



LPJ9880

city of violence



## A d20 Modern Advanced Class

# street racer

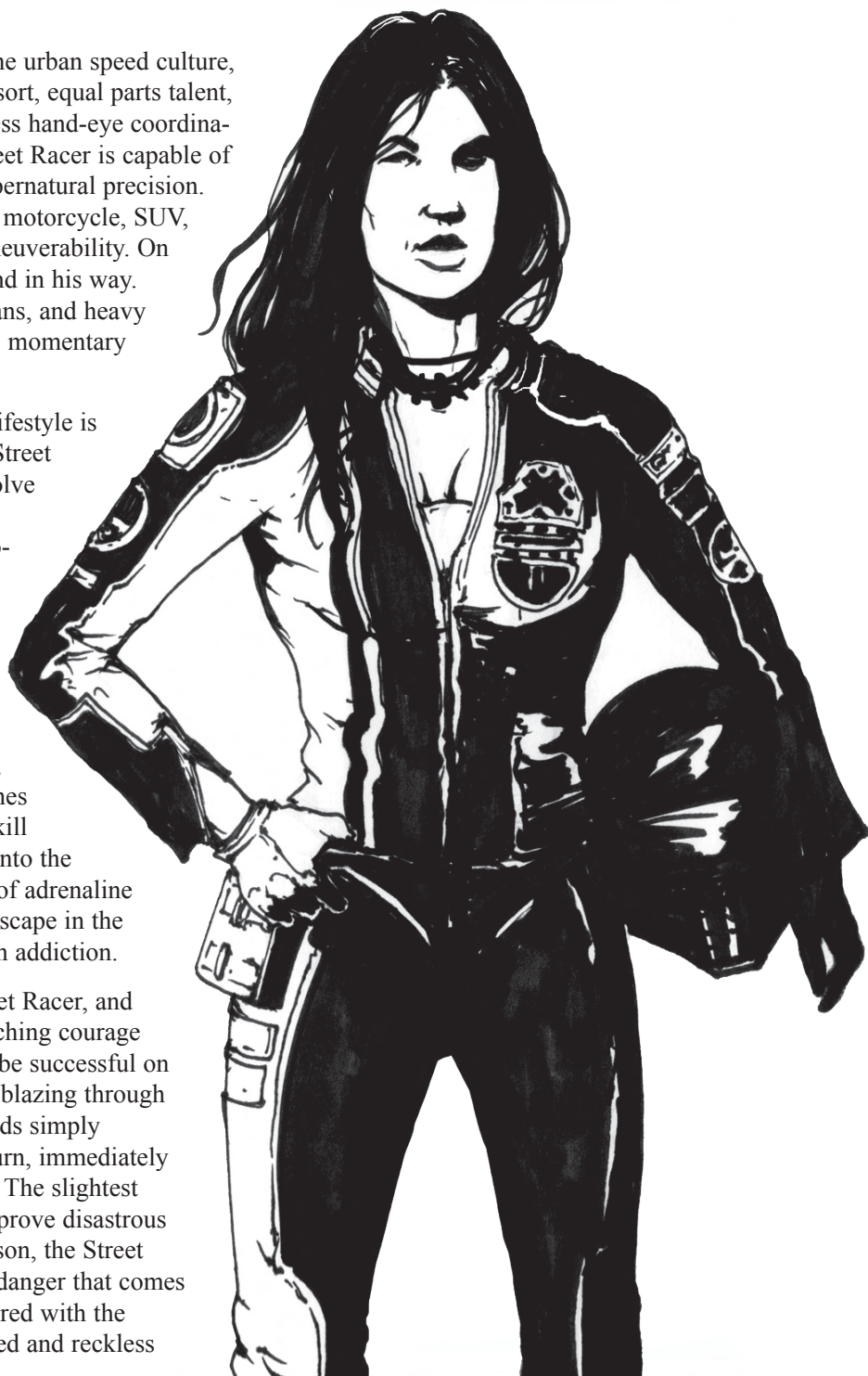
Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

### Background

The Street Racer is a product of the urban speed culture, an adrenaline junkie of the worst sort, equal parts talent, skill, and attitude. Boasting peerless hand-eye coordination and superior reflexes, the Street Racer is capable of handling a vehicle with nearly supernatural precision. Whether he's driving a sports car, motorcycle, SUV, or moped, he is all speed and maneuverability. On the road, he allows nothing to stand in his way. Hellish traffic, squealing pedestrians, and heavy construction work are all, at most, momentary distractions.

The constant strain of the racing lifestyle is considerable, and as a result, the Street Racer, like many whose lives revolve around danger and excitement, is tough, both physically and psychologically. Rough locales and even rougher locals simply come with the territory, and a strong sense of personal identity is imperative. The Street Racer aims to be the best, to earn a bit of distinction in the street circuits, and to this end, he constantly pushes the limits of his abilities. As his skill and fame grow, he settles deeper into the subculture of speed, and the rush of adrenaline that accompanies the blurring cityscape in the rearview becomes something of an addiction.

