



ABORTION CLINIC CULTURE FOR SANCTUARY: CITY OF SECRETS

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On a quiet day, an abortion clinic is indistinguishable from any medical building. Some are lone, free-standing buildings; others are just another office in a professional building or cluster of medical suites. Many abortion clinics are freestanding by necessity, because of the religious beliefs of potential landlords, or simply out of fear that having a clinic on the premise of a medical complex would put other patients at risk. It's not an unreasonable fear: hundreds of abortion clinics have been vandalized or firebombed since the mid 1980s.

On protest days, the clinic becomes a battlefield. Pro-life protesters ring the clinic, chanting prayers, singing psalms, holding grotesque signs depicting dismembered fetuses. Tactics range from peaceful protest and passive resistance to mob violence. Parents bring their true-believing children to prayer vigils, while elderly Catholic ladies pray the Rosary for the unborn. Handsome college age pro-lifers stage die-

my bias and terminology

In a project this politically loaded, the author's bias and intent become very important. Clear disclosure time: I'm pro-choice, and when I'm writing about pro-lifers more often than not, I'm writing about them as the bad guys. Throughout this book the terms pro-life, right to life, anti-abortion and anti-choice have been used interchangeably, with pro-life, or some variant being the most common term. Pro-choicers are referred to as pro-choicers, or occasionally as feminists or something similar. Unless speaking 'in character' from a pro-lifer's point of view or simply explaining a term, I've avoided pejoratives like pro-abortion for the pro-choice camp.

ins, falling to the street and playing dead to draw media attention and block traffic. Haggard reformers hand out pamphlets and attempt to convert passerby, while 'sidewalk consolers' scream at the women walking into the clinic not to kill their babies.

Pro-choice counter demonstrators add to the noise and chaos. Attempting to drown out the pro-lifer's slogans with high volume feminist chants, the unruly DMZ established around the clinic quickly becomes too noisy to hear anything quieter or a bullhorn or a police siren. Pro-choice volunteers, easily recognizable in brightly colored safety vests escort patients and their families through the crush of protesters.

Brawls are common, and most demonstrations end with at least a few die-hards on both sides arrested for assault.

During the Clinton administration, the FACE (*Freedom of Access to Clinic Entrances*) law was passed, establishing a buffer zone around abortion clinics that no protesters can legally cross. While the law helped end some of the violence surrounding clinics, many pro-lifers simply ignore the law, viewing a jail sentence earned while charging a clinic as a badge of commitment. In many cases, all the law has done is push the violence back a few hundred feet, not mitigate it.

Many provisions of the FACE law were later challenged, as being an unconstitutional restriction on legitimate protest. Bush-era courts have upheld some pro-life challenges to the law, just as the use of the RICO (*Racketeering, Influence and Corrupt Organization*) to target pro-life leaders fallen out of use, due to a changing court.

RICO, a federal law originally developed in the late 70s to allow federal prosecutors to target the Mafia and drug kingpins, became a popular weapon in the war on anti-abortion extremism. The law was used to designate anti-abortion groups that used violence to achieve their goals as criminal enterprises, and made the ideologues and group leaders as responsible for the crimes as their foot soldiers. Group assets could be seized, as proceeds of a crime, and warrants for wiretaps and undercover agents could be authorized.

CLINIC CULTURE

The abortion clinic itself, for all the controversy that surrounds it, is a fairly ordinary medical building. The clinic's waiting room resembles any other gynecologist's office, though with slightly more security precautions than normal. The clinic exterior is protected by motion sensitive lights, cameras, and high end alarm systems; free standing clinics are often protected behind stout fencing.

Once inside the clinic, a patient passes through several layers of security. The reception lobby is the least secured area of the building, since it is the area the public is most likely to see. The only difference between an abortion clinic lobby and a standard OB/GYN lobby is the fact the clinic's receptionist is often protected behind a thin sheet of ballistic glass if the clinic has the resources for it.

Due to the threat of anti-abortion infiltrators among the patients, most clinics keep their procedure rooms locked behind multiple hallways, hoping to limit the damage a single infiltrator can inflict. Larger and wealthier clinics, particularly ones built during the last few years, are designed with safe rooms that doctors and patients can retreat into in the event of a siege. Smaller clinics, or those clinics that were repurposed from older medical buildings, lack these security precautions.

The clinic is laid out like a typical physician's office, with several procedure and exam rooms, cramped offices for the senior staff and clinic directors, a small staff dining area, medical records storage, reception areas, and restrooms. Several clinics maintain a phone bank staffed by volunteers, which provides free counseling to women before and after an abortion, as well as assisting them in making an appointment and answering general questions. Many volunteers are college or medical school students on internship. After the procedure, patients are taken to a secluded recovery area within the building, resting for several hours while clinic staff observes to make sure the abortion has been performed without any complications.

Aid and Comfort

Most doctors work hard to make the abortion clinic as homey and pleasant a place as possible for their already stressed patients. Doctors bring art from home to hang on the walls, providing soft blankets for recovering patients. Clinic artwork can range from standard 'generic' office space art, reproductions of classic artwork that celebrates femininity and serenity, to defiant propaganda posters that assure patients the clinic and the pro-choice movement are here to stay.

Since many of the clinics' clients are working mothers already, some clinics provide daycare for their patients, though many clinics, wary of both liability issues and of cautious about their patient's feelings, require their patients find childcare elsewhere. Since many patients are ambivalent about their experience, clinics offer post procedure counseling, and referrals for long term grief counseling if necessary. Several clinics also offer a small private chapel for reflection, meditation and to allow the patients to say a quiet goodbye to what might have been.

A quick course in contraceptive use, as well as an offer of a birth control prescription or contraceptive implant is standard procedure after an abortion. Most clinics also keep brochures and contact information from sex abuse counselors and battered women's shelters handy for those in need.

The Procedure

Abortion is one of the most common elective surgeries in the United States; only having a tonsillectomy or routine dental work occurs more often. While opponents deride abortion providers as unskilled butchers, the bottom rung of the medical profession, modern abortions are a safe and relatively simple outpatient procedure.

Most abortions are preformed during the first or early second trimester of pregnancy. Late trimester abortions are preformed rarely, usually to save the mother's life or in cases of extreme fetal deformity. There are several methods of inducing abortion, including injecting a saline solution into the uterus, using a scalpel-like tool called a canullla to scrape the uterine lining free of its cargo. Vacuum aspiration, using a gentle pressure to suction out the uterine contents is the most common abortion method.

Whatever the method used, the abortion itself takes only a few minutes to complete. Including a preliminary examination, paperwork, wait time and a few hours of post-surgery recovery, a patient can leave the clinic within a few hours of her arrival. In states that have adopted laws

mandating a 24 to 48 hour 'waiting period' before an abortion, the physical exam and paperwork are completed on the first visit, with the procedure occurring on the second.

Abortions are usually preformed under local anesthesia, though clinics offer full sedation. Abortion providers are divided on whether full anesthesia is physically and emotionally healthy for the woman, but most clinics leave that decision in the patient's hands. After the procedure, patients are cautioned not to drive for a day, due to the anesthesia, and to avoid tampons, baths and vaginal intercourse for several days after procedure.

Single Issue Voter

Pro-life culture is centered on the abortion clinic even more so than pro-choice culture is. A well organized protest can cement a charismatic profiler's political reputation, and is an excellent opportunity to stir up donations. Gruesome, intricately imagined descriptions of what happens to the fetus during abortion can whip protesters into a frenzy. Even on days where no protest is planned, many right to lifers say a quick prayer to the cause, or visit ceremonial 'Graves of the Unborn' established on church property.

Believers give of their money, their energy, and their time. Some faithful volunteer at crisis pregnancy centers, or help doing admin and logistical tasks behind the scenes... a rare few even open their homes to adopt unwanted children. Many believers disdain violence, keeping a quiet, mournful vigil outside the clinic, handing out pamphlets and advice, while other sidewalk consolers use scare tactics, manipulation and deception to convince young mothers not to abort.

Pro-life culture is almost indistinguishable from the Evangelical Christian ethos that birthed the conflict. Differences of opinion and centuries of religious strife between Catholic and Evangelical pro-lifers are set aside during protests, the two sides uniting against a common enemy. Most pro-lifers define the concept of the single issue voter, unwilling to offer even the illusion of compromise on the issue.

At their best, pro-lifers can be motivated by compassion for all life, and draw strength, unbreakable courage and moral comfort from their beliefs. Despite the fact that many see themselves as holy warriors fighting a legally sanctioned slaughter of innocents, pro-lifers are not without a grim, morbid sense of humor. Imaginative propaganda, vandalism and innovative dirty tricks are practiced with relish. As police and pro-choice forces counter one tactic, another is developed. The pro-life

movement incorporates tactics as diverse as Martin Luther King Jr.'s non-violent resistance, the pyrotechnics and covert assassination methods found in the Anarchist's Cookbook, blogging and the creative abuse of the legal system.

