

MODERNIZED

GAMING IN A MODERN WORLD

DOUBLE
ISSUE

SEE THE
FUTURE

WITNESS THE
HORROR

ONLY FOUR MONTHS LATE!



MODERNIZED

is published by
Gallantry Productions
in association with
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MISSION STATEMENT

MODERNIZED is a publication designed to promote and support gaming in the Modern setting. It strives to increase awareness of the various products available for d20 Modern and other Modern gaming. It endeavors to provide readers with material that will enhance their Modern gaming experience. It serves to showcase the various talents of the writers and artists whose volunteer contributions make MODERNIZED a success.

Pub's Scrawl

A little late is better than not at all, I think. The past four months have, if anything, proven to me that there is never enough time to do both what one must do and what one wants to do. As Ms. Vieira and myself are both students persuing post-secondary education. While we both only attend a relatively small number of hours worth of classes, each of our programs demand a lot more time to be spent on homework assignments. When we began MODERNIZED, we anticipated having much more time to put together the magazine. It turns out we were sadly mistaken.

After this issue, MODERNIZED will be put on indefinite hiatus. "Indefinite" here means that we hope to begin again working on this endeavour soon, but we have no idea how soon we will be able to. A number of people have expressed interest in helping take the load off us; such would be well appreciated. Anyone interested in helping with the layout work is encouraged to

mail us at our usual address. I'll only ask that only folks serious about providing layout help, and those possessing the proper layout tools, send mail in this regard.

I hope you enjoy the current issue. Compiled of material from September and October, it was intended to provide some futuristic material and some Hallowe'en-appropriate articles of horror.

Congratulations goes out to Michael Woods, who was the first person to correctly name the source of last issue's quote. While many thought that it was uttered by Wyatt Earp in the movie "Tombstone", Michael correctly identified it as a line from the song "Suburbia" by the Matthew Good Band. Michael - remind me that I owe you that free swag.

Enjoy MODERNIZED #2, and good luck guessing the source of this quote.

- David S. Gallant

"WE MAY NOT BE ALWAYS DOING BUSINESS, BUT WE'RE ALWAYS OPEN."

Anno Websteria

a future history of the world

Michael Woods

Have you ever given serious thought to what the universe would be like if it was the product of the imagination of a deranged egg sandwich? No? Well, that's good, neither have I. But still, what if?

Bet I've got your attention now. Half of you are probably thinking I'm nuts, and the other half are wondering where I'm going with this. Rest assured, this does have a point. That is, many of the most memorable settings have some central quirk, that while not necessarily dominating every aspect of it, still give the setting its own bit of character and attitude; a quirk that makes the setting instantly recognizable.

Lightsabers, Phasers, Fremen. I'd give you three guesses where those came from, but you probably don't need them. They do, however, serve as excellent examples of quirks that make settings stand out.

You don't even have to be serious about it; anything will do to help define a setting, especially so in science-fiction, where your options are nigh-limitless!

There's a wonderful novel written by Walter M. Miller, Jr, entitled *A Canticle for Leibowitz*. The story is set in a post-apocalyptic world, and begins with the accidental discovery of holy artifacts: a shopping list including pastrami, kraut, and bagels, and a blueprint. The novel is anything but pointless comedy, as those items might suggest. In truth the story holds a deep, profound message, but it certainly stands out for its quirks.

So, to provide another example of what I'm talking about, the following is a short history (and an advanced class) from a setting I'm developing. The quirk? A dictionary.

It was the year 2005 when we learned we weren't alone. The NASA exploratory rovers Opportunity and Spirit were still active, performing well beyond their specifications. On August 9, 2005, Spirit was sent instructions to examine the rock so lovingly dubbed "Casper" by the JPL crew back on Earth. Spirit set its rock-abrasion tool to work, grinding off the top layer of minerals, and then set out to identify the chemical structure of Casper. It was Calcium-based. The news raced across the globe, and finally we had an answer to the question of whether Mars was ever inhabited. You see, Spirit had uncovered a human skull.

The first pictures hit newsstands the next day. NASA was at the forefront, and for a moment, the world forgot about terrorism, politics, and the menial day-to-day tasks of society.

Then it all faded away. Neither Spirit nor Opportunity found anything else of serious interest, and the years ticked by. Sure, there were those who felt vindicated, and the discovery did inspire some to embrace dreams of science, but the world was a fickle place, and all too quickly found itself caught up again in the throes of conflict.

For a while after the discovery, NASA enjoyed a boost in funding, but even that disappeared with time.

*By the fiftieth anniversary of the discovery, space exploration was all but abandoned. Perhaps one mission in two years would be sent out. Soon, that became one in three. Then one in four. When the last exploratory mission, the Spyglass probe, was launched on July 20, 2069, it was no more than a mere mention on the sixth page of a small Central Florida newspaper, *The Weekly Crier*. Nobody read the article, nor did they read the accompanying two-paragraph piece about the centennial anniversary of the Apollo 11 moon landing.*

The world slowly but surely became more absorbed in its own motions. The media found scandal after scandal to focus on, the war on terror continued (by then escalated to a street bombing a week somewhere in the US), and the corporations grew and grew.

Human development slowed to a crawl. Joplin was hailed as the last great composer. There was a brief revival of interest in the works of Shakespeare and Dante. Olympic records stood, and remained standing, unbroken for decades. Scientific research had all but burned out. Biology was still focused on trying to perfect methods for cloning life. Physics was still chasing pipe dreams, and Chemistry, well, no one really knew what chemists did anyway. The last great social revolution occurred with the introduction of the internet, and the 90s were back in style, for the third time.

World War III almost happened. The launch of nukes was stopped at the last minute by Geranium International, whose hired hackers simply broke into the computer systems of the missiles and ordered a self-destruct.

Nobody noticed.

Soon society began to forget. Technology regressed.

Nobody noticed.

Universities closed down. Higher education wasn't necessary to decide what to wear, so people skipped it. After all, everyone had everything they could want: four thousand channels, malls that brought the goods to you, and all of the fast food you could eat (so why should anyone work?).

Nobody noticed.

The Library of Congress shut its doors for the last time. It was taken off of the budget in favor of an expanded initiative to combat obesity.

Nobody noticed.

Small things began failing. First the fusion industry tanked, but that wasn't a problem; corporations simply built fission power plants.

Nobody noticed.

Air travel ran dry, and the last major airport closed down nearly two centuries after the Wright brothers took to the skies... but who cared? Porta-vision was just as good as being there in person, and you could even talk to people on the other side, or shake their hands if you wanted to.

Nobody noticed.

Soon even the fission plants grew cold, and the vast robotic farms that fed the world experienced drops in production. The AIs simply redistributed goods to the areas of greatest population. A tenth of the world's population, nearly one and a half billion people, starved.

Nobody noticed.

By the time the final satellites fell from the heavens, and the last natural gas reactor shut down, it was too late. Civilization was lost... again.

What goes up must come down; and just as civilizations rise, they also must fall. The higher they rise, the lower they fall. This was not a new concept to Earth. This was at least the third time it had happened. The

previous two civilizations fell to wars, destroying themselves in their technological glory, but social stagnation seemed worked just as well this time around.

Five thousand years later, humanity tried again. This time they didn't even make orbit.

Another few thousand years passed, and another civilization rose, and another civilization fell.

Another few thousand years passed, and another civilization rose, and another civilization fell.

Another few thousand years passed, and something changed.

Alduth Gurthrie came upon a cave wall that sounded hollow. He pried the rock loose, and entered into a room, buried more than fifteen thousand years earlier. Everything was in ruins, except for a single copy of Webster's New Dictionary, 88th Edition. Naturally, Gurthrie couldn't read the text, nor could his pre-industrial revolution mind comprehend what was in that book, even if he could read it. However, humankind is nothing, if not stubborn. Gurthrie spent years trying to make sense of the text. In his late fifties, Gurthrie died, but not before discovering what the thirty-six alphanumeric characters in the book meant. Before passing on, he gave the text, and knowledge of how to read it, to his daughter Joan.

For the first time in Eons, the barrier of time was crossed, and one great civilization learned from another.

Joan came to be regarded as a Saint, and the text her Scripture. The knowledge from that book sped up human accomplishment tenfold. The

religion of Websterians rose to prominence. As they learned, and as everything they discovered fell in line with the "sayings" of the book, they gained power.

Soon humanity took to space again. The first manned lunar mission in fifteen thousand years set down on the shores of the Sea of Tranquility, not by some strange cosmic coincidence, but because they knew the artifacts would be waiting. On the surface of the moon, three hundred and eighty-four thousand kilometers from the birthplace of mankind, where nothing changes; a metal plate, a flag, and a portion of the Eagle's LEM greeted the descendants of God.

While some on Earth had once refused to believe, they were now forced to admit the truth. Physical proof of the Gospel of St. Joan was brought back from Luna, and a society that would have faded into history surged forward and upward.

The rule of the Websterians transcended geographic boundaries, and the prevalence of their teachings forced humanity ever onward and outward.

Soon they had mastered fusion, and with it, the planets. Permanent, self-sufficient outposts were setup on Luna, Mars, and the Galilean Satellites. Humanity had finally crossed the line. After thousands upon thousands of years of trying, society finally reached a stage beyond which it could not easily dissipate.

In AW 368, all of the technology and science contained within the text was mastered, and humanity's uniting vision vanished. The Websterians still held a vast majority of system-wide power, and made it their new goal to expand upon the text as much as possible; but, their power was no longer absolute. Other factions arose. Regional governments began

rising to prominence, and the minor disputes that existed during the absolute reign of the Websterians broke into all-out wars. Human life on Earth was nearly wiped out when a genetically-engineered plague was release. Nine out of every ten people died. The colonies survived and quarantined Earth, hoping to let the plague run its course.

The quarantine lasted until AW 423, and when it was dropped, the colonies offered places amongst their ranks for all surviving humans.

The exodus began.

Over the next twenty years, the entire human populace of Earth left to the colonies, abandoning humanity's cradle, and the terror they had faced there.

The colonies grew, and expanded into the heavens.

Expeditions were sent to Proxima Centauri in AW 681 when a small planet was detected orbiting a gas-giant pair in the system. The Cryoship, travelling at sublight speeds, took a hundred years to make it there by Sol count; but they arrived, and humanity finally claimed another star.

We grew and we grew. Soon more systems were colonized, but nowhere was intelligent life encountered.

In the year AW 1824, Exotic matter was first stabilized in a laboratory orbiting Neptune.

Eight years later, the first artificial wormhole was constructed, between Mars and Neptune. Faster-than-light travel was achieved.

Within fifty years, a network of wormholes connected the inner systems, providing lanes of travel for spacecraft that allowed interstellar trade to flourish.

Then in AW 2107 antimatter was conquered. With it came startling revelations on the nature of space and time, allowing non-wormhole travel at apparent speeds of up to 40c.

Humanity grew. And grew. And grew.

It is now AW 2571, and human influence has spread throughout dozens of systems. Most of these are connected by the network of wormholes, and private space travel is common. Corporations have grown to rule entire planets, and their dealings, both with other such corporations and with true governments, are not always peaceful. Websterian philosophy still runs through the society's veins, and the great text is currently in its 304th edition. We never did find intelligent life, but we did find its traces—artifacts have been uncovered across numerous worlds. Most artifacts seemingly defy the laws of science, and are always greatly desired. Yet, the lack of intelligent life does not rule out all life. Indeed, wherever we went, we found life. The xenoflora and xenofauna on most worlds is mind-boggling; some dangerous, most harmless, but always fascinating.

And there is always the frontier. For every system settled and linked to the WHnet, there are three that barely count as colonies, and won't get a link for decades. They depend on local travelers both for news of the outside systems, and to spread their own news. Anything can happen on the frontier, with its often month-long transit times to WHnet stations.

Technology has given us the power to conquer the stars, but we have also made remarkable inroads into our own bodies. Gene therapy and

engineering has produced many subspecies of *Homo sapiens*. From the gilled *Homo sapiens aquatica* to the lanky *Homo sapiens astra* who pilot the great exploration ships which never set into gravity fields. Some have even voted to adopt animal traits, and entire species of these so called “Moreaus” have risen. Even those of us who still look normal probably have a piece or two of cyberware in our bodies, range from anything as small as a built-in radio transceiver to a completely rebuilt skeletal system.

And then there’s AI. AIs exist, and have existed for several hundred years, but they are still incapable of creation. They can analyze a situation, and think up a solution to your problem, but they cannot step outside of the boundaries of the situation. Well, except for a few: there’s been research into pseudo-biological systems, true digital life, and it has produced androids capable of creative thought; but they aren’t common yet, not by a long shot.

However, computer systems go beyond just thinking machines. The wormhole system, while serving as a wonderful transit mechanism, also serves as a truly enormous computer network, storing and sending data through the strange links of exotic matter. The hackers of the silicon age would give their right and left arms to get a hold of a modern VR system. They handle all of the senses through direct brain-links. We don’t bother with consoles anymore, at least not for anything more than VR interfaces. Everything else is accomplished directly through NetRunning, or thinking your digital self into action. Virtual librarians retrieve information at a thought, and even dating takes place across light years with the WHnet.

Yet even in this day and age, not everything is fact. “Urban legends” (to use the old term) still abound, from telepathic mutants living in the ruins of fission-burnt planets, to ancient derelicts floating through space with their dead crew. Undoubtedly, most of them are false - complete

red herrings - but some of them must be rooted in truth, right?

It is truly an exciting time to be alive.

As an Advanced Class, I present, the Archivist. In the setting I have just described, the Archivists are agents of Websterian philosophy, searching throughout the galaxy for new information to submit to the Dictionary, which they refer to as the Great Text, (or sometimes simply the Text). Their work necessarily makes them jacks of all trades; for who knows what lengths they’ll have to go to for the next article?

Additionally, the Archivist is an advanced class that can fit in almost any setting. Any traveler in search of knowledge would do well to become an Archivist (although not necessarily devoted to the Text), and even those who merely dabble in a bit of everything would find the Archivist’s abilities suited to their style.

THE ARCHIVIST (the following class is Open Gaming Content)

The Archivist is an agent of Websterian philosophy, working to expand upon the great text of St. Joan, no matter the danger to life and limb. Archivists are found across the inhabited systems and throughout the colonies. They constantly seek to add entries to the Text, and their devotion to that collection of knowledge is, while viewed as bizarre by some, one of an Archivist’s most useful traits.

In groups, Archivists can often fill many roles, from support fighters, to superb researchers, and even holding the public eye. While an Archivist certainly isn’t the best at any of these roles, his training and experience (often necessary to get the information he needs) make him a sort of jack of all trades: best at none, worst at none.

Select this advanced class if you want your character to have a wide range of abilities, but fill no specific niche.

The fastest way into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

Skills: Investigate 6 ranks, Knowledge (any two) 6 ranks, Research 6 ranks

Class Information

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Archivist attains a new level in this class.

Class Skills

Computer Use (Int), Craft (Writing) (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Investigate (Int), Knowledge (Arcane Lore, Art, Behavioral Sciences, Business, Civics, Current Events, Earth and Life Sciences, History, Physical Sciences, Popular Culture, Streetwise, Tactics, Technology, Theology and Philosophy) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language, Research (Int), Search (Int), Sense Motive (Wis), Speak Language, Survival (Wis).

Skill Points per Level: 7 + Int modifier.

Class Features

Knowledge of the Text

Through their study of Webster's Dictionary, Archivists have at least a basic knowledge of everything. Archivists gain one rank in each Knowledge skill that they have not previously taken ranks in.

Of Course That's Possible

At 2nd level, knowledge of advanced techniques allows an Archivist to perform actions that would not otherwise be possible. Upon gaining this ability, an Archivist chooses a number of class skills equal to his Intelligence modifier. The key ability for these skills change to Intelligence for the Archivist.

Bonus Feats

At 3rd, 6th, and 9th level, the Archivist gets a bonus feat. The bonus feat must be selected from the following list, and the Archivist must meet all the prerequisites of the feat to select it: Attentive, Brawl, Combat Expertise, Combat Martial Arts, Educated, Guide, Heroic Surge, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious, Track, Trustworthy, Vehicle Expert.

Everything Has a Weakness

At 4th level, an Archivist is able to use his encyclopedic knowledge of many different topics to his advantage in many situations. Once per day per three Archivist levels, an Archivist may make a special Knowledge check. The specific knowledge skill depends on the selected target (Behavioral Sciences or Earth and Life Sciences for people, Physical Sciences for constructs or objects, Technology for computer systems, etc). The base DC for this check is 10, modified as shown in the table below:

Description of target	DC mod
Living Creature	+5
Common	+0
Uncommon	+5
Rare	+10
Very Rare	+15
Unique	+20
Higher Progress Level	+3/PL

Whether something falls in a given category is up to the GM, but rough guidelines follow.

Common- daily occurrence (i.e.- common vehicle, personality type, etc)

Uncommon- monthly occurrence

Rare- only encountered a few times per lifetime (i.e.- specially trained

operative of a secret organization, device handcrafted by a certain person, etc)

Very Rare- perhaps encountered once in a lifetime, if at all (i.e.- alien artifact, prototype robot, etc)

Unique- only one of its kind.

If the Archivist succeeds on the knowledge check, then he gains a +1 knowledge bonus (plus an additional 1 for every five points that the Archivist's roll beat the DC by) on interactions with the target for the rest of the day. For example, if the target was a computer system the Archivist was attempting to hack into, the Archivist would gain the bonus on Computer Use checks when dealing with that system. If the target was another person, the Archivist would gain the bonus on social interaction (Bluff, Diplomacy, etc), while if the Archivist entered combat with the target of this ability, the bonus would apply to damage rolls.

“Details, Watson”

At 5th level, an Archivist's subconscious mind picks up and stores information that the Archivist may not realize at the time, but can remember later. Once per day an Archivist may make a single Listen, Spot, or Search check after a situation has passed. Based on the results of this check, the Archivist may remember things about the situation that were not apparent to him at the time. i.e.- While searching a building, an Archivist may miss a DC 20 search check to notice a bloodstain behind a desk. Later that evening, pondering over his findings, he may use this ability and, with a successful search check, realize that what he had passed over at the time was really the bloodstain in question.

Quick Study

At 7th level, an Archivist is so used to learning new things, that he may actually copy others' techniques. Once per day while witnessing a skill use (or up to 10 min after witnessing it), an Archivist may act as though he had ranks in that skill equivalent to whomever he observed using it.

