



## HEROIC CLASS VOCATION

### Scoundrel Vocation

The **House Rules** below present a modified version of the Con Artist vocation found in the Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 59). It also contains features of the Gambler vocation found within in Mongoose Publishing's™ OGL: WLD WEST Campaign Setting (pp. 41-42). The vocation has been modified to provide a broader vocation, to fit within Wizards of the Coast's™ D20: MODERN RPG System.

Gullibility is what brings a scoundrel their daily sustenance. From snake oil salesman to full-blown swindlers and con artists, the scoundrel builds a careful web of falsehoods in order to snare their victims and squeeze them for money or favors.

**Prerequisites:** Bluff 2 ranks;

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

Brawl, Dodge, Low-Profile, or Weapon Group Proficiency (pistol firearms);

**Vocation Skills:** Bluff (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Sense Motive (Wis), and Sleight of Hand (Dex);

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

**Additional Bonus Feats:** Alertness, Attentive, Brawl, Deceptive, Dodge, Low-Profile, Meticulous, Stealthy, Trustworthy, and Weapon Group Proficiency (pistol firearms);

**Wealth:** +1;

#### Scoundrel Talent Tree

**Alias (Ex):** The scoundrel uses a number of aliases to perform their dirty deeds. If a Reputation check succeeds that would have bad consequences for them, the character can make it fail by spending an action point as they deflect attention from them to one of their other identities.

**Alibi (Ex):** The Scoundrel lies so well that they can convince people that a falsehood is the truth. With a successful Bluff check opposed by Sense Motive checks, the character can convince a number of people equal to their Charisma modifier that they were in their company or vicinity upon a particular date. This date may be no

more recent than one week ago and no further back in time than one month. This false memory lasts a number of weeks equal to the scoundrel's Charisma modifier. After the effect expires, people who realize that they were not, in fact, in their company don't automatically assume that he tricked them into thinking so.

**Believable Lie (Ex):** The Scoundrel can build a totally false situation and have others believe their words, including others who are involved in their lie. By spending an action point, the character makes any kind of situation sound believable, even to the most ludicrous extreme. With this talent, a group of humans led by the scoundrel could sneak in past elf guards into a gnome enclave, making them believe they all were really elven nobles transformed into humans by a magician.

*Prerequisite:* Alibi talent;

#### Grifter Talent Tree

**Detect Mark (Ex):** The character has a knack for finding those with more money than sense. They may make a Gather Information check (DC 10) to locate any people open to con-games or games of chance.

**Poker Face (Ex):** The character is careful to hide any signs that may give away their current state of mind. They may add half their ranks in Concentration to any Bluff checks that are being opposed by another's Sense Motive. This does not make a lie any more believable, but does ensure that the gambler's face is virtually unreadable.

**Tall Tail (Ex):** The character creates a false story that increases their standing in the eyes of others, always with favorable effects. The character makes a Bluff check opposed by the target's Sense Motive check; if successful, the character elicits a Reputation check from all who heard the tale, with a +5 bonus to the Reputation score. The lie is so seeded with half-truths that any attempt to pierce the tale with skill checks or talents fails. If magic or psychic powers are used to pierce the tale, the character can make a Bluff check. The character does not know they are blocking occult powers. If they beat the opposed magic or psychic check, their story holds true to even occult scrutiny.

*Prerequisite:* Fast Talk talent;