WEAPONS FOR LIFE

The pro-life movement is broken into two camps, those that favor legislation, education and grass-roots political action to end abortion and the 'direct action' camp. Direct action, along with terms like unlimited rescue and direct rescue are code words for violence, ranging from fist fights and throwing blood onto doctors as they leave the clinic for the day to kidnapping and murder.

Dead or Alive: A favorite tactic to drive abortion providers out of the business is posting photographs, address, telephone numbers, names and information about friends, relatives, and business partners on anti-abortion websites. The doctors and their families are at risk for violence and harassment. Children of abortion providers may be harassed at school, family members might be shadowed by activists, and protests might follow the doctor home from work. Worse, the information provided provides killers with all the information they need to stalk and murder a doctor.

Often, these websites or print outs take the form of police wanted posters, stating the doctor is wanted for multiple counts of child abuse or murder. Exceptionally convincing wanted posters are often stuffed under cars near the doctor's home, hoping to ruin his reputation. The most famous website providing personal information about abortion doctors, called the Nuremberg Files, was closed down in early 2000, after being linked to several acts of violence.

An even crueler tactic is to photograph the faces and license plates of patients seeking abortions at the clinic, and after discovering their identities, to begin a campaign of guilt and harassment. Especially sadistic activists might send 'birthday cards' on the anniversary of the abortion, or make prank phone filled with the sounds of screaming newborns. Other activists simply send the photographs randomly, to the patient's relatives, coworkers, and friends, hoping to spread misery. Many clinics provide transportation and offer as much anonymity as possible to prevent these tragedies.

Direct Action: Pro-life terrorist cells operate independently of one another, and outside the mainstream movement. Terrorists often attack targets of opportunity- politically isolated or weakly defended clinics, as well as any

clinics currently in the news. Activists operate alone in small, difficult to infiltrate groups of trusted friends or family members, and may be protected by and receive secret funding from sympathizers within the larger anti-abortion movement.

A dirty tricks and combat tactical manual called Closed: 99 Covert Ways to Stop Abortion has circulated since the early 1990s, inspiring dozens of bomb makers and vandals. The manual's author or authors are unknown, with contributors concealing their identities behind codenames and internet handles like The Mad Gluer, Atomic Kitty and Pro-life West. The FBI speculates widely on the identity of Closed's author, and many of the suspected authors are widely respected in direct action circles.

Fetal Focus: The pro-life movement focuses on the rights of the unborn, seeking to ensure the gestating fetus is legally equal to its mother. While street level pro-lifers wave placards displaying gory fetal remains, others in the movement argue that fetuses can feel the pain of abortion, potentially adding to a patient's guilt over the procedure. Slogans such as 'women's rights begin in the womb' are designed to confuse the issue of which faction is actually protecting women's rights.

Kryptonite: Anti-abortion extremists have taken the sit in tactics of the 60s civil rights movement to new levels. Realizing that abortions can't be performed if the procedure rooms are crowded with believers, storming into an occupying an unprepared clinic is a favorite tactic. Stealing, contaminating and destroying medical tools are also common. Blocking clinic doors shut with kryptonite brand bicycle chains, and super gluing shut locks are both common tactics. Other pro-lifers chain themselves to the door, or to car axles they've dragged to the protest site to block traffic and access. Because the activists often wrap the chains around their throats, police have to waste additional time cutting them free safely.

Legality: A legal challenge began the era of legalized abortion, and many pro-life activists hope that another court case will end it. Anti-abortion politicians impose restrictions, such as parental or spousal consent, 24 hour waiting periods, or requiring patients to view anti-abortion videos before the procedure to ensure 'informed consent'. Federal laws prohibit publicly funded hospitals or military hospitals from performing abortions under most circumstances. Challenges to Roe vs. Wade are yearly occurrences, and appointing conservative judges at all levels of the judiciary is a long term goal.

Additionally, pro-life lawyers often donate their time and effort pro bono to bring malpractice suits against abortion

providers. Pro-life websites urge women harmed by abortions to come forward and tell their stories, and repentant converts are often urged to file malpractice suits against the medics who preformed their abortions.

Continuing legal harassment means that some clinics are subject to zoning restrictions, building codes, and medico-legal restrictions unlike any restrictions placed on any other out-patient surgical clinic. Pro-life local law enforcement and inspectors can plague clinics with fines and constant inspections.

Side-effects: Clever modern right to lifers have softened their rhetoric and changed their tactics to avoid being labeled as misogynists who want to control women. Studies sponsored by pro-life researchers claim abortion increases a woman's risk of cancer, later miscarriages and sterility, as well as leading inevitably to severe emotional trauma. Pro-choice medical groups are forced to expend time, credibility and scarce resources challenging and refuting these claims.

Witness: The pro-life movement wears its heart on its sleeve- and on its t-shirts, on its stickers, buttons, bumpers and front lawns. Being pro-life almost requires a commitment to being an evangelist, wearing your 'colors' as proudly as any gang-banger. From t-shirts with catchy, memorable pro-life slogans, subtle lapel pins worn on business suits, to minivans covered in antiabortion bumper stickers, a profiler's clothes and equipment proudly proclaim their allegiance. Among Catholics, an 18th century painting of the serene Virgin of Guadalupe has become the most famous symbol of the anti-abortion movement.

The pro-life movement has more than its share of talented artists and skilled propagandizes. Anti-abortion films range from Lifetime original movie sentimentality to splatter house gore. Silent Scream, originally released in the early 1980s depicts a grainy, black and white sonogram scan of an early trimester abortion, set to gruesome narration. Silent Scream is perhaps the most famous and widely circulated anti-abortion film.

Hell Houses are a common sight across the American South during Halloween. A mix of haunted houses and morality plays, the Hell House's many rooms depict the gory end of modern sinners: a stereotypically gay man wastes away from AIDS, a drunk driver burns alive, and an unwed mother dies on a blood splattered operating table during an abortion, among others.

Wordplay: Words are weapons, and the right to life movement knows this. Terms like abortion mill and pro-abortion

are used for pro-choice factions, implying that being pro-choice means always seeing abortion as the best result, not just one of many options. Clinics are often referred to as abortion mills, slaughterhouses, hell houses, compared to Holocaust death camps, or referred to as 'abortuaries' an emotionally loaded coined word contracting 'abortion' and 'mortuary'.

Pro-lifers never refer to themselves as anti-choice, for obvious reasons, nor do they ever refer to developing humans as fetuses, always as babies or the pre-born. While the term unborn was common during the late 1990s, it has fallen out of favor after the turn of the millennium in favor of the more evocative 'pre-born'. Likewise, when discussing third trimester abortions, pro-lifers favor the term 'partial birth abortion' as opposed to the more neutral, clinical terms like "intact dilation and evacuation (*D&E*)".

Youth: The pro-life movement attracts believers of all ages, but the movement's greatest strength is in its youngest members. New parents bring their nursing infants to rallies, mixing parental pride with clever marketing. College age pro-lifers are some of the most active demonstrators, and most dependable volunteers. Anti-abortion bloggers and web hosts spread the word, using political commentary, morbid humor and political cartoons to win souls and court victories. Computer savvy rescuers organize demonstrations, arrange flash-mobs to besiege clinics, coordinate tactics, and attract new converts. Rock for Life and other anti-abortion musicians and artists organize benefit labels fundraisers, concerts and sell CDs to raise awareness and bring in capital.

Additional Reading

The personal and private experience of abortion brings a whole host of secrets to Sanctuary, a city built on secrets.... and their revelation. More than any other Modern setting, Sanctuary emphasizes sex- both as something beautiful and pleasurable, something inherently pure and as something dark and twisted- and incorporates lots of deep role-playing and politically focused gaming.

A variety of Sanctuary specific character classes might find themselves fluttering around the abortion clinic: Porn Stars, prostitutes and Pimp Daddies might find themselves in need of the clinic's services, while Blue Equalizers and other super-cops might be called to protect a clinic. Bloggers on either side wage hacker wars and expose their opponent's worst secrets to public scrutiny.

Use Only as Misdirected, a sourcebook all about jury-rigging and dirty tricks, weapons and improvising tactics on the fly is available now from Devil's Workshop.

table: trimester

Trimester	Purchase DC	Purchase DC Cap	Treat Injury Check DC
First (0 – 90 days)	10 + Doctor's Treat Injury Ranks	Maximum DC 16	DC 15
Second (91 – 180 days)	12 + Doctor's Treat Injury Ranks	Maximum DC 17	DC 18
Third (180 + days)	15 + Doctor's Treat Injury Ranks	None	DC 20

Several of the tactics presented in Use Only as Misdirected came straight out of Closed: 99 Covert Ways to Stop Abortion, so the book is a natural fit for a clinic focused campaign.

Game Rule Information

Purchasing an abortion: Most clinics strive to ensure that money is never an obstacle to a woman needing an abortion. The purchase DC for a first trimester abortion is 10 + the doctor's Treat Injury ranks (*maximum purchase DC 16*). A second trimester abortion has a base purchase DC of 12 + the doctor's Treat Injury ranks (*maximum purchase DC 17*). Third tri-mester abortions are much more risky, and comparatively more expensive, having a base purchase DC 15 + the doctor's Treat Injury ranks, and have no maximum purchase DC.