<i>Table: The Archivist</i>							
Level	B A B	Fort	Ref	Will	Special	Def	
1st	+0	+0	+1	+1	Knowledge of the Text	+1	+0
2nd	+1	+0	+2	+2	Of Course That's Possible	+1	+0
3rd	+2	+1	+2	+2	Bonus Feat	+2	+1
4th	+3	+1	+2	+2	Everything Has a Weakness	+2	+1
5th	+3	+1	+3	+3	“Details, Watson”	+3	+1
6th	+4	+2	+3	+3	Bonus Feat	+3	+2
7th	+5	+2	+4	+4	Quick Study	+4	+2
8th	+6	+2	+4	+4	Greater Knowledge	+4	+2
9th	+6	+3	+4	+4	Bonus Feat	+5	+3
10th	+7	+3	+5	+5	There's a Way Out of Everything	+5	+3

This effect lasts for the duration of the observation, and for 10 minutes afterward (or for 10 minutes if used after witnessing a skill use).

Greater Knowledge

By 8th level, an Archivist's knowledge base is extraordinarily large. He now adds twice his Intelligence modifier to all Knowledge checks.

There's a Way Out of Anything

At 10th level, an Archivist is able to think on his feet with incredible speed, finding a way out of even the direst of circumstances. By spending an action point after failing a saving throw, an Archivist may choose to make a new saving throw at the same DC while applying his Int modifier rather than his Con, Dex, or Wis modifier to the roll.



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THE C-AUG SOLDIER

David S. Gallant

It was once thought that technology would eventually replace humans on the battlefield. With all the recent breakthroughs in cybernetics and biotechnology, it is assured that humans (albeit enhanced humans) will continue to be the main fighting component of future warfare.

The newest military innovation combines a Neurocomp enhanced person with a cocktail of liquid amphetamines, stimulants, and other chemical augmentors. The cocktail works with the subject's Neurocomp to enhance his or her natural abilities to a startling degree. The resultant human is so advanced that one such soldier is equivalent to an entire unit of ordinaries. The augmentation does take a dramatic toll on the subject, however, drastically shortening his or her lifespan.

The military calls their chemically augmented troops "C-Aug Soldiers." They combine Neurocomp enhancement with a gradual introduction of the augmentation chemical cocktail and advanced training. The end result is a short-lived but well-trained combatant with abilities enhanced far beyond the normal human ken.

Gamemasters must be very careful with this class, as it throws game balance right out the window. The challenge rating of a C-Aug soldier increases exponentially, and a single 10th level C-Aug Soldier may be tough for even a group of 20-level characters. The class was designed around the flavour of rampant chemical enhancement at a significant cost to lifespan. The designer felt that maintaining the flavour of the class was more important than ensuring a C-Aug Soldier is equivalent to other characters of equal level. This class is insanely powerful, so allowing C-Aug Soldier characters or creating C-Aug Soldier NPCs must be done with careful consideration.

If your campaign chooses to incorporate C-Aug Soldiers, balance can be achieved by playing on their weaknesses. First, the Neurocomp is relatively fragile. Disabling it puts the C-Aug Soldier at huge risk. Secondly, since the Neurocomp is cybernetic hardware, the C-Aug Soldier is particularly vulnerable to electricity attacks and hazards. Finally, the soldier has a weak Will save which can be easily exploited.

Requirements

Base Attack Bonus: +3 or higher

Starting Occupation: Military

Cybernetics: Neurocomp

Special: must be a soldier in a military offering Chemical Augmentation and agree to a minimum five years of service.

Hit Die: d12

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points per Level: 5 + Intelligence modifier

Class Abilities

Chemical Augmentation

The key to the C-Aug Soldier's enhanced abilities is the potent mix of stimulants, amphetamines, and other chemicals that are gradually introduced into and regulated by the soldier's Neurocomp system. The results are a dramatic and exponential enhancement of the soldier's strength, agility, and toughness. At first level, the C-Aug Soldier gains a +1 enhancement bonus to his Strength, Dexterity, and Constitution scores. This bonus increases to +2 at third level, +4 at fifth level, +8 at seventh level, and to a whopping +16 at ninth level!

If the Neurocomp is ever destroyed or disabled, he instantly loses all abilities granted by this class (except for Short Lifespan) and half of his Chemical Augmentation bonus, rounded down. If the Neurocomp is not repaired, the enhancement bonuses decreases by 1 per day until it is gone and the soldier must make a Fortitude save each day (DC 15 + C-

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+1	+2	+2	+0	Chemical Augmentation, Increased Consumption, Lessened Sleep Requirement, Short Life Span	+1	+0
2nd	+2	+3	+3	+0	Evasion	+2	+0
3rd	+3	+3	+3	+1	Chemical Augmentation, Bonus Feat	+3	+0
4th	+4	+4	+4	+1	Improved Evasion	+4	+0
5th	+5	+4	+4	+1	Chemical Augmentation	+5	+1
6th	+6	+5	+5	+2	Instinctive Dodge, Bonus Feat	+6	+1
7th	+6	+5	+5	+2	Chemical Augmentation	+7	+1
8th	+8	+6	+6	+2	Induced Insomnia	+8	+1
9th	+9	+6	+6	+3	Chemical Augmentation, Bonus Feat	+9	+2
10th	+10	+7	+7	+3	Regeneration	+10	+2

Aug Soldier level) or die. This save stops once the soldier's enhancement bonuses have disappeared or the Neurocomp is repaired (if this occurs, all class abilities and enhancement bonuses return the following day). The chemical cocktail must be flushed and refreshed every three months, or the soldier suffers as if his Neurocomp had broken.

Increased Consumption

Most humans require the equivalent of three meals a day to function properly. C-Aug Soldiers require the equivalent of an additional meal per day for every two levels of this class. By 10th level, a C-Aug Soldier requires the equivalent of eight meals a day simply to be properly nourished.

Lessened Sleep Requirement

A C-Aug Soldier requires one hour less of sleep each day per level in this class. For example, a 5th level C-Aug Soldier requires only three hours of sleep each night. At 8th level, this ability is replaced with Induced Insomnia.

Short Lifespan

Once a Neurocomp-enhanced human begins incorporating the C-Aug cocktail into his system, he condemns himself to a shortened life. Because of the sheer strain the enhancements force the body to heap on itself, C-Aug Soldiers usually find their bodies fail on them after a given period of time. The lifespan of a first level C-Aug Soldier is 10 years and 9d6 months. Each time the soldier's Chemical Augmentation improves, it reduces his lifespan by one year and 1d6 months.

On the soldier's last month of life, he must make a Fortitude save each day (DC 30) or permanently lose 2 points of Constitution. The DC for this save increases by 2 each day. Most C-Aug Soldiers commit suicide during this time, or pick a fight they know they cannot win, to quicken their unavoidable fate.

It's theorized that a C-Aug Soldier may be able to cheat an early death by undergoing Detox. However, no person has ever survived a detox attempt.

Evasion

This ability is identical to the Fast Hero Talent of the same name.

Bonus Feat

At 3rd, 6th, and 9th levels, the C-Aug Soldier gains a bonus feat from the following list. The soldier must meet all prerequisites for the feat: Action Boost, Advanced Firearms Proficiency, Armor Proficiency (light), Brawl, Blind-Fight, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Cybertaker, Defensive Martial Arts, Far Shot, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Improved Knockout Punch, Improved Trip, Knockout Punch, Power Attack, Streetfighting, Toughness, Weapon Focus.

Improved Evasion

Whenever the C-Aug Soldier is allowed to make a Reflex save to avoid damage, he only takes half damage on a failed save (a successful save deals no damage as per Evasion). Improved Evasion can only be used when the soldier is wearing light or no armor.

Instinctive Dodge

Whenever a successful attack roll is made against the C-Aug Soldier, he may make a Reflex save to avoid it (the Evasion and Improved Evasion abilities apply to this save). This ability works even if the soldier is flatfooted or unaware of the attack, but not while he is restrained, entangled, immobilized, unconscious, or in a similar state.

Induced Insomnia

The C-Aug Soldier has shrugged off nearly all need for sleep on a daily basis. He may require 3-4 hours of sleep once a week, but he cannot fall asleep normally (most soldiers resort to taking medication or other substances to “knock them out”). A C-Aug Soldier who neglects to sleep at least once a week suffers from Fatigue.

Pain Immunity

By 10th level, C-Aug Soldiers are immune to pain. They never have to make any saves against pain-based effects, and are immune to physical torture.

Regeneration

The body of a C-Aug Soldier becomes so advanced that it actually heals in minutes what a normal body would take days to recover from. The soldier recovers one hit point per round (roughly 10 a minute). He cannot recover more than his maximum amount of hit points.

New Cybernetics*Neurocomp (PL6)*

The Neurological Biofeedback Synchronization Computer (Neurocomp) consists of a series of neural implants with wire links to injection strips along the subject's body. The whole system is connected to a computer that monitors the subject's internal chemical balances and makes minute adjustments to keep the body running at peak optimal performance. Those augmented with Neurocomps note a slight enhancement of their endurance and sensory perception. While this expensive and surgically invasive process might seem at first to offer little benefit, the Neurocomp enhancement is a key element in the creation of chemically-augmented humans. The Neurocomp counts as three pieces of cybernetic equipment (the neurological wire links, the biofeedback synchronization computer, and the chemical injection system).

Installing a Neurocomp requires extensive brain surgery. Failing the Treat Injury check to install it deals 1d4 points of permanent Intelligence loss in addition to the usual repercussions.

Benefit: The user gains a +1 bonus to attack rolls, a +1 dodge bonus to Defense (this stacks with other dodge bonuses), a +2 bonus to Fortitude and Reflex saves, and a +4 bonus to Spot and Listen checks. A Neurocomp also allows a human to become a C-Aug Soldier (see above) or another type of chemically-augmented human.

Type: External/Internal

Hardness/Hit Points: 5/10

Purchase DC: 30

Restriction: Mil (+3)

VEIRLYNX STATION

Carrie Baize

Originally built as a simple refueling and communications relay center, Veirlynx Station has changed hands – and uses – many times in its history. The original complex has been altered and expanded by each owner, leaving a jumbled and confused floorplan for each new owner to customize according to his own needs.

Veirlynx is believed to be the name of the first private owner of the station, but accurate records regarding several of the station's owners, including its first private owner, have mysteriously vanished its many years of service.

History

Initially constructed very late in the Fusion Age to aid megacorp exploration vessels, Veirlynx was the most distant outpost from “civilization” at the time of its construction. It became prime (though still largely inaccessible) property with the discovery of large veins of several rare elements on what had been considered a barren and generally useless chunk of rock. Once the minerals were harvested, however, the station lost much of its newfound glory and large sections of the structure were closed off until it entered the private sector.

Early in the governmental reconstruction of the Gravity Age, refueling depots that belonged to the megacorps (like Veirlynx) went up for sale on the open market. Some were taken over by governments, but many were bought by enterprising entrepreneurs who saw in them the possibility for large profits in a society where space travel had become a part of life. Independent fueling stations and trading posts popped up all over the major shipping lanes, but Veirlynx's isolated location offered it both autonomy and independence. Veirlynx changes hands several times during the Gravity Age and each new owner transformed the station into something new and different from its previous incarnation. New mineral deposits were discovered and mined by one owner, repair facilities added by another, and yet another transformed the station into a major port along a normally unfriendly trade route.

The onset of the Energy Age saw another shift in Veirlynx's purpose. Most of its large bays were dissected to serve as a permanent hangar for the newest owner's personal army of fighters. While this new owner is never seen, rumors abound that he is some sort of system warlord. His ships and pilots are easily recognizable, though they treat the station and anyone on it like their personal playground. Veirlynx is now a place good folks like to avoid; but because of its location, most travelers are forced to dock there, if only for a few hours.

Notable Figures

Kildran Skrethler

After years of travel on luxury liners, serving drinks to the most privileged elements of society, Kildran lost interest in his wandering ways and set up shop in a busy corner of Veirlynx Station. Kildran's formerly migratory lifestyle has made him weary of building any sort of relationships with other residents of Veirlynx. The only people at the station who could be called his friends are the small staff of The Void. Kildran tries to keep up on all the latest news and is viewed as a friendly ear by most visitors. He hears more information than any six people at Veirlynx and will share it all, changing the names or blurring details in order to preserve the privacy of the original storyteller.

Bridger Tarllian

A retired military fighter mechanic, Bridger Tarllian is one of Veirlynx's most intimidating and most popular residents. Stories of his mechanical prowess have actually brought people to Veirlynx specifically in search of his skills. In spite of high-paying offers from huge corporations and incredible benefits offered by many different governments, Bridger maintains his independent business at Veirlynx.

Kamdane Razzan

Kamdane Razzan was the only one of her father's children to follow in his footsteps. Inheriting his imposing frame, it seemed only natural to her to exploit her natural gifts and become, like her father, a highly paid and well respected expert in personal and organizational security. Kamdane is a no-nonsense woman who avoids distractions like romance, friendships and family. She lives in the small quarters built into the central security core of the station. While she may not have much news from the outside world, she makes it a point to know everything that happens at Veirlynx. She is always at the docks when a new ship arrives at Veirlynx for the first time.

Zacheil Mordannyth

Zach Mordannyth has been a constant fixture on Veirlynx for longer than any other resident can remember. He tells great stories of space battles, corporate sabotage missions, and good old-fashioned bar brawls. He has been everywhere and done everything – at least it seems that way if you listen to him long enough. His stories seem genuine, but there is always someone who questions his involvement in era-defining events. The old man is generally calm and easy going, but if he's pushed too far, the other party is likely to find out just how much of a crack-shot he is.

Locations in the Station

Veirlynx Security (1)

Having taken over what was the central control core of the station, Veirlynx Security forms the central hub of the station's structure. The security complex consists of a large control room with computers, systems sensors and surveillance monitors, five reinforced containment cells, and a small apartment inhabited by Chief Razzan.

The Void (2)

Created from the deserted husks of two corporate dining rooms, Kildran Skrethler named his new bar The Void in reference not only to its location's long-term disuse, but also in homage to the precarious position of Veirlynx itself.

Retail wing (3)

This branch of the station complex is dedicated to small shops with many different retail offerings. These shops are seldom in the same location for more than one calendar year, as they are normally run by migratory merchants or cargo captains looking to make a profit off an undelivered load. The retail wing usually has shops offering weapons, clothing, gear, and food.

Medical clinic (4)

Located near the security core, Veirlynx Station's medical facilities are small and ill-equipped. Although the medical staff is well-trained, they are overworked, undersupplied and underpaid. They will assist whenever their skills are needed, but tend to have a somewhat negative attitude and callous bedside manner.

Short-term housing (5)

Veirlynx Station's short-term housing is wing of small apartments, each containing a single living/sleeping area, small kitchen and bathroom. These rooms are suitable for one or two people and are rented through an automated system on a weekly basis (purchase DC 4 for a seven-day period).

Repair Dock (6)

Bridger Tarllian spent his military career in the docking bays of carriers, coming up with on-the-spot repairs that would get the fighters back out before the fight was over, and the civilians off the ship before they got

wrapped up in any military issues. His superiors fought his resignation through every channel they could, but in the end, they had to let him go. His small machine shop and offices are located just off the hangars. His expert repair service is available at any time of day and for a reasonable price.

The Grease Monkey (7)

Before The Void opened for business, The Grease Monkey was the only option for visitors to Veirlynx. The quality of the service, food, drink and company has plummeted with the introduction of a competitor. The Grease Monkey has remained open in its original location, near the station's first repair bays.

Docking Bays (8)

Veirlynx Station's docking bays expand beyond the boundaries of the map, with each of the three intact bays capable of supporting a mediumweight starship. The fourth bay is the same size, but was converted by the Energy Age warlord to act as a home base for his half-dozen assault fighters. The entry between the docking bays and the main habitable body of the base is protected by an emergency airlock that automatically engages if the bay pressure varies longer than necessary for docking of the ship identified on the sensors.

Long-term housing (9)

Long-term housing makes up two full wings of the station. One wing is made up of small apartments similar to those in the short-term housing area. The other is made up of apartments designed with families in mind. Most have two or three sleeping areas, a general use area, kitchen and one or two small bathrooms. Long term housing is rented through an automated system. The cost of these quarters varies depending on size. Small apartments, like those in the short-term housing area, are rented for ninety day periods at DC 6, larger apartments at DC 8 and 9.

Mine Entrances (10 & 11)

These airlocks were decommissioned after the mining operations ended, but have been maintained as they were built to be part of Veirlynx's systems infrastructure. They are fully functional, but locked in a sealed position by station security.

(the following NPCs are Open Gaming Content)

Kildran Skrethler, Smart Hero 4/Charismatic Hero 3 CR 7; Medium-sized Humanoid; HD 4d6+4 plus 3d6+3; HP 32; Mas 12; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +3; Grap +4; Atk +4 melee (weapon), or +5 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +4, Ref +7, Will +3; AP 3; Rep +5; Str 13, Dex 15, Con 12, Int 17, Wis 11, Cha 18.

Occupation: Entrepreneur (Diplomacy, Knowledge [Business])

Skills: Bluff +10, Computer Use +13, Craft (chemical) +5, Craft (pharmaceutical) +7, Craft (visual art) +5, Craft (writing) +11, Decipher Script +7, Diplomacy +14, Disable Device +5, Disguise +8, Forgery +9, Gather Information +8, Intimidate +10, Investigate +5, Knowledge (Behavioral Sciences) +9, Knowledge (Current Events) +10, Knowledge (Popular Culture) +12, Knowledge (Streetwise) +7, Knowledge (Tactics) +5, Knowledge (Theology and Philosophy) +9, Listen +3, Perform +8, Profession +8, Sleight of Hand +3, Spot +2

Feats: Armor Proficiency (light), Creative (Craft [visual art], Craft [writing]), Educated (Knowledge [Current Events], Knowledge [Streetwise]), Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Windfall

Talents (Smart Hero): Savant (Knowledge [Popular Culture]), Savant (Computer Use)

Talents (Charismatic Hero): Fast-Talk, Coordinate

Possessions: Wealth +12

Bridger Tarllian, Smart Hero 6/Tough Hero 2 CR 8; Medium-sized Humanoid; HD 6d6+18 plus 2d10+6 plus 2; HP 58; Mas 16; Init +3; Spd 30 ft; Defense 17, touch 17, flatfooted 14 (+3 Dex, +4 class); BAB +4; Grap +5; Atk +5 melee (weapon), or +7 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +7, Ref +5, Will +4; AP 4; Rep +2; Str 13, Dex 17, Con 16, Int 18, Wis 13, Cha 10.

