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INVESTIGATING NPCs

THE BENEFACTOR

From his earliest days Robert James Hammond III seemed destined for greatness. The spitting image of his grandfather, a legendary politician, and his father, one of the wealthiest lawyers on Wall Street, Hammond was raised from birth to walk in circles of power and influence. He attended the most exclusive prep schools and the most elite colleges in the country. After school, he entered politics, easily defeating an incumbent senator to take the seat his grandfather once held. Nothing seems like it will stop his meteoric rise to the Presidency.

Hammond; however, has a secret. One he keeps from his wife and his closest political advisors. Disgusted with the corruption he sees around him, Hammond has begun supporting *heroes*, vigilantes who work outside the law to fight the evils that fall through the cracks of justice. Heroes battling corruption might find mysterious clues dropped in their mailbox, directing them to evidence to aid their investigations. He uses his wealth and all his influence to aid these heroes, though he will only meet those he trusts and even then in dark garages, masking his identity with shadows, scarves, and voice modulators.

The Benefactor (Charismatic Hero 3/Negotiator 5) CR 8; Medium Size Humanoid; HD 3d6+0 plus 5d8+0; HP 34; Mas 10; Init +1; Spd 30 ft; Defense 18, touch 14, flatfooted 17 (+1 Dex, +3 class, +4 Equipment); BAB +4; Grap +3; Atk +3 melee (1d3-1 unarmed strike); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Justice; SV Fort +5, Ref +4, Will +6; AP 4; Rep +8 (as Senator Robert J. Hammonds III) +0 (as the Benefactor); Wealth +16; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Occupation: Dilettante (Knowledge [Current Events])

Skills: Bluff +14, Diplomacy +16, Disguise +9, Gather Information +16, Intimidate +9, Knowledge (Behavioral Sciences) +8, Knowledge (Business) +8, Knowledge (Civics) +13, Knowledge (Current Events) +13, Listen +3, Profession +7, Sense Motive +6, Spot +8

Feats: Alertness, Armor Proficiency (light), Armor Proficiency (medium), Renown, Trustworthy, Secret Identity (new feat described below)

Talents (Charismatic Hero): Charm, Fast-Talk

Talents (Negotiator): Conceal Motive, React First, Talk down one opponent, No Sweat

Possessions: Concealable Vest (+4 Defense), Voice Modulator (see below)

Appearance: Height: 6 feet 2 inches, Weight 200 lbs., Hair: Brown, Eyes: Gray, Distinguishing Marks: None

ERIK "RED" ISKRA

Erik, or "Red" as he prefers to be called, is a man known on the streets for being able to get things done. A small time hood, Erik got his start in the Blacktop gang before branching out on his own (although he still maintains close ties with the Blacktops and is willing to do Blacktops' many favors).

These days Erik owns a pawnshop and is primarily a fence. He also makes book in the back room of his shop where he has illegal off-track hook-ups in place. Erik knows the game and is willing to help out anyone for the right price. For someone off the street or a fellow criminal this will be cash. For a cop, it will be looking the other way or helping Erik out when he gets in trouble. As far as his "friends" on the street go, Erik will sell out anyone for the right price as long as they are not in the Blacktops.

Erik "Red" Iskra (Fast Hero 3/Tough Hero 2) CR 5; Medium Size Humanoid; HD 3d8+3 plus 2d10+2 plus 2; HP 32; Mas 13; Init +3; Spd 30 ft; Defense 19, touch 19, flatfooted 16 (+3 Dex, +6 class); BAB +3;

Grap +2; Atk +2 melee (1d3-1 unarmed strike), or +6 ranged (2d6 Colt Python); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL none; SV Fort +4, Ref +4, Will +1; AP 2; Rep +1; Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 14.

