

Requires the use of the **D20 MODERN™** Roleplaying Game, published by Wizards of the Coast, Inc.



Adrenaline Surge

D20 MODERN EXTREME ACTION FOR SANCTUARY: CITY OF SECRETS
WRITTEN BY CHRIS FIELD



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Push your body past all known limits, past common sense and past fear and mediocrity. This is a book about athletes, physical prodigies and daredevils of all kinds. It's about everyone who makes a living off sweat and adrenaline, who is famous for their physical capabilities. It's about extreme sports and Sanctuary: City of Secrets cool, about surfing and skating, and using your sports skills to fight crime.

Presented here are several new uses for old skills, new twists on familiar rules that bring X-Games style action to the game table. Three new advanced classes are presented, all amazing physical specimens, and each a different type of player in the Hollywood game. Ever wanted to play an NFL champion turned secret agent, a combat focused movie stuntman or a skateboarding martial artist? Now you can.

A handful of new Intermediary classes are also presented, each representing a different path into the Personality advanced class' fame and fortune. Like a world class athlete, the Porn Star uses her finely tuned body as both commodity and art object. Adult movies are just one path to fame: everything from internet journalism to screaming punk rock can make you the long green.

Nearly two dozen new feats, emphasizing physical ability and social interaction are described. New vehicles, gear, and sporting equipment round out your characters' inventories and finish out this PDF.

chapter one

skydiving and HALO DROPS: REASONS TO JUMP OUT OF PERFECTLY GOOD PLANES

Skydiving and airborne insertions are action movie staples. After all, what's cooler than dropping 12,000 ft and landing guns blazing and ready for action? Of course, getting down alive isn't quite as easy as it looks in the movies.

Skydiving is basically a highly specialized Jump (*Base DC 10*) check. The DC of the check is based on a combination of factors, the most important being the altitude the skydiver drops from and the circumstances of the jump. After all, it's easier for a skydive to hit the target safely when jumping with plenty of time to prepare and check gear than it is when bailing out of a burning, wildly pitching jet. The skydiver's Jump check result determines how close to the landing zone they impact, and how gently they land.

Circumstance	Jump Check DC
Basic Skydive	Base DC 10
Jump of less than 1,500 ft	Base DC +10 (<i>DC 20</i>)
Jump of 1,501 – 3,500 ft	Base DC +7 (<i>DC 17</i>)
Jump of 3,501 – 7,500 ft	Base DC +5 (<i>DC 15</i>)

Jump of 7,501 – 10,000 ft	Base DC + 7 (<i>DC 17</i>)
Each additional 1,000 ft past 10,000 ft	DC increases by +2 for each 1000 ft beyond 10,000 ft
Jumping hurriedly (<i>combat jumps, ejecting from an aircraft</i>)	Base DC + 5
Jumping at night or when landing zone is obscured by smoke, foliage, etc.	Base DC + 10
Low Opening (<i>activating the chute 1,000 ft or less from the ground</i>)	Base DC +5
Change landing zone while airborne	Cumulative +2 modifier

Success on the Jump check indicates the sky diver lands safely somewhere within a designated 30 ft square 'landing zone' selected during the descent. Failure indicates the sky diver is off target, sometimes dramatically, and suffers impact damage from the landing. If an initial landing zone becomes risky, the skydiver can attempt a Strength check (*DC 15*) to attempt to modify her landing zone target while in flight. Doing so allows the sky diver to make a second Jump check, in hopes of designating a safer landing zone. The skydiver can also attempt to retry a failed jump check that would mean a potentially fatal landing, but each attempt to retry the check/reassign the landing zone increases the Jump check DC by +2. You may attempt to retry a Jump once per 1000 ft fallen. Regardless of the success or failure of the landing, all sky divers are shaken for 1d4 rounds after impact, simply from the shock and disorientation of the landing.

For simplicity's sake, assume that a falling object descends at 90 ft per round without a parachute. The skydiver's parachute slows the descent dramatically; depending on the type of parachute, the rate of descent might be as little as 20 ft per round. This means that on long jumps, the sky diver could spend several minutes airborne. While airborne, a skydiver can attempt additional Jump checks to

table: JUMP FAILURE

Jump Check Failed By....	Result	Reflex save DC or half damage
1-5 points	Off target by up to 100 ft in random direction, suffers 2d6 points of damage	DC 15
6-8 points	Off target by up to 500 ft in random direction, suffers 4d6 points of damage	DC 18
9-10 points	Off target by up to 1,000 ft in random direction, suffers 8d6 points of damage	DC 21
11 + points	Off target by up to 1 mile in random direction, suffers 16d8 points of damage	DC 25

maneuver, can engage in desperate air to air fist fights, or even cast spells on magically active worlds.

Each round during the descent, a skydiver can make a DC 15 Jump check in order to move horizontally a distance equal to their base land speed. You may not run or charge while skydiving. A skydiver can fight while airborne, but not well: all attacks suffer a -4 circumstance penalty, and the sky diver is considered flat footed, and is denied her Dex bonus to defense while in the sky. Spellcasters and psychics must succeed at a Concentration check (*DC 15*) to use supernatural abilities while descending.

Skydivers should also be wary of the thin air and extreme cold of high altitude jumps. Above 10,000 ft, the air becomes too thin to breathe, and the piercing cold can lead to fatal hypothermia. Refer to chapter five of the D20 Modern SRD for details of cold danger and suffocation.

NEW FEATS

Air dance

You are an accomplished aerial showman, capable of incredible grace and beautiful acrobatic feats during your descent.

Prerequisite: Athletic, Jump 4 ranks, Perform: dance 1 rank

Benefit: You may add your ranks in Perform: dance as an untyped bonus on all Jump checks made during a parachute jump. You may use the run action to move horizontally while descending.

Airborne Sniper

You can fight effectively while parachuting, often providing cover fire to the troops on the ground, as you drop into the fight.

Prerequisite: Jump School

Benefit: You suffer no penalties on attack rolls while skydiving. You may move up to your base land speed horizontally while descending, without requiring an additional Jump check.

Normal: You suffer a -4 circumstance penalty on all attack rolls while skydiving.

Base Jumper

A die hard thrillseeker, you parachute from skyscrapers for the sheer fun of it.

Prerequisite: Jump 4 ranks, Knowledge: physical sciences 1 rank

Benefit: You receive a +2 bonus on all Jump and Climb checks, and may re-roll a failed Jump check once per every 500 ft fallen.

Normal: You may re-rolled a failed Jump check once every 1,000 ft fallen.

JUMP SCHOOL

You are a graduate of an elite military airborne school, and are fully qualified for combat jumps.

Prerequisite: Jump 4 ranks, Knowledge: physical sciences 1 rank

Benefit: You are a skilled enough skydiver that you can land gently, and are not stunned during landing. You retain your Dexterity bonus to Defense while dropping, and are not considered flatfooted during a dive.

Normal: You are shaken for 1d4 rounds after a parachute landing. You are considered flatfooted while skydiving.

HALO EXPERT

High Altitude, Low Opening parachute jumps are among the most dangerous dives to make but are a vital military tactic: they get troops on the ground quickly and stealthy.

Prerequisite: Jump School

Benefit: When jumping, the DC of your Jump check does not increase for each 1,000 ft beyond 10,000 ft, nor does the DC increase if you open your chute below 1000 ft. You receive a +4 bonus on Fortitude saves made to resist the effects of cold weather or suffocation when making a jump.

Normal: The DC of a skydiver's Jump check increases by +2 for each 1,000 ft beyond 10,000 ft. The DC of the Jump check increases by +5 when opening the chute below 1,000 ft.

SPEED DROP

You use your knowledge of aerodynamics and your parachute's capabilities to make blindingly fast drops safely.

Prerequisite: Jump 8 ranks, Knowledge: physical sciences 1 rank

Benefit: Each round you may choose to descend at double your parachute's normal descent rate, to a maximum of 90 ft of descent per round. You must descend more slowly, at

your parachute's normal rate of descent, for the last 200 ft of your drop.

chapter two

Skater Stunts: Speed, Speed, Speed

The first time you careen down a steep San Francisco hillside, crouched low on your graffiti styled deck, a katana in one hand and an Uzi in the other, dodging cars, bullets and super villains with equal alacrity, you'll know why you bothered to max out your ranks in Balance and purchase some skater feats. You want speed? You want daring, agile heroism, flashy stunts and sick tricks? You're in the right place.

Fighting, tricking and staying alive on your skateboard involve a new wrinkle on the Balance skill. A successful DC 15 Balance check while on a board means that you may add your board's equipment bonus to speed to your movement rate, allowing you to cover incredible distances. Failing a boarding Balance check drops you prone, adjacent to your board. This bonus distance is added to your movement after you determine if you will be moving full speed, half speed, or will be taking a double move action.

For example, assuming you have a normal 30 ft movement rate and are riding a board that grants +10 ft bonus move, and you choose to move half your speed while balancing (15 ft) so not to suffer a penalty, you would move 15 ft plus 10 ft, for a total of 25 ft of distance covered during that round. If you had chosen to move at your full 30 ft rate, you would have suffered a -5 penalty on your Balance check, but moved 40 ft if the check was successful. Had you chosen to charge while balancing, you would have been required to make 3 Balance checks and if successful will have covered almost 80 ft (30 ft base x 2 plus 10 ft bonus move x2)!

