



# D20 MODERN



## A d20 Modern Advanced Classes *dope fiends*

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

Any game that features the drug culture and illegal narcotics trade is going to have a very different mix of characters than the typical modern action game. Presented here are two new advanced classes for PCs and NPCs alike: the Pusher, the man ultimately responsible for bringing the product to the users, and the Candy Man, the scientist who designs the drugs and manufactures them.

### **PUSHER**

Without the Pushers, the drug problem in Haven—indeed, in the whole world—would almost disappear overnight. Pushers run the gamut from regional suppliers who move millions of dollars in narcotics across borders and through checkpoints, to small-time dealers who keep a small stable of junkies hooked on their stuff. Pushers must have good social skills, both to bargain with the local gangs who control the drug trade on their turf and to keep the supply flowing past the cops, Coast Guard, and DEA. A little charm, a little graft, and the occasional car bomb or drive-by are the Pusher's tools. Most Pushers prefer to avoid violent solutions to their problems, as all murder and mayhem accomplishes is to get the cops involved, but a few take a sadistic delight in roughing up those who cross them. While not as directly powerful as mob bosses or gang lords, Pushers exercise a great deal of influence on the criminal underworld in their region, as they control one of the most vital elements of black-market trade.

The fastest path into the Pusher advanced class is through the Charismatic hero base class, but other paths are possible.

### **REQUIREMENTS**

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

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

**Feats:** Personal Firearms Proficiency



**Written by Travis Stout**

## HIT DIE

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

## ACTION POINTS

The Pusher 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 Pusher's class skills are as follows.

Bluff (*Cha*), Craft (*chemical*) (*Int*), Craft (*pharmaceutical*) (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Drive (*Dex*), Forgery (*Int*), Gamble (*Wis*), Gather Information (*Cha*), Knowledge (*current events*) (*Int*), Knowledge (*popular culture*) (*Int*), Knowledge (*streetwise*) (*Int*), Sense Motive (*Wis*), and Speak Language (*none*).

**Skill Points per Level:** 5 + Int modifier.

## CLASS FEATURES

The following features pertain to the Pusher advanced class.

**Art of the Deal:** The Pusher is the master of closing a deal, whether it's scoring exclusive distribution rights or just convincing some kids to buy the "special" smiley-face stickers. Whenever the Pusher makes a Charisma-based check related to buying or selling drugs, he gets a +2 bonus on the roll. This bonus increases to +4 at 5th level and +6 at 9th level.

**Go On, Take It!:** Pushers are adept at slipping bribes to otherwise honest cops and officials. Any time a Pusher offers a bribe to a law enforcement officer, customs official, or the like that would ordinarily refuse the bribe, the official must make a Will save ( $DC\ 10 + \text{the Pusher's class level} + \text{the Pusher's Charisma}$

*bonus*) or accept the bribe. Rules for bribery may be found on page 58 of the modern Core Rulebook.

**Posse:** At 3rd level, the Pusher may attract a gang of followers that will serve him in whatever capacity he desires. The Pusher may have any number of followers, but no follower may have more character levels than the Pusher, and the total levels of all followers may never exceed the Pusher's Reputation bonus. Ordinary levels count as one-half levels for this purpose.

For example, Julius acquires his 3rd level in the Pusher class and decides it's time to get himself a posse. Julius is a 3rd-level Charismatic hero/3rd-level Pusher, with a Reputation bonus of +3. He decides on a pair of 2nd-level Tough ordinaries as general muscle, a 1st-level Smart ordinary as an accountant and number-cruncher, and a 1st-level Charismatic ordinary as his ho. The two Tough ordinaries add up to 2 levels, and the Smart and Charismatic ordinaries each count as one-half a level, for a total of 3 levels.

**Special Shipment:** Once per week, the Pusher can secure an emergency shipment of drugs, whether to cover supply needs or for some other nefarious purpose. The Pusher makes a level check ( $1d20 + \text{his Pusher level}$ )-the result of the check is the total purchase DC worth of drugs the Pusher can call in. The drugs arrive via ship, plane, or whatever means is most appropriate within 1d4+3 days.

**Don't Get High on Your Own Supply:** At 6th level, the Pusher has become inured to the dangerous effects of his own drugs. He gains a +4 bonus on all saves to resist addiction or overcome withdrawal.

**Drive-By Attack:** Sometimes, you need to apply a little force to make your point. At 7th level, the Pusher acquires this feat for free, regardless of whether or not he meets the requirements.

**Brand Loyalty:** At 8th level, the Pusher is such a persuasive salesman that he can convince his customers that only he can supply them their fix. Any addict who has bought from the

# PUSHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Art of the deal +2	+0	+1
2nd	+1	+2	+0	+2	Go on, take it!	+0	+1
3rd	+2	+2	+1	+2	Posse	+1	+1
4th	+3	+2	+1	+2	Special shipment	+1	+2
5th	+3	+3	+1	+3	Art of the deal +4	+1	+2
6th	+4	+3	+2	+3	Don't get high on your own supply		+2 +2
7th	+5	+4	+2	+4	Drive-By Attack	+2	+3
8th	+6	+4	+2	+4	Brand loyalty	+2	+3
9th	+6	+4	+3	+4	Art of the deal +6	+3	+3
10th	+7	+5	+3	+5	Crew	+3	+4

*There are only 10 levels to this class*

Pusher more than three times must make a Will save (*DC 10 + the Pusher's class level + the Pusher's Charisma bonus*) any time she feeds her addiction with a drug not purchased from the Pusher. If she fails, the drug still has its normal effects, but does not count toward staving off addiction. If she passes the save, she shakes off the psychosomatic effects and her fix holds off withdrawal a little longer.