Speed is a way of life for the Street Racer, and not everyone possesses the unflinching courage or lightning reflexes necessary to be successful on the roads. For some unfortunates, blazing through crowded streets at dangerous speeds simply results in a very ugly crash and burn, immediately followed by an undignified death. The slightest twinge of hesitation or doubt can prove disastrous behind the wheel, and for this reason, the Street Racer is confident to a fault. The danger that comes with the Street Racer lifestyle, paired with the magnetic charisma born of untamed and reckless



Written by Leon Collins II

daring, afford him a certain degree of respect and admiration on the streets. Even those who don't like the Street Racer will generally respect his skill and spirit.

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

## Profile of a Street Racer

The Camaro was in bad shape. It was peppered with bullet holes, and its two-tone indigo finish was caked with dirt, mud, and ice cream from the local park. Vandine quickly spun the wheel to the right, ignoring the obnoxious horn that accompanied the crash of the little Yugo being forced into the roadside median. The sound of steady gunfire stopped abruptly as Palmer, hanging out the passenger side window, screamed in fright and straightened his back, nearly falling out of the car. Vandine smiled and checked the rearview. The rear windshield was missing, and small, twinkling kernels of glass fell on Lucas, dressed immaculately in an ash gray suit, where he lay cowering across the back seats, shielding his head with his arms.

Behind them, the black Acura hung in place as though painted on the mirror's surface. A man in small, mirrored sunglasses leaned out its passenger window, aiming a Mossberg shotgun. The other cars on the road seemed to be standing still, and out of habit, Vandine ignored them, smoothly winding past them as though they were not even there.

Palmer fell back into his seat as a shotgun blast ripped the side mirror to glistening shreds.

"Hey, thanks, Van," he said, frowning. "That last stunt didn't just almost kill me. It made me drop my gun, too."

"Your bad," Vandine returned, grinning. "Butterfingers."

"This is ser—Jesus!" Palmer flinched and hissed as Vandine swung the car in front of a green Taurus and nearly clipped it in the process. "Come on, Van, this isn't one of your little drag races. If these guys catch us they'll kill us both. They'll take Lucas and sweat everything he knows out of him, and then they'll kill him, too."

"They won't catch us." Vandine pursed her lips. A swift jerk of the wheel put them on the exit ramp. On the access road she slipped in front of a semi before switching lanes again, putting it on her left side, between her and the highway. She slowed.

"How do you know that?"

The sound of squealing tires ripped the morning as the Camaro smashed into the semi's cab and, in a hail of sparks, flipped like a circus acrobat across their field of vision, trailing smoke and fluid and shards of glittering glass.

"Because I'm better at keeping my shit in check than you are."

## Requirements

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

**Skills:** Drive 6 ranks, Knowledge (streetwise) 6 ranks.

**Feats:** Lightning Reflexes, Vehicle Expert.

## Class Information

The following information pertains to the Street Racer advanced class.

## Hit Die

The Street Racer gains 1d8 hit points per level. The character's Constitution modifier applies.

## Action Points

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

## Class Skills

The Street Racer's class skills are as follows.

Balance (*Dex*), Concentration (*Con*), Craft (*electronic, mechanical*), Disable Device (*Int*), Drive (*Dex*), Knowledge (*popular culture, streetwise, technology*) (*Int*), Listen (*Wis*), Profession (*Wis*), Navigate (*Int*), Read/Write Language, (*none*), Repair (*Int*), Speak Language (*none*).

**Skill Points at Each Level:** 5 + Int modifier.

## Class Features

**Attitude Adjustment:** The Street Racer's reflexes benefit from his reckless nature and utter disregard for consequences. When driving a vehicle, he may add his Charisma modifier (if positive) to his initiative rolls. At 10th level, the Street Racer receives the Major Attitude Adjustment class ability, which allows him to add his Charisma modifier (*if positive*) to the Defense score of any vehicle he is currently driving.

**Subculture of Speed:** The Street Racer is part of a distinct, underground urban subculture of thrill-seekers, toughs, and independents who have utter disdain for authority and live to push boundaries. When dealing with other racers, street-level criminals, or thrill-seekers, the Street Racer may add his level in this class to his Reputation bonus.

**Comfort Zone:** At 2nd level, the Street Racer can get a feel for particular vehicles, allowing him greater levels of comfort and proficiency. After a half-hour spent driving a particular type of vehicle (*civilian car, civilian motorcycle, civilian truck, military vehicle, etc.*), the Street Racer may



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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+2	+0	Attitude adjustment, subculture of speed	+1	+1
2	+1	+2	+3	+0	Comfort zone	+1	+1
3	+2	+2	+3	+1	Bonus feat	+2	+1
4	+3	+2	+4	+1	Wheelman	+2	+2
5	+3	+3	+4	+1	Floor it	+3	+2
6	+4	+3	+5	+2	Bonus feat, hookup	+3	+2
7	+5	+4	+5	+2	Easy ride	+4	+3
8	+6	+4	+6	+2	Clipping expertise	+4	+3
9	+6	+4	+6	+3	Bonus feat	+5	+3
10	+7	+5	+7	+3	Major attitude adjustment, zero to sixty	+5	+4

spend an action point to adjust to it. From this point forward, any vehicle of the given type is considered to be one size category smaller for the purposes of determining its initiative modifier, maneuver modifier, and Defense (*vehicles use the same modifiers as characters and creatures, and size category modifiers are already included in vehicle statistics*). This benefit lasts until another vehicle type is chosen (*requiring another action point*).

