



A d20 Modern Advanced Class

The Displaced

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

D20 MODERN

Background:

You don't know where you are, or how you got here. Everything is so strange and new; terrifying and beautiful at the same time. Before you can even find your bearings, you are caught up in a frantic struggle for survival and freedom; hunted by things you don't even know for reasons you don't understand. While your heart and mind scream out for home and the familiar, something deep inside you quietly whispers, "this is where I am supposed to be."

The Displaced is not only someone who has rudely been snatched from their own world or environment and callously hurled into a dangerous new one; he or she is a unique individual who not only survives the transition, but actually thrives on it. Although the Displaced may have been a successful person in his or her own world, true fame and glory await in the new one. This destiny won't come easy, however; the perils of an outsider and a stranger are grave, and the path to success long and arduous. As dangerous and threatening as external adversities may be, the inner struggle against homesickness, loneliness, and despair can be even worse.

Profile of someone displaced:

Jami had looked forward to July all semester. Finally, after five years of undergraduate classes, and a year and a half of grad school, she was getting the chance to go on an honest-to-gosh international archaeological dig. What made it even better was that it was actually in her focus; Mezo-American Indian studies. They were going to uncover a newly-discovered site in the rainforest of Brazil.

The flight, the bus trip, and the six-mile hike into the jungle were all blurs in Jami's memory. All she could remember was the awe and excitement when the foliage parted and she first laid eyes on the millennia-old pyramid, towering sixty feet into the sky. How could this have remained undiscovered for so long, she'd wondered. She hadn't had long to ponder on this, or much else, as she and the other grad students were quickly herded up and put to work. The government was only allowing the excavation of the site for



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three more months; after that, developers were going to come in and bulldoze the pyramid and its surrounding structures to the ground in order to continue their logging operations.

Jami had spent almost six weeks at the site before they found the chamber. After closer inspection, they had realized that the exposed sixty feet of the pyramid was actually only the top two-thirds of the original structure. With the deadline looming large in everyone’s minds, the project director had decided to intensify the dig at the pyramid’s base, in hopes of uncovering more information about this heretofore unknown civilization. The chamber was in the exact center of the eastern side, on the bottom floor. Inside, there was nothing but an empty closet-sized room decorated from floor to ceiling with colorful pictograms and obscure hieroglyphs. Jami had been assigned to photograph, copy, and attempt to translate the room while everyone else went back to other objectives.

Two days later, she realized she had done her job too well. While working late into the predawn hours, Jami had made the connection between one of the glyphs and an early Incan symbol for “gate” or “door”. From there, she was able to find other correlations to Mayan, Incan, and even Aztec symbology; indicating that these other civilizations were somehow descended from, or influenced by this newly discovered one. Her translations also revealed the purpose of the chamber: it was a gateway between worlds. By translating the last symbol, she unknowingly activated it. In a blinding flash, she was transported across the cosmos to a new and alien world.

Stunned by the process, Jami came to her senses to find herself sprawled on a beach of violet-colored sand on the edge of an emerald sea. The faint crescents of twin crimson moons hung above the horizon as azure clouds scudded across a golden sky. In the distance, she could see three figures mounted on huge saurian shapes rapidly approaching her from the burgundy tree-line. She didn’t know where she was, or who they were, but she had a feeling she didn’t want to find out. Grabbing her pack, she stood and took off at a dead sprint down the beach, silently

thanking her ex-boyfriend for getting her hooked on long-distance running; that was one more skill she was going to need if she ever hoped to get back home again.

requirements

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

Skills: Diplomacy 6 ranks, Gather Information 6 ranks.

Feats: Attentive, Confident.

Special: Additionally, the character must have been recently relocated from his or her own world, time, dimension, etc.

class information

Hit Die: 1d8

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

class skills

The Displaced’s class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Computer Use (*Int*), Concentration (*Con*), Craft (*Chemical, Electrical, Mechanical, Pharmaceutical, Structural, or Writing*) (*Int*), Diplomacy (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Investigate (*Int*), Knowledge (*Any*) (*Int*), Listen (*Wis*), Profession (*Wis*), Read/Write Language (-), Research (*Int*), Search (*Int*), Sense Motive (*Wis*), Speak Language (-).

Skill Points at Each Level: 7 + Intelligence Modifier.

class features

The following features pertain to The Displaced advanced class:

Adaptive Learning: At 1st level, the Displaced character has the ability to pick things up quickly about his or her new surroundings. The player may choose 2 new Skills to become

DISPLACED

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Adaptive Learning, Keen-Eyed	+0	+2
2nd	+1	+0	+2	+3	Bonus Feat	+1	+2
3rd	+2	+1	+2	+3	Conceal Motive	+1	+2
4th	+3	+1	+2	+4	Adaptive Learning	+1	+3
5th	+3	+1	+3	+4	Bonus Feat	+2	+3
6th	+4	+2	+3	+5	No Sweat	+2	+3
7th	+5	+2	+4	+5	Adaptive Learning	+2	+4
8th	+6/+1	+2	+4	+6	Bonus Feat	+3	+4
9th	+6/+1	+3	+4	+6	Renown	+3	+4
10th	+7/+2	+3	+5	+7	Cohort	+3	+5

There are only 10 levels to this class

permanent Class Skills. At 4th and 7th levels, the Character gains this ability again, each time giving him or her 2 new Class Skills.

Keen-Eyed: At 1st level, the Displaced character has the instincts necessary to pick up on little things that could make a big difference later on. The player chooses three of the following skills: Investigate, Knowledge (*Current Events*), Knowledge (*Popular Culture*), Knowledge (*Streetwise*), Research, Sense Motive, Search, or Spot. From this point on, the Displaced receives a +2 competence bonus to all skill checks involving the specified skills.

Bonus Feats: At 2nd level, and again at 5th and 8th levels, the Displaced receives a bonus feat. The feat must be selected from the following list, and the character must meet all of the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armor Proficiency (*light*), Armor Proficiency (*medium*), Creative, Deceptive, Educated, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Iron Will, Studious, Trustworthy.

Conceal Motive: At 3rd level, the Displaced has become skilled at using his alien nature to confuse the natives. He gets to add a bonus equal to his Displaced level whenever he opposes a Sense Motive check.

No Sweat: At 6th level, whenever the Displaced spends 1 Action Point to improve the result of a die roll, he rolls an additional 1d6. He can then select the highest die roll to add to his d20 roll.

Renown: By 9th level, the Displaced has gained a level of notoriety in his newfound home, and his name is known outside of his own sphere of influence. The character receives the Renown feat for free.

Cohort: At 10th level, the character has become so famous, and his deeds legendary, that he attracts a group of followers. Upon reaching 10th level, the player makes a level check and consults the following table:

Level Check Result	Followers
15 or lower	1d4 2nd level ordinaries.
16-20	1d6 4th level ordinaries and 1 6th level ordinary.
21-25	2d6 6th level ordinaries and an 8th level hero character.
26-30	3d6 6th level ordinaries and 1d4 8th level hero characters.

This roll is made one time, when the character first gains the level, but the followers may show up all at once, in a group, or file in as individuals over time. This is ultimately left up to the GM. Remember that these followers are attracted by the character's reputation, but it is his responsibility and force of personality that will make them stay.

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