

10 ft.	0 lbs.	Bludgeoning/ Piercing/ Slashing	Medium	
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Improvised Weapon, Small		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		-2	1d3	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	0 lbs.	Bludgeoning/ Piercing/ Slashing	Small	

Unarmed strike		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+2	1d3	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lbs.	Bludgeoning	Tiny	

Leather Jacket		TYPE	ARMOR BONUS	MAX DEX BONUS
		Light	+1	8

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	0%	30 ft.	4 lbs.	

nPerform (Act)	Cha	0	=		+	0	+	
nPerform (Dance)	Cha	0	=		+	0	+	
nPerform (Keyboards)	Cha	-4	=		+	0	+	-4
nPerform (Percussion)	Cha	-4	=		+	0	+	-4
nPerform (Sing)	Cha	0	=		+	0	+	
nPerform (Stand-Up)	Cha	0	=		+	0	+	
nPerform (String Instruments)	Cha	-4	=		+	0	+	-4
nPerform (Wind Instruments)	Cha	-4	=		+	0	+	-4
Pilot	Dex	5	=	4	+	1	+	
Repair	Int	10	=	6	+	4	+	
Research	Int	11	=	7	+	4	+	
nRide	Dex	1	=		+	1	+	
nSearch	Int	5	=	1	+	4	+	
nSense Motive	Wis	3	=	1	+	2	+	
nSpot	Wis	3	=	1	+	2	+	
nSurvival	Wis	2	=		+	2	+	
nSwim*	Str	1	=	1	+	0	+	
nTreat Injury	Wis	3	=	1	+	2	+	

Skills marked with Π can be used untrained.

* armor check penalty, if any, applies.

** -1 per 5 lb. of gear

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Beretta 92F (9mm autoloader): Requisitioned (16 gp)	1	3.00 lbs.	Leather Jacket (10 gp)	1	4.00 lbs.		
Improvised Weapon, Diminutive (0 gp)	1	0.00 lbs.	Lock Release Gun: Requisitioned (12 gp)	1	0.50 lbs.		
Improvised Weapon, Large (0 gp)	1	0.00 lbs.	Lockpick Set: Requisitioned (8 gp)	1	1.00 lb.		
Improvised Weapon, Medium (0 gp)	1	0.00 lbs.	Mechanical Tool Kit, Basic: Requisitioned (13 gp)	1	22.00 lbs.		
Improvised Weapon, Small (0 gp)	1	0.00 lbs.	Pistol Whip (0 gp)	1	(0.00 lbs.)		
Improvised Weapon, Tiny (0 gp)	1	0.00 lbs.	Stun Gun: Requisitioned (5 gp)	1	1.00 lb.		

1 - 33 lbs.

34 - 66 lbs.

67 - 100 lbs.

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

TOTAL WEIGHT CARRIED

31.50 lbs.

MONEY

CP -	SP -	GP -	PP -
Misc -			

LANGUAGES**FEATS****SPECIAL ABILITIES**

Alien Weapons Proficiency
Builder (Electronic and Mechanical)
Simple Weapon Proficiency
Advanced Firearms Proficiency
Personal Firearms Proficiency
Educated
Educated
Educated

Special Qualities
Smart Talent (Special - One Research Talent)
Smart Hero Class Features
Proficiency: Simple Weapons: All
Savant 1st
Savant 2nd
Field Scientist Class Features
Scientific Improvisation
Smart Defense

Personal History

Hank's father, a converted and devout Catholic, and active member of the Roman Catholics in the Indian city of Mumbai (Bombay), decided that his only son should have the opportunity to become an American. Before Yogesh Gupta's wife died of cancer, the couple had always planned to move to America and raise their only son as an American. They planned to make this move on his 14th birthday. In this way Hank would be raised as an Indian boy keeping the traditions of his heritage, while ultimately growing into an "American Man." The name Hank, a decidedly American name, should serve as a glimmer of evidence that Yogesh respected and admired American culture.

Yogesh felt it would be his son's duty upon turning 18, not to just live in America, but to serve in its military. He'd been preparing Hank for this his entire life by only answering to "Sir" instead of "Dad" or "Pop". So when the two moved to Samson, California after his mother's death, Hank was looking forward to a new start as an American. By the time Hank turned 18 he was offered two scholarships to ivy league colleges, but he chose to go to the University of Pennsylvania after falling in love with Rachel Hayward.

In the summer of 1994, Belize, the University of Pennsylvania, in cooperation with the Programme for Belize, sponsored a field season in the northern part of the country. Hank, along with about sixty other people, went along. The expedition was directed by Dr. Paul Hughbanks, who wanted to complete a new survey of a large, empty stretch of northern Belize, as well as conduct several excavations. The season was very unlucky, with equipment failures, transportation troubles, and logistical mishaps from the very beginning. After a particular nasty stomach bug swept through camp, the season finally started to look up when a survey team heard rumors of a large, unregistered site in the nearby jungle, a place called El Cacao. There was no record of it, and nobody had ever excavated there or even surveyed the place. Dr. Hughbanks leapt at the news, hoping that a major find might turn their season around.

The only voice of protest raised was Kyle Woodson. Kyle pointed out that the group had no permits to dig at El Cacao and that drug smugglers were supposed to be lurking in the area. Hughbanks would not be dissuaded, however. He assembled a survey team, and set out on the long hike to El Cacao. The team got to the ruins, only to find that they weren't deserted.

A large band of cocaine smugglers attacked the expedition, killing four students. At least, that was the official story.

Hank was never the same after that. Haunted by nightmares, he dropped out of college. Hank did not want to join the military although he knew if he would ever honor his mother's memory and maintain a relationship with his father then he would need to become a military man. So Hank took the ASVAB and scored a 100%.

Hank reached the terminal end of the Army's patience when he holed up in a supply closet. He made a statement after what took almost eight hours to reach him, that he was just protecting himself from being abducted again. Realizing this could be a major PR nightmare, the medically discharged Hank. Hank's father in turn committed Hank to the Van Dyson Center, an innovative psychotherapy clinic founded by therapist, researcher, author and talk show favorite Dr. Petroff van Dyson. He was treated there for 14 months. Embarrassed and dishonored, Hank's father did not take his son's one phone call.

But Majestic-12 believes there is something to Hank's claims, and has taken him under its patriotic wing. He has been given "Black" level security and become a weapons specialist.

Quick Reference Notes

WEALTH: 12

ACTION POINTS: 12

Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration. By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised. Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Miscellaneous Notes

REDLIGHT

Founded in 1954, this branch was specifically dedicated to creating a UFO using conventional technology. Operating out of Area 51, it is administered by the USAF. Redlight's goal is to reverse engineer alien technology for offensive military purposes. The Redlight division is in charge of creating advancements capable of competing against paranormal technology.

Pursuant to that aim, Redlight agents are directed to:

- * Acquire and maintain the tools necessary to research, build and test any conceivable mechanical, electronic or otherwise technological device.
- * Acquire and maintain the skills and knowledge necessary to utilize said tools in a productive manner.
- * Procure the raw materials necessary to build the aforementioned technological devices.
- * Assist the other departments in the fulfillment of their Directives by making advanced technological devices readily available, free of defect and scientifically sound.
- * Maintain exceedingly high physical, intellectual and emotional standards for the recruitment and training of department personnel.

Sources loaded for the creation of **Hank "Guppy" Gupta** :

d20 Modern

Core eTools Data

User-Created Material

Psionic Support

Urban Arcana

Menace Manual

Weapons Locker

d20 Apocalypse

d20 Cyberscape

d20 Future

d20 Past

User-edited (by ET Helper) rules

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