



THE GAME
MECHANICS™

MODERN PLAYER'S COMPANION



by Stan!



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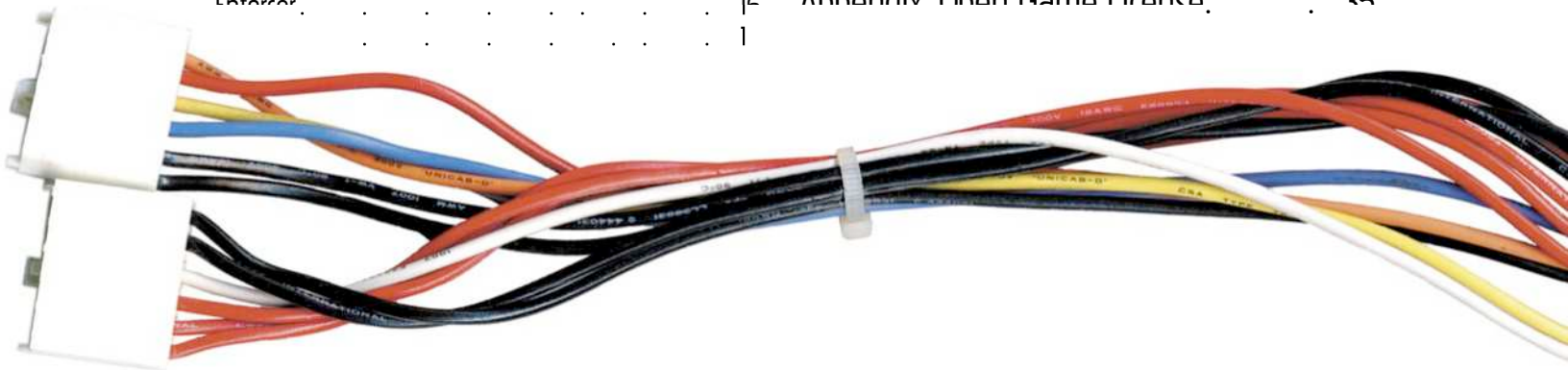
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Introduction

Playing a roleplaying game set in modern times and real world locales should be incredibly easy. After all, the modern world is what we know—it's where we live. We have all sorts of information about modern life. We know how difficult it is to become a doctor, how easy it is to get lost when driving in a strange part of town, how long it takes to get from one major city to another, what consumer goods and services are widely available and what they generally cost, and thousands of other facts.

So why is it, knowing all this, that many people have difficulty getting a handle on modern roleplaying characters and settings? Why is it easier to portray a medieval adventurer hacking and slashing at monsters in a dungeon than it is to play a contemporary hero trying to catch a serial killer in a modern American city?

Perhaps the answer is that we know *too much* about the modern world. Whereas we are satisfied to accept whopping generalizations when it comes to a defining an ancient fighter—lumping knights, gladiators, and swashbucklers into one class—we cannot accept the same broad definitions when dealing with modern characters. We want there to be specific, in-game differences between lawyers, teachers, and research scientists. Unfortunately, it is practically impossible for even the best game to capture all the complexities of modern life in a single book.

The *Modern Player's Companion* is a collection of additional material designed to enhance the character creation possibilities for modern d20 System games. Whether you're playing a spy in an ultra-realistic techno-thriller campaign, a gritty detective in a world of hard-boiled mystery, or a monster hunter in a fantastic alternate reality setting, this book provides you with more roleplaying options. Hopefully, these choices will give you a greater ability to take any fictional characters you can imagine and turn them into game characters whose abilities and skills match your vision.

What's in This Book?

The *Modern Player's Companion* focuses on building and outfitting characters. Chapter One contains new starting occupations to use when crafting your characters'

backgrounds. It also has class combinations—ways to use only the basic classes and still create interesting and robust characters from various walks of modern life. In Chapter Two you'll find new advanced classes for making characters with specialized abilities to deal with specific types of threats and situations. Chapter Three contains new feats, including many that feature non-combat oriented capabilities. And Chapter Four presents several new pieces of equipment and introduces equipment packages—prepared bundles of items suited for particular character types—to speed up the character creation process.

How To Use This Book

First, check with your Gamemaster to be sure that he approves of the material presented here. (Don't worry, we'll talk to him on your behalf in a minute.) Then take out the *Modern Player's Companion* and use it whenever you use your *d20 Modern Roleplaying Game*—when creating a character, leveling up, or deciding what options your character will pursue as he or she gains experience. This book presents options that expand the possibilities for your character and open up some venues not accessible through any other product.

For the Gamemaster

The big question on your lips is almost certainly: what will this material do to my campaign?

The answer is: nothing. That is, nothing but broaden the possibilities for your players to exercise their imaginations. The *Modern Player's Companion* does not present new rules, power-ups, or optional reinterpretations of the basic modern d20 System game. It is designed with the same principles, decisions, and guidelines that the original designers used. We know this because it is written, edited, and produced by people who were involved in creating the *d20 Modern Roleplaying Game*. This is material we would have wanted to see in the Wizards of the Coast game if size, cost, time, and other practical matters were not at issue.

Flip through these pages. Look at what you see. We think you'll *want* your players to use it. Because then *you* can use it for your GM characters, too!

Chapter One: Characters

It's always been about characters. In movies, television, books, and drama of any kind—including roleplaying games—plots may move the story forward, but characters are what keep the audience enthralled. Roleplaying games are unique, though, in that they allow the audience to not only be part of the action, guiding the behavior of the characters through various adventures, but also to create the characters themselves. Unlike any other type of drama, the character with whom you associate in an RPG is truly your own, sprung from your own imagination. Perhaps that's why, as d20 System gamers, we spend so much time worrying over the details of our characters—working to get the skills, feats, and other minutia to perfectly mesh with our mental visions.

New Occupations

The starting occupations presented in Chapter One of the *d20 Modern Roleplaying Game* do a good job of providing the capability to loosely model just about any present-day career path. It is hard to imagine a background that cannot be squeezed in under one or another of the options provided. However, when it comes to breathing life into our characters, “squeezing in” is rarely an acceptable phrase. We want the tools to make our characters match the capabilities and histories we've formed in our minds.

If we envision a character who spent her college years interning in a U.S. Senator's office so that she can gain the connections and inside knowledge to make a career as a lobbyist, the occupation “white collar” may seem incomplete or generic. Likewise, a character that spent his life prior to the start of the campaign living hand-to-mouth, avoiding work and responsibility in favor of surviving on his wits and the generosity of others *could* be described as having an occupation of perpetual “student.” That really doesn't seem to capture the character's flavor accurately, though.

To help broaden the palette of background experiences a player may build into a modern d20 System character, we present the following new starting occupations.

Bohemian

Bohemians are people who do not live life by society's rules. They are free spirits who express themselves in unique and

quirky manners suited to their own tastes. Bohemians do not generally hold down regular 9-to-5 jobs, but spend what little money they have freely on life's little pleasures. They include social activists, hippies, anarchists, vagabonds, artists, and anyone else who believes in throwing off society's shackles.

Prerequisite: Age 15+.

Skills: Choose four of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Craft (mechanical or structural), Diplomacy, Disguise, Forgery, Gather Information, Hide, Jump, Knowledge (current events, popular culture, or streetwise), Listen, or Sense Motive.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +0.

Bureaucrat

Bureaucrats are skilled at navigating the systems, networks, and confusing arrays of rules and regulations inherent in modern corporate and political processes. They may be helpful or obstructive depending on where they work and with whom they're dealing, but they always know how to get things done. Bureaucrats include receptionists, secretaries, paralegals, interns, desk clerks, executive assistants, human resources representatives, middle management, and anyone else involved in keeping the wheels of business turning.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Craft (writing), Diplomacy, Forgery, Gather Information, Knowledge (business, civics, current events, history, or popular culture), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select either Educated or Renown.

Wealth Bonus Increase: +2.

Craftsperson

A craftsperson is anyone trained to create or fix items using basic materials. This includes carpenters, jewelry makers, potters, cobblers, blacksmiths, plumbers, and anyone else who works making or repairing specific types of items or machinery.

The Purpose Of An Occupation

Starting occupations serve a very specific role in the creation of a modern d20 System character, and it is not exactly the role that may first pop to a player's mind. It is natural to associate the term “occupation” with the meaning “what my character does for a living now,” but this is not actually the case.

A starting occupation represents what a character has done in the past to prepare him or herself for the job that starts with being a 1st-level hero. It represents his or her qualifications, preliminary training, and background interests before beginning a career as a modern adventurer (the definition of which will vary widely from campaign to campaign).

An occupation is not meant to sum up a lifetime's career or the capabilities of a veteran worker—in a d20 System game, those sorts of skills and abilities come only from advancing in levels. If the character you're picturing is a highly experienced, reliably proficient, proven leader in his or her field, then what you're really modeling is a mid- to high-level character. No starting occupation will, nor should, provide that sort of advantage. If the Gamemaster wishes to start play with characters who are that advanced, she will ask the players to create characters of greater than 1st level.

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Prerequisite: Dexterity 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (chemical, electronic, mechanical, pharmaceutical, structural, or visual art), Disable Device, Knowledge (art, physical sciences, or technology), Repair, Research, or Treat Injury.

Bonus Feat: Select one of the following: Builder, Creative, or Gearhead.

Wealth Bonus Increase: +2.

Domestic

Domestics include maids, butlers, nannies, drivers, cooks, waiters, valets, gardeners, and anyone else who makes a living by performing routine household tasks for someone else.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Concentration, Diplomacy, Drive, Gather Information, Handle Animal, Hide, Intimidate, Knowledge (current events), Listen, Move Silently, Pilot, Repair, Search, Sense Motive, or Spot.

Wealth Bonus Increase: +1.

Educator

Educators include primary and secondary school teachers, college professors, lecturers, tutors, personal trainers, coaches, motivational speakers, consultants, and anyone else who makes a living by instructing others or spreading knowledge.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Diplomacy, Intimidate, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, pop culture, tactics, technology, or theology and philosophy), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select one of the following: Creative, Educated, or Studious.

Wealth Bonus Increase: +2.

Politico

Politicos are born deal makers. They are drawn to situations where money, goods, and power are bartered, and they are the people without whom deals cannot be made. Politicos include negotiators, lobbyists, agents, judges, politicians, and other people who make their livings by getting groups or individuals to come to terms and consummate deals.

Prerequisite: Charisma 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, civics, current events, history, popular culture, or theology and philosophy), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select one of the following: Renown, Trustworthy, or Windfall.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Tribal

Tribal characters come from a culture or group that functions distinctly and separately from the mass of mainstream society. Often these are aboriginal populations, people whose way of life dates back to before the area was "civilized," and who refuse to give up their traditional ways in order to conform to popular convention. In other cases, they are groups who have purposely eschewed the rules and regulations of modern society and formed a less complex culture of their own. Tribal societies are often (but not always) feudal in nature. Tribal characters can include members of Native American nations, aboriginal Australians, some street gangs, and anyone else who comes from a culture that maintains traditional practices rather than following modern practices.

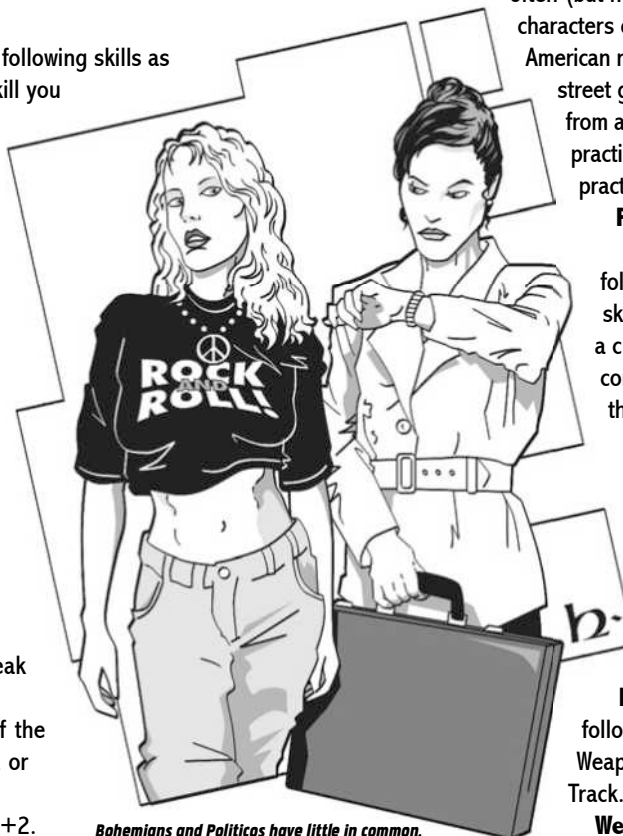
Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Craft (pharmaceutical, structural, or visual art), Escape Artist, Handle Animal, Hide, Intimidate, Jump, Knowledge (current events, popular culture, or streetwise), Listen, Move Silently, Navigate, Ride, Sense Motive, Spot, Survival, or Swim.

Bonus Feat: Select one of the following: Animal Affinity, Archaic Weapons Proficiency, Athletic, Guide, or Track.

Wealth Bonus Increase: +1.



Bohemians and Politicos have little in common, except a long, silent wait at the bus stop.