Most clinics allow patients to have an abortion with by making a Purchase DC 10-12 deposit, especially when dealing with young or especially impoverished patients. Few clinics ever make any effort to collect the rest of the money owed, though a budget crunch can strain any clinic's generosity.

Like any other surgery, a woman is considered fatigued after undergoing an abortion.

new classes

the abortion provider advanced class

Welcome to the war no one talks about. The moment you set foot in the abortion clinic, even before you saw your first patient or preformed your first procedure, you became a soldier. In the eyes of the right to life movement, your choice has marked you, now and forever as the enemy. Throughout your career, you'll have to face protests outside your clinic, sometimes even spilling into your home. You'll have to deal with wanted posters calling you a baby-killer, with death threats, with imaginative

vandalism and cruel pranks preformed with clever fanatics, with hacker attacks, with junk malpractice suits designed to drive you out of the business, with the threat of senseless murder looming over you.

The abortion provider's patients represent the whole spectrum of femininity, scared teenagers who had a spectacular sexual misadventure, mature women who make their choice for financial reasons, grieving would-be mothers carrying genetically damaged children, rape and abuse victims in desperation, young lovers who know they can't have children now.... Whether the Abortion Provider fights for choices for her patients, confronts pro-lifer demonstrators to ensure abortion remains legal and accessible, or merely fights out of rage at the ignorance and crimes committed by the other side, the Abortion Provider is as much a 'combat medic' as any corpsman trying to keep his platoon alive in Bagdad. Abortion providers have been forced to include Kevlar, tasers, mace and even concealed handguns as standard medical gear.

PROFILE OF AN ABORTION PROVIDER

The Abortion Provider blends medical knowledge and inspirational social skills. While the Field Medic can be thought of as an EMT or military combat medic, the Abortion Provider performs less technically demanding surgeries in a more relaxed, clinical setting. While the Field Medic might be a better pure medic, the Abortion Provider has a better array of social skills, and can be thought of as a social-worker / surgeon. Backed by some unique defensive and information gathering abilities, the Abortion Provider is designed as a compassionate, well rounded, politically motivated healer.

The Abortion Provider class is based on abortion doctors as they are now: licensed medical professionals, under siege by anti-abortion forces, but still determined to do their job. If your campaign is set before 1973's Roe vs. Wade decision (*the Supreme Court case that legalized abortion*), or set in an alternate history or future where abortion is illegal, this class might not make as much sense.

Abortion Provider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Feminist Medicine	+1	+0
2nd	+1	+0	+2	+3	Desperation Demographics or Counselor	+2	+0
3rd	+1	+1	+2	+3	Calming Presence	+2	+1
4th	+2	+1	+2	+4	Bonus Feat	+3	+1
5th	+2	+1	+3	+4	Feminist Medicine II	+4	+1
6th	+3	+2	+3	+5	Calming Presence II, Bonus Feat	+4	+2
7th	+3	+2	+4	+5	Skilled Surgeon or Hypervigilance	+5	+2
8th	+4	+2	+4	+6	Bonus Feat, Feminist Medicine III	+6	+2
9th	+4	+3	+4	+6	Symbolic Defense	+6	+3
10th	+5	+3	+5	+7	Moment of Courage	+7	+3

The fastest path into the Abortion Provider advanced class is through the Dedicated hero basic class, though other paths are possible.

Requirements:

To qualify to become an Abortion Provider, a character must fulfill the following criteria:

Skills: Treat Injury 6 ranks, Knowledge: Civics 6 ranks, Knowledge (*Behavioral Sciences*) 4 ranks and either Knowledge (*Current Events* or *Streetwise*) 4 ranks

Feats: Surgery

Special: Before becoming an abortion provider, the doctor must have worked or interned in a women's clinic. The abortion provider must be a licensed medical doctor or registered nurse.

Special: If your campaign is set pre-1973 or in an alternate or future history where abortion is illegal, the prospective abortion provider must have assisted in at least one abortion, before taking a level in this class, and must meet the additional skill prerequisite of Knowledge: streetwise 6 ranks.

Class Information

The following information pertains to the Abortion Provider advanced class.

Hit Die

The Abortion Provider gains d6 hit points per level. The character's Constitution modifier applies. The Abortion Provider is a determined and compassionate healer; her greatest strengths are mental, not physical.

Action Points

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

Class Skills

The Abortion Provider's class skills are as follows.

Computer Use (*Int*), Concentration (*Con*), Craft (*chemical, pharmaceutical, writing*) (*Int*), Diplomacy (*Cha*), Gather Information (*Cha*), Knowledge (*Behavioral sciences, business, civics, current events, earth & life sciences, history, streetwise, theology & philosophy*) (*Int*), Listen (*Wis*), Profession (*any medical*) (*Wis*), Read/Write Language, Research (*Int*), Sense Motive (*Cha*), Speak Language, Spot (*Wis*), Treat Injury (*Wis*)

Skill Points at Each Level: 5 + Int Modifier

Class Features

Bonus Feat: At 4th, 6th and 8th level, the Abortion Provider receives a bonus feat, which must be chosen from the following list.

Alertness, Armor Proficiency (*any*), Attentive, Brawl, Compassionate, Defensive Martial Arts, Dodge, Educated,

Focused, Grateful Patients, Great Fortitude, Iron Will, Lawmaker, Lightning Reflexes, Low Profile, Medical Expert, Parental Demeanor, Personal Firearms Proficiency, Psychologist, Reproductive Care, Renown, Retained Council, Techno-medicine, Trustworthy, Windfall

Feminist Medicine (EX): The Abortion Provider sees herself as the last line of defense for a woman's rights, and a bastion of medical care for needy women. At first level, the Abortion Provider receives a +2 bonus on all Treat Injury checks made to heal women, and a +2 bonus on all and Knowledge: civics checks made concerning abortion rights, reproductive care or similar laws.

This bonus increases to +3 at 5th level, and +4 at 8th level. Beginning at 8th level, the Abortion Provider also receives this bonus on all Diplomacy checks made concerning abortion law, or made against anyone who shares any of her allegiances.

Action Enhancement: Any time the Abortion Provider chooses to spend an action point to improve the result of any Treat Injury or Knowledge: civics check, she rolls d8 or multiple d8s, rather than d6s.

Desperation Demographics (EX): Abortion Providers see patients at their most confused and desperate, dealing regularly with scared or traumatized women from all walks of life. Starting at second level, the Abortion Provider's understanding of human nature allows her to add one half her class level (*rounded down*) as a bonus on Knowledge: streetwise and Sense Motive checks.

Counselor (EX): The Abortion Provider is privy to the most intimate details of her patients sex lives, religious beliefs and relationships. She hears secrets that her patients would tell no one else. After five minutes of conversation with any sentient creature with an Intelligence score of at least 5, the Abortion Provider may make a DC 18 Sense Motive check to gain insight to that person's sexual history, beliefs and relationship.

If the check is successful, the Abortion Provider determines the character's religious or philosophical beliefs (*if any*), if the character is currently pregnant, if the character has had sex, either consensual or not, within the last few days, and if that character's relationship is under any unusual strain (*worries about money or infidelity, abuse, longstanding arguments, etc.*) though not specifically what is causing the strain.

This check may only be attempted once per day on any specific character.

Calming Presence (EX): The Abortion Provider radiates an aura of calm professionalism, defusing tense confrontations with anti-abortion protesters and comforting traumatized patients with equal skill.

By spending at least a full round action in conversation with someone who is cowering, panicked, shaken, stunned or who is suffering from some mundane emotional overload like rage or grief, the Abortion Provider may make a DC 12 Diplomacy check. If successful, the Abortion Provider's words remove the emotional trauma and dismiss the status, or mitigate the target's extreme emotions.

This does not change the target's attitude to towards the Abortion Provider or her allies, but may prevent farther violence. If the Abortion Provider or any of her allies make any hostile gestures toward the target, this ability's effect ends. The Abortion Provider must be within 30 ft of a target to use this ability, and the target must be able to clearly see and hear her. A 3rd level can use this ability on one target per round.

Starting at 5th level, the Abortion Provider can use this ability against a number of targets equal to one plus her Cha modifier (*minimum two targets*) within range.

Skilled Surgeon (EX): An experienced Abortion Provider has learned how to perform surgical procedures with a minimum of trauma to the patient. Any patients treated by the Abortion Provider are considered fatigued for half the usual time after surgery, down to a minimum of three hours.

- **Action Enhancement:** By spending an action point, the abortion provider can reduce the time required for surgery by half, down to a minimum of thirty minutes.

Hypervigilance (EX): The Abortion Provider knows her job makes her a target, and is forced to rely on her instincts to protect her when a protest turns deadly. The Abortion Provider receives a +2 insight bonus on Spot, and Initiative checks.

- **Action Enhancement:** The Abortion Provider may spend an action point to temporarily double the equipment bonus to defense provided by any armor she is wearing. This enhancement lasts for a number of rounds equal to her Wis modifier.

