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THRILLING TALES



ADVANCED CLASS:

G-MAN

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The Chief of Police frantically grabbed for the bullhorn, squinting to block out the flashing red and blue lights that lit up the crime scene like Macy's at Christmas time. Half his precincts were here in full force, and most of the others at half or better. There was a veritable sea of squad cars and paddy wagons surrounding the 5th street library and the psycho holding the entire P.S. 201 class field trip hostage there. He triggered the bullhorn and opened his mouth to speak, when he was interrupted by a nearby shout. "He's going again!"

Everyone who heard quickly dropped behind open squad car doors or dove for cover behind the wagons as the BHUDAA- BHUDAA- BHUDAA of a heavy machine gun roared from the roof of the library. Chunks of concrete and squad cars kicked up into the air as the madman behind the trigger randomly assaulted New York's finest. As the thunder of heavy caliber munitions stopped it was quickly trailed by shaky laughter on the wind. Chief O'Hara sat up and looked around. Twelve hours had passed since they first got word of children held hostage, and no progress had been made.

O'Hara spotted a commotion- two men in hats and coats were speaking with a number of his officers; when the

cops nodded and took off running, O'Hara nearly had a fit. He watched as the officers spoke to others, and could not believe it when shortly the entire line of cars began to pull back. O'Hara stormed over to the strangers, who were heading in his direction.

"What in the name of the Big Apple is going on here?!" he shouted. The two men met his gaze with a coolness that was unsettling. O'Hara nearly jumped out of his skin when a voice from behind him spoke: "I'm what's going on here."

The Police Chief spun on his heel and looked up into a pair of blue eyes that made the strangers seem friendly. A hand holding a badge flashed in front of his eyes, and the newcomer said, "Andrew Franklin, Federal Agent. O'Hara, you've done a miserable job containing the situation- this is my crime scene now."

The G-Man, slang for 'Government Man', is a federal agent typically with the F.B.I. In the world of the pulps the G-Man was known by his trench coat and fedora, traveling in packs and toting Tommy-guns. G-Men were the subject of several entire magazines, and the nation

thrilled to their exploits. From breaking up Nazi sympathizers to enforcing Prohibition, the G-Man did whatever his nation called on him to do to keep



her safe on her own shores.

Working for the Government has its perks- the G-Man has an enhanced jurisdiction, granting him powers of law enforcement that typically outstrip those of local cops; he also is generally better equipped with the latest in crime-fighting technology. The G-Man starts off as a part of a unit, learning the ropes. As he proves himself and grows in experience, the G-Man will find himself with more and more responsibility, and given more and more sensitive missions.

It's an unfriendly world out there, and it's only getting worse- your Nation is looking for the best and the brightest to come to her aid- will you heed the call?

REQUIREMENTS

To qualify to become a G-Man a character must fulfill the following criteria:

Ability Score: Int 13 or higher, Cha 11 or higher

Base Attack Bonus: +2

Skills: Speak Language (None) 1 rank, Research (Int) 1 rank

CLASS INFORMATION

Hit Die: The G-Man gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The G-Man 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 G-Man class skills are as follows: Bluff (Cha), Concentration (Con), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (civics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (None), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), Treat Injury (Wis)

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	+1	+1	+1	+2	Jurisdiction, Only the Best	+1	+0
2nd	+1	+1	+2	+3	Big Brother	+2	+0
3rd	+2	+2	+2	+4	Bonus Feat	+3	+1
4th	+2	+2	+3	+4	Cross-training	+3	+2
5th	+3	+3	+3	+5	Signature Kit, Team Effort	+4	+3
6th	+3	+3	+4	+5	Bonus Feat, Safehouse	+4	+3
7th	+4	+4	+4	+6	Cross-training	+5	+3
8th	+4	+4	+5	+6	Bonus Feat	+5	+3
9th	+5	+5	+5	+7	Cross-training	+6	+4
10th	+5	+5	+6	+8	Promotion	+6	+5

CLASS FEATURES

The following features pertain to the G-Man advanced class.