While on your board, you may attempt additional Balance checks to perform special stunts. Failing any of these additional checks ends your movement, and drops you prone, adjacent to your board.

Speed crouch: By making an initial DC 20 Balance check, you can crouch low, dropping your wind resistance and dramatically increasing your speed for short bursts. You may move up to four times your normal move rate, plus four times your board's bonus move rate. This is a full round action, and you must make one balance check at

a -5 penalty for each multiple of your speed or fraction of your speed you charge.

Board Slide: You may kick your board into a barely controlled slide, scraping pavement and dropping low, making it hard for opponents to hit you as you screech by. When using the Total Defense action on your board, if you make a successful DC 22 Balance check, you may add ½ your ranks in Balance (*rounded down*) as a dodge bonus to Defense.

Catch Air: You may make Jump checks while mounted on your board. If you make a successful DC 25 Balance check, you reduce the Jump Check's DC by the amount you beat the Balance check. Thus if you rolled a total of 29 on your Balance check, you would reduce the subsequent Jump check DC by -4.

Remember, that for every 10 ft of speed you move greater than 30 ft, you receive a +4 circumstance bonus on your Jump checks, so buy a fast board.

surfing and snowboarding

To keep things nice, simple and fast moving, assume that snowboarding and surfing work identically to skateboarding in their environment. Any skater feats you've earned work just as well along the coast or high up in the mountains as they do on the asphalt.

board slam

You've incorporated your love for skateboarding into your martial arts style, using your deck like an improvised club as often as you use it as a vehicle.

Prerequisite: Balance 8 ranks, Spring Attack

Benefit: You're so shockingly fast that you can kick out your board, slam it hard into an enemy as you pass, and catch the board, all as part of a single seamless action. Once per round, you may make an additional attack, at your highest base attack bonus, against an adjacent enemy in conjunction with your move action. Your board is considered an improvised weapon, inflicting a -4 penalty on the attack roll, and inflicts 1d8 points of damage.

board shield

When things are at their worst, and you're dodging bullets, you can use your board as a shield in a last ditch effort to save your ass.

Prerequisite: Defensive Martial Arts, Mobility, Balance 8 ranks

Benefit: Once per round, as a free action made in response to an incoming attack, you can attempt a risky DC 25 Balance check to twist your body and kick up your board to intercept an incoming physical attack (*such as a fist, a sword thrust or a sniper's bullet*), effectively parrying the assault with your board. You must be aware of the attack and not helpless or prevented from moving to use this feat.

If the check is successful, the board suffers the attack, possibly negating some damage due to its hardness. If the check fails or if the attack destroys the board, you drop prone. If the Balance check fails, you suffer the effects of the attack normally.

You may choose to activate after the attack roll is made but before damage is rolled.

Skatemonkey

You're adept at launching into precarious heights on your board, and mix climbing, inverts and spectacular leaps when you need to go over something.

Prerequisite: Climb 4 ranks, Balance 8 ranks

Benefit: If you begin a climb by making a board mounted Jump check to catch a high target, like a hanging fire escape or a ledge, you may add your Dexterity modifier as an untyped bonus to your Climb check. When climbing in conjunction with a board mounted stunts, you may move at full speed (accelerated climbing) without a -5 penalty.

Normal: You suffer a -5 penalty when climbing at full speed.

Skater Tricks

It's not cheating if it works. You can use your board to trick, trip, baffle, irritate, confuse, humiliate, humble and generally screw over your opponents.

Prerequisite: Balance 8 ranks, Improved Trip or Improved Disarm

Benefit: While on your board, may make a DC 22 Balance check prior to making any Disarm or Trip attempt. If the check succeeds, you may add the degree of success as an untyped bonus to your next Disarm or Trip attempt. Thus, if you rolled a 24, you would receive a +2 bonus on your next Disarm or Trip attempt. If the Balance check fails, you drop prone beside your board.

Wall Grind

When you've gotta move, you do it fast, with incredible athleticism and come at your opponent from unexpected angles.

Prerequisite: Balance 4 ranks, Tumble 4 ranks, Athletic

Benefit: When you charge on your board, your movement need not be in a straight line. You may dodge agilely around obstacles, grind on walls, convent rails, incorporating a dizzying series of short hops and acrobatic tricks. You still cannot charge through opponents square.

Normal: You can only use the charge action when moving in a straight line.

Chapter Three

Sanctuary: City of Secrets Feats

Arresting Images

The artist is a master of choosing images that stop viewers dead in their track, and have an emotional resonance that persists long after the page is turned; the dance ends or the tale is told.

Prerequisites: Wisdom 13, Charisma 15, Perform (*any*) or Craft: Visual Art 12 ranks

Benefit: Any time the artist critically succeeds at a Perform (*any*) or Craft: Visual Art check, the extraordinary image created is 'imbued' with extra emotional punch. Anyone viewing the performance/image or hearing the tale must make a Will save ($DC\ 12 + \text{the artist's Charisma modifier}$) or be emotionally affected by the piece. The effect lasts for a number of minutes after viewing the image equal to twice the artist's Charisma modifier.

The artist chooses when he takes the picture whether he wants the image to inspire or horrify viewers.

An inspiring picture grants a +2 morale bonus on Will saves and attack rolls for the duration. A horrifying picture leaves the viewer shaken for the duration of the effect.

Once a picture's effect is chosen, it cannot be changed. An audience member can willingly fail the save to benefit from the positive effects of an inspiring picture. The artist has no control over who sees an image once it's published; all enemies and allies who see the image are affected. Once a character is affected by this feat, he or she can't be affected again by the same photograph or artwork for 24 hours. This is a non-magical, mind influencing effect.

Gym Rat

You live in the gym, train constantly, sacrifice much all to sculpt your physique into a thing of hard, chiseled perfection.

Prerequisite: Strength 15+, Athletic, Iron Will

Benefit: You may add your Strength modifier as an untyped bonus to all Diplomacy checks made against someone who would find you sexually attractive, and on all Perform (*dance*) and Profession (*bodybuilder, athlete or similar*) checks.

Blackmail

Nobody wants you angry, because they're afraid of what you know, and what you'll say.

Prerequisite: Deceptive, Knowledge: streetwise 4, current events 1

Benefit: You know a little bit of dirt on virtually everyone, from shady business deals to undiscovered murders and sexual misadventures. Once per day, you may add your ranks in Intimidate to any Gather Information, Research, Knowledge: streetwise or Diplomacy check.

You may also call in a major favor by spending an action point. Doing so enables you to call upon a pliable blackmail target. Using the target's resources, you may add ¼ your ranks in Intimidate to your Wealth Bonus for a single purchase. However, doing so frees one of your contacts from his or her obligation to you. Each time you use this ability, you lose one rank in Knowledge: streetwise, representing the loss of a potential information stream. Using this ability takes 24 to 48 hours, at the game master's discretion.

Clean ID

You've prepared for the day the cops kick down your door looking for you, and you have a false identity with a meticulously created paper trail waiting for you to take shelter under.

Prerequisite: Knowledge: streetwise 8 ranks, Forgery 8 ranks, Meticulous

Benefit: At any time, you may choose to abandon your original identity and assume a different legal identity. The new ID has no criminal record, a Reputation bonus and a Wealth bonus equal to your original identity's minus 1d4+1 points, and according to mundane governmental and financial records is an ordinary, working class citizen.

All Gather Information, Research and Investigate checks made to conclusively link your clean ID to your original identity suffer a -10 circumstance penalty.

Special: You can select this feat multiple times. Each time you do so, you establish another clean identity. Each time you change identities, the investigatory checks to find your true identity becomes -10 points more difficult.

Hard Landing

You're tough and lucky enough to survive impacts that would splatter anyone else.

Benefit: Any time you suffer falling damage, or damage from a vehicular collision, you may spend an action point to transform the damage from lethal damage into subdual damage. You may activate this ability after the fall's damage is rolled, allowing you to save your luck for when you need it most.

Improved Cornering

You know how to lean into turns, shifting your body weight to pull off quick turns and amazingly nimble maneuvers on your bike.

Prerequisite: Balance 4 ranks, Vehicle Expert

Benefit: You may add your ranks in Balance as a competence bonus on all Drive checks made to control a motorcycle.

Special: You may only use this feat when piloting a bike, motorcycle or similar futuristic vehicle.

Lawmaker

You are one of America's political elite, and your words carry great weight with the powers that be.

Prerequisite: Membership in a political group, Knowledge: civics 8 ranks, Knowledge: business 4 ranks, Trustworthy

Benefit: You are an appointed member of a democratic or quasi-democratic governmental body (*such as the state or national Senate, a city council, Congress*), or a powerful mercantile group (*trade commissions, professional licensing boards, unions, and so on*). You have the authority to vote on new laws, address the assembly, and campaign for advancement within the body. When discussing matters of politics, you receive a +2 competence bonus on Bluff and Diplomacy checks.

Limitations: The power and utility of this feat is largely subject to GM interpretation. Acting against the interests

of your political patron may result in expulsion from politics, or worse. Depending on the nature of the political body you serve in, your appointment may be for life, or you may be subject to periodic elections or recall/no confidence votes.