Occupation: Technician (Computer Use, Craft [mechanical], Repair)

Skills: Computer Use +20, Craft (electronic) +14, Craft (mechanical) +20, Demolitions +12, Disable Device +12, Forgery +12, Intimidate +6, Investigate +10, Knowledge (Behavioral Sciences) +6, Knowledge (Civics) +5, Knowledge (Earth and Life Sciences) +10, Knowledge (History) +5, Knowledge (Physical Sciences) +12, Knowledge (Streetwise) +12, Knowledge (Tactics) +14, Knowledge (Technology) +12, Knowledge (Theology and Philosophy) +5, Navigate +8, Profession +7, Repair +20, Research +10, Search +6, Sleight of Hand +5, Survival +5

Feats: Armor Proficiency (light), Armor Proficiency (medium), Brawl, Builder (Craft [electronic], Craft [mechanical]), Educated (Knowledge [Physical Sciences], Knowledge [Tactics]), Gearhead, Meticulous, Personal Firearms Proficiency

Talents (Smart Hero): Savant (Repair), Savant (Computer Use), Savant (Craft [mechanical])

Talents (Tough Hero): Robust

Possessions: Wealth +8

Zacheil Mordannyth, Fast Hero 7 CR 7; Medium-sized Humanoid; HD 7d8+0; HP 32; Mas 11; Init +3; Spd 30 ft; Defense 19, touch 19, flatfooted 16 (+3 Dex, +6 class); BAB +5; Grap +6; Atk +6 melee (weapon), or +8 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +2, Ref +7, Will +3; AP 3; Rep +2; Str 12, Dex 16, Con 11, Int 12, Wis 13, Cha 11.

Occupation: Adventurer (Pilot, Survival)

Skills: Balance +7, Computer Use +2, Concentration +1, Craft (mechanical) +3, Demolitions +2, Diplomacy +1, Drive +5, Escape Artist +7, Gamble +2, Gather Information +1, Hide +5, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Move Silently +7, Pilot +9, Profession +4, Sleight of Hand +7, Spot +2, Survival +5, Tumble +9

Feats: Advanced Firearms Proficiency, Armed to the Teeth, Defensive Martial Arts, Elusive Target, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Two-Weapon Fighting

Talents (Fast Hero): Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll

Possessions: Wealth +6

Kamdane Razzan, Tough Hero 4/Bodyguard 2 CR 6; Medium-sized Humanoid; HD 4d10+12 plus 2d12+6; HP 53; Mas 17; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +4; Grap +5; Atk +5 melee (weapon), or +5 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +7, Ref +5, Will +1; AP 3; Rep +1; Str 12, Dex 13, Con 17, Int 13, Wis 11, Cha 11.

Occupation: Military (Knowledge [Tactics], Move Silently)

Skills: Concentration +11, Drive +5, Intimidate +8, Knowledge (Streetwise) +7, Knowledge (Tactics) +3, Move Silently +3, Spot +6

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Streetfighting

Talents (Tough Hero): Damage Reduction 1/—, Damage Reduction 2/—

Talents (Bodyguard): Harm's Way, Combat Sense +1

Possessions: Wealth +6

BUG HUNT #1047

Curtis Owings

Sometimes it's fun to take your characters to strange places and kill things. Bug Hunt #1047 isn't all that new or creative; it's a hodge-podge of material from the media and the works of great authors like Michael Tresca. Thankfully, it's all FREE and it should be fun to scare your players a bit.

Synopsis

An expansive cavern has been discovered nearly a mile underground by an experimental deep mining expedition. To the excavation team's excitement, a power source has been detected in the vast cavern. Initial tests indicate the cave has been sealed for over 200,000 years. The most likely explanation is that the cavern was once the home of a lost alien culture. A power source of this longevity, having survived twenty thousand years buried underground and still remain active, is obviously a prized find. The PC's are part of the first expedition crew to actually explore the cave.

The adventure is designed for 2-5 characters of 7th level or higher, but it scales upward easily to accommodate higher-level play.

While intended for an Earth-bound adventure, this scenario can be placed on any planet or asteroid with a mining operation.

The Story

In the beginning...

About 200,000 years ago, an alien race on the verge of extinction landed on Earth, seeing the planet as a potential new home. They called themselves the Neumosec, and they had been locked in a protracted and vicious struggle with another life form with no name. To the Neumosec, these aliens were known only as the "Others."

Immediately after landing, the Neumosec dug into the Earth's crust to live underground as they had become accustomed to on their home world. Having no need of the surface, they sealed the entryway behind

them. However, their hope of escaping the enemies that plagued them was lost when they began to discover mangled corpses of their brethren. In a few short weeks, the last remnant of the Neumosec was wiped out. The "Others", having nowhere to go and nothing to kill, went to sleep and waited.

Buried in the cave is a treasure trove of alien artifacts. The Neumosec originally an enlightened alien intelligence, had become a war-hardened race with high-powered weaponry and incredibly efficient power sources. Also buried in the cave are the Others - a nearly unstoppable race of creatures with no purpose other than to devour and expand. The Others will awaken as soon as the vibration of machines or the sound footsteps reaches one of the sentries hidden in the alien complex. And that is when the fun begins.

Hooks

- The PC's can be part of the original mining expedition, or hired by the company, to explore the cave.
- The PC's can come across a distress signal of the decimated mining operation.
- The PC's might encounter a lost alien probe in a previous adventure describing the location of the colony and an indication of advanced alien technology within..

The discovery of a lifetime...

Three days ago, the Tetsuo Mining Operation (TMO) discovered a cavern during a test of new, experimental deep-mining equipment. The equipment was retracted from the vertical shaft and a survey probe was dropped into the cavern. The probe dropped 200 feet. Echo survey showed the cavern to be exactly 1.2 miles in diameter, with completely smooth sides and shaped like a bowl. A perfectly smooth hemisphere

isn't a natural geological feature. Something obviously dug out that space and TMO wants to know what. The probe also detected very low levels of radiation indicative of a power source still operating in the cavern. Dating from air samples is difficult, but preliminary data suggests the cavern's construction pre-dates human history.

When the PCs are assembled by the TMO to investigate the cavern, they are briefed by Mary Ann D'Amico, Director of Geo Survey Division.

"Good Morning.

As you know, TMO has discovered an underground structure that appears to be a constructed cavern. A remote probe dropped into the cave has detected a power source at the center of that cavern. Other structures have also been faintly detected from where our shaft hit the opening.

This team has been assembled to go in and bring back the first reports of what's inside.

Right now we have few theories. This mining op is at a depth of 5300 feet, or about 1600 meters. That's almost a mile down. To the best of our knowledge no one has drilled to this depth, let alone created actual structures. It could be something from another government, or a competing company, or some lost culture, or even... well, maybe something that lived before us. We don't know anything for sure and that's why you're here.

We have not detected any energy fluctuations, seismic activity, biological agents or movement aside from that power source. So it looks quiet. Even so, we have top of the line equipment at your disposal, just in case.

Ismael Navarro will lead the exploration. He is the best rock hound in TMO. You can meet him in the equipment room.

Questions?"

Personality Profile: Mary Ann D'Amico

Scientist Smart 3 ordinary

Mary Ann is petite and pushy. She has many projects going at once and this one is derailing her schedules. She prefers to work through Ismael, but will give the PC's a few minutes of her time.

What she knows:

- The probe itself has been untouched since it was deployed on the surface of the cavern.
- The current tests indicate the cavern is 200,000 years old. But she thinks that information is false.
- She thinks the cave is something like Atlantis; a lost culture.
- She doesn't know anything about the 2 missing crew members.

Personality Profile: Ismael Navarro

Smart Hero 2/Dedicated Hero 2

Ismael is of Himalayan decent. He is tall and well built. He is capable and confident. His objective is to get to the power source, document the site and get out safely.

What he knows:

- The only law is Murphy's Law.
- Two members of the mining crew are missing (Earl Kalininski and Yan Zhang), but they've gone missing before.
- TMO has told him that other governments would claim the find and the mining tunnel if anyone found out about the cavern.

Ismael will have 1 to 3 extra men (Mid-level Bounty Hunters) depending on the relative strength of the PC's. Pull them from the Friends & Foes section of the d20 Modern core rules. These extras and Ismael should be

killed early in an encounter with the first Bug. Make a point to describe the quick and messy end these NPC's meet.

What's really going on...

The cavern is only a small outpost of a much larger network of caverns and structures. The Neumosec didn't use traditional tunnels between outputs, but rather teleport pads.

The outpost itself is riddled with underground passages that connected all the surface structures. Four Bugs are hibernating until something triggers their tremorsense and wakes them up.

The two missing crew men entered the cavern 24 hours ago seeking to be the first from TMO to make a find and hopefully get a bonus. They have been killed in Building A. They found a Neumosec pistol and armor belt. You can have this awakened Bug come looking for the PC's or wait until they stumble upon it.

When two bugs awaken, the Queen will also wake. The Queen is in the "Primary Location" of the Neumosec city. She can't get to the outpost, but she can coordinate her minions. It takes her 5 minutes to fully awaken then 5 more minutes to wake up her children.

Some of the Neumosec managed to perform a psionic ritual of stasis before the complex fell. They altered their physical form to a golf ball sized diamond. Their mental energy is infused inside the gem. Each of these diamonds (gem value alone) is Purchase DC 36 (Selling DC 33). Against the background of the crystalline fortress, these gems are DC 15 to Spot.

Scaling

There are three ways to scale the adventure depending on the state of the teleporter in the Neumosec facility

Teleporter broken

Initially there are 4 Bugs sleeping in the alien complex. They will wake

up when a player or NPC walk over an area within their tremorsense. This will keep a group of 5th to 7th level PC's quite occupied. Success in this scenario is mere survival.

Teleporter disabled

In this version the teleport pad that connects this outpost to the Queen is disabled. The first Bug awakened will communicate with the Queen for instructions to activate the portal (located in building E). If the portal is activated then see "Teleporter active" below. In this scenario the PC's must disable the portal and kill all the Bugs.

Teleporter active

Once a single Bug is awakened, more Bugs will come through in 1 hour. The first wave will be 5 Bugs, then 10, then 15, etc. The first five will attempt disable the mine shaft, trapping the PCs inside the cavern. Their next action will be to return to the complex and kill the PCs for meat for the waking hive. This will be very challenging for even relatively high level PC's. In this scenario, the PC's must take on the Queen. Once she is dead, the Bugs can't reproduce and, even if they make the surface, they will eventually be killed. You'll have to write the next adventure once the PC's get past the portal. Remember the GM's motto, "More evil is good!"

Other Suggestions

Bug Hunt #1047 is loosely defined to allow the GM to add creative elements. Here are a few ideas to help spice it up.

- Perhaps a Neumosec is in stasis
- Allow Smart heroes to decipher some of the alien writings throughout the structures. These could be schematics for advanced equipment or locations of other settlements.
- Star maps to other Bug worlds

- The station could go into autodestruct when the players arrive
- Rescue mission for Earl and Yan.
- The complex is psionically receptive, perhaps the PC's have some latent ability to control buildings
- Perhaps the Queen can control structures from her remote location.

Locations

The Cavern:

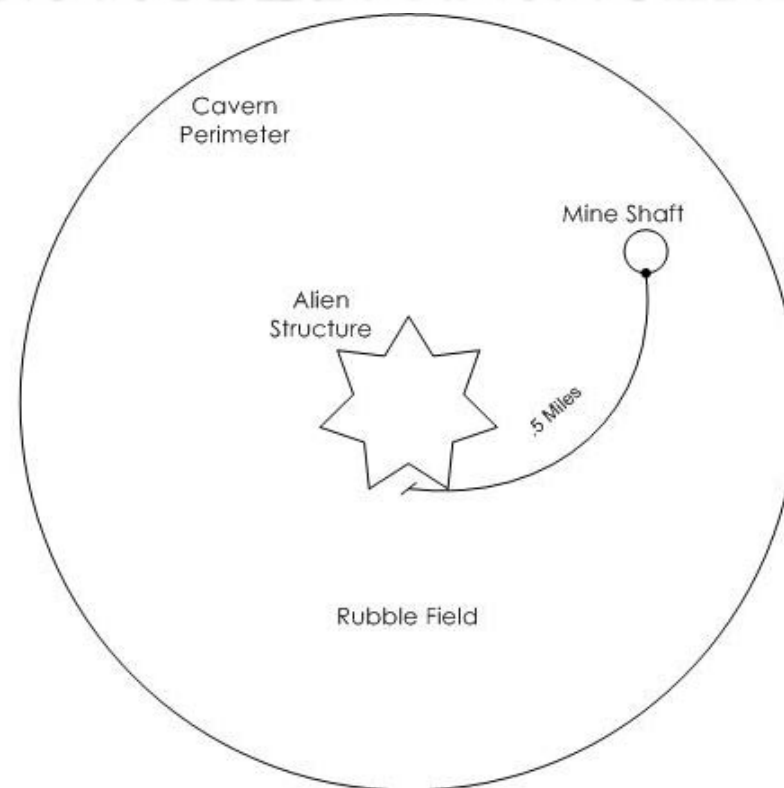
TMO has erected a heavy duty crane with a worker cage to lower you 200' to the cavern floor. It is solid, but slow. The cage has an intercom for communication with the controller. Ismael steps in last. The gears on the power crane engage and the cage jolts down. TMO has mounted lights at the edge of the insertion point that barely illuminate the ground below. It is a rough-hewn cave with a variety of broken rubble littering the plain. About a half mile to the West a faint luminescence can be seen. After 5 minutes the party reaches the bottom. Immediately Ismael is out of the cage and looking over the fallen rocks.

"These are rubble from the ceiling. Seismic activity in this region is minimal, but it appears that quake do happen from time to time. It's probably rare." He says and then pulls out a flood lamp. He begins to walk toward the center of the cavern.

Movement through the rubble plain is half speed and should take about 30 minutes. Bugs move through this space at full speed by leaping from rock to rock.

The Alien Complex:

As you get closer and your eyes adjust to the dim lighting. What looks like a large alien fortress rises from the cavern floor. It is faintly glowing and appears to be made of milky opaque crystal. Ismael is the first to examine the material.



"Looks like dirty quartz. Hmmm..." He pulls out a steel hammer and begins to tap it gently to no effect. He gives the wall another few hard hits that would have chipped granite. *"It's not quartz. I don't know what it is. I'll get some pictures and let's move on."* He says, pulling out a camera. He snaps 4 shots and puts the camera away. He picks up the flood lamp again and leads the group inside.

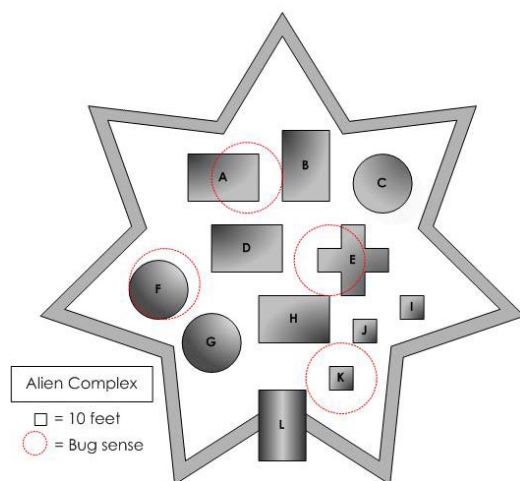
The complex appears to be a low wall fortress shaped in to a seven-pointed star. The walls are only about 10' tall and the structures inside appear to vary from 1 to 3 stories tall. There is a large open entrance on the south side (building L).

General Features:

Buildings A, B, D and H are all 40' by 60' and 20' tall.

Buildings C, F and G are 50' in diameter and 30' tall.

Buildings I, J and K are 20' by 20' and 10' tall.



The Neumosec were a psionically active race. Their buildings were designed to receive their mental commands and respond. The buildings would reconfigure themselves to the shape desired by the occupant. The maps shown are the default configurations.

The building interiors are made of the same material as the outsides. Each structure has a variety of unique features described below. The floors inside the buildings are smooth and appear to be glass or marble. The floor contains concealed passages to underground tunnels. These tunnels interconnected the devices at the outpost and provided crystal conduits for both power and information. The floor panels are also operated by psionic command. The Bugs are psionically powerful enough to open these floor panels, but can't otherwise control the buildings or exterior doors.

Some of the structures contain multiple stories. These areas are sealed off. The crystal between floors is 6" thick. The crystal throughout the complex has a hardness of 25 and 50 HP per inch. The outer walls are nearly 10' thick. The walls of all structures are 6" thick. Drilling through the walls will generate enough vibration to wake all the Bugs.

"Doors" in all the structures are just holes in the crystalline structure. They are 5' square-ish openings with sharp protruding shards along the edges. When the fortress was in full operation these doors would "grow" open and shut as the Neumosec approached. The low power levels now have left the doors in middle stages of opening. They are irregular but passable.

There are no rocks inside the complex. The floor is smoothed stone.

Each structure looks as if fine crystals had thrust up from the rock below to form geometrically perfect shapes. On close inspection it looks as if the crystals are frozen in motion.

Building A:

This building looks identical to the other rectangular structures. There is an opening on the south wall near the east corner. Inside there is another collection of odd lights and panels with the strange markings on them. It looks the same on the inside as the other structures, but this one smells different.

Building A has a door on the south wall near the east side. Earl and Yan's bodies can be found here. They are immediately adjacent to the NE floor panel. This Bug is awake lurking in the darkness. See Bug stats for Hide and Move Silently skill. Have the PC's make a Survival check DC 12 to notice the smell of blood as they walk in.

The bodies are laid out side by side. Both of them are missing nearly their entire abdomen. They've obviously been partially eaten.

Earl and Yan found two artifacts before being slaughtered; a pistol and a personal force field belt.

If the PC's dawdle or somehow manage to avoid waking up a Bug, after 2

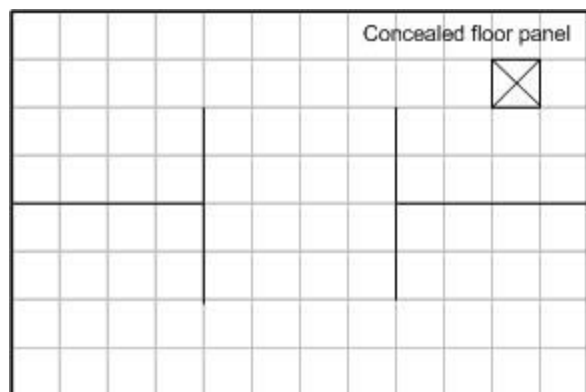
hours this Bug comes out to wake up the others to feed on Earl and Yan.

In combat the Bug will focus on one target until it is dead, then snatch the body and run. It will wait until fully healed and then attack again. If seriously challenged, it will go wake up other Bugs.

Building B:

This building is identical to the other rectangular structures. The opening is in the west wall toward the southern corner.

This building has the same lit panels and strange text, but is devoid of other special features. In the NW room is a Neumosec rifle (see Neumosec Artifacts).

