

KINGPIN

Though crime lords often are the “big shots” in Sanctuary’s underworld, a few among them concentrate on organizing their criminal enterprise. A kingpin aspires to be more than just another thug with a vested interest in managing the crime in his neighborhood. He’s a figure with a strong and stable criminal empire that can exert pressure on the local government. Kingpins and crime lords tend to overlap in the areas they control, but they are distinct archetypes, and are often at odds with each other.

No one hands a kingpin their status; they have to earn it. The best way to become a kingpin is to build an organization. This requires a fair measure of street-smarts and toughness. Most kingpins started their careers as common thieves, but a few famous ones had other careers, like Jubal, who was a slave and gladiator.

Kingpins can be mercurial friends or foes, changing in an instant. They exploit the weak in the interest of keeping their organization strong. Unlike other crime lords, who see their foot soldiers as expendable commodities, kingpins work to protect the people who work directly for them, and rarely discard them without good reason.

Hit Die: d6.

REQUIREMENTS

To qualify to become a kingpin, a character must fulfill all the following criteria.

Skills: Gather Information 4 ranks, Intimidate 6 ranks, Knowledge (local) 4 ranks.

Feats: Iron Will, Leadership.

Special: The character must select one city to serve as his base of operations. His class features only apply when in his city.

CLASS SKILLS

The kingpin’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the kingpin prestige class.

WEAPON AND ARMOR PROFICIENCY

Kingpins gain no new proficiency with weapons or armor.

NOTORIOUS (Ex)

Part of the kingpin’s power derives from his sinister reputation. Kingpins gain a +2 bonus to Intimidate checks. In addition, the kingpin chooses one neighborhood, quarter, or district in his chosen city. While in this part of town, his reputation increases by +3.

ORGANIZATION (Ex)

Starting at 2nd level, the kingpin starts to assemble his organization to better control his part of town. He gains a +2 bonus to his Leadership score for the purpose of determining his followers. Furthermore, his followers may be of any class, although they are usually thieves.

At 6th level, the kingpin’s organization expands, granting a +4 bonus to his Leadership score for the purpose of determining his followers. In addition, the kingpin extends his control into a second neighborhood. Finally, at 10th level, it grows farther still — his Leadership score increases to +8 for the purpose of determining his followers, and his territory expands into a third neighborhood.

If the kingpin cannot expand into a neighborhood without encroaching on another kingpin’s territory, his progress is stalled until he eliminates his rival.

NETWORK (Ex)

At 3rd level, the kingpin has established a network of informants and spies who keep him informed about the day-to-day activities in the city. Once each week, the kingpin may make a special Gather Information check, adding his reputation to the check. He learns a variable amount of information depending on the check result, as detailed below.



TABLE 8-10: THE KINGPIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Rep Bonus	Special
1st	+0	+0	+2	+2	+1	Notorious
2nd	+1	+0	+3	+3	+1	Organization (small)
3rd	+2	+1	+3	+3	+1	Network
4th	+3	+1	+4	+4	+2	Interests
5th	+3	+1	+4	+4	+2	Advisor
6th	+4	+2	+5	+5	+2	Organization (moderate)
7th	+5	+2	+5	+5	+3	Pressure
8th	+6	+2	+6	+6	+3	Interests
9th	+6	+3	+6	+6	+3	Outside the law
10th	+7	+3	+7	+7	+4	Organization (major)

NETWORK

DC	Information Acquired (GM rolls the number of rumors)
10	1 useful rumor in his neighborhood
15	1d4 useful rumors in his neighborhood or 1 useful rumor in any neighborhood
20	1d6 useful rumors in his neighborhood or 1d4 useful rumor in any neighborhood
30	1d8 useful rumors in his neighborhood or 1d6 useful rumor in any neighborhood
50	1d10 useful rumors in his neighborhood or 1d8 useful rumor in any neighborhood

INTERESTS (Ex)

A low-level kingpin is concerned with petty crimes like picking pockets, protection rackets, or burglary. At 4th level, the kingpin expands his operation to encompass larger crimes. The kingpin may choose a single criminal enterprise he wishes to control in his neighborhood, from drugs to prostitution to slavery. Each month, he may make a reputation check to collect his earnings. Multiply the result of the check by 10 to determine how many shaboozh he earns.

At 8th level, the kingpin may expand his operation to pick up another interest. From here on, he makes two checks, one for each interest.

ADVISOR (Ex)

At 5th level, the kingpin gains the services of an advisor to help him in his "business endeavors". The advisor is a second cohort, as per the Leadership feat, and may be of any class. If you wish, you can release your current cohort to add two levels to your advisor, up to but not exceeding your character's level.

PRESSURE (Ex)

By 7th level, the kingpin influences all levels of society. He may add his reputation as a bonus to all Gather Information checks. In addition, when using Intimidate to extract information or to coerce, the effects last as long as the target remains in his presence and for 3d6 days afterward.

OUTSIDE THE LAW (Ex)

By 9th level, the kingpin is so well connected that he need never fear from the authorities in his city. Either he's bought off anyone of consequence, or has everyone so terrified that they believe (wrongly or not) that they cannot stand against him. The kingpin can no longer be arrested in his home city; he may act with impunity, even murdering someone in cold blood in front of the governor without fear of legal consequences. The fact that he cannot be prosecuted, however, does not mean the Governor won't hire a mercenary band to eliminate the threat to the city's stability.

NISIBISI SPY

Though it cost them dearly, Ranke defeated Nis and the Mygdonian Alliance. Their legions climbed the Wizardwall and slew every last witch and warlock they found. When they were done, they razed the land and salted the earth. But before the legions crushed the Nis for good, the warlocks dispatched agents throughout the Empire to destabilize it in a last-ditch effort to destroy their hated foes. Some them were witches and warlocks, but an even greater number were spies who reported back to their masters.

Nisibisi spies need a good mixture of subterfuge skills and raw combat ability. Most have a background in the thief or assassin class, but any character can qualify. The best combination would be a multi-classed

ranger-thief, as those classes have access to the skills necessary to slip behind enemy lines, observe their foes' movements, and creep back to divulge what they have learned.

Nisibisi spies are also trained killers, having developed powerful infiltration techniques to learn everything they can about their potential mark. Once suitably armed, they offer their service to the target, using their knowledge about the individual and talent for anticipating his needs to get close. When the moment is right, the spy can strike. He doesn't have to worry about slipping past his target's defenses; more often than not, he *is* the target's protection.