Symbolic Defender (EX): By necessity, an Abortion Provider must be a strong willed, stubborn opponent. Even when threatened with violence and intimidation, the Abortion Provider remains determined, and in fact, the threat focuses her will.

The Abortion Provider can designate a single structure (typically the clinic she works at) especially important to her. When fighting inside or within 30 ft of that location, the Abortion Provider receives a +2 insight bonus on attack roll and damage, as well as a +2 insight bonus on WILL saves made to resist fear effects or Intimidation.

Only one building can be chosen at a time. If the building is destroyed, or the Abortion Provider wishes to designate a new structure, she must live or work in the new building for at least one week before designating it as a symbolic refuge.

Moment of Courage (EX): Confronted by palpable rage, the Abortion Provider's steely determination can help her allies and her patients find hidden reserves of strength. By making an inspiring, impassioned speech as a full round action, the Abortion Provider grants morale bonuses any creature within 30 ft who shares at least one allegiance with the Abortion Provider, or any patients under her care, regardless of allegiance.

The Abortion Provider can choose a number of the following bonuses equal to her one plus Wis modifier (minimum two bonus types).

- +2 morale bonus to WILL saves
- +2 insight bonus on REF saves
- +2 morale bonus on attack rolls and ability checks
- +2 morale bonus on skill checks
- +2 morale bonus to STR and Con
- +2 insight bonus to Defense

Whatever bonuses are chosen, the effects of this ability last for a number of rounds equal to one plus the Abortion Provider's Wis modifier (minimum two rounds). If this class ability is activated while the Abortion Provider is inside the structure she's designated as an emotional refuge with the Symbolic Defender class feature, the benefits of this feat apply to all eligible creatures inside the building, or within 30 ft of it, so long as they know the Abortion Provider is alive and still fighting within the building, even if they cannot see or hear her.

• **Action Enhancement:** By spending an action point while activating this class feature, in addition to choosing two bonus types, the Abortion Provider can choose any one of the following additional effects.

- All allied creatures or patients within the area of effect automatically stabilize when reduced to negative Hit Points.
- All allied creatures or patients become completely immune to fear and mind-influencing effects.
- The critical threat range of allied creature's or patients attacks increase by +1, which stacks with

skills, feats and class abilities which increase a weapon's threat range.

Intermediary classes

The Intermediary Class is a new concept for the 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, though 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 Clinic Defender Intermediary Class

Many of those defending America's abortion clinics and escorting patients inside are unpaid volunteers, serving as front line troops purely out of a sense of duty. Clinic defenders are tough, enthusiastic and committed to their beliefs, easily recognizable in their bright orange or yellow 'road crew' vests that proudly proclaim them "ESCORTS".

CLINIC DEFENDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+0	Read the Crowd, Training Regimen	+1	+0
2nd	+1	+2	+0	+0	Bonus Feat	+2	+0
3rd	+2	+2	+1	+1	Supportive	+2	+1
4th	+3	+2	+1	+1	Bonus Feat	+3	+1
5th	+3	+3	+1	+1	Counter-Demonstration	+3	+1

They're purpose driven street fighters, strident political agitators and surprisingly perceptive, if self-taught urban warfare experts. Clinic Defenders depend on their wits and courage to protect them if a clinic protest ever turns violent, and when the riot's over, they're usually among the few left standing.

Because of their mixed focus on politics, organizing counter-demonstrations, volunteer counseling as well as combat, the Clinic Defender is a slower path into the Bodyguard advanced class. A standard Tough hero can become a Bodyguard in three levels, while it takes a Clinic Defender five levels to make the same journey. The Clinic Defender is smarter, and more educated than a typical Tough hero, and is equally adept at protecting their charge from an angry mob as from a lone sniper.

Requirements

Clinic Defenders are usually drawn from the young and strong in the pro-choice movement, but are always culled from the ranks of the truly committed and passionate. At least one of the Clinic Defender's allegiances must be towards an established pro-choice organization, liberal political group or cause, or a similar ethos or libertarian religion.

Transition

A handful of exceptionally determined, tough and street savvy Clinic Defenders receive the formal training necessary to become a licensed Bodyguard and personal security expert. Becoming a Bodyguard means longer hours and bigger paychecks, but many former Clinic Defenders still provide pro bono protection to the clinics and abortion doctors they got their start with.

Class Information

The following information pertains to the Clinic Defender intermediary class.

Keyed Advanced Class: The Bodyguard (*see MSRD*)

Hit Die

The Clinic Defender gains d10 hit points per level. The character's Constitution modifier applies. Clinic Defenders are strong and hard-hitting, more than willing to use some muscle in the name of a good cause. A first level Clinic Defender receives 10 Hit Points plus his or her Con modifier.

Action Points

The Clinic Defender 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 Clinic Defender's class skills are as follows.

Concentration (*Con*), Diplomacy (*Cha*), Drive (*Dex*), Intimidate (*Cha*), Knowledge (*civics, current events, streetwise, theology & philosophy*) (*Int*), Listen (*Wis*), Read/Write Language, Sense Motive (*Wis*), Speak Language, Spot (*Wis*), Treat Injury (*Wis*), Tumble (*Dex*)

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

Bonus Feat: At 2nd and 4th level, the Clinic Defender receives a bonus feat, which must be chosen from the following list.

Acrobatic, Armor Proficiency (*any*), Aligned Zealot, Brawl, Combat Expertise, Confident, Dodge, Flash Mob,

Focused, Great Fortitude, Heroic Surge, Improved Damage Threshold, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Meaningful Ink, Mob Violence, Point Blank Shot, Power Attack, Street Demonstration, Streetfighting, Vehicle Expert

Read the Crowd (EX): Clinic Defenders are no strangers to street protests and near-riots, and have an instinctive sense of when an impassioned protest is about to turn into a street brawl. If the Clinic Defender spends a full round action observing a crowd, she may make a DC 18 Sense Motive check. If the check is successful, the Clinic Defender can determine the average mood of the crowd (*whether it is friendly, indifferent, hostile or about to erupt into violence*).

The Clinic Defender receives a +1 insight bonus on Initiative checks made against that crowd within 24 hours of studying the crowd.

Simple Weapons Proficiency (EX): In addition to the two feats all characters start with, a first level Clinic Defender is proficient with all simple weapons.

Training Regimen (EX): The Clinic Defender must place maximum ranks in Concentrate and Intimidate until she has 6 ranks in each. Additionally, she must place maximum ranks in either Knowledge: streetwise or civics until she has 4 ranks. The Clinic Defender must select Personal Firearms Proficiency prior to selecting any other feat.

Supportive (EX): The Clinic Defender knows how to get terrified patients through the lines and safely into the clinic, protecting them from everything from screamed obscenities, to thrown bottles, to gun fire. By spending an action point, the Clinic Defender can allow an ally to use the Defender's Fortitude, Reflex or Will (*chosen when this ability is activated*) saving throw in place of their own, if the Clinic Defender's saving throw bonus is higher. The ally makes that particular saving throw using the Clinic Defender's modifier and attribute bonuses in place of her own.

The ally must be adjacent to the Clinic Defender to use this ability. When this ability is used, it remains in effect for a number of rounds equal to the Clinic Defender's class level. If the ally moves more than 5 ft from the Clinic Defender, this ability immediately ends.

Counter Demonstration (EX): If the Clinic Defender and at least one ally who shares an allegiance with her act in concert, using full round actions to bolster and encourage their supporters, they can provide the emotional support necessary to resist the other side's taunts and insults. By

staging a counter demonstration, the Clinic Defender grants allies a +1 morale bonus on any two types of saving throws (*chosen when this ability is activated*) and a +1 morale bonus to Defense.

The Clinic Defender's counter demonstration affects a number of allies within 30 ft equal to the Clinic Defender's Cha modifier. Each additional person involved in the counter demonstration extends the benefit to another ally. If multiple Clinic Defenders are involved in a counter demonstration, use the Cha modifier of the most charismatic one. Any allies affected by this class feature must be able to clearly see the counter demonstration.

THE SIDEWALK COUNSELOR INTERMEDIARY CLASS

You've been gifted by God with a head for Scripture, for debate, and for conversion. You're a street corner evangelist, winning converts and using your words, your faith, your mind and your cunning voice to help end the horror of abortion. Part grief counselor, part old school preacher, part politician, you are the smooth voice of the pro-life movement.

The Sidewalk Counselor is a slower path into the Negotiator advanced class than a typical Charismatic hero. A third level Charismatic hero can become a Negotiator, while it takes the Sidewalk Counselor two additional levels to make the transition, a sacrifice the highly motivated, deeply faithful Sidewalk Counselor is glad to make. The Sidewalk Counselor is an expert at one on one debate, capable of incredible feats of oratory, bringing a unique faith and interesting social-combat abilities to the Negotiator advanced class.