Occupation: Criminal (Gamble, Knowledge [Streetwise])

Skills: Balance +8, Drive +8, Escape Artist +8, Gamble +10, Hide +10, Intimidate +8, Jump +1, Knowledge (Streetwise) +6, Move Silently +7, Tumble +4

Feats: Acrobatic, Confident, Defensive Martial Arts, Dodge, Personal Firearms Proficiency, Stealthy

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Tough Hero): Robust

Possessions: Colt Python

Appearance: Height: 5 feet 10 inches, Weight 140 lbs., Hair Blonde (balding), Eyes: Brown, Distinguishing Marks: Blacktops tattoo on right bicep

LIN QI

Lin Qi learned first hand the cruelty of the strong toward the weak. As a child of Chinese parents Qi was tormented and beaten daily growing up in Japan. However Lin's martial arts prowess eventually won him a place in a gang of "outsiders", a group of non-Japanese Asians who had banded together to protect themselves from the Japanese toughs. After a time Qi left this gang and changed his name to a Japanese one, joining a Yakuza gang as a Teppodama. Lin Qi proved to be the perfect follower in those war-torn days: ruthless, intelligent and completely loyal to his Oyabun.

A chance meeting with one of his old "outsider" friends put Qi's life in jeopardy when his non-Japanese heritage was revealed. Rather than live the life of a hunted rat again, Qi killed both his old "friend" and all in his clan who knew his secret and assumed control of the small Yakuza clan.

Through a series of bloody confrontations and

ruthless betrayals Qi was soon the head of the most powerful Yakuza clan in all Japan. In fact, his position became so untouchable that he ceased to use his pseudonym, going openly by his Chinese name. Now Qi is attempting what many Japanese criminals have long dreamed of: the joining of the Yakuza with the Triad. He has already made significant inroads into Hong Kong through his partner Shogu. Once they have gained control over Hong Kong, the real challenge will begin.

Lin Qi (Smart Hero 4/Yakuza 10) CR 14; Medium Size Humanoid; HD 4d6+10d8+14; HP 78; Mas 12; Init +5; Spd 30 ft; Defense 23, touch 23, flatfooted 18 (+5 Dex, +8 class); BAB +9; Grap +10; Atk +14 melee (1d4+1 Hung Gar), or +14 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Yakuza clan; SV Fort +5, Ref +15, Will +7; AP 2; Rep +9; Str 12, Dex 20, Con 12, Int 16, Wis 14, Cha 19.

Occupation: Criminal (Hide, Move Silently)

Skills: Computer Use +10, Hide +11, Knowledge (Art) +10, Knowledge (Behavioral Sciences) +10, Knowledge (Business) +24, Knowledge (Civics) +10, Knowledge (Current Events) +10, Knowledge (History) +10, Knowledge (Streetwise) +20, Knowledge (Tactics) +10, Knowledge (Theology and Philosophy) +10, Move Silently +11, Bluff +23, Diplomacy +23, Drive +15, Gather Information +23, Intimidate +23, Sense Motive +21

Feats: Combat Expertise, Lightning Reflexes, Personal Firearms Proficiency, Combat Martial Arts, Devotion (Yakuza clan), Hung Gar (Balance), Windfall (x2), Renown, Circle Kick, Jump Kick, Flying Kick, Block, Improved Block

Talents (Smart Hero): Savant: Knowledge (business), Exploit Weakness

Talents (Yakuza): Kuroi Kiri, Teppodama, Contraband, Fuku-Honbucho, Oyabun

Possessions: Wealth +21

Appearance: Height 5 feet 9 inches, Weight 150 lbs., Hair Black, Eyes: Black, Distinguishing Marks: Yakuza tattoos covering chest and arms (usually concealed in an expensive 3-piece suit).



VINCENT TANCREDI

Vincent “Calzones” Tancredi grew up in the family business. As a small child he was taught the code of silence, how to make book and how to deal with someone that owed you money. Calzones currently runs the 39th street with his *crew* of loyal associates, many of whom are childhood friends.