**Crew:** At 10th level, the Pusher's fame in criminal circles becomes legendary and lesser thugs flock to his banner for a chance to work with the best. The Pusher may attract a posse with total levels up to double his Reputation score. He still may not have any single follower with more character levels than he has himself.

## CANDY MAN

"Who can take a rainbow, sprinkle it with dew?"

Pushers, mules, dealers and drug barons-they'd all be out of work without the Candy Man. A chemist par excellence, the Candy Man is the one who engineers the latest drugs, from designer "club drugs" popped by rave-going teenagers to street junk that makes crack look about as addictive as coffee. Most Candy Men spend their time sequestered in underground labs, hidden away from the prying eyes of the authorities so they can perfect the design and manufacture of their products, but occasionally one will venture out into the field to personally obtain some rare chemical agent or drug ingredient.

The fastest path into the Candy Man advanced class is through the Smart hero base class, though other paths are possible.

### REQUIREMENTS

In order to become a Candy Man, a character must fulfill the following requirements.

**Skills:** Craft (*chemical*) 6 ranks, Craft (*pharmaceutical*) 6 ranks, Knowledge (*earth and life sciences*) 6 ranks, Research 6 ranks.

### HIT DIE

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

### ACTION POINTS

The Candy 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 Candy Man's class skills are as follows.

Computer Use (*Int*), Craft (*chemical*) (*Int*), Craft (*pharmaceutical*) (*Int*), Drive (*Dex*), Investigate (*Int*), Knowledge (*earth and life sciences*) (*Int*), Knowledge (*physical science*) (*Int*), Profession (*Wis*), Read/Write Language (*none*), Research (*Int*), and Speak Language (*none*).

**Skill Points per Level:** 7 + Int modifier.

### CLASS FEATURES

The following features pertain to the Candy Man advanced class.

**Master Druggist:** No one knows the arts of drug making like the Candy Man. He gains a +2 bonus on all Craft (*chemical*) and Craft (*pharmaceutical*) checks. This bonus increases to +4 at 4th level, +6 at 7th level, and finally +8 at 10th level.

**On the Cheap:** The Candy Man knows that sometimes you have to cut corners to ensure a profit. By using inferior materials and greatly diluting the drug he can reduce the Purchase DC of a drug prototype by one-quarter (*which also reduces the purchase DC of the mass-produced dosages*). These drugs only last half as long as normal, however.

**Quick Synthesis:** Sometimes you just need to whip up a batch of super-soldier serum in a hurry. Once per day, the Candy Man

## CANDY MAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Master druggist +2	+0	+0
2nd	+1	+2	+0	+2	On the cheap	+1	+0
3rd	+1	+2	+1	+2	Quick synthesis	+1	+1
4th	+2	+2	+1	+2	Master druggist +4	+1	+1
5th	+2	+3	+1	+3	Discount prices	+2	+1
6th	+3	+3	+2	+3	Powdered magic	+2	+2
7th	+3	+4	+2	+4	Master druggist +6	+2	+2
8th	+4	+4	+2	+4	Oversee lab	+3	+2
9th	+4	+4	+3	+4	Bodyguards	+3	+3
10th	+5	+5	+3	+5	Master druggist +8	+3	+3

There are only 10 levels to this class



may spend an action point and make a Craft (*pharmaceutical*) check to synthesize 1d4 doses of a drug in 10 rounds (*1 minute*). The DC of the check is determined by the prototype purchase DC of the drug (*see The Little Black Drug Book at RPGNow.com*). The Candy Man must have access to a chemist's lab or other appropriate source of chemical supplies, Bunsen burners, and similar necessary accoutrements.

**Discount Prices:** At 5th level, the Candy Man knows where to get the best ingredients for the lowest prices. Whenever he designs a drug, he reduces the cost of all benefits are reduced by 1. The cost of a benefit may never drop below 1, however. Drug benefits, side effects, and costs are explained in *The Little Black Drug Book* at *RPGNow.com*.

**Powdered Magic:** At 6th level, the Candy Man can create drugs that are more powerful than his competitors', but not without risk. By spending an action point during the prototype creation process, he may create a drug with double the normal effectiveness (*any numerical bonuses provided by the drug are doubled; if the drug has no numerical benefit, its duration is doubled instead*). The downside is that anyone using this "powdered magic" must make a Fortitude save (*DC 20*) or die of a horribly painful overdose.

**Oversee Lab:** Even the best Candy Men can't do everything themselves. At 8th level, the Candy Man may make a Diplomacy check (*DC 15*) to direct a crew of workers up to double his class level in size. Each of those workers may add one-half the Candy Man's Craft (*pharmaceutical*) bonus to his own Craft (*pharmaceutical*) check as a competence bonus for the purpose of synthesizing new drugs.

**Bodyguards:** At 9th level, the Candy Man may attract a gang of followers that will serve him in whatever capacity he desires, usually as bodyguards or enforcers. The Candy Man may have any number of followers, but no follower may have more character levels than the Candy Man, and the total levels of all followers may never exceed the Candy Man's Reputation bonus. Ordinary levels count as one-half levels for this purpose.

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