

THE CAPABLE HERO

A SPECIALIZED CLASS FOR THE MODERN D20 SYSTEM™

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CAPABLE HERO

The ace pilot, the adventurous academic, the sardonic guide, the master criminal, all these are characters with skills and expertise. The Capable Hero is not just smart, she has training, she has knowledge and she can use it. When a plan needs to be formulated, when information needs ferreting out, when the case needs cracking, the group turns to the Capable Hero.

The Capable Hero is not competent with all things, but she has access to a wide variety of skills. From hacking computers, to building them, to jury-rigging them, the Capable Hero can have extensive competence. With training beyond the simply intellectual, she could as easily be a self-taught wanderer as a papered professional or a stolid academic. The Capable Hero fills many niches.

SPECIALIZED CLASS

A specialized class is a step between a basic class and an advanced class. Its main purpose is to allow a level of specialization in low-level games. A character can easily enter a specialized class at 2nd level, and gain talents and skills that will enhance and complement the talents and abilities found in basic and advanced classes.

Specialized classes are open to ordinaries.

REQUIREMENTS

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

Skills: Any Craft or Knowledge, 4 ranks

CLASS INFORMATION

The following information pertains to the Capable Hero dedicated class.

HIT DIE: d6

Action Points: Capable Heroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

CLASS SKILLS

The Capable Hero's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Craft (all) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Investigate (Int), Knowledge (all) (Int), Navigate (Int), Perform (all) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (None), Repair (Int), Research (Int), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the Capable Hero.

TALENTS

At 1st, 3rd, 5th, 7th and 9th level, the Capable Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Capable Hero qualifies, she can select freely from the two talent trees. No talent can be selected more than once unless expressly indicated.

CRAFT TALENT TREE

The Capable Hero has learned many secrets regarding the manufacture of items.

CRAFT COMPETENCE: The Capable Hero has studied the manufacture of goods relating to any single Craft skill to such a degree, that she can create items quickly without detracting from the quality of the item. When the Capable Hero begins the process of creating an item, she makes a Craft skill check (DC 20) adding her levels in the Capable Hero class as a bonus. If the Capable Hero succeeds, the time needed to create the item is halved. Other circumstances or skills that reduce the time are figured into the time to create the item first and then this amount is halved.

Prerequisite: Craft (any specific), 4 ranks.

TABLE: THE CAPABLE HERO

CLASS LEVEL	BASE ATTACK	FORT	REF	WIL	CLASS FEATURE	DEF	REP
1	+0	+0	+0	+3	Talent	+0	+0
2	+1	+0	+0	+4	Bonus Feat	+0	+1
3	+1	+1	+1	+4	Talent	+1	+1
4	+2	+1	+1	+5	Bonus Feat	+1	+1
5	+2	+1	+1	+5	Talent	+1	+2
6	+3	+2	+2	+5	Bonus Feat	+2	+2
7	+3	+2	+2	+6	Talent	+2	+2
8	+4	+2	+2	+6	Bonus Feat	+2	+3
9	+4	+3	+3	+7	Talent	+3	+3
10	+5	+3	+3	+7	Bonus Feat	+3	+3



MADE TO LAST: Items created by the Capable Hero are made of such excellent material and with such skill that they are extremely durable. When the Capable Hero has completed an item, she makes a Craft skill check (DC 25) adding her levels in the Capable Hero class as a bonus. If the Capable Hero succeeds, the item is considered durable.

Durable items receive a +1 enhancement bonus to any save. The Hardness and Hit Points of such items are increased by one-quarter.

Prerequisite: Craft Competence.

POTENT WEAPON: Masterwork weapons created by the Capable Hero not only offer a bonus to hit, but also to damage. When the Capable Hero has completed a weapon, she makes a Craft skill check (DC 25) adding her levels in the Capable Hero class as a bonus. If the Capable Hero succeeds, the masterwork weapon provides a +1 enhancement bonus both to attack and damage rolls.

Prerequisite: Craft Competence.

