

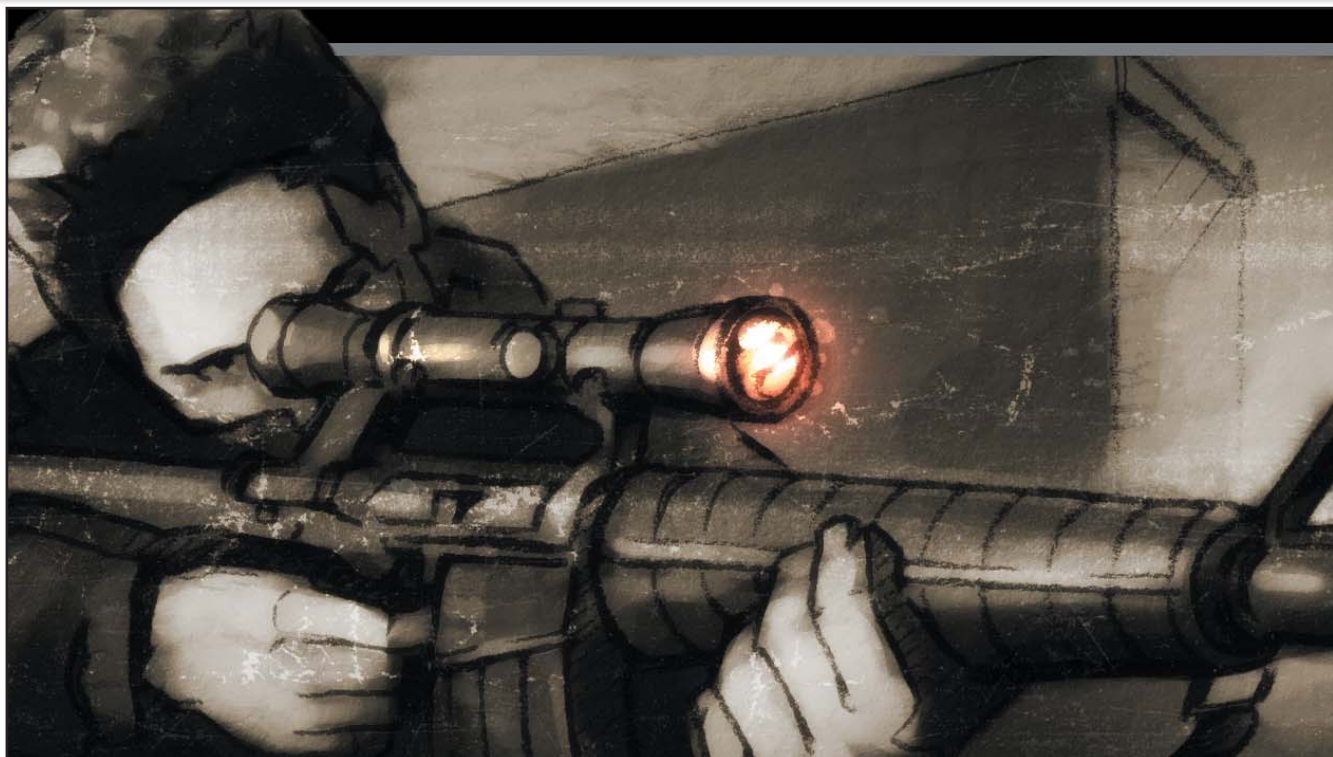


D20 MODERN



A d20 Modern Adventure *shots rang out*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.



Background

The Santucci family has Senator Matthew Rivers, the Democrats leading presidential candidate, assassinated. They frame the Carlucci's in the process. The unfortunate players, witnesses to the assassination become targets for the Santucci and Carlucci families. The Santucci's know the players saw the shooter and he could easily be traced back to them. The Carlucci's believe that the players lied to the police implicating them. To make matters worse, one of the players is into the Carlucci's for some serious coin, in the form of an old gambling debt.

The players will have to dodge assassins from both families as well as a dirty cop. All the while they will need to be working on finding evidence that will convince the police that the Santucci's are guilty and convince the Carlucci's that they in no way implicated them as the responsible party. Along the way, they may uncover information about Senator Rivers that they may not like.

