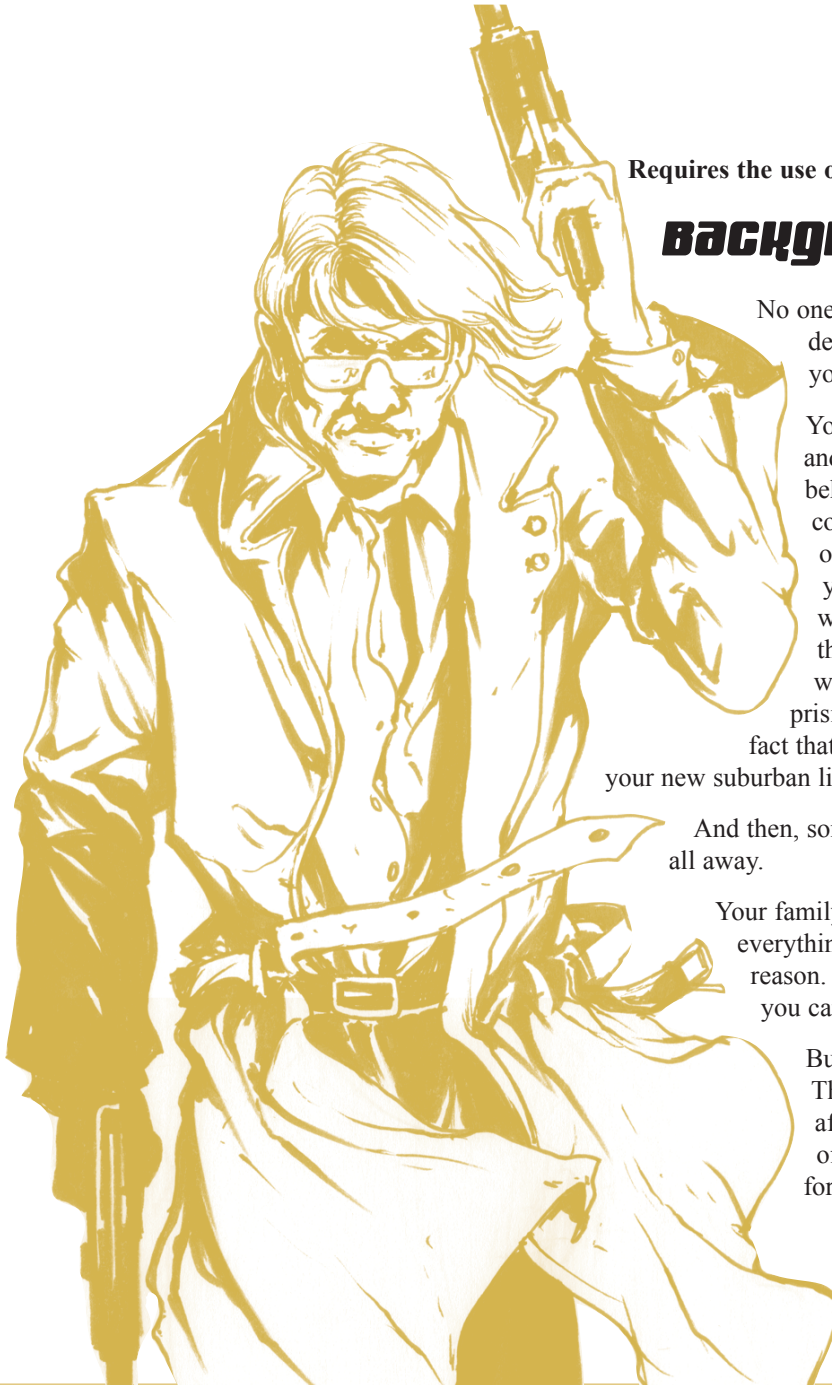




LPJ9802



DEVIL'S WORKSHOP



THE WRONGED

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

Background:

No one - no matter their crimes - deserves to suffer the injustice you have.

You had finally gotten out, free and clear. You had put The Life behind you; all of the crime, the corruption, the violence was over. You were settling down to your small piece of the pie; the wife, the kid, the house, even the dog in the fenced-in yard, were all finally yours. Most surprising of all, however, was the fact that you were actually happy with your new suburban lifestyle.

And then, some sorry son-of-a-bitch took it all away.

Your family, your career, your identity, everything; all gone, for no apparent reason. At least no good reason that you can think of.

But they made one mistake. They left you breathing. Now, after months, or even years, out of the picture, it's finally time for some payback.

Profile of someone wronged:

Joe Sowers had been the wheel man. He'd always been the wheel man for as long as anyone in the crew could remember. He was good; no, he was the best. But after six years and countless scores, he'd gotten it into his head that he was gonna retire. He'd met some broad a while back, and let her fill his head with all kinds of stories of some suburban Shangra La. And for weeks, that's all he talked about: buying a house, getting a day-job, making and raising babies; becoming a "member of society". Then, the night before we hit Union Federal, he decides to tell us that it's his last job.