SCRIMP AND SAVE: The Capable Hero has become so adept at fashioning items that she uses less material and maximizes the use of the materials available. When the Capable Hero begins work on an item(s), she makes a Craft skill check (DC 25) adding the levels in the Capable Hero class as a bonus. If the Capable Hero succeeds, the value of the raw materials necessary is reduced by the character's levels in Capable Hero.

Prerequisite: Craft Competence.

KNOWLEDGE TALENT TREE

The Capable Hero has studied a specific area of knowledge in great detail

APPLIED KNOWLEDGE: This talent allows the Capable Hero to use a Knowledge skill for actions. For example, Knowledge (Civics) might allow the Capable Hero to organize a ministry or other bureaucracy or act as a solicitor in a court of law. The Capable Hero might use Knowledge (Theology and Philosophy) to proselytize and gather adherents to the Capable Hero's religion. Knowledge (Tactics) might be the basis for the Capable Hero to prepare defensive positions.

When using Knowledge skills for actions, synergy bonuses from related skills are common. For example, having 5 ranks in Bluff, Diplomacy or Sense Motive (depending on the situation) might offer a +2 synergy bonus for using the Knowledge (Civics) to organize a ministry. Diplomacy might give a synergy bonus when using Knowledge (Theology and Philosophy) to proselytize. Conversely, a Capable Hero using Knowledge (Tactics) could gain a synergy bonus from Craft (Structural) to prepare a defence of a structure.

BREADTH OF KNOWLEDGE: The Capable Hero's experience and studies have exposed her to a wide variety of people and information, and thus the Capable Hero has knowledge outside her area of expertise. Due to this, the Capable Hero can spend an Action Point to make an untrained Knowledge check. For each Knowledge skill in which the Capable Hero possesses 5 ranks or more, the Capable Hero can apply a +2 bonus to the check. These bonuses stack.

The Capable Hero may not take 10 or take 20 on this check; this sort of knowledge is essentially random. She may only make one attempt in the pursuit of a certain type of fact, figure or piece of information.

DC TYPE OF KNOWLEDGE

- 10 Common, something anyone exposed to this topic would know.
- 20 Uncommon but available, known by those who study this area.
- 25 Obscure, known by few who are usually subject matter masters.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

IMPART KNOWLEDGE: The Capable Hero is able to quickly train another character sufficiently to allow that other character to make Craft or Knowledge skill checks as though that other character had one-half the Capable Hero's ranks in the skill. The duration of this effect is dependant upon the success of the skill check.

DC DURATION

- 10 1d4 + 1 round/Capable Hero's level
- 15 2d4 + 1 round/Capable Hero's level
- 20 1d4 + 1 minute/Capable Hero's level
- 25 30 minutes + 5 minutes/ Capable Hero's level

SKILL TALENT TREE

The Capable Hero is highly-trained in the skills of a trade. If not an acknowledged expert, she is well on her way to becoming one.

SKILL APTITUDE: The Capable Hero chooses a skill on which to focus. When the Capable Hero uses this skill, any ability modifiers or synergy bonuses are doubled. This Talent may be chosen multiple times but each time must be for a new skill. This Talent may not be applied twice to the same skill.

Prerequisite: Skill (any specific except Profession), 4 ranks.

SKILL COMPETENCY: When the Capable Hero makes a skill check, a natural 20 is always a success. Also, a second ability bonus can be applied to any skill check given an acceptable explanation. For example, the Capable Hero has Skill Competency with Appraise. Along with the normal bonuses for Intelligence, the Capable Hero might add her bonus for Dexterity with the explanation that handling the item helps to ascertain the item's quality.

This Talent may be chosen multiple times but each time must be for a new skill. This Talent may not be applied twice to the same skill.

Prerequisite: Skill Aptitude with same skill.

SKILL PROFICIENCY: The Capable Hero gains a +5 miscellaneous bonus to the skill chosen. Also, if Taking 10 and/or Taking 20 are allowed, the amount of time this necessitates is halved.

This Talent may be chosen multiple times but each time must be for a new skill. This Talent may not be applied twice to the same skill.

Prerequisite: Skill Competency with same skill.