Timeline:

May 3rd

The characters are all standing in line at a street vendor (either together or separately). The vendor cart is positioned just outside the campaign headquarters of Senator Matthew Rivers. While they are standing there, Sen. Rivers comes through the door, deep in conversation with a young intern. At that exact moment, a black Lincoln town car pulls up to the curb, and the passenger window lowers. One or more of the characters immediately recognize (Spot DC10) Vincenzo Morelli, a well-known hit man for the Santucci family. In the blink of an eye, Morelli draws two handguns and fires. Sen. Rivers drops, as does the intern. Then Morelli turns his guns on the street vendor, and several other bystanders, but the characters manage to find cover, and the car speeds away.

The police arrive almost immediately. The scene is chaos, as more and more patrol cars pull up, as well as EMT vehicles. The characters are asked to stick

Written By Ron Felice and Carl Malota

around and give their statements. If they mention Morelli, they will be passed from one officer to the next until finally they meet Sobicinsky and Martelli, who seem very interested to hear their story. They are finally released late that evening

may 4th

One or more of the characters will receive several hang up phone calls, starting early that morning. They will also notice that they are being followed at various points during the day. They will also hear or read a news report implicating the Carlucci family in the assassination of Sen. Rivers.

At some point in the morning, the players will receive a phone call from Sobicinsky and Martelli asking them to come down to the station for further questioning.

The characters arrive at the precinct. Sobicinsky and Martelli are extremely nice to them, treating them almost like children. The detectives will show them evidence pointing to the Carlucci's involvement.

Joey Scarpelli, a low ranking enforcer for the Carlucci family, will visit the characters. He tells them that he wants the money they owe the Carlucci family from the gambling debts, and they have 48 hours. As he is leaving, he will mention as an afterthought, "Oh, and if you wag that lying tongue to the cops again, I'll cut it out myself."

may 5th

More hang up phone calls, at all hours of the day and night. The characters, through the course of their own investigations will uncover the good Senator's affair, and also Sheila Monteliori's connection with the Santucci boss.

may 6th

More hang up phone calls, at all hours of the day and night. At some point, when the characters are gathered together, another Lincoln Towncar will slowly pull down the street, and open fire on the characters.

Detective Sobicinsky and Martelli will arrange for an off duty police officer as protection from further attacks.

may 7th

The characters are woken up by the off duty police officer as he is trying to kill them in their sleep. This will show that one or both detectives are certainly on the Santucci's payroll. A call to 911 will bring Martelli to the home. He will earn the Player characters trust and they will show him the information they have found. While Martelli is with them Sobicinsky will call and attempt lure the Player characters to a warehouse under the premise that they have found the assassin. Martelli will encourage the characters to go. He indicates that he will follow them with back-up. The characters will end up arriving at the dockside warehouse owned by the Santucci family ahead of Martelli. They will be led in and a vicious shoot out will occur,

and a couple of Santucci thugs will be there to aid Sobicinsky. After the shoot-out the characters are visited by Mr. Grimm.

introduction:

Senator Matthew Rivers has really made a name for himself. In less than two terms as a United States senator he has established himself as a leader within the party. He has taken over the reigns of the war on drugs and has managed to bring into being strict laws that punish drug traffickers severely. The implementation and enforcement of these laws has led to over \$5 billion dollars in drug money being frozen as well as the break up of three major drug rings operating across the country. Additionally, it has cut in half the quantity of drugs, like cocaine and heroin that are entering the country.

This has made him hugely popular with the people. The drugs have all but vanished from the schools, putting the parent's minds at ease. This meteoric rise in popularity coupled with no strong incumbent has led to Senator Rivers being the front-runner for the Democrats in the upcoming presidential primary race. Although he has not thrown his hat into the ring, the party was most certainly courting him heavily. On the surface Senator Rivers has the perfect life. He is the perfect husband and father. He and his wife Marlene have been married for 12 year with never so much as a cross word being spoken. They have a boy 11 and a girl 9, with whom he is very active.