Special: You may select this feat multiple times. Each time you do so, it applies to a different faction. You may also choose to apply this feat to the same faction multiple times. Each time you do so, your prestige within that organization increases, and the Bluff and Diplomacy bonuses granted by the feat stack.

Meaningful Ink

There's a flag sewn into your skin. Your tattoos tell the world who you are, what you stand for, and you draw strength and courage from them.

Benefit: You've been extensively tattooed, marked with designs that have deep personal meaning for you. Your tattoos grant one of the following the following morale bonuses:

- +2 morale bonus on Diplomacy and Gather Information checks against anyone sharing your allegiance.
- +2 morale bonus to any Perform checks made against anyone sharing your allegiance.
- +2 bonus on melee attack damage rolls against anyone directly opposed to your allegiance
- +1 morale bonus to Defense

Drawback: Anyone seeing your highly detailed, wide reaching tattoos may attempt a DC 12 Knowledge check (*the type determined by the GM based on the type of affiliation you claim*). Success means the viewer easily knows the allegiance your tattoos represent. If you select this feat multiple times, each time the check DC decreases by 2 points.

Special: You may select this feat multiple times. Each time you do so, the feat and its benefits apply to a particular allegiance. Your allegiances cannot be in obvious conflict. You may choose a different benefit each time, or select the same benefit multiple times, in which case the effects stack.

Retained Council

You've got a law firm, bondsmen and corporate law specialists on retainer, ready to come to your defense with only a single phone call.

Benefit: You reduce the Purchase DC of any legal services or bail bonds by 5 points, allowing you to find and retain

highly skilled attorneys at a reasonable cost. You attorneys will begin acting on your behalf, to arrange bail or make preliminary arguments in a case you bring within 1d4 hours of being contacted.

Stunt Riding

You're a skilled enough rider that you can twist around in the saddle to evade incoming attacks.

Prerequisite: Drive 4 ranks

Benefit: By making a DC 15 Drive check each round, you can shift into a defensive position on your bike, claiming ¼ cover from your vehicle. For every five points your Drive check beats the DC by, the cover provided increases by one step, to a maximum of ¾ cover.

Normal: A motorcycle provides no cover to its rider.

Tagger

There's not a wall, freeway overpass or train car safe from your spray cans and sense of style.

Prerequisite: Craft: visual arts 1 rank

Benefit: You receive a +2 bonus on all Craft: visual arts and Hide checks. You may produce a piece of art in half the normal time.

Union Negotiator

Your skills as a labor leader and reputation as a champion of worker's rights gives you a powerful voice in local politics.

Prerequisite: Union membership, Craft or Profession (*any*) 8 ranks

Benefit: When addressing members of your union, their allies, or any member of your profession or professional organization, you may add half (1/2) your ranks in the appropriate Craft or Profession skill to any Diplomacy, Gather Information and Sense Motive checks.

Special: If you are a member of multiple unions, you may select this feat multiple times. Each time you select this feat, it applies to a different union and worker population.

Wheelie

With the right hand at the wheel, vehicle can kick up onto its wheels and take a long, dangerous thrill ride.

Prerequisite: Drive 4 ranks

Benefit: You may pop wheelies or perform other dangerous vehicle stunts. Popping a wheelie requires a

DC 18 Drive check. If successful, the driver can trade maneuverability for defense, shielding the passenger compartment with the more heavily armored underbody. The driver can reduce the vehicle's Maneuver bonus by up to -4, increasing the vehicles armor bonus to Defense by +2 points per every point of Maneuver bonus sacrificed (*maximum -4/+8 trade*).

Special: By changing the prerequisite from Drive 4 ranks to Pilot 4 ranks, this feat becomes the Defensive Dogfighting feat, which operates identically but which applies to aircraft.

Ejection Parachute: This brilliantly colored round canopy parachute is compact and designed for emergency use, not stunts or combat jumping. It's durable and high visibility, and is a common fixture on commercial aircraft. Ejection chutes are often worn as backup chutes on most parachute rigs.

Military Parachute: The US military and other nations use a variety of square canopy chutes designed for safe, fast descents and superb maneuverability. These parachutes are designed for low visibility, incorporate multiple redundant systems and are relatively lightweight. Unfortunately, they tend to be prohibitively expensive and relatively difficult to find.

Parachute, standard: A standard parachute is designed with the avid sky diver in mind, and comes in a variety of colors and styles. Most standard parachutes are silk, and Kevlar, and are designed to be easy for even a novice jumper to operate safely. Sporting goods stores and jump schools across the country sell a variety of 'civilian' model parachutes.

CHAPTER FOUR

GEAR, GEAR and MORE GEAR

Assume that any parachute can safely carry the skydiver and the amount of additional gear listed in the chute's description. Each additional 20 lbs of gear increases the Jump check DC by +1.

Table: Parachutes

Parachute	Size	Weight	DC	Restriction	Purchase Cargo	Falling Speed	Equipment Bonus on Jump Checks
Ejection Parachute	Small	7 lbs	14	-	5 lbs	20 ft	+0
Military Parachute	Large	30 lbs	18	-	75 lbs	30 ft	+1
Standard Parachute	Large	25 lbs	16	-	20 lbs	30 ft	+0
Showman's Parachute	Large	25 lbs	17	-	20 lbs	50 ft	+2
Special Ops Parachute	Medium	15 lbs	21	+2	75 lbs	40 ft	+4
Tandem Parachute	Large	50 lbs	19	-	200 lbs	20 ft	+1

Table: Boards & Equipment

Board	Size	Weight	Purchase DC	Restriction	Hardness/ Hit Points	Bonus Movement
Deck colors	-	-	12-14	-	-	-
Grip-tack	-	-	2	-	-	-
Skateboard, cheapie	Small	3 lbs	4	-	2/5	+10 ft
Skateboard, competition	Small	3 lbs	14	-	3/10	+15 ft
Skateboard, wipeout	Small	4.5 lbs	10	-	5/10	+10 ft
Snowboard	Medium	10 lbs	10	-	4/10	+15 ft (snow only)
Snowboard, pro-grade	Large	15 lbs	14	-	4/15	+20 ft (snow only)
Surfboard	Large	15 lbs	13	-	4/10	+10 ft (water only)
Surfboard, custom	Large	15 lbs	16-18	-	4/15	+15 ft (water only)
Surfboard, shortboard	Medium	8 lbs	14	-	3/10	+10 ft (water only)
Specialty Wheels (any style)	Fine	0.5 lbs/set	4	-	-	-
Surf rack	Large	25 lbs	11	-	-	-
Surfer's wetsuit	Medium	3 lbs	12 to 14	-	-	-

Showman's Parachute: This colorful silk and Kevlar canopy parachute is designed for use in airshows, for use by skilled professional stuntmen. These square parachutes offer excellent control, but are not designed for especially rapid descents. Like standard parachutes, these chutes are widely available across the country.

Special Operations Parachute: These black and grey Kevlar and silk round chutes are designed specifically for risky night drops into hostile territory, and are designed for speed, safety and reliability. These fine parachutes are difficult to obtain legally.

Tandem Parachutes: These exceptionally durable and heavy parachutes are used to train new skydivers. They have unmatched cargo capacity, which allows a dive instructor to bring a new diver along for the ride without risking safety.

Cheapie Board: Undecorated, low quality mass production boards made from high impact plastic and laminated wood can be found in sporting goods stores and malls across the country. They're good starter boards, cheap enough for young skaters to afford, but lack the agility of higher quality boards.

Competition Board: Hand crafted, well balanced boards are used by semi-pro and professional skateboarders, as well as true enthusiasts. These colorful, stylish decks are more durable and agile than cheapie models.

Wipeout Board: These heavy, durable wood and polycarbonate boards can take incredible punishment, making them perfect for risk seeking skaters.

Snowboard: Slick bottomed plastic and graphite, snowboards range from short decks that resemble wheel-less skateboards to longer, surf-board styled boards. Commercially snowboards are widely available.

Snowboard, pro-grade: A professional grade snowboard is balanced and designed to Olympic standards, highly durable and designed for amazing downhill speed.

Surfboard: Modern surfboards are made of highly polished polycarbonate with lighter weight and better balance than early wooden boards. Durable and extremely agile, most boards are covered in colorful designs and manufacturer's logos. All surfboards, regardless of manufacturer are naturally buoyant, and can support up to 200 lbs on the water's surface.

Surfboard, shortboard: These smaller surfboards are designed for petite athletes: women, young surfers just learning the art, or any smaller than average humanoid. Any small or medium humanoid less than 110 lbs receive

a +1 equipment bonus on Balance checks when riding a shortboard. Conversely, anyone Medium sized over 111 lbs suffers a -1 penalty on all Balance checks on this shortboard.

Surfboard, custom: Unlike mass production boards, these works of art are usually hand cut, sanded to perfection, and decorated with unique, hand painted designs. These amazing boards have superior balance, granting the surfer a +2 equipment bonus on all Balance and Swim checks made with the board.

