1	Bonus Feat	+5	+2
5th	+3	+3	+1	+1	Damage Reduction 5/Weakness	+6	+2
6th	+4	+3	+2	+2	Immune to Critical Hits	+6	+2
7th	+5	+4	+2	+2	Damage Reduction 6/Weakness	+6	+3
8th	+6/+1	+4	+2	+2	Bonus Feat	+7	+3
9th	+6/+1	+4	+3	+3	Damage Reduction 7/Weakness	+7	+3
10th	+7/+2	+5	+3	+3	Unbreakable	+8	+4

There are only 10 levels to this class

already has a resistance talent.

Damage Reduction: As time goes by, The Dauntless becomes more and more impervious to physical damage. At 2nd, 5th, 7th, and 9th Levels, the character's resistance to injury increases. However, attacks against the character's Weakness are not susceptible to this Damage Reduction.

Danger Sense: At 3rd Level, The Dauntless has lived through enough bad situations to have developed a sixth sense where danger is concerned. This extraordinary ability gives the character a +5 competence bonus on all skill checks to avoid being surprised.

Bonus Feat: At 4th and 8th Levels, The Dauntless gets a bonus feat. The bonus feat must be selected from the following list, and the character must meet all prerequisites of the feat to select it:

Alertness, Archaic Weapon Proficiency, Attentive, Improved Brawl, Streetfighting, Combat Expertise, Confident, Mobility, Heroic Surge, Improved Damage Threshold, Cleave, Renown, Weapon Finesse, Weapon Focus.

Immune to Critical Hits: Upon reaching 6th Level, The Dauntless character is no longer susceptible to extra damage from Critical Hits, save for those made against his specific Weakness. This is an extraordinary ability.

Unbreakable: At 10th Level, The Dauntless is at the peak of his indestructibility. The character may now choose any two talents from the Unbreakable Talent Tree listed under the Tough Hero class on page 25 of the d20 Modern Core Rulebook. Where any of these talent descriptions specify information based upon the Tough class level, substitute the character's Dauntless class level.

Artwork: Jason Walton

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