

# Border Town

## Pre-generated Characters

Medical Examiner  
 Beat Cop  
 Vigilante Street Kid  
 Street Racer  
 Exiled Demon  
 Border Patrol Officer  
 SWAT Officer  
 Police Detective  
 Catholic Priest  
 Cat Burglar  
 Militiaman  
 Parapsychologist  
 Conspiracy Theorist  
 Medium  
 Bounty Hunter  
 Department 7 Agent  
 Monster Hunter

### General Notes:

- These characters were built as 5th level, mostly using *d20 Modern*, although some have feats and abilities from other books.
- All characters have been given a moral/ethical alignment, per *D&D* and most other d20 games.
- In general, the character mix has been set up as a balance between "ordinary" people who know nothing about the supernatural and "professionals" who have knowledge about the occult. In between the two are the "kooks" who *think* they know something about the paranormal but probably don't.
- The general construction of characters is two base classes and one level of an advanced class, but some break this pattern.

### Medical Examiner

**Class:** Smart Hero 2/Dedicated Hero 2/Field Scientist 1

**Occupation:** Technician

**Alignment:** Lawful good

*"There has got to be a logical explanation for this. The dead do not come back to life."*

You've always been good at what you do. Of course, being in Corazon makes you wonder if you could've done better. Certainly the job has its perks; you've always loved mysteries, and this job gives you enough of them. Your only complaint is that you don't get out of the lab often enough.

You've heard the urban legends about monsters and ghosts and all kinds of weirdness on the streets. As far as you're concerned, there has to be a logical explanation for it all. All you have to do is find it.

### Skills & Abilities:

The Medical Examiner brings to the table strong investigative and scientific skills. Unlike most Border Town characters, she is not comfortable in combat; instead, she provides the team with valuable support and first aid.

**Other Characters:**

The Medical Examiner works well (and often) with the various law enforcement types. Lawless types like the Street Racer and Vigilante Kid will likely be viewed as public menaces or even worse, and the Conspiracy Theorist and Militiaman considered dangerous wackos. Anyone professing belief in the supernatural, including the Exiled Demon and the Priest, will probably be met with suspicion and ridicule. The Examiner and the Parapsychologist have an uneasy relationship; both are dedicated to scientific investigation and analysis, but have diametrically opposed beliefs and goals.

**In a Nutshell:**

Always stick your nose in where it doesn't belong. Analyze the evidence rationally. Insist on a scientific explanation for everything.

**Beat Cop**

**Class:** Strong Hero 3/Tough Hero 2

**Occupation:** Law Enforcement

**Alignment:** Lawful neutral

*"Don't worry, I'll get it out of him. I got a winning personality."*

You've dedicated your life to cleaning up the scum of the streets. It's a thankless job, and you don't get paid enough to do it, but you get results, one way or the other. The captain understands if a perp "falls down" on the way to interrogation. If somebody gets out of line, they need to be put back in their place. Sometimes you gotta fight fire with fire.

You're not sure about all this voodoo-hoodoo shit, werewolves and the chupacabra and God knows what else. All you know is, if you pump enough bullets and buckshot into something, it's dead and it's staying that way.

**Skills & Abilities:**

The Beat Cop is probably the most basic character in Border Town. He's tough, stubborn and hard to kill. Although he has good skill in combat, aside from intimidating perps, his interaction with other people is limited. Think Jayne Cobb with a badge.

**Design Notes:**

- I deliberately screwed the pooch on the Beat Cop's skills. In the first place, I assigned Strong as his starting class, which limited his skill points. Secondly, his Int modifier is negative, which hurts even more. I wanted him big and dumb, but this is really pushing it. Regardless, I like it.

**Other Characters:**

The Beat Cop gets along well with most of the other law enforcement types, and has a certain tough-guy respect for the Vigilante Kid and Militiaman. The Cop and Street Racer don't really understand each other, but the Racer's abilities behind the wheel are appreciated. The Cat Burglar is likely to be seen as sneaky, untrustworthy scum. The more cerebral types like the Medical Examiner and Parapsychologist would be considered useless geeks (until they prove their worth), but the Beat Cop probably has respect for the Priest as a man of the cloth.

**In a Nutshell:**

Swagger and scratch yourself in unmentionable places. Advocate the use of maximum force. Shoot first and don't bother with questions.

**Vigilante Street Kid**

**Class:** Strong Hero 2/Tough Hero 2/Street Warrior 1

**Occupation:** Criminal

**Alignment:** Chaotic good

*"I'm not a kid."*

The streets are your home. Most people think gangs are all about drugs and violence, but there's more to it than that. You joined to protect your home, and to know someone has your back. When you need them, you can count on the rest of Los Borrachos.