SKILL EXPERTISE: The Capable Hero has mastered the skill to such an extent that failure is extremely rare. The Capable Hero can Take 10 as a standard use of the skill, even if the skill usually does not allow Taking 10. If so desired, the Capable Hero can still roll a skill check. Taking 20 requires the amount of time listed under the skill description for Taking 10. If the skill allows Taking 10, the Capable Hero may Take 20 even if the skill usually does not allow this.

This Talent may be chosen multiple times but each time must be for a new skill. This Talent may not be applied twice to the same skill.

Prerequisite: Skill Proficiency with same skill.

SOCIAL TALENT TREE

As a Capable Hero, the character is involved with professional associations, organizations, unions, etc.

ASSOCIATION MEMBERSHIP: The Capable Hero is a full member in an association, trade guild, union, etc. Through her membership, the Capable Hero is able to obtain goods, services or material at a substantially reduced rate.

The Capable Hero may add her levels in the Capable Hero class as a bonus to any Wealth check for any item or service that can be obtained through her association, trade guild, union, etc.

When making a Wealth check for such an item, the character's Wealth is not reduced unless the item or service has a purchase DC of 20 or higher (rather than the usual 15) or if the purchase DC is higher than the character's current Wealth plus the character's levels in the Capable Hero class.

The Capable Hero may use the Association Membership talent to obtain the equipment necessary for craft skills at half the normal cost.

ASSOCIATION FAVOURS: Associations often have networks of connections with other associations, trade guilds, unions, etc. within a city, municipality, or county. As such, members of the association may have access to information beyond that pertaining to their craft. The Capable Hero may add her Capable Hero levels as a circumstance bonus to any Gather Information or Knowledge checks.

Further, the Capable Hero may attempt to acquire minor aid from any other association member. By making a favour check, the Capable Hero can acquire the loan of equipment or documents, or receive other minor assistance in the course of an adventure.

The Capable Hero must spend 1 action point to acquire a favour. To make a favour check, roll 1d20 and add the Capable Hero's level as a bonus. The GM sets the DC based on the scope of the favour being requested. The DC ranges from 10 for a simple favour to as high as 30 for formidable and highly dangerous, expensive, or illegal favours. The Capable Hero can't take 10 or 20 on this check, nor can the Capable Hero retry the check for the same (or virtually the same) favour. Favours should help advance the plot of an adventure.

All favours are remembered and those providing favours will expect the Capable Hero to return the favour at some point in the future. Failure to do so will quickly turn an ally into an enemy.

Prerequisite: Association Membership.

MULTIPLE MEMBERSHIPS: The Capable Hero is able to hold memberships in multiple associations without repercussions. Usually, associations are very strict about membership. The Capable Hero has garnered enough respect within the association(s) of which she is already a member that no obstacle is placed on joining another association.

This Talent may be chosen multiple times but each time must be for a new professional association, organization, union, trade guild, etc.

Prerequisite: Association Membership.

CONNECTIONS: The various associations within any locale usually have a fairly good working relationship. Often associations work together to promote common interests. The Capable Hero may be able to gain a discount on any kind of purchase or service using his association membership.

The Capable Hero may add her levels in the Capable Hero class as a bonus to any Wealth check for any item or service that can be obtained through a professional association, trade guild, union, etc.