Chapter One: Characters

Class Combinations

When conceiving a character for a game set in the modern day, you have an incredibly broad range of jobs, vocations, and passionate pursuits the character may follow. He could be a doctor or a short order cook; she could be a politician or an usher. The possibilities are practically endless, but the choices of basic classes in a modern d20 System game remain fixed at six.

This does not mean that characters built using the basic classes are doomed to be practically interchangeable. Far from it: with unfettered multiclassing, customizable talent trees, and dozens of feats with which to experiment, there are incredibly robust possibilities in the basic classes. An entire team of characters could spend their whole 20-level careers using nothing but the basic classes yet still remain as individual and distinct as they were the day their separate players thought them up. The key is making good use of the class features available and combining them in innovative ways.

Below we present a variety of ten-level class combinations as examples of how to use the basic classes to their best advantage.

Archeologist

Characters knowledgeable in the study of history through fossils, antiques, and artwork appear in many genres of modern storytelling. From the two-fisted adventures of Indiana Jones to the dedicated researchers populating so many horror and monster movies, archeologist characters have become staples in many roleplaying settings.

Archeologists must be intelligent and focused to find clues among dusty artifacts and piece them together to draw appropriate conclusions. Plus, acquiring funding for their digs usually requires archeologists to either lecture to college students or make presentations to grant committees—both activities that require a modicum of skill in public speaking.

Table 1-1: The Archeologist

Character Level	Base Class	Class Features
1st	Smart	Talent
2nd	Dedicated	Talent
3rd	Charismatic	Talent
4th	Smart	Bonus Feat
5th	Smart	Talent
6th	Dedicated	Bonus Feat
7th	Dedicated	Talent
8th	Smart	Bonus Feat
9th	Smart	Talent
10th	Charismatic	Bonus Feat

Character Choices

The archeologist generally has either academic or student for his starting occupation. He then begins by picking up talents for three separate classes. This makes him a well-rounded character who provides a great deal of depth to any group. However, it prevents him from getting the more powerful class abilities until 5th level or higher, so it is important that the player do his best to make the talents work together. It also means that his base attack bonus remains +0 until 4th level. Focusing the Smart Hero's savant ability and Dedicated Hero's skill emphasis ability on the same skill allows the archeologist to truly be an expert in a chosen field—generally one of the Knowledge branches. Adding the Charismatic Hero's coordinate ability makes him a natural leader, which is important during field surveys and digs.

At higher levels the archeologist may want to repeat the savant/skill emphasis combination in another area. But the

Class Combos vs. Advanced Classes

Many players, once they decide on a vocation for their new characters, immediately begin searching for an advanced class to provide the details that separate one member of a basic class from another. Looking through the core rules, though, you cannot find a Lawyer, Bouncer, or Entrepreneur advanced class, even though all three are fairly common character types in modern d20 settings. The reason is simple—specificity.

The basic classes are designed to cover broad types of characters and allow individual players to customize them to fit the needs of an individual personality. In other words, if a character type or occupation has many different expressions, it should be developed through application of various basic classes. Medical doctors, for example, generally have several levels of Dedicated Hero (and abilities from the healing talent tree). But different types of doctors (surgeons, medical examiners, paramedics, research scientists, and so forth) each have smatterings of other basic classes.

Advanced classes, on the other hand, are meant to capture the specific flavor and essence of a very particular type of person. They provide characters with abilities that are not available through the basic classes. These abilities, though, invariably come at the expense of more generally applicable traits (such as saving throws, skill points, or defense bonus). A player may choose to develop a doctor character by giving him the Field Medic advanced class (see Chapter 6 of the *d20 Modern Roleplaying Game*), making him highly skilled at treating patients in the midst of combat and other high-pressure situations. This works very well for a character who is envisioned to be a paramedic, combat surgeon, or first aid specialist, but it leaves a lot of details lacking for one who is supposed to be a hospital administrator, general practitioner, or forensic investigator. Most of those careers are better modeled through levels of Smart or Charismatic Hero.

Any set of skills that can be created through combinations of basic classes *should* be achieved that way. Advanced classes should be reserved for archetypes that require the character to focus on one aspect of his development to the detriment of others.

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aware and inspiration abilities can also come in handy when leading or lecturing to large groups.

Feats that work well for the archeologist include Attentive, Cautious, Educated, Renown, and Studious. And if he plans to be out in the field a great deal, Animal Affinity, Guide, and Track will certainly be useful.

Eventually, the archeologist may want to work toward the Field Scientist, Investigator, or Criminologist advanced classes. If so, he should bear in mind the class's prerequisites when making his choices at various levels.

Bouncer

When large groups of people gather together there will always be some amount of interpersonal friction (especially if alcohol or other mood-altering substances are being consumed). If that friction is allowed to run unchecked, things can get truly dangerous. That's why most hosts and proprietors hire someone to keep the crowd on good behavior—a bouncer. It is her job to ensure that only invited guests come in the front door, and to make certain that everyone at the party remains appropriately civil. When uninvited guests find some way in, or when a legitimate guest becomes too rowdy or belligerent, the bouncer must eject the offending person or persons quickly and without disrupting the party any more than it already has been. The trick is that she must do all this with a minimum of violence. Nothing scars a bouncer's reputation worse than incidents where people get seriously injured.

The best bouncer is one who can prevent trouble from starting. She has an imposing physical presence, an intimidating demeanor, and the muscle (or firepower) to enforce her decisions about who gets to stay and who has to go.

Character Choices

Good starting occupations for a bouncer include criminal, law enforcement, and military. A bouncer has to manage the ability to prevent trouble with the ability to stop trouble once it has started. Her decision of what to select as her one Charismatic talent depends entirely on how subtle she thinks she'll be in her job. A bouncer who expects to be able to avoid physical confrontations in most instances may select the charm talent, making her better at greeting individuals as she screens the crowd on the way in. One who thinks that fights are going to be

a regular occurrence, though, may prefer to take the fast-talk talent in order to confuse obstinate guests so they're more easily taken unawares when the time comes to lay on some muscle.

When considering Tough Hero talents, the bouncer really wants to get to the damage reduction tree as quickly as possible. To do that, she should choose her first talent carefully—either remain conscious (if she thinks she'll be taking a good deal of damage in the line of duty) or second wind (if she wants to be able to appear unfazed by a single attack).

The bouncer will almost certainly want to stick to the melee smash talent tree when advancing in levels of Strong Hero. In application, though, she may often choose to do nonlethal damage whenever possible.

Feats that work well for a bouncer include Alertness, Attentive, Combat Martial Arts, Combat Reflexes, Toughness, and anything from the Brawl or Combat Expertise trees of feats.

Eventually, a bouncer may want to consider moving into the Bodyguard, Martial Artist, or Enforcer advanced classes.

Counselor

A counselor is someone with whom people feel comfortable discussing their troubles. Very often this character is a psychologist, psychiatrist, or other mental healthcare worker, but he might also be a member of the clergy, a teacher, a human resources professional, or even a bartender. In fact, he might be someone with little or no training in counseling per se—just a keen ability to listen, read body language, and put himself in another person's mindset.

Some counselors spell out specific remedies for their visitors, others act only as sounding boards while the person comes to conclusions for herself. But all counselors have keen insight into human nature and the ability to communicate complex emotions and motivation, allowing others to get a clearer understanding of their own desires and needs.

Character Choices

Appropriate starting occupations for a counselor include academic, doctor, religious, and educator. With its focus on introspection and calm reflection, this class combination does not give the character a +1 base attack bonus until 4th level. A counselor almost certainly should begin by choosing the Dedicated Hero's empathy talent. As he develops he will be

Table I-2: The Bouncer

Character Level	Base Class	Class Features
1st	Tough	Talent
2nd	Charismatic	Talent
3rd	Tough	Bonus feat
4th	Strong	Talent
5th	Tough	Talent
6th	Strong	Bonus feat
7th	Charismatic	Bonus feat
8th	Strong	Talent
9th	Tough	Bonus feat
10th	Tough	Talent

Table I-3: The Counselor

Character Level	Base Class	Class Features
1st	Dedicated	Talent
2nd	Smart	Talent
3rd	Charismatic	Talent
4th	Dedicated	Bonus feat
5th	Dedicated	Talent
6th	Smart	Bonus feat
7th	Dedicated	Bonus feat
8th	Dedicated	Talent
9th	Smart	Talent
10th	Dedicated	Bonus feat

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able to choose two more Dedicated Hero talents, and many will stick to those in the empathy talent tree. However, it certainly would not be unwarranted to select talents from the insightful talent tree as well.

With only two Smart Hero talents to select, a counselor will often first choose savant (focused on skills such as Diplomacy, Gather Information, Sense Motive, or one of the branches of Knowledge). For his second selection he may take savant again, but many instead choose exploit weakness (from the strategy talent tree). However, counselors must be extraordinarily circumspect in the use of this ability. Once it becomes known that he uses his training and insight to hurt people, he will find his standing fall in both his professional community and among his current clientele.

The counselor gets only one Charismatic Hero talent, and nine times out of ten he chooses charm. Although fast-talk can certainly be useful, it can also make the counselor seem like a huckster or con artist rather than a sincere, intelligent, caring resource.

Feats that work well for counselors include Educated, Renown, Trustworthy, and Expert Advice.

Depending on their adventures and compatriots, counselors often find themselves developing toward the Negotiator or Profiler advanced classes.

Entrepreneur

The modern economy thrives on innovation. But the inventors and creators of the world rarely have the money or business savvy to bring their visions to market, and existing corporations are too interested in bottom line profits to take risks on truly innovative ideas. The entrepreneur is someone who walks in both worlds. She is able to recognize potential in an idea, create a business plan to nurture it along, and speak the language of the boardroom to get the backing and support to make it a reality.

An entrepreneur is insightful, innovative, and ready to throw her own time, heart, and money into someone else's passion. However, because she does this with the specific goal of making money in the end (and is therefore willing to sacrifice idealistic or artistic vision for practical gains) she is sometimes perceived as being ruthless, insensitive, and manipulative.

However one perceives the entrepreneur, she is the person who makes things happen in a corporate environment. She has friends and resources in just about every quarter of society, and can pull together groups of disparate individuals, generally on very short notice, to create a team with the unique skills necessary to get a specific job accomplished.

Character Choices

It should come as no surprise that the entrepreneur usually chooses the starting occupation of the same name. However, she might also select celebrity, dilettante, or politico. An entrepreneur is a character who focuses on making things happen, on getting the "idea people" together with the "money people" and making them find a way to work together. As such, it takes her a long time to build up an effective base attack bonus (not reaching +1 until 4th level). Her development centers on levels of Charismatic Hero, and she

Table 1-4: The Entrepreneur

Character Level	Base Class	Class Features
1st	Charismatic	Talent
2nd	Dedicated	Talent
3rd	Smart	Talent
4th	Charismatic	Bonus feat
5th	Charismatic	Talent
6th	Dedicated	Bonus feat
7th	Charismatic	Bonus feat
8th	Charismatic	Talent
9th	Dedicated	Talent
10th	Charismatic	Bonus feat

often chooses abilities from the fast-talk talent tree, though she sometimes opts for the charm or coordinate talents as well.

When choosing Dedicated Hero abilities, she generally sticks to the empathic talent tree (to help her better recognize both opportunities and pitfalls), but occasionally opts for the skill emphasis talent instead.

The only reason an entrepreneur takes a level of Smart Hero is to gain the savant talent (usually for one of the knowledge skills). If this does not appeal to a character, she would do well to replace that level with another level of Charismatic Hero, which will eventually gain her an additional Charismatic talent.

Entrepreneurs often find the following feats to be useful: Attentive, Deceptive, Trustworthy, Haggle, and Poker Face.

After reaching the end of their development, entrepreneurs may want to take levels in the Personality or Opinion Maker advanced classes.

Lawyer

Originally given heroic stature in murder mystery stories, lawyers have become integral parts of just about every modern genre of roleplaying. Although their most spectacular talents play out in courtrooms, lawyers also can be found investigating crimes, speaking publicly for (or against) controversial issues, running for political office, and helping all manner of people sort through the intricacies of judicial practices.

Table 1-5: The Lawyer

Character Level	Base Class	Class Features
1st	Smart	Talent
2nd	Charismatic	Talent
3rd	Charismatic	Bonus feat
4th	Smart	Bonus feat
5th	Dedicated	Talent
6th	Smart	Talent
7th	Charismatic	Talent
8th	Dedicated	Bonus feat
9th	Charismatic	Bonus feat
10th	Dedicated	Talent

Chapter One: Characters

A lawyer is an invaluable addition to any group that plans to have dealings with big business, political figures, or underworld organizations. But he is more than just a walking collection of case studies. A lawyer is also an individual who has a good eye for details—he is used to sifting through large amounts of dense information, pulling out the pertinent facts, and arranging them into a convincing argument. He’s also someone experienced at interviewing people and having a good sense for just how truthful they are being.

Character Choices

A lawyer spends his early years learning the intricacies of jurisprudence, so starting occupations such as academic, student, bureaucrat, and politico are most common. He generally uses his Smart Hero levels to gain the savant and plan talents, making him a very canny opponent who is difficult to outfox. He then spends much of his energy on improving his interpersonal skills. When a lawyer gains Charismatic Hero talents, they are most likely to come from the fast-talk talent tree (although lawyers who deal more in plea bargains than courtroom victories may instead focus on the charm talent tree).