As far as monsters and other weird shit, it doesn't matter one way or the other. If it comes stalking onto Borrachos turf, it's dead meat. Your friends are loco, and they be dangerous.

**Skills & Abilities:**

Unlike the more law-and-order characters, the Vigilante Kid operates outside police jurisdiction. He is tough and streetwise. Although some people don't take him seriously, his street cred makes him a useful addition to the team.

**Other Characters:**

The Vigilante Kid has a tough time getting along with law enforcement types, for obvious reasons, but they can work well together if pressed into it, especially the Beat Cop. The Vigilante Kid is likely to idolize the Street Racer or Cat Burglar. The Vigilante probably will not trust the more mystically inclined types, being one to only believe in what he can see. The Conspiracy Theorist and Militiaman will be considered nut jobs.

**In a Nutshell:**

Insist on being taken seriously. Be loudmouthed and brash. Don't bother with legality.

**Street Racer**

**Class:** Fast Hero 4/Speed Demon 1

**Occupation:** Technician

**Alignment:** Chaotic good

*"Then I squeezed between two semis, punched the gas, swerved around a minivan, and cut him off. Missed the wall with two inches to spare."*

It's all about the adrenaline, baby. If you don't have an adrenaline rush by breakfast, you're cranky all day. You got a day job fixing computers, but that's just a way of funding your real passion: cars. On the streets, you've got the fastest set of wheels around. You've never been outrun, and more importantly, never been caught by the police.

You're a thrill seeker. All the stories of weird stuff happening on the streets - getting involved is just another way of getting your kicks. Some folks are in it for the mystery, others because they want to clean up the streets. You, you're just in it because it's living on the edge.

**Skills & Abilities:**

The Street Racer is an eclectic thrill seeker. He has skills with a wrench and behind the wheel, and he can use them. Not as skilled in outright combat as some others, but he comes into his own as a wheelman and mechanic. He will eventually (if he sticks with the Speed Demon class) develop some downright uncanny and even supernatural abilities with vehicles.

**Other Characters:**

The Street Racer gets along well with the Cat Burglar, as they share similar lawless attitudes. The various law enforcement types are normally avoided, even though he and the Detective share feats and abilities. In general, the more moral or scientific characters like the Priest or Medical Examiner are seen as uptight and stiff. The Vigilante Kid is likely to be looked down on as a crude punk, while the Street Racer has something of a fascination with the Parapsychologist and Conspiracy Theorist.

**In a Nutshell:**

Fear is for losers. Always live on the edge. Treat your car like it's your baby.

**Exiled Demon**

**Class/Race:** Fiendish Charismatic Hero 3 (ECL 5)

**Occupation:** None

**Alignment:** Lawful neutral (is working toward lawful good)

*"Last week, someone asked me to speculate on the outcome of a sporting event. Without thinking, I said that we should sacrifice a virgin and examine the entrails for negative portents. Everyone looked at me most curiously. I was quite embarrassed when it was explained to me."*

You know the monsters of the night too well. After all, you used to be one of them. In some ways, you still are.

Once, you reveled in sowing misery and chaos. You toiled endlessly for your infernal masters for centuries without so much as a coffee break. Then, one day, it all changed.

You were sent to Earth to collect a certain soul for your masters. There, you met a special kind of human. Oh, you'd encountered monster hunters before, but this one was different. This one had a radical idea: that it might be possible to *rehabilitate* a demon.

Something about his bravery touched you, and you changed. You weren't quite a demon anymore. For the first time, you knew what it was like to be a mortal. Your masters found out, and exiled you here, unable to return to the Infernal Regions.

You're still struggling to adapt to your new life. You lost much of your power when you were exiled, but you're still stronger and tougher than mortals. That's a good thing, since every so often your old masters decide to send a minion or two to check up on you. As long as you obey human and Celestial laws, you should be safe, but if you're ever caught breaking them, your old friends are allowed to claim you.

As a mortal, you fit in well enough, although you make some people uncomfortable. The modern world still bewilders you at times, and you have a hard time figuring out some of the devices that mortals take for granted. Human behavior still intrigues you; you're still not quite used to feeling emotions other than pain, frustration and anger.

**Skills & Abilities:**

The Exiled Demon is unique in that he isn't quite human. Although mostly restricted to a human form, the Demon retains a supernatural toughness and resistance to magic, as well as darkvision (from the fiendish template). More than that, he has an insider's perspective on how supernatural predators think. Although lacking many modern skills, the Demon, as an outsider in both the mortal and supernatural world, has an insight into how both think.

