



D20 MODERN:



THRILLING TALES



ADVANCED CLASS:

FORTUNE HUNTER

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They said I was crazy. They were wrong.

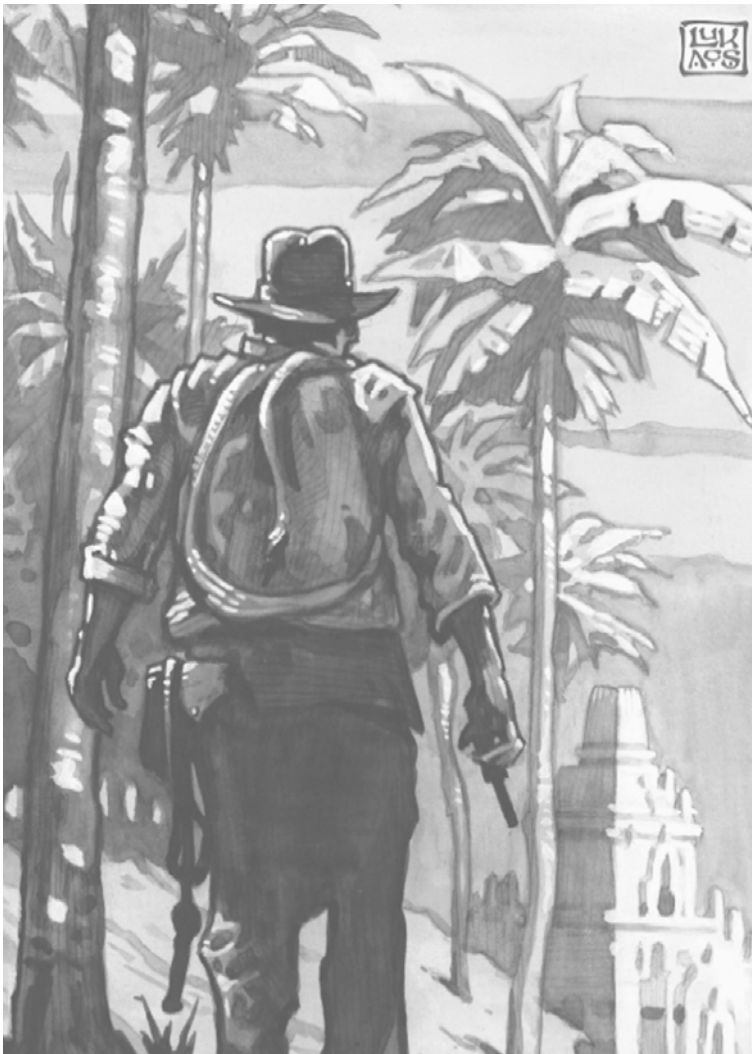
I'd always maintained that Antarctica was the lost continent of Lemuria, the birthplace of African and Asian civilization. I'd spent hundreds of hours researching every major library in the world, looking for every reference I could find. My colleagues scoffed at me and did everything they could to dissuade others from joining me on the expedition of a lifetime.

Yet here we were, standing at the base of an ancient step pyramid frozen within the ice. After a day of meticulous chipping and melting, I had uncovered a stone block with ancient Dravidian characters on it.

What a find! I could hardly contain my enthusiasm as we went to work hollowing out the main entrance.

Somewhere deep inside laid a king's treasure. I just knew it.

We broke through the ice wall and made our way inside. The walls were covered in Dravidian characters that had a distinctive Egyptian look to them. Robert and I joked about the chicken or the egg argument. I thought I saw a reference to the goddess Kali and decided to have a closer look. Behind my back, Robert noticed an emerald embedded in the wall and started prying it from the wall. I turned around as I heard a thud and a grunt. Robert was dead, his body pinned against the opposite wall by an ancient spear. Apparently, the gods of this temple wanted to



be left undisturbed.

*After a brief prayer for Robert, I continued inward.
I'd be more careful when I found the treasure.*

The Fortune Hunter is an archetype of the Pulp genre. He is the explorer of ancient ruins, searching for treasure, whether for the benefit of society or his own gain. Examples include Allan Quatermain, Indiana Jones, and Lara Croft.

The Fortune Hunter is a researcher, archaeologist, and explorer. He is equally at home in the library or an ancient tomb. He is dedicated to seeking out lost treasures and is willing to do most of the heavy work himself. More so than other Pulp archetypes, the Fortune Hunter is a team player, willing to hire experts to help him uncover lost ruins.