A board carver can handcraft a custom surfboard with a DC 22 Craft (*visual arts*) check, but must know the surfer's weight and proportions. If the carver doesn't know this, the check DC increases by +1d6. Handcrafting a custom board requires at least 40 hours of work.

Surf rack: A metal and plastic frame bolted to the roof of an automobile allows a surfer to carry up to four surfboards with ease.

Surfer's wetsuit: A body hugging neoprene bodysuit, available in a wide variety of styles and a rainbow of colors keeps the surfer comfortable in the often chilly Pacific waters and protects against jagged reef edges. A surfer's wetsuit grants the wearer a +1 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Specialty wheels: Most skaters heavily modify their boards, changing out wheels, pinions and reinforcing the frame to pull off even more daring tricks. Hundreds of different brand name wheels and pinions are available. Replacing a board's wheels requires a DC 8 Craft: mechanical check, and around an hour of work. Only one type of specialty wheels can be attached to a board at any time.

- **Instinctive:** Instinctive wheels give the skater an instinctive feel for the board, increasing balance and precision. These wheels grant the skater a +2 equipment bonus on Balance checks while skating.
- **Rumblers:** Heavy gauge wheels increase the board's speed and ability to handle rough terrain. The board's bonus movement rate is increased by +5 ft.
- **Slicks:** A favorite of trick skaters, these smooth, nearly frictionless wheels make catching air even easier. These wheels grant a +2 equipment bonus on all Jump checks made while skating.

Deck colors: Boards can be works of art, hand painted and covered with stickers and memories. If your deck is custom decorated, and the deco somehow confirms to your alliances and world view, you receive a +1 morale bonus on all Balance and Jump checks made with that deck.

Table: Diving Equipment

Object	Size	Weight	Purchase DC	Restriction
Dive fins	Tiny	0.5 lb	5	-
Dive Watch	Fine	0.25 lb	8	-
SCUBA gear, hobbyist	Medium	25 lbs	15	-
SCUBA gear, professional	Medium	40 lbs	18	-

Custom decoing a board requires a DC 15 Craft: visual arts check, and at least 8 hours of work.

Grip-tack: Sandpapery adhesive pads can be glued to the surface of any board, giving the wearer superior balance. The skater receives a +1 equipment bonus on Balance checks. No Craft check is required to add or remove grip-tack tape, just a full round action worth of effort.

Dive Fins: A set of latex flippers helps a swimmer move quickly and agile under water. A pair of dive fins grants the swimmer a +2 equipment bonus on Swim checks.

Dive Watch: Most surfers and divers wear a specially made watch, waterproof to 100 meters, with lighted, easy to read displays, oxygen supply readout and integrated compass.

SCUBA gear, hobbyist: Most SCUBA equipment is designed and sold with the hobbyist in mind, and is available at any dive shop, sporting goods store or specialty retailers. A standard 'civilian' SCUBA system includes a rebreather, oxygen/nitrogen gas mixture and is rated for up to a 30 meter (90 ft) descent. Civilian SCUBA units carry a three hour oxygen supply.

SCUBA gear, professional: A larger air supply and better oxygen pressurization system allows anyone wearing this bulky, expensive SCUBA system to dive deeper and stay down longer. This gear is designed with underwater construction, search and rescue and military applications in mind, and is rated for up to a 50 meter (150 ft) descent. Professional grade SCUBA gear carries a five hour oxygen supply.

Ultralight Gliders: Non powered gliders are a popular toy for the rich and for thrill seekers. Towed from a ground vehicle, or launched from a precipice, gliders can only stay airborne for short hops, but provide their pilots with an exhilarating ride.

These extremely long winged, plastic and polycarbonate vehicles have bubble canopies for maximum visibility. Instead of powered flight, the glider descends gracefully. For every 10 ft of distance fallen, the glider can move

horizontally 100 ft. A glider's pilot can make a Piloting check (DC 12+1d10) in order to catch an updraft; if successful the pilot gains 10 ft of altitude. A pilot can re-roll a failed check to catch up an updraft once per round.

Ultralight Glider:

Crew: 1

Passengers: none

Cargo Space: 50 lbs

Initiative Penalty: -2

Maneuver Penalty: -2

Top Speed: 95/9

Defense: 10

Hardness: 2

Hit Points: 25

Size: G

Purchase DC: 24

Restriction: Licensed (+1)

Hang Glider: Hang gliding and parasailing are popular sports for adventurous athletes. Hang gliders are usually launched from a precipice, or towed behind a boat before being launched clear. Like ultralights, hang gliders can only remain airborne for brief periods.

Hang gliders can be collapsed for easy storage, and can easily be stowed in a trunk. Collapsing or reassembling a hang glider requires 10 minutes of work; a successful Craft: mechanical check (DC 12) cuts that time in half. Instead of powered flight, the glider descends gracefully. For every 10 ft of distance fallen, the glider can move horizontally 100 ft. A glider's pilot can make a Piloting check (DC 12+1d10) in order to catch an updraft; if successful the pilot gains 10 ft of altitude. A pilot can re-roll a failed check to catch up an updraft once per round.

Hang Glider

Crew: 1

Passengers: none

Cargo Space: none

Initiative Penalty: -2

Maneuver Penalty: -2

Top Speed: 95/9
Defense: 10
Hardness: -
Hit Points: 15
Size: L (size M collapsed)
Purchase DC: 14
Restriction: -

Diver's Drag Sled: A SCUBA diver can use one of these manta-ray shaped light vehicles to cover great distances while submerged. Several water sports manufacturers produce drag sleds, each with their own distinct design flourishes, but all drags are compact devices propelled by an internal motor or internal cavitations engine, and most include a high intensity halogen flood light (*illuminates a line 90 ft long, and 30 ft wide*). Some underwater photographers mount a waterproof camera to the sled.

The diver is dragged along behind the engine, controlling the vehicle by shifting body weight more than through using the motorcycle styled controls.

Driver's Drag Sled

Crew: 1
Passengers: none
Cargo Space: 100 lbs
Initiative Penalty: -2
Maneuver Penalty: +0
Top Speed: 30/3
Defense: 10
Hardness: -
Hit Points: 15
Size: L (*size M collapsed*)
Purchase DC: 14
Restriction: -

Sport Moped: mopeds are popular among city dwellers, being much more agile, fuel efficient and compact than even the smallest car. As gas prices rise, these colorful scooters become more and more popular. mopeds are slightly more stable than motorcycles, and in many jurisdictions can be operated without a license, making them popular among high school and college students.

Like a motorcycle, you can mount or dismount a moped as a free action. A moped provides no cover to its occupants.

Sport Moped

Crew: 1
Passengers: 1 (*reduces maximum speed to ¾ unloaded speeds*)
Cargo Space: 60 lbs
Initiative Penalty: -1

Maneuver Penalty: +1
Top Speed: 95/9 (*or 70/7 with one passenger*)
Defense: 10
Hardness: 5
Hit Points: 18
Size: M
Purchase DC: 20
Restriction: -

Chapter Five

Sanctuary: City of Secrets New Classes

The Skater Royalty Advanced Class

Half pipes and abandoned swimming pools... the rails lining high school stairs..... the ache in your legs, the sweat pouring down your back as you leap sunward, the pain of broken ankles and sprained wrists, the joy of finally pulling off some trick you'd only seen the greatest skater ever pull off. These things are your world. If you're on your board and the Sanctuary: City of Secrets sun is shining down on you, if you're racing downhill with your homies in tow, than life is good. Nothing else matters except the speed, the thrill, except you and your board.

Most skate punks dream of being Tony Hawk when they grow up, but few ever get there. You did. You're faster and more agile than the kids you came up with, luckier or more charismatic, and you somehow turned a childhood obsession into a career. You marked the transition into fame, fortune and the celebrity life just like you mark every other day: by getting on the board and pulling some tricks..... of course spending some of your endorsement money on some nice tats or some new gear isn't a bad a bad idea either.

The fastest way into the Skater Royalty Advanced Class is through the Fast hero basic class, though other paths are possible. They just have to work a bit harder and hit their ass on the half pipe a few more times before they make it big.

Requirements:

To qualify to become Skater Royalty, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skater Royalty

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Champion Friction, Springer	+1	+1
2nd	+1	+2	+3	+0	Slamdance, Bonus Feat	+1	+1
3rd	+1	+2	+3	+1	California Days	+2	+1
4th	+2	+2	+4	+1	Bonus Feat	+2	+2
5th	+2	+3	+4	+1	Adrenaline Rush	+3	+2
6th	+3	+3	+5	+2	Bonus Feat	+3	+2
7th	+3	+4	+5	+2	Champion Friction II	+4	+3
8th	+4	+4	+6	+2	Adrenaline Rush II, Bonus Feat	+4	+3
9th	+4	+5	+6	+3	Muscle Motion	+5	+3
10th	+5	+5	+7	+3	Painless	+5	+4

Skills: Balance 8 ranks, Jump 8 ranks, Tumble 4 ranks

Feats: Acrobatic, Mobility

Class Information

The following information pertains to the Skater Royalty advanced class.

Hit Die

The Skater Royal gains d10 hit points per level. The character's Constitution modifier applies. A professional skater might look like a lanky, undisciplined mass of tattoos and old bruises, but is a champion athlete and one of the most agile and coordinated humans on the planet.