But in the final analysis, a lawyer’s ability to succeed over time is mostly due to how focused he is on the task before him. Dedicated Hero talents are usually split between the empathic and insightful talent trees, depending on whether the lawyer concentrates on being easy to talk to or in ferreting out lies and corruption wherever they hide.

Feats that lawyers tend to find useful include Deceptive, Educated, Iron Will, Meticulous, Studious, Expert Advice, and Good Impression.

Lawyers who decide to give up their practices often find their skills of great value in advanced classes such as Investigator, Personality, Criminologist, and Opinion Maker.

Lay Clergy

Every church, temple, synagogue, mosque, and other house of worship has a spiritual leader—a person of great learning who has made a lifelong commitment to the religion practiced by that particular congregation. However, no priest, rabbi, imam, or minister can run things alone. They need devoted, generous, trustworthy members of the community to take on some of the day-to-day responsibilities and to act as stand-ins when an ordained religious representative cannot be found. To cover the wide range of possible titles given to people who serve in this capacity, we refer to them as a member of the “lay clergy.”

A member of the lay clergy serves as a role model for other members of the congregation. She has a solid understanding of her religion’s beliefs, background, and stances on important issues of the day. Often she spends a good deal of time working under the supervision of the spiritual leader, and is responsible for spreading word of official policies and decisions to the other worshippers. As she becomes more experienced, a member of the lay clergy may be given responsibility to organize various committees, activities, and functions within the parish. The congregation as a whole looks up to her as a leader and bestows on her a level of trust that is hard to come by in the secular world.

Table 1-6: Lay Clergy

Character Level	Base Class	Class Features
1st	Dedicated	Talent
2nd	Charismatic	Talent
3rd	Dedicated	Bonus feat
4th	Charismatic	Bonus feat
5th	Tough	Talent
6th	Dedicated	Talent
7th	Charismatic	Talent
8th	Dedicated	Bonus feat
9th	Charismatic	Bonus feat
10th	Dedicated	Talent

Character Choices

A member of the lay clergy usually begins with the religious starting occupation, but might also choose student or educator. She generally takes the Dedicated Hero’s skill emphasis talent, often for Knowledge (religion and philosophy) but sometimes for Sense Motive or Diplomacy. She is also likely to select the empathy and faith talents, as they develop the skills she is called on to use in her service and solidify her connection to her religious beliefs.

As she gains levels of Charismatic Hero, a member of the lay clergy will generally choose either the leadership or charm talent tree, often based on what specific role she plays in her congregation. Event organizers, coaches, and those who occasionally do preaching will tend toward the leadership talents, while those who do fund raising or volunteer organizers tend toward the charm talents.

The lone level of Tough Hero is in recognition of the lay clergy’s physical commitment to her spiritual calling. She works to the point of near exhaustion, then miraculously finds more energy to devote to the task at hand. This can best be replicated with either the remain conscious or second wind talents.

Feats well suited to this type of character include Alertness, Educated, Trustworthy, Code of Honor, and Good Impression.

Members of the lay clergy may eventually find themselves becoming interested in taking up the Acolyte advanced class, if the campaign features divine spellcasting. If not, they might think about entering into the Negotiator or Opinion Maker advanced classes.

Pro Athlete

For most of us, sports are recreational activities—games we participate in to unwind from the stresses of daily life. But the very best players of any sport find employment and sponsorship in playing sports and games at levels that most people can only dream about. They become pro athletes, and “playing games” is their career.

A pro athlete must spend a great deal of time not only practicing the skills of his particular sport, but training to get himself into the best physical shape possible. He must be able to perform at peak efficiency day in and day out, build up his endurance so that his body can take the strain without injury,

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and continue to refine his talents so that he can make his career last as long as possible.

Different sports require different skills, but they all require dedication and daily effort on the part of the pro athlete.

Character Choices

A pro athlete most often chooses athlete as his starting occupation, but military, rural, student, and bohemian also work well. The next critical choice a pro athlete must make is whether or not the arrangement of basic classes matches the requirements of his particular sport. The combination provided below should be useful for most sports, favoring strength in the early part of the career, stamina in the latter stages of development, and speed throughout. However, there certainly are some sports where strength is paramount

reallocate the placement of different pro athletes, but to balance the same (2 levels of one class, 3 of another, and 5 of the most important class).

If a pro athlete uses the example below, though, he usually focuses his Strong Hero levels on the extreme effort talent tree. He usually spends his one Tough Hero talent on either second wind or rer conscious (although if his sport is a martial art, he instead choose to focus on the damage reduction talent tree). What the pro athlete does with his Fast Hero levels depends entirely on the sport he plays. There are advantages to defensive and increased



Lawyer's brains and Pro-Athlete's brawn—a profitable collaboration.

Pro athletes of all kinds tend to favor similar feats, including Acrobatic, Alertness, Athletic, Combat Reflexes, Endurance, Heroic Surge, Lightning Reflexes, and Run.

When their playing days are done, many different options await pro athletes based on their skills, the popularity of their particular sport, and the media coverage they received during their career. Many pro athletes go into advanced classes such as Daredevil, Bodyguard, Personality, and Enforcer.

Reporter

Whether their medium is print, television, radio, or the Internet, reporters gather raw data and opinion and craft it into news. They are staples of just about every genre of modern adventure fiction, and can fit into practically any modern d20 System game you care to play.

A reporter needs to be skilled at digging out what others want to keep hidden. He must have good enough personal skills to conduct interviews and lead his subjects to reveal as much as possible. He must also be skilled at pouring through press releases, public records, and old news stories to find details and forgotten facts that give a current story depth and perspective.

Character Choices

Reporters often begin with starting occupations such as creative, investigative, and student. Then a reporter concentrates on two things as he goes up in levels—sharpening his ability to gather facts others overlook, and extending his touch when

Table I-7: The Pro Athlete

Character Level	Base Class	Class Features
1st	Strong	Talent
2nd	Fast	Talent
3rd	Strong	Bonus feat
4th	Fast	Bonus feat
5th	Strong	Talent
6th	Fast	Talent
7th	Tough	Talent
8th	Fast	Bonus feat
9th	Tough	Bonus feat
10th	Fast	Talent

Table I-8: The Reporter

Character Level	Base Class	Class Features
1st	Dedicated	Talent
2nd	Charismatic	Talent
3rd	Dedicated	Bonus feat
4th	Charismatic	Bonus feat
5th	Dedicated	Talent
6th	Charismatic	Talent
7th	Charismatic	Bonus feat
8th	Charismatic	Talent
9th	Dedicated	Bonus feat
10th	Dedicated	Talent

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it comes to dealing with hesitant (or even outright hostile) sources. To that end, he usually focuses his Dedicated Hero levels on the insightful talent tree (often taking skill emphasis for the Gather Information skill), but dipping into the empathic talent tree to get the empathy talent can also prove helpful.

His levels of Charismatic hero usually go toward the fast-talk talent tree. But, depending on his personal style, medium of publication, and news beat, the charm talent tree can prove just as useful.

Despite not requiring levels of Smart Hero, a reporter often takes feats that boost Intelligence-related skills to go along with those that are closely tied to his basic classes. Common feat choices for a reporter include Alertness, Attentive, Creative, Deceptive, Meticulous, Renown, Stealthy, and Trustworthy.

The most obvious advanced class for a reporter to move into is clearly Investigator. However, many reporters also choose to take levels of Personality, Opinion Maker, Profiler, or Criminologist.

Rock Star

Traveling from city to city, performing for legions of screaming fans, getting money for nothing—that's something nearly everyone dreams about from time to time. Of course, very few people ever consider that such a career means having to be "on stage" practically every minute of the waking day. Fans are everywhere, as is the media, so a rock star must maintain her image wherever she goes. It's not a lifestyle that many can keep up for long.

Then there's the actual creative side of the career. In game terms, "rock star" covers a lot more ground than simply musicians who play popular music. This class combination can be used for anyone whose primary work attracts enough fans to get her into the general public consciousness. Writers can be "rock stars," as can motivational speakers, scientists, dancers, and musicians of every style. All that is required is the ability to create entertainment for public consumption and a desire to have your name be a household word.

Character Choices

Good starting occupations for a rock star include creative, dilettante,

Table I-9: The Rock Star

Character Level	Base Class	Class Features
1st	Charismatic	Bonus feat
2nd	Charismatic	Talent
3rd	Fast	Talent
4th	Dedicated	Talent
5th	Charismatic	Bonus feat
6th	Charismatic	Talent
7th	Charismatic	Bonus feat
8th	Charismatic	Talent
9th	Charismatic	Talent
10th	Tough	Talent

student, and bohemian. One does not usually think of a rock star as a leader, but the inspiration that fans derive from her work (particularly during live performances) certainly makes the leadership talent tree the most likely place for her to concentrate abilities gained through Charismatic Hero levels. Of course, rock stars with more political or self-improvement oriented messages may prefer to focus on the fast-talk talent tree.

The other basic classes a rock star takes supply abilities that help her to make a long lasting career. Evasion is the most commonly taken talent from the Fast Hero level, the Dedicated Hero level generally goes to empathy or skill emphasis, and the Tough Hero level often is used to gain the second wind talent. Depending on particular skills and performance schedules, an individual rock star may choose to switch any of these out for applicable basic class levels.

Rock stars often find the following talents supplement their abilities nicely: Acrobatic, Creative, Dodge, Renown, Windfall, and Stage Presence.

When they decide to give up their careers as rock stars, these characters most often choose advanced classes such as Personality and Opinion Maker, but their wild side sometimes leads them to select Daredevil or even Survivalist instead.



Rock Stars and Archeologists agree—it's all about what goes on in your skull.

Chapter Two: Advanced Classes

As adaptable and versatile as the basic classes are, many players will eventually want their characters to become true specialists in one area or another. At that point, the character is ready to enter an advanced class.

There are already many excellent advanced classes available (see Chapter 6 and Chapter 9 of the *d20 Modern Roleplaying Game*), but they in no way cover the full range of possibilities. The modern world offers enough fields of specialization to fill several volumes with nothing but worthwhile advanced classes. To help fill some of the niches left undefined, this chapter contains eight new advanced classes that, with one magical exception, should be applicable to just about every modern d20 System campaign.

Still, no matter how many examples are published, every campaign will call for new advanced classes specifically suited to its players, locations, and themes. GMs should use the available material as guidelines for developing their own truly unique advanced classes.

Adept

In any area of interest, most people must work and study hard to achieve success—but there are always a lucky few who have a natural affinity for the subject at hand. The Adept is a character who has an inborn ability to channel arcane forces and cast magic spells. She does not need to keep a spellbook or prepare spells ahead of time. To her, spellcasting comes as naturally as throwing a ball does to the rest of us.

Select this advanced class if you want your character to be an arcane spellcaster who casts on the fly, without having to prepare spells in advance. Some modern campaigns do not allow spellcasting, so be sure to get your GM's approval before selecting the Adept advanced class.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

To qualify to become an Adept, a character must fulfill the following criteria.

Skills: Craft (chemical) 3 ranks, Gather Information 6 ranks, Knowledge (arcane lore) 6 ranks.

Class Information

The following information pertains to the Adept advanced class.

Hit Die

The Adept gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Adept gains a number of action points equal to 6 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Adept's class skills are as follows.

Concentration (Con), Craft (chemical, pharmaceutical, writing) (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, streetwise, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 5 + Int modifier.

Arcane Spells and Armor

An Adept can become proficient in the use of armor, but she still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components (see Chapter 10: FX Abilities in the *d20 Modern Roleplaying Game*). When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Adept has the appropriate Armor Proficiency feat, as shown below.

Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Nonproficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Class Features

The following features pertain to the Adept advanced class.

Arcane Skills

At 1st level, the Adept gains access to the arcane skill Spellcraft and the expansions of the Concentration and Craft (chemical) skills as described under the "Mage" entry in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

Arcane Spells

The Adept casts arcane spells, the same type of spells available to Mages. But an Adept's knowledge of individual spells is much more limited than a Mage's.

At 1st level, the Adept knows only four 0-level spells (known as cantrips) and two 1st-level spells. At each level, the Adept gains one or more new spells as indicated on Adept Spells Known table below.

An advantage the Adept has over the Mage is that she does not need to prepare her spells in advance. Each day, the Adept can cast a certain number of spells of each level, as indicated on the Spells per Day by Spell Level table below. The number of spells that may be cast per day may be increased if the Adept has a sufficiently high Charisma score (see the Bonus Spells by Spell Level table below).

An Adept may use a higher-level slot to cast a lower-level spell. For example, if a 6th-level Adept has used up all her 3rd-level spell slots for the day but wants to cast another one, she could use a 4th-level spell slot to do so.

An Adept may spend 1 action point to "trade out" a known spell (losing it entirely) in exchange for another. This

Chapter Two: Advanced Classes

prevents her from being penalized for filling all the slots of her known spell list by allowing her some flexibility. Trading out a spell takes one hour and a successful Concentration check (DC 10).

The Difficulty Class for a saving throw against an Adept's spells is the spell's level + the Adept's Charisma modifier.

Summon Familiar

At 1st level, the Adept can summon a familiar. For details on summoning familiars, see the Mage section in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

Scribe Tattoo

At 2nd level, the Adept can create magical tattoos on her body or on someone else's. For details on scribing tattoos, see the Mage section in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

Bonus Feats

At 3rd, 6th, and 9th level, the Adept gets a bonus feat. The bonus feat must be selected from the following list, and the Adept must meet all the prerequisites of the feat to select it.

