



LPJ9765

FULL METAL ZERO

PROTOTYPE:

NEMESIS

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

Some people commit evil deeds because of a misguided sense of morality or dedication to a twisted ideology. Others spread corruption and misery for nothing more than personal gain. Still more disturbing are those twisted geniuses who are able to take full advantage of these two extremes. By manipulating the beliefs of others, a Nemesis literally manufactures villainous henchmen to serve their own ends. While lacking in personal conviction themselves, these people have an uncanny talent for recruiting and training henchmen to serve someone else's amoral cause. Nemesis is an

exemplar of the mercenary mindset, a self-serving and untrustworthy player in someone else's game. While he himself is beholden to no one, a Nemesis expects absolute obedience from those in his tutelage.

An expert in observation and training techniques, a Nemesis is both teacher and student. He is always on the lookout for a new technique to add to his repertoire. His ability to instantly learn and duplicate the fighting abilities of his opponents makes this character a deadly and unpredictable



combatant. However, what makes a Nemesis most dangerous is his ability to boost the capabilities of his minions while he stays safely in the shadows.

PROFILE OF A NEMESIS

Most Nemesis begin their careers in spy services and special military units. Others are self-taught criminals and hired guns. They all make their living by training the foot soldiers of crime bosses, dictators and madmen. While a Nemesis is fully capable of doing the dirty work themselves, they are more comfortable allowing their henchmen and trainees handle less demanding tasks. Generally a Nemesis will hold back and save his strength for the most challenging opponents and the most daunting missions.

Requirements

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

Base Attack Bonus: +3

Skills: Knowledge (*tactics*) 6 ranks.

Feats: Either Brawl or Combat Martial Arts, plus Personal Firearms Proficiency.

Special: Nemesis must have a Reputation Bonus of +2.

Class Information

The following information applies to the Nemesis advanced class.

Hit Die

The Nemesis gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

A Nemesis gain a number of action points equal to 5 plus one-half her character level, rounded down, every time he advances a level in this class.

Class Skills

Nemesis's class skills (*and the key ability for each skill*) are:

Bluff (*Cha*), Climb (*Str*), Drive (*Dex*), Escape Artist (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*tactics*) (*Int*), Listen (*Wis*), Read/Write Language (*none*),

Sense Motive (*Wis*), Speak Language (*none*), Spot (*Wis*), Survival (*Wis*).

Skill Points at Each Level: 5 + Intelligence Modifier.

Class Features

The following features pertain to the Nemesis advanced class:

Mimic Combat Style: At 1st level a Nemesis gains the ability to observe another character in combat and learn how to copy his or her fighting abilities. By spending 1 action point and making a Wisdom check (*opposed by a level check made by the target*), the Nemesis can duplicate a combat technique used by another character for a number of rounds equal to his character level. Activating this ability is a full round action. If the Wisdom check is successful, the Nemesis gains the temporary use of a combat technique that the other character possesses. Combat techniques that can be copied include feats (*such as power attack or exotic weapons proficiency*), talents (*such as melee smash*) and special class abilities. If the target being mimicked has a Base Attack Bonus or Defense Bonus that higher than the Nemesis's own, he can choose to mimic that bonus instead. A Nemesis cannot use this ability to mimic supernatural or FX abilities nor can he mimic more than one person at time.

Talent: At levels 2, 5, and 8, the Nemesis may select a talent from either the Manipulator or Taskmaster Talent Trees. As long as the character qualifies, he may select any talent from these two trees. No talent can be selected more than once unless expressly indicated.

Manipulator Talent Tree

Nemesis has a frightening gift for influencing the emotions of others.

- **Brainwashing:** Nemesis has an uncanny ability to warp the minds of his trainees. Anyone who receives instruction from a Nemesis for an extended period of time (*at least 1 week*) risks having his or her free will subverted. The process of brainwashing involves manipulating a subject's beliefs and twisting these ideals to serve the purpose of the Nemesis. The target makes a Will saving throw to avoid the effects of brainwashing. The DC is 10 + Nemesis's class level + Nemesis's Wisdom modifier.