However, things are not always as they seem. Senator Rivers has been involved with another woman, Sheila Monteliore. This affair has gone on for three years without so much as a flash across tabloid pages. Unbeknownst to Senator Rivers, Sheila is the unsatisfied mistress of the boss of the Santucci crime family. Recently the boss has become suspicious of his mistress. She is cold to him and distant. During one of their rendezvous he confronts her. An argument ensues, in which she insults his manhood and throws her relationship with Senator Rivers in his face. This throws the boss into a fit of rage. He beats Sheila to within inches of her life and calls a family meeting.

The boss tells the family of his mistress' betrayal and the Santucci family orders a hit on Senator Rivers. They employ their most prolific and trusted assassin to take him out. Vincenzo Morelli, long time family associate, accepts the job. He spends weeks tailing the senator and mapping out his routine.

On May 3rd, the day after Matthew Rivers announces his candidacy for president, Morelli is waiting for him as he exits his campaign office and assassinates the senator. Underlings of the Santucci family have littered the scene with evidence tying the hit to the Carlucci family. The Carlucci family is one of the few remaining crime families that deal in drug trafficking and they are the Santucci's chief rivals. Eliminating them as a concern would greatly strengthen the Santucci's position as the leaders of the drug trade.

Unfortunately for the Santucci family Morelli was spotted at the scene by a number of witnesses. Being the professional that he is Morelli begins taking out witnesses at the scene, but not

before one of the bystanders gets a call off to the police. He is down to a handful of remaining witnesses when the police sirens sound in the distance. A brief argument ensues between the driver and the shooter, but in the end the driver steers the car away, taking Morelli with him and leaving just a few loose ends that need to be tied up.

When the police then on the scene they first struggle with cordoning off the scene and then gather the witnesses (*characters*) together in order to question them.

The campaign:

may 3rd

Read this to players:

The plaza is teeming with people; many in transit to another location, some going nowhere. You see Senator Matthew Rivers exiting his brand new campaign headquarters. He is immediately swarmed by a group of people eager to speak with him. His popularity was always high, but his announcement yesterday that he would seek his party's nomination for president has caused it to rise even further. As the senator moves away from the building the crowd thins slightly giving you a clear view of him. He has patted on his best candidates smile and is conversing happily with his constituents. The report of a gun going off cuts through the din of the plaza crowd. You turn to investigate the source of the sound. As you do screams ring out. Turning back you see the senator fall to the ground and people start to scatter. More shots can be heard. A man standing up through the roof of a long black sedan is firing off round after round with deadly precision. No target requires more than a single shot. A dozen people have already fallen as you take cover behind the plaza fountain. Shots ricochet off the marble masterpiece. You hear someone shouting, "Hurry the Senator has been shot." Another dozen people are cut down before the sound of sirens can be heard. You look up to see the gunman arguing with the driver. You can't hear them, but it is clear that the gunman is not happy. The car starts to pull away and he lifts his head up to take a couple more shots. You get a clear view of him before he raises his guns, you are certain it is Vincenzo Morelli, the number one hitman for the Santucci family. He squeezes off a couple more rounds before the car turns the corner and is out of sight. As you survey the carnage you realize that you are the only one's left standing.

The police are quick to cordon off the area, putting up yellow tape and posting cops around the perimeter. The cops will immediately want to question the party. While they do others should be scouring the area, perhaps even getting in the way of the questioning. An ambulance and a coroner will also arrive. Be sure to portray the carnage of this scene very clearly. This was clearly not a random act of violence this was a hit and it should be obvious. It should also be obvious that the Player characters are the only ones left alive. And everyone knows that the Santucci's leave no witnesses. While the Player characters are being questioned the cops will find evidence implicating the Carlucci family in the murders. The Player characters should be

allowed to overhear this. If the protest this fact the police should be suspect of them. They may even suggest that the Player characters are working for the Carlucci's trying to throw the cops off the scent. The police should gather whatever information they can and then send them home with the usual instructions (*eg. "We'll be in touch."*). After this the police will show no interest in the Player characters whatsoever, unless they try to stir up trouble. If the Player characters continue to cause trouble threatening them with arrest may be sufficient to shut them up. A group of reporters will arrive as well and interview the Player characters. Those that do not want to be interviewed should be allowed to leave after some hassling. If the Player characters say anything about the Santucci family involvement the reporters should be adamant about the police findings that implicate the Carlucci's. The reporters should certainly plant the seed that the Player characters are in great danger because they are still alive. Give the Player characters some time to converse with each other. Nothing of consequence will happen after this. They should be encouraged to return home.