Action Points

The Skater Royalty gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Skater Royalty's class skills are as follows.

Balance (Dex), Bluff (Cha), Climb (Dex), Computer Use (Int), Concentration (Con), Craft (mechanical, visual art) (Int), Drive (Dex), Escape Artist (Dex), Gamble (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (current events, popular culture, street-wise, technology) (Int), Perform (any) (Cha), Read/write Language Ride (Dex), Sleight of Hand (Dex), Speak Language, Spot (Wis), Treat Injury (Wis), Tumble (Dex)

Skill Points at Each Level: 5 + Intelligence Modifier

Class Features

Bonus Feats: At 4th, 6th and 8th level, the Skater Royal receives a bonus feat, which must be chosen from the following list.

Archaic Weapons Proficiency, Base Jumper, Board Slam, Board Shield, Brawl, Combat Reflexes, Defensive Martial Arts, Hard Landing, Heroic Surge, Improved Damage Threshold, Improved Initiative, Improved Trip, Lightning Reflexes, Meaningful Ink, Pierced*, Renown, Run, Skatemonkey, Skater Tricks, Tattooed*, Tagger, Two Weapon Fighting, Wallgrind, Weapon Finesse, Windfall

** Modern magic campaigns only, originally presented in Covert Ops Feats 2, Devil's Workshop*

Adrenaline Rush (EX): Desire and will can push past pain and exhaustion, allowing you to do things that others only watch on ESPN. At 5th level, a Skater Royal can temporarily increase one of his physical ability scores (Str, Dex or Con). He must spend 1 action point and increases the selected attribute by 1d4+1 points. The increase lasts for a number of rounds equal to his Skater Royalty class level. At the end of the duration, the Skater Royal is fatigued for 1d4+1 rounds.

At 8th level, the Skater Royal can temporarily increase any two physical ability scores by 1d4+1 points, or can increase one chosen score by 1d8+1 points. At the end of the duration, the Skater Royal is fatigued for 1d6+2 rounds.

California Days (EX): All skaters long for those perfect, hot clear days where the concrete is just begging to be

tested. The Skater Royalty gains a +2 morale bonus on Defense and all Strength or Dexterity based skills on any sunny clear day where the temperature climbs past the 70s. The Skater Royal must be outside and able to see the sky to gain the benefit of this morale bonus.

Incidentally, the Skater Royalty also receives a +4 bonus on all Fortitude saves made to resist the effects of hot weather.

Champion Friction (EX): Skater Royalty quickly figures out the right stances to get maximum performance out of their boards. Skater Royals may add +5 additional ft of bonus movement to any board they're on. Thus, if a Skater Royal was riding a cheapie board which normally grants +10 ft bonus move, he'd receive +15 ft worth of bonus move.

At 7th level, the Skater Royal gains +10 ft of bonus move from any board he's riding.

Muscle Motion (EX): On their boards or off, champion skaters are one thing above all: FAST. Once per day, the Skater Royal can dramatically increase his base movement rate. When this ability is activated, Skater Royal chooses to receive either a +15 ft improvement to his base movement rate, or a +10 ft improvement to his base movement rate and a +1 dodge bonus to Defense. This bonus stacks with the Fast hero's increased speed talent tree, as well as supernatural and mundane effects that increase speed.

The Skater Royalty can maintain the sprint for a number of rounds equal to his class level. When the duration ends, he is fatigued for 1d4+1 rounds.

Painless (EX): By the time he's reached 10th level, most Skater Royals have broken every bone in their body at least once or twice. Highly experienced Skater Royals become immune to subdual damage.

Slamdance (EX): Starting at 2nd level, a Skater Royal can use their board as a weapon. When making a charge on his board, a Skater Royal can deliver a devastating leap attack that's part Kung-Fu, part NFL tackle and all 100% pure streetfighting nasty. There's something really satisfying about kissing somebody's skull with your board. At the end of the charge, the Skater Royal adds his class level as a bonus to damage he deals with an unarmed strike.

Springer (EX): If a skater ever tastes pavement, he gets right back up again. A Skater Royal can stand up from a prone position as a free action.

The Stunt Double Advanced Class

Sex, money, fake blood packs and explosions. You came to Hollywood; it's every bit as cool as you imagined it would be. You've got the greatest job in the world: you get to dress up like a superhero, punch guys through walls, crash cars, set stuff on fire, blow things up and shoot more types of guns in a week than most soldiers do in a life time. As a Stunt Double, you're faster, stronger and more charming than just about any other hero, and thanks to a little movie magic, you can pull off some outstanding feats.

The fastest path to the Stunt Double Advanced Class is through the Tough Hero basic class, though other paths are possible.

Requirements:

To qualify to become a Stunt Double, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Drive 4 ranks, Intimidate 4 ranks, Knowledge: popular culture 2 ranks, Perform: act 1 rank

Feats: Confident

Reputation: +1

Special: Before becoming accepted as a stunt performer, the wanna-be must have performed in at least one movie, either as a lead performer or as a stunt double. Being an extra or a face in the crowd doesn't count.

Class Information

The following information pertains to the Stunt Double advanced class.

Hit Die

The Stunt Double gains d10 hit points per level. The character's Constitution modifier applies. Anyone making a career out of being an action hero needs to be fit, healthy and as good looking as modern medicine allows.

Action Points

The Stunt Double gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

STUNT DOUBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Stage Fight, Hollywood Punch (1d6)	+1	+1
2nd	+1	+2	+2	+0	Movement Mimic or Cool Head	+1	+1
3rd	+1	+2	+2	+1	Pyro Expert or Crash Expert	+2	+1
4th	+2	+2	+2	+1	Bonus Feat	+2	+2
5th	+2	+3	+3	+1	Stage Fight II	+3	+2
6th	+3	+3	+3	+2	Hollywood Punch (1d8), Bonus Feat	+3	+2
7th	+3	+4	+4	+2	Rise to the Occasion	+4	+3
8th	+4	+4	+4	+2	Bonus Feat	+4	+3
9th	+4	+5	+5	+3	Stage Fight III	+5	+4
10th	+5	+5	+5	+3	Hollywood Punch (1d10),	+5	+4

CLASS SKILLS

The Stunt Double's class skills are as follows.

Balance (*Dex*), Bluff (*Cha*), Climb (*Str*), Craft (*chemical, structural, visual art*) (*Int*), Demolitions (*Int*), Disguise (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Handle Animal (*Cha*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*art, business, current events, physical science, popular culture, technology*) (*Int*), Perform (*act*) (*Cha*), Pilot (*Dex*), Profession (*blue collar or entertainment related*) (*Wis*), Read/Write Language, Ride (*Dex*), Sleight of Hand (*Dex*), Swim (*Str*), Tumble (*Dex*)

Skill Points at Each Level: 5 + Intelligence Modifier

CLASS FEATURES:

Bonus Feats: At 4th, 6th and 8th level, the Stunt Double receives a bonus feat, which must be chosen from the following list.

Air Dance, Archaic Weapons Proficiency, Base Jumper, Brawl, Combat Reflexes, Defensive Martial Arts, Force Stop, Hard Landing, Heroic Surge, Improved Cornering, Improved Damage Threshold, Improved Feint, Improved Initiative, Improved Trip, Knockout Punch, Lightning Reflexes, Renown, Stunt Riding, Two Weapon Fighting, Vehicle Expert, Vehicle Dodge, Weapon Finesse, Windfall, Wheelie

Cool Head (EX): Explosions, gunshots, car crashes, beautiful naked women, ugly naked women, monsters of a dozen kinds, robots, aliens, smoke, noise, chaos.... its all just a day at the office for the Stunt Double. If the Stunt Double is ever stunned, shaken, blinded, deafened or

nauseated, he may spend an action point to cut the duration of the effect in half.

Crash Expert (EX): What good is a movie without a car chase? Stunt Doubles make excellent combat drivers, capable of teasing every erg of power out of the engine and surviving crashes that should've killed them. When the Stunt Double is involved in a collision, he reduces the collisions damage die type by one 'step' (*from d12 to d8, d8 to d6, and so on*), as if his vehicle were traveling slower than it actually was. This bonus applies only to the Stunt Double, not to any passengers or anyone in the other vehicle.

The Stunt Double gains a +2 bonus on all Drive and Pilot checks.

Hollywood Punch (EX): The Stunt Double trains extensively, and is usually a master of several martial arts styles, and though they're more concerned with looking good during a fight than winning, they make surprisingly effective fighters, on and off camera. A Stunt Double can swap out punches, kicks, attacks with any part of his body. There is no such thing as an off hand attack for a Stunt Double when striking unarmed. The Stunt Double may make unarmed attacks even when his hands are full or bound.

The Stunt Double's unarmed attacks deal more damage than a normal person's. A first level Stunt Double deals 1d6 points of damage with an unarmed strike. At 6th level, the damage increases to 1d8, and increases again to 1d10 points at 10th level.

Movement Mimic (EX): Matching a star's body language and movement pattern exactly allows the Stunt Double to

convincingly imitate that celebrity. Beginning at 2nd level, the Stunt Double may add his Dex modifier as a bonus on all Disguise checks.

