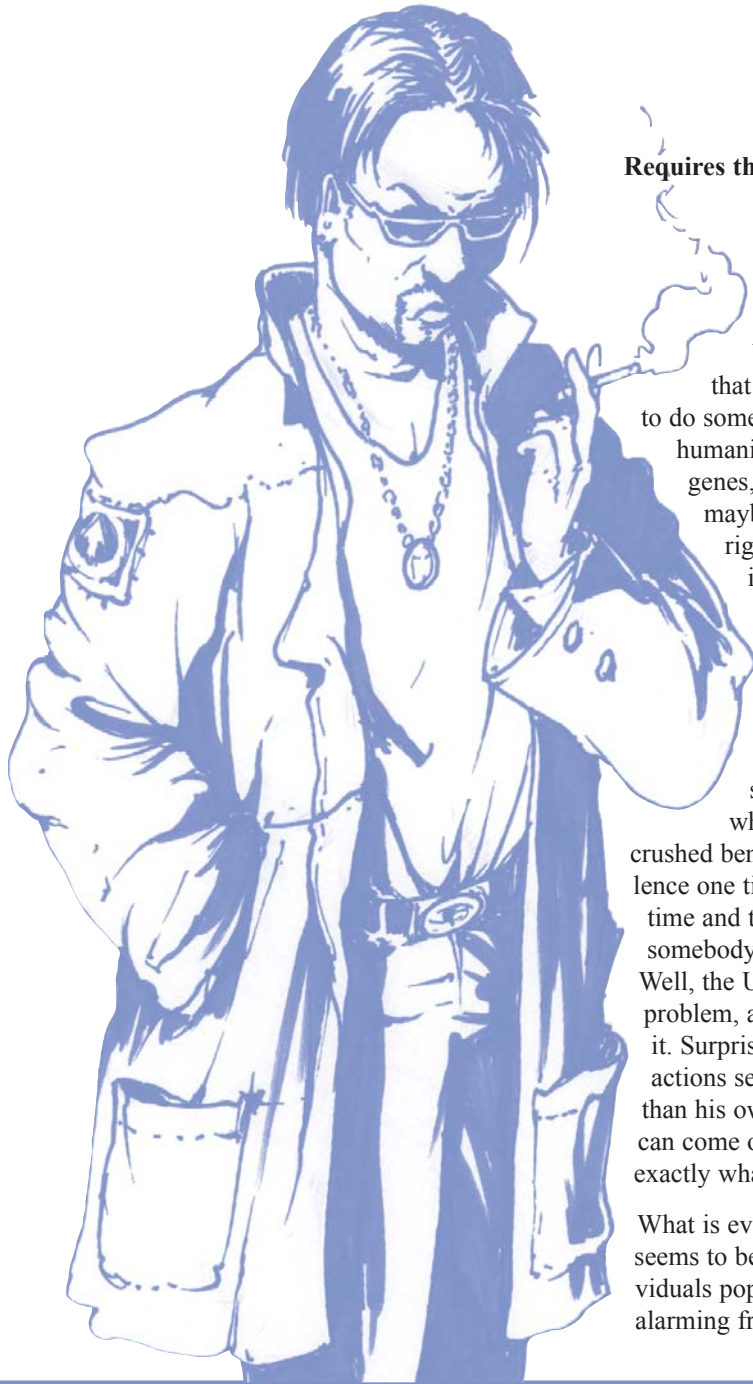




LPJ9804



DEVIL'S WORKSHOP



URBAN SAINT

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

Background:

You don't know why, but it seems that some Higher Power has tapped you to do some housecleaning in the cess pools of humanity: the big cities. Maybe it's in your genes, maybe it's in your personality, or maybe you just happened to be in the right place at the right time. Whatever it is, you suddenly have a knack for tracking down bad guys and taking them down. Hard.

The Urban Saint isn't a hell-bent vigilante motivated by vengeance and consumed by hate. Instead, he or she is a warm, loving human being who has seen his or her fellow man crushed beneath the heels of corruption and violence one time too many. Everyone has said it time and time again: "It's not my problem; somebody else should do something about it." Well, the Urban Saint has decided that it is his problem, and he is going to do something about it. Surprisingly enough, he finds that his actions seem to be guided by a force greater than his own, so that, more times than not, he can come out of any scrape unscathed, or find exactly what he needs when he needs it.

What is even more mind-boggling is that there seems to be a number of these like-minded individuals popping up all over the country with alarming frequency. Naturally, these Urban

Saints seem to know how to find one another, and instinctively work well together. It looks like just when you thought the good guys had tossed in the towel, they've decided to come out of their corner swinging.

Profile of an urban saint:

Greg Lamont had always been one of "the good guys"; everybody loved him. He wasn't what you'd call a "Bible-thumper", but he always had the most positive attitude and the nicest things to say; he always knew how to make you feel better about yourself. He went to work every day with a spring in his step and a smile on his face; the whole neighborhood knew Greg as the "happy butcher". He genuinely loved people, and it showed.

He was so well-known and loved, in fact, that it almost came as no surprise when the newspapers and TV reporters covered the event. On his way to work one day, Greg had seen a minivan jump the curb and flip, rolling over onto a couple of kids who had been waiting for the bus. Without thinking, he ran over and lifted the overturned vehicle off of the kids and helped them crawl out. Amazingly enough, both survived with only a few broken bones and mild bruises. "Hero" was the word they used on the six o'clock news; "Super Hero" some of the papers had said. However, deep inside, Greg knew that it was something so much more. He knew that he had been chosen to do great things, not for his own glory, but to serve and protect his fellow man. From that day on, Greg knew that he was doing the

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work of a Higher Power.

