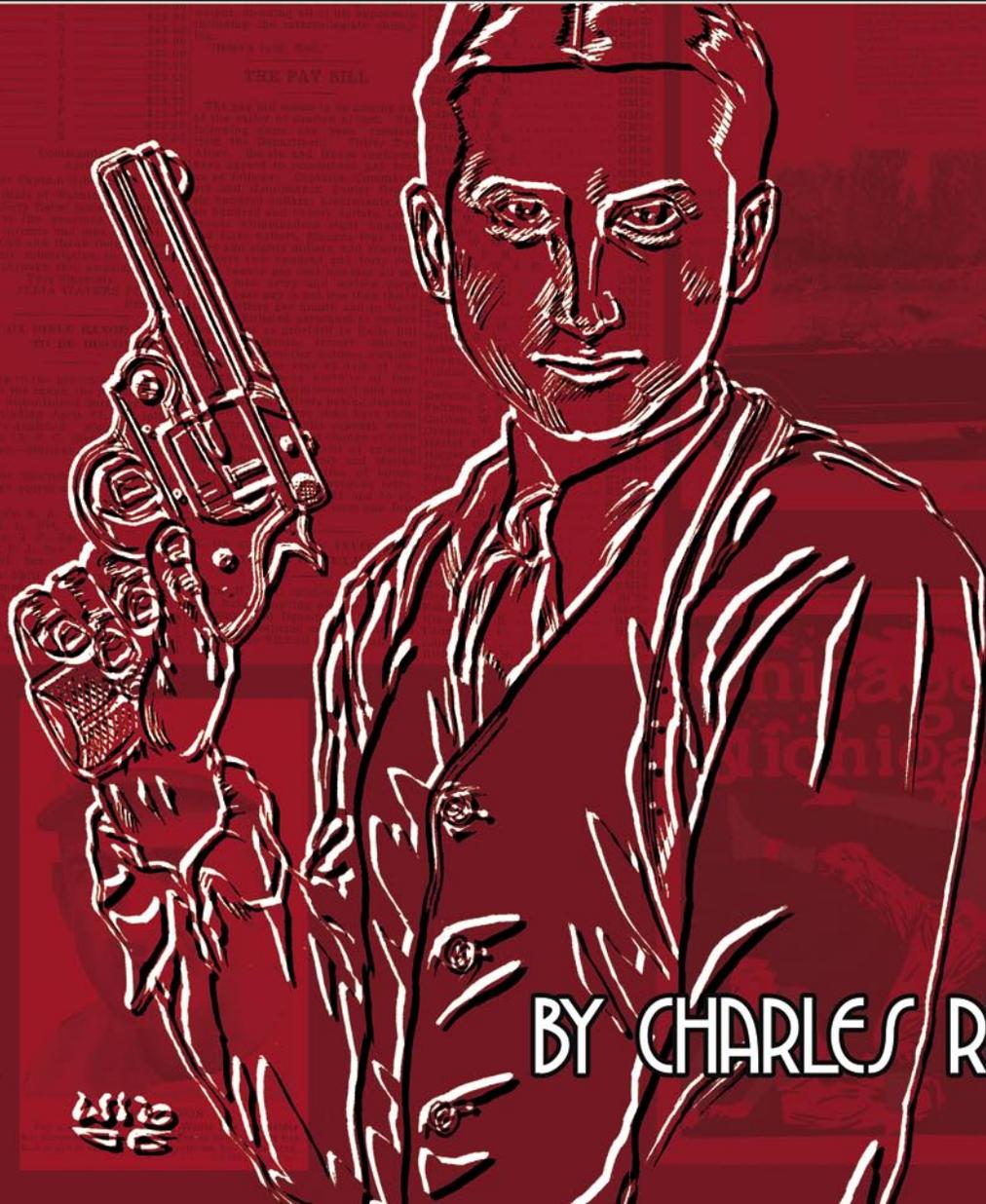


TIMELINE:

THE ROARING 20S



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V1.0

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NEW CLASSES OF THE ROARING 20S

G-MAN

Federal agents from the Bureau of Investigation (later renamed the FBI), the Treasury Department and other agencies are popular characters in the fiction of the Roaring 20s, fighting spies and uncovering criminal conspiracies. In the real world, men like Eliot Ness actually do perform great services for the public in the fight against the rampant crime and corruption of the Prohibition era.

REQUIREMENTS

To qualify to become a g-man, a character must meet the following criteria. (The quickest path into this class is through the Dedicated Hero basic class.)

Base Attack Bonus: +2

Skills: Investigate 3 ranks

Feats: Personal Firearms Proficiency

CLASS INFORMATION

The following information pertains to the g-man advanced class.

Hit Die: 1d8

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

Class Skills: The g-man's class skills (and the ability for each skill) are: Climb (Str), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Search (Int), Sense Motive

(Wis), Spot (Wis).

Skill points at each level: 5 + Int modifier.

CLASS FEATURES

All of the following are features of the g-man advanced class.

Weapon Focus (Tommy Gun): G-men are the response to the growing problem in the 20s of criminals who outgun law enforcement officers. Armed with the same weapons as the criminals they fight, these agents are well-trained in their use and do not hesitate to use lethal force to capture a wanted criminal.

Witness Protection: Assassination of witnesses before trial is a rampant problem during the Roaring 20s. Government agents are often called upon to protect key witnesses prior to trial, ensuring that they can testify against gangsters and corrupt politicians.

Anytime a g-man with this ability is adjacent to an ally, he may place his body in harm's way. Any attack on the ally is instead made against the g-man. The g-man must declare that he is using this ability prior to the attack being rolled.

Bonus Feats: At 3rd, 6th and 9th level the g-man receives a bonus feat from the following list: Alertness, Armor Proficiency (light, medium), Attentive, Brawl, Point Blank Shot, Precise Shot, Renown and Vehicle Expert. The g-man must meet the prerequisite for any feat selected.



Still Buster: G-men are relentless in their two-fisted approach to the problem of crime. Anytime a g-man is engaged with a known criminal, he gains the listed bonus on all melee damage rolls as well as to the damage from ranged attacks of 30 feet or less.

Dead or Alive: G-men are prepared to bring criminals to justice by any means necessary. If the criminals can be apprehended for trial, the g-man is happy to oblige. If a criminal wants to go down shooting... the g-man is prepared for that as well.

This ability allows the g-man to inflict nonlethal damage with a weapon that normally deals lethal damage, without taking the usual -4 penalty to the attack roll.

It also allows the g-man to automatically confirm any critical threat by spending an action point.

Untouchable: G-men are famous for their ability to rise above corruption in their attempts to push back the rising tide of lawlessness triggered by Prohibition. This ability renders the g-man immune to bribes (for NPCs only) and also immune to any fear effect, including the Intimidation skill and the Frightful Presence feat.

TABLE I: THE G-MAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus (Tommy Gun)	+1	+0
2nd	+1	+2	+2	+0	Witness Protection	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+1
4th	+3	+2	+2	+1	Still Buster +1	+2	+1
5th	+3	+3	+3	+1	Dead or Alive	+3	+1
6th	+4	+3	+3	+2	Bonus Feat	+3	+2
7th	+5	+4	+4	+2	Untouchable	+4	+2
8th	+6	+4	+4	+2	Still Buster +2	+4	+2
9th	+6	+4	+4	+3	Bonus Feat	+5	+3
10th	+7	+5	+5	+3	Still Buster +3	+5	+3

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