Pyro Expert (EX): Name any big screen summer blockbuster; chances are there was at least one really cool explosion, or one bad guy who got lit on fire. Skilled stunt performers are responsible for every ember. A 3rd level Stunt Double gains Fire Resistance equal to his Charisma modifier (*minimum Fire Resistance 1*); this resistance stacks with resistances gained from the Tough Hero's Energy Resistance talent tree, or with mundane or supernatural effects that grant energy resistance.

The Stunt Double gains a +2 bonus on all Demolitions and Disable Device checks.

Rise to the Occasion (EX): Stunt Doubles are able to quickly master new combat techniques and learn exactly the skills they need for their current role. By spending an action point, the Stunt Double can designate one character within 30 ft. The Stunt Double must be able to clearly see and observe his or her combat technique. The Stunt Double can duplicate a number of that person's feats equal to his Charisma modifier (minimum one feat). The Stunt Double must meet all the prerequisites of any 'duplicated' feats. The Stunt Double can use the duplicated feats for a number of rounds equal to his class level.

Stage Fight (EX): Stunt Doubles love choreographing and starring in filmed brawls, and their movie making experience actually serves them fairly well in real fights. Once per day, the Stunt Double may add his Charisma modifier as an untyped bonus on all Bluff checks made to feint in combat, and on all attack rolls made to inflict subdual damage. This bonus remains in effect a number of rounds equal to the Stunt Double's class level.

At 5th level, the Stunt Double can use this ability twice a day, and at 9th level, this ability can be used three times per day. A 5th level Stunt Double is skilled enough at 'pulling his punches' to inflict subdual damage with any personal firearm he has taken the Weapon Focus feat for.

The Champion Advanced Class

Eight hours a day on the gym or on the practice field, a pure protein diet regimen, bruises that never seem to heal.... You practice hard, because you know hard training makes for an easy game day. And on the field, after you've won the playoffs for your city, brought the trophy home, you party equally hard. A pair of cheerleaders, a few groupies, maybe some blow or X if you can convince the team doc to fix the random pee test results. Life's good to

you, and all you have to do to keep the money coming and the good times rolling is to keep winning games.

The fastest path to the Champion Advanced class is through the Strong Hero basic class, though other paths are possible. Tough Heroes can meet the requirements almost as quickly, and earn a reputation as strong defensive players.

Requirements:

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

Base Attack Bonus: +4

Skills: Jump 8 ranks, Tumble 8 ranks, Knowledge: popular culture 4 ranks

Feats: Acrobatic, Defensive Martial Arts, Mobility

Special: The Champion must be a member of any professional sports team. During the season, the Champion must attend regular training sessions and make appearances at most games. Some teams might require the Champion to maintain a certain image, or risk suspension.

Class Information

The following information pertains to the Champion advanced class.

Hit Die

The Champion gains d12 hit points per level. The character's Constitution modifier applies. Champion athletes are some of the most physically perfect specimens the planet has ever seen- they can accomplish feats the couch potatoes who pay their salaries can only dream of!

Action Points

The Champion gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Champion's class skills are as follows.

Balance (*Dex*), Climb (*Str*), Concentration (*Con*), Drive (*Dex*), Gamble (*Cha*), Gather Information (*Cha*), Handle Animal (*Cha*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*business, current events, popular culture*) (*Int*), Move Silently (*Dex*), Profession (*athlete, trainer, or similar*)

champion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Sportsmanship, Team Colors	+1	+2
2nd	+1	+3	+2	+0	Bonus Feat	+2	+2
3rd	+1	+3	+2	+1	Long Arm or Endorsements	+2	+2
4th	+2	+4	+2	+1	Adrenaline Rush I	+3	+3
5th	+2	+4	+3	+1	Bonus Feat	+4	+3
6th	+3	+5	+3	+2	Homefield Advantage or Endorsements	+4	+3
7th	+3	+5	+4	+2	Adrenaline Rush II	+5	+4
8th	+4	+6	+4	+2	Bonus Feat	+6	+4
9th	+4	+6	+4	+3	Adrenaline Rush III or Major "D"	+6	+4
10th	+5	+7	+5	+3	Gameday Diplomacy	+7	+5

(Wis), Read/write Language, Speak Language, Spot (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex)

Skill Points at Each Level: 4 + Intelligence Modifier.

CLASS FEATURES

Bonus Feats: At 2nd, 5th and 8th level, the Champion can select a bonus feat, which must be chosen from the following list.

Acrobatic, Alertness, Agile Riposte, Armor Proficiency (any), Blind Fight, Body Hardening Defense, Body Builder, Brawl, Clobber, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Dress to Impress, Far Shot, Great Fortitude, Heroic Surge, Improved Damage Threshold, Improved Brawl, Improved Feint, Meaningful Ink, Run, Super Heavyweight, Toughness, Windfall

Adrenaline Rush (EX): Desire for victory and relentless training can push past pain and exhaustion, allowing you to score the winning goal, makes that last second touchdown, and earns the big endorsement dollars. At 4th level, a Champion can temporarily increase one of his physical ability scores (Str, Dex or Con). He must spend 1 action point and increases the selected attribute by 1d4+1 points. The increase lasts for a number of rounds equal to his Champion class level. At the end of the duration, the Champion is fatigued for 1d4+1 rounds.

At 7th level, the Champion can temporarily increase any two physical ability scores by 1d4+1 points, or can increase one chosen score by 1d8+1 points. At the end of the duration, the Champion is fatigued for 1d6+2 rounds.

At 9th level, the Champion can choose to either increase all three physical ability scores by 1d4+1 points, or

increase any chosen score by 1d10+1 points. At the end of the duration, the Champion is fatigued for 1d8+3 rounds.

Endorsements (EX): The greater the challenge, the greater the reward. The Champion's sports victories earn him big-bucks endorsement deals. Big companies line up to sponsor Champions on a winning streak. This endorsement provides a Wealth bonus increase of +3. Each endorsement is tied to a specific company, such as Nike or BMW, which is glad to provide the Champion its products at a reduced cost. The Champion can reduce the Purchase DC of all that company's products by 1d4.

Gameday Diplomacy (EX): An experienced Champion's athletic gifts open society's doors to them. They get into the best clubs, are courted by celebrity-hungry press, can endorse products or candidates with great authority, and some make the transition into media stars. Select any two Charisma based skills. The Champion may add either his Strength or Dex modifier as an untyped bonus when performing those skills.

Homefield Advantage (EX): The roar of a home town crowd can carry the Champion to victory. The Champion receives a +1 morale bonus on attack rolls, +1 morale bonus to Defense, and a +2 morale bonus to all Reflex saves when fighting in his team's home-city. The Champion can only play for one team simultaneously; if he's ever traded to another city, after a week of play or practice in that new city transfers the bonus to the Champion's new hometown.

Long Arm (EX): The Champion can make the kind of throws that get him into the record books. The Champion can reduce the range penalties with thrown weapons by a

number of points equal to one plus his Charisma modifier (*minimum 2 point penalty reduction*).

Major “D” (EX): The Champion can take a hit. The Champion receives a +4 competence bonus to resist being Tripped or Bull Rushed, and may add his Charisma modifier as a morale bonus to Defense.

Sportsmanship (EX): The Champion’s amazing athletic skills wins the big games and brings the fans to the stadium. Their sheer skill and unparalleled physical strength brings home victory, on and off the field and his sheer charisma make the fans feel that his victory is theirs as well.

Select one team sport the Champion excels at: football, soccer, basketball, baseball, hockey, or virtually any other competition. The Champion can add a bonus equal to one plus his Charisma modifier (*minimum +2 bonus*) on all Strength or Dex based skill checks when playing his chosen sport, or using similar tactics (*such as a football player tackling or bullrushing his enemies*) in a real fight.

Team Colors (EX): Champions wear their jerseys proudly, mark their victories with tattoos, and decorate their cribs with team memorabilia. This camaraderie gives the Champion a psychological boost come game day. If the Champion is wearing his team’s colors, he receives a 5 ft bonus to base land speed. This bonus stacks with the Fast Hero’s Increased Speed talent.

Chapter Six:

Pathways to Fame: Intermediary Classes

The Intermediary Class is a new concept for the D20 Modern rule set. A starting character can choose an Intermediary Class rather than one of the attribute based basic classes, gaining cool abilities without worrying about a Level Adjustment. Intermediary classes are slightly more powerful than basic classes, and slightly weaker than a full advanced class. These unusual classes have special abilities which are balanced by unique defects and weaknesses. Like Templates, intermediary classes straddle the line between risk and reward. Players should think carefully before choosing one of these intermediary classes.

Intermediary classes offer the player slightly less freedom to multiclass than the basic classes. Each intermediary class is ‘keyed’ to an advanced class, representing a period of intense training and apprenticeship. Once a character takes a level of an intermediary class, she is put on the fast

track to that advanced class, gaining the abilities necessary to meet that classes entry requirements in a fraction of the usual time.