Attentive, Collector, Combat Expertise, Creative, Deceptive, Educated, Frightful Presence, Nimble, Low Profile, and Renown.

Combat Casting

At 4th level, the Adept has become so skilled at casting spells that she gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Adept gains the ability to create potions,

Adept Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	5	3	—	—	—	—
2nd	6	4	—	—	—	—
3rd	6	5	—	—	—	—
4th	6	6	3	—	—	—
5th	6	6	4	—	—	—
6th	6	6	5	3	—	—
7th	6	6	6	4	—	—
8th	6	6	6	5	3	—
9th	6	6	6	6	4	—
10th	6	6	6	6	5	3

which carry spells within themselves. For details on brewing potions, see the Mage section in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.



Anita Delgado, Adept

At 8th level, the Adept gains the ability to scribe scrolls, from which she or another spellcaster can cast a scribed spell. For details on scribing scrolls, see the Mage section in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

Eschew Materials

At 8th level, the Adept gains the ability to cast spells without relying on material components. An eschewed spell uses up a spell slot of the normal level, but may still be affected by other metamagic effects (such as Maximize Spell). Spells that require material components, or whose material components have a purchase DC of 10 or higher, are not affected by this ability.

At 10th level, the Adept learns to cast some of her spells without a material effect. All variable numeric

effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed

Charisma Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

Adept Level	Adept Spells Known					
	0	1	2	3	4	5
1st	4	2	—	—	—	—
2nd	5	2	—	—	—	—
3rd	5	3	—	—	—	—
4th	6	3	1	—	—	—
5th	6	4	2	—	—	—
6th	7	4	2	1	—	—
7th	7	5	3	2	—	—
8th	8	5	3	2	1	—
9th	8	5	4	3	2	—
10th	9	5	4	3	2	1

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Table 2-1: The Adept

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Arcane skills, arcane spells, summon familiar	+1	+0
2nd	+1	+0	+2	+3	Scribe tattoo, arcane spells	+1	+0
3rd	+1	+1	+2	+3	Bonus feat, arcane spells	+2	+1
4th	+2	+1	+2	+4	Combat casting, arcane spells	+2	+1
5th	+2	+1	+3	+4	Brew potion, arcane spells	+3	+1
6th	+3	+2	+3	+5	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+4	+5	Scribe scroll, arcane spells	+4	+2
8th	+4	+2	+4	+6	Eschew materials, arcane spells	+4	+2
9th	+4	+3	+4	+6	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+5	+7	Maximize spell, arcane spells	+5	+3

checks are not affected. Spells without random variables are not affected.

A maximized spell is treated as a spell of three levels higher than the spell's actual level. Therefore, an Adept can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell requires a 4th-level spell slot in order to cast, so it limits the number of actual 4th-level spells the Adept will be able to cast that day.

Criminologist

A Criminologist is an expert in crime scene investigation. She has an amazing eye for detail and a knack for noticing important evidence hidden among piles of related but useless information. The Criminologist is one part detective, one part investigative reporter, and three parts scientist. And, once she gets a promising lead, she is relentless in pursuing it to its final conclusion.

Select this advanced class if you want your character to be a highly organized, extremely focused investigator who solves crimes using hard, physical evidence and scientific data.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

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

Abilities: Intelligence 14.

Skills: Research 6 ranks, Knowledge (any 3) 6 ranks, Search 6 ranks.

Class Information

The following information pertains to the Criminologist advanced class.

Hit Die

The Criminologist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Criminologist gains a number of action points equal to 6

+ one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Criminologist's class skills are as follows.

Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Investigate (Int), Knowledge (current events, earth and life sciences, physical sciences, popular culture, technology) (Int), Profession (Wis), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 9 + Int modifier.

Class Features

The following features pertain to the Criminologist advanced class.

Sharp Eye

A Criminologist is known for being extraordinarily observant. When she gains her first level of this advanced class, the Criminologist gains a permanent +2 competence bonus to any three skills from the following list: Investigate, Knowledge (physical sciences, or technology), Research, Sense Motive, Search, Spot.

Contact

A Criminologist of 2nd level or higher cultivates associates and informants. Each time the Criminologist gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

Contacts include informants, black marketeers, crime lab workers, reporters, street people, store clerks, taxi drivers, bureaucrats, clerical workers, security guards, and others who can provide limited aid and information pertaining to a Criminologist's cases.

A contact will not accompany a Criminologist on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Criminologist's behalf).

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At 2nd level, the Criminologist gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Criminologist can't call on the same contact more than once in a week, and when she does call on a contact, compensation may be required for the assistance she or she renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Criminologist owes him or her a favor. The GM character will call in the favor when the opportunity arises. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a Purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skill purchase DC is 10 + the ranks the expert has in the appropriate skill.

Rana Hakimi, Criminologist



After a night with no sleep, she may attempt a Will save (DC 15). If the save is successful, the Criminologist gains the benefits of 8 hours of rest (including the healing of damage) despite not having rested at all. The Criminologist can do this repeatedly over the course of several days, but the Will save is assessed a –4 penalty for each additional sleepless night.

There are, of course, drawbacks to this ability. If the Criminologist fails the Will save, she must either get the required sleep or become fatigued. A fatigued Criminologist may still attempt to go another night without sleep, but if she fails her Will save she falls unconscious for 24 hours. If she succeeds at the Will save, she recovers hit points normally, but remains fatigued. The only way to lift the fatigue caused by this ability is

to sleep for 8 hours + 2 hours for every night of rest she skipped (even ones on which she succeeded at the Will save).

For example, a Criminologist skips one night of sleep and rolls a Will save of 18. She recovers normally and continues working on her case. The next night, she goes sleepless again, but only rolls an 8 on her Will save (including a –4 for having skipped the previous night's sleep). She gets no recovery and must immediately rest or become fatigued. She decides not to rest and then tries to go sleepless for a third night in a row. This time her Will save is at –8 (for two nights without sleep), but she rolls well, getting a 16—she recovers hit points, but remains fatigued. The fourth night she must either get 14 hours of sleep (8 hours + 6 hours for three sleepless nights) or

Bonus Feats

At 3rd, 6th, and 9th level, the Criminologist gets a bonus feat. The bonus feat must be selected from the following list, and the Criminologist must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Cautious, Creative, Educated, Iron Will, Meticulous, Personal Firearms Proficiency, Track.

Burning the Midnight Oil

Starting at 4th level, the Criminologist has the ability, when a case calls for it, to go without sleep for extended periods and still be able to function normally. Any time she works

Table 2-2: The Criminologist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Sharp eye	+1	+0
2nd	+1	+2	+0	+3	Contact, low-level	+1	+0
3rd	+1	+2	+1	+3	Bonus feat	+2	+1
4th	+2	+2	+1	+4	Burning the midnight oil	+2	+1
5th	+2	+3	+1	+4	Contact, mid-level	+3	+1
6th	+3	+3	+2	+5	Bonus feat	+3	+2
7th	+3	+4	+2	+5	Case files	+4	+2
8th	+4	+4	+2	+6	Contact, high-level	+4	+2
9th	+4	+4	+3	+6	Bonus feat	+5	+3
10th	+5	+4	+3	+7	Smoking gun	+5	+3

Chapter Two: Advanced Classes

Dead Shot

attempt a Will save with a –12 penalty. Should the save fail, in the morning she would fall unconscious and sleep for 24 hours.

Case Files

By 7th level, the Criminologist has amassed an impressive collection of reference material, previous experience, notes, and random bits of data. She uses this library of file folders to uncover useful information from unexpected sources. The Criminologist accesses this material by spending 1 action point to gain a +4 bonus on her next check in any Knowledge skill.

Smoking Gun

At 10th level, the Criminologist has an uncanny knack of knowing which pieces of evidence will be important to an investigation. When examining a crime scene, collected evidence, or historical records, she may spend 1 action point to have the GM point out one unrecognized fact, item, or action that is the key to solving the mystery. This does not mean that the GM will explain why this particular thing is important—that's still left to the Criminologist and her allies to discover. But this ability does help her determine which avenues to explore and prevents her from wasting time investigating false leads.



Heather Reston, Dead Shot

The Dead Shot is an expert at the use of longarms. Sometimes a hunter, sometimes a tactical marksman, she trains her mind to be calm, her eye to be sharp, and her nerves to be strong as steel. A Dead Shot's abilities give her equal potential for good or bad. With her skill, a Dead

Shot can take down a target before he even knows he's in danger—but only she can decide whether to do this in support of the forces of law and order or to become a gun for hire.

Select this advanced class if you want your character to excel with longarms and firing at targets over great distances.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

To qualify to become a Dead Shot, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Spot 6 ranks.

Feats: Personal Firearms Proficiency, Far Shot.

Class Information

The following information pertains to the Dead Shot advanced class.

Hit Die

The Dead Shot gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Dead Shot gains a number of action points equal to 6 + one half her character level, rounded down, every time she attains a new level in this class.

Table 2-3: The Dead Shot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+2	Dead aim	+0	+0
2nd	+2	+0	+2	+3	Weapon focus	+1	+0
3rd	+3	+1	+2	+3	Bonus feat	+1	+1
4th	+4	+1	+2	+4	Camouflage	+1	+1
5th	+5	+1	+3	+4	Staggering shot	+2	+1
6th	+6	+2	+3	+5	Bonus feat	+2	+2
7th	+7	+2	+4	+5	Greater weapon focus	+2	+2
8th	+8	+2	+4	+6	Improved dead aim	+3	+2
9th	+9	+3	+4	+6	Bonus feat	+3	+3
10th	+10	+3	+5	+7	Bull's eye	+3	+3

Chapter Two: Advanced Classes

Class Skills

The Dead Shot's class skills are as follows.

Climb (Str), Concentration (Con), Disguise (Cha), Gather Information (Cha), Hide (Dex), Investigate (Int), Knowledge (current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Dead Shot advanced class.

Dead Aim

At 1st level, the Dead Shot gains the Dead Aim class feature, providing the benefit of the feat with the same name.

Before making a ranged attack, the Dead Shot may take a full-round action to line up the shot. This grants her a +2 circumstance bonus on her next attack roll. Once she begins aiming, she cannot move, even to take a 5-foot step, until after she makes her next attack, or the benefit of the ability is lost. Likewise, if her concentration is disrupted or she is attacked before her next action, she loses the benefit of aiming.

Weapon Focus

At 2nd level, a Dead Shot gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Dead Shot must choose a specific personal firearm and the weapon must be a longarm, such as a Winchester 94 or a Barrett Light Fifty.

The Dead Shot adds +1 to all attack rolls she makes using the selected personal firearm.

Bonus Feats

At 3rd, 6th, and 9th level, the Dead Shot gets a bonus feat. The bonus feat must be selected from the following list, and the Dead Shot must meet all the prerequisites of the feat to select it.

Advance Firearms Proficiency, Burst Fire, Double Tap, Exotic Firearms Proficiency, Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Quick Reload, Skip Shot, Strafe.

Camouflage

Starting at 4th level, the Dead Shot gains the ability to use concealment to maximum advantage.

Whenever the Dead Shot has concealment (see Chapter 5 of the *d20 Modern Roleplaying Game*), the attacker's miss chance increases by 10%. For example, if the Dead Shot has one-half concealment (which normally causes a 20% miss chance), the miss chance is 30%.

Staggering Shot

At 5th level, the Dead Shot becomes so adept at using the firearm she selected for her 2nd-level Weapon Focus ability that her attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, she can spend 1 action point to add +1d6 points of damage to this attack only.

Greater Weapon Focus

At 7th level, a Dead Shot 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.

Improved Dead Aim

At 8th level, the Dead Shot gains the Improved Dead Aim class ability, providing the benefit of the feat with the same name.

The circumstance bonus granted by successful use of her Dead Aim class feature increases from +2 to +3.

Bull's Eye

At 10th level, the Dead Shot gains the Bull's Eye class feature, providing the benefit of the feat with the same name (see Chapter 3: Feats).

When the Dead Shot threatens a critical hit with a ranged weapon, she may spend 1 action point to automatically confirm the critical.

Enforcer

An Enforcer is a person who believes that might makes right—and he's spent a good deal of his life making sure he's got enough might to get what he wants. He's a man who knows what he wants and doesn't mind taking it for himself. Often an Enforcer is a small time hoodlum, but he could just as easily be a bodyguard or security officer, depending on his motivations. Although Enforcers tend to bully people, some do this with a noble goal (which really isn't any comfort to the people they pick on), and can work to make a neighborhood safer just as easily as they can victimize it.

Select this advanced class if you want your character to be someone who gets things done through the none-too-subtle use of muscle and coercion.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

To qualify to become an Enforcer, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Intimidate 3 ranks.

Feat: Brawl.

Class Information

The following information pertains to the Enforcer advanced class.

Hit Die

The Enforcer gains 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

The Enforcer gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

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Table 2-4: The Enforcer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Sucker punch	+0	+1
2nd	+2	+3	+0	+0	Lose it 1/day	+1	+1
3rd	+3	+3	+1	+1	Bonus feat	+1	+1
4th	+4	+4	+1	+1	Combat martial arts	+1	+2
5th	+5	+4	+1	+1	Lose it 2/day	+2	+2
6th	+6	+5	+2	+2	Bonus feat	+2	+2
7th	+7	+5	+2	+2	Street cred	+2	+3
8th	+8	+6	+2	+2	Lose it 3/day	+3	+3
9th	+9	+6	+3	+3	Bonus feat	+3	+3
10th	+10	+7	+3	+3	Big shot	+3	+4

Class Skills

The Enforcer's class skills are as follows.