Requirements

Like their opposite numbers in the pro-choice camp, Sidewalk Counselors are drawn from the young and strong in the pro-life camp, the passionate, articulate believers. At least one of the Sidewalk Counselor's allegiances must be towards an established pro-life organization, conservative political group or cause, or a similar ethos or religion.

Transition

For the Sidewalk Counselor, there is no transition. They've been called to witness and to save the pre-born, something they will do for their entire careers. They make no distinction between a gawky 14 year old convert attending his first rescue and a nationally respected conservative politi-

SIDEWALK COUNSELOR

	Base						
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Convincing Argument, Training Regimen	+0	+2
2nd	+1	+0	+2	+2	Bonus Feat	+1	+2
3rd	+1	+1	+2	+2	Awaken Grief	+1	+2
4th	+2	+1	+2	+2	Bonus Feat	+1	+3
5th	+2	+2	+3	+3	Choose Life	+2	+3

cian; both bring something special and irreplaceable to the movement.

CLASS INFORMATION

The following information pertains to the Sidewalk Counselor intermediary class.

Keyed Advanced Class: Negotiator (*from the MSRD*)

HIT DIE

The Sidewalk Counselor gains d6 hit points per level. The character's Constitution modifier applies. Sidewalk Consolers are impressive debaters and self-taught psychologists, but they are drawn from ranks of physically average humanity. A first level Sidewalk Counselor receives 6 Hit Points plus his Con modifier.

ACTION POINTS

The Sidewalk Counselor 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 Sidewalk Counselor's class skills are as follows.

Bluff (*Cha*), Computer Use (*Int*), Concentration (*Con*), Craft (*visual art, writing*) (*Cha*), Demolitions (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Investigate (*Int*), Knowledge (*Behavioral sciences, civics, current events, streetwise, tactics, theology & philosophy*) (*Int*), Perform (*act, sing*) (*Cha*), Read/Write Language, Research (*Int*), Sense Motive (*Wis*), Spot (*Wis*)

Skill Points at Each Level: 7 + Intelligence Modifier.
A first level Sidewalk Counselor receives four times this amount.

Bonus Feat: At 2nd and 4th level, the Sidewalk Counselor receives a bonus feat, which must be chosen from the following list.

Alertness, Aligned Zealot, Attentive, Brawl, Combat Expertise, Compassionate, Cleric, Deceptive, Educated, Evangelist, Faith Healing, Heroic Surge, Grifter, Improved Initiative, Iron Will, Mob Violence, Meaningful Ink, Parental Demeanor, Personal Firearms Proficiency, Point Blank Shot, Street Demonstration, Renown, Trustworthy, Windfall

Convincing Argument (EX): The Sidewalk Counselor uses pro-life science and faith as twin weapons, blending fact, faith and outright fiction into one emotionally compelling whole. A number of times per day equal to his Cha modifier (*minimum once daily*), the Sidewalk Counselor can add his ranks in his highest ranked Knowledge skill as a competence bonus on any Bluff or Diplomacy check.

Simple Weapons Proficiency (EX): In addition to the two feats all characters start with, a first level Sidewalk Counselor is proficient with all simple weapons.

Training Regimen (EX): The Sidewalk Counselor must place maximum ranks in Bluff and Diplomacy until he has 6 ranks in each. Additionally, he must place maximum ranks in Knowledge: theology & philosophy until he has 6 ranks. The Sidewalk Counselor must select Alertness prior to selecting any other feat.

Awaken Grief (EX): The Sidewalk Counselor knows how to twist the knife emotionally. He calls it awakening women to the horror they underwent in the clinic; pro-choicers call it cruel emotional blackmail. Anytime the Sidewalk Counselor critically succeeds on a Bluff or Diplomacy check (*by rolling a natural 20*) when confronting any one with a pro-choice allegiance, or who has ever had or is considering an abortion, the target is considered shaken for one round.

Characters immune to fear effects or mind influencing effects are immune to this class ability.

- **Action Enhancement:** By spending an action point, the Sidewalk Counselor can activate this ability on any successful Bluff or Diplomacy check made against an eligible target.

Choose Life (EX): A few well chosen words can bring almost one around the Sidewalk Counselor's way of thinking, and the Counselor is an articulate spokesman for his faith, constantly winning new converts.

By spending a full round in conversation with the target, and spending an action point, the Sidewalk Counselor can temporarily alter that target's allegiances to match his own. The target may resist the attempt by making a WILL save ($DC\ 12 + \text{the Sidewalk Counselor's Cha modifier}$). The target must be sentient with an Intelligence score above 5, must be within 30 ft of the Sidewalk Counselor, and must be able to clearly see and hear him.

The effects of this ability last for $1d4+1$ rounds. During that time, the target's allegiances change to match the Sidewalk Counselor's. While the Sidewalk Counselor has no specific control over the target, nor will the target act in any way against his basic personality, the temporary allegiance change might cause the target to look more favorably on the Sidewalk Counselor, change a planned action, or even cease hostilities.

The temporary allegiance change may render certain class abilities or feats useless for the duration, and in modern magic campaigns, might prevent spell casting or require an atonement spell to be cast afterward. The effect ends immediately if the Sidewalk Counselor makes any hostile gestures toward the target.

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 Cha 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 (*MSRD*)

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 Hit Points plus her Con modifier.

Action Points

The Blogger gains a number of action points equal to $5 + \text{one-half of his character level}$, 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 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: $7 + \text{Intelligence modifier}$. A first level Blogger receives four times this amount.

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

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, Flash Mob, Improved Initiative, Iron Will, Lightning Reflexes, Meticulous, Personal Firearms Proficiency, Renown, Rumor Mill, Run, Street Demonstration, 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%.

THE IRREGULAR INTERMEDIARY CLASS

The Irregular is a soldier without uniform or flag. He is a terrorist and a murderer, fully willing to massacre civilians in the name of God and cause. The Irregular is trained in secret desert camps, taught to shoot, jury rig roadside mortar attacks, and to place the mission before mercy, compassion or common sense. The Irregular transitions into the soldier class having learned the lessons of the modern warrior, without any code of military ethics or honor.

A soldier who began his bloody career as an Irregular is more powerful than a conventional soldier simply because he is willing to do what his opponents will not. Fearlessness and mercilessness are the Irregular's greatest weapons, and are complemented by a variety of criminal skills and an understanding of urban warfare and stealth.

Irregulars are not as well trained and disciplined nor as well equipped as conventional Soldiers. They do not share the protection of the Geneva Convention, and many are hated criminals facing a death sentence if captured. All Irregulars know that torture and death are the likeliest outcomes of their careers.

Keyed Advanced Class: Soldier (*MSRD*)

Requirements

Irregulars are recruited from the poor, the downtrodden, the driven and the stupid all over the world. No Irregular can have an allegiance towards "good" or to any moderate political or religious cause; they all are extremists. Irregulars can hold membership in a terrorist cell, or may be lone operatives.

irregular

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+0	+1	Suicide Strike, Personal Firearms Proficiency, Training Regimen	+1	+0
2nd	+2	+0	+0	+2	Atrocity	+2	+0
3rd	+3	+1	+1	+2	Die Fighting	+2	+1

Transition

By taking their first level of Soldier, the Irregular's abilities are increased, and they become more effective death dealers. However, their role in their cell doesn't change, nor does their fanaticism. The Irregular remains a committed soldier of their cause, with their reputation within the movement growing as their skills improve.

Class Information

The following information pertains to the Irregular intermediary class.

Abilities: Dexterity and Wisdom are most important to the Irregular. These guerrilla fighters need keen senses and quick reflexes to set ambushes, avoid capture and disappear into a crowd after placing a bomb. Intelligence helps with Demolitions and related abilities, while Strength and Constitution keep the Irregular alive in melee.

Hit Die

The Irregular gains d8 hit points per level. The character's Constitution modifier applies. A first level Irregular receives 8 Hit Points plus his Constitution modifier. Months of arduous training and physical conditioning mean the Irregulars are almost as tough as some elite military troops.

Action Points

The Irregular 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 Irregular's class skills are as follows.

Computer Use (*Int*) Demolitions (*Int*), Craft (*chemical, electronic*) (*Int*), Disable Device (*Int*), Drive (*Dex*),

Forgery (*Int*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*current events, civics, popular culture, streetwise, tactics, theology and philosophy*) (*Int*), Listen (*Wis*), Move Silently (*Dex*), Pilot (*Dex*), Read/Write Language, Speak Language, Spot (*Wis*)

Skill Points at Each Level: 3 + Int Modifier. Receives 4 x (3 + Int Modifier) skill points at first level.

Class Features

Atrocity (EX): True soldiers don't intentionally kill civilians- that's something terrorists do. Any time a 2nd level Irregular attacks a civilian, all his attacks against that target do maximum normal damage. For example, a D8 pistol would inflict 8 points of damage to the civilian on a successful hit. Civilians are defined as non player characters with only Ordinary class levels. Characters with the criminal, law enforcement or military backgrounds are not civilians, nor are any ordinary characters with a base attack bonus of +3 or higher.