may 4th:

The next day the Player characters receive several hang up phone calls, starting very early in the morning. The news on the television and radio will be nonstop coverage of the killing of Senator Matthew Rivers. The reports will all implicate the Carlucci family and will discuss the evidence that was found there. The Player characters will not be working, as this is Saturday. They will get a call fairly early in the day asking them to come down to the precinct around noon and meet with Sobicinsky and Martelli again. They want to get somethings straightened out. Select one of the player characters. This character will be contacted by Joey Scarpelli. Joey is an underling of the Carlucci family. The reason for his contact is that the PC owes the Carlucci family \$5000 for a gambling debt and has until the 7th to get them the money or its curtains. He also warns the PC that the family knows that the Player characters have been talking to the cops and they'll pay for lying. If the PC tries to deny or explain Joey will become adamant about his warning and hang up the phone. The ride down to the precinct is not quite uneventful. The Player characters will be followed by members of both families. If the PC offers an opportunity (*e.g. a secluded area, a dark alley, a secluded side street*) the people in the car following them will shoot at them or try to run them off the road. The guys in these cars are second-rate thugs and as long as the Player characters stay in a populated area should have no problems at all. At the police station they should check-in at the sergeants desk who will then call the Detectives. All Player characters should be present before the detectives turn up. When they do they detectives will take them to a large room with a 2-way mirror, a long table and several chairs. The detectives will do their best to make them feel comfortable. Sobicinsky will be very conciliatory and even apologize if he was rude to them at the scene. The detectives will want to go over the details of the events again. Then the detectives will bring out some evidence.

Read this to players:

Sobicinsky places a tagged rifle on the table. "Here is the weapon that was used to kill the Senator. We found it covered with prints that belonged to Joey Scarpelli, a member of the Carlucci family." Next Martelli places a plastic zip bag on the table. It contains what looks like very thin pieces of string. "This is a sample of hair we found on a hat at the scene. DNA testing on the hair reveals that it is Joey Scarpelli's." Sobicinsky produces several shell casings from the gun, which spill out across the table. "These were fired from that rifle and were found at the scene." Sobicinsky looks at Martelli, who nods, he then turns to you and says, "So you see there is no way it could have been the Santucci family, unless Joey Scarpelli has begun working for them." Sobicinsky chuckles.

During the preceding dialogue, the Player characters will no doubt have denials and accusations to make, let this go free flowing. Sobicinsky will remain calm through the entire exchange. If the Player characters argue extensively have Detective Martelli lose his cool and grab a PC at random, by the collar, and shake them, yelling at them. Sobicinsky will calm him down and try to relax the Player characters.

Leave it up to the PC to decide whether or not to tell the detectives about his visit from Joey Scarpelli. If the information is not shared, have Sobicinsky casually ask the PC if he/she is feeling alright, indicating that they don't look so good.

If the information is shared:

Read this to players:

"See he's trying to get to you. He knows you know he was involved and he's trying to let you know without actually saying it, just in case he's being recorded. These guys are paranoid and don't trust anyone. I think we're done here. Do you have any questions?"

Let the Player characters ask whatever questions they have. If they want protection detective Sobicinsky will offer to arrange it. One cop in each car posted will be under the control of the Santucci family. Leave it up to the Player characters to decide whether or not to tell the detectives about the people following them to the station as well. If they do, Sobicinsky will offer the protection of a police car in front of their house, regardless of whether or not the Player characters ask. Once they are done the detectives will escort them out of the station. At this point the cars that were following the Player characters will be a couple blocks away so the Player characters, if they look, will not see them.

ALTERNATE SCENARIO

For more advanced players an alternative at this point is to booby trap one of the cars. A more experienced player is likely to suspect such an action given the circumstances. An inspection under the automobile will reveal 5 sticks of dynamite wired to the ignition wire of the car. If they get the police to check it out the evidence will point to the Carlucci's.