If successful, the brainwashed character's attitude toward the Nemesis improves by one step: hostile turns to unfriendly, unfriendly to indifferent, indifferent to friendly and friendly to helpful. The target must make another saving throw

NEMESIS

Level	Base	Fort Save	Ref Save	Will Save	Special	Defense Reputation	
	Attack Bonus					Bonus	Bonus
1	+1	+0	+2	+0	Mimic Combat Style	+2	+1
2	+2	+0	+3	+0	Talent	+3	+1
3	+3	+1	+3	+1	Bonus Feat	+3	+1
4	+4	+1	+4	+1	Will Crusher	+4	+2
5	+5	+1	+4	+1	Talent	+4	+2
6	+6 / +1	+2	+5	+2	Bonus Feat	+5	+2
7	+7 / +2	+2	+5	+2	Protégée	+5	+3
8	+8 / +3	+2	+6	+2	Talent	+6	+3
9	+9 / +4	+3	+6	+3	Bonus Feat	+6	+3
10	+10 / +5	+3	+7	+3	Taste of Your Own Medicine	+7	+4

each week that he is in regular contact with the Nemesis. Each time that the target fails his Will save, his attitude toward the Nemesis continues to improve. Anyone whose attitude toward the Nemesis becomes helpful is completely brainwashed and will aid his or her new master to the best of his or her abilities. A brainwashed character receives a bonus on all attack and damage rolls, saving throws and skill checks whenever he or she is attempting to obey a direct order from the Nemesis. This bonus is equal to the Nemesis's class level.

Prerequisite: Inside Your Head, Silver Tongue

- **Inside Your Head:** Nemesis knows how to read another person in order to get a feel for what makes them tick. By seeming to engage in casual conversation, he probes his subject for psychological weaknesses and carefully hidden fears. To initiate this talent, the Nemesis must spend a full round talking to the subject. Afterwards, the Nemesis can choose to substitute his Wisdom modifier in place of his Charisma modifier when making Charisma-based skill checks relating to this subject.
- **Silver Tongue:** Nemesis is an accomplished liar who knows how to gain someone's trust quickly. With this talent, he applies his Nemesis level as a bonus to any checks he makes using the skills Bluff and Gather Information.

Taskmaster Talent Tree

Nemesis is an expert at training others in the techniques of espionage and criminal endeavors.

- **Combat Drill:** Nemesis can quickly boost the combat abilities of up to six other characters with a crash course in martial techniques. By dedi-

cating a full eight-hour session to training and drills, the Nemesis can grant the affected characters a +2 bonus to all attack and damage rolls. These bonuses last for the duration of the next combat in which the characters participate.

- **Defensive Drill:** Nemesis can quickly boost the defensive abilities of up to six other characters with a crash course in defensive fighting. By dedicating a full eight-hour session to training and drills, the Nemesis can grant the affected characters a +2 bonus to Defense and a +2 bonus to all saving throws. These bonuses last for the duration of the next combat in which the characters participate.
- **Practice Dummies:** Nemesis uses his position as a trainer for hire to hone his melee combat abilities. Having a large pool of trainees to beat up on helps him sharpen his martial skills. Nemesis gains a +1 bonus on all melee attack rolls and a +1 bonus to Defense against melee attacks and attacks performed with primitive ranged weapons. This talent can be taken multiple times, its effects stack.
- **Strategic Guidance:** Nemesis can guide his allies, students, and henchmen in combat and encourage them to use strategic thinking during a mission. By making a Wisdom check (*DC 16*) he can grant all friendly characters within reach of his voice a +4 bonus to all ability or skill checks. This bonus stays in effect for 10 rounds.
Prerequisite: Either Combat Drill or Defensive Drill

Bonus Feat: At 3rd, 6th, and 9th levels, the Nemesis gets a bonus feat. The bonus feat must be selected from the following list, and the character must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Agile Riposte, Archaic Weapons Proficiency, Blind-Fight, Burst Fire, Deceptive, Improved Brawl, Improved Combat Martial Arts, Renown, Weapon Focus.