A week later, he saw on the national news a story about a couple of men who had taken down a gangster family in Boston, seemingly single-handedly. Something spoke to him, telling him that was his new mission, and that he should seek these men out and join them. Together, they would find others who shared their objective and unite to turn the tide of wickedness and greed that threatened to consume the weak and the just.

Greg hadn't used a firearm since he'd been in the Boy Scouts, but after buying a rifle and doing some target practice, he quickly saw that he hadn't lost a bit of his accuracy. That was good, he knew; it was a skill he'd need in his new vocation. Loading the new weapon and ammunition into his truck, he set off for Bean-town to meet with his new brothers-in-arms.

Requirements

To qualify to become an Urban Saint, a character must fulfill the following criteria:

Base Attack Bonus: +2

Skills: Knowledge (Streetwise) 6 ranks.

Feats: Personal Firearms Proficiency.

Special: The Urban Saint must also have the Faith Talent.

Class Information

Hit Die: 1d8

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

Class Skills

The Urban Saint's class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Climb (*Str*),

Concentration (*Con*), Diplomacy (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*Any*) (*Int*), Listen (*Wis*), Profession (*Wis*), Read/Write Language (*none*), Search (*Int*), Sense Motive (*Wis*), Speak Language (*none*).

Skill Points at Each Level: 6 + Intelligence Modifier.

Class Features

The following features pertain to the Urban Saint advanced class:

Brotherly Love: The Urban Saint can never forget his motivation for the life he leads: defending the helpless. At 1st Level, the Urban Saint gains the ability to place himself in the path of danger to protect another. Anytime the character is within 30 ft. of a threatened character, he may switch places and receive the attack in his or her place by taking a double-move action. This must be declared before the

attack roll is made. If the character to be protected is within 5 ft. of the Saint, he or she may be protected by making a single-move action.

Divine Guidance: It almost seems that the Urban Saint has a sixth sense when it comes to uncovering the whereabouts and dealings of villains and miscreants. At 2nd Level, the Saint gains a +5 luck bonus on all Gather Information and Knowledge (*Streetwise*) checks when trying to uncover information concerning criminal elements. This stacks with any other bonus to those skills.

Bonus Feat: At 3rd, 6th, and 9th Levels, the Urban Saint 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.

Alertness, Armor Proficiency (*light*), Athletic, Brawl, Confident, Dead Aim, Focused, Heroic Surge, Iron Will, Precise Shot, Strafe, Toughness, Trustworthy, Weapon Focus, Windfall.

Divine Providence: Urban Saints seem to live charmed lives, going where angels fear to tread. At

URBAN SAINT

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+1	+0	+1	Brotherly Love	+1	+0
2nd	+1	+2	+0	+2	Divine Guidance	+1	+0
3rd	+2	+2	+1	+2	Bonus Feat	+2	+1
4th	+3	+2	+1	+2	Divine Providence	+2	+1
5th	+3	+3	+1	+3	Divine Effort	+3	+1
6th	+4	+3	+2	+3	Bonus Feat	+3	+2
7th	+5	+4	+2	+4	Unexpected Help	+4	+2
8th	+6/+1	+4	+2	+4	Brotherhood	+4	+2
9th	+6/+1	+4	+3	+4	Bonus Feat	+5	+3
10th	+7/+2	+5	+3	+5	Divine Justice	+5	+3

There are only 10 levels to this class

4th Level, the Saint gains the extraordinary ability to re-roll any d20 roll. This costs an Action Point each time it is used. An Urban Saint may use this ability a number of times per day equivalent to his class level.

Divine Effort: At times, Urban Saints seem able to tap into some unknown source of strength, making it possible to do the impossible. At 5th Level, the Saint gains the ability to perform amazing feats of strength. By spending an Action Point and taking a full-round action on any Strength-related check, he gains a +5 competence bonus to the roll.

Unexpected Help: On occasion, just when things look bleakest, the cavalry arrives. An Urban Saint of 7th Level or greater can find himself the recipient of unexpected allies. Once per game session, the Urban Saint's player may make a level check to see if he can summon help. By spending an Action Point and rolling d20, adjusted by the character's class level, the Urban Saint can gather a group of positive, like-minded NPCs. Consult the table below:

LEVEL CHECK

Result	Who Comes to Help
15 or lower	No one.
16-25	2d6 2nd Level characters.
26-30	As above, plus 1d6 6th Level characters.
31+	As above, plus 1d4 10th Level characters, or one character whose level is 3 lower than the Urban Saint's.

Brotherhood: A group of Urban Saints led by an experienced Saint benefit from a unique synergy that enhances their natural abilities in combat. If an Urban Saint of 8th Level or higher is present, each Saint receives a bonus to both Attack and Defense equivalent to the total number of Urban Saints involved in the conflict. For example, three Saints working together would each have an Attack Bonus of +3, and a Defense Bonus of +3.

Divine Justice: When Urban Saints finally catch up to the most wicked leaders of corrupt and violent organizations, or to the most-despicable villains,

there can be only one result. At 10th Level, the Urban Saint is so filled with righteous fervor, that he is able to deliver lethal blows to the deserving. By spending an Action Point, the Urban Saint is able to deliver a single Coup de Grace attack as a standard attack action, one time per day.

Artwork: Jason Walton

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