



## HEROIC CLASS VOCATION

### Detective Vocation

The **House Rules** below is a modified version of the Detective vocation found in the Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 45-46). It has been modified to provide an "apprentice-level" vocation for investigator-type advanced classes and fit within Wizards of the Coast's™ d20: MODERN RPG System.

New scientific developments have brought forth many changes and the Detective is at the forefront of those changes in the world of law enforcement and crime fighting. Detectives are often freelance agents, although many constabularies are embracing the change and hiring or training their own detectives.

**Prerequisites:** Investigate 4 ranks, and Attentive feat;

**Bonus Starting Feat:** Select two of the following:

Armor (light), Educated, Meticulous, Studious, or Weapon Group Proficiency (pistol firearms);

**Vocation Skills:** Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge [civics, natural sciences] (Int), Search (Int), and Sense Motive (Wis);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

**Additional Bonus Feats:** Alertness, Educated, Martial Arts, Meticulous, Point Blank Shot, Renown, Studious, Trustworthy, and Weapon Group Proficiency (pistol firearms, rifle firearms);

**Wealth:** +1;

### Detective Talent Tree

**Discern Lies (Ex):** The Detective is particularly adept at noticing when somebody is lying to them. The character now adds their WILL save bonus to Sense Motive checks when determining if somebody is lying to them.

**Criminal Profile (Ex):** The Detective has great powers of observation and can compile a rough mental picture of a suspect. The character must spend 1 minute observing a suspect, and make a character level check (1d20 + character level) opposed by a target's Bluff check. This observation yields two of the following facts: target's class and vocation, target's character level, character's

highest skill rank, one feat, or one non-obvious trait or vocation talent.

This talent may be taken multiple times; each time it is selected, the Detective learns an additional fact about the person being observed (for a maximum of 4 facts).

**Bureau Contacts (Ex):** A Detective develops a friendship with a fellow member of law enforcement. As long as the contact is treated well, the contact is completely loyal to the character and will place their livelihood – but not their life – at risk if asked. The bureau contact has a Helpful attitude toward the character (as described in the Diplomacy skill description on the *d20: MODERN Roleplaying Game*).

Usually a contact is a member of the law enforcement community, such as a friend in a local police force or a girlfriend who works in City Hall's records division. However, it's possible to have a federal agent or a low-level member of the underworld as a contact. Other possible contacts include bartenders, coroners, fences, prostitutes, street thugs, and higher-ups in any law enforcement agency.

The bureau contact will provide the Detective information or other minor assistance. The contact doesn't accompany the character on adventures, and may not be always available when the character wants it.

In most cases, the bureau contact can be called upon once per week, and sometimes requires some form of compensation for the favor.

If the bureau contact dies, a new one is located to replace it when the Detective attains their next level in this vocation.

*Prerequisite:* Detective level 5<sup>th</sup>.

### Forensics Talent Tree

**Eye for Details (Ex):** The Detective becomes very aware of their surroundings and it is unusual for them to miss a clue. They can add his WILL save bonus to Investigate, Search, and Spot checks when they are in a scene where a crime or another important event has occurred.

**Predict Actions (Su):** Once the Detective has spoken to and interacted with a suspect, they know what the suspect will do almost before they know themselves. Once per day, the character can use this ability to sense what a suspect is currently doing; they make a Sense Motive check (DC 20).

Success yields a result similar to the psychic *Clairaudience/Clairvoyance* power, except that the Detective gets a glimpse into the suspect's actions for 5 minutes.

*Prerequisite:* Criminal Profile talent; Detective level 7th.

**Reconstruct Crime Scene (Ex):** By analyzing the abundant clues at a crime scene, the Detective gains the ability to construct a mental image of the exact events that occurred at the scene. The crime must have occurred within a number of days equal to or less than 1 + the character's Intelligence modifier.

The Detective makes a Search check (DC 20). If successful, they gain a detailed knowledge of the events as if they had been present when they occurred. The character can mentally picture the events as they took place but his visual reconstruction does not allow them to hear conversations or other sounds.

As a general rule, the Detective can visualize any physical action, including fights, shifting of objects, the race, size, and shape of the persons involved and movement in and out of the area but gains no knowledge of what the participants said or thought.

*Prerequisite:* Eye for Details talent.