REQUIREMENTS

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

Attribute: Cha 15

Skills: Decipher Script (6 ranks), Research (6 ranks)

CLASS INFORMATION

Hit Die: The Fortune Hunter gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Fortune Hunter gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Fortune Hunter's class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Decipher Script (Int), Demolitions (Int), Drive (Dex), Gather Information (Cha), Jump (Str), Knowledge (any) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language, Research (Int), Ride (Dex), Search (Int), Speak Language, Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	+1	+2	+0	Local Contact, Studios	+1	+1
2nd	+1	+2	+2	+0	Anticipate Trap, Local Contact	+1	+1
3rd	+1	+2	+3	+1	Bonus Feat, Local Contact	+2	+1
4th	+2	+2	+3	+1	Ancient Weapons Expert, Local Contact	+2	+2
5th	+2	+3	+4	+1	Puzzle Solving, Local Contact	+3	+2
6th	+3	+3	+4	+2	Bonus Feat, Local Contact	+3	+2
7th	+3	+4	+5	+2	Information Font, Local Contact	+4	+3
8th	+4	+4	+5	+2	Double-edged Luck, Local Contact	+4	+3
9th	+4	+4	+6	+3	Bonus Feat, Local Contact	+5	+3
10th	+5	+5	+6	+3	Deus Ex Machina Local Contact	+5	+4

CLASS FEATURES

The following features pertain to the Fortune Hunter advanced class.

Local Contact: Being a scholar and an adventurer, the Fortune Hunter makes acquaintances and friends in useful and exotic places. Fortune hunting is a dangerous business; almost everyone the Fortune Hunter meets will have his own agenda. Local contacts provide the Fortune Hunter with a sense of security, as these contacts will remain loyal to the Fortune Hunter.

Local contacts are ordinary characters. They are hotel managers, museum curators, guides, drivers, pilots, and black marketeers. The Fortune Hunter gains one local contact at each level of this advanced class.

The Fortune Hunter need not designate these Local Contacts in advance. Whenever the Fortune Hunter enters a civilized locale, he may fill a Local Contact slot as the need arises. This slot remains filled until the Fortune Hunter enters a new civilized locale (GM's discretion).

Studios: Even the most adventurous Fortune

Hunters are voracious researchers. At 1st Level, the Fortune Hunter gains the Studios Feat for free.

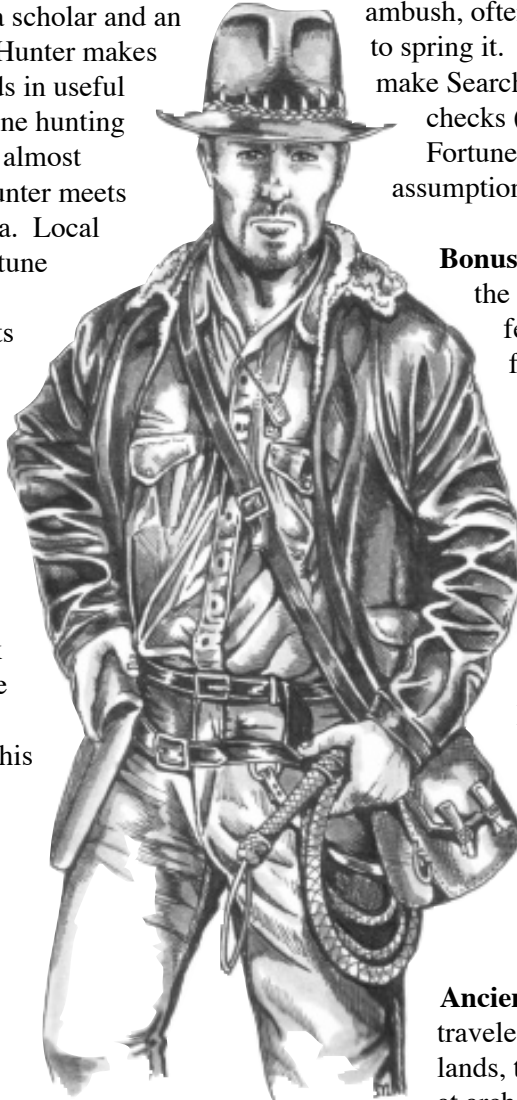
Anticipate Trap: Fortune Hunters have an uncanny knack for anticipating a trap or ambush, often when they are just about to spring it. The Fortune Hunter may make Search checks as if they were Spot checks (a quick scan allows the Fortune Hunter to make a detailed assumption about a trap).

Bonus Feat: At 3rd, 6th and 9th level, the Fortune Hunter gets a bonus feat, which must be taken from the following list. New feats appear in italics, and are described at the end of this document.

Acrobatic, Aircraft Operation, Alertness, Athletic, Attentive, Brawl, Cautious, Combat Martial Arts, Defensive Martial Arts, Educated, Endurance, *Extensive Library*, *Leadership*, Meticulous, Personal Firearms Proficiency, Run, Vehicle Expert.