Die Fighting (EX): Death holds no terror for the Irregular; he's convinced of his righteousness and the strength of his convictions. A third level Irregular gains the ability to keep fighting when he would be considered unconscious and dying. When the Irregular's hit points reach -1, he can perform as though he were disabled, making either a move action or an attack every round, until he reaches -10 Hit Points and dies, or his hit points return to one or higher. The Irregular can choose to succumb to unconsciousness if he believes that doing so might prevent him from taking more damage.

Personal Firearms Proficiency (EX): The Irregular spent enough time on the gun range to acquire the Personal Firearms Proficiency feat at first level. If the character already has this feat, he instead receives the Weapon Focus feat with one personal firearm of choice.

Starting Feats: In addition to the two feats all characters get at first level, the Irregular begins play with the Simple Weapons Proficiency feat.

Suicide Strike (EX): The Irregular is trained to lay down his life for the cause, for the mission. Any time the Irregular is struck by an attack that reduces his Hit Points to 0 or less, he can immediately make a single attack (*either melee or ranged*) at his highest base attack bonus just prior to succumbing to unconsciousness. This ability can be used a maximum of once per encounter, assuming the fanatic survives.

Training Regimen: The Irregular learns at the feet of veteran terrorists. Upon taking their first level in this intermediary class, the Irregular must spend 3 skill points to take 3 ranks in Knowledge: Tactics, unless the character already meets this requirement for advancement into the Soldier advanced class. In addition, before the character becomes free to multiclass, he must take at least 1 rank each in Knowledge: Theology & Philosophy and Knowledge: Civics.

ER Intern Intermediary Class

The best trauma surgeon in the world began her medical career the same way all doctors do, by spending the longest year of her life toiling in an emergency room somewhere. During the Field Medic's residency, they spend several long months working the night shift in a jumping urban ER, trying to keep the stupid, the unlucky or the criminal from bleeding to death from a myriad of strange (*and gory*) injuries.

By surviving their ER rotation, Field Medics become accustomed to working in less than ideal conditions, and treating dozens of patients in a short period of time. The medic learns to forego sleep, and still perform perfectly despite their exhaustion. The main downside of this class is the stringent intellectual requirements. To survive this class, the Intern must focus all her attention on the job. Forget about having a personal life, much less picking up any cross class skills until the job's training requirements are met.

Keyed Advanced Class: Field Medic (*from the MSRD*)

Requirements

The ER Intern must be a college and medical school graduate, and have chosen one of the following starting occupations: Academic, Doctor, Emergency Services, Student or Technician.

Transition

Completing the ER residency is the Intern's final step on the long road to becoming a fully accredited doctor. Once the residency period ends, the character is free to start his or her own practice.

Class Information

The following information pertains to the ER Intern intermediary class.

Abilities: Wisdom and Intelligence are the most important attributes for the ER Intern, and both these mental abilities are vital in spotting and treating trauma. Of these two abilities, Wisdom is slightly more important; this attribute increases the doctor's chance of spotting an tiny external injury that hints at the real problem, and increases the money to be made with the Profession- doctor skill. However, Intelligence is vital to rote memorization of anatomy, symptoms, and drug interaction charts, and a thousand other life saving details.

Hit Die

The ER Intern gains d6 hit points per level. The character's Constitution modifier applies. A first level character receives 6 Hit Points plus her Constitution modifier. Most ER Interns are physically fit, but not extraordinarily so, and they receive only average HD.

Action Points

The ER Intern 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 ER Intern's class skills are as follows.

Computer Use (*Int*), Craft (*Chemical, Pharmaceutical*) (*Int*), Gather Information (*Cha*), Knowledge (*Behavioral Sciences, Business, Civics, Earth and Life Sciences, Physical Sciences, Streetwise*), Profession (*Doctor*) (*Wis*), Read/Write Language, Research (*Int*), Speak Language, Spot (*Wis*), Treat Injury (*Wis*)

Skill Points at Each Level: 6 + Int Modifier. Receives 4x (6 + Int Modifier) skill points at first level.

Class Features

Triage (EX): As a free action, the ER Intern can quickly glance at a wounded creature and instantly assess how

ER Intern

Base	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1st	+0	+0	+0	+1	Surgery, Triage, Training Regimen	+0	+1
2nd	+1	+0	+0	+2	Tireless Healer	+1	+1
3rd	+2	+1	+1	+2	Life Saver	+1	+2

close to death it is. By succeeding at a DC 10 Treat Injury check, the ER Intern can instantly assess how many negative hit points an unconscious creature has. This ability only affects creatures with reasonably normal anatomies, and at the GM's option, this class ability might not work on extremely unusual creatures, such as magical creatures, androids, cyborgs, or alien life forms.

Life Saver (EX): The ER Intern has learned how to pull even critically wounded patients back from the brink of death. Any time the ER Intern uses an action point to increase the result of a Treat Injury check; she rolls a D10 or multiple D10s instead of a D6.

Tireless Healer (EX): The ER Intern has learned how to function at full efficiency despite having very little time for rest. The ER Intern requires only $\frac{3}{4}$ the amount of rest a normal character does in order to recover hit points (*or the capacity to use magic, in certain campaigns*). After 6 hours of rest or sleep, the Intern recovers Hit Points as if she has rested for 8 hours.

Starting Feats: In addition to the two feats all characters get at first level, the ER Intern begins play with the Simple Weapons Proficiency feat.

Surgery (EX): The ER Intern has already completed surgical training, and receives the Surgery Feat for free at first level. If the character already has this feat, the Intern receives the Medical Expert feat.

Training Regimen: The Field Medic Advanced Class has stringent entry requirements, and the ER Intern must master the lifesaving skills necessary to excel in the medical profession. The ER Intern must place maximum skill ranks in the following skills until he has 6 ranks in each: Spot, Treat Injury. In addition, once that requirement is met, the ER Intern must place at least 3 ranks each in Craft: Pharmaceutical and Profession: Doctor.

Special: The skills the ER Intern develops serve her equally well if she chooses the Abortion Provider Advanced Class rather than the Field Medic class.

Compared to standard Dedicated Heroes, an ER Intern who becomes an abortion doctor is more skilled surgeon and medic, but lacks some political savvy.

the medical campaign vs. the abortion campaign

Emergency room dramas can form a good basis for a Modern campaign, attracting players for the same reason they attract viewers. Medical dramas are ideal paradigms for role-playing scenarios: like cop shows, they feature a diverse cast of specialists, each of whom (*hopefully*) gets a chance to save a few lives before the episode or game session is over. Medical shows are as 'mission-based' as any hack n' slash dungeon crawl: a patient is rushed into the ER, FUBARed beyond the reach of most medics, or dying of some unique disease or toxin, and it's up to the cast to save the patient.

Add in a handful of guilty secrets that the doctors must uncover to treat their patients, a few hurried research sessions trying to find a cure for the outbreak de jour, and some soap opera drama and you've got a pretty fast moving, tense campaign.

In addition to the expected mix of Smart and Dedicated heroes, each of the medical feats below plays a different role in the ER and the campaign. Field medics are combat hardened EMTs, military trained lifesavers capable of patching up wounded soldiers under battlefield conditions. Abortion providers are politically motivated, socially aware healers. Plastic surgeons can customize patients bodies to their heart's content, and trauma surgeons can save lives that no one else can.

The medical campaign differs from an abortion centered campaign, in that the abortion doctor is just one profes-

sional among many, and while she might be an occasional guest star or supporting character, she's unlikely to be the star. Alternatively, a game master might incorporate this sourcebook more heavily.

Players might take the roles of clinic staff, seeing patients, making political connections to keep the clinic active and funded, ensuring that Roe vs. Wade remains law. Social interaction and legal warfare defines a campaign, and while violence is an ever present threat, actual combat is a terrifying rarity. A run and gun version of the same campaign might be equal parts If These Walls Could Talk and Assault on Precinct 13, forcing non-combatant doctors and nurses to defend themselves against a siege. Variant abortion centric campaigns might focus on streetwise illegal abortionists in the pre-Roe era, or on a band of prolifer extremists trying to shut down a particular clinic.

Perhaps the best role this sourcebook is as one more facet of life in Sanctuary. The same police called to protect a clinic on demo day might call in a favor when their own loved ones need the clinic's services. One of the clinic's doctors might patch up her gangbanging brother who's on the run from the cops and rival bangers. A prostitute carrying a local politico's child might put the clinic staff at risk. An abortion years ago, before ever venturing into the heroic life, might define a character, and old memories might reawaken when an abortion provider joins the team.

Under the Knife, Under the Gun: Medical and Political Feats

The new feats presented here give medics and doctors new choices in the use of their most important skills. Different feats represent different medical specialties and divergent career paths. Other feats focus on social interaction, politics and manipulation, useful to advocates from both sides of the clinic's security barriers.

1. Emergency Surgery
2. Experimental Medicine
3. Faith Healing
4. Flash Mob
5. Grateful Patients
6. Medical Immortality
7. Mob Violence
8. Neurosurgery
9. Outburst
10. Plastic Surgeon
11. Performance Enhancement
12. Reconstructive Surgery

Suggested Feats From Other Devil's Workshop Products.

