



A d20 Modern Advanced Class

Troubleshooter

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

D20 MODERN

Background:

You don't always go looking for trouble, but, for some unknown reason, you have a special gift for finding it. Or, more times than not, it finds you.

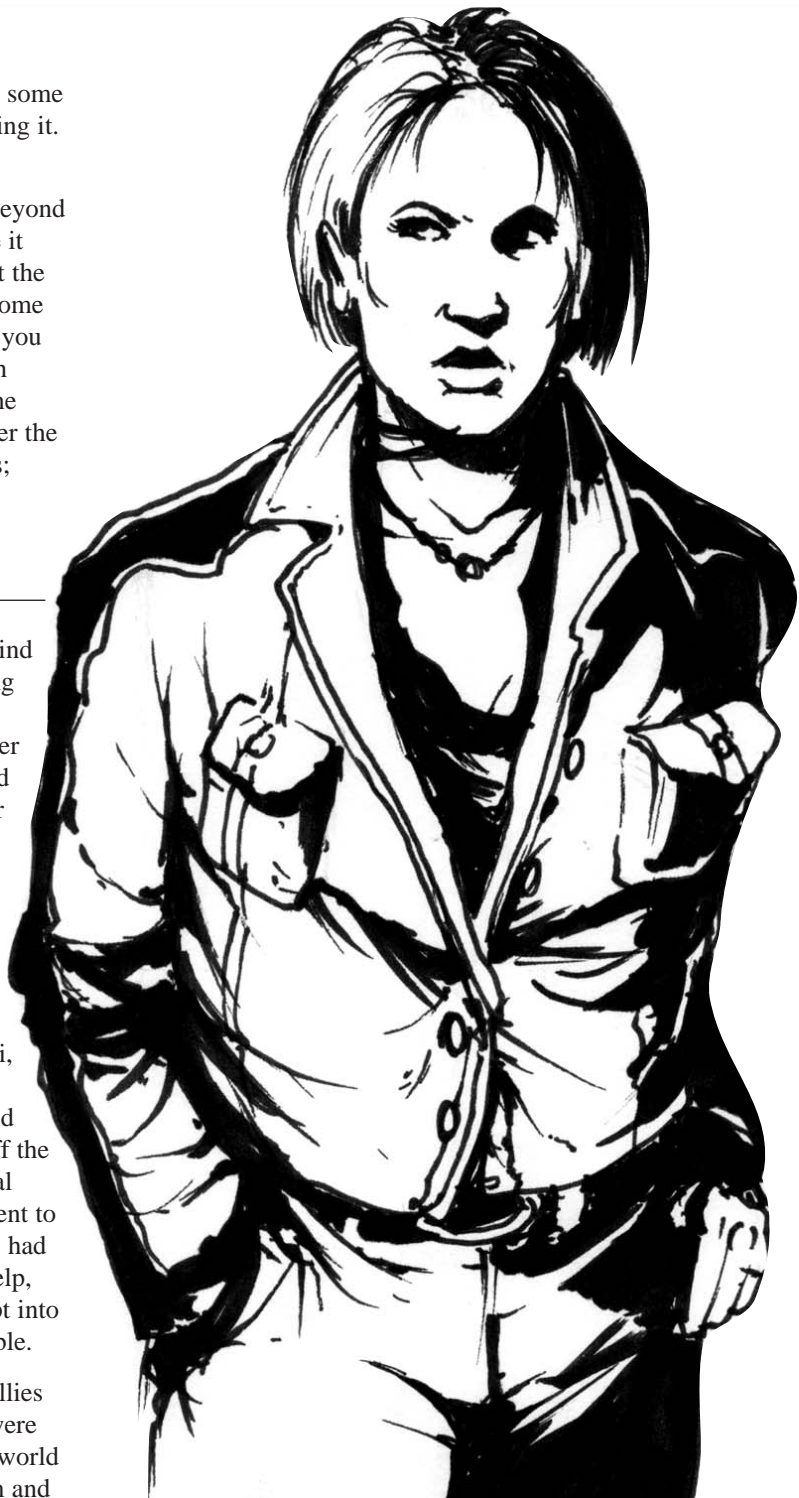
However, no matter how bad it gets, you know beyond all doubt that you are the only one that can make it better. You are the right person for the job, at just the right time. Your confidence and self-assurance, some say, are just so much bravado and trash-talk; but you know the truth. You can back your words up with action; you can walk the walk, so why not talk the talk? Not only do your bold words serve to bolster the courage of your allies and infuriate your enemies; deep down, you know they are the truth.

Profile of a Troubleshooter:

John Irwin was the kind of guy that didn't take anything off of anybody; ever. He was also the kind of guy who could never stay in one place too long without feeling trapped. Because of these two character traits, the life of an over-the-road trucker appealed to him; he was always on the move, and he never had a boss looking over his shoulder or breathing down his neck. A surprising bonus to this lifestyle was that he made a lot of friends all over the country, with whom he never spent enough time to rub the wrong way. Because, John knew, after a while, he always rubbed everyone the wrong way.

In little Italy, one of these friends was Paul Bachi, the owner of a small locally-popular authentic Italian restaurant and bistro. As John's luck would have it, Paul's younger brother, Antonio, fresh off the plane from the homeland, was snatched by a local gang while John was in town delivering a shipment to the restaurant. Knowing that Paul and his friends had no chance of getting Antonio back without his help, John "reluctantly" agreed to lead a rescue attempt into the hideout of the Comedians, the gang responsible.