However, unlike his old man, Calzones has ambition. Currently he is funneling most of his money (what he doesn’t kick up) to bribe beat cops, low-ranking judges and start up politicians. He also increases the number of *soldiers* under him daily. For the moment, this growing power base has escaped the notice of his superiors. If they notice before Calzones is ready to make his move, there could be a bloody street war.

Calzones will likely be the first step in the mob ladder characters encounter, whether in an attempt to break up the mob in their area, investigate it or attempting to join it. If they are looking for a fight, the Calzones will be a tougher low-rung member than most. For someone investigating the mob, Calzones could be a valuable contact as he would be more than happy to send some of his rivals up the river.

Vincent Tancredi (Tough Hero 2/Charismatic Hero 2/Smart Hero 1): CR 5; Medium Size Humanoid; HD 2d10+2 plus 2d6+2 plus 1d6+1; HP 27; Mas 12; Init -1; Spd 30 ft; Defense 12, touch 12, flatfooted 13 (-1 Dex, +3 class); BAB +2; Grap +4; Atk +4 melee (1d4+2, pistol whip), or +2 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; AL Tancredi family, calzones; SV Fort +5, Ref +1, Will +1; AP 2; Rep +3; Str 15, Dex 8, Con 12, Int 14, Wis 10, Cha 14.

Occupation: Criminal (Forgery, Knowledge [Streetwise])

Skills: Bluff +7, Computer Use +4, Demolitions +4, Diplomacy +4, Disguise +4, Drive +3, Forgery +8, Gamble +2, Gather Information +4, Intimidate +9, Knowledge (Behavioral Sciences) +4, Knowledge

SECRET IDENTITY - NEW FEAT

You lead a double life.

Effect: When you take this feat you may divide your Reputation modifier into two pools between your identities. Hereafter whenever your Reputation modifier increases you may decide which identity to add it to. You may adopt a disguise to further this secret identity and gain a +5 bonus to all Disguise checks when adopting the chosen disguise.

(Business) +5, Knowledge (Current Events) +5, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +9, Profession +7, Search +4, Spot +3, Survival +3

Feats: Confident, Deceptive, Hard-Eyed, Henchmen (Leadership 11), Personal Firearms Proficiency, Point Blank Shot

Talents (Tough Hero): Fire Resistance

Talents (Charismatic Hero): Coordinate

Talents (Smart Hero): Savant (Knowledge [Streetwise])

Possessions: Glock 17, 1 box 10mm ammunition, Wealth +6

Appearance: Height: 6 feet Weight: 190 lbs. Hair: Black (slicked back) Eyes: Blue Distinguishing Characteristics: Always has a toothpick hanging out of his mouth.

KELLY TANCREDI

Kelly Tancredi is the high school sweetheart turned wife of Vincent “Calzones” Tancredi. Like most mob wives she knows both nothing and everything. Officially, Vincent never discussed his work; however, unofficially she knows how her husband makes his money and supports his ambitions to move up in the family business.

Unknown to everyone, even her husband, Kelly is a strong capable woman that understands far more of the business than she lets on. While she is content to play the part traditionally mob wife, she drops hints to

lead her husband in the right direction when she feels he is about to make a mistake. Should her husband ever wind up in jail, Kelly could and would assume the reins of power, running his crew until Vincent got out of prison.

Kelly Tancredi (Charismatic Hero 1/Smart Hero 1): CR 2; Medium Size Humanoid; HD 1d6 plus 1d6; HP 8; Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +0; Grap +-1; Atk -1 melee (1d4-1, pistol whip), or +2 ranged (2d6, colt python); FS 5 ft by 5 ft; Reach 5 ft; AL Tancredi family; SV Fort +1, Ref +2, Will +3; AP 1; Rep +3; Str 8, Dex 13, Con 10, Int 13, Wis 14, Cha 15.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +6, Computer Use +2, Craft (writing) +4, Diplomacy +6, Forgery +2, Gather Information +6, Intimidate +6, Investigate +3, Knowledge (Art) +2, Knowledge (Business) +7, Knowledge (Civics) +4, Knowledge (Current Events) +6, Knowledge (Earth and Life Sciences) +2, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Listen +4, Research +3, Sense Motive +4, Sleight of Hand +5, Spot +4