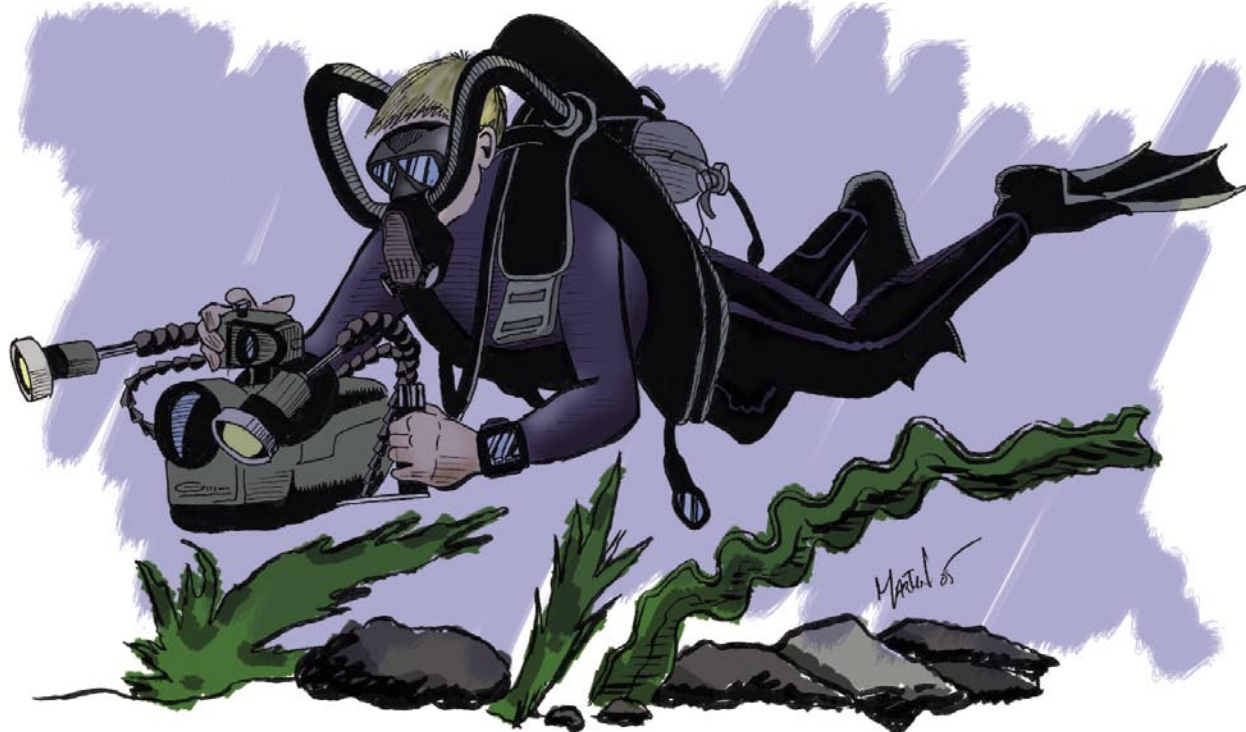
When making a Wealth check for such an item, the character's Wealth is not reduced unless the item or service has a purchase DC of 20 or higher (rather than the usual 15) or if the purchase DC is higher than the character's current Wealth plus the character's levels in the Capable Hero class.

Prerequisite: Association Membership, Association Favours.

BONUS FEATS

At 2nd, 4th, 6th, 8th and 10th level, the Capable Hero gains a bonus feat. The bonus feat must be selected from the following list, and the Capable Hero must meet all the prerequisites of the feat to select it.

Acrobatic, Aircraft Operation, Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Attentive, Blind-Fight, Builder, Cautious, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Elusive Target, Endurance, Exotic Melee Weapon Proficiency, Focused, Force Stop, Gearhead, Guide, Heroic Surge, Improved Combat Martial Arts, Improved Initiative, Iron Will, Lightning Reflexes, Medical Expert, Meticulous, Nimble, Renown, Run, Stealthy, Studious, Surface Vehicle Operation, Surgery, Track, Trustworthy, Unbalance Opponent, Vehicle Dodge, Vehicle Expert, Windfall.



JASMINE O'CONNOR, OBTAINER OF RARE ARTIFACTS

Fast Hero 2/ Capable Hero 2/ Daredevil 1: CR 5; HD 2d8-2 plus 2d6-2 plus 1d10-1; hp 17; MAS 9; Init +2; Spd 30ft.; Def 17, touch 17, flatfooted 15; BAB +2; Grap +2; Atk +2 melee (1d6, extendable baton), or +4 ranged (2d10, Winchester 94), or +4 ranged (2d6, 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Contract; SV Fort +1, Ref +4, Will +5; AP 2; Rep +1; Str 10, Dex 15, Con 9, Int 14, Wis 13, Cha 12.