The following feats are a natural fit for a medical drama or abortion-centric campaign, and most appear as bonus feats for many of the new classes presented here. The feats and the product they come from are listed here.

Covert Ops Feats 2: Acupuncture, Aligned Zealot, Arresting Images, City Mover, Cleric, Combat Atheist, Combat Medic, Compassionate, Diversity of Experience, Evangelist, Fast Talk, Forensic Pathologist, Hardwon Wisdom, Healing Presence, Local Hero, Parental Demeanor, Psychologist, Morbid Speculation, Mortician, Savant, Secular Philosopher, Wise Sensi

Extreme Action: Blackmail, Clean ID, Lawmaker, Meaningful Ink, Retained Council, Union Negotiator

Use Only as Misdirected: Anti-Personnel Explosives, Bombardier, Delicate Touch, Expert Vandal, Pyromaniac

13. Reproductive Care
14. Street Demonstration
15. Techno-medicine
16. Weapons Cache

Emergency Surgery

In a few frantic, blood soaked minutes of work, you can save a dying patient's life, but at incredible cost.

Prerequisite: Surgery, Treat Injury 8 ranks

Benefit: You can use extremely risky surgical techniques to keep a dying patient alive a little while longer. When performing surgery on any helpless or dying patient, you may choose to use a risky technique that permanently lowers one of the patient's attributes by 1d4 points. The surgeon chooses which attribute is lowered; the patient receives no saving throw to resist the ability drain.

Each time you do so, you may either of the following benefits:

- Automatically stabilize the dying patient
- Receive a +5 circumstance bonus on your next Treat Injury check made to revive the patient.

You may use this feat once per round. Once any attribute is reduced to zero, the patient is irrevocably dead. Until you stop working on the patient, he or she is not considered dead for the purposes of using the Field Medic's medical miracle class feature. If you stop performing surgery for longer than a single round, your patient is considered dead.

Experimental medicine

You practice cutting edge surgical and chemical techniques, pushing the limits of modern medicine.

Prerequisite: Surgery, Treat Injury 4 ranks, Craft: pharmaceutical 4 ranks, Research 1 rank

Benefit: If you try a medical technique and it fails to aid the patient, you learn from your mistakes. Each failure (*assuming the patient survives*) gives you a cumulative +1 modifier on all future Treat Injury or Craft: pharmaceutical checks made to aid that patient. The maximum possible bonus is equal to one plus your Intelligence modifier (*minimum two points*).

Faith healing

You use placebo psychology, faith, scripture, home remedies and unconventional therapies; you can perform medical miracles modern science can't easily explain.

Prerequisites: Iron Will, Knowledge: theology & philosophy 8 ranks, Treat Injury 1 rank

Benefit: A number of times per day equal to your Cha modifier (*minimum once per day*), you may perform a brief healing ritual. Performing this ritual requires a full round action and a successful DC 18 Knowledge: theology & philosophy check. Success indicates you may either revive a dazed, stunned, shaken or unconscious character, or that you may instantly restore 1d4 Hit Points, plus 1 Hit Points per every three points you beat the check DC by.

You must touch the patient to use this ability. You may only use this ability to benefit a particular character once per day. If your patient claims an allegiance opposed to your religion, is hostile to you, the Knowledge check increases to DC 25.

Flash mob

You can quickly and easily organize major protests, responding to current crisis and winning political victories through sheer speed.

Prerequisite: Street Demonstration

Benefit: Organizing a demonstration of a hundred people requires only one hour and a DC 12 Diplomacy check. For each additional 100 attendees, you add 10 minutes to the time required and +1 to the Diplomacy check DC.

Normal: Organizing a demonstration of at least one hundred people requires a DC 18 Diplomacy check, and at least 10 hours, plus one hour for each additional hundred people expected to attend. The Diplomacy check DC increases by +1 for every 100 scheduled attendees, reflecting the difficulty in scheduling such a huge crowd, organizing sub-factions within your movement and arranging for any necessary permits.

Grateful Patients

The patients whose lives you touch never forget you.

Prerequisites: Treat Injury 4 ranks, Surgery

Benefit: Any time you succeed at a DC 20+ Treat Injury check by five or more points while treating any non-hostile patient, you receive a cumulative +1 modifier on all future Diplomacy or Gather Information checks using that patient as a contact. For every five points you beat the check DC by, you receive an additional +1 modifier.

Medical Immortality

Thanks to expensive drug therapies and minor surgery, you can restore an elderly patient to prime of their lives.

Prerequisite: Surgery, Treat Injury 8 ranks, Craft: pharmaceutical 6 ranks

Benefit: By succeeding at a Treat Injury check and spending an action point, you can help a patient overcome the physical effects of aging. The treatments requires long term hospitalization requiring at least 40 hours of work, plus an additional 10 hours for every age category the patient is beyond middle age. The patient is considered fatigued for the entire length of the treatment.

Patient's Age Category	Treat Injury Check DC	Time Required
Middle Age (40-59)	DC 35	40 hours
Old (60-79)	DC 40	50 hours
Venerable (80+)	DC 50	60 hours

If your Treat Injury check is successful, you remove the patient's physical ability penalties for aging, though the mental ability score increases for age and experience continue to accrue. You extend your patient's maximum possible life span by five years plus one year per point you exceed the check DC by. You may only perform this treatment on a particular patient once per age category.

mob violence

You're at your strongest, and most dangerous when fighting alongside other true believers. When a peaceful protest turns into a riot, you're ready and willing to fight for what you believe in.

Prerequisite: Street Demonstration

Benefit: You receive a cumulative +1 morale bonus on attack and melee damage rolls as well as a +1 insight bonus to Defense for every 100 allies involved in a demonstration.

You must be actively involved in the demonstration, and flanked by at least one allied demonstrator to receive this feat's benefit. This benefit only applies while the demonstration is ongoing, and ends as soon as the crowd shrinks to less than one hundred demonstrators. The maximum bonus granted by this feat is equal to your ranks in Knowledge: civics or theology & philosophy.

neurosurgery

You are one of the most skilled surgeons in the world, with a precise enough touch that you can rebuild damaged nerve tissue.

Prerequisites: Treat Injury 12 ranks, Nimble, Surgery

Benefit: You may restore permanent Intelligence or Wis drain caused by injury or disease, restore sight to the blind, movement to a paraplegic, or sound to a deaf patient. By making a Treat Injury check, you can restore mental function to a patient.

restoring mental ability damage.

By making a Treat Injury check (*DC 15 + the number of points worth of ability drain*), you can restore some or all of the patient's physical capabilities. This check requires surgery and hospitalization, and requires at least 1d4 hours plus a number of hours equal to the number of ability points drained. Thus a patient who has suffered 3 points of Intelligence damage would require 1d4 + 3 hours to treat.

A successful check restores 1d4 points of ability drain, plus 1 point for every three points by which the surgeon beat the Treat Injury DC. A character's attributes can never be raised higher than their original totals with this skill, and reconstructive surgery can only be attempted on a character once in a 24 hour period.

A patient who undergoes surgery is fatigued for 24 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

restoring sensory capabilities:

Restoring a patient's sight, hearing or other senses lost because of injury or disease requires a DC 22 Treat Injury check. Success indicates that after the patient's period of post-operative fatigue ends, the lost sense is restored. Only one sense can be restored per surgical procedure.

restoring mobility:

If a patient is paralyzed because of spinal damage or other nerve injury, the neurosurgeon may make a DC 40 Treat Injury check to restore the patient's ability to move. If successful, the patient's mobility returns after the post-op fatigue period ends.

outburst

You can ride the razor's edge of sanity, letting your emotional control slip to make your words more emotionally affecting, your threats more believable and your performances more convincing.

Benefit: By voluntarily suffering 1d4+1 points of temporary Wisdom damage, you receive twice that amount of damage as a morale bonus on your next Charisma based skill check. Thus, if you suffer 3 points of Wis damage, you would receive a +6 bonus on your next Charisma based check.

You must make the skill check within 1 minute of suffering the Wisdom damage. You are considered shaken by your emotional outpouring for 2 rounds after the skill check concludes.

plastic surgeon

Cutting edge surgical techniques, saline implants, drug and diet therapy can all be used to make the wealthy as beautiful as they want to be.

Prerequisite: Reconstructive Surgery, Knowledge: popular culture 4 ranks

Benefit: You may use your finely honed surgical skills to improve a patient's appearance and self image. By making a successful Treat Injury check (*DC 28 + the number of points you wish to enhance the patient's Cha modifier*), and spending an action point during the surgery, you may raise the patient's Cha attribute.

You may raise a patient's Cha attribute by any amount you wish, so long as the total addition doesn't exceed one plus the patient's Con modifier (*minimum one point*). Thus, if you were operating on a movie star with a Con score of 12

(*modifier +1*), you could raise her Charisma score by one or two points.