Should the Player characters decide to go home their tails will pick them up a couple blocks away. If they get police protection

the police will already be at their homes when they arrive. If the Player characters opt to gather somewhere together, to talk, they will not be tailed.

may 5th:

The next day, May 5th, select one of the Player characters to get a phone call from an anonymous source who claims to have information that they need to clear their names. The person tells the character to meet him in the park, opposite the late Senator Rivers campaign office and not to tell the police. If the Player characters decide to meet with the anonymous tipster:

Read this to players:

The morning chill never dissipated and the fog persisted through the late morning. It is only now just beginning to clear as you approach the park across the street from the late senators office. Sitting alone on a bench is a mysterious figure in a long black duster and a wide brimmed hat pulled down to cover the face. You can't tell whether this is a man or a woman. Approaching cautiously you decide, based on the broad shoulders, that this is indeed a man. The man stands up as you come closer and pulls aside one flap of his coat, revealing a revolver in the waist band of his pants, it's pearl handle gleaming in the sunlight, and an envelope. He pulls the envelope out and leaves the gun in its place. His voice is thick with a heavy Mediterranean accent, "It is good that you have come. Here is the information I promised you."

At this point the man will have very little to add. If questioned about his motive he will simply reply that he was wronged and this is his way of exacting his revenge. After the Player characters review the contents of the packet they will know that Senator Rivers was having an affair Sheila Monteliore. They will also learn (if none of them knows it yet) that Sheila Montellori is the mistress of the Santucci family boss. While not enough to convince the cops this should be enough to lead the Player characters to investigate the family's construction company as a likely source of more information. Possibly including phone records or notes about the hiring of the assassin.

may 5th (The warehouse):

Assuming the party goes at night.

Read this to players:

The building housing Santucci Development appears to e deserted. Although the complex is surrounded by an 8 foot high fence it appears as though they failed to lock the gate.

Indeed the gate is unlocked. However, the Player characters will find that the 2 dobermans that are wondering the grounds are not terribly friendly. In addition to the 2 dogs there are 2 armed guards who have a 10% chance of being asleep cumulative for each hour past 10 o'clock. If the Player characters shoot at the dogs without the use of a silencer this will bring the guards regardless of whether or not they were sleeping. The guards are

more afraid of their employers than anyone sneaking around the complex and will therefore use deadly force without a moments notice. The guards are carrying an extra weapon, which can be traced back to at least 2 other crimes. They will place this weapon on the body of anyone they should happen to shoot before asking questions. Should the Player characters search the guards, they will find the alarm codes on them. They will absolutely need this to avoid bringing the police down when entering the building.

Should the Player characters successfully deal with the dogs and guards continue with the following:

The door to the building is locked and the telltale alarm panel on the wall just inside the door is glowing an eerie green. A silent warning to potential intruders.

If the Player characters do not have the codes, it will be very difficult for them to get in without triggering the alarm (*Disable Device DC35*). If the alarm is triggered they will have 10 minutes after entering to get in and get out without being caught. If they overstay, the police will show up and take them downtown where they may be able to talk their way out of trouble by calling in Martelli and Sobicinsky. This will however alert the Santucci's to their attempted infiltration.

Inside the building there are 4 offices a lounge and 2 restrooms. The offices belong to Dominic Santucci, Mario Santucci, Frank Tinardi and Melanie Rice. Dominic is the president of the company and the son of the Santucci family boss, Antonio. Dominic is a highly intelligent man and as such will not have any of the incriminating information in his office or on his computer. In fact the only innocent person in the whole building is Tinardi and it just so happens that there are incriminating files stored on his computer in an encrypted format. The encryption is fairly high level, but someone with better than average skills (*Computer Use DC30*) will be able to decode it. The files will fit on a disk and detail the hiring of the assassin and the planting of the evidence at the scene. These will be the only encrypted files on the computer and should be conspicuous as such. The Player characters will not have time to decrypt them at the office they will need to take the files with them.

If the Player characters have the alarm codes they can search the entire building in about 3 hours and find no more than what was on Franks computer. If not they will be hard pressed to find even the files on Frank's computer.

If the Player characters trip the alarm, but exit in under 10 minutes they will get away, for now. Depending on how careful they were there may be fingerprints. Regardless Sobicinsky will be highly suspicious, due to the timing and the recent events, of the Player characters.