In the course of the foray, John, Paul, and their allies uncovered the truth about the Comedians: they were merely the lowest-level servants of a cult of old-world Italian black magicians that found occult wisdom and



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supernatural power in the Divine Comedy of Dante Alighieri, and that they were committing kidnappings all over the city in order to collect “souls” to recreate the Inferno as part of some diabolical ritual. Although John Irwin and his friends were able to rescue over a dozen prisoners, Paul’s brother was not one of them. Antonio had been taken to The Dark Church, the underground haven of the cult, itself.

After regrouping and gathering reinforcements from the Seraphim, a rival gang in the neighborhood, John hefted his double-weight baseball bat, checked the magazine on his newly-acquired Tech-9, and looked confidently over his small army. He had been repeatedly warned of the supernatural powers of the cult, and of the horrors they may encounter upon entering the Dark Church. His only reply, “Screw them sons o’ bitches, that’s just the way that shit is.”

Requirements

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

Base Attack Bonus: +2

Skills: Bluff 6 ranks, and Gamble 6 ranks.

Feat: Confident.

Class Information

Hit Die: 1d10

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

Class Skills

The Troubleshooter’s class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Climb (*Str*), Drive (*Dex*), Escape Artist (*Dex*), Gamble (*Wis*), Gather Information (*Cha*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*Current Events, Streetwise, Pop Culture*) (*Int*), Profession (*Wis*), Search (*Wis*), Sense Motive

(*Wis*), Sleight of Hand (*Dex*), Speak Language (-), Swim (*Str*), Tumbe (*Dex*).

Skill Points at Each Level: 5 + Intelligence Modifier.

Class Features

The following features pertain to the Troubleshooter advanced class:

“It’s All In The Reflexes”: At 1st Level, the Troubleshooter receives the Lightning Reflexes and Dodge feats for free.

“The Check Is In The Mail”: At 2nd Level, the Troubleshooter gains a +2 morale bonus on all Bluff, Diplomacy, and Gamble skill checks.

Bonus Feats: At 3rd, 6th, and 9th Levels, the Troubleshooter receives a bonus feat. This feat must be selected from the following list, and the character must meet all of the prerequisites of the feat to select it.

Athletic, Blind Fighting, Brawl, Improved Brawl, Knockout Punch, Streetfighting, Combat Reflexes, Agile Riposte, Mobility, Focused, Heroic Surge, Improved Initiative, Iron Will, Personal Firearms Proficiency, Advanced Firearms Proficiency, Renown, Toughness, Vehicle Expert, Force Stop.

“Son Of A Bitch Must Pay”: At 4th Level, the Troubleshooter gains the extraordinary ability to single-mindedly pursue a specific target, even if he has lost sight of the person.

Essentially, this ability allows the Troubleshooter to make Survival skill checks, with a +4 morale bonus, as if he had the Track feat in order to follow a specified target. This ability can only be activated on a single target one time per day, and has a duration in hours equal to the character’s Troubleshooter class level.

“...If We’re Not Back By Dawn, Call The President”: At 5th Level, the Troubleshooter’s innate confidence and overt bravado inspire courage in his associates, giving them a +2 morale bonus

TROUBLESHOOTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	"It's All In The Reflexes"	+1	+0
2nd	+1	+0	+0	+3	"The Check Is In The Mail"	+2	+0
3rd	+1	+1	+1	+3	Bonus Feat	+2	+1
4th	+2	+1	+1	+4	"Son Of A Bitch Must Pay"	+3	+1
5th	+2	+1	+1	+4	"... If We're Not Back By Dawn, Call The President"	+4	+1
6th	+3	+2	+2	+5	Bonus Feat	+4	+2
7th	+3	+2	+2	+5	"Everybody Relax; I'm Here"	+5	+2
8th	+4	+2	+2	+6	"I Feel Kind Of Invincible"	+6	+2
9th	+4	+3	+3	+6	Bonus Feat	+6	+3
10th	+5	+3	+3	+7	"Shake The Pillars Of Heaven"	+7	+3

There are only 10 levels to this class

to all Will Saves against fear effects and Intimidation skill checks.

“Everybody Relax; I’m Here”: At 7th Level, the Troubleshooter’s presence and leadership abilities bestow a +1 morale bonus to all allies within sight on attack rolls, initiative checks, and saving throws. This extraordinary ability requires the expenditure of one action point per round that the bonuses are to be active. Where applicable, the benefit of this ability stacks with that of “...If We’re Not Back By Dawn, Call The President”.

“I Feel Kind Of Invincible”: At 8th Level, the Troubleshooter “can see things no one else can see, do things no one else can do”. By spending an action point to activate this extraordinary ability, the Troubleshooter gains a +2 morale bonus on all d20 rolls for a number of rounds equal to his character class. This class feature can only be used once per day.

“Shake The Pillars Of Heaven”: Upon reaching 10th Level, the Troubleshooter is more likely to determine the outcome of uncertain events. From this point on, whenever he uses an action point to alter a d20 roll, he uses d8s instead of d6s. Additionally, by spending 2 action points at the beginning of his first action in a group encounter, he is able to extend this ability to all of his allies within sight for the duration of the encounter.

Artwork: Jason Walton

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