Will Crusher: When a Nemesis beats you at something, he makes sure that you know it. At 4th level, the Nemesis learns to break down the resolve of a defeated opponent with taunts and humiliation. Whenever the character bests someone (*either by defeated them in combat, winning a contest or succeeding at an opposed skill check*) that character will automatically suffer a -2 penalty to Will saving through against fear and level checks to resist Intimidation whenever he or she is in the presence of the Nemesis. This affected character suffers a cumulative -2 penalty to Will saves and level checks for each time that the Nemesis bests him or her at something.

Protégée: At 7th level, the Nemesis's contacts allow him to begin recruiting and training apprentices who are loyal to him alone. Each apprentice that the character gains is an NPC that is created as a Strong, Fast, or Tough Hero of the appropriate level. The number and level of apprentices that a character gains from this ability is determined by calculating the Nemesis's recruiting score and consulting the chart below. To calculate a character's recruiting score, add the following numbers (*character level + Reputation Bonus + Charisma Bonus*). As a character's recruiting score increases, he or she gains access to a higher number of apprentices and recruits new candidates to fill those spots.

Recruiting Score	Apprentices by Level			
	1st	2nd	3rd	4th
15-16	1	--	--	--
17-18	2	--	--	--
19-20	2	1	--	--
21-22	3	1	--	--
23-24	4	2	1	--
25+	6	3	2	1

Taste of Your Own Medicine: At 10th level a Nemesis gains the ability to reciprocate against an opponent to deals damage to him with a combat maneuver or special attack. By spending 1 action point, a Nemesis can duplicate an attack action that had caused damage to him within the previous round. Nemesis makes his attack with the same attack bonus as the opponent who struck him and the attack deals the same amount of damage as the maneuver or ability that was used in the original attack. This ability cannot be used to mimic supernatural or FX abilities.

NEW FEATS

copycat

You can observe and imitate the skills of others.

Prerequisite: Intelligence 15

Benefit: You can temporarily gain ranks in a skill by watching that skill being performed by another character. To use this feat you must spend a full round observing another character as he or she makes a successful skill check (*for skills that require more than one round to perform, you must be able observe the character uninterrupted for the entire time*). The skill being imitated must be primarily physical in nature. Skills that can be copied include any skill that uses Strength or Dexterity as its key ability. The skills Demolitions, Disable Device, Forgery, Perform, Repair and Treat Injury can also be copied.

After observing another character successfully perform the skill in question, you must make an Intelligence check (*DC 10 + the number of ranks the target has in the skill*). If the check is successful, you gain a number of temporary skill ranks equal to the number of ranks that the target has in the skill being copied. You may use these temporary skill ranks to perform actions similar to the one(s) that you observed. These temporary skill ranks last for 10 minutes.

Drill Instructor

You are practiced at military training techniques.

Benefit: You get a +2 bonus on all Intimidate checks and Knowledge (*tactics*) checks.

Strength of Will

You can draw upon your determination and mental toughness to aid in physical activities.

Prerequisite: Heroic Surge

Benefit: You can exert yourself to perform feats of Strength that are beyond your normal abilities. Whenever you spend 1 action point to improve the result of a d20 roll relating to a Strength check or Strength based skill check, you can add your Wisdom modifier as a bonus to the d6 roll.

War of Wills

Your mind keeps fighting long past the point that your body gives out.

Prerequisite: Iron Will

Benefit: Whenever you fail an opposed skill check or ability check (*such as during a grapple*), you can attempt to force a draw by making a Will saving throw ($DC 10 + \text{target's Will save bonus}$). If this saving throw is successful, then the result of the original skill check or ability check is thrown out. Both you and your opponent continue struggling for the duration of the current round since neither of you can gain the upper hand.

Written by David Caffee

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