Ancient Weapons Expert: Having traveled to less civilized and exotic lands, the Fortune Hunter is adept at archaic and exotic fighting styles.

This class feature allows the Fortune Hunter to gain either the Archaic Weapons Proficiency or the Exotic Weapons Proficiency.



Puzzle Solving: At 5th level, Fortune Hunters are able to solve difficult riddles and puzzles, sometimes using leaps of logic that defy spectators. If the character is stumped on how to solve an ancient riddle or puzzle, the player may spend an action point to reveal the answer. GMs should take care that this ability is not abused (a suggested limit is that the Fortune Hunter may only use this ability a number of times equal to half his Fortune Hunter level over the course of an adventure).

Information Font. A Fortune Hunter picks up many odd bits of information during his travels. Upon reaching 7th level, the character may make a special Information Font check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

The Fortune Hunter may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the Difficulty Class of the check by referring to the table below.

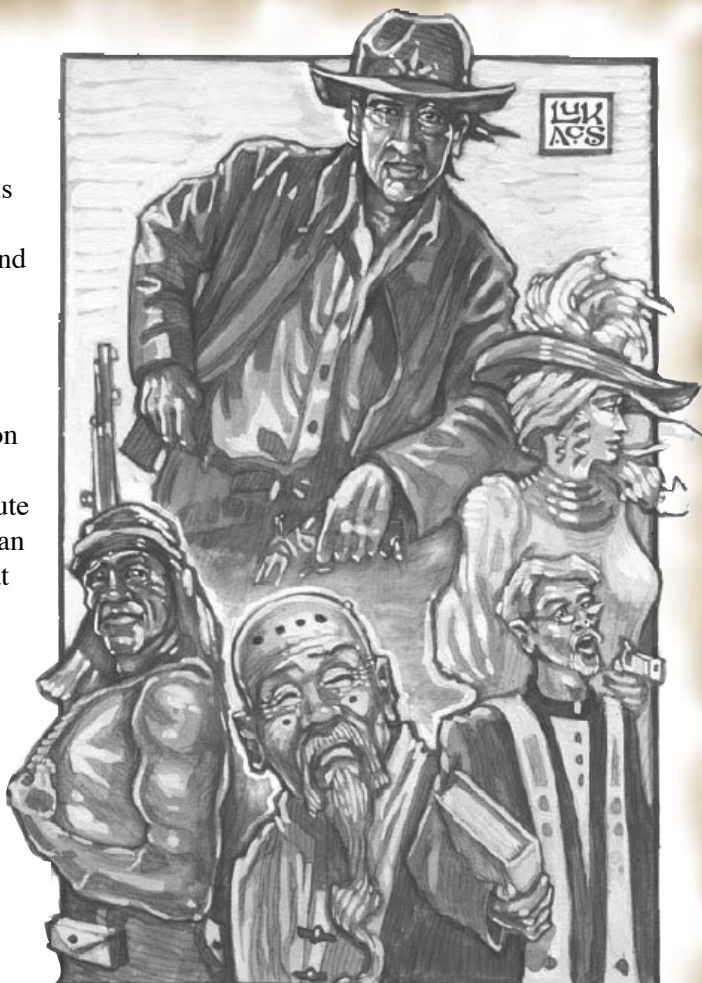


DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available; known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Double-edged Luck: At level 8, a Fortune Hunter can, once per adventure, reroll one failed check, but he must lose something important in the process. This is usually treasure, but other downsides include maps, journals, transportation, and weapons.

Deus ex Machina: At level 10, the Fortune Hunter can snatch victory from the jaws of defeat. By spending an action point, the Fortune Hunter can escape probable death by creating an escape route once per adventure. This escape route can be coincidental, such as a steam ship that just happens to be passing by, or simply convenient, like a column that collapses across a molten stream to provide an exit from a crumbling temple.

Any PCs that are with the Fortune Hunter can also take advantage of the escape route by spending an action point. The fate of NPCs is left up to the GM.



NEW FEATS

Extensive Library

You have personal access to a large library and a number of related contacts.

Benefit: You gain a +2 to all Gather Information and Research checks.

Leadership

You're a natural leader, good at coordinating and directing the efforts of others.

Prerequisites: Cha 13+

Benefit: If you direct or lead others in combat (taking a free action each round to do so), everyone on your side gets a +1 bonus on all checks (including initiative). However, if you're incapable of taking a free action on any round, your side loses the bonus until you recover. Characters can only be under the direction of one leader at a time, and may choose to change their leader as a free action. Characters under the influence of a leader must be able to hear and understand that leader's directions.

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