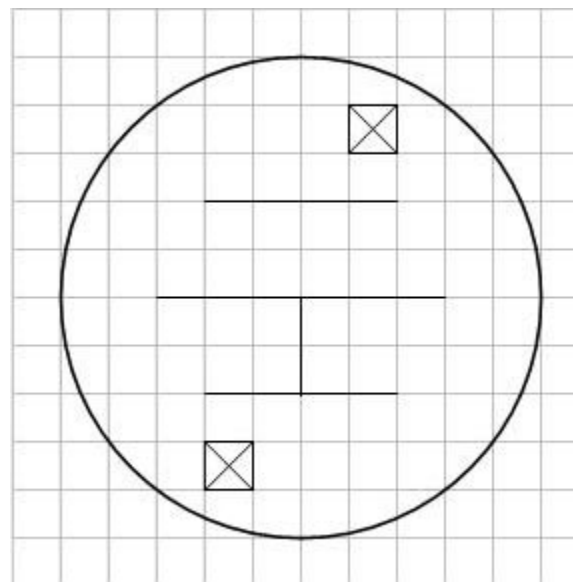


Building C (Data Storage):

This structure is cylindrical with a rounded top. The air around the building is charged with energy making your hairs stand on end like a powerful static charge. There is a rough opening on the south side.

This building contains one of the computers that needs to be retrieved to activate the portal in Building E. It has no other artifacts. Every square inch of the interior surface of this building is covered with panels and alien readouts. This building with F and G are the power sources being detected by the TMO probe. The credit card sized computer is in the

exact center of the structure embedded in the central wall facing north. There is an intricate pattern of crystalline circuits fanning out from the computer, making it obvious, as it matches the pattern displayed in the panel instructions.



If the PC's remove this computer card, the building goes completely dark. For a description of the computer's abilities, see Neumosec Artifacts. These cards do not "power" the facility—they only make it function. Replacing the computer card restores power. The cards are specific to each building. Putting the wrong card in the wrong building does nothing. Heroes can attempt to access the computer systems of the Neumosec from this location and from Building F & G. Access requires a Computer Use check (DC 20). Once access is secured, the following additional information can be gained. As an additional challenge to higher level PC's the computer terminal might be protected by electrified panels that shock the user on failed attempts. Penalties on the Computer Use check can also be imposed due to alien Technology.

Comp Use DC	Information
15	Instructions for weapon and artifact activation
20	Pictures of the Bugs
25	Map showing all facilities with blinking Bug icons over 90% of the facility

In addition, the card computer in this facility includes datafiles on PL 7 cybernetic enhancements.

Building D:

This building is identical to the other rectangular structures. The opening is in the west wall toward the southern corner.

There is a sound file playing on loop in this building. It is very low and full of static. A Smart hero with the Linguist talent can take a shot at interpretation. The general meaning is “Get out/Evacuate! Prime Location overrun.” There is a Neumosec Gem in the NW corner of the building.

Building E (Teleport Facility):

This building is unique in the compound shaped like a cross. The opening to this structure is on the western wall. It is only about 10' to 15' tall. This building appears to flicker as if shorting out.

This building houses the teleport pad connecting this outpost to the many other locations the Neumosec dug out in the surrounding area.

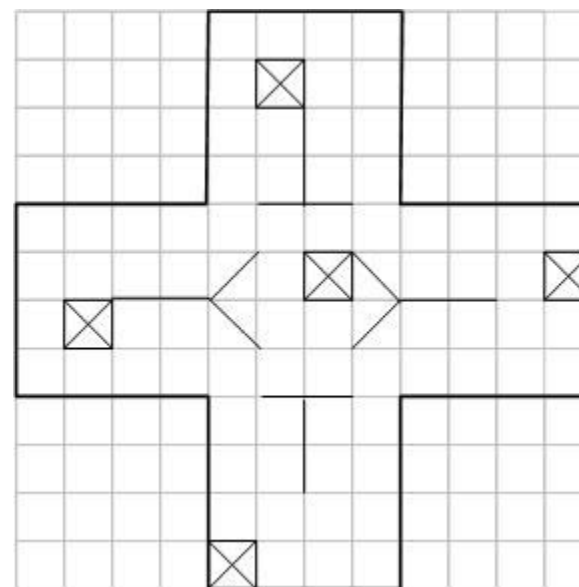
If running this scenario under the “teleporter broken” option, then there is only a Bug located in the shadows of this building. The TMO crew awakened it by entering the facility. It will size up the party for a few minutes and then attack. Once this Bug is awakened, the Queen will awaken. In 5 minutes she will rouse all the Bugs in the complex.

If running this scenario under the “teleport disabled” option, then the in addition to the Bug, the computer panels in this building are flashing visual instructions over and over. This displays a map with buildings C, F and G flashing, a picture of the wall where a card computer is stored, and

an image of combining the three cards in the center console of Building E. These instructions are automatically attempting to re-establish connection to the “Prime Location” of the Neumosec city. Once the Queen is awake, she will instruct the remaining Bugs to collect the cards and re-activate the portal. This will take about 30 minutes. If the PC's already possess one of the computers, then the Bugs will converge on the card holder in unison.

For a real challenge, the teleport pad may already be active. Once two of the Bugs have been awakened, the Queen awakes and within 10 minutes she'll begin sending more Bugs through. In order to use the portal the PC's only have to stand in the middle of the structure and touch one of the pulsing computer cards.

There are two gems in this building as described earlier (place them randomly).



Building F & G:

These buildings are identical to C. There is Bug hiding in Building F. The Building F computer contains instructional data files to build a Projectile Deflector.

Projectile Deflector

A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a +4 equipment bonus to Defense against ranged attacks. Melee attacks are unaffected by this device.

Building H:

This building is identical to D only there is no sound file playing. It is empty.

Building I, J, K:

Each of the building is 20' by 20' with a random opening. Each has a concealed floor panel. Building K has a Bug under the floor. It will awaken and attack. It is likely that the PC's will hit this building first. If they do, remember that once two bugs wake up, the Queen awakens 5 minutes later to rouse the rest. There is another Gem in Building K

Building L (Main Entrance):

The entrance way is about 35' across. The amorphous crystals cover both the outer and inner surfaces. Half way through the structure crystals grow out forming some type of portal. It looks as if the crystal is slowly growing closed, but there is still ample room to step over them and into the complex. There is a Neumosec diamond just inside the door DC 15 to Spot (See "What's really going on").

Neumosec Artifacts (PL 7)

Weapon	Damage	Crit	Type	Range	Rate Of Fire	Shots	Size	Wt
Plasma Pistol	2d20	20	Fire	40 ft	S	50	Med	3lb
Plasma Rifle	3d10	20	Fire	80 ft	S,A	50	Lrg	8lb

Plasma Weapons

Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage. Like laser weapons, plasma weapons come in many varieties. Most plasma weapons generate their destructive ammunition by superheating gasses held inside specialized power packs and then compressing those gasses into a focused plasma round.

Plasma weapons do not use ammunition, but are instead powered by power packs.

Each weapon found will be fully charged, but will not recharge if removed from the complex. Creating a power source for these weapons requires a Craft: Electronic check DC 35 and a purchase DC 32 in materials and research. It should take several weeks to accomplish this the first time. After wards the craft check drops to DC 25 and the purchase DC to 20 and one day of work.

Force Field, Personal (PL 8)

The most reliable and powerful personal defense mechanism in the Energy Age, the personal force field projects a defensive bubble around a single Medium-size or smaller character or item. The personal force field provides the wearer with a DR of 5/—. The device contains a power pack that provides up to 2 hours of use.

Computer, Card

As has been the case since the invention of the computer, the

miniaturization of technology is most often seen in the area of computer size. The card computer functions as a standard computer but is no bigger than most credit cards or hackcards. The card computer may be hooked into any computer interface or display (including paint-on LCDs) and functions exactly like a personal computer. Doing so requires a Craft (Electronics) DC of 30 and purchase DC of 20 in research and materials. Once modified for human use the card computer can be used normally. These computers are superior quality granting +4 to Comp Use checks.

The Bugs

Bug (Alien, Hostile)

Large Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 21 (+3 Dex, -1 size, +9 natural)

Attacks: Bite +8 melee, 2 claws +10 melee, tail+8 melee

Damage: Bite 1d8+3, claw 1d6+6, tail slap 1d8+3 and stun

Face/Reach: 5 ft by 5 ft or 10 ft (tail attack)

Special Attacks: Acid blood, frightful presence, improved grab, pounce, stun, trip

Special Qualities: climb, energy resistance (cold 5, electricity 5), hive mind, immune to energy (acid, gas), immune to vacuum, immune to mind-altering effects, DR 5/fire, fast healing 1, blindsight (30'), scent (30'), tremorsense (60')

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 23, Dex 16, Con 18, Int 8, Wis 10, Cha 5

Skills: Balance +3, Climb +14*, Escape Artist +3, Hide +15*, Intimidate +9*, Jump +8, Listen +0, Move Silently +15*, Search -1, Spot +2

Feats: Improved Initiative, Multiattack

Challenge Rating: 8

Bugs don't talk. They don't negotiate. They don't care about your mama. They aren't intimidated by your silly guns. You are just a piece of tasty meat for the hive—that is, if you're lucky. If you're unlucky, then your nice warm chest cavity looks like a bug nursery.

Bugs hide in the dark and attack suddenly and without mercy. They typically start with a tail slap followed by claws and bites. Foes knocked senseless will be dragged off where the Bug can finish them off. Bugs can drag off Grappled foes of medium size or smaller without movement penalty up to their weight limitations.

Bugs can drag helpless victims back to the Queen, who implants an egg in the chest of the still-living victim. The Queen will then secure the victim in hard webbing for 24 hours after which the larva bursts forth from the victim, killing him or her instantly. With ample food sources a larva Bug can grow to full size in 24 hours. Fully grown bugs will hunt to provide food for newborns. Even without food sources a Bug can grow to full size in 72 hours. Bugs can eat virtually anything organic. They can also hibernate indefinitely with only a small energy source such as geothermal heat or an electrical source (power core or generator) nearby.

In Bug Hunt, the Bugs will utilize underground tunnels which only they will likely have access to. They use the tunnels expertly to out-manuever the PCs once the Queen is awake.

Acidic Blood (Ex): The Bug has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (2d6 for Bug), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

Frightful Presence (Ex): As the feat of the same name except using the following save DC. Will save DC = 10 + Bug's HD + 1 per other Bugs visible (max 5).

Improved Grab (Ex): When making a successful melee attack, a Bug

can initiate a Grapple attack as a free action without incurring an Attack of Opportunity.

Pounce (Ex): A Bug may make a full attack as part of a charge attack.

Stun (Ex): A successful tail slap will stun a target that fails a DC 14 Fortitude save for 1d4 rounds. A tail slap has 10' reach.

Trip (Ex): A Bug making a successful tail attack can initiate a trip as a free action without incurring an Attack of Opportunity.

Climb (Ex): Bugs can always "take 10" when making climb checks.

Hive Mind (Su): As long as the Queen is alive, all Bugs share a hive mind. What one Bug sees, all Bugs see.

Fast Healing 1 (Ex): A Bug heals from damage very quickly; recovering 1 HP a round. Bugs can not heal from below -10 HP.

Blindsight (Ex): Bugs can sense objects within 30' regardless of visibility conditions. They do not need to make Spot checks to pinpoint concealed or invisible objects.

Scent (Ex): Bugs can identify individuals by smell as well as human can by sight. This ability functions out to 30'. Range doubled if the target is upwind and halved if the target is downwind. A Bug can only use this ability to pinpoint a target if it is within 5'.

Tremorsense (Ex): Bugs are sensitive to surface vibrations and can sense any creature in contact with the ground out to a 60' radius.

Queen Bug (Alien, Hostile)

Huge Outsider

Hit Dice: 15d8+45 (105 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 27 (+5 Dex, -2 size, +14 natural)

Attacks: Bite +11 melee, 2 claws +13 melee, tail+8 melee

Damage: Bite 2d8+5, claw 1d10+6, tail slap 3d8+5 and stun

Face/Reach: 15 ft by 15 ft or 10' Reach claws, 15' Reach tail attack

Special Attacks: Acid blood, frightful presence, improved grab, pounce,

stun, trip

Special Qualities: climb, energy resistance (cold 20, electricity 20), hive mind, immune to energy (acid, gas), immune to vacuum, immune to mind-altering effects, DR 20/fire, fast healing 5, blindsight (60'), scent (30'), telepathy, tremorsense (90')

Saves: Fort +12, Ref +10, Will +10

Abilities: Str 23, Dex 20, Con 18, Int 18, Wis 10, Cha 5

Skills: Balance +5, Climb +14*, Escape Artist +5, Hide +15*, Intimidate +15*, Jump +12, Listen +0, Move Silently +15*, Search -1, Spot +8

Feats: Improved Initiative, Multiattack

Challenge Rating: 12

The Queen creates and controls the hive. The Queen implants hosts with eggs and manages her children. Her driving instincts are to expand and devour. All Bugs follow her mental command. She can control her Bugs directly for up to 100 miles. She can give instructions to a Bug beyond this range once a day at any distance. This requires her concentration and 10 minutes per Bug she wishes to instruct. She is highly intelligent and can telepathically communicate with any creature that has a language within 120'.

The Queen will be protected by 5 Bugs at all times. Often these 5 will be more powerful than the standard Bug. Queens can vary in size and abilities. Queens take 72 hours to "hatch" from a host and at least a week to fully mature. "Sisters" ally with the mother to form a Brood. Broods can cooperate only through the coordination of the Queens, as an individual Queen can only control those Bugs she has spawned herself.

Acidic Blood (Ex): The Queen has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (5d6 for Queen), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

Frightful Presence (Ex): As the feat of the same name except using the

following save DC. Will save DC = 10 + __ Bug's HD + 1 per Bug visible (max 10).

Improved Grab (Ex): When making a successful melee attack, a Bug can initiate a Grapple attack as a free action without incurring an Attack of Opportunity.

Pounce (Ex): A Bug may make a full attack as part of a charge attack.

Stun (Ex): A successful tail slap will stun a target that fails a DC 18 Fortitude save for 2d4 rounds. A tail slap has 15' reach.

Trip (Ex): A Bug making a successful tail attack can initiate a trip as a free action without incurring an Attack of Opportunity.

Climb (Ex): Bugs can always "take 10" when making climb checks.

Hive Mind (Su): As long as the Queen is alive, all Bugs share a hive mind. What one Bug sees, all Bugs see.

Fast Healing 5 (Ex): A Bug heals from damage very quickly; recovering 5 HP a round. Bugs can not heal from below -10 HP.

Blindsight (Ex): Queen Bugs can sense objects within 60' regardless of visibility conditions. They do not need to make Spot checks to pinpoint concealed or invisible objects.

Scent (Ex): Bugs can identify individuals by smell as well as human can by sight. This ability functions out to 30'. Range doubled if the target is upwind and halved if the target is downwind. A Bug can only use this ability to pinpoint a target if it is within 5'.

Telepathy (Su): The Queen can communicate mentally with any creature in a 120' radius.

Tremorsense (Ex): Queen Bugs are sensitive to surface vibrations and can sense any creature in contact with the ground out to a 90' radius.

Ismael Navarro, Smart Hero 2/Dedicated Hero 2 CR 4; Medium-sized Humanoid; HD 2d6+4 plus 2d6+4; HP 22; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class); BAB +2; Grap +5; Atk +5 melee (1d6+3, punch), or +4 ranged (3d8, DE .50AE w/ Double Tap & Point Blank) or +6 ranged (2d8+1, DE .50 w/ Point Blank); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +4, Ref +2, Will +6; AP 2; Rep +2; Str 16, Dex 14, Con 15, Int 18, Wis 14, Cha 11.

Occupation: Adventurer (Demolitions, Survival)

Skills: Computer Use +9, Craft (chemical) +9, Craft (electronic) +9, Demolitions +9, Disable Device +9, Investigate +11, Knowledge (Physical Sciences) +15, Knowledge (Tactics) +6, Listen +9, Navigate +9, Profession +7, Repair +9, Research +9, Search +9, Spot +9, Survival +7

Feats: Brawl, Double Tap, Educated (Knowledge [Physical Sciences], Knowledge [Tactics]), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus (.50AE Desert Eagle)

Talents (Smart Hero): Savant (Knowledge [Physical Sciences])

Talents (Dedicated Hero): Empathy

Possessions: Wealth +6, Desert Eagle .50 AE autoloader, Leather Jacket, Backpack, Field Gear.

WILDSTORM INDUSTRIES

Harold R. Nichols, Jr.

"It's not right, man. Those guys are inhuman, I tell you! One of them, one of them was like a freaking ghost! I pumped six rounds into him and they just passed right through! So I ran and started slamming doors and dumping crap out behind me to slow him down, but he just passed right through it. Finally I see Jimmy start casting a spell. I relax a bit, but that damned cop shot some kind of laser beam from his eyes and blew Jimmy's arm off! Man, I tell you what, that's the last time I try to commit a crime in THIS city."

- Joey 'The Weasel' Wallace,
recounting his experiences with a Wildstorm SCU officer.

"If you ask me, they're a buncha dangerous freaks and metal heads - but damn they're good at their jobs. Too good, if you ask me."

- Detective Max 'Strawberry' O'Connor.
W.I. 'Mundane' Security Officer

Wildstorm Industries is located inside a city called Vulcan's Cove. The city has an overall Progress Level of 7.

President/CEO/Chairman

The CEO of Wildstorm Industries is Braegor Stonewall, a hundred and seventy year-old Dwarven male. He came to Vulcan's Cove almost 150 years ago, with the hopes that he could provide the citizens of the City with quality arms and armor. His dreams prompted him to enroll at the Hephaestus University. Braegor graduated from the university with degrees in Advanced Engineering and Advanced Weapon Design. He then founded Wildstorm Industries, a company that provides quality gear to the average citizen, not just the military. Braegor has lead W.I. to become a respected member of the business community. In keeping with his personal standards of quality and excellence, Braegor maintains an active role in the everyday workings of his company, rather than

becoming a detached and uninvolved figurehead.

Headquarters

The main office of Wildstorm Industries is located in the downtown portion of Vulcan's Cove at One Corporate Plaza. The main office of W.I. houses laboratories and test ranges for everything up to and including military grade weapons. W.I. maintains a testing facility on the outskirts of Vulcan's Cove for the live fire testing of weapons, and other systems, that have been deemed too dangerous for testing within the city limits.

Major Shareholders

While there are many stockholders, only a small handful have a truly significant amount of shares. Braegor has an impressive 37% of the total shares. Braegor's long time friend, Rai Embershaft, has 30%. Michael Lanning, head of the Arms R&D Division, has 20%. The head of the Special Crimes Unit (SCU), Kyla Evynstar, has 10%. The remaining stock is scattered between wealthy members of the various races that live throughout the city.

Divisions

There are only two distinct divisions within Wildstorm Industries: the Arms Research & Development department and the Special Crimes Unit. The Arms R&D division is responsible for the development of most of the advanced weapons and defense technologies that are in use throughout the City. Their biggest purchaser of these advanced technologies is the Vulcan's Cove City Police Corporation.

Arms R&D

The Arms R&D division of Wildstorm Industries is responsible for the development and testing of the armor, weapons, and other technologies that are used by the SCU and sold on the open market. Arms R&D researches and develops nearly every type of weapon, armor and equipment it possibly can. The engineers work on everything from a simple

derringer-type pistol to heavy energy cannons. One of the many programs currently underway is a project to develop a lightweight laser cannon that can be deployed in a single man-sized unit on the battlefield.