Skills: Balance +5, Concentration +5, Drive +8, Escape Artist +7, Hide +9, Knowledge (arcane lore) +7, Knowledge (history) +7, Knowledge (streetwise) +6, Move Silently +9, Read/Write Language (English), Research +5, Ride +5, Search +5, Sleight of Hand +6, Speak Language (Arabic, English, French), Spot +4, Survival +4, and Tumble +7.

Feats: Combat Martial Arts, Dodge, Educated (arcane lore, history), Personal Firearms Proficiency, Stealthy.

Talents (Fast Hero): Evasion

Talents (Capable Hero): Breadth of Knowledge

Class Feature (Daredevil): Fearless

Occ: Adventurer (Knowledge [arcane lore], Survival)

Possessions: (on person, 20.5#) Beretta 92F pistol (with laser sight) in hip holster, 4 92F magazines, Winchester 94 rifle (with electro-optical scope), 20 .444 cartridges, casual clothes, cell phone, chemical light sticks (5), compass, digital camera, GPS receiver, lock release gun, multipurpose tool, PDA, photojournalist's vest, tactical map (local).

When carrying backpack, encumbered.

(in backpack, 40#) digital audio recorder, duct tape, electro-optical binoculars, first aid kit, flashlight (battery flood), night vision goggles, notebook computer, portable satellite telephone, portable video camera, rope (100 ft), sleeping bag.

Jasmine grew up around an archaeologist father and anthropologist mother. She had traveled the world before her twelfth birthday. Rather than working for universities or governments, Jasmine works for private individuals and museums, obtaining artifacts. She only acquires items if those items will be available for public edification even if held in private hands. That's always in her contracts.

JACOB PARK, SECURITY CONSULTANT

Charismatic Hero 2/Capable Hero 2/

Bodyguard 1: CR 5; HD 2d6-2 plus 2d6-2 plus 1d12-1; hp 16; MAS 8; Init +2; Spd 30ft.; Def 16, touch 14, flatfooted 14; BAB +2; Grap +2; Atk +2 melee (1d6, extendable baton), or +4 ranged (2d6, M9), or +4 ranged (2d6, Glock); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Contract; SV Fort +2, Ref +6, Will +7; AP 2; Rep +3; Str 10, Dex 14, Con 8, Int 13, Wis 16, Cha 12.

Skills: Bluff +4, Concentration +5, Disable Device +3, Diplomacy +4, Drive +4, Gather Information +8, Intimidate +7, Investigate +3, Knowledge (behavioral sciences) +5, Knowledge (civics) +3, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +6, Listen +5, Read/Write Language (English, French), Search +5, Sense Motive +12, Speak Language (English, French, German), and Spot +9.

Feats: Alertness, Armor Proficiency (light), Attentive, Double Tap, Personal Firearms Proficiency, Point Blank Shot.

Talents (Charismatic Hero): Coordinate

Talents (Capable Hero): Skill Aptitude (Sense Motive)

Class Feature (Bodyguard): Harm's Way

Occ: Investigative (Gather Information, Sense Motive)

Possessions (on person, 11.5#): SITES M9 autoloader pistol (with removable suppressor) in shoulder holster, 2 M9 magazines, Glock 17 autoloader pistol (with illuminator, laser sight) in back holster, 4 Glock magazines, business outfit, cell phone, chemical light sticks (5), extendable baton (metal baton), light undercover shirt armor, multipurpose tool, overcoat, PDA, penlight, zip tie handcuffs.

When carrying both range packs, encumbered. (in standard range pack, 14#) black box, caller ID defeater, digital audio recorder, digital camera, notebook computer, line tap, portable satellite telephone, suppressor for M9, tap detector.

(in oversized range pack, 18#) casual clothing outfit, compass, electro-optical binoculars, first aid kit, local road atlas, night vision goggles, professional walkie-talkie, standard flashlight, windbreaker.

Jacob Park began as a police officer. He only lasted two years. He became private investigator. He didn't enjoy photographing cheating husbands and listening to surreptitious phone sex. What did interest him was the occasional insurance work, investigating robberies and other criminal acts. His experience led him to study criminology. He quit working as a private investigator and became a security consultant. Occasionally, he accepts work as a "minder," a bodyguard, but mostly he tests and consults on security systems.

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