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

Brawl, Confident, Drive-By Attack, Force Stop, Gearhead, Great Fortitude, Improved Brawl, Low Profile, Personal Firearms Proficiency, Renown, Streetfighting, Surface Vehicle Operation, Toughness, Vehicle Dodge.

**Wheelman:** By 4th level, the Street Racer's driving prowess verges on the supernatural. When driving a vehicle to which the Comfort Zone class ability applies, the Street Racer receives a competence bonus to Drive checks equal to his class level.

**Floor It:** Sometimes, the only cure is more speed. At 5th level, the top speed of any vehicle piloted by the Street Racer is increased by 10% of its initial value (*"initial value" does not include bonuses from other enhancements, such as the hookup's Speed Increase modification*).

**Hookup:** At 6th level, the Street Racer gets the hookup. He gains a trustworthy contact with sufficient knowledge and resources (*perhaps an auto-body shop or similar facility*) to repair and soup up his vehicles. The hookup may make small adjustments to temporarily enhance a vehicle's performance, though each modification requires a degree of maintenance and continued attention in order to last. To represent this, the Street Racer must periodically visit his hookup to have his vehicle modifications maintained. If the required maintenance

is not performed on a vehicle modification, its benefit is temporarily lost until it can be properly adjusted by the hookup.

The following general modifications are available to characters with the hookup. Certain conditions will render these vehicle modifications useless until maintenance can be performed (*representing adjusting, realigning, or replacing certain components; this requires approximately 4-8 hours of work*). Each entry includes the modification's purchase DC, the condition for when additional maintenance is required, and the purchase DC for that maintenance in parentheses. Players desiring to come up with their own modifications are encouraged to consult GMs first. Hookup modifications must be purchased for individual vehicles separately. A generous GM might allow a Street Racer with access to a fully stocked facility (*such as an auto shop*) to maintain his own vehicle modifications with a successful DC 25 Repair check. This reduces the maintenance purchase DC by 2.

- **Handling Upgrades** (*Purchase DC: 16; Maintenance Required After: one failed Drive check to perform a stunt; Maintenance Purchase DC: 12*): A vehicle can be modified for improved handling and increased responsiveness to a driver, affording it an additional +2 bonus to Drive checks when attempting stunts. This modification requires maintenance after any failed stunt attempt.
- **Nitrous Oxide System** (*Purchase DC: 21; Maintenance Required After: all 4 rounds are used up; Maintenance Purchase DC: 15*): With a few modifications to the engine and the introduction of an NO2 system, a car may benefit from bursts of extreme speed. Activating an NO2 system is a move action that temporarily increases a vehicle's top speed by 50% of its initial value (*"initial value" does not include bonuses from other enhancements, such as the Floor It class ability or the Speed Increase modification*), though all Drive checks suffer a -4 penalty for the duration. This boost can last for up to 4

total rounds, though they need not be consecutive. Once all 4 rounds have been used up, the NO2 supply must be replaced and the engine and fuel systems examined for signs of stress.

- **Speed Increase** (*Purchase DC: 18; Maintenance Required After: 10 total rounds of traveling at all-out speed; Maintenance Purchase DC: 14*): By making certain modifications to a vehicle's shape, engine, or composition, its speed can be optimized. This benefit increases the vehicle's top speed by 10% of its initial value (*"initial value" does not include bonuses from other enhancements, such as the Floor It class ability*). This benefit is good for up to 10 rounds of all-out speed, after which point the vehicle's speed returns to normal until maintenance is provided.
- **Structural Reinforcement** (*Purchase DC: 20; Maintenance Required After: after losing hit points gained; Maintenance Purchase DC: 16*): Modifying a vehicle's external or internal components can make it somewhat more sturdy and resistant to damage. This benefit increases a vehicle's hit point total by 10% of its initial value. These extra hit points last until lost, at which point maintenance must be performed.

**Easy Ride:** The Street Racer's unwavering confidence helps him keep his vehicle under control, even at high speeds. At 7th level, he may reduce all check/roll modifiers for vehicle speed by his Charisma modifier (*to a minimum of +0*).

**Clipping Expertise:** At 8th level, the Street Racer learns to minimize collision damage so that somehow his vehicle remains, for the most part, intact. When determining collision damage, the damage die is always reduced by one type (*d12 to d10, d10 to d8, etc.*), to a minimum die of d2.

**Zero to Sixty:** By 10th level, the Street Racer has become a master of accruing speed as quickly as possible. Once per round, he can perform the dash stunt as a free action (*most stunts are considered move actions*). This allows the character to increase his speed and possibly perform one or more separate stunts in the same round (*for a possible total of three stunts in a round*).

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