When it comes to having a quality suit of armor, many turn to Wildstorm Industries. Arms R&D strives to keep up this standard, having already developed countless suits of armor (which includes the lightest of armored vests to bulky suits of powered armor). One of the most eagerly anticipated designs is a suit of armor that provides flawless concealment in an urban setting. If this “urban stealth suit” comes into widespread use, the face of law enforcement could be drastically altered.

Many other technologies are being developed in the research labs at Wildstorm Industries. These range from advanced medical techniques to full cybernetic conversions, and just about everything in between.

Corporate History

Wildstorm Industries was formed nearly seventy years ago by Braegor with the help of Rai Embershaft. The corporation’s main goal was to provide a superior quality of weapons and armor to the city market.

As time progressed and the market grew, W.I. began to grow in size and prestige. Braegor eventually hired on a security consultant by the name of Kyla Evynstar. Braegor was impressed with her abilities and her drive to protect W.I.’s interests. Seeing another avenue in which he could provide something exceptional, Braegor approached Rai with the idea of creating a training facility for those with extraordinary abilities.

Rai bought into the idea and had excavation crews hollow out a cavern, five stories high and several square miles in area, underneath the company’s corporate headquarters. They then built the best training facility/research complex in the entire city. This laid the groundwork for the creation of the Special Crimes Unit.

As recognition grew for W.I.’s capacity to train highly skilled personnel, the VCPD hired a squad of W.I.-trained “supers” to assist in criminal investigations. Braegor and Rai both noticed how well the VCPD recruits

performed and, as a result, altered the training facility’s purpose to include investigative and deductive reasoning education.

With this somewhat small alteration in the training facility’s purpose, the two had essentially created the Special Crimes Unit. Kyla Evynstar was installed as head of the SCU. Under her leadership, the SCU has become one of the best security forces in the entire city.

Special Crimes Unit

The Special Crimes Unit or SCU was created to assist in Vulcan’s Cove Police Department (VCPD) cases in which supernatural or otherwise enhanced beings are involved. They range from mystical detectives to bionic SWAT specialists. In the heart of the city, where supernatural or enhanced beings make up a large percentage of the criminal population, the SCU is the city’s best lines of defense.

There are as many different kinds of SCU officers as there are different kinds of enhanced criminals: Mages, Psychics, Cyborgs, and Mutants. Many of the ‘mundane’ police officers of the VCPD resent the SCU, often invoking a rivalry between mundane detectives and these super powered “newcomers.” But there are just as many that hold a grudging respect for them and their abilities and realize they play an important role.

The training of individual SCU agents varies with their respective powers. They fill many roles, from supernatural field forensics (when magical or supernatural powers have been used), to psychic criminologists (who, in addition to identifying the use of psionics, have intimate knowledge of the workings of the human mind), to super powered or bionic SWAT specialists (who are deployed to combat enhanced criminals). SCU officers work in teams or on their own. For especially challenging cases, special teams will be organized with several officers of varied skills and abilities, working together to help solve the case.

The SCU can be divided up into four main categories: spellcasters, telepaths & battleminds, cyborgs, and mutants. A total of five floors underneath the main tower of W.I. are devoted to SCU training

- The first floor contains the personnel barracks and off-duty recreational areas (gyms, theaters, etc), as well as a commissary that can serve up three thousand people at a time.

- The second floor contains the training facilities for spellcasters, focusing on combat, defense, and support magics. Also, the W.I. Infirmary is accessible here and on the third, fourth, and fifth floors.

- The third floor is much like the one above it, but is geared toward telepath and battlemind training.

- The fourth floor of the complex contains one of the most advanced cybernetics and bionics hospitals in the entire city. This floor also contains orientation and training facilities for those who have just received their first implant.

- The fifth and final floor of the underground facility is where those with the most potent abilities are trained. Few agents are ever assigned to this floor, and access is restricted to only the highest ranking SCU officers.

Equipment Produced by Wildstorm Industries

(the following equipment and NPCs are Open Gaming Content)

A Note on Particle Lasers

The development of Particle Laser weaponry was an attempt by Wildstorm to recreate the Phaser-style weapons found in “ancient” recordings of Star Trek. Engineers with W.I. started with a base-line particle beam, but the found that it lacked the range and frequency variations that the phaser seemed to employ. They then created a high-powered laser, but found that it lacked the particle cohesion of a phaser beam. In a burst of inspiration, one engineer combined both the laser and particle beam technologies, and succeeding in developing a phaser-style weapon.

Note on Damage: The damage from a particle laser weapon is half fire

damage and half pure “energy” damage. Any creature immune to fire damage takes half damage from this weapon.

Ballistic Firearms

C-20 Cartridge Pistol (9mm)

The WI-16 is a small caliber handgun that is readily available to the general public.

Chrome Monster Heavy Pistol (.44 Magnum AP)

As its name would suggest, the Chrome Monster is a large, impressive, and very shiny sidearm. Traditionally the Chrome Monster fires .44 Magnum Armor Piercing rounds, but it can easily fire any variety of .44 Magnum cartridges.

Raven Automatic Pistol (.45 ACP)

The Raven automatic pistol is a generic handgun carried by most Wildstorm employees.

WI-49 Assault Rifle

With the growing need for automatic weaponry in the modern battlefield, Wildstorm introduced a lightweight assault rifle. Having capabilities similar to that of most energy rifles that are on the market, and being a good deal cheaper than many of them, it is only a matter of time before this weapon will see widespread use.

D20 Modern Rules: The WI-49 features a burst setting. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat. If you use the setting without the feat, you make a normal attack and the extra bullets are wasted.

Energy Weapons

All Wildstorm Industries energy weapons do not use ammunition, but are instead powered by power packs.

Weapon	Damage	Crit	Damage Type	Range Increment	Rate of Fire	Ammo	Size	Weight	Purchase DC	Restriction	PL
C-20 Cratridge Pistol (9mm)	2d6	20	Ballistic	30 ft	S	20 box	Med	2 lb	19	Lic (+1)	5
Chrome Monster (.44 Magnum AP)	2d8-1	20	Ballistic	40 ft	S	15 box	Med	3 lb	19	Res (+2)	5
Raven (.45 ACP)	2d6	20	Ballistic	30 ft	S	11 box	Med	2 lb	15	Lic (+1)	5
WI-34 Laser Pistol	2d8	20	Fire	40 ft	S	50 pack	Med	3 lb	17	Lic (+1)	6
WI-36 Particle Beam Pistol	2d10	20	Energy	40 ft	S	20 pack	Med	3 lb	18	Res (+2)	7
WI-36-D Dual Particle Beam Pistol	3d10	20	Energy	30 ft	S	10 pack	Med	5 lb	20	Mil (+3)	7
WI-38 Particle Laser	2d8	20	Energy/Fire	40 ft	S	50 pack	Med	3 lb	17	Lic (+1)	8
WI-38-D Dual Particle Laser Pistol	3d8	20	Energy/Fire	30 ft	S	25 pack	Med	5 lb	20	Res (+2)	8
WI-49 Assault Rifle (5.56mm)	2d8	20	Ballistic	80 ft	S, A	60 box	Large	10 lb	17	Res (+2)	6
WI-35 Laser Rifle	3d8	20	Fire	80 ft	S, A	50 pack	Large	8 lb	19	Res (+2)	6
WI-37 Particle Beam Rifle	3d10	20	Energy	80 ft	S, A	20 pack	Large	7 lb	20	Mil (+3)	7
WI-39 Particle Laser Rifle	3d8	20	Energy/Fire	80 ft	S, A	50 pack	Large	7 lb	20	Res (+2)	8
Armor	Type	Equipment / Strength Bonus		Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed	Weight	Purchase DC	Restriction	PL
WI-3 Light Riot Armor	light	+3 / +0		+1 / +0	+6	-0	30ft	6 lb	20	Res (+2)	5
WI-4 Standard Riot Armor	medium	+6 / +0		+2 / +0	+3	-3	25ft	12 lb	22	Res (+2)	5
WI-5 Heavy Riot Armor	powered	+8 / +3		+3 / +1	+1	-5	20ft	22 lb	24	Mil (+3)	6

WI-34 Laser Pistol

The WI-34 Laser Pistol packs an enormous amount of firepower for a pistol of its size. The design makes use of enhanced emitter crystals that further concentrates the energy beam into a tighter, more compact area that allows for greater penetrating power. The WI-34 is expected to become the sidearm of choice for law enforcement and the military.

WI-35 Laser Rifle

The WI-35 Laser Rifle is an augmented version of the WI-34 Pistol. It provides the user with increased range, damage potential, and an automatic fire setting in addition to the standard WI-34 features.

WI-36 Particle Beam Pistol

The WI-36 Particle Beam pistol was the result of an experiment to increase the range and damage potential of particle beam weaponry. Power to the firing chamber was increased approximately 274% to achieve the desired power and range. Some believe that such a massive power increase wasn't necessary; perhaps this problem will be fixed in future designs.

WI-36-D Dual Particle Beam Pistol

Trying to expand upon the original WI-36 design proved to be no small or easy task. W.I. researchers came up with this design because of the desire to pack the firepower of an assault rifle in a pistol-sized package. Still working under the obscene power curve of the original design, the engineers added a second emitter chamber; this addition saw the weapon's payload cut drastically, which prompted the developers to put in a secondary power pack port. When the pistol was revealed to the market, few complained about the non-standard design.

WI-37 Particle Beam Rifle

In an attempt to provide both mercenaries and national soldiers with a middle ground heavy weapon, Wildstorm has developed this particle

beam rifle. Power-wise it has the same strength and comparable range as existing plasma rifle designs. Thus, this weapon fills the niche between light and heavy particle beam weapons.

WI-38 Particle Laser Pistol

The WI-38 is a small, high yield pistol that packs a serious punch for its size. It's a big hit with weapon collectors the world over.

WI-38-D Dual Particle Laser Pistol

The WI-38-D is the larger, dual barreled brother of the WI-38. This weapon has increased damage potential but at the cost of reduced range and payload.

WI-39 Wildstorm Particle Laser Rifle

The Wildstorm Rifle is the larger, meaner sibling to the WI-38 particle laser pistol. The weapon deals out a massive amounts of damage from a distance, leaving the user relatively safe; that is, unless the opponent is similarly armed.

Body Armor

The WI-4 and WI-5 both come with a helmet that fully encloses the wearer's head. The helmet of the WI-3 leaves the wearer's mouth exposed. The majority of the armor is black with gold, silver, red, or blue colour options available for portions of the upper chest, lower arms (not including the hands), and lower legs (not including the feet). Wildstorm Industries also offers to imprint a person or organization's logo onto the armor for a small extra charge (Purchase DC +1).

WI-3 Light Riot Armor

This is the typical armor worn by on duty police units within Vulcan's Cove. Standard Armor Features: Helmet with Police Radio.

WI-4 Standard Riot Armor

This armor is typically worn when out on patrol within the shadier regions of Vulcan's Cove. Standard Armor Features: Helmet with Police Radio, Air Supply (1 hour), Nightvision Optics (Darkvision 120 ft), and Polarizing Lenses (Immunity to Blinding Attacks).

WI-5 Heavy Riot Armor

This armor is typically worn when high-threat situations are expected. This armor is also used during official functions such as ceremonies, diplomatic escorts, and political guard detail. Standard Armor Features: Helmet with Police Radio, Air Supply (1 hr), Exoskeleton (+3 equipment bonus to Strength), Nightvision Optics (Darkvision 120 ft), and Polarizing Lenses (Immunity to Blinding Attacks).

Note: All police radios in Riot Armor helmets are voice-activated.

Wildstorm Industries is one of the many organizations found in

VULCAN'S COVE

a city on the edge of shadow

Braegor Stonewall, Smart Hero 3 / Engineer 8; CR 11; Medium Humanoid (3' 11", 146 lbs; Age: 170; Race/Sex: Dwarf Male); HD 3d6+9 plus 8d6+24; hp 74; Mas 17; Init +1; Spd 20 ft; Defense 15 (+1 Dex, +4 Class), Touch 15, Flat-Footed 14; BAB +7; Grap +9; Atk +9 melee (1d3+2, Unarmed Strike); Full Atk +9/+4 melee (1d3+2, Unarmed Strike) or +8/+3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Craft XP Reserve (800 xp), Dwarf Traits, Darkvision 60 ft, Improve Kit (+3), Quick Craft, Quick Fix, Reconfigure Weapon, Sabotage, Superior Repair, Weapon Upgrade; AL Family, Friends, Wildstorm Industries; SV Fort +8, Ref +6, Will +7; AP 11; Rep +3; Wealth +25; Str 14, Dex 13, Con 17, Int 20, Wis 17, Cha 14.

Occupation: Technician (Bonus Class Skills: Computer Use +1, Knowledge [Technology] +1, Research +1).

Skills: Bluff +9, Computer Use +20, Craft (Chemical) +10, Craft (Electronic) +20, Craft (Mechanical) +20, Craft (Structural) +10, Decipher Script +12, Diplomacy +9, Knowledge (Business) +16, Knowledge (Civics) +14, Knowledge (Current Events) +14, Knowledge (Earth & Life Sciences) +14, Knowledge (Physical Sciences) +14, Knowledge (Popular Culture) +16, Knowledge (Technology) +19, Listen +8, Profession +12, Read/Write Dwarven, Read/Write English, Repair +24, Research +18, Search +10, Sense Motive +8, Speak Dwarven, Speak English, Spot +8.

Feats: Archaic Weapon Proficiency, Builder (Craft [Electronic], Craft [Mechanical]), Gearhead, Jack of All Trades, Mastercrafter, Personal Firearms Proficiency, Salvage, Simple Weapon Proficiency, Studious, Zero-G Training.

Talents (Smart Hero): Savant (Computer Use, Repair)

Cybernetics: Data Archive

Kyla Evynstar: Charismatic Hero 4 / Field Officer 4; CR 8; Medium Humanoid (5' 1", 96 lbs; Age: 35; Race/Sex: Elf Female); HD 4d6+4 plus 4d8+4; hp 42; Mas 12; Init +3; Spd 30 ft; Defense 18 (+3 dex, +3 class, +2 armor), Touch 16, Flat-Footed 15; BAB +6; Grap +7; Atk +7 melee (1d3+1, Unarmed Strike); Full Atk +7/+2 melee (1d3+x, Unarmed Strike) or +9/+4 ranged (3d10 / 20, 80 ft, Particle Beam Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ Elf Traits, Leadership, Tactical Expertise, Uncanny Survival; AL Good, Law, Wildstorm Industries; SV Fort +4, Ref +6, Will +8; AP 10; Rep +5; Wealth +19; Str 13, Dex 17, Con 12, Int 17, Wis 16, Cha 20.

Occupation: Law Enforcement (Bonus Class Skills: Gather Information +1, Knowledge [Tactics])

Skills: Bluff +16, Computer Use +7, Diplomacy +18, Disguise +12, Gather Information +19, Intimidate +16, Knowledge (Civics) +14, Knowledge (Tactics) +14, Listen +5, Perform (Sing) +10, Profession +10, Read/Write Dwarven, Read/Write Elven, Read/Write English, Search +5, Sense Motive +7, Speak Dwarven, Speak Elven, Speak English, Spot +5.

Feats: Action Boost, Archaic Weapons Proficiency, Armor Proficiency (Light), Dodge, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Trustworthy.

Talents (Charismatic Hero): Charm, Fast-Talk.

Possessions: Light Undercover Shirt (+2 Def, MDB +7, ACP -0, Spd 30 ft, 2 lbs, License Possessed), WI-37 Particle Beam Rifle (Dmg: 3d10; Crit 20; Energy; Range Inc: 80 ft; RoF: S, A; Mag: 40 Box; Large; Weight: 7 lbs; License Possessed; Gadgets: Expanded Magazine, Sound Suppressor), Particle Beam Rifle Power Packs (4).

Michael Lanning: Smart Hero 3 / Technosavant 5; CR 8; Medium Humanoid (6' 2", 204 lbs; Age: 21; Race/Sex: Human Male); HD 3d6+6 plus 5d6+10; hp 46; Mas 14; Init +2; Spd 30 ft; Defense 16 (+2 dex, +4 class), Touch 16, Flat-Footed 14; BAB +4; Grap +5; Atk +5 melee (1d3+1, Unarmed Strike); Full Atk +5 melee (1d3+1, Unarmed Strike) or +6 ranged (3d10 / 20, 80 ft, Plasma Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ Cybermancer, Down with Robots (+1d6/+4), Exotic Weapon Adept, Robomancer, Skilled Salvager (+2), Technophile (+2); AL Family, Friends, Lanning Robotics; SV Fort +4, Ref +6, Will +8; AP 10; Rep +2; Wealth +34; Str 13, Dex 15, Con 14, Int 20, Wis 17, Cha 16.

Occupation: Heir (Bonus Class Skills: Craft [Visual Art] +1, Knowledge [Current Events] +1)

Skills: Computer Use +18, Craft (Chemical) +11, Craft (Electronic) +18, Craft (Mechanical) +18, Craft (Structural) +11, Craft (Visual Art) +12, Disable Device +16, Drive +7, Knowledge (Current Events) +13, Knowledge (Earth & Life Sciences) +16, Knowledge (Physical Sciences) +16, Knowledge (Technology) +21, Navigate +10, Profession +14, Read/Write English, Repair +18, Speak English.

Feats: Builder (Craft [Electronic], Craft [Mechanical]), Craft Cybernetics, Educated (Knowledge [Physical Sciences], Knowledge [Technology]), Gearhead, Mastercrafter, Personal Firearms Proficiency, Salvage, Simple Weapons Proficiency.

Talents (Smart Hero): Savant (Knowledge [Technology]), Exploit Weakness.

Possessions: Plasma Rifle (Dmg: 3d10; Crit 20; Fire; Range Inc: 80 ft; RoF: S, A; Mag: 50 Box; Large; Weight: 8 lbs; License Possessed; Gadgets: Sound Suppressor), Plasma Rifle Power Packs (4).

Rai Embershaft: Gold Dragon Emperor; CR 26; Colossal Dragon (Age: 1,300; Sex: Male); HD 40d12+400; hp 660; Mas 34; Init +0; Spd 40 ft., fly 200 ft. (clumsy); Defense 41, touch 2, flat-footed 41 (−8 size, +39 natural); BAB +40; Grap +72; Atk +52 melee (4d8+24, bite); Full Atk +52 melee (4d8+16, bite), +50 melee (4d6+8, 2 claws), +50 melee (2d8+8, 2 wings), +50 melee (4d6+24, tail slap); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ breath weapon, fear aura 360 ft., crush 4d8+24, tail sweep 2d8+24, spells, spell-like abilities, immunities, SR 32, damage reduction 20/+3, blindsight 360 ft., low-light vision, darkvision 1,200 ft.; AL none; SV Fort +32, Ref +22, Will +32; AP 0; Rep +3; Str 43, Dex 10, Con 31, Int 30, Wis 31, Cha 30.

