



D20 MODERN

A d20 Modern Advanced Class

Freelancer

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

Background:

Throughout history there have been a number of people who have been able to do a variety of different jobs acceptably well. These jacks-of-all-trades were useful tools, for accomplishing many tasks. The problem was they never really excelled at anything. They lacked the necessary skill to become masters of anything they did. Enter the Freelancer.

The Freelancer is one of the most dangerous people you will ever meet. An expert in many different areas and the ability to learn from and adapt to, any opponent quickly, makes this person difficult to touch and impossible to defeat. The more time the Freelancer spends studying her opponent the more skillful she becomes. Unless you can finish her off quickly, your best bet is to avoid her altogether.

Her keen mind and lightning reflexes are the tools she needs to learn skills quickly. Fighting styles like Pentjac Silat that require years of study are mastered in a matter of minutes. Complex activities like picking pockets are mere child's play. The Freelancer makes an excellent trainer as well. Anything you need to be trained in can be learned from the Freelancer. Her ability to quickly assimilate skills makes her ideal.

Profile of a Freelancer

The leggy blonde stepped off the subway, tossed her purse over her shoulder and stepped into the surging mass of people. Out of the corner of her eye she saw a man moving toward her. He was conspicuous in that he wore a stocking cap, in the middle of summer. She kept an eye toward him as she eased her way across the crowd. She watched as his eyes shifted nervously, side to side, always returning to her, but never settling on her. She tensed, as it appeared he would intercept her. She breathed a sigh of relief as he turned away from her and continued past. She gave one last look and continued moving.

Moments later she felt a tug at her arm. She looked over in time to see the man in the stocking cap running away with her purse. Because of the crowd he wasn't



Written by Jason J. McCuiston



making great progress and she gave chase. He slipped out of the throng at his first opportunity and darted down a hall. She was fast on his heels.

The man came to a screeching halt. A gate was pulled across the hall and locked in place. He pulled at the lock. It wasn't moving. He spun on his heels and came face to face with his victim. A smile crept across his face as he took in the long, nylon sheathed legs. Yeah this was gonna be easy.

"Come on sweetheart. You want some of this?" He pulled out a switchblade, thumbing the release and a four inch blade slid out.

"Just give me purse back and there won't be any trouble."

"Trouble?" The man snickered. "I'll give ya all the trouble ya can take little lady."

As she watched him approach time seemed to slow. She watched him step, could see his chest raise and lower with each breath. She could see a bead of sweat begin to form on his temple. She knew where he was going before he went there. He fainted left then came in from the right. She was ready for him. Turning, his attack missed her by inches. She brought her elbow down hard on his wrist. A satisfying crunch was followed by his cry of pain.

He stood there staring at his limp hand, then looked up at his prey. Her face was expressionless. She motioned him forward with her finger. He gritted his teeth, moved the knife to his other hand and came at her again, this time protecting his battered wrist.

"You'll pay for that bitch!"

He lunged forward. This time she hardly made any effort at all. Once again the man fainted left, then went right. This time as he approached she brought her foot up. It connected with his hand sending the knife skittering away. He took a step back,

and shook his hand, trying to shake away the pain.

Anger and rage built within him, he forgot strategy and came charging at her. She side stepped him easily, put out her foot and sent him sprawling. He tumbled crashing into the gate. His nose twisted and snapped, blood gushed down his face. He slumped to the ground, dropping the woman's purse. She retrieved it and his switchblade. The purse she slung over her shoulder, the knife she considered. She stepped over to the man, lying on the ground, grabbed his face and looked him in the eye. The man winced. She flashed the man a smile and plunged the knife into his gut.

Requirements

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

Base Attack Bonus: +3.

Skill: Concentration 6 ranks.

Feat: Improved Initiative

Class Information

Hit Die: 1d10

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

Class Skills

The Freelancer's class skills (*and the key ability for each skill*) are: Climb (*Str*), Concentration (*Con*), Drive (*Dex*), Intimidate (*Cha*), Knowledge (*current events, popular culture, streetwise*) (*Int*), Profession (*Wis*), Read/Write Language (*none*), Ride (*Dex*), Speak Language (*none*), Spot (*Wis*), and Survival (*Wis*).

FREELANCER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|-----------------------|---------------|------------------|
| 1st | +0 | +1 | +1 | +0 | Skill Focus | +1 | +0 |
| 2nd | +1 | +2 | +2 | +0 | Improved reaction | +1 | +0 |
| 3rd | +2 | +2 | +2 | +1 | Photographic Reflexes | +2 | +0 |
| 4th | +3 | +2 | +2 | +1 | Uncanny Dodge | +2 | +0 |
| 5th | +3 | +3 | +3 | +1 | Skill Focus | +3 | +1 |
| 6th | +4 | +3 | +3 | +2 | Uncanny Dodge | +3 | +1 |
| 7th | +5 | +4 | +4 | +2 | Photographic Reflexes | +4 | +1 |
| 8th | +6 | +4 | +4 | +2 | Opportunist | +4 | +1 |
| 9th | +6 | +4 | +4 | +3 | Skill Focus | +5 | +2 |
| 10th | +7 | +5 | +5 | +3 | Read Defense | +5 | +2 |

There are only 10 levels to this class

Skill Points at Each Level: 5 + Int modifier.

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

class features

The following features pertain to the Freelancer advanced class.

Skill Focus: At 1st level, 5th level and 9th level thereafter, a Freelancer gains the Skill Focus class feature, providing the benefit of the feat with the same name. The Freelancer chooses a specific skill each time. The Freelancer adds +3 to all skill checks made using the selected skill.

Improved Reaction: At 2nd level, a Freelancer gains a +2 competence bonus on initiative checks.

Photographic Reflexes: At 3rd level and 7th level, the Freelancer gains the ability to gain a tactical advantage by studying his opponent and adapting to his style of fighting. At 3rd level the result is an improvement of +1 to both base attack and defense bonus. At 7th level the Freelancer gains an additional +2 to each.

The Freelancer must be able to observe his opponent unmolested or succeed at a concentration check DC25, this observation must be maintained for a number of rounds equal to the opponent's level minus the Freelancer's level, not to be less than 2 rounds.

Uncanny Dodge: Starting at 4th level, the Freelancer gains the ability to react to danger before her senses would normally allow her to even be aware of it. At level 4 and above, she retains her Dexterity bonus to defense bonus (if any) regardless of being caught flat-footed. She still loses her Dex bonus (if any) to defense bonus if immobilized.

At level 6, the Freelancer can no longer be flanked, since she can react to opponents on opposite sides of each other as easily as she can react to a single opponent. This defense denies sneak attacks as well. The exception to this defense is if the opponent is at least 4 levels higher than the Freelancer.

Opportunist: At 8th level, a Freelancer may make a number of attacks of opportunity per round equal to one half the total number of levels attained as a Freelancer (rounded down).

Read Defense: At 10th level, the Freelancer gains the ability to read her opponents defense, giving her a decided advantage when attacking. The result is a +4 bonus to the Freelancers base attack bonus.

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.

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.

Urban Saint, Copyright 2004, Louis Porter Jr. Design, Inc.