The Demon's alignment and worldview are difficult to explain. He wants to be "good", but doesn't really know what "good" is, since he doesn't have any experience with human morality or kindness or anything like that. His alignment is technically neutral because he doesn't (yet) understand that a typical demon's behavior is harmful by human standards. However, the Demon *does* understand the concept of "law", and knows that it means following the rules (being that both Heaven and Hell function as supernatural bureaucracies, with strict laws of conduct and so forth). He also hopes that if he follows the rules set down by human and Celestial law he can one day come to understand what it is to be a "good" being. (This is an exception to the idea that fiendish creatures are "always" evil.)

**Design Notes:**

The Exiled Demon was inspired by a similar racial class in Palladium's *Mystic China*, but modified to fit a more Western worldview. It went through several evolutions and steps along the way. I'm recounting them here because I have a sadistic sense of humor.

- My original concept involved designing the Exiled Demon as a *BESM d20* character at 3<sup>rd</sup> level to get the racial traits, then adding *d20 Modern* class levels on top of that. While it worked for the first iteration of the setting, I felt like it would be more interesting to build the character from things already present in "stock" d20 books. I took it as a challenge to work entirely within the system.
- In making the new version of this character, I designed a 3<sup>rd</sup>-level Charismatic hero, then added the fiendish template (from the *D&D Monster Manual*, since it's not in any of the *Modern* books, oddly). I first considered using the tiefling as a base, but it wasn't really a fit for the powers I had in mind. After that, I considered using the half-fiend, but that didn't leave room for enough class levels (and the wings betrayed the "looks almost normal" idea). I settled on the fiendish template as something in between. The powers were a good match, and it didn't change the base character's type (since the Exile is supposed to be more or less human).
- The Exiled Demon is still considered Shadowkind, per *Urban Arcana*.

#### Other Characters:

Ironically, the Exiled Demon and the Priest come the closest to understanding each other; as former adversaries, they each know how the other thinks. The Parapsychologist is a close second, being the other character who knows the most about the supernatural. The Demon's newfound appreciation for law and order (and that he must follow human laws) means that he has a healthy respect for law enforcement. The Street Racer and Medical Examiner, being enamored with human science and devices, are a constant source of confusion for the Demon.

#### In a Nutshell:

Give insight into how supernatural predators think. Occasionally slip back into the old demon mindset for a moment. Remember you don't fit into the modern world.

### Border Patrol Officer

**Class:** Tough Hero 3/Dedicated Hero 2

**Occupation:** Military (Homeland Security)

**Alignment:** True Neutral (He just doesn't care.)

*"Don't ask me; I just work here."*

You joined the border patrol because it was a job. Homeland Security was hiring, and you joined up. Being a federal employee doesn't pay well, but it has a good benefits package and it's steady work. Serving your country is all well and good, but you're more interested in putting food on the table. If that means roaming the desert in a jeep looking for folks trying to slip across the border, you're fine with it.

Lately, folks have said some weird stuff has been slipping across the border. Drugs, guns, stories of monsters. You're not sure what to make of it. Heck, you see weird enough stuff just inspecting trucks every day.

#### Skills & Abilities:

The Border Patroller has some unique skills and abilities for a guns and action game, but ones that come in handy in Border Town. He has wilderness survival and tracking skills, which are always useful for hunting people - or things - in the desert. He's also no slouch in combat, but in the city he ends up being a bit of a hick. The Border Patroller is the ranger to the Beat Cop's fighter.

#### Other Characters:

The Border Patroller gets along best with the Beat Cop and Detective. The SWAT Officer is likely to be considered too uptight (given the notorious incompetence of Corazon's border patrol). The Vigilante and Street Racer are likely thought of as punk kids, and the ramblings of the Conspiracy Theorist and Parapsychologist are probably dismissed as nonsense. The Militiaman, as a fellow outdoorsy type, is a natural friend, ignoring his rambling about the government.

**In a Nutshell:**

Work best in the great outdoors. Just try to get by doing your job.

**SWAT Officer**

**Class:** Strong Hero 3/Soldier 2

**Occupation:** Military

**Alignment:** Lawful good

*"You cover the back door; we'll give you three minutes to get in position, then we're going in the front."*

When you got out of the military, you weren't sure what you'd do. You were disciplined and in good shape, so you went to the police academy, and finally ended up *back* in the military - almost. Working SWAT duty, especially in Corazon, is closer to mopping up terrorist thugs in a third-world slum than it is to police work. You're disciplined, and you've even found out that you're good at guiding other folks in doing what needs to be done.