Climb (Str), Concentrate (Con), Drive (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (behavioral sciences, current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Profession (Wis), Speak Language (none), Sense Motive (Wis), Search (Int).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Enforcer advanced class.

Sucker Punch

An Enforcer knows how to strike an unsuspecting opponent for great effect. If he succeeds with a melee attack against a flat-footed opponent, the Enforcer does additional damage equal to 1d6 + his Enforcer class level. This additional damage may be lethal if the weapon the Enforcer uses is capable of inflicting lethal damage. The sucker punch ability may be combined with Knockout Punch or Improved Knockout Punch but if it is, the additional damage must be considered nonlethal.

Lose It

Beginning at 2nd level, once per day the Enforcer can fly into a violent rage at will, making him a more dangerous opponent. When he loses it, the Enforcer temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Enforcer's hit points by 2 points per level, but these hit points go away at the end of the lose it duration when the Constitution score drops back to normal. (See Temporary Hit Points in Chapter 5: Combat of the *d20 Modern Roleplaying Game*.) While losing it, the Enforcer cannot use skills, feats, or abilities that require patience and concentration. The effects of losing it last a number of rounds equal to 3 + the Enforcer's (newly improved) Constitution modifier. The Enforcer may prematurely end the effects voluntarily. After losing it, the Enforcer is shaken for 1d6 + 1 rounds (see

Character Condition Summary in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

At 5th level, the Enforcer can use this ability twice per day.

At 8th level, the Enforcer can use this ability three times per day.

Bonus Feats

At 3rd, 6th, and 9th level, the Enforcer gets a bonus feat. The bonus feat must be selected from the following list, and the Enforcer must meet all the prerequisites of the feat to select it.



Jimmy Augustino, Enforcer

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Armor Proficiency (light), Combat Expertise, Combat Reflexes, Double Tap, Drive-By Attack, Frightful Presence, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Streetfighting, Vehicle Expert.

Combat Martial Arts

At 4th level, the Enforcer gains the Combat Martial Arts class ability, providing the benefits of the feat with the same name.

With an unarmed strike, the Enforcer deals lethal or nonlethal damage (his choice) equal to $1d4 +$ his Strength modifier. The Enforcer's unarmed attack counts as armed, which means that opponents do not get attacks of opportunity when he attacks them unarmed (see Chapter 5: Combat of the *d20 Modern Roleplaying Game*). The Enforcer may make unarmed attacks of opportunity against opponents who provoke such attacks.

Street Cred

At 7th level, the Enforcer has developed such a reputation for his violent tendencies that many people are frightened even to speak with him. The Enforcer may add his Reputation bonus on any Intimidate checks he makes. He may occasionally add his Reputation bonus on some Bluff and Diplomacy checks when the GM deems that the Enforcer's renown is pertinent to the matter at hand.

Big Shot

At 10th level, the Enforcer has made connections among local toughs and punks such that he is able to gather a small gang to help in a specific endeavor. Gathering the group takes 2d4 hours. After that time, the Enforcer makes a level check with the following results.

Level	Check (DC)	Who Shows Up
15 or lower	1d4	low-level thugs
16–20	1d6	4th-level Tough ordinaries and 1d4 mid-level thugs
20–25	2d6	mid-level thugs and 1 8th-level Tough hero
26–30	3d6	mid-level thugs and 1d4 8th-level Tough heroes

The gang consists mostly of thugs—Strong/Tough ordinaries (see Chapter 8: Friends and Foes of the *d20 Modern Roleplaying Game*)—but better results may also include heroic characters that the GM should design to suit her campaign. There is no guarantee that these characters will do what the Enforcer wants them to do. The big shot ability only grants him the ability to get them to show up at the appointed time and place. The Enforcer or one of his allies will have to negotiate with the crowd in order to get any specific services from them.

Gentle Warrior

A Gentle Warrior is a student of one or more of the soft-form martial arts—those that emphasize holds and trips over punches and kicks. Even more than other martial artists, his philosophy teaches that restraint, humility, and nonviolence mark the path to happiness, health, and long life. He may develop his skills to aid in his career—perhaps as an officer of the law or a bodyguard—or he may choose this as his calling, becoming a teacher and example to others. The Gentle Warrior learns to bend like a reed in the wind, and to turn others' violence and aggression into peaceful tranquility.

Select this advanced class if you want your character to be an expert in self-defense or in subduing an opponent with a minimum of violence.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become a Gentle Warrior, a character must fulfill the following criteria.

Defense Bonus: +4.

Skills: Balance 6 ranks.

Feats: Combat Expertise, Combat Martial Arts, Defensive Martial Arts.

Class Information

The following information pertains to the Gentle Warrior advanced class.

Hit Die

The Gentle Warrior gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Gentle Warrior gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Gentle Warrior's class skills are as follows.

Balance (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Gentle Warrior advanced class.

Unarmed Weapon Finesse

At 1st level, a Gentle Warrior gains the Unarmed Weapon Finesse class ability, providing the benefits of the Weapon Finesse feat specifically to unarmed attacks.

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The Gentle Warrior may use his Dexterity modifier instead of his Strength modifier on unarmed attack rolls.

Uncanny Dodge 1

At 1st level, the Gentle Warrior gains the Uncanny Dodge class ability, providing the benefits of the Fast hero of the same name.

The Gentle Warrior retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by an attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

If the Gentle Warrior already has the Uncanny Dodge 1 as a class ability, he instead gains the benefits of Uncanny Dodge 2.

Improved Grapple

At 2nd level, the Gentle Warrior becomes so fluid at starting grapples that opponents have little time to prevent it.

If the Gentle Warrior hits with an unarmed strike, he deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. He can deal normal damage while grappling, rather than nonlethal damage, without suffering a penalty on his grapple check.

He also receives a +4 competence bonus on all grapple checks (regardless of whether he started the grapple).

Bonus Feats

At 3rd, 6th, and 9th level, the Gentle Warrior gets a bonus feat. The bonus feat must be selected from the following list,

and the Gentle Warrior must meet all the prerequisites of the feat to select it.

At arm's length, Combat Reflexes, Combat Throw, Crossed Combat Throw, Feat, Initiative, Self Improvement, Sidestep, Spring Attack, Unbalance Opponent, Whirlwind Attack.



George Samuel, Gentle Warrior

Uncanny Dodge 2

At 1st level, the Gentle Warrior gains the Uncanny Dodge class ability, providing the benefits of the Fast hero talent of the same name.

The Gentle Warrior can no longer be struck by multiple opponents on the same turn. He can no longer be struck by himself as easily as a single attacker. If the Gentle Warrior already has the Uncanny Dodge 1 as a class ability, he gains no additional benefit from this ability.

At Arm's Length

The Gentle Warrior gains the ability to maneuver himself

to avoid melee attacks. Whenever an opponent moves into range of his or her melee attack, the Gentle Warrior may make an opposed Reflex save. If the Gentle Warrior wins the contest, he may take a 5-foot step to keep his opponent at bay. The opponent may then continue his or her turn.

The Gentle Warrior may not make a 5-foot step into a square that is threatened by an opponent. If no legal 5-foot step is available, the Gentle Warrior may not move.

Hard To Hold

At 7th level, the Gentle Warrior learns how to more effectively defend against an opponent who attempts to grapple him. If

Table 2-5: The Gentle Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Unarmed weapon finesse, uncanny dodge 1	+1	+0
2nd	+1	+2	+3	+0	Improved grapple	+2	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+0
4th	+3	+2	+4	+1	Uncanny dodge 2	+3	+0
5th	+3	+3	+4	+1	At arm's length	+4	+1
6th	+4	+3	+5	+2	Bonus feat	+4	+1
7th	+5	+4	+5	+2	Hard to hold	+5	+1
8th	+6	+4	+6	+2	Greater grapple	+6	+1
9th	+6	+4	+6	+3	Bonus feat	+6	+2
10th	+7	+5	+7	+3	Nerve pinch	+7	+2

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he is resisting a grapple attack (when the opponent attempts to get a hold or maintain a grapple), the Gentle Warrior may use his Dexterity modifier instead of his Strength modifier when rolling his grapple check.

Greater Grapple

At 8th level, the Gentle Warrior improves his skill with all aspects of grappling. He may use his Dexterity modifier instead of his Strength modifier when rolling any grapple check.

Also, in grapples the Gentle Warrior instigates, he can overcome some of the normal consequences of grappling. He no longer loses his Dexterity bonus to Defense when he is engaged in a grapple he instigated. He also continues to threaten the squares around him while engaged in such a grapple. However, in order to make an attack of opportunity, the Gentle Warrior must release his opponent and end the grapple. (See Grapple in Chapter 5: Combat of the *d20 Modern Roleplaying Game*.)

Nerve Pinch

At 10th level, the Gentle Warrior learns how to use pressure points to knock an opponent out while grappling. Along with the options listed in the Grapple section of Chapter 5: Combat of the *d20 Modern Roleplaying Game*, he may also attempt the following action.

Nerve Pinch: Make an opposed grapple check; if you succeed, your opponent must immediately make a Fortitude save (DC 20) or fall unconscious for 1d4 + 1 rounds.

Opinion Maker

An Opinion Maker is a person whose words carry weight in the arena of popular opinion. He can be a politician, a pundit, or a motivational speaker—all that really matters is that when he says something, people pay attention and remember what they heard. What's more, they usually believe what the Opinion Maker says.

Opinion Makers can be seen on television (particularly on news and talk shows) in newspapers, all over the Internet, and often doing personal appearances. They are more than just "leading experts," they are figures

whom the public trusts on matters ranging from fashion to international policy.

Select this advanced class if you want your character to be someone who sets the tone in his chosen field—to be the person whom others emulate. He can be both a trend setter and a trend killer, and no matter what he says, you know that you'll hear others repeating it for weeks to come.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

To qualify to become an Opinion Maker, a character must fulfill the following criteria.

Reputation Bonus: +2.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Knowledge (current events) 3 ranks, Sense Motive 3 ranks.

Class Information

The following information pertains to the Opinion Maker advanced class.

Hit Die

The Opinion Maker gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Opinion Maker gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Opinion Maker's class skills are as follows.

Bluff (Cha), Craft (writing) (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (art, behavioral sciences, business, civics, current events, history, popular culture, streetwise, theology and philosophy) (Int), Perform (act, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), and Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Table 2-6: The Opinion Maker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Renown	+0	+2
2nd	+1	+0	+2	+3	Sound bites	+1	+2
3rd	+1	+1	+2	+3	Bonus feat	+1	+2
4th	+2	+1	+2	+4	Winning smile	+1	+3
5th	+2	+1	+3	+4	Improved renown	+2	+3
6th	+3	+2	+3	+5	Bonus feat	+2	+3
7th	+3	+2	+4	+5	Personal assistant	+2	+4
8th	+4	+2	+4	+6	Greater renown	+3	+4
9th	+4	+3	+4	+6	Bonus feat	+3	+4
10th	+5	+3	+5	+7	Entourage	+3	+5

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Class Features

The following features pertain to the Opinion Maker advanced class.

Renown

An Opinion Maker gains the class feature, providing the feat with the same name.

The Opinion Maker's Reputation bonus increases +3. Normally, a character can only take the Renown feat once. However, an Opinion maker can have both the Renown feat and have the Renown class feature; their benefits stack.

Sound Bites

At 2nd level, the Opinion Maker has become so accustomed to making speeches and speaking extemporaneously that he always seems to know exactly the right thing to say to get a specific reaction from his audience. Any time he is attempting a Bluff, Diplomacy, or Intimidate check, the Opinion Maker can attempt a check against his own Reputation (DC 25) to push the right emotional buttons in his listeners. If this check succeeds, he gains a +4 insight bonus on the Bluff, Diplomacy, or Intimidate check if he is addressing a group of 15 or fewer people. The bonus is +2 if the group is larger.

Bonus Feats

At 3rd, 6th, and 9th level, the Opinion Maker gets a bonus feat. The bonus feat must be selected from the following list, and the Opinion Maker must meet all the prerequisites of the feat to select it.

Alertness, Athletic, Attentive, Code of Honor, Confident, Creative, Deceptive, Educated, Expert Advice, Good Impression, Meticulous, Poker Face, Self Improvement, Trustworthy, Windfall.

Winning Smile

At 4th level, the Opinion Maker develops such a force of personal magnetism that he can convince a single target to regard him as a trusted friend. (If the target is currently being threatened or attacked by the Opinion Maker or his allies, this ability doesn't work.)

The target makes a Will saving throw to avoid being persuaded by the Opinion Maker's words and actions. The DC is 10 + Opinion Maker's class level + Opinion Maker's Charisma bonus.

This ability doesn't enable the Opinion Maker to control the target, but the target perceives the Opinion Maker's

words and actions in the most favorable way. The Opinion Maker can try to give the target orders, but he must win

to convince the target to perform any actions he or she would not normally undertake. The target never obeys a demand that is suicidal or obviously harmful to the target, and any act by the Opinion Maker or his allies that threatens the target breaks the mood and clears the target's head. Otherwise, the target remains won over for 1 minute per Opinion Maker level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the character compelled the target to do.

Improved Renown

At 5th level, the Opinion Maker increases the bonus granted by his Renown class ability from +3 to +6.