Skills: Concentration +25, Bluff +28, Diplomacy +28, Hide −16, Jump +34, Knowledge (arcane lore) +28, Knowledge (current events) +23, Knowledge (history) +23, Listen +30, Read/Write Akkadian, Read/Write Ancient Hebrew, Read/Write Aramaic, Read/Write Cantonese, Read/Write Chinese, Read/Write Draconic, Read/Write Dwarven, Read/Write Elven, Read/Write English, Read/Write Japanese, Read/Write Mandarin, Search +28, Sense Motive +28, Speak Akkadian, Speak Ancient Hebrew, Speak Aramaic, Speak Cantonese, Speak Chinese, Speak Draconic, Speak Dwarven, Speak Elven, Speak English, Speak Japanese, Speak Mandarin, Spot +30.

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Damage Threshold, Multiattack, Power Attack, Renown, Sunder.

Spells Prepared (4/6/6/4/4/3): 0—*mage hand*, *message*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of fatigue* (2), *shield*, *true strike*; 2nd—*arcane lock*, *enhance ability* (2), *resist energy*, *spider climb*, *web* (DC 22); 3rd—*dispel magic*, *displacement*, *haste*, *slow* (DC 23); 4th—*dimension door*, *ice storm*, *stoneskin*, *wall of fire* (DC 24); 5th—*cone of cold*, *hold monster*, *wall of force* (DC 25).

Spell-like Abilities: 1/day—*detect magical aura* (DC 20), *sleep* (DC 21), *locate object* (DC 22), *protection from arrows/bullets*, *invisibility*, *tongues*, *arcane eye*, *freedom of movement* (DC 24), *true seeing*, *telekinesis* (DC 25).

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POWELL MAIN BATTLE HOVERTANK

Timothy Willard

The Terran obsession with armored vehicles has culminated in the Powell Main Battle Hover Tank: the latest, and arguably the greatest, armored vehicle of the 27th Century.

The Powell is a huge behemoth of a tank. Its gravitic redirectors actually scream as they push the massive war machine over terrain, smashing down buildings and vegetation alike as the monstrous vehicle moves to engage the enemy. Many races still utilize energy shields for their mobile weapons platforms despite its disadvantages (lack of sight, having to drop it to use weaponry, view distortion and crew dazzlement). However, the Terran Confederacy opted to incorporate a radical new armor approach in the Powell MBHT. It is composed of compressed ruby, sandwiched down to nearly supersolid state by intense gravitational fields, then layered with foamed iridium and topped off with over a foot of neovulcanium. The armor is both incredibly dense and immensely heavy. Advanced deflection angles make it difficult to damage, as even what appears to be a square shot may be partially, or completely, deflected. Microhydraulics and flatware motors actually tilt the plates slightly in response to incoming fire in order to let the outer two inches of neovulcanium “bounce” incoming shots.

The tank boasts a main gun that puts out over 500 megatonnes per shot, secondary weapons capable of shredding other armored vehicles, and a battery of 80mm vertically launched missile systems for counter-battery or area-denial fire. A point defense system enables it to also engage low flying aircraft as well as airborne powered infantry, jump troops, and incoming missiles. The vehicle is further protected by a nanite-reloaded APERS “strip” that kills any infantry or incoming the point defense system may have missed.

Just the sight of the Powell MBHT has been enough to cause many xenofoms to lay down their arms and surrender.

The Powell is driven by a heavy cold fusion engine, and is armed with 1 Punchgun, 4 Shredders, 1 battery of six 80mm vertical launch missile systems, two point defense systems, and a standard APERS strip. The vehicle is also environmentally sealed and contains a satellite uplink, GALPOS system, radio system, and HUD. It used “Power Squirt” gravitic redirectors for its propulsion system, making it fasrt fast and maneuverable.

Powell Main Battle Hover Tank [PL 8]

Crew: 4 (Commander, communications, gunner, driver) (Must be Trained or better. Stats below are for without crew)

Passengers: 0

Init: +0

Maneuver: +1

Top Speed: 16ft

Defense: 15 (-1 for every attacker beyond 6 attackers, to a minimum of a defense of 6)

Hardness: 100

Hit Points: 1500

Size: Gigantic

Purchase DC: 55 (this does not include weapons, computer systems, or gadgets)

Restriction: Mil (+3)

Powell MBHT Standard Armaments

Powell Main Gun “Punchgun”

By using lasers to compress a nuclear explosion, and firing out a nearly solid “slug” of ravening ions, the Punchgun literally hammers at opponents with chunks of the same energy that makes up a star. This weapon is a miniaturized version of the same weapon that many Terran light cruisers use against other ships and planetary targets. The Punchgun can only be fired by the tank commander or the gunner, and can only be fired a

maximum of 4 times per round.

Damage: 3d12x100 direct hit, 5d12x10 to everything within 100 feet

Critical: 20/x3

Damage Type: Energy

Range Increment: 1000 ft by eye, 10,000 km with computer targeting engaged.

Rate of Fire: Single-Shot

Magazine: 20

Size: Huge

Weight: 600 lbs

Purchase DC: 29

Restriction: Mil (+3)

Lancet Point Defense System

A high powered pulse laser system, this weapon is primarily used against incoming missiles, artillery and mortar rounds. It can be used against low flying vehicles and incoming troops. It is powered by the Powell's reactor, and does not run out of energy. The pulse system allows the weapon to cool slightly, giving the weapon burst-fire and autofire capabilities.

The Lancet is computer targeted, gaining an attack bonus of +8/+3, and each one has it's own gunner autocomp.

Damage: 5d8x10

Critical: 20

Damage Type: Energy

Range Increment: 120 ft

Rate of Fire: Single-Shot, Burst-Fire, Automatic Fire

Magazine: unlimited

Size: Large

Weight: 150 lbs

Purchase DC: 23

Restriction: Mil (+3)

APERS Strip

The APERS strip surround the tank, and is used to kill any infantry or missile weapons that the Point Defense System might miss.

The strips are demopoxy impregnated with depleted uranium shards, and are designed to kill everything within a 20 foot radius of the tank when they detonate. Each tank contains 3 levels of them, 4 panels per quarter. Nanite reloaders bring more demopoxy in from interior banks after a panel has been fired, but takes approximately 15 minutes to do so. An APERS attack affects everything in a 20ft radius of the tank, but may be localized to any of the four quarters. Anyone within the attack area must succeed in a Reflex Save (DC 25) or be hit by the full force of the APERS strip. A successful save means half damage.

Damage: 6d8x5

Critical: --

Damage Type: Ballistic

Range Increment: --

Size: Medium

Weight: 50 lbs

Purchase DC: 19

Restriction: Mil (+3)

8mm Vertical Launch Missile Systems

Within the tank is a battery of six 8mm VMLS's The missiles can be of any type; often, the warhead type is programmed via nanites just prior to launch. When inside the tank, the nanites remain in an explosively inert state, so that hard impacts do not cause sympathetic detonations. The VLMS is computer fired, but the tank commander must designate the target. The onboard computer gives the tank commander a +4 to strike (no other bonuses are applied) on a successful Knowledge (Tactics) check (DC: 15).

Damage: As per warhead type

Critical: 20

Damage Type: As per warhead type

Range Increment: 500 ft

Rate of Fire: Single-Shot, can fire 6 missiles as one attack.

Magazine: 20 per tube (6 tubes total)

Size: Huge

Weight: 200 lbs, 40 lbs per missile

Purchase DC: 25

Restriction: Mil (+3)

“Shredder” secondary weaponry

A rapid-fire electromagnetic railgun, this weapon snaps glass encased iron pellets to a significant fraction of lightspeed, directing fully automatic fire at opponents. The glass turns to plasma, further damaging a target. Onboard nanites create reloads from the surrounding atmosphere via molecular reconstruction, as needed. The nanites can completely reload the Shredder’s munitions bay in 30 minutes.

These weapons are controlled by slaved gunner autocomps and have a +8/+3 to strike. Each weapon has its own gunner autocomp

Damage: 5d6x10/5d6x10

Critical: 20

Damage Type: Ballistic/Energy

Range Increment: 150 ft

Rate of Fire: Single-Shot, Burst-Fire, Automatic Fire

Magazine: 20,000 capacity

Size: Large

Weight: 20 lbs

Purchase DC: 29

Restriction: Mil (+3)

“Power Squirt” Propulsion System

Developed for heavy hover vehicles, the “power squirt” redirects gravity around the tank, but keeps the vehicle’s chassis in a constant state of motion, much like the ancient 20th Century “fly by wire” system. The “squirt” overcomes inertia by having the vehicle already “wanting” to move in that direction.

Very expensive and power consuming, only the heaviest vehicles get any use out of it.

Benefits: Negates Initiative and Maneuver penalty due to size, Maximum speed of 250 (25)

Purchase DC: 25

Restriction: Lic (+1)

* * * Ain’t technology great! * * *

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in Tim Willard’s (Warlord Ralts)

FUTURE FUN

thread

Pros and Cons

Advanced Classes for Ordinaries

Jason Tondo

The first issue of MODERNIZED introduced the notion of Advanced Classes for Ordinary characters, and also included an unrelated article on Alcatraz prison. Pros and Cons is something of an answer to both, offering Advanced Classes for guards and inmates such that you might find in a penitentiary like Alcatraz. (I will note however that, unlike David Gallant, I cannot claim to have experienced either of these Advanced Classes first-hand, settling instead for the playtest version).

The prison is something of a set piece in RPGs, serving as a place players break out of, break into, and even occasionally visit. Hollywood has given us many stories of prison riots, wrongful imprisonment, and prison morality tales. An entertaining one-shot or even campaign could be played out in a prison. I have, for years now, wanted to run a game set in a supervillain prison-hospital (a concept I describe as 'ER meets Oz ... with atomic vision.') It is my hope these two Advanced Classes may stimulate the imagination and make for interesting NPCs in your games.

The Guard

The Guard straddles the line between a Hero-worthy Advanced Class and the NPC Ordinary. While trained in the use of guns and basic security procedures, guards are more known for failing in their work than for succeeding at it. Think of the Guard who has been lured into the cell of a "sick" inmate; or who has been cut down with a swift burst of fire from a gun-wielding action hero; or who has suffered a grotesque fate for the simple crime of being the closest warm body to the sadomasochistic killer in Block C.

The Guard is, by his nature, a stationary figure. He spends his career in a single facility and does not travel, making him a poor choice of career for player characters. However, players are likely to encounter many different guards over the course of their career, not only in prisons, hospitals, or airports, but also in the ultra-secure corporate housing development, government research facilities, and the dungeon of the evil genius.

Requirements

Base Attack Bonus: +1

Special: The character must pass a background check. This can be obtained from any local law enforcement station for a fee (Purchase DC 7) and takes between 2 to 4 weeks to process.

Hit Die: d8

Class Skills

Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), and Treat Injury (Wis).

Skill Points per level: 3 + Int modifier

Guard Class Features

Issued Sidearm

A Guard gains Personal Firearm Proficiency as a bonus feat.

Bulletproof Vest

A Guard gains Armor Proficiency (light) as a bonus feat at 2nd level.

Bonus Feats

At 3rd, 6th, and 9th level the Guard gets a bonus feat. The bonus feat must be selected from the following list, and the Guard must meet all prerequisites of the feat to select it. (Guards serving at unusual facilities or under unusual circumstances may have additional bonus feats added to this list, at the GM's discretion.)

Advanced Firearm Proficiency, Alertness, Animal Affinity, Armor Proficiency (medium), Brawl, Confident, Point Blank Shot, Trustworthy.

Table: The Guard

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+0	+1	+1	+0	Issued Sidearm	+1	+0
2nd	+1	+2	+2	+0	Bulletproof Vest	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4th	+3	+2	+2	+1	Fool Me Once +2	+2	+0
5th	+3	+3	+3	+1	Reputation	+3	+1
6th	+4	+3	+3	+2	Bonus Feat	+3	+1
7th	+5	+4	+4	+2	Facility Knowledge	+4	+1
8th	+6	+4	+4	+2	Fool Me Once +4	+4	+1
9th	+6	+4	+4	+3	Bonus Feat	+5	+2
10th	+7	+5	+5	+3	Interrogator	+5	+2

Fool Me Once

A 4th level Guard has begun to learn from his mistakes. He gains a +2 bonus on Bluff, Diplomacy, Intimidate, Sense Motive and Spot checks against a specific group of people in a specific locale, defined by the GM (examples: “inmates at Alcatraz”, “terrorists at LAX”, or “intruders in the Master’s lair”). At 8th level, the bonus for his original Fool Me Once category rises to +4, and the Guard may select a second category to receive a +2 bonus.

Reputation

By 5th level, the Guard’s activities inside the facility he guards have earned him a reputation either for fairness, a good nature, kindness, cruelty, negligence, or greed. Regardless of the specifics of the reputation, the Guard has a +3 bonus to his Reputation whenever he is on the grounds of the facility he guards, or when interacting with those who currently or used to dwell there.

Facility Knowledge

By 7th level, the Guard has learned the strengths and weaknesses of the facility he works at, mastering its hidden spaces and little quirks. He gains a +2 bonus to Climb, Hide, Move Silently, and Search checks whenever he is in this facility. A Guard can have Facility Knowledge with only one facility at a time: if he moves to a different facility, he loses access to Facility Knowledge and does not gain Facility Knowledge with the new facility until he gains a character level. Example: Cecil (strong ordinary 2, guard 8) is the chief minion of Lady Labyrinth, charged with guarding her Maze of Mystery from intruders. The Omega Squad infiltrates the Maze and the Lady is forced to flee, taking Cecil with her and relocating to the freshly-built Maze of Madness. Cecil won’t get his Facility Knowledge bonus with the Maze of Madness until he rises to 11th level.

Interrogator

A 10th level Guard is involved in questioning those unlucky few who trespass into his facility and are caught. Thanks to his training and long experience, the Guard has a +2 competence bonus on any skill check made during an interrogation.

Inmate

Traditionally, being locked up in jail is the last place a hero wants to be. Usually wrongfully imprisoned, she devotes her efforts to getting out as fast as possible. But many others aren’t so lucky, and there are plenty of antagonist characters who can be in prison for a very long time indeed. Prison is also a common place for masterminds to recruit partners or thugs, and it is always fun when the players have to meet the world’s leading authority on some arcane topic, that authority just happens to be in prison, and she’s sure not going to help anyone for free.

The Inmate advanced class is designed to show the ways in which prison life changes a character, giving her new advantages only relevant to her confined locale. It is normally not an appropriate class for PCs; not because

its abilities are not useful, but because they are only useful in the prison. Bringing an old enemy back with a few levels of Inmate is a great way to provide players with a sense of history. They know their characters have an effect on people: it's right there on the villain's character sheet.

Indeed, it could be argued that characters in a prison cannot take levels in any advanced class except Inmate. After all, a prisoner can still have access to the weight room to raise his Strong Hero levels, but where is he going to get the chance to practice his marksmanship or skill at driving stunt vehicles? This also provides an in-game explanation for that syndrome often found in ex-con characters: a feeling that she "fits in" better in a prison than she does in real life. (The out-of-character explanation: the character has more talents only usable in prison than she does outside it!) With this in mind, the class has been designed with a particularly large number of options.

This class is designed for Ordinaries, but as has been suggested, there may be times when the GM wishes to use it for full-fledged antagonists or even PCs. This is especially appropriate in one-shot games that take place largely at the prison, or for prison-based campaigns where the Inmate's talents will be well used over time.

Requirements

Special: The character must be incarcerated.

Hit Die: d8

Action Points: Ordinary characters do not gain action points. However, PC or GM characters who take a level in this class gain a number of action points equal to 5 + one-half their character level, rounded down.

Class Skills

Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (streetwise) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis),

Sleight of Hand (dex), and Speak Language (none).

Skill Points at Each Level: 3 + Int modifier

Inmate Class Features

Imprisonment

At 1st, 3rd, 5th, 7th, and 9th level, the Inmate may select one of the following special abilities that reflect her unique prison experience:

Ally on the Outside: The inmate has a single ally who lives outside the prison and is willing to do almost anything for her. This may be a loved one, long-time friend, or partner in crime. The range of activities that can be delegated to an ally is great, but examples include: arranging for an escape, supervising the Inmate's business or criminal interests on the outside, carrying personal messages, donating personal funds for bail or legal fees, or taking revenge on the Inmate's enemies on the outside. The ally is an Ordinary character two levels lower than the Inmate; when the Inmate gains a level, the ally does as well.

Bonus Feat: The Inmate may select a bonus feat. This feat must be selected from the following list, and the Inmate must meet any prerequisites: Brawl, Nimble, Stealthy, Streetfighting, Toughness. This special ability can be selected multiple times, each time giving the Inmate a different bonus feat.

Cult of Personality: The inmate has a large "fan following" on the outside and she can call upon them for favors. This works like the Charismatic Hero's favor talent except that it does not require the expenditure of an action point, and it can be used only once a month. When the Inmate attempts a Cult of Personality check, she has a bonus on her roll equal to her Inmate level + her Charisma bonus. If the Ordinary has levels of Charismatic Hero and the favor talent, she may also add her Charismatic Hero levels to the Cult of Personality check.

Hide Object: The inmate is practiced at hiding small objects either on her person or in her cell. She has a +2 competence bonus on Sleight of Hand checks when hiding an object on her body, and a +2 competence bonus on Hide checks when hiding an object (but not herself) in a locale.

Inspirational Token: The inmate has an object – perhaps a photo or other souvenir sent to her by a loved one – which reminds her of the world outside and inspires her to heroic perseverance. Once every adventure the Inmate may, by touching the token, gain one action point which must be used by the end of the scene. If the action point is not used, it is lost.

Legal Counsel: The Inmate has secured the services of a lawyer who is not only skilled but devoted to the Inmate's welfare. The lawyer is an Ordinary character of the same level as the Inmate, with the maximum skill ranks in Knowledge (civics) and either Diplomacy or Bluff (the Inmate's choice). The Inmate does not have to make Wealth checks to pay for the lawyer's services; he or she works for free or on the premise of future compensation. The lawyer will work tirelessly for the Inmate but will not perform activities unrelated to the Inmate's legal defense (for that, see Ally on the Outside). In addition, thanks to frequent correspondence between the lawyer and the Inmate, the Inmate gains Knowledge (civics) as a class skill.

New Interest: With so much time on her hands, and access to research materials, the inmate gains an interest in a new hobby or field of study and chooses to pursue it. She may select any skill other than Profession, Read/Write Language, or Speak Language and make it a class skill. In addition, she has a +2 competence bonus on all checks with that skill.

