

## Crime Boss

Few societies manage to eradicate crime altogether. In the underworld, someone always rises the top, either through vision, organization, or sheer intimidation. The life of a Crime Boss isn't for the timid. After conquering an unseen empire, the Crime Boss wages a daily struggle not only to stay on top, but also to stay alive.

Of course, not every Crime Boss is bent on corrupting society and making a profit. Some use their criminal connections to wage lucrative guerilla wars against tyrants and despots. Indeed, some of the lesser-known heroes who began as smugglers or raiders, and eventually rose through the ranks of their organization.

Problematically, Crime Bosses are notoriously bad at cooperating with one another. The head of any given criminal empire has as much to fear from a gang war as he does from internal dissent and ambitious underlings. Even those with altruistic intentions sometimes learn the hard way that their troops are more interested in gaining power and wealth than saving the galaxy from greater evils.

### Requirements

To qualify to become a Crime Boss, a character must fulfill the following criteria.

**Skills:** Bluff 8 ranks. Diplomacy 8 ranks, Intrigue 8 ranks, Sense Motive 6 ranks.

**Influence:** Criminal Influence 10, (local) Influence 10

**Feat:** Contact (at least one)

### Game Rule Information

**Additional Influence:** A Crime Boss's Criminal Influence and one (Local) Influence increase by +2 each level He may also increase any one other Influence by +1.

**Hit Points:** Crime Bosses gain 2 hit points per level

The Crime Boss's **Class Skills** (and the key ability for each skill) are:

Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Notice (Wis), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex).

**Skill Points** at Each Level: 4 + Int modifier.

## The Crime Boss

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Special
1st	+0	+0	+1	+1	+0	Contact
2nd	+1	+0	+2	+3	+1	Resource access
3rd	+1	+1	+2	+3	+1	Inspire fear -2
4th	+2	+1	+2	+4	+2	Contact
5th	+2	+1	+3	+4	+3	Minions
6th	+3	+2	+3	+5	+3	Inspire fear-4
7th	+3	+2	+4	+5	+4	Contact
8th	+4	+2	+4	+6-	+5-	Exceptional minions
9th	+4	+3	+4	+6	+5	Inspire fear -6
10th	+5	+3	+5	+7	+6	Contact

### Class Features

The following are features of the Crime Boss prestige class.

**Weapon Proficiency:** A crime boss is proficient with all close combat, grenade and pistol weapons.

### Contact

At 1<sup>st</sup>, 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level, the Crime Boss gains a bonus Contact feat. The Crime Boss has operatives and associates throughout sphere of influence. Each time a Crime Boss gains a Contact feat, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact or her character wants to gain.

A contact won't accompany the Crime Boss on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the Crime Boss. Whatever the case, the Crime Boss should not be allowed to call on the same contact more than once per adventure. For more information on **Contacts**, see the Contact feat in the B5 RPG core rulebook.

### Resource Access

Beginning at 2nd level, the Crime Boss has access to a wide array of resources. Once per day, the Crime Boss can use his Charisma bonus plus his Class Level as Influence to gain access to resources in an area he does not have Influence or Contacts in.

Resource Access can not be used to acquire Minions (see below).

### **Inspire Fear**

Beginning at 3rd level, the Crime Boss's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime boss.

This results in a penalty to any actions made to directly affect the Crime Boss, including attacks, skill checks in opposition to the Crime Boss, and Telepathic based skill uses. This penalty is -2 at 3rd level. -4 at 6th level, and -6 at 9th level.

### **Minions**

Beginning at 5th level, a Crime Boss can use his Influence check to attract Minions. Once per level, may make this check. The type of Minion depends on the area of Influence used. For a Crime Boss, his primary area of influence is usually the Criminal arena. Minions gained from his primary area of influence are considered Staff. Minions outside his primarily area of influence are considered Agents.

These Minions are generally lurkers, though at the Games Master's discretion one could be an agent or soldier. A Minion is a Non-Player Character that is generally loyal to the character - as long as he paid and given adequate respect. This means that while generally useful, Minions can also come into conflict with a character who does not seem to act in the best interests of the Minion (a Minion's best interests normally involve money and respect within the criminal underclass).

A Crime Boss may make a special Influence check (DC 20) in that area of Influence to see if he gains one or more Minions to his cause. If the roll succeeds, the Crime Boss gains a number of Minions. If the roll Fails, the Crime Boss can't try again until she gains another level.

The maximum total levels of a Crime Boss's Minions cannot exceed his Class level plus Charisma Bonus.

For purposes of this total, professional characters count as one-half their level, and commoners count as one-half of a 1st-level character.

Note that a character need not accept the henchmen. If a henchman is killed or disappear, the character may choose to gain a new henchman whenever he gains a fence level in the future.

### **Exceptional Minions**

Beginning at 8th level, the maximum total levels of the Crime Boss's minions is twice the total of his Class level plus Charisma Bonus.

Note: The Gamemaster is free to disallow the use of Minions, particularly during missions when it simply wouldn't be feasible for a player to run both a main hero and an array of minor characters.