You've heard the urban legends going around - monsters, witchcraft, nobody knows what. You're not inclined to believe them; they just don't make sense. But then again, things don't always have to make sense to be true.

**Skills & Abilities:**

The SWAT Officer is a tactician and soldier. His proficiency with armor allows him to get the most benefit out of a heavy tactical vest, and his Weapon Focus and Advanced Firearms Proficiency make the already-deadly masterwork MP5 even nastier. In close combat, his Improved Melee Smash bumps up his damage somewhat, as well.

**Other Characters:**

The SWAT Officer, for obvious reasons, gets along best with other members of law enforcement, although he is more disciplined than the Beat Cop or Border Patroller. He has a healthy skepticism of claims of the supernatural made by the Parapsychologist, Priest, or Exiled Demon. He is mostly intolerant of the more lawless types like the Cat Burglar or Vigilante, but will work with them if pressed into it.

**In a Nutshell:**

Take charge of a situation. Maintain military discipline at all times. Be stubborn and inflexible.

**Police Detective**

**Class:** Dedicated Hero 2/Fast Hero 2/Investigator 1

**Occupation:** Law Enforcement

**Alignment:** Neutral good

*"Look, just give me a warrant, and I'll drag that piece of pond scum back here and..."*

You've been told that being a police officer is in your blood. Being a second-generation cop gets that said. You certainly didn't try to get out of the family business. Protecting the people of the city and locking up murderers comes as second nature to you. Corazon is your city and your home.

There are rumors on the streets of all kinds of weird things - vampires, demons, what have you. You're not so sure you believe in all that stuff, but you're not about to let any piece of scum - human or otherwise - run loose.

**Skills & Abilities:**

The Detective is shamelessly inspired by two sources: Rally Vincent from *Gunsmith Cats* and Elisa Maza from *Gargoyles* (where the quote is blatantly lifted from). Like both of those heroines, she's good

with a gun and drives a classic car (the Rumble Bee being somewhere between Elisa's Fairlane and Rally's Cobra). She balances investigation, driving, and gunplay, three important elements of the Border Town setting.

**Design Notes:**

- The Detective isn't as skilled with guns as some other characters, thanks to a middling Dexterity modifier, but the Point Blank Shot feat helps offset it some. On the other hand, the combination of Dedicated and Fast hero works surprisingly well, covering each one's weak saving throws.

**Other Characters:**

As usual, the various law enforcement characters work well together; the Detective is a middle ground between the Beat Cop and SWAT Officer. The Street Racer and Detective share skills, feats, and the advantages of fast cars, but otherwise don't interact much. The Priest is likely to serve as the Detective's conscience, while the more outlandish claims of the Parapsychologist and Conspiracy Theorist are dismissed as bunk (unless they have proof). The Vigilante Kid and Cat Burglar are likely to be distrusted.

**In a Nutshell:**

Don't put up with anything from anyone. Always get your man (or woman, or demon).

**Catholic Priest/Preacher**

**Class:** Dedicated Hero 2/Charismatic Hero 2/Acolyte 1

**Occupation:** Religious

**Alignment:** Neutral good

*"May the Lord protect us and keep us."*

You've always seen yourself as a shepherd, guiding people spiritually. Recently, you have felt a calling to another of the shepherd's roles - to protect the flock. There are forces out there that no one can explain, forces seeking to not just enslave mankind, but to steal its very soul. Guided by your faith, you have set out to prevent that.

Now you've found yourself in the middle of more weirdness than you bargained for. Most of your companions are decent sorts. They certainly have enough courage, but they rely too much on the weapons of men. The gifts of a higher power are what are needed to truly banish the darkness.

**Skills & Abilities:**

The Priest is more aware than most about the supernatural, but isn't an expert font of knowledge like the Parapsychologist. He is unique in his ability to cast divine spells, always an aid when fighting the supernatural (although he lacks a *D&D* cleric's ability to spontaneously cast *cure* spells - at least until he adds more Acolyte levels). He also provides negotiation skills and a motivating force for the party. Despite the name, he doesn't have to be a Catholic and can instead be a Protestant preacher - the abilities stay the same even if some of the trappings change.

**Other Characters:**

The Priest is everyone's sounding board and guide. Characters in law enforcement will probably turn to him for advice, and he is unlikely to be judgmental of the criminal types (although he will probably try to talk them into mending their ways). The Parapsychologist, although he believes in the Priest's abilities, is seen as too scientific and cold in his approach. The Priest probably regards the Exiled Demon with suspicion - it would be all too easy for him to go back to his old ways. The Militiaman and Conspiracy Theorist are more likely to put the Priest off with their claims.