Outside Access: The inmate has access to television, newspapers, or other sources of information concerning the outside world. Knowledge (current events) and Knowledge (popular culture) become class skills.

Personal Items: The Inmate has been in prison long enough to acquire a modest amount of personal items which decorate her cell. She may use the rules for on-hand objects so long as the item in question has a DC of 5 or less and is not considered dangerous by prison staff. (Inmates at a prison cannot normally make use of the rules for on-hand objects.)

Prerequisite: Inmate level 3+.

Table: The Inmate

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+0	+1	+0	+1	Imprisonment	+1	+0
2nd	+1	+2	+0	+2	Talent	+1	+0
3rd	+2	+2	+1	+2	Imprisonment	+2	+0
4th	+3	+2	+1	+2	Talent	+2	+0
5th	+3	+3	+1	+3	Imprisonment	+3	+1
6th	+4	+3	+2	+3	Talent	+3	+1
7th	+5	+4	+2	+4	Imprisonment	+4	+1
8th	+6	+4	+2	+4	Talent	+4	+1
9th	+6	+4	+3	+4	Imprisonment	+5	+2
10th	+7	+5	+3	+5	Talent	+5	+2

Talents

At 2nd, 4th, 6th, 8th and 10th level the Inmate may select a talent from one of the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from.

Solitary Talent Tree

To select talents from this tree, the Inmate must spend time isolated from other prisoners.

Disease Tolerant: The Inmate has survived her vermin-infested cell so long that she has gained a certain resistance to disease. She has a +4 bonus on all Fortitude saves against disease.

Bonus Feat: As one of the Inmate's selections from the Solitary talent tree, the Inmate may gain a bonus feat. This feat must be chosen from the following list and the Inmate must satisfy all requirement for the feat: Endurance, Great Fortitude, Iron Will, Low Profile.

This talent can be selected multiple times, each time giving the Inmate a different bonus feat.

Mad: The Inmate has been driven mad by her solitary confinement, and when others meet her eyes they are paralyzed by the uncanny sight of her insanity. The Inmate gains a gaze attack which dazes the victim; this is an extraordinary ability which can be resisted with a Will save (DC 10 + Inmate's class level + Charisma mod). A victim who successfully saves against the Inmate's gaze attack is immune to it for 24 hours.

Prerequisite: Iron Will.

Low-light Vision: The inmate has been trapped in the dark for so long that her eyes have become adapted to the condition. As a result, she gains low-light vision. However, in conditions of bright light she has a -1 penalty on Spot and Search checks as well as ranged attack rolls.

Darkvision: The inmate has spent so much time in the dark confines of her prison that she is more at home in the dark than she is in the light. As a result, she gains darkvision to a range of 60 feet. However, when suddenly exposed to bright light she is automatically stunned for one round.

Prerequisite: Low-light vision.

Scent: The Inmate has been trapped in the dark for so long that her other senses have increased in sensitivity, so that she can discern smells and aromas far in excess of the human norm. The Inmate acquires the Scent special quality.

Prerequisite: Low-light vision or blindness.

Model Prisoner Talent Tree

Inmates who select talents from this tree are known for their good behavior. This earns them perks from prison staff.

Access to Materials: The Inmate is allowed to keep a large number of books and other media in her cell, far more than is usually permitted. Research and one additional Knowledge or Craft skill become class skills.

Befriended: Guards and staff at the prison generally like the inmate. Their attitude towards the inmate is improved by one step (for example, from Unfriendly to Indifferent). This new attitude can be improved through Diplomacy checks as usual.

Bonus Feats: The Inmate gains a bonus feat. The feat must be chosen from the following list and the Inmate must satisfy all requirements for the chosen feat: Creative, Deceptive, Educated, Studious, Trustworthy. This talent can be selected multiple times, each time giving the Inmate a different bonus feat.

Valued Skill: The Inmate has a single skill which has made her highly valued by the prison authorities. As a result, guards and staff are not allowed to harm her. When a guard or member of the prison staff attempt an attack on the Inmate, the attacker must attempt a Will save (DC 10 + Inmate's class level + Charisma modifier); if this save fails the attack does not occur and the attack action is wasted. A character who succeeds at this Will save is immune to the effect of this ability for 24 hours. This ability is of no use against other inmates.

Prerequisite: 8 ranks in a single skill useful to the prison authorities (such as a Knowledge, Craft, or Perform skill).

Income: The inmate is allowed to perform some sort of job around the prison and, in return, is actually given a small amount of regular pay. The

inmate gains the Windfall feat.

Prerequisite: Trustworthy.

Walkabout: The inmate is trusted enough to be assigned small tasks by the prison staff, giving her a chance to leave her cell for short periods. Each day, the Inmate may attempt a Diplomacy check (DC 15) to gain one hour of unsupervised travel time within the prison, usually in the course of her assigned duties. If she fails the Diplomacy check, she cannot attempt another Walkabout for one week.

Prerequisite: Trustworthy.

General Population Talent Tree

Inmates who select talents from this tree are housed with other inmates and have limited but regular contact with other prisoners. They have more freedom than those in solitary confinement, but are not bound by the restrictions of “good behavior” like the model prisoner.

Bonus Feats: The Inmate gets a bonus feat. The bonus feat must be chosen from the following list, and the Inmate must satisfy all requirements for the chosen feat: Alertness, Athletic, Blind-fight, Confident, Dodge, Power Attack.

This talent can be selected multiple times, each time giving the Inmate a different bonus feat.

Secret Communication: The inmate gains a +4 bonus when using Bluff to pass secret messages. These messages may be concealed within ordinary speech (and detected with Sense Motive), whispered at a barely audible level (in which case they are detected with Listen), or even placed in code (penetrated with Decipher Script).

Barter: The Inmate has a lot of experience bartering the small luxuries

available in prison (cigarettes, for example, or illegal drugs). Whenever she is buying or selling something in prison, she may attempt a Bluff check (opposed by a Sense Motive check on the part of the other party in the exchange). If she succeeds, the Inmate may modify the Wealth Purchase DC of the object by one in either direction.

Cache: The Inmate’s skill at barter (possibly aided by selling drugs, some intimidation of other prisoners, or the corruption of guards) has allowed her to put away a small store of cash and valuable goods. She gains the Windfall feat.

Prerequisite: Barter.

Improvised Weapon Proficiency: The Inmate can use anything from a plastic lunch tray to a busted shower head as a weapon. She no longer has a –4 penalty when attacking with an improvised weapon.

Shiv: The Inmate can make an improvised weapon out of nearly anything. The inmate can attempt an Intelligence check (DC 15) to craft a tiny or small improvised weapon. If she fails, she may retry. Each attempt takes half an hour. Inmates with this talent are often kept drugged or restrained in order to keep them from making dangerous weapons.

Prerequisite: Improvised Weapon Proficiency.

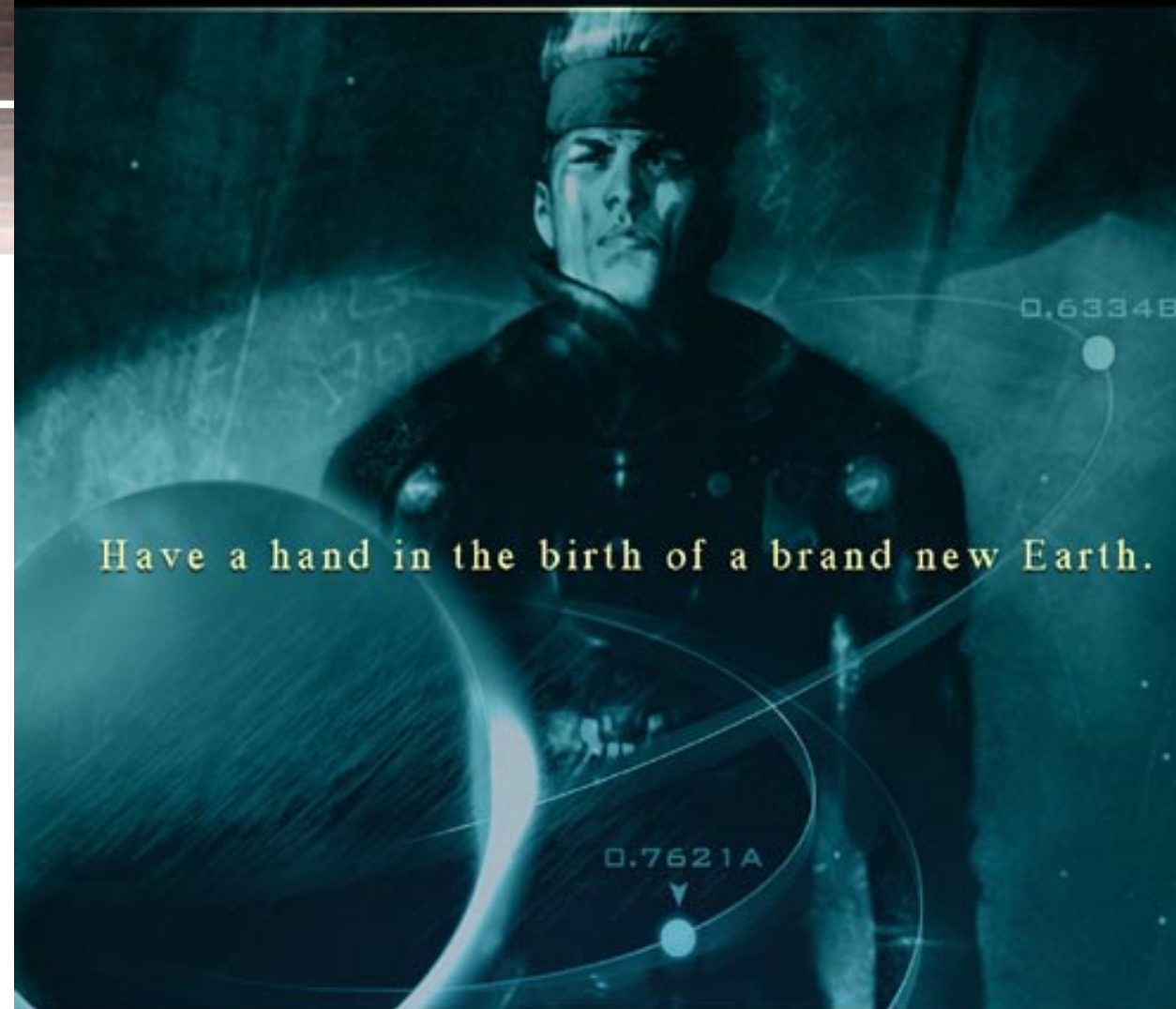
Prison Gang: The Inmate joins a prison gang, gaining a +3 Reputation bonus that is used only against other inmates, prison guards, or staff.

Inner Circle: The Inmate has risen to the inner circle of a prison gang and is greatly feared. She gains Frightful Presence as a bonus feat even if she does not fulfill the normal requirements. In addition, the Inmate’s Reputation always acts as a bonus to her Intimidation score when using Frightful Presence on an inmate, prison guard, or staff member.

Prerequisite: Prison Gang.

Gang Leader: The Inmate has risen to become the leader of a prison gang, wielding considerable influence within the prison walls. She gains the benefits of the Charismatic Hero's Favor talent, except that she does not have to spend an action point to use the ability and it can be used once per week. When making a favor check in this way, the Inmate has a bonus equal to her Inmate level + Charisma modifier. If she has levels of Charismatic Hero as well as the favor talent, she may also add her Charismatic Hero levels to the favor check.

Prerequisite: Inner Circle.



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3219 State Street

Carrie Baize

"This is the place," Liberty's voice crackled over the radio.

"Are you sure? Doesn't Staci have all the addresses and stuff on..."

"Use your on-board computer, babe," Liberty laughed, tapping the side of his helmet playfully. "This is the place."

JJ pulled the bike into the driveway, muttering something incomprehensible about women and logic.

She was right, he knew, as he looked at the house. The information on Staci's PDA would confirm it, but this place definitely stuck out in the neighborhood.

It was the little things, he decided as Josh pulled up next to his bike, that gave the place away. The lawn had been mowed, but not recently and the front door had a suspiciously uniform clean spot where some graffiti had recently been covered.

"Thirty-two-nineteen," Staci said out loud. "This is it," she grumbled, sticking the PDA back in her jacket pocket.

Liberty grinned over her shoulder at JJ as she walked toward the front door. "Told ya." She stopped on the front steps, pulling a small sketchbook and pen out of pant's pocket. "What are you waiting for?"

JJ's voice stopped Liberty's hand an inch from the dusty doorknob.

"Wait a minute, babe." His voice was calm, but he sounded overly cautious to Liberty. "Tell me about this place again."

"It's haunted," Liberty chuckled, "by a bunch of little kids. How bad can it be?"

Rumors: (Gather Information check, DC 10)

- This State Street house was the sight of several murders in the early 1970s. The victims were all children and the killer was never brought to justice.
- In the early 1980s, this house was the scene of a mass suicide. Several young adults fell into an obscure quasi-religious cult and this abandoned

house was the site of their final ritual.

- The house belonged to an accused child killer. The man escaped justice, but was haunted by the children he had destroyed.

Official History: (Gather Information check, DC 15)

- Like most haunting stories, this rumors whispered throughout the quiet neighborhood are very similar to the events that shaped the apparitions in the nearly always abandoned house at 3219 State Street.
- According to local law enforcement officials, there is no evidence that the home is the location of the 1973 child stabbings, nor the alleged cult suicide of the early 1980s. The house did, however, belong to one of the men accused of the 1973 murders.
- Mike Shore, who spent two years in prison while awaiting his trial, was acquitted of the murders, in spite of what seemed to be overwhelming evidence. The other man who stood accused, Darren Cole, was convicted of the murders. After several appeals, during which Cole's attorneys attempted to implicate Shore, the case was closed when Cole was executed.
- Shore attempted to return to his life, which meant readjusting to his home on State Street. He had owned the property for less than a year when he was arrested, and the home had largely been ignored while he had been incarcerated.
- Shore's body was discovered in the garage of his home on March 10, 1983, ten years after the first of the children was murdered. Shore's girlfriend came to his home and found his body hanging in the garage. There were no signs of forced entry or foul play, and his death was ruled a suicide.
- Since Shore's suicide, the house has been rented by several tenants, but none seem to be willing to live in the home for much more than a few months.

The Haunted History of 3219 State Street

While Shore was acquitted legally, he was never forgiven by the children nor was he able to reconcile his conscience to the acts in which he played a part. Cole had been the mastermind, and had been the one to actually abduct and murder the children, but Shore had been an accomplice.

Shore's home had been used to hold the children captive while Cole decided when and where to kill them. In an effort to ease his mind away from the crime, Shore had stocked the house with toys and supplied the children with art supplies. The younger children delighted in painting the palms of their hands and leaving handprints on the white wall in the hallway.

In spite of the little joys Shore's guilt tried to give them, the children were still being kept from home. Even if they did not know of the deaths Cole had planned for them, they still felt alone and afraid, and they would all cry when they were locked in the bedroom late at night.

Cole had just returned to the State Street home after disposing of Kimberly Iverson's body when police arrived, acting on an anonymous tip received at the station just hours before. Both men were arrested after a fight with police that moved to the back of the house.

When Cole was executed, the guilt of the murders overwhelmed Shore. He spiraled into a deep depression and chose to end his life rather than face the continued guilt of the children's abduction and murder. Shore's body was discovered by his girlfriend on the morning on March 10, 1983 – ten years from the date of Michael Atkinson's abduction.

Activity in the House

One of State Street's most disturbing apparitions is the shadow of Mike Shore's body on the back wall of the garage. Whenever the garage door is opened, as it was when Shore's girlfriend discovered him, a clearly defined shadow of his hanging corpse is displayed on the back wall. Even when the garage burned in an Independence Day fire accident, as soon as the structure was rebuilt, the shadow returned.

Other activity reported by various tenants and visitors includes:

- The sounds of several young children in one of the back bedrooms. The children, according to witnesses, are very quiet and seem to be frightened. Many reports describe them as crying or whimpering.
- The doors to the master bedroom and back bedroom both slam open and closed, apparently at random. Often, this occurs late at night or during the middle of the day. Even when the house is unoccupied, neighbors report the continued noise of the slamming doors.
- Tenants have continually complained about the unexplained presence of child-sized handprints along the hallway wall. These handprints appear and disappear at various times and cannot be cleaned from the wall by any attempted conventional means.
- Visitors to the site have complained of toys scattered in the hallway. These toys are in fairly new condition and seem to date from the early-to mid-1970s. While these toys have the ability to trip unwary visitors, they cannot be picked up or cleared away. Upon any visitor's intentional touch, the toys will vanish.

Other Hazards

In addition to the hazard caused by the children's toys, there are a few additional, more mundane, hazards to the State Street house.

- The sliding glass door that leads to the patio is loose. A sharp eye will notice that this door is likely to come off the track if disturbed (Spot check, DC 20). If the door falls on the PCs, they will have the opportunity to avoid damage (Reflex Save, DC 15). If the PCs fail their save, they suffer 2d6 damage in cuts and bruises.

- The tile floor of the foyer is cracked and loose. Certain tiles are crumbled and the glue has become unstable. These pieces of tile present a tripping hazard for visitors. A sharp eye will see the hazard (daytime Spot check, DC 15, nighttime DC 25) and have the opportunity to avoid it (Reflex Save, daytime DC 10, nighttime DC 20).

- The window in the front bedroom has been shattered by vandals. Careless visitors may cut their hands on the frame or step on the glass (which could cause damage for those with bare feet or thin shoes).

The Hauntings of 3219 State Street

(the following NPCs are Open Gaming Content)

Michael Atkinson

STR 7, DEX 12, CON 0, INT 14, WIS 9, CHA 15

HP 7, Deflection Adjustment +0, CR 2

Fly 20'/perfect maneuverability

Special Attacks: Manifestation, Frightful Moan (DC 11)

Special Qualities: Rejuvenation, Turn Resistance

Saves: Fort +0, Will -1, Reflex +2

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks

The first victim of 1973's brutal child killer, Michael was a quiet and unassuming boy. He liked to spend his afternoons curled up with a book on the living room floor, but occasionally he would join the neighborhood kids in a game on the street. It was on one such warm, spring day that he was abducted from his quiet street, never to be seen alive again. Michael's body was found in a park near his home two weeks after he vanished.

Donna Feulner

STR 10, DEX 14, CON 0, INT 9, WIS 7, CHA 17

HP 2, Deflection Adjustment +2, CR 2

Fly 20'/perfect maneuverability

Special Attacks: Manifestation, Horrific Appearance (DC 13)

Special Qualities: Rejuvenation, Turn Resistance

Saves: Fort +0, Will -2, Reflex +2

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks

Donna was the second child to fall prey to the murderer. She was an athletic child, who starred on both her soccer and softball teams. Two days after Michael Atkinson's disappearance, Donna vanished from the soccer field while waiting for her mother to pick her up after practice. Donna's body was found near a convenience store one week later.