Personal Assistant

At 7th level, the Opinion Maker gains a personal assistant to help organize his day-to-day schedule. Some personal assistants act as business managers, others as secretaries, others as valets, and yet others as personal nurses—the player and GM should get together ahead of time to decide how this will play out for an individual Opinion Maker. The personal assistant is not a heroic character, and so will not perform particularly dangerous assignments. He or she will run errands, perform chores, and deliver messages from and for the Opinion Maker and anyone he designates.

The personal assistant joins the game as a Dedicated ordinary 3 (see Ordinaries in Chapter 8: Friends and Foes of the *d20 Modern Roleplaying Game*). He or she does not amass experience points from the Opinion Maker's adventures, but every time the Opinion Maker gains a character level, the personal assistant gains an ordinary level.

If anything happens to a personal assistant, the Opinion Maker can hire a new one. This takes 2d4 weeks, and the new personal assistant always begins as a Dedicated ordinary 3.

Greater Renown

At 8th level, the Opinion Maker increases the bonus granted by his Renown class ability from +6 to +9.

Entourage

At 10th level, the Opinion Maker gains a second personal assistant and an aide. The personal assistant functions exactly as described in the personal assistant class feature.



Clinton Bell, Opinion Maker

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The aide is a 5th-level heroic character who works for the Opinion Maker. Often the aide acts as a bodyguard or agent, but the player and GM can make him or her fulfill whatever function they agree on. The aide should join the game as a 5th-level hero created using only the basic classes. He or she is now considered part of the Opinion Maker's party, and gets an equal share of the experience points gained through their adventuring. The player may advance the aide normally as he or she goes up levels, choosing from basic and advanced classes to develop his or her character.

If anything happens to the aide, the Opinion Maker can hire a new one. This takes 4d4 weeks, and the new aide always begins as a 5th-level hero made using the basic classes.

Profiler

The Profiler is an expert in understanding how other people (particularly criminals) think. After studying a subject, he has the ability to accurately predict how she would react in a specific situation, what choices she would make, and how she would feel in a certain set of circumstances.

Profilers are often employed by police and government agencies to help gain insight into criminal behavior and motivation. A good Profiler can help authorities predict when and where the criminal will strike next, why she is acting this way, and the details of how she is executing the crimes.

Select this advanced class if you want your character to be able to understand and predict other people's motivations (particularly those of criminals).

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

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

Skills: Gather Information 3 ranks, Knowledge (behavioral sciences) 6 ranks, Sense Motive 6 ranks.

Feat: Attentive.

Class Information

The following information pertains to the Profiler advanced class.

Hit Die

The Profiler gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Profiler gains a number of action points equal to 6 +

one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Profiler's class skills are as follows.

Craft (visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture) (Int), Profession (Wis), Language (none), Research (Int), Sense Motive (Wis), Spot (Wis), and Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Profiler advanced class.

Profile

A Profiler knows how to create a profile of a criminal. By making a Gather Information check (DC 15) related to a crime, the Profiler compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing marks and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. However, the Profiler has no way to be certain

that the criminal didn't wear a disguise or otherwise mask her identity.

The Profiler can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Profiler combines the information gathered with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate the suspect—the Profiler develops a sense of the suspect's goals and where he or she might strike next.

Read Target

At 2nd level, the Profiler gains the ability to quickly gain deep insight into the people he meets. While talking directly with a person, the Profiler may spend 1 action point and attempt a Sense Motive check (opposed by the target's Bluff) to "read" the target's general nature.

If the Profiler's check is successful, he gains a +1 insight bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target.

At 6th level, the Profiler's insight bonus against targets he successfully reads increases to +2.



Davis O'Connell, Profiler

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Table 2-7: The Profiler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+2	Profile	+0	+1
2nd	+1	+2	+3	+3	Read target +1	+1	+1
3rd	+1	+2	+3	+3	Bonus feat	+1	+1
4th	+2	+2	+4	+4	Identify motive	+1	+2
5th	+2	+3	+4	+4	Enhanced profile	+2	+2
6th	+3	+3	+5	+5	Read target +2, bonus feat	+2	+2
7th	+3	+4	+5	+5	Anticipate move	+2	+3
8th	+4	+4	+6	+6	Read target +4	+3	+3
9th	+4	+4	+6	+6	Bonus feat	+3	+3
10th	+5	+5	+7	+7	Mindhunter, read target +6	+3	+4

At 8th level, the Profiler's insight bonus against targets he successfully reads increases to +4.

At 10th level, the Profiler may spend 1 action point to increase the insight bonus to +6.

Bonus Feats

At 3rd, 6th, and 9th level, the Profiler gets a bonus feat. The bonus feat must be selected from the following list, and the Profiler must meet all the prerequisites of the feat to select it.

Alertness, Confident, Deceptive, Educated, Iron Will, Low Profile, Personal Firearms Proficiency, Renown, Studious, Trustworthy.

Identify Motive

At 4th level, the Profiler can use a crime scene (or evidence from a crime scene) to determine the perpetrator's state of mind at the time she committed the crime.

If the perpetrator attempted to hide the nature of her crime (such as making a premeditated murder look like a burglary gone awry), the Profiler must make a Sense Motive check opposed by the perpetrator's Bluff check. If the crime was committed by more than one perpetrator and the Profiler does not know this fact, the Bluff check receives a +5 bonus.

Success allows the Profiler to understand the perpetrator's emotional state at the time of the crime, and reveals how many perpetrators were involved.

Enhanced Profile

At 5th level, the Profiler improves his ability to create a general psychological profile of a criminal. He does so by attempting a Knowledge (behavioral sciences) check with a variable DC (see below). If this check is successful, the Profiler can better determine the suspect's background, as represented by her class level. Rather than produce a specific number, this allows the Profiler to determine the suspect's level within a certain range. The ranges are: 1st–3rd level, 4th–6th level, 7th–10th level, 11th–14th level, and 15th–20th level.

The DC for the Knowledge (behavioral sciences) check is 15 + the suspect's character level. The DC is increased

by 5 if the suspect has levels of any advanced class, and is lowered by 5 if the suspect is an ordinary character. If the check is successful, the GM should provide reliable information. If the check fails, the GM should provide inaccurate information—a little too low if the suspect is an ordinary character, and a little too high if the suspect is a heroic character.

Anticipate Move

At 7th level, the Profiler gains the ability to intuit what the perpetrator will do next.

The Profiler may attempt a Sense Motive check with a DC equal to 10 + the perpetrator's character level. If the check succeeds, the GM should give the Profiler a general idea of what the perpetrator will do next. If the check fails, the GM should give the Profiler misleading information about the perpetrator's next move. The choices generally are: hide (drop out of circulation), brag (tell others what she has done), escalate (commit a bigger or more vicious crime), confess (contact the authorities, though not necessarily turn herself in), relocate (move to a different area without otherwise changing patterns), or practice (commit another crime of the same sort, in the same general area).

Mindhunter

At 10th level, the Profiler is able to put together an extremely accurate profile of the perpetrator.

The Profiler does this by making a Knowledge (behavioral sciences) check with a DC equal to 15 + the perpetrator's character level. If the check is successful, the GM should provide an accurate profile. If the check fails, the GM may provide a completely inaccurate profile, or may mix bits of truth and falsehood together into a dangerously misleading profile.

This profile includes: education and income level, choice of vehicle, general appearance (including race), mode of dress, occupation (by field), criminal record (by type of crime), current and recent relationships (friends, lovers, family), choice of victim, social skills, childhood traumas, and how to push the right buttons to get a confession out of the perpetrator.

Chapter Two: Advanced Classes

Survivalist

A Survivalist is someone who enjoys spending time in the deep wilderness. She has the knowledge, training, and experience to live under conditions others would call less than primitive—moreover, she thrives under these conditions. The Survivalist knows where to find food and fresh water, how to prepare proper shelter, and what plants and animals are dangerous (and which are edible). She's the kind of person who can walk into the wild with nothing but the clothes on her back and come back a week later looking even healthier and happier than ever.

Select this advanced class if you want your character to be as comfortable and secure in the wilderness as most people are in cities. It provides many bonuses to the skills required to endure the rigors and dangers of untamed nature, as well as abilities to understand the natural world and its creatures.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

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

Defense Bonus: +2.

Saves: Fortitude save +2.

Skills: Climb 6 ranks, Survival 6 ranks, Navigate 3 ranks.

Class Information

The following information pertains to the Survivalist advanced class.

Hit Die

The Survivalist gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Survivalist gains a number of action points equal to 6 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Survivalist's class skills are as follows.

Balance (Dex), Climb (Str), Craft (structural) (Int), Handle

Animal (Cha), Hide (Dex), Jump (Str), Knowledge (current events, earth and life sciences, history, popular culture) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Ride (Dex), Search (Int), Speak Language (none), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Survivalist advanced class.

Athletic

At 1st level, the Survivalist gains the Athletic class feature, providing the benefit of the feat with the same name.

The Survivalist gets a +2 bonus on all Climb checks and Swim checks.

Naturalist

At 2nd level, the Survivalist selects one of the following terrains in which she specializes: arctic, desert, deciduous forest, jungle, mountain (high altitude), mountain (low altitude), plains (temperate grasslands), rainforest, savanna, sea coast, swamp, volcanic plain.

When in that particular terrain, she gains a +2 competence bonus on all checks involving the following skills: Climb, Craft (structural), Hide, Move Silently, Navigate, Search, Survival.

At 5th level, the Survivalist may select another terrain in which she gains this advantage, or she may opt to increase the competence bonus she receives in her original terrain to +4.

At 8th level, the Survivalist may select another terrain in which she gains this advantage, or she may opt to increase the competence bonus she receives in one of her other terrains by an additional +2.

Bonus Feats

At 3rd, 6th, and 9th level, the Survivalist gets a bonus feat. The bonus feat must be selected from the following list, and the Survivalist must meet all the prerequisites of the feat to select it.

Acrobatic, Animal Affinity, Cross-Training, Dodge, Far Shot, Focused, Great Fortitude, Guide, Personal

Table 2-8: The Survivalist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+2	Athletic	+1	+0
2nd	+1	+3	+2	+3	Naturalist	+1	+0
3rd	+2	+3	+2	+3	Bonus feat	+2	+0
4th	+3	+4	+2	+4	Endurance	+2	+0
5th	+3	+4	+3	+4	Naturalist	+3	+1
6th	+4	+5	+3	+5	Bonus feat	+3	+1
7th	+5	+5	+4	+5	Orienteering	+4	+1
8th	+6	+6	+4	+6	Naturalist	+4	+1
9th	+6	+6	+4	+6	Bonus feat	+5	+2
10th	+7	+7	+5	+7	Live off the land	+5	+2

Chapter Two: Advanced Classes

Firearms Proficiency, Run, Simple Weapon Proficiency, Self Improvement, Stealthy, Toughness, Track.

Endurance

At 4th level, the Survivalist gains the Endurance class feature, providing the benefit of the Endurance feat with the same name.

The Survivalist gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to avoid becoming fatigued, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, she may sleep in medium or light armor without becoming fatigued.

Orienteering

By 7th level, the Survivalist's sense of direction and understanding of topography is so keen that she is able to accurately predict the location of natural features she has never seen before. After spending 1 minute studying the area around her, the Survivalist may attempt a Survival check (DC 15) to determine any two of the following pieces of information: the direction and approximate distance to the nearest lake or large body of water; the time of day (within 15 minutes); any one compass point; the weather conditions for the next 6 hours; the location of any game trails (and what type of animal passed along it most recently); the temperature (within five degrees); the location of the highest point of land within 5 miles.

If she is in a terrain for which she has taken the Naturalist talent, a successful Survival check also allows her to determine one of the following pieces of information:

the location of the nearest river or stream; whether or not a particular plant is poisonous; whether or not there is a road within 5 miles; the present time of day (within five degrees); the weather conditions for the next 12 hours; the time of day (within 5 minutes).



Susan Ahn, Survivalist

Off the Land

At 10th level, in certain types of terrain the Survivalist can find sufficient food and shelter to live indefinitely without supplies or equipment. In any terrain in which she has specialized using her Naturalist talents, the Survivalist gains an additional +4 competence bonus on the following checks: Climb, Craft (structural), Hide, Move Silently, Negotiate, Search, Survival. This bonus stacks with any bonuses granted by the Naturalist talent. She also gains a circumstance bonus on all melee attack rolls.

While in one of her chosen terrains, a Survival check (DC 20) allows her to gather enough food and fresh water to meet one person's daily requirements with no effect on her overland speed. With a Survival check (DC 30) she can gather enough for two people's daily requirements.

Chapter Three: Feats

Feats represent specific training, knacks, and capabilities of an individual. They may pertain to her occupation, class, or advanced class—then again, they may just be reflective of her character and predilections.

In any case, they are arguably the best way to personalize a character and make her unique among other members of her class.

Feats are like clothing for your modern d20 System character.

They express her style and your intentions as pertains to roleplaying the character. There is no right and wrong way to select feats. You can select feats in a systemized pattern

designed to optimize your character's abilities and skills, or you can select them more holistically, picking the feat that seems most appropriate at that particular juncture in your character's career. It doesn't matter, as long as you're enjoying the game.

New Feats

Just as it is impossible to exhaustively cover all the possibilities for character types in a single volume, so too can one book never contain all the potential tricks, knacks, and abilities a character can bring to bear. Indeed, as the headlines continue to prove, no record is unbeatable—no accomplishment is beyond the grasp of a truly dedicated and talented individual.