If the party goes during the day they won't get any farther than the receptionist's desk.

may 6th:

The player characters should have the encrypted files from the construction office at this point. If they failed on their first

attempt, they will have to go back to get them. Without these they will not have sufficient evidence to convince the police that the Santucci's were responsible for Senator Rivers' assassination. If the player characters do have the files they should gather at the home of the most computer literate member of the party and proceed with the following. Scenario #1 if someone is keeping a watch on the street. Scenario #2 if no one is watching.

Read this to players:

Scenario #1: You have spent a large portion of the day hacking at the files. Incessant interruptions from threatening phone calls and hang-ups have further inhibited the process. Finally, it appears that you are on the verge of uncovering the encryption scheme. [Player Keeping Lookout Spot Check DC10]You notice a black sedan with tinted windows drive past slowly, do a U-Turn in the middle of the street and head back toward the house. You see the back window roll down and a figure with a weapon lean out, gun aimed in the direction of the house.

Scenario #2: You have spent a large portion of the day hacking at the files. Incessant interruptions from threatening phone calls and hang-ups have further inhibited the process. Finally, it appears that you are on the verge of uncovering the encryption scheme. The sound of gunshots, followed immediately by the sound of glass breaking as bullets riddle the interior and exterior walls of your home. Then you hear the sound of people screaming and tires screeching.

If the player characters do not call the police they will arrive anyway. If the player characters hang around the police will question them about the incident and then tell them that they will have an unmarked car stationed outside their homes. The police will notify Sobicinsky and Martelli of the incident, because they are the officers handling the investigation of the assassination and this is considered a related event. This will alert the Santucci's to the fact that the attempt to take out the witnesses has failed. After the police leave the player characters will return the decoding of the files and will finish them in short order. They will then spend the rest of the night pouring over the information and uncovering all the details about the Senator and the Santucci plot to kill him and pin it on the Carluccis. The player characters will all fall asleep at this location.

may 7th:

In the early hours of May 7th the player characters are awakened by the breaking down of the front door. The police that were stationed in the unmarked car are attempting to finish them off. A call to 911 will get Martelli summoned to the home, Sobicinsky will be off duty on personal business at the time (he will be with the Santucci's). If the player characters do not kill the police Martelli will when he arrives. Martelli will be very apologetic to the player characters about what has transpired and ask them if they have heard anything from the Santucci or Carlucci families since their last visit to the precinct. The player characters will most likely want to share the information

they found. Martelli will be shocked and dismayed by his partners involvement in the plot. While he is there a call will come in from Santucci indicating that he and Martelli are at one of the Santucci's dockside warehouses. He will explain to the player characters that he believes their story about the Santucci family and that they have captured the assassin and want the player characters to come down and identify him. Clearly this is a trap, but Martelli will encourage them to go down and he will follow them with some back-up. At the warehouse the player characters will be met by Sobicinsky at the door. He will lead them back into the warehouse toward the manager's office. As they get closer the player characters will be able to see the assassin in the well lit office, he is sitting in a chair, his profile clearly visible. Before they reach the office Sobicinsky will stop and pull his gun on them. A shoot out will ensue and Martelli will come in shortly after. There are plenty of places to hide in this packed warehouse and this will provide the player characters with plenty of cover. Should the player characters survive the shoot-out they will be thanked for their help by Martelli. The news of the Santucci family involvement in the assassination of the senator will result in the player characters being cleared with the Carlucci family. In fact Joey Scarpelli will contact the player who owes them money and tell him that the debt is considered repaid. As they are preparing to leave the party finds a distinguished man in a black suit standing near their cars. He is not particularly large, though he is fit and tanned, but he has an air of power or authority. "My name is Mr. Grimm," he says, without approaching or offering his hand. "I have been watching you and I am impressed. I may have some work for you in the future. I will be in touch." A long black car pulls up, Mr. Grimm gets into the back seat and the car pulls away.

npcs

Joey Scarpelli

Class: Smart Hero Level 4

STR: 14 **INT:** 16 **DEX:** 13 **CON:** 15 **WIS:** 16 **CHA:** 12

MV: 30

HD: 4d6

HP: 21

Base Attack: +2

Defense Bonus: +4

Action Points: 23

Skills: Demolitions +9, Disable Device +9, Driving +15, Gambling +9, Investigate (*Int*)+8, Knowledge(*Pop Culture*)+14, Knowledge (*Organized Crime*) +13, Knowledge (*Streetwise*) +12, Search +11, Thievery +7