Feats: Alertness, Attentive, Personal Firearms Proficiency

Talents (Charismatic Hero): Charm

Talents (Smart Hero): Savant (Knowledge [Business])

Possessions: Colt Python; Wealth +6

Appearance: Height: 5 feet 4 inches, Weight: 100 lbs. Hair: Brown (usually dyed blonde) Eyes: Hazel Distinguishing Characteristics: Heart shaped tattoo on right ankle.

ARTHUR TANCREDI

Arthur “Tank” Tancredi is the younger brother Vincent “Calzones” Tancredi. A huge hulk of a man, he is not the brightest member of the family; however, Arthur has a great deal of street smarts and knows how to handle himself with a knife and a gun, making him the perfect Capo to lead Vincent’s growing cadre of soldiers. Arthur is fiercely devoted to his brother and would do anything to assist his him.

Arthur Tancredi (Tough Hero 3/Strong Hero 2): CR 5; Medium Size Humanoid; HD 3d10+3 plus 2d8+2 plus 3; HP 34; Mas 12; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +4; Grap +7; Atk +7 melee (2d4+4/19-20, knife), +7 melee (2d4+4/19-20, unarmed strike), or +8 melee (1d6+1d4+4 nonlethal, unarmed strike), or +6 ranged (2d8, desert eagle); FS 5 ft by 5 ft; Reach 5 ft; AL Tancredi family; SV Fort +5, Ref +3, Will +1; AP 2; Rep +1; Str 16, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

Occupation: Criminal (Gamble, Knowledge [Streetwise])

Skills: Drive +6, Gamble +5, Jump +4, Knowledge (Streetwise) +7, Knowledge (Tactics) +1, Profession +2, Spot +4

Feats: Brawl, Combat Martial Arts, Improved Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Streetfighting

Talents (Tough Hero): Remain Conscious, Robust

Talents (Strong Hero): Melee Smash

Possessions: Desert Eagle, knife, 1 box .50AE ammunition, Wealth +6

VOICE MODULATOR

A tiny device held (or ties with a scarf perhaps) against the neck that renders the character’s voice distorted. This device makes it almost impossible to identify someone by voice (Listen skill check DC 15 if the person is well known, DC 20 if an acquaintance, otherwise DC 25). Speaking over a phone raises these DCs by +10).

Item	Size	Weight	Purchase DC	Restriction
Voice Modulator	Tiny	.5 lb.	14	---

Appearance: Height: 6 feet 5 inches, Weight: 260 lbs., Hair: Black (slicked back), Eyes: Blue, Distinguishing Characteristics: Tends to repeat his brother, echoing his comments, even when the two are apart.

INVESTIGATIVE TECHNIQUES

Often times a character will want to sniff around about an NPC or organization to find out more information. While d20 Modern has many skills with which to accomplish this task, details on how to handle it in each individual situation are often lacking. Following are some simple rules to aid the GM in determining the difficulty of finding out information.

REPUTATION MODIFIERS

Any time a character is researching information about an individual he gains a +1 circumstance bonus for each 2 full points of the target’s Reputation modifier, summarized on the table below.

Reputation	Modifier
0-1	+0
2-3	+1
4-5	+2
6-7	+3
8-9	+4

APPROPRIATE SKILLS

Depending on the background of the individual being researched, different skills can be used to locate information.

DIPLOMACY

Once a character has learned of his target’s general whereabouts (including workplace and residence) he can use the Diplomacy skill to gain insight into the target by talking to friends and co-workers. The Reputation modifier to the skill check shows that characters with a high Reputation are usually already being talked about.