**In a Nutshell:**

Strive to be the group's moral compass. Keep your companions from doing the wrong thing. Emphasize the spiritual over the physical.

## Cat Burglar

**Class:** Smart Hero 2/Fast Hero 2/Infiltrator 1

**Occupation:** Criminal

**Alignment:** Chaotic neutral

*"I'm in Acquisitions."*

Legal? What's that? You make a living, the same as everyone else. The difference is, with you it's fair. Just you against the brains who designed and installed those security systems. You're no petty crook. Generally, you restrict yourself to high-value targets - jewelry stores and the like - that don't require a large crew. It's too hard to find good help, so you usually work alone. You've done a couple of second-story jobs for the Genucci Family, but you try to stay out of Sicilian politics. It's too easy to get fitted for a cement suit if you do.

Rumor has it that there's a new bunch of thieves in town, one that wants to break into the big time. All kinds of stories about witches and voodoo seem to be part of it. You don't put much faith in those, but you're always out for a big heist.

### Skills & Abilities:

Sometimes, you need to do a little B&E - breaking and entering. More than that, sometimes you need to do the entering without the breaking. The Cat Burglar is the man for the job. He is weak in combat, but his forte is opening locks, disabling alarms, cracking safes and sneaking around.

### Other Characters:

The Cat Burglar views other characters through one lens: what is of use. For obvious reasons, anyone in law enforcement won't trust him, and the suspicion is mutual. The Street Racer makes a natural getaway driver, while the Vigilante Kid can make a useful pawn or backup muscle. The Priest's moral high horse gets annoying, while the Parapsychologist is just plain loony. The same goes for the Conspiracy Theorist, but at least he can be manipulated easily.

### In a Nutshell:

Always look out for number one. Be sneaky, but not dishonest. Be matter-of-fact about what you do.

## Militiaman

**Class:** Strong Hero 3/Tough Hero 2

**Occupation:** Rural

**Alignment:** Chaotic good

*"It's all Clinton's fault."*

The government's the problem. They're trying to control us. They're trying to brainwash us into believing their liberal propaganda so the United Nations can take over. Everybody knows once we've got one world government, the Antichrist won't be far behind. The Reverend Billy Ray says so.

That's why you stopped paying your taxes - the government ain't serving you, so why should you give to Caesar? You joined the Texas Roughnecks militia to protect your rights and your people. Your Second Amendment rights are under attack - God, Guns and Glory are what keep America free.

Lately you've been hearing all kinds of weird stories. Black helicopters abducting people in the middle of the night. Creatures escaped from government labs - creatures designed as weapons for when the UN takes over, no doubt. The government's been cutting deals with aliens for years; you figure those pesky ETs have moved up from mutilating cattle to kidnapping people. It's time to go squish some big alien heads.

**Skills & Abilities:**

The Militiaman is a kook, pure and simple. Although reliable in combat, he's easily distracted. His weird theories hold a grain of truth - strange things are going on. His craziness can be both a drawback (in his low Will save) and an advantage (because he's more likely than most to believe stories of the weird). Unlike the Conspiracy Theorist, the Militiaman has skill with guns and brawling, something not to be despised.

**Other Characters:**

The Conspiracy Theorist is the Militiaman's favorite source of news. The Militiaman, oddly, has respect for agents of the law, especially the discipline of the SWAT Officer - however, this respect doesn't extend to the government they serve. Depending on the Militiaman's own religious beliefs, the Priest can be a trusted friend or an object of suspicion (because most other denominations are part of the conspiracy). If the Militiaman finds out the Exiled Demon's true nature, he's likely to shoot first and not bother asking questions. In operating outside the law, the Militiaman is likely to have contact with the Cat Burglar, but the two are far outside of each others' understanding.

**In a Nutshell:**

Be crazy and weird, but heroic – you're a nut, but you're a *good* nut. Rant about the government and/or weird urban legends at the drop of a hat. Always be ready to fight for God, America and apple pie.

**Parapsychologist**

**Class:** Smart Hero 2/Dedicated Hero 2/Occultist 1

**Occupation:** Shadow Scholar

**Alignment:** Neutral good

*"Don't ask me about the Twinkie."*

When people hear that you're a parapsychologist, they automatically assume you're some kind of fraud or nutjob. You're lucky if you only hear one or two *Ghostbusters* jokes a week. You've been called "Egon" more times than you can count, and "What did you do, Ray?" is getting old. And if one more person asks if you've ever stayed at the Holiday Inn Paramis...