This chapter presents a series of new feats suitable for use in just about any modern d20 System game. Some build on feats found in the *d20 Modern Roleplaying Game*, but most represent completely new abilities. Particular attention

was paid to include feats that come into play during parts of the game other than combat.

New Bonus Feats

With your GM's approval, some of the feats below may be added to the bonus feats for classes presented in other modern d20 System games.

Back Off

You are skilled at stepping out of the way when someone attacks you.

Prerequisites: Dexterity 13, Dodge, Mobility, Sidestep.

Benefit: If an opponent's actions allow you to perform an attack of opportunity, instead of attacking, you may take a single 5-foot step. Your 5-foot step may not take you into any square that is threatened by one or more of your opponents. Using this feat counts as one of your attacks of opportunity for the round. After your 5-foot step, your opponent may continue his or her action normally.

Normal: Attacks of opportunity normally do not allow you to make any movement, only a single melee attack.

Special: Unless you have Combat Reflexes or some other ability that grants you extra attacks of opportunity, you can only back off once per round.

Bull's Eye

Your attacks with ranged weapons are especially deadly.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you threaten a critical hit with a ranged weapon, you may spend 1 action point to automatically confirm the critical.

Code of Honor

You have a sterling reputation among the members of a particular organization or group.

Something Borrowed

Not all the feats in this chapter are completely new. Several of them were designed by Charles Ryan for his book *Ultramodern Firearms d20*, published by Green Ronin Publishing. This invaluable guide to cutting edge guns and ammunition in modern d20 System games is available at your local game store or through the Green Ronin website, www.greenronin.com.

Feats vs. Class Abilities

At first glance, feats and class abilities seem practically interchangeable. They both represent spectacular abilities that a character gains as she goes up in levels.

So, many people ask, why isn't every class ability also present in the game as a feat? Why must a character devote several levels to a class before she can gain a particularly useful ability?

The answer has two parts—experience and access.

Every special aptitude, feat, or class ability has a minimum level at which it can be obtained by a character. If the ability is particularly potent, the character must gain some manner of experience before being granted access to the aptitude in question. In some cases, this experience is represented by prerequisite feats or minimum ability scores. However, sometimes extended periods of effort are required. In a d20 System game, these are measured by levels and experience points—there are some aptitudes that cannot be gained until a character reaches a specific level. Of course, this could be achieved by adding character level to the possible entries under a feat's prerequisites, but that would not address the second part of this equation.

Not every character will have access to the particular training, philosophy, and experiences required to master a particular aptitude. For example, no matter how hard he trains, studies, or practices, a character cannot learn to give glib, off-handed comments that play well on the evening news until he is in a position where reporters swarm him, constantly firing unexpected questions his way. Other experiences may help prepare him to be more camera friendly, but none will allow him to hone that particular skill. In other words, the only way for a character to get the Sound Bites ability is to take two levels of Opinion Maker (or some other advanced class that features that particular ability).

Chapter 3: Feats

Prerequisites: At least one allegiance.

Benefit: Select one allegiance your character already has formed. You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with characters who have the same allegiance. You gain a -4 circumstance penalty on these same checks when dealing with characters who have the opposed allegiance.

Special: You may take this feat multiple times; each time it applies to a different allegiance.

Collector

You spend so much time and money on one of your hobbies that you have become an expert on the subject.

Prerequisites: Knowledge (pop culture) 5 ranks.

Benefit: Select a single hobby or pastime (comic books, baseball cards, noir films, and so forth). You gain a +5 bonus on Wealth checks to see if you have an object related to your hobby on hand. (See On-Hand Objects in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*.) You may attempt these checks for items with a purchase DC of 12 or lower.

Normal: On-hand Wealth checks can normally only be made for items with a purchase DC of 10 or lower.

Special: You must still get your GM's permission to attempt the Wealth check, and the GM is the final arbiter of the purchase DC for all items.

Cross-Training

You are fanatically dedicated to improving some aspects of yourself, while being willing to let other aspects atrophy.

Benefit: permanently by +1 each and lower score permanently by -2.

Deep Pockets

You are able to manage your finances so that buying items is less impactful to your budget.

Prerequisites: Profession 4 ranks, Financial Wizard.

Benefit: After succeeding at a Wealth check to purchase an object, you may subtract half your Reputation bonus (round down) from the item's purchase DC for the purpose of determining how much your current Wealth bonus is lowered. For example, a character with a Wealth bonus of +10 and a Reputation bonus of +6 makes a successful Wealth check to buy an item with a purchase DC of 17. Normally this would cause the character's Wealth bonus to drop by 1d6 + 1 points. (1d6 because 17 is 12 points higher than his current Wealth bonus, and +1 because the purchase DC was higher than 15.)

When determining Wealth loss, the purchase DC is treated as though it was 14, because half the character's Reputation bonus of +6 is subtracted from the purchase DC (17 - 3 = 14). This drops the Wealth loss to only 1 point, because 14 is 10 points higher than the character's current Wealth bonus of +4.

Normal: Your current Wealth bonus is normally lowered based on an item's purchase DC. It is lowered an additional 1 point if the item's purchase DC is 15 or higher. See Losing Wealth in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*.

Expert Advice

You are widely published, and widely known, in an activity or area of knowledge. Choose a single skill for this feat to affect; you may not choose Profession, Read/Write Language, or Speak Language.

Prerequisites: At least 1 rank in the skill selected.

Benefit: When making checks with the selected skill, you may use your Reputation bonus instead of the usual ability modifier.

Special: You can gain this feat multiple times. Each time you take it, you select a different skill.

Financial Wizard

You have a knack for financial matters and a sense for good investments.

Prerequisites: Profession 4 ranks.

Benefit: If you succeed while making a Profession check to regain Wealth after reaching a new level, your current Wealth bonus increases by +1. For every 5 points by which you exceed the DC, you gain an additional +2 to your

Normal: Normally you gain only an additional +1 for every 5 points by which you exceed the DC.

Good Impression

You have the gift of gab that can convince people that you know what you're talking about (even when you don't). Before attempting a Bluff check, you may first use this feat to try to improve your chances of success.

Prerequisites: Charisma 13.

Benefit: Make a check against your Reputation, opposed by the appropriate Knowledge check. If the target does not have any ranks in the appropriate Knowledge skill, it is instead opposed by an Intelligence check. If you are successful, you gain a +4 circumstance bonus on your Bluff check.

Special: If you are trying to bluff a group of characters, the one with the highest skill or Intelligence modifier rolls for the entire group.



Rana pumps some iron in her Cross-Training routine.

Chapter 3: Feats

Greater Dodge

Your skill at dodging attacks is preternatural.

Prerequisites: Dexterity 13, Dodge, Improved Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +3 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Guns Akimbo

You are skilled at delivering massive firearms attacks while on the move.

Prerequisites: Shot on the Run, Two-Weapon Fighting.

Benefit: If you have two ranged weapons, as an attack action you may make one attack with each weapon. In addition to the penalties you normally suffer for attacking with two weapons, you suffer an additional –2 penalty on each attack.

Normal: Attacking with two weapons is a full attack and requires a full action.

Hard-Eyed

With a gun in your hand, you have an especially dangerous aspect.

Prerequisites: Charisma 13, Intimidate 4 ranks.

Benefit: You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The

target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

Normal: Circumstances such as holding a gun on a flat-footed opponent normally grant a +2 circumstance bonus.

Haggle

You are a shrewd bargainer, able to secure deals that no one else could.

Prerequisite: Deceptive or Trustworthy.

Benefit: When purchasing or selling equipment, you may attempt a Bluff or Diplomacy check with a DC equal to the item's purchase DC. If you are successful, you may raise or lower the item's purchase DC by 1 point.

Hail of Bullets

Your quick trigger finger can unleash a rain of death.

Prerequisites: Point Blank Shot, Double Tap.

Benefit: You can use semiautomatic firearms as if they are automatic firearms. You can make autofire attacks and use feats that require firearms with automatic settings, such as Burst Fire. You must meet all other requirements for these attacks (such as having 10 bullets in the weapon to use autofire).

Improved Dead Aim

Your skill with ranged weapons is unmatched

Prerequisites: Point Blank Shot, Far Shot, Dead Aim.

Table 3-1: Feats

Feat	Prerequisites	Benefits
Code of Honor	Any allegiance	+4 on certain checks when dealing with same allegiance, –4 when dealing with opposite
Collector	Knowledge (pop culture) 5 ranks	+5 on Wealth check to have specific class of item on hand
Combat Martial Arts*	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Martial Arts Weapons Proficiency	Combat Martial Arts, Defensive Martial Arts, base attack bonus +1	Proficient in 3 specific exotic melee weapons
Cross-Training	—	+1 to two different ability scores, –2 to one ability score
Deceptive*	—	+2 on Bluff and Disguise checks
Haggle	Deceptive or Trustworthy	Bluff or Diplomacy check to modify purchase DC by 1
Dodge*	Dex 13	+1 dodge bonus against selected opponent
Improved Dodge	Dex 13, Dodge	+2 dodge bonus against selected opponent
Greater Dodge	Dex 13, Dodge, Improved Dodge	+3 dodge bonus against selected opponent
Supreme Dodge	Dex 13, Dodge, Improved Dodge, Greater Dodge	+4 dodge bonus against selected opponent or split between various opponents
Sidestep	Dex 13, Dodge, Mobility	Follow opponent making 5-foot step out of melee
Back Off	Dex 13, Dodge, Mobility, Sidestep	Use attack of opportunity to make a 5-foot step
Expert Advice	1 rank in chosen skill	Use Reputation bonus instead of ability bonus with chosen skill
Far Shot*	—	Multiply range increments by 1.5 (2 for thrown weapons)
Dead Aim*	Wis 13, Far Shot	+2 on ranged attack if full round spent aiming
Improved Dead Aim†	Wis 13, Far Shot, Dead Aim	+3 on ranged attack if full round spent aiming

Chapter 3: Feats

Benefit: The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

Improved Dodge

You excel at dodging attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +2 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Lucky

Things just happen to fall your way.

Benefit: When spending an action point to improve a d20 roll, instead of adding +1d6 to the roll, you may instead choose to reroll the d20. The second result must be used, regardless of whether it is better or worse than the original result.

Special: You may use this feat a number of times per day equal to your character level divided by 4 (minimum 1).

Martial Arts Weapons Proficiency

Your training in the martial arts includes the use of various exotic weapons.

Prerequisites: Base attack bonus +1, Combat Martial

Arts, Defensive Martial Arts.

Benefit: Select 3 exotic weapons. You make attack rolls with these weapons normally.

Normal: A character who uses an exotic weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, you select another 3 exotic weapons.

Moonlighter

When the 5:00 whistle blew, you headed off to another job.

Benefit: Choose a second starting occupation. You must meet all the prerequisites plus other requirements (see below). You gain the listed skills, Reputation bonus increase, and Wealth bonus increase for the occupation. However, you do not gain any bonus feats. In fact, a bonus feat listed for an occupation instead becomes a prerequisite. If the occupation lists several bonus feats and instructs you to select one, then you must have one of those bonus feats in order to moonlight in that occupation.

Special: You may only take this feat as a 1st-level character.

Poker Face

You naturally hide your feelings, thoughts, and emotions well.

Prerequisites: Wisdom 13.

Benefit: Anyone attempting to make a Sense Motive check against you gets a -2 circumstance penalty.

Table 3-1: Feats (Continued)

Feat	Prerequisites	Benefits
Financial Wizard	Profession 4 ranks	Recover Wealth quicker when leveling up
Deep Pockets	Profession 4 ranks, Financial Wizard	Reduce Wealth loss from expensive purchases
Good Impression	Cha 13	Opposed Reputation check to get +4 on Bluff
Hard-Eyed†	Cha 13, Intimidate 4 ranks	+5 on Intimidate checks when aiming a gun at target
Lucky	—	Spend action point to reroll d20 result
Moonlighter	—	Choose a second starting occupation
Point Blank Shot	—	+1 on attack and damage from up to 30 ft.
Double Tap*	Dex 13, Point Blank Shot	-2 on attack, +1 die damage
Hail of Bullets†	Dex 13, Point Blank Shot, Double Tap	Make autofire attack with semiautomatic firearm
Precise Shot*	Point Blank Shot	No -4 penalty for shooting into melee
Bull's Eye†	Point Blank Shot, Precise Shot	Spend action point to confirm critical with ranged weapon
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Move before and after ranged attack
Guns Akimbo†	Dex 13, Point Blank Shot, Dodge, Mobility, Shot on the Run, Two-Weapon Fighting	Make two-weapon ranged attacks as attack action
Poker Face	Wis 12	Others get -2 to Sense Motive checks against you
Self Improvement	—	+1 to one ability score
Stage Presence	Cha 13	Add Reputation bonus to one Perform check
Star Employee	Reputation bonus +1	+1 Reputation bonus, +1 Wealth bonus increase, gain one permanent class skill

*Feat from the d20 Modern Roleplaying Game

†Feat from Ultramodern Firearms (also appearing in the Modern Player's Companion)

Chapter 3: Feats

Self Improvement

Through dedicated training or study, you have improved your physical or mental abilities.

Benefit: Raise one ability score permanently by +1.

Special: You can take this feat multiple times. Its effects stack.