Diplomacy skill used for bribery (Wealth DC 10) can also gain an investigator a bonus to any other skill check to find out information by bribing those who should keep such information to themselves (including city clerks, DMV personnel and so forth).

GATHER INFORMATION

This skill can find out a great deal of information about a target, but is usually one of the later skills used in the process. The character using this skill has to know which questions to ask before it can come into play. Determining the questions involves the use of other skills.

INVESTIGATE

This skill can be used to penetrate secret identities and aliases if a character has access to the target's fingerprints. A skilled investigator can lift prints off a pop can a target has tossed away (DC 15) or from the door of a car the target used (DC 15-25 depending on how many individuals have used the car).

KNOWLEDGE (BUSINESS)

A character might have a great deal of luck finding out information about a target using this skill, especially if the target is wealthy or otherwise known in financial circles. This skill could reveal a target's financial situation and his known occupations. Use of this skill to gain information gains an additional bonus based on the target's Wealth as well as the target's Reputation (add a bonus to this skill check for each two full points of the target's Wealth modifier using the table above).

KNOWLEDGE (CURRENT EVENTS)

Use of this skill can inform the character about any recent activities of his target (in the last month). If those actions might have come to the attention of any major media provider (television, radio, newspaper or internet) this skill could tell the investigator about those activities.

KNOWLEDGE (POPULAR CULTURE)

If the target has any cultural or performance inclinations this skill could be used to provide information about those activities. Use of this skill to find information gains an additional bonus of +1 for each two full ranks of any Perform skill the target possesses using the table above.

KNOWLEDGE (STREETWISE)

If a target has the criminal occupation (either through his starting occupation or a career path chosen through classes) this skill can be used to find information out about him. If the target's Reputation is infamous to law enforcement or the target has a criminal record this skill can certainly be used.

Add a +2 bonus to checks using this skill to find out about a target for each of the following that is true: target has the criminal starting occupation; target has levels in a class he uses for illegal purposes; target has been convicted of one or more felonies. Remember that the target's reputation modifier also applies. However this skill can find targets who keep a low profile from "respectable" information sources while being well known on the street.

KNOWLEDGE (TACTICS)

This skill can help find out information about a target that has been in the military or has seen combat in a recent campaign. By talking to other soldiers and representing yourself as part of their loose fraternity (through a successful check with this skill) you could find out information about a target by representing yourself as an old army buddy or former associate.

Add a +2 bonus to checks using this skill to find out about a target for each of the following that is true: target has the military starting occupation (or the Basic Training feat found in *Blood and Guts: Soldiers*); target has one or more levels in a military advanced class; target belongs or has belonged to a mercenary company or special operations unit.

KNOWLEDGE (TECHNOLOGY)

If the target has any technical abilities, or has studied highly technical areas, this skill could be used to provide information about those studies or accomplishments. Use of this skill to find information gains an additional bonus of +1 for each two ranks of the target's highest ranks in one of the following skills: Computer Use, Craft (chemical, electronic, mechanical, pharmaceutical), Repair or Treat Injury.

RESEARCH

This skill can provide information about a target's date of birth and known residences (DC 15) as well as information about a target's criminal history (DC 15). Residences can be established by seeing where a target is licensed to drive and where a target has paid recent taxes.

This skill can also be used to establish that a target was at a specific location at a specific time through the location of credit card receipts and cell phone transmission records (DC 20). This includes finding out numbers that a target called in order to track down whom the target was speaking to (law enforcement requires phone companies to keep these records for at least a month; however, as information becomes easier and cheaper to maintain phone companies typically have call records over a much longer period, even as much as six months).

Lastly this skill can be used to find out Internet usage by a target at a certain time or even certain specific sites the target accessed (DC 25). This could be extremely useful for determining if the target has committed a computer crime or has accessed a certain message board or website (used as communication sites by many terrorist groups).

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