Despite the cynicism of the public, you're dedicated to your field. You've seen too many weird things to not believe it. That doesn't mean you believe everything you hear - on the contrary, you've seen enough of the real thing to have a healthy skepticism about alleged UFO sightings and psychic powers. You've developed a keen ability to sort out the truth from the fakes.

People laugh at you. You know when someone starts rambling about demons and psychic abilities they sound like a kook. That's why you usually don't try to *tell* them about things unless they ask. You prefer to show them - present people with the evidence, and allow them to draw their own conclusions.

You know something is going on in Corazon, something big. Reports of ghosts and vampires have increased in the city. Something is coming - according to some friends of yours, a something that could plunge the entire world into darkness. The paranormal occurrences so far in the city are only a symptom of events yet to come.

**Skills & Abilities:**

I originally didn't want a parapsychologist among the Border Town characters. The concept is that the characters begin knowing little or nothing about the supernatural, but a few characters that knew a little more, like the Exiled Demon, latched onto me. While the majority of the cast should be gun-toting two-fisted cops and bounty hunters, having a character along who has a glimpse of the larger picture fits in quite well. The Parapsychologist doesn't believe any kook theory that comes along. He has dedicated his life to the serious study of the paranormal, and doesn't automatically assume an event has

a supernatural cause unless there is strong evidence in its favor. His study of the paranormal also gives him extensive skills, as well as some resistance to magic.

**Other Characters:**

The Parapsychologist has a sort of friendly rivalry with both the Priest and the Medical Examiner. With the Priest, the dispute is whose approach - religious or scientific - to matters paranormal is better. With the Examiner, the two share a passion for rational inquiry, but the two have wildly divergent goals and beliefs. The Parapsychologist is likely to be fascinated by the Exiled Demon, and probably use him as a "brain trust" when dealing with the supernatural. The various law enforcement types are probably treated with respect, and presented with proof of the Parapsychologist's claims when it is necessary. Ironically, the Parapsychologist dismisses the Militiaman and Conspiracy Theorist - the two other characters most likely to believe stories of the weird - as genuine kooks, probably because he gets mistaken for them so often.

**In a Nutshell:**

Be a 'believing skeptic'. Don't rant about the weird. Always get proof.

**Conspiracy Theorist**

**Class:** Smart Hero 4/Fast Hero 1

**Occupation:** Student

**Alignment:** Chaotic good

*"I'm telling you, it was Lyndon Johnson, in concert with the CIA and KGB, that was responsible for JFK's death. It really was a magic bullet, forged by Illuminati mystics to slay the man they believed to be the Fisher King and usher in a new era of their dominance. The sigil hidden on the dollar bill clearly points to Bavarian involvement."*

Everyone says you're crazy. You know better. You know the truth. It's everyone *else* that's crazy, so crazy that you've considered building an asylum to put the world in.

There actually *was* a "magic bullet", forged by the Illuminati for purposes best left unspoken. The CIA really *does* have mind control satellites orbiting the Earth. Majestic 12, a secret agency within the U.S. government, cuts deals with aliens, allowing the Greys free reign to harvest genetic material from the populace in exchange for access to advanced technology. There is also a sinister link between fluoridation in the water supply, Tropical Fantasy soda, and the AIDS epidemic.

All of this is why you act like you do. Some would call you paranoid, but you prefer to say you're "prepared". You shamelessly go through everyone's trash. You hack into government databases, looking for some obscure clue to the larger truth. You haven't been to a dentist in years (because they implant tracking chips in people's fillings), and you drive a car with no license plates. You pay cash for everything, too.

Everyone's life is just a bargaining chip to conspiracies and men without faces. The government's in on it; in fact, the government/military-industrial complex is the problem. You're on a mission, a mission to open the world's eyes to the things that hide in plain sight. There are powers working behind the scenes, and aliens walking among us. You're out to pull back the veil on them.

**Skills & Abilities:**

In some ways, the Conspiracy Theorist is similar to a lesser version of the Parapsychologist, with high ranks in Decipher Script, Investigate, and Research. Like the Parapsychologist, the Theorist is rabid for knowledge of the weird. Unlike the Parapsychologist, he substitutes passion for rational inquiry, which is less of an advantage in convincing disbelievers. His craziness is offset by his insane luck, because God protects fools and small children. He also has skills with computers, disabling security systems, and demolitions (probably because he builds bombs in his basement).