However, until the character meets the requirements of the “keyed” advanced class, he cannot multiclass. Once the character meets the advanced class’s prerequisites, she is now free to multiclass and change character concepts. While the character is not required to multiclass into the “keyed” class, she is in an ideal position to do so. Intermediary classes can have any number of levels. Like an advanced class, an intermediary class has entry requirements. However, these are likely to be story requirements, or limitations on character concepts, rather than something statistical. This way, even a first level character can select these classes. In many cases the class abilities of the intermediary class and its ‘keyed’ advanced class dovetail perfectly, meaning that a character is more successful and effective a hero after undergoing the formal training these intermediary classes offer.

The following new Intermediary classes are ‘keyed’ to the Personality advanced class, and each illustrates a different path to Hollywood ‘name’ status. Some crossover stars get their start sucking cock on film, while others gain a reputation as an acerbic internet blogger, a screaming punk idol, or are famous simply for being famous.

The Porn Star Intermediary Class

Porn may be the biggest single genre in the entertainment industry, pulling in profits several orders of magnitude greater than even the wealthiest Hollywood studio. The actors follow the money; cute young things from around the world come out West to make easy money splaying their legs for the camera. For some it’s a short term solution, a few quick films to make money for school, for drug money, or just for a thrill. Others turn on camera sex into a profitable career; even migrate behind the camera to market their own brand of cinematic sex.

Compared to an average Charismatic hero, the Porn Star is a writing bundle of sex and nerve, less focused on diplomacy and negotiation, which places more emphasis on sexuality and manipulation. More streetwise and worldly than most Charismatic heroes, they have a more tightly focused skill set, and their career choice can be a liability at times, especially among conservatives and the religious of all stripes. Unfortunately, it takes a Porn Star at five levels to graduate to Personality status, while most ‘straight’ Charismatic heroes can do it in three.

PORN STAR

	Base						
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Sexual Diplomacy, Training Regimen	+0	+2
2nd	+1	+2	+2	+0	Bonus Feat	+1	+2
3rd	+2	+2	+2	+1	Legendary Lover	+1	+2
4th	+3	+2	+2	+1	Bonus Feat	+1	+3
5th	+3	+3	+3	+1	Unspoken Desires	+2	+3

Requirements

While beauty and an interesting sexual technique that looks good on film are helpful for rising porn stars, they're not essential. No matter how strange or uncharismatic the performer, there's a fetish film out there for him, her, or other. Exhibitionism and basic street smarts are all that's required. In the United States, Porn Stars must be at least 18 years old.

Transition

Like every other profession, the porno underworld has a hierarchy. Shaky unscripted camcorder porn that only makes it to the cheapo compilation disks is at the bottom, while being a contract girl or featured stud for a major erotic video company is near the top. Celebrity starlets can sometime make the transition to legitimate film, or parley their sexual infamy into pure, kinky talk-show profit.

Keyed Advanced Class: The Personality (*D20 Modern SRD*)

Class Information

The following information pertains to the Porn Star intermediary class.

Hit Die

The Porn Star gains d8 hit points per level. The character's Constitution modifier applies. Most Porn Stars spend several hours each day at the gym, keeping their bodies lean and seductive, and the law requires adult entertainers be regularly tested for AIDS and other diseases, so they tend to be in fairly good health.

A first level Porn Star receives 8 HP plus her Constitution modifier.

Action Points

The Porn Star gains a number of action points equal to 5 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Porn Star's class skills are as follows.

Bluff (*Cha*), Concentration (*Con*), Disguise (*Cha*), Diplomacy (*Cha*), Gamble (*Cha*), Gather Information (*Cha*), Jump (*Str*), Knowledge (*art, behavioral sciences, business, current events, popular culture, streetwise*) (*Int*), Listen (*Wis*), Perform (*any*) (*Cha*), Profession (*entertainment, prostitute, similar*) (*Wis*), Read/Write Language, Sense Motive (*Wis*), Speak Language, Treat Injury (*Wis*)

Skill Points at Each Level: 4 + Intelligence Modifier. A first level Porn Star receives four times this amount.

Class Features:

Bonus Feats: At 2nd and 4th level, the Porn Star gains a bonus feat which must be chosen from the following list.

Acrobatic, Animal Affinity, Athletic, Alertness, Arresting Images, Blackmail, Combat Martial Arts, Comforting Fetish, Confident, Dodge, Dress to Impress, Endurance, Generosity, Gifts of Ecstasy, Meaningful Ink, Personal Firearms Proficiency, Renown, Run, Streetfighting, Trustworthy, Weapon Finesse, Windfall

Comforting Fetish, Impress, Generosity, and Gifts of Ecstasy feats detailed In Covert Ops Feats 2.

Sexual Diplomacy (EX): The Porn Star is a stunning beauty, who knows how to use her body, her sensuality, her graceful gestures to seduce and entice potential lovers. The Porn Star may add her Porn Star class level as an untyped bonus on any two of the following skills, chosen at character creation: Bluff, Diplomacy, Gather

Information or Perform (*act, dance, sing*) when making checks against any one, of either gender, who would find her sexually attractive.

Training Regimen: The Porn Star emphasizes a very special kind of social interaction: the kind that happens when nude and under halogen lights, filmed before a breathless audience. The Porn Star must place maximum ranks into the following skills, until she has at least 6 ranks in each: Diplomacy, Perform (*any*) and Knowledge: Streetwise. She must select the Renown feat prior to selecting any other feat.

Legendary Lover (EX): The Porn Star is an amazing lover, gifted with an instinctive sense of how to coax a lover to a shuddering orgasm with only a few quick gestures. Once per round, the Porn Star can make a Treat Injury check (*DC 15 + the target's Wisdom modifier*), and make a touch attack against any sentient creature capable of sexual pleasure.

If the touch attack is successful, the target is overcome with pleasure and rendered temporarily helpless, effectively stunned for 1 round (*plus one round for every five points the Porn Star beats the DC by*). The Porn Star must be able to touch the opponent's genitals, face or other erogenous zone, and while normal clothing does not prevent this skill from being use, this ability cannot be used against heavily armored targets, or creatures with a natural armor bonus to Defense. This ability cannot be used on the same target more than once in the same 24 hour period.

Unspoken Desires (EX): After a hundred lovers of every imaginable race, gender and sexual orientation, the Porn Star gains an uncanny sixth sense of a person's sexual habits and desires. After interacting with any sentient being with an Intelligence score of 5 or higher for at least five minutes, the Porn Star can attempt a DC 18 Sense Motive check to gain an insight to that person's sexual habits.

If the check is successful, the Porn Star can determine the target's sexual orientation, any fetishes or unusual desires, and whether the target has had sex within the last few days. This check may only be attempted once per day, on any specific individual.

Blogger Intermediate Class

You don't measure your talent as a journalist with ad revenue or circulation numbers: each hit on your blog is a personal victory, each irate reader e-mail a badge of honor. Bloggers don't seek fame for its own sake (well,

the fame's pretty nice when it finally happens) but out of a desire to spread a message, tell a story... awaken or undermine a nation.

The Blogger lacks a standard Charismatic hero's social skills and suaveness, but more than makes up for it with a broader skill set, superior investigatory skills and burgeoning political connections. A Blogger turned Personality brings detective skills, a reputation as a rough and tumble yellow journalist for the 21st century, and a basic social conscience to the table.

Requirements

Bloggers can come from any walk of life; the adherents of this new style of journalism claim its biggest advantage is its truly democratic 'man on the street' perspective. While it's helpful for a prospective Blogger to have high Intelligence and Charisma modifiers, passion and determination are more important than raw talent.

Transition

Even a Blogger who's become a media sensation through the Personality Advanced Class retains his or her passion for uncovering the big stories and advancing the cause. Bloggers use their fame to their best advantage, appearing on talk shows and satellite radio to spread their message.

Keyed Advanced Class: The Personality (*D20 Modern SRD*)

Class Information

The following information pertains to the Blogger Intermediary class.

Hit Die

The Blogger gains d6 hit points per level. The character's Constitution modifier applies. A first level Blogger receives 6 HP plus her Constitution modifier.

Action Points

The Blogger gains a number of action points equal to 5 + one-half of his character level, rounded down every time she attains a new level in this class.

Class Skills

The Blogger's class skills are as follows.

Bluff (*Cha*), Computer Use (*Int*), Craft (*visual art, writing*) (*Int*), Diplomacy (*Cha*), Forgery (*Int*), Gather

BLOGGER

	Base						
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+	+	+1	Media Bias, Training Regimen	+1	+2
2nd	+1	+	+	+2	Bonus Feat	+2	+2
3rd	+1	+	+	+2	Blogo-sphere	+2	+3

Information (*Cha*), Investigate (*Int*), Knowledge (*business, civics, current events, history, popular culture, streetwise, technology, theology & philosophy*) (*Int*), Listen (*Wis*), Perform (*act, stand-up*) (*Cha*), Profession (*white collar, investigatory, creative*) (*Wis*), Read/write Language, Repair (*Int*), Research (*Int*), Sense Motive (*Cha*), Speak Language, Spot (*Wis*)

Skill Points at Each Level: 7 + Intelligence modifier. A first level Blogger receives four times this amount.

CLASS FEATURES:

Bonus Feat: At 2nd level, the Blogger receives a bonus feat, which must be chosen from the following list.

