



LPJ9801



DEVIL'S WORKSHOP

# PROFESSIONAL KILLER

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

## Background:

Who can you call when blackmail and intimidation have failed? The morally bankrupt, cold as ice, Professional Killer. The hired gun is a master of dealing quick lethal blows. Their training in anatomy, stealth and poison enable them to carry-out lethal strikes with unbelievable precision.

They have to be experts in reconnaissance as well. Watching the target, sometimes for weeks, before finally making a move.

Knowing everything about the target is critical. Once inside the target's head, the Professional Killer knows exactly how the target will act in any situation.

Hiring a Professional Killer to ice someone is all the rage.

## Profile of a Professional Killer

They call him Slate. He has spent his life killing people for a living, but you'd never guess it from looking at him. He looks like your high school history teacher with that stupid bow tie with mismatched shirt and pants.

He's bald with a gaunt face. He's one of those guys that could make out at the

carnie. You know that booth where they guess your age? No clue by looking at him, 20 something, 30 something, 40 something, I can't tell, but the guy says he's pushin 40. The guy seems pleasant enough, and if you're a desperate chick he might be good looking. But his expression is, well, uninviting.

The guys got this annoying habit of playing with rubber bands. Stretching them snapping them, whatever. As long as he's got one in his hand he seems at peace.

"I started out in drugs. Not using ya know. Dealing them. Selling. The money was decent and the hours were okay, but I got the itch. I needed more dough and there were 2 ways to get it; sell more drugs or start taking some "pop" jobs. Well more drugs means more trouble with suppliers and killing seemed easy enough. Next thing ya know I'm killing cheating husbands and slut wives. Hey no job to big, no job to small, right? There was this baby one time. Yeah senator's kid. It was easy. Slip in, put the gun to the kid's head and pull the trigger. Big, little, young old, they all die the same. Less blood with the little kids though."

## Requirements

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

**Base Attack Bonus:** +2.

**Skills:** Sleight of Hand 6 ranks, Tumble 6 ranks, Gather Information 6 ranks.

**Feat:** Personal Firearms Proficiency.

## class information

**Hit Die:** 1d6

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

## class skills

The Professional Killer's class skills (*and the key ability for each skill*) are: Climb (*Cha*), Concentration (*Con*), Demolitions (*Int*), Disguise (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Listen (*Wis*), Move Silently (*Dex*), Profession (*Wis*), Slight of Hand (*Dex*), Spot (*Wis*), Tumble (*Dex*).

**Skill Points at Each Level:** 6 + Int modifier.

## class features

The following features pertain to the Professional Killer advanced class.

**Weapon Focus:** At 1st level, a Professional Killer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Professional Killer must choose a specific personal firearm.

The Professional Killer adds +1 to all attack rolls you make using the selected personal firearm.

**Far Shot:** At 2nd level, a Professional Killer gains the Far Shot class feature, providing the benefit of the feat with the same name. When the Professional Killer uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the Professional Killer throws a weapon, its range increment is doubled.

**Bonus Feats:** At 3rd, and 6th level, the Professional Killer gets a bonus feat. The bonus

feat must be selected from the following list, and the Professional Killer must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

**Without a Trace:** At 4th level, when a Professional Killer uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a -4 penalty.

**Defensive Position:** Starting at 5th level, the Professional Killer gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

**Lightning Shot:** Starting at 7th level, a Professional Killer can make a flurry of ranged attacks with a per-

sonal firearm at the expense of accuracy. With a lightning shot, the Professional Killer may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

**Sharp-Shooting:** At 8th level, if the Professional Killer uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

**Greater Weapon Focus:** At 9th level, a Professional Killer receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

**Bullseye:** At 10th level, a Professional Killer becomes so adept at using the firearm to which he or

## PROFESSIONAL KILLER

| Class Level | Base         |           |          |           | Special              | Defense Bonus | Reputation Bonus |
|-------------|--------------|-----------|----------|-----------|----------------------|---------------|------------------|
|             | Attack Bonus | Fort Save | Ref Save | Will Save |                      |               |                  |
| 1st         | +0           | +0        | +1       | +1        | Weapon Focus         | +1            | +0               |
| 2nd         | +1           | +0        | +2       | +2        | Far Shot             | +1            | +0               |
| 3rd         | +2           | +1        | +2       | +2        | Bonus feat           | +2            | +1               |
| 4th         | +3           | +1        | +2       | +2        | Without a Trace      | +2            | +1               |
| 5th         | +3           | +1        | +3       | +3        | Defensive Position   | +3            | +1               |
| 6th         | +4           | +2        | +3       | +3        | Bonus feat           | +3            | +2               |
| 7th         | +5           | +2        | +4       | +4        | Lightning Shot       | +4            | +2               |
| 8th         | +6           | +2        | +4       | +4        | Sharp-Shooting       | +4            | +2               |
| 9th         | +6           | +3        | +4       | +4        | Greater Weapon Focus | +5            | +3               |
| 10th        | +7           | +3        | +5       | +5        | Bullseye             | +5            | +3               |

*There are only 10 levels to this class*

she has applied Weapon Focus and Greater Weapon Focus that the Professional Killer's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Professional Killer can spend 1 action point to deal +3d6 points of damage.

**Artwork: Jason Walton**

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