He was right. The guys didn't take to the idea very well; they didn't trust that he'd just go away and forget our names and our rap sheets. So they -- and I mean we -- decided to make sure that he wouldn't become a future headache. When we hit U.F., we left our man, Joe, behind, a slug in the back, and the gun that had popped a rent-a-cop in his hand. The next night, me and some of the other guys decided that Joe's girl was a threat, too. So we went over and took care of her, permanent-like. On the way out, I noticed a home pregnancy test in the trash and a bottle of champagne on the table. Guess Joe was closer to that 2.5 kids than he thought.

The reason I'm tellin' ya all this is because that was four years ago, and two nights ago, a couple o' guys from the old crew got whacked. And I mean whacked; there was so much blood in that place it looked like a friggin' slaughterhouse. It got me thinkin', so's I checked up on Joey, and guess what? He got out of the pen a week ago. Now, I ain't no genius, but I can put two and two together.

Requirements

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

Base Attack Bonus: +3

Skills: Gather Information 6 ranks, Intimidate 6 ranks, Streetwise 6 ranks.

Feats: Personal Firearms Proficiency, and either Brawl or Combat Martial Arts.

Special: Additionally, the character must have been double-crossed by someone trusted, been left for dead, or had their dearest loved-one(s) murdered.

Class Information

Hit Die: 1d10

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

Class Skills

The Wronged's class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Concentration (*Con*), Craft (*Chemical, Electrical, Mechanical, or Structural*) (*Int*), Demolitions (*Int*), Disable Device (*Int*), Disguise (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*Current Events, Streetwise, Tactics*) (*Int*), Move Silently (*Dex*), Profession (*Wis*), Read/Write Language (-), Sense Motive (*Wis*).

Skill Points at Each Level: 6 + Intelligence Modifier.

Class Features

The following features pertain to The Wronged advanced class:

The Reckoning: When facing those responsible - either directly, or by association - for the injustice suffered by The Wronged character, the character adds his Wronged character level to his Defense, and to all Attack and Damage rolls. Therefore, a 5th Level Wronged character would get a +5 bonus to defense, and +5 to attack and damage rolls when facing off against his sworn enemies.

Surprised to See Me?: At 1st Level, The Wronged gains a +4 bonus to Initiative and Surprise checks against those responsible for the crimes against him or her. Later, this ability applies to any enemy that has seemingly witnessed The Wronged character die (which can be quite frequent with the use of Hate That Fuels Me, and Cheat Death abilities).

Bonus Feats: At 2nd, and every even-numbered level thereafter, The Wronged 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, Blind-Fight, Combat Expertise, Combat Reflexes,

Confident, Endurance, Focused, Frightful Presence, Great Fortitude, Heroic Surge, Improved Damage Threshold, Iron Will, Lightning Reflexes, and Toughness.

Hellbent: At 3rd level, The Wronged gains a +2 bonus to all Will Saves. This stacks with any and all other bonuses to Will Saves, such as the Iron Will Feat.

Hate That Fuels Me: At 5th level, The Wronged gains the extraordinary ability to spontaneously recover from superficial wounds once per day. By spending one Action Point, the character regains a number of lost Hit Points equal to his Charisma Modifier x d6. For example, a Wronged character with a Charisma Modifier of 4, could regain 4d6 Hit Points through the use of this ability. At 9th level, the character is able to do this up to twice a day.

Cheat Death: At 7th level, The Wronged character gains the extraordinary ability to stabilize after effectively dying. Once per game session, if The Wronged character is reduced to -10 Hit Points or less, he may

THE WRONGED

Class Level	Base			Will Save	Special	Defense		Reputation Bonus
	Attack Bonus	Fort Save	Ref Save			Bonus	Bonus	
1st	+0	+1	+0	+1	The Reckoning, Surprised?	+1	+1	
2nd	+1	+2	+0	+2	Bonus Feat	+2	+1	
3rd	+2	+2	+1	+2	Hellbent	+2	+1	
4th	+3	+2	+1	+2	Bonus Feat	+3	+2	
5th	+3	+3	+1	+3	Hate That Fuels Me	+3	+2	
6th	+4	+3	+2	+3	Bonus Feat	+3	+2	
7th	+5	+4	+2	+4	Cheat Death	+4	+3	
8th	+6/+1	+4	+2	+4	Bonus Feat	+4	+3	
9th	+6/+1	+4	+3	+4	Hate That Fuels Me 2x a day	+5	+3	
10th	+7/+2	+5	+3	+5	Bonus Feat	+5	+4	

There are only 10 levels to this class

spend one Action Point to gain a +5 bonus to an attempt to stabilize one round after death. If this roll is successful, the character stabilizes at -9 Hit Points, and immediately begins to heal normally. If the character still has access to a Hate That Fuels Me roll, he may do so on the following round.

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