Attentive, Arresting Images, Blackmail, Combat Reflexes, Confident, Creative, Deceptive, Educated, Improved Initiative, Iron Will, Lightning Reflexes, Meticulous, Personal Firearms Proficiency, Renown, Run, Trustworthy, Windfall

Media Bias (EX): No one's ever accused a Blogger of being an unbiased, dispassionate reporter. Bloggers love digging up the dirty little secrets their political adversaries try to cover up. When the Blogger first begins reporting, he or she selects a political enemy, which can be any religion, political or governmental body, ethos, allegiance, race or occupation

The Blogger receives a bonus equal to one plus his Blogger Class level against all Gather Information, Research and Investigate checks made against members of the enemy group, but is always considered infamous among members of that group.

Training Regimen (EX): The Blogger is a dedicated and passionate amateur journalist and a media-junkie. The Blogger must place maximum ranks into the following skills, until he or she has at least 6 ranks in each: Diplomacy, Perform (*any*). The Blogger must place maximum ranks in the following additional skills until he or she has at least 4 ranks in each: Knowledge (*any*) and

Investigate. The Blogger must select the Renown feat prior to selecting any other feat.

Blogo-sphere (EX): The Blogger spends most of his free time online, chasing stories, following leads, and developing web-contacts. If the Blogger has access to a computer and the Internet, the Blogger can reduce time necessary to make any Gather Information, Investigate or Research check by 25%.

Idle Rich Intermediary Class

Life's one long party. Limousines take you from club to club, from a movie-star's bed direct to your private jet. Each weekend brings you to a different exotic party spot, and you spend money on the best: the best friends, the best times, the best clothes, jewels, sex, drugs and sheer hedonistic abandon. The best part? You didn't have to work for dime one of your fortune.

The Idle Rich may be vapid and shallow, and though they've bought the best degrees money can buy, they tend to be relatively uninformed. Of course, the rich don't have to have much in the way of personality. There isn't a single problem in the world that can't be paid off with a titanium Amex.

Requirements

There's only one prerequisite for being rich and famous: be rich, and be famous. The Idle Rich must have chosen one of the following starting occupations: Athlete, Celebrity, Creative, Dilettante, Entrepreneur, Student or White Collar.

Transition

The Idle Rich hits the big time when the tabloids and trash-TV shows start running stories about her latest casual hook up or drunken fender-bender. The only difference between a young Idle Rich and one who's graduated to full blown Personality status is a young celebrity drinks \$1,000 champagne, and the Personality downs \$5,000 bottles.

idle rich

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Trust Fund Baby, Training Regimen	+0	+2
2nd	+1	+2	+2	+0	Bonus Feat	+1	+3
3rd	+1	+2	+2	+1	Share the Wealth	+1	+3

Keyed Advanced Class: The Personality (*D20 Modern SRD*)

CLASS INFORMATION

The following information pertains to the Idle Rich intermediary class.

HIT DIE

The Idle Rich gains d6 hit points per level. The character's Constitution modifier applies. Idle Rich might look good, but they lack the discipline and physical toughness of most other classes. A first level Idle Rich receives 6 HP plus his Constitution modifier.

ACTION POINTS

The Idle Rich gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

CLASS SKILLS

The Idle Rich's class skills are as follows.

Bluff (*Cha*), Craft (*visual art, writing*) (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Drive (*Dex*), Gamble (*Cha*), Knowledge (*art, business, civics, current events, popular culture, technology*) (*Int*), Perform (*any*) (*Cha*), Pilot (*Dex*), Profession (*any white collar*) (*Wis*), Read/write language, Speak Language, Swim (*Str*)

Skill Points at Each Level: 5 + Intelligence Modifier a first level Idle Rich receives four times this amount.

CLASS FEATURES

Bonus Feat: At 2nd level, the Idle Rich gains a bonus feat, which must be chosen from the following list.

Acrobatic, Aircraft Operations, Alertness, Archaic Weapons Proficiency, Athletic, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dress to Impress,

Dodge, Educated, Generosity, Gold & Silver, Lightning Reflexes, Nimble, Personal Firearms Proficiency, Retained Council, Renown, Windfall

Trust Fund Baby (EX): The Idle Rich can do one thing better than anyone else: spend their family fortune on bling, girls and thousand dollar bottles of vodka. The Idle Rich may spend one action point to temporarily raise their Wealth Bonus by 1d4+1 points, for the very next purchase they make.

Training Regimen: The Idle Rich don't spend much time studying, working or actually doing anything useful, but along the way they pick up some basic social talents. The Idle Rich must place maximum ranks into the following skills, until she has at least 6 ranks in each: Diplomacy, Perform (*any*) and Knowledge: popular culture. The Idle Rich must select the Renown feat prior to selecting any other feat.

Share the Wealth (EX): There isn't a problem in the world (*from getting into the latest club to beating a murder rap*) that doesn't disappear when enough money is thrown at it. When making a bribe, the Idle Rich receives double the normal benefit. For every one point the Idle Rich reduces his Wealth Bonus by, he receives a +4 bonus on the Diplomacy check. The maximum possible bonus is +20, which corresponds to a 5 point Wealth reduction.

the punk idol intermediary class

You started up the band when you were a kid, working out of garages and playing no-money gigs in dives just to make a name. You photocopied your own posters, burned your own CDs, and handed out band stickers and tapes out of the back of your car. Your hair, your ink, your clothes all mark you as an outsider, the last of the great American rebels, but you don't care. You make your music, and make your mark.

PUNK IDOL

	Base						
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	1+	+1	Underground Sound, Training Regimen	+1	+2
2nd	+1	+1	+2	+2	Bonus Feat	+2	+2
3rd	+1	+2	+2	+2	Mosh and Stomp	+2	+2
4th	+2	+3	+2	+2	Bonus Feat	+2	+3
5th	+2	+3	+3	+3	Scream of Rage	+3	+3

Stacked up against a standard Charismatic Hero, the Punk Idol is less focused on polite negotiation and has fewer contacts among the rich and famous. Instead, they're focused on their music and on the ebb and flow of the street. Unfortunately, keeping honest in the punk scene is a slower path to fame than going Hollywood; a Punk Idol can become a Personality in five levels, where a Charismatic Hero can do it in three.

Requirements

Punk Idols are young and angry, mixing raw musical talent with a political focus. They have to be smart, tough and charismatic. A Punk Idol must have chosen one of the following starting occupations: Adventurer, Blue Collar, Creative, Criminal, or Student.

Transition

You may have started out singing in illegal bars with bare concrete walls, but with enough determination, the venues improve, the crowds get bigger and the paychecks more steady. Only the worst kind of sell out forgets their punk roots, forgets the early gigs or the reason they took up the microphone in the first place.

Keyed Advanced Class: The Personality (*D20 Modern SRD*)

Class Information

The following information pertains to the Punk Idol advanced class.

Hit Die

The Punk Idol gains d6 hit points per level. The character's Constitution modifier applies. Punk Idols are usually thin and wiry, putting more emphasis on their music and the message than on their physical appearance. A first level Punk Idol receives 6 HP plus his Constitution modifier.

Action Points

The Punk Idol gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Punk Idol's class skills are as follows.

Bluff (*Cha*), Computer Use (*Int*), Craft (*visual art, writing*) (*Int*), Diplomacy (*Cha*), Gamble (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Knowledge (*arcane lore, current events, history, popular culture, streetwise, theology & philosophy*) (*Int*), Perform (*sing or any instrument*) (*Cha*), Read/write Language, Sleight of Hand (*Dex*), Speak Language

Skill Points at Each Level: 6 + Intelligence Modifier. A first level Punk Idol receives four times this amount.

Class Features:

Bonus Feats: At 2nd and 4th level, the Punk Idol receives a bonus feat, which must be chosen from the following list.

Acrobatic, Brawl, Combat Martial Arts, Combat Reflexes, Confident, Creative, Dodge, Drive-by Attack, Lightning Reflexes, Meaningful Ink, Personal Firearms Proficiency, Renown, Run, Streetfighting, Shoplifter, Tagger, Vehicle Expert

Underground Sound (EX): A good punk singer might be poor, but almost never has to buy his own beer or pay full price for a nickel bag. Select any two Charisma based skills. When using those chosen skills, or when making a Wealth check to purchase Illegal goods, you may add your Punk Idol class level as a competence bonus.

Training Regimen (EX): The Punk Idol must place maximum ranks into the following skills, until he or she

has at least 6 ranks in each: Diplomacy, Perform (*sing or any instrument*) and Knowledge: streetwise. The Punk Idol must select the Renown feat prior to selecting any other feat.

Mosh and Stomp (EX): The Punk Idol's taken fists to the face his whole life, and knows how to roll with the punches. A number of times per day equal to his Wisdom modifier (*minimum once per day*), the Punk Idol can reduce the damage from any successful unarmed strike that hits him to 1 HP worth of damage. The Punk Idol can use this ability after the attack roll is resolved, but before damage is rolled.

Scream of Rage (EX): The Punk Idol makes music because he's got something to say, and a lot of anger to work through. During a performance, the Punk Idol may spend an action point, slamming out some vicious lyric about a chosen individual, group, race, religion, ethos or allegiance. The victim of the rant suffers is considered infamous among anyone sharing the Punk Idol's allegiance who would know of the performance for the next 1d4 days.

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