Cosmetic surgery requires 1d6 hours + one hour per point of Charisma gained. A patient who undergoes surgery is fatigued for 24 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

Performance Enhancement

Prerequisite: Reconstructive Surgery, Knowledge: earth & life sciences 8 ranks, Treat Injury 12 ranks

Benefit: You can use drug treatments, exacting training regimens and cutting edge surgical techniques to increase a patient's physical capabilities. By making a successful Treat Injury check (*DC 30 + the number of points you wish to enhance the patient's Strength or Dexterity modifier*), and spending an action point during the surgery, you may raise either the patient's Strength or Dexterity attribute. You may only enhance one attribute per surgery.

You may raise the patient's Strength or Dexterity attribute by any amount you wish, so long as the total addition doesn't exceed one plus the patient's Con modifier (*minimum one point*). Thus, if you were operating on a basketball player with a Constitution score of 12 (*modifier +1*), you could raise his Dexterity score by one or two points.

Performance enhancing surgery requires 1d10 hours + one hour per point of Strength or Dexterity gained. A patient who undergoes surgery is fatigued for 48 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

Special: This feat assumes is designed for use in a PL 5, modern day culture, and the techniques used here quickly fall out of favor in higher progress levels as cheap and safe cybernetic enhancements become widely available.

Reproductive Care

You are a skilled obstetrician and gynecologist or midwife, capable of delivering babies, performing abortions, treating sexually transmitted diseases and illnesses.

Prerequisite: Treat Injury 8 ranks

Benefit: You receive a +4 competence bonus on all Treat Injury checks related to sex, reproduction, childbirth, and on Craft: pharmaceutical checks related to treating STDs or abortion. You may always take 10 or take 20 on any

check involving reproductive medicine, even if stress or distractions would normally prevent you from doing so.

Reconstructive Surgery

You can re-knit muscle, repair shattered bone and rebuild scarred faces, returning your patients to physical normality after crippling injuries.

Prerequisites: Treat Injury 8 ranks, Surgery

Benefit: When this feat is first chosen, you specialize in treating injuries to any two of the following attributes: Strength, Constitution, Dexterity and Charisma. You may use your skills as a surgeon to remove permanent ability drain related to that ability. By making a Treat Injury check (*DC 15 + the number of points worth of ability drain*), you can restore some or all of the patient's physical capabilities. This check requires surgery and hospitalization, and requires at least 1d4 hours plus a number of hours equal to the number of ability points drained. Thus a patient who has suffered 3 points of Strength damage would require 1d4 + 3 hours to treat.

A successful check restores 1d4 points of ability drain, plus 1 point for every three points by which the surgeon beat the Treat Injury DC. A character's attributes can never be raised higher than their original totals with this skill, and reconstructive surgery can only be attempted on a character once in a 24 hour period.

A patient who undergoes surgery is fatigued for 24 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

Special: You may select this feat twice, to become proficient in treating various kinds of injuries.

Rumor Mill

The right words in the right ears can sway elections, cripple corporations, destroy careers and savage reputations.

Prerequisite: Bluff 8 ranks, Trustworthy, Knowledge: streetwise 1 rank

Benefit: You may seed rumors about your enemies, damaging their reputations and making their lives more difficult. Seeding a rumor requires 1d4+1 hours and a successful Bluff check (*DC 18 + the victim's Charisma modifier, or in the case of a group, the Cha modifier of the group leader or spokesperson*). If the check is successful, you've created a short-lived and damaging rumor about the victim.

The victim suffers a penalty equal to your Reputation score on all Bluff, Diplomacy and Gather Information checks made against anyone who would be aware of and believe the rumor. This penalty remains in effect for a number of days equal to the rumormonger's Reputation score.

Characters hearing the rumor make a Sense Motive check, opposed by the rumormonger's initial Bluff check to determine if they believe the rumor. If the rumor monger can produce evidence (*real or manufactured*) that seems to support the rumor, he or she receives a +4 circumstance bonus on the initial Bluff check.

Street Demonstration

You can organize public spectacles and large scale protests designed to shine the media spotlight on the causes you champion.

Prerequisites: Knowledge: civics or theology & philosophy 6 ranks, Knowledge: streetwise 4 ranks, Diplomacy 1 rank

Benefit: When participating in a demonstration with a large number of other characters, who must share at least one allegiance with you, you may use the momentum of and emotion of the crowd to your advantage. You receive a cumulative +1 morale bonus to Diplomacy and Intimidate checks for every 100 people in the crowd. There is no limit to the bonus you can receive in this manner. You retain this benefit for as long as the demonstration remains active and for 1d6+1 minutes afterward.

You need not actively participate in the demonstration to retain the bonuses, so long as you know the demonstration is still ongoing, if you wish to go off site and use the demonstration's political capital during negotiations. Regular phone calls or text messages updating you on your demonstration's status, or viewing the demonstration on television or from a window allows you to keep in contact with the demonstration while negotiating.

Organizing a demonstration of at least one hundred people requires a DC 18 Diplomacy check, and at least 10 hours, plus one hour for each additional hundred people expected to attend. The Diplomacy check DC increases by +1 for every 100 scheduled attendees, reflecting the difficulty in scheduling such a huge crowd, organizing sub-factions within your movement and arranging for any necessary permits.

techno-medicine

You are well trained in using the highest tech, best surgical tools and life support equipment money can buy.

Prerequisite: Treat Injury 4 ranks, Knowledge: technology 4 ranks, Computer Use 4 ranks

Benefit: Assuming you are working in a well equipped surgical lab, you may add your ranks in Knowledge: technology as a bonus on all long term care, treat disease and surgery attempts using the Treat Injury skill.

Doing so doubles the time required for the check, as well as doubling the post-operative period of fatigue for the patient. If basic treatment does not fatigue the patient, the patient becomes fatigued for a minimum of six hours after treatment.

Special: When purchasing Medical Kits, Pharmacist Kits, or Surgery Kits, if the surgeon increases the item's Purchase DC, he can buy top of the line equipment. For every three points the surgeon increases the Purchase DC, he receives an additional +1 equipment bonus on all Treat Injury or Craft: pharmaceutical checks made with the superior kit.

weapons cache

You've set up safe houses and ammo dumps around the city that you can quickly access in an emergency.

Prerequisite: Knowledge: tactics 12 ranks

Benefit: You can establish storehouses and safe houses around the city you currently live and operate in. The safe house is usually a tiny, inexpensive apartment, self-storage unit, or may be located in an abandoned building or 'friendly' business. These safe houses do not need to be detailed, nor do their locations have to be specified until they are needed.

When the character needs to access the safe house's contents, he spends an action point; a convent safe house is 'established' within 30 minutes of his current position. A character can use this feat a number of times equal to one plus his Wis modifier (*minimum twice*) each level.

You may stock the safe house with a number of specific weapons or pieces of gear equal to twice your Wis modifier (*minimum two weapons or items*). The cached equipment must have a Purchase DC equal to 12 + your Wis modifier or less, and its 'purchase' does not significantly impact your wealth bonus. A supply 1d4 clips of ammunition are considered one piece of gear.

Finding a character's safe house or weapons cache requires a Gather Information or Research check (*DC 28 + the character's Wis modifier*). A day after first accessing a cache, the base DC of the check drops to 14 + the character's Wisdom modifier.

Finality

Writing the book, I kept the focus fairly tight: abortion as it stands today, not historically. I've also condensed and simplified some of the information herein. This book is designed to introduce gamers to another world, offer the game master just enough detail to run a campaign, and offer players testing out one of the new classes presented here just enough color to roll up some memorable creations.

I'm writing this book for the gamer intrigued enough by the subject to pay the cover price, but with no real familiarity with the material. For those of you who've undergone an abortion, know someone who has, or are active on either side, I hope my words reflect your truths, and I hope you don't find me presumptuous for writing them.

Respectfully,

CHRIS FIELD,

December 2006

Selected Bibliography

Non Fiction

Caught in the Crossfire: A Year on Abortion's Front Lines

Sue Hertz, Prentice Hall, 1991

Explores a year in the life of a Boston area abortion clinic during the height of anti-abortion violence. Offers amazing insight into the patients and their relationship with the doctors.

Targets of Hatred: Anti-Abortion Terrorism

Patricia Baird-Windle, Elanor J Bader, St Martin's Press, 2001

Written a few years after the worst incidents of anti-abortion terrorism, the book details the anti-abortion move-

ment's evolving set of tactics and relationship with the courts and the justice system.

Why I Am An Abortion Doctor

Suzanne T Poppema, MD, Prometheus Books, 1996

Exactly as the title suggests, this book offers a biography of an abortion provider, detailing her career, her early training and her reasons for doing what she does.

Wrath of Angels: The American Abortion War

James Risen & Judy L Thomas, Basic Books, 1998

Details antiabortion culture, focusing on the rise of Operation: Rescue, one of the movement's foremost political groups, as well as the personalities behind the pro-life movement.

Fiction

Keeper

Greg Rucka, Bantam Books, 1996

Not only is this really amazing fiction, offering a well researched look into an abortion clinic's culture, it's also must reading for anyone playing the Bodyguard class.

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