Languages: English, Italian, Spanish

Background: Member of the Carlucci Family

Drawbacks: Braggart, Hatred of the Santucci Family, Pursued by Police, Reputation in Organized Crime

Feats: Endurance, Personal Firearms Proficiency

michael sobicinsky

Class: Dedicated Hero Level 3

Investigator Level 2

STR: 13 **INT:** 14 **DEX:** 16 **CON:** 15 **WIS:** 14 **CHA:** 16

MV: 30

HD: 5d6

HP: 30

Base Attack: +4

Defense Bonus: +5

Action Points: 31

Skills: Bluff +9, Computer Use +4, Disable Device +7, Drive +11, Gather Information +11, Intimidate +11, Investigate +10, Knowledge(*Civics*) +6, Knowledge (*Streetwise*) +5, Thievery +6

Languages: English, Polish, Spanish

Feats: Personal Firearm Proficiency, Attentive, Athletics

dennis martelli

Class: Dedicated Hero Level 3/Investigator Level 4

STR: 14 **INT:** 12 **DEX:** 16 **CON:** 16 **WIS:** 15 **CHA:** 14

MV: 30

HD: 7d6

HP: 38

Base Attack: +7

Defense Bonus: +6

Action Points: 45

Skills: Bluff (*Cha*) +4, Computer Use (*Int*) +2, Disable Device

(Dex) +6, Drive (Dex) +6, Gather Information (Cha) +6, Intimidate (Cha) +6, Investigate (Int) +6, Knowledge (Civics) +4, Knowledge (Streetwise) +2, Listen +1, Sense Motive +1

Languages: English, Italian

Feats: Personal Firearm Proficiency, Advanced Firearm Proficiency, Point Blank Shot, Precise Shot

vincenzo morelli

Class: Smart Hero Level 4/Professional Killer Level 3

STR: 14 **INT:** 16 **DEX:** 16 **CON:** 12 **WIS:** 15 **CHA:** 14

MV: 30

HD: 7d6

HP: 38

Base Attack: +5

Defense Bonus: +6

Action Points: 45

Skills: Climb +10, Concentration +9, Demolitions +11, Disguise +11, Hide +13, Listen +9, Move Silently +13, Profession +12, Spot +12, Tumble +11, Sleight of Hand +11, Tumble +11, Gather Information +13

Languages: English, Italian

Feats: Point Blank Shot, Precise Shot, Rapid Fire, Personal Firearms Proficiency

construction company guards:

louie sangiovese

Class: Tough Hero Level 5

STR: 13 **WIS:** 11 **DEX:** 12 **CON:** 13 **INT:** 14 **CHA:** 15

MV: 30

HD: 5d10

HP: 46

Base Attack: +4

Defense Bonus: +3

Action Points: 31

Skills: Climb +4, Concentration +2, Drive +2, Intimidate +7, Profession +7, Spot +10, Survival +6, Heal +1, Knowledge (Streetwise) +1, Animal Handling +2

Languages: English, Italian, Spanish

Feats: Ambidexterity, Iron Will, Toughness

Louie was a mid-level wise guy in the Santucci Family, but has recently ran in to some trouble with his superiors, poor decisions, due to his drug problem, have landed him here, as a security guard, but it is better than the alternative.

mikey sangiovese

Class: Tough Hero Level 3

STR: 18 **INT:** 5 **DEX:** 15 **CON:** 18 **WIS:** 15 **CHA:** 7

MV: 30

HD: 3d10

HP: 27

Base Attack: +6

Defense Bonus: +4

Action Points: 17

Skills: Gambling +5, Spot +5, Survival +6

Languages: English, Italian,

Feats: Toughness

Mikey is Louie's little brother. He suffers from autism, but is fairly functional. He has extreme difficulty with written language, but is a whiz with numbers and logic. His brother got him this job so he can hopefully keep him out of trouble.

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

XXXXXXX, Copyright 200X, Louis Porter Jr. Design, Inc.