**Design Notes:**

- The Conspiracy Theorist is more or less a standard *d20 Modern* character, but I felt the need to add a couple of things to reflect his weirdness and fortunate luck. I gave him the Divine Relationship Attribute from *BESM d20* at rank 1 (which cost 1 point), and added the Easily Distracted Defect (which gives 1 point back, balancing it out). Because Easily Distracted doesn't have a specific mechanic, I added in a penalty to Will saves while distracted. I set the penalty at -2 because flaws in other d20 games usually have a -4 penalty, and the extra feat they provide is worth 2 points in *BESM* (so half the penalty is appropriate).

#### **Other Characters:**

Like the Militiaman, the Theorist is likely to be suspicious of law enforcement, as they probably serve the "Grand Conspiracy". The SWAT Officer especially would be considered a "black helicopter type". Ironically, the Conspiracy Theorist is unlikely to trust the Militiaman (and vice versa), since the two have competing explanations of weirdness. The Theorist probably idolizes the Parapsychologist as an expert in his field, and is suspicious of the Priest and Exiled Demon. He probably gets along well with the lawless types like the Cat Burglar or Street Racer, but they are unlikely to give him the time of day.

#### **In a Nutshell:**

*Never* believe anything is simple. Be ready with an overly complex explanation for everything. Just occasionally, you may be right.

### **Medium**

**Class:** Charismatic Hero 2/Telepath 1/Spiritualist 2

**Occupation:** Shadow Scholar

**Alignment:** Chaotic good

*"Yes, I talk to ghosts. And it sure isn't Casper that hangs out in this city."*

You've always been different. You had visions and hunches you couldn't explain. No one believed you. Then you found you could pick up thoughts and impressions from other people's minds. When people find out about (and, more importantly, believe in) your abilities, they usually don't trust you. You're used to that. It takes time to build trust.

Sometimes, being in Corazon reminds you that the human mind just wasn't meant to wield powers like these. It seems like every time you turn around there's something weird going on. It's enough to make you wish you were in a bughouse.

#### **Skills and Abilities:**

The Medium is probably the most blatantly "occult" of these characters, with a combination of ghost sight, divine spells (via scribing scrolls), and limited psychic abilities. A healer, occultist, and sensitive, the character is largely incapable in combat.

#### **Design Notes:**

- The Medium uses the Spiritualist advanced class from *d20 Past*, as well as the Ghostsight feat from *Ravenloft* and the Shadow Scholar occupation from *Urban Arcana*, making this a true mixed bag of d20 cross-compatibility.

#### **Other Characters:**

The Medium gets along well with both the Priest and the Parapsychologist, forming a bridge between the two's methods and beliefs. Like the Parapsychologist, the Medium views the Militiaman with disdain, but the Conspiracy Theorist's open mind is appreciated. The Medium is suspicious of law enforcement types (and the feeling is mutual), but the Cat Burglar's secretive nature makes him something of a kindred spirit.

#### **In a Nutshell:**

Be spooky and mysterious, but not over the top. Rely on intuition. Remember that there's more to the world than can be seen.

## Bounty Hunter

**Class:** Strong Hero 2/Dedicated Hero 2/Shadow Hunter 1

**Occupation:** Investigative

**Alignment:** Neutral good

*"You know five hundred dollars'll get your head blown off? It will!"  
-Molly Hatchet, "Bounty Hunter"*

When you tell people you're a bounty hunter, they always think of *Star Wars*. You hate *Star Wars*. It's why you prefer the term "bail recovery agent". You're not a mercenary; you're a licensed agent of the court, in fact. But mainly you're out to make sure the bail bondsman doesn't lose his investment. Your license gives you a unique kind of authority. You can break into a house to nab somebody. You don't have to go through paperwork to extradite your prisoners to another state - you can just handcuff them and throw them in the car.

That being said, it's not all guns and glory. For one thing, you had to go through getting licensed. For another, you can only go after the guys the bondsman sics you on. Then there's that most of what you do amounts to quiet detective work. Of course, some of the guys who skip out on bail aren't the sort you'd want to invite to a tea party, so it's quite possible they'll throw some lead your way from time to time. Most of them come quietly, though.

You came to Corazon on the trail of a fugitive who skipped bail in Arizona. Ever since you arrived, you've been hearing rumors of weird happenings. Kidnappings, homeless folks going missing, people in voodoo costumes running around, strange lights in the sky. You've had a few strange hunches from time to time, and there's something uncanny about how you track people, but you're not sure how to describe it. Overall, you're probably more open-minded than most about that sort of thing.