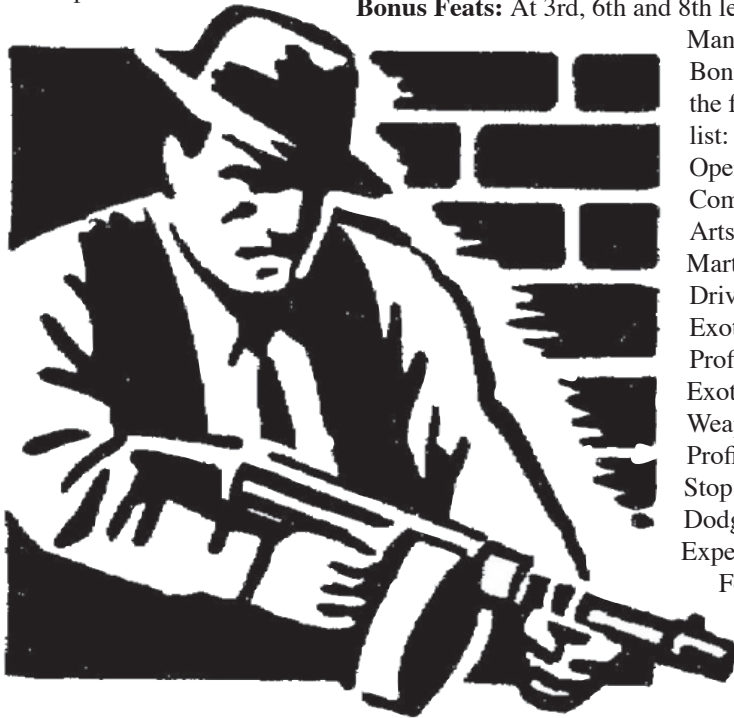
Jurisdiction: As a Federal Agent, the G-Man can override local law enforcement, command rescue personnel (such as firemen) and generally get his way. Starting at 1st level, by showing ID (flashing his badge) and declaring "Federal Agent!", the G-Man gets a +2 bonus to either Intimidate or Bluff. If successful he will get the cooperation of the citizen or law enforcement in question. When in a crisis situation (such as a hostage situation or train wreck) he receives a bonus equal to half his G-Man level, stacked with the normal +2.

Only the best: The Government has access to the latest high-tech equipment, and the G-Man benefits from that. Starting at 1st level he adds his Advance Class level to his Wealth bonus when determining if an item is available for a mission. His Wealth bonus does not lower, even if he would normally reduce his Wealth bonus because of this purchase. If the G-Man does not return the equipment after the mission, his Wealth bonus does lower by 1.

Big Brother: At 2nd level and above, the G-Man has access to virtually unlimited information on any public information, and quiet a lot of private. By 'calling in' a license number, an address, or a

name, the G-Man can obtain any information the Game Master determines the Government would know about that individual or establishment. Some examples would include; full name, vital record (Blood Type, Date of Birth, etc), last known address, owner of establishment, etc. The G-Man rolls his Research Skill and gets a bonus equal to his level in this Advance Class. He may Take 10 or 20 with this check, or he may make the check normally if he needs the information quickly. He must have access to radio or telephone to call in his request to his agency.

Bonus Feats: At 3rd, 6th and 8th levels, the G-Man chooses a Bonus Feat from the following list: Aircraft Operation, Combat Martial Arts, Defensive Martial Arts, Drive-By Attack, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Force Stop, Vehicle Dodge, Vehicle Expert, Weapon Focus



Crosstraining: At 4th, 7th and 9th levels, the G-Man can cross train with another government agency, gaining additional skills and learning how that agency operates. The G-Man can chose which school he attends, and gains the listed bonuses as well as a +4 Diplomacy bonus whenever dealing with active or retired members of that agency. The G-Man may ignore prerequisites when gaining a feat this way.

Spy School: +2 bonus to Disguise and +1 rank in both Speak Language and Read/Write Language

(must chose same language).

Military: gain bonus feats Burst Fire and Exotic Firearms

Secret Service: +2 bonus to Spot and bonus Feat Vehicle Dodge

Signature Kit: At 5th level the G-Man may choose one personal firearm, one melee weapon, one general special equipment, and one vehicle. In addition to any mission-specific equipment, the G-Man is always equipped with his Signature Kit -- he does not have to return the equipment unless he leaves service. In addition, should any item be lost or destroyed, it will be replaced before the start of the next mission.



Team Effort: At 5th level the G-Man may call on his own team of agents. Whenever he needs to work on a case and implements this feature, he may add a bonus equal to half his G-Man level to the following skills. Decipher Script (Int), Forgery (Int), Gather Information (Cha), Investigate (Int), Knowledge (any) (Int), Research (Int) .

This represents the pool of expert resources he has to draw on, and using this Feature takes as much time as if he had Taken 20. Additionally, the Game Master and Player should determine what other skills the team may have and allow the G-Man to make a check using that skill even if it normally cannot be used unskilled. Any use of this Feature requires the G-Man to be able to communicate the situation to his team and receive the answer.

Safe House: At 6th level the G-Man has accumulated enough weapons, equipment and knowledge to have a Safe House. This is a physical

location, be it an apartment, a warehouse, a store or even a cave, the location of which is unknown to the G-Man's own agency.

The Game Master should take some time to stock the Safe House with the Player, making Wealth checks with half the bonus available from the 'Only the best' feature. The Game Master is the final arbiter of whether a particular piece of equipment or weapon is available.

Promotion: At 10th level the G-Man has come to the attention of the Power's That Be, and earned a promotion to the equivalent of a Director level. The G-Man gets a +3 bonus to his Wealth and a +4 bonus to Diplomacy checks when dealing with anyone of his own agency. In addition he has the authority to organize joint agency efforts, such as a local police raid or surveillance. The DC to do so is 25, and a success results in 2d6 officers and agents placed under his command for 1 week per level, or until completion of the stated task (whichever comes first).

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