



D20 MODERN

## A d20 Modern Advanced Class

# Troubleshooter

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

### **Background:**

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

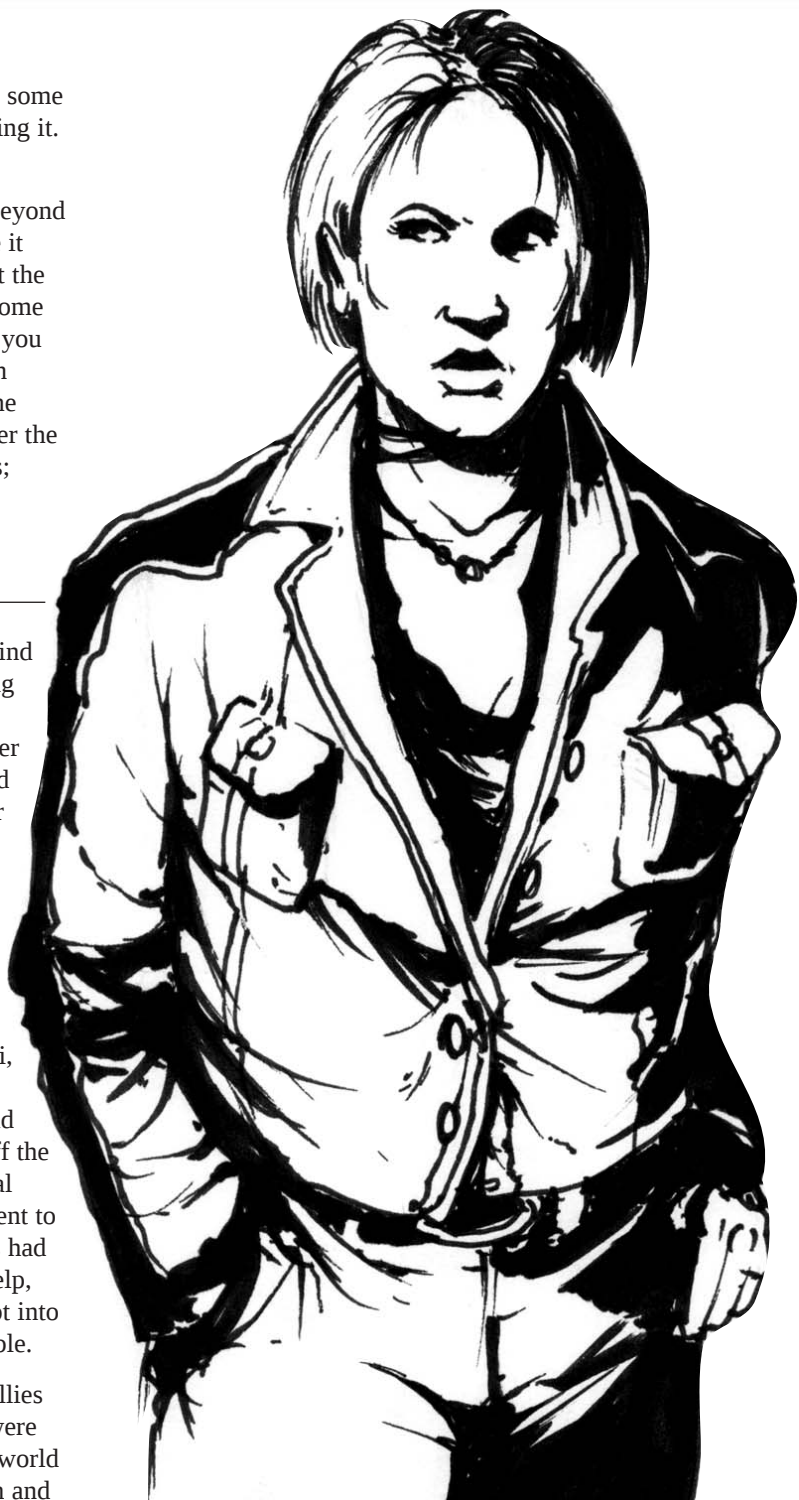
However, no matter how bad it gets, you know beyond all doubt that you are the only one that can make it better. You are the right person for the job, at just the right time. Your confidence and self-assurance, some say, are just so much bravado and trash-talk; but you know the truth. You can back your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

### **Profile of a Troubleshooter:**

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

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

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



Written by Jason J. McCuiston



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

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

## requirements

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

**Base Attack Bonus:** +2

**Skills:** Bluff 6 ranks, and Gamble 6 ranks.

**Feat:** Confident.

## class information

**Hit Die:** 1d10

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

## class skills

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

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

**Skill Points at Each Level:** 5 + Intelligence Modifier.

## class features

The following features pertain to the Troubleshooter advanced class:

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

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

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

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

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

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

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

# TROUBLESHOOTER

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

*There are only 10 levels to this class*

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

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

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

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

**Artwork: Jason Walton**

d20 Modern™ is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. ‘d20 System’ and the d20 System logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

All text on all pages is Open Game Content as defined by the Open Gaming License. See page 4 for more information.

# OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Troubleshooter, Copyright 2004, Louis Porter Jr. Design, Inc.