### Skills and Abilities:

Like the Detective, the Bounty Hunter balances investigation and fighting. He's one part bouncer and one part private investigator. Like the Street Racer, the Shadow Hunter class will give him access to some mystic abilities in the future - a sort of subconscious magic. Since the Bounty Hunter relies on intuition anyway, this is quite natural.

### Other Characters:

Because of his own somewhat uncanny tracking skills, the Bounty Hunter is more open-minded about the paranormal than most. He is likely to dismiss the ramblings of the Conspiracy Theorist or Militiaman outright, but the Parapsychologist's well-reasoned positions and evidence may be convincing. The Bounty Hunter and law enforcement share many skills, but there's a rivalry between the "real police" and the "hired gun" (chalk that up to the stereotype). The Bounty Hunter is likely to get along reasonably well with the criminal types, mainly because most bail recovery agents have extensive contacts.

### In a Nutshell:

Do a good bit of quiet digging before going after your target. Always be prepared for changing situations. Know when to call in the real cops (preferably after you've already nabbed the suspect).

## Department 7 Agent

**Class:** Fast Hero 2/Dedicated Hero 2/Psionic Agent 1

**Occupation:** Law Enforcement

**Alignment:** Neutral good

*"Yes, I'm with the government. Don't ask me which branch."*

When you joined the FBI, you never thought you'd end up here. It all started when you and your partner were investigating a terror suspect. That suspect turned out to be a werewolf. Your partner was killed before a man in a black suit rescued you. He claimed to be from an agency within the U.S. government working to stop paranormal events and prevent the public from finding out about them. After the two of you finished putting silver bullets into the creature, he recruited you.

In the two years since, you've fought several horrors of the night, and discovered strange abilities of your own. The Paranormal Investigation Bureau - known to most as Department-7 - has helped you hone your psychic skills into another tool for investigating the supernatural. You came to Corazon to investigate a rash of paranormal events; officially, you're here as the FBI's liaison with the Department of Homeland Security. Now it's time to find out just how weird things can get.

**Skills & Abilities:**

Like the Bounty Hunter, the Agent combines investigation with mystic abilities - in his case, psychic powers. He also has both the authority of law enforcement and knowledge of the paranormal. However, he is something of a jack of all trades and master of none.

**Other Characters:**

The Agent gets along well with those in law enforcement who know enough not to ask questions and have an open mind - the Bounty Hunter and Detective are prime examples. He most likely respects professionals like the Parapsychologist, but intolerant of "amateurs" like the Conspiracy Theorist or Monster Hunter. The Exiled Demon is likely to be viewed with extreme suspicion at best - if Department-7 were to find out about the Demon, it's likely that the Agent would be assigned to act as "handler" and keep an eye on the supposed exile.

**In a Nutshell:**

Hunt down the monsters, but make sure the public doesn't find out. You *are* the men in black.

**Monster Hunter**

**Class:** Dedicated Hero 2/Strong Hero 2/Shadow Slayer 1

**Occupation:** Student

**Alignment:** Chaotic good

*"So it's up to me to save the world? Must be Tuesday."*

Sometimes you get the feeling that there was a prophecy that you were going to be born to fight the supernatural. Maybe you've just been watching too much TV. Regardless, you've encountered the supernatural and vowed to fight back, or were drawn into it unwillingly - it all depends on how you look at it.

You've spent more time honing your fighting skills than attending to your schoolwork, and more time learning how to categorize demons than making friends. This, along with your healthy disregard for authority, has gotten you labeled a troublemaker. Although some people call you a slacker, you're actually more dedicated than anyone would believe - not that you can *tell* them about it.

**Skills & Abilities:**

The Monster Hunter is one of the few characters adept at melee combat. More comfortable swinging a sword than firing a gun, she gets up close and personal with the supernatural. Agile Riposte gives her the ability to strike back when someone misses. Unlike most of the fighting types here, the Monster Hunter has some knowledge of the truth behind these horrors. It's also a blatant excuse for Whedonesque one-liners.

**Other Characters:**

The Parapsychologist and Priest are natural mentors for the Monster Hunter. Although the Monster Hunter works for a greater good, she operates essentially outside the law, so there is bound to

be friction with characters like the Detective, Beat Cop, and SWAT Officer. The Exiled Demon represents a unique opportunity, although the two's widely differing alignments make it difficult for them to understand each other. The Street Racer and Vigilante Kid make excellent friends.

**In a Nutshell:**

Go forth and slay with a clever quip on your lips. Exude teenage anger and frustration with authority.