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

Stage Presence

You shine when the spotlight is on you.

Prerequisites: Charisma 13.

Benefit: Pick one Perform skill—Perform (stand-up), for example. You may add your Reputation bonus whenever you make a check with that skill.

Special: You can take this feat multiple times. Each time it applies to a different category of the Perform skill.

Star Employee

You are a dedicated worker, and people recognize and reward your extra effort.

Prerequisites: Reputation bonus +1.

Benefit: You gain +1 to your Reputation bonus, +1 to your current Wealth bonus, and can make one skill from your starting occupation's skill list a permanent class skill.

Supreme Dodge

Your skill at dodging attacks is such that you can avoid multiple attackers at once.

Prerequisites: Dexterity 13, Dodge, Improved Dodge, Greater Dodge.



George Sidesteps an attacking thug.

Benefit: When using your Dodge feat, you may now designate more than one opponent (you must still be aware of each opponent you designate). You have a total of +4 dodge bonus that can be divided between the different opponents you designate. You may choose to have +4 against a single opponent, +2 against two separate opponents, +1 against four separate opponents, or any other combination you prefer. You can select new opponents or reallocate your dodge bonus on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Chapter Four: Equipment

The modern world is a material world—whether it's right or wrong, people judge one another based on what they own, carry, and wear. If a character does not have just the right equipment or clothing, he may have trouble getting the respect or aid he needs no matter how skilled or qualified he is. On the other hand, a character who has all the right equipment and whose outfit matches the public's image of his profession will usually get every courtesy and assistance, even if he is really a scam artist.

New Equipment

The reality of modern d20 System games is that a GM has an ever-expanding equipment list at her fingertips. Every catalog, e-store, and infomercial she sees is an instant resource for her players. All the GM needs to know is the price and general capabilities of an item.

Still, it's convenient to have information about particularly useful items in a central location. Chapter 4: Equipment in the *d20 Modern Roleplaying Game* contains an extensive list of items that characters of all sorts will find invaluable. Below are some additional pieces of equipment that can come in handy in a wide array of modern-era settings.

Bags and Boxes

Sometimes how you carry your possessions is as important as what equipment you have.

Camera Bag

Once used only by professional photographers, the advent of affordable digital still and video cameras has made the camera bag an item found in many households. Camera bags have compartments designed to snugly hold a camera, lenses, and other miscellaneous photographic equipment, and the entire bag is padded to prevent damage to delicate items. Each comes with an adjustable shoulder strap. (If dropped, crushed, or attacked with a melee weapon, the camera bag provides DR 3 to everything inside.)

Camera bags come in different sizes for different types of cameras. The smallest bag holds up to 5 lbs. worth of items, but there are also models with 10 lb. and 15 lb. capacities.

Duffel Bag

A cylindrical canvas sack that is open on one end, the duffel bag is a convenient way to carry clothing, bedding, and other nonfragile items. It cinches closed at the top and is secured by a clasp at the end of the strap. Made popular by military personnel who use the bag to carry their belongings overseas, duffel bags are still most commonly made of olive drab canvas. However, their popularity with students and campers means that other, more fashionable color schemes are available. A duffel bag can hold approximately 50 pounds of material, but offers no protection from damage or wetness.

Fanny Pack

A small pouch attached to an adjustable belt, this item has become widely popular with travelers, campers, and anyone

who needs to keep both hands free but must carry more than can reasonably be held in one's pockets. Despite its name, most people wear it with the pouch facing the front or to the side, and use it to carry passports, cell phones, PDAs, maps, note pads, wallets, and other relatively small items.

Money Belt

A thin, four-inch wide belt with several secure pockets meant to be worn across the lower abdomen underneath clothing, the money belt is a means to clandestinely carry cash or

Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes				
Camera Bag				
5 lb. capacity	Small	0.5 lb.	4	—
10 lb. capacity	Med	1 lb.	5	—
15 lb. capacity	Med	1.5 lb.	5	—
Duffel Bag	Large	1 lb.	5	—
Fanny Pack				
2 lb. capacity	Small	0.5 lb.	4	—
5 lb. capacity	Small	0.5 lb.	5	—
Money Belt	Tiny	—	4	—
Suitcase, Wheeled				
25 lb. capacity	Med	2 lb.	7	—
50 lb. capacity	Large	3 lb.	8	—
75 lb. capacity	Large	5 lb.	10	—
Clothing				
Designer Outfit				
Business	Med	3 lb.	15	—
Casual	Med	2 lb.	12	—
Formal	Med	3 lb.	19	—
Computers and Consumer Electronics				
Laser Pointer	Fine	—	5	—
Multi-function PDA/Cell Phone	Dim	0.5 lb.	17	—
Pager	Dim	—	8	—
Portable Hard Drive	Small	1 lb.	12	—
Survival Gear				
Canteen				
0.5 qt. capacity	Small	0.5 lb.	2	—
1 qt. capacity	Small	1 lb.	3	—
2 qt. capacity	Small	1 lb.	3	—
Fishing Rod	Med	1 lb.	4	—
Flask	Tiny	0.5 lb.	5	—
Hip Boots	Med	5 lb.	5	—
Rain Poncho	Med	1 lb.	3	—
Tackle Box	Small	5 lb.	6	—
Waders				
Hip	Med	8 lb.	7	—
Waist	Med	8 lb.	8	—

Chapter 4: Equipment

other printed materials. It can hold up to one-half-pound of paper and provides a +2 equipment bonus on Sleight of Hand checks to conceal the belt.

Suitcase, Wheeled

The preferred carrying case of travelers the world over, this suitcase has an extendable handle on one end and wheels on the other so that it may be pulled rather than carried. It can be used to hold anything from clothing and personal items to professional equipment or bulk cargo. Anything that fits in the suitcase does not exceed its weight limit and can be transported inconspicuously. Wheeled suitcases generally come in three sizes. The smallest is suitable as an overnight bag (designed to fit in the overhead bin of a commercial airline), the middle holds a few days worth of clothing, and the largest is meant for use on extended trips.



Clothing

The clothes, they say, make the person. So, while it generally has little effect in combat and other mechanical aspects of a game, clothing plays an integral part of a modern d20 system character's persona and roleplaying mystique.

Designer Outfit

In some levels of society, the name of an outfit's designer can be more important than the name of its wearer. Sometimes simply having clothing made by Gucci, Wang, or Armani will open doors that no amount of money could. When you absolutely have to dress to impress, the high fashion designers will clothe you in style—for a price. (In certain situations, the GM may allow characters wearing designer outfits to benefit from a +2 equipment bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks.)

Computers and Consumer Electronics

No type of equipment becomes outdated faster than electronics. Today's cutting edge technology will be run of the mill, or perhaps even obsolete, within two years. GMs may want to periodically take a trip to a local electronics retailer and just look around for items that would be interesting to add to their campaigns.

Laser Pointer

Pen-shaped devices that shine a bright, tightly focused beam of light (usually red, but sometimes green) that lecturers use to draw attention to a specific area of a display or projected image.

PDA/Cell Phone

Combines the functions of a PDA, mobile phone, digital camera, digital audio recorder, and pager.

Pager

A small, handheld device capable of receiving and sending short text messages (100 or fewer characters) only.

Portable Hard Drive

A small, portable case (the size of a paperback book) that contains a hard drive that can hold as much data as a personal computer. The machine does not have the ability to function as a computer, but can be used, for example, just as a storage unit. If the portable hard drive is plugged into a personal computer, that computer can read, add to, or erase the data contained there.

Survival Gear

When you leave the developed, populated parts of the world, your survival depends on having specific equipment that performs reliably. Sometimes replacements can be jury-rigged, but it is always better to have the right tool for the job.

Canteen

A container for carrying drinking water. Canteens have airtight caps, are insulated, and feature either an adjustable shoulder strap or a belt clip. They come in several sizes.

Fishing Rod

Rather than a single item, purchasing this equipment provides a rod, reel, and 10 hooks suitable for freshwater fishing in a lake or river.

Flask

A small, thin metal case surrounding a glass container about the size of a paperback book. It is airtight, and generally used to hold some form of potable liquid.

Hip Boots

A pair of watertight boots that come up to mid-thigh that are worn by individuals planning to walk into rivers, lakes, sewers, swamps, or other shallow, soggy places.

Rain Poncho

A simple pullover garment with a hood made of water-repellant plastic.

Tackle Box

A small plastic or metal box, about a foot long and a half-foot wide and deep, that contains materials useful for fishing.

Chapter 4: Equipment

including: 20 extra hooks, 2 spools of fishing line, pliers, shears, a small net, and an assortment of lures, sinkers, and buoys.

Waders

This outfit, worn by individuals planning to walk into rivers, lakes, sewers, swamps, or other soggy places, is a single piece of equipment that covers both legs and a portion of the torso. Waders come in hip-high or chest-high models.

Equipment Packages

One of the most time-consuming and potentially contentious aspects of modern d20 System character creation is purchasing equipment. The Wealth system does a terrific job of dealing with buying power in our easy credit, no downpayment, you are what you owe society. However, since the numbers involved are somewhat randomized—particularly when it comes to Wealth loss—some players are hesitant to equip their characters unless the Gamemaster is present. This, of course, means that valuable playing time must be taken to get the characters ready for the game.

The equipment packages below are presented as an option to speed up character creation. Each one is designed for a particular type of character (based on his or her starting occupation). Although these will not cover every contingency, they do deal with several of the most common types of modern d20 System heroes.

Using Equipment Packages

To use the equipment packages, follow the steps below:

1. Determine your character's starting Wealth bonus normally.
2. Select an equipment package for your character.
3. Your character automatically gets the equipment listed in the Basic Package, regardless of starting Wealth bonus. Record this equipment on the character sheet.
4. Each package has three additional entries, each listed with a minimum Wealth bonus. If your character has a starting Wealth bonus equal to or higher than the listed number, add that equipment to the character sheet as well.
5. When you are done, subtract from your character's starting Wealth bonus the number of the highest package you selected for your character. The result is your character's current Wealth bonus. (If you took only the Basic Package, your character's current Wealth bonus is +0.)
6. You may add to the character sheet any additional items with a purchase DC of 14 or lower.
7. You may exchange any item from any package for any other nonrestricted item with an equal or lower purchase DC.

Adventurer Package

This package is good for any character who spends a good deal of her time in the wilderness or the disused parts of a city. It has equipment that will be helpful for deep woods campers, monster hunters, extreme sports enthusiasts, and others who tend to go places that most people avoid.

Basic Package

Aluminum travel case (large), backpack, binoculars (standard), caltrops (25), camera (digital), canteen, clothing (casual), cell phone, chemical light sticks (5), compass, contractor's field bag, duct tape, duffle bag, flashlight (battery flood), holster (hip), knife, map (road atlas), multipurpose tool, Pathfinder, pull-up pouch vest, rain poncho, rope (150 ft.), search-and-rescue kit, sleeping bag, speed loader, tent (2 person dome), trail rations (12), walkie-talkie (basic).

Wealth Bonus +5

Baretta, 92F, Remington 700.

Wealth Bonus +7

Electro-optical scope.

Wealth Bonus +9

Yamaha YZ250F (dirt bike).

Criminal Package

This package is good for any character who works on the wrong side of the law. It has equipment that will be useful to career criminals, small-time thieves, shady business people, and anyone else who believes that nothing is illegal until you get caught.

Basic Package

Binoculars (standard), bolt cutter, brass knuckles, briefcase, car opening kit, cell phone, clothing (business), clothing (casual), disguise kit, duct tape, duffle bag, fake ID, flashlight (standard), flask, holster (concealed carry), knife, leather jacket, lockpick set, money belt, Pathfinder, sap, suppressor (pistol).

Wealth Bonus +5

Desert Eagle, sawed-off shotgun.

Wealth Bonus +7

Uzi.

Wealth Bonus +9

Ford Crown Victoria.

Law Enforcement Package

This package is good for any character who spends her life protecting the innocent and upholding the law of the land. It has equipment that will be helpful for police officers, private investigators, bodyguards, and anyone else who wants to keep the peace and see justice done.

Basic Package

Car opening kit, cell phone, chemical light sticks (5), clothing (casual), Colt Double Eagle, disguise kit, evidence kit (basic), fire extinguisher, first aid kit, flashlight (penlight), flashlight (standard), handcuffs (steel), holster (hip), holster (concealed carry), lock release gun, map (road atlas), metal baton, multipurpose tool, patrol box, pepper spray, Ruger

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Service-Six, sap, search-and-rescue kit, speed loader, spike strip, stun gun, undercover vest, uniform.

Wealth Bonus +5

Beretta M3P, evidence kit.

Wealth Bonus +7



Jimmy knows that in order to do a job well, you need the right equipment.

Technician Package

This package is good for any character who makes a living working on machines, electronics, or computers. It has equipment that will be useful for mechanics, I.T. specialists, electricians, programmers, and anyone else who spends most of their time dealing with machines and technology.

Basic Package

Camera bag, camera (digital), cell phone, clothing (business), clothing (casual), coat, day pack, digital audio recorder, duct tape, electrical tool kit (basic), laser pointer, lineman's buttset, mechanical tool kit (basic), modem (cellular), multipurpose tool, pager, portable hard drive, scanner, tool belt, windbreaker.

Wealth Bonus +7

Computer (desktop), PDA.

Wealth Bonus +9

Computer (laptop).

Wealth Bonus +11

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