



HEROIC CLASS VOCATION

Robber Vocation

The **House Rules** below present a modified version of the Robber vocation found in the Mongoose Publishing's™ OGL: WILD WEST Campaign Setting (pg. 36). It also contains features of the Burglar vocation found within in Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 59-60). It has been modified to provide a broader vocation which fits within a Steampunk campaign setting.

Jumping from rooftop to rooftop and entering where they have not have been invited; robbers make their living from pilfering the property of others. Out of necessity or ennu, these successful thieves excel at climbing and breaking through defenses.

Prerequisites: Climb 2 ranks and Disable Device 2 ranks;

Bonus Starting Feat: Select one of the following:

Dodge, Stealthy, Vehicle Expert, or Weapon Group Proficiency (pistol firearms);

Vocation Skills: Bluff (Cha), Climb (Str), Disable Device (Int), Move Silently (Dex), and Search (Int), Tumble (Dex);

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

Additional Bonus Feats: Acrobatic, Athletic, Cautious, Dodge, Educated, Elusive Target, Focused, Meticulous, Persuasive, and Stealthy;

Wealth: +1;

Robber Talent Tree

Eye for Treasure (Ex): Upon entering a room, the Robber can make an appropriate Knowledge check at DC 15 to locate and identify the item of most value present.

Planning the Job (Ex):

A Robber knows how to size up a building and gather information that often isn't perceptible to those around them. If the character spends one hour casing the building, they gain a +4 circumstance bonus to Spot checks to look for obvious enemies, alarms, and surveillance devices, traps, and escape routes. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Shady Contact (Ex): The Robber develops a connection to a criminal figure of some importance. 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 shady contact has a Helpful attitude toward the robber (as described in the Diplomacy skill description on the *d20: MODERN Roleplaying Game*).

Usually a contact is a member of the underworld, but it's possible to have a cop on the take as a contact or a girlfriend who works in City Hall's records division. Other possible shady contacts include black marketers, bootleggers, fences, forgers, captains of organized crime families, illicit gunsmiths, safecrackers, and higher-ups in any crime syndicate.

Safecracking Talent Tree

Improved Demolitions (Ex): The robber has a knack for guessing just how much explosive to use to blow open a container. The character receives a +4 insight bonus Demolitions checks when blowing items open (but not when blowing items apart, or up).

Keen Ear (Ex): The Robber can hear the fall of tumblers inside a mechanical lock. He may take 10 on an Open Lock check even when stressed or under fire.

Trap Finding (Ex): Robbers (and only robbers) can use the Search skill to locate traps when the task has a DC higher than 20. Finding a trap has a DC of at least 20 or higher if it is well hidden.

Task	Search DC
Notice a simple trap	20
Locate a difficult trap	21+
Find a complex trap	25
Reveal a magical trap	25 + spell level

A robber who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works and bypass it (along with their party) without disarming it.