James "Jimmy" Powell

STR 11, DEX 9, CON 0, INT 11, WIS 9, CHA 16

HP 3, Deflection Adjustment +1, CR 2

Fly 20'/perfect maneuverability

Special Attacks: Manifestation, Frightful Moan (DC 12)

Special Qualities: Rejuvenation, Turn Resistance

Saves: Fort +0, Will -1, Reflex -1

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks

Jimmy Powell vanished from a playground across the street from his home three days after Donna Feulner's disappearance. He was known as a friendly child, and had often wandered from the park to the homes of neighboring children. Jimmy was never found.

Kimberly Iverson

STR 10, DEX 13, CON 0, INT 9, WIS 7, CHA 18

HP 3, Deflection Adjustment +2, CR 2

Fly 20'/perfect maneuverability

Special Attacks: Manifestation, Telekinesis

Special Qualities: Rejuvenation, Turn Resistance

Saves: Fort +0, Will +2, Reflex +1

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks

An energetic young beauty queen, Kimberly Iverson was the most well-known of the murder victims. It was not until her disappearance that the string of vanished children were seen as a possible serial case. She was abducted, three days after Jimmy, from the backstage area of a local beauty contest when her mother went into another room for a pitcher of water. Kimberly's body was found in a local canal a month after her disappearance.

Thomas Cleary

STR 9, DEX 13, CON 0, INT 14, WIS 7, CHA 13

HP 6, Deflection Adjustment -1, CR 2

Fly 20'/perfect maneuverability

Special Attacks: Manifestation, Horrific Appearance (DC 10)

Special Qualities: Rejuvenation, Turn Resistance

Saves: Fort +0, Will -2, Reflex +1

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot checks

Well known among his classmates as a fledgling comedian and magician, Thomas never made it home from school the day after Kimberly Iverson's abduction was reported on the evening news. Thomas was never found.

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Modern Mortem

Curtis Owings

Modern Mortem introduces three new vampire basic classes. The goal was to provide a means to make vampires a balanced player character class. These classes can be used in low FX to high FX campaign worlds at your choosing.

Vampire Basics

Vampirism in the modern world is poorly understood. Vampires have been hard at work attempting to unlock their own secrets, only a few human scientists have begun to uncover the truth, and the rest of humanity still holds to the myths surrounding vampirism, if they believe in vampires at all. The line of what is, and is not, a vampire is somewhat at odds with the myths. Only the vampires themselves know the full truth. What follows is a description of what the vampires have discovered through their own research and experimentation.

Vampirism is an aggressive, parasitic virus that slowly takes over a humanoid host. The virus itself is somewhat sentient and influences the host's behavior. The body's tissue is slowly consumed and genetically altered to allow the virus to take in sustenance (blood), protect the host, and spread the virus. Through mental discipline and certain medical techniques the virus can be "guided" in development. Hosts without the means or desire to control the virus eventually are completely consumed by it, becoming more like the vampires of myth. But if harnessed, vampires can control the virus and its alterations of the body, mind and, soul.

Vampire philosophers have developed methods by which the virus can be controlled. Which methods are "best" is the source of many political battles within the vampire society. These techniques break down into three broad philosophies; Mind, Body, and Soul. Most vampires embrace more than one philosophy and many attempt to blend the best of all three.

Regardless of path, all vampires share some traits.

- The need to consume blood in significant quantity
- An allergy to sunlight and direct ultraviolet radiation
- Vastly reduced autonomic functioning (breathing, respiration, etc)
- Enhanced senses
- Vulnerability to specific compounds

The virus itself has the ability to enhance the bodies speed and strength, improve the host's resistance to damage, control the minds of humans or animals, hypnotize prey and even shape the body in to new forms.

Cerebrum, Vitalis, and Animus are the classes that correspond with the philosophies of Mind, Body, and Soul respectively. Each is a "basic" class. Each has access to a select list of vampire talents and general vampire feats. Typically, a character isn't considered a full vampire until they have acquired 4 or more levels in vampire classes.

Cerebrum characters focus on the development of the mental powers of the virus. These vampires specialize in affecting the minds of humans (or humanoids) as well as some animals. Lacking the physical strength of the Vitalis, the Cerebrum will paralyze foes first and then consume them. Cerebrum are the most "human-appearing" of the vampires. The Cerebrum typically keep a large circle of friends and guards. They blend well with night-life culture.

The virus makes dramatic changes to the body in order to protect the host, thereby extending the life of the virus. Vitalis characters encourage and enhance the alteration of the body. Vitalis vampires can be incredibly strong and preternaturally quick. They are also nearly impervious to physical damage. These vampires eventually display more monstrous physical traits; claws, exposed muscle tissue, powerful jaws, etc. They are the warriors of the vampire society.

Most scientific minds who know vampires exist argue that they are nothing more than parasitic hosts, victims of a virulent disease. However, few of them can rationalize the powers of the Animus. The virus itself is aware. It thinks, feels, and desires. Animus characters give in to its desires. According to them, this is the true expression of the virus and thus the true nature of the vampire. The Animus has no desire to retain humanity; they study the virus itself in order to discard the last shreds of their mortal nature. This freedom allows them to completely change forms, feed more aggressively, and hide from mortals. Animus are hard to spot as they often alter their true forms or simply make themselves undetectable.

The vampire basic classes can be selected just as any other basic class. They are usable as stand-alone classes or in conjunction with other basic classes from the core rules.

The Fall

Vampirism is a blood-borne virus. It propagates via blood-to-blood contact. Only the blood of a character possessing 4 or more combined vampire levels can infect another host. This can be accomplished by willingly consuming the blood of a vampire or unwillingly by exposure to vampire blood. Some sects are known to capture victims and inject them with infected blood.

A character can have up to 3 vampire class levels before they “fall to darkness.” Upon acquiring the 4th vampire class level, they can no longer stand sunlight. A character with up to 3 levels of vampire classes is still considered “living” and still retains his or her original racial type and benefits. When 4 vampire class levels are obtained, the vampire loses all previous racial benefits and becomes racial type: vampire.

Vampires can be hard to kill, and the virus always struggles desperately

to survive. After 4th level the character is immediately dead at 0 HP (no HP loss to -10). Once the host is reduced to 0 HP the virus makes a desperate attempt to continue by violently flexing all the body’s muscle. This forces blood to spew in all directions in a 20’ radius. Any one caught in the spray can become infected if they fail a Fortitude save (DC 10 + 1 for every vampire level above 3 possessed by the slain vampire. E.g. DC 11 for a character with 4 vampire levels, DC 12 for 5 levels, etc.) Characters that have slashing or puncture wounds suffer an additional penalty to this save equal to -2 for each 25% of their total HP they have lost to lethal damage. Characters injected with fresh vampire blood (one hour or less after removal from the vampire), automatically fail any save to resist the virus. Anyone casually encountering a fresh kill (handling blood, moving body parts, walking through the 20’ area where a vampire has died, etc.) must make a Fortitude save (DC 10) or become infected. After one hour, the virus dies and further contact is harmless. Killing a vampire by coup-de-grace with a rosewood stake kills the vampire and the virus so suddenly it can not react; it is the only known way to safely kill a vampire.

Once infected, a character has until sunset of the next day to find a cure. Other cures may exist, but the most common is a Remove Curse spell cast before the first sunset after infection. This is known to vampires as their “Last Day”. At dawn following the Last Day, the character feels the effects of the virus for the first time. They become ill and experience mild pain throughout their body that radiates from the heart, lower abdomen, and brain. Light seems painful and noises are louder. These symptoms are mild and do not incur any game affecting penalties. They get worse on the 3rd day, imposing a -1 penalty to all attack rolls, saves and skill checks. At sunset of the 3rd day all symptoms vanish.

After 3 days the GM can pick between two options: either the character immediately loses a level of his choosing and selects a level of a vampire basic class, or the character becomes a carrier and will have to select a

vampire class level upon qualifying for a new level. As a general rule, a character shouldn't be allowed to simply gain a new level. If the character waits until gaining a new level, the hero will still experience discomfort in daylight. They might start craving raw meat or staying up at night. They might also gain a more youthful appearance with fewer wrinkles, less gray hairs, and generally seem more vibrant (especially at night). These changes are not significant enough to gain any real bonuses or penalties, but should be pointed out to the character from time to time.

Feeding

All vampires need to feed each night. They prefer humanoid blood. The draining is represented by temporary Constitution loss in the victim. To remain at full strength, a vampire must drain 2 points of Constitution from a humanoid per day. Indeed, the vampire's Constitution draining ability only works on humanoid victims. At dawn of the next day after this Constitution drain, the victim must make a DC 18 Fortitude save for each lost point or the loss is permanent (remember to account for penalties due to reduced Constitution score). If a victim is reduced to 0 Constitution, they are dead. Contrary to popular myth, these victims do not become vampires. Certain divine rituals can restore the loss of Constitution as well as the 4th level Divine spell Restoration. Humanoids killed in this way can not be restored to life, but can be animated as undead.

A vampire can attempt to feed on non-human life. However, larger quantities of blood are required and the feeding isn't completely sustaining. Two HD of non-human life must be consumed per level of the vampire to sustain the vampire. This process invariably kills the animal. Thus, a 5th level vampire must kill 10 HD worth of animal life to be sustained for one day. Even if the full requirement is met, the vampire suffers -1 to all saves, attack rolls and skill checks until it feeds from a humanoid.

A vampire can "stockpile" up to 1 days worth of blood per vampire level by consuming more blood (in Constitution drain) than required. For example, a character with 5 vampire levels must consume 10 points of Con to last 5 days. This drain must be from the same victim in order to stockpile. If a vampire drains Constitution from more than one source, only the highest amount of drain is counted toward stockpiling.

If a victim is drained to 0 Constitution they are immediately killed. This experience is extremely intoxicating to a vampire. Killing a victim this way gains the vampire 5 additional days of sustenance up to their maximum (it does not increase their stockpile threshold). The resulting euphoria also grants a +1 morale bonus on all attack rolls, saves and skill checks for 1d3 hours after the death. This bonus is cumulative by victim, up to a maximum of +3. If the vampire desires, they can "save" a victim by immediately giving their own blood within 5 minutes of the victim's death. This costs the vampire one temporary Constitution point that can be restored by one night of rest (this Constitution is recovered normally with no save required). A victim saved in this way stabilizes immediately and has his or her hp set to -9. The victim also automatically becomes infected.

Each day a vampire goes without adequate feeding reduces all saves, attack rolls and skill checks by -1 (cumulative). After three days the vampire must make a Will save (DC 10 + the number of days without feeding) every time a living creature is detected (don't forget the saving throw penalties). Failure means the vampire immediately attempt to feed on the creature. After 5 days the vampire must make a Fort save DC 18 or go in to an uncontrolled frenzy. The character is under GM control and will seek out the nearest source of food immediately. If the vampire is restrained or otherwise prevented from feeding for 7 full nights, the vampire must make a Will Save DC 20 or fall in to a coma-like stasis. Feeding less than the required amount is ineffective.

When a vampire can not feed adequately for long periods, the virus will “shut down” the host until food sources return. Vampires call this state simply “stasis”. Vampires in stasis appear as emaciated dead bodies. Vampires can sense the presence of the virus in other hosts, even while in stasis. Mortals trained in Arcane Lore or Life Sciences can use their Knowledge skill to detect that the vampire is in stasis; otherwise, they simply appear as dead and mummified bodies. In order to re-awaken a vampire from stasis, a humanoid must be sacrificed and carefully fed to the unconscious vampire. The vampire will awaken weakened with no sustenance in reserve. It suffers -5 to attack rolls, damage rolls, saves, and skill checks until she can feed normally for one night (2 points of Constitution drain from a humanoid; animals will not be effective). Once normal feeding for one night is accomplished, the vampire is completely restored.

Sunlight and Ultraviolet Allergy

The virus is highly vulnerable to ultraviolet rays; the most deadly source of these is the Sun. Since the virus genetically modifies all the tissue of the host, the body is left unable to function without the virus. In the first few levels of a vampire’s life, sunlight is painful and distracting. After 3rd level the virus has penetrated all of the host’s tissue and sunlight can no longer be tolerated.

At 1st through 3rd level the vampire character takes -1 per level to attack rolls, saves and skill checks while in direct sunlight. Concentration checks may be required to perform some actions at the GM discretion. Wearing clothing that completely covers the body (including the face) and dark sunglasses provides a +1 offset bonus. This effectively negates the penalty at 1st level and lessens the penalty for 2nd and 3rd level by 1 point.

At 4th level and beyond, the vampire can no longer stand the light of

day. If exposed to sunlight a vampire loses one level for each round of exposure until all vampire levels are removed. If this happens, the host dies regardless if he or she has levels in non-vampiric classes. At sunset, a vampire may make a DC 18 Fortitude save for each lost level. Failure means that the level loss is permanent; drop the characters XP to half way between levels. A character that loses a level to sunlight is horribly burned by the experience. These burns remain a very long time. The vampire also loses 2 Charisma for each independent exposure. This can be repaired only with a Restoration spell (although few priests would cast it on such a cursed creature).

In addition, a full vampire can not remain conscious during the day. Vampires fall unconscious 10 minutes after sunrise and wake 10 minutes before sunset unless they are more than 1 mile underground. Vampires do not dream. Dealing 1 point of damage to a “sleeping” vampire awakens it with a Shaken status. The vampire remains shaken until 10 minutes before sunset. Vampires more than a mile below the surface do not need to rest and are not affected by the day cycle.

Specialized lights can generate ultraviolet rays. If a vampire character is caught within 10’ of an ultraviolet light source they take physical damage if unprotected. Sunglasses and full body clothing negates the effect. Only specialized light sources generate enough ultraviolet energy to be harmful. Such items generally add +1 to their purchase DC (see Vampire Equipment).

Metabolism

The virus doesn’t need to maintain the human metabolism. Organs and tissues are altered to be more efficient and better suited to the virus. As the disease progresses the body temperature cools, the heart rate slows, and breathing becomes very shallow. By 3rd level the vampire will appear dead to any one who casually checks for vital signs without

any instrumentation or medical devices. By 4th level, signs of life are not detectable with normal medical science. Some research facilities specializing in vampirism may have the equipment necessary to detect vampire life signs. Such facilities are usually run by other vampires.

In game terms, vampire characters slowly become immune to poison and disease. Each of the vampire basic classes has differing progressions. The first level is Viral Resistance which grants the vampire a +4 bonus to Fortitude saves versus poison and disease. The second tier is Viral Protection, where the vampire becomes immune to poison and disease.

By the time the character is 4th level, their organs and skeletal structure will be fully complete. New organs specialized to the vampire replace the old. The old organs are passed from the body in traumatic fashion. The bone structure hardens and fills in gaps around the chest. These changes increase in degree as the character acquires more vampire talents.

While the inside of the vampire undergoes radical changes, the outside appears unchanged to most observers. Vampires never age. Wounds heal over without scars. They remain forever permanent unless exposed to fire, acid or sunlight.

Enhanced Senses

Vampire characters acquire low-light vision nearly immediately upon taking a single vampire level. Later, vampires acquire Darkvision. Upon taking 4 vampire levels the character gains a +2 bonus to Spot and Listen at night.

Substance Allergy

Vampires gain various amounts of damage reduction depending on class and talents chosen. This damage reduction is bypassed with silver weapons and weapons with +1 damage bonuses (masterwork or magical).

As mentioned above, a rosewood stake is required to deliver a coup-de-grace with enough speed to prevent a blood explosion. Other methods of coup-de-grace will induce the virus to react normally.

Otherwise, vampire characters are unaffected by garlic, mirrors, running water, holy water, religious symbols or consecrated ground. However, many vampires have superstitions about such materials and may react as if these items had real power over them.

Vampire Skills (the following skills are Open Gaming Content)

Vampires have access to the same skills as other basic classes. The Animus, Cerebrum and Vitalis each have access to their own class skills. However, human vampires do not gain extra racial bonus skill points. This section outlines some new skills for Modern Mortum campaigns and new uses for some existing skills.

Craft: Pharmaceutical (Int)

New Use - Synthesize Blood

Highly skilled vampires can fabricate synthetic blood that can be used for sustenance similar to feeding on animal blood. The lab required to make “synth” have a purchase DC of 31 to set up. This includes enough equipment to fill a 20’ x 20’ room. The lab can create enough synth in one day to feed two vampires, at a Purchase DC 17 and a Craft DC of 25. On the street, it sells for Purchase DC 19. Synth production creates a noticeable odor. The final product is about one liter of red fluid that must be kept cool and “expires” in seven days. Synth can not be used to stockpile sustenance.

Knowledge: Arcane Lore / Earth and Life Science (Int)

New Use - Vampire Lore

Either of these two skills can be used for checks to know something about vampire traits.

DC	Knowledge
10	Vampires are real
15	Vampirism is a thought to be a blood virus
20	Identify vampire bites
25	Recognize symptoms of vampirism; weaknesses
30	Recognize vampire movement and bone structure; how to make a Treat Injury attempt on a vampire
35	Identify vampires by class
40	Anything else in this article

Any ordinary person will be familiar with vampire myths. These checks represent the character's ability to make statements of fact. "Yes, your Honor. The wounds found on the victim's body were consistent in depth, spacing and angle to other vampire bites. In addition, the contusions around the wound indicated a very strong bite."

Spot (Wis)

New Use - Spot Vampire

Vampires come in a variety of appearances, from completely benign to hideously grotesque. Spotting a vampire in a crowd can be difficult. Below is a chart with recommended Spot modifiers. Spotting a vampire is a base DC of 15 for Animus, 20 for Vitalis and 25 for Cerebrum. Most people won't be looking for vampires and won't casually "spot" them. NPCs should only be allowed to look for vampires if they have some reason to be looking, they are vampires themselves, or they have at least 15 ranks in Knowledge: Arcane Lore or Knowledge: Earth and Life Sciences.

Treat Injury (Wis)

New Uses

Vampire anatomy significantly differs from human anatomy. Vampires play dead very well. A human character must make a Treat Injury check

DC 30 to spot a vampire playing dead. Other vampires can sense the presence of the virus and can automatically tell dead humans from sleeping vampires. A non-vampire makes Treat Injury checks at -4 while attempting to heal vampires. Vampires may use Treat Injury on humans or vampires without penalty. Performing surgery on a vampire requires a specialized toolkit with the same purchase DC as a normal toolkit.

Recovering a Vampire from Stasis

A vampire or a mortal trained in vampire rituals can attempt to awaken a vampire in stasis. Doing so requires a humanoid to be sacrificed and fed to the unconscious body of the vampire. This amounts to a "surgery" check (DC 15). This check is made at -4 if the aid giver is not a vampire (in addition to -4 for not having the Surgery feat).

Factor	Spot DC Mod
Vampire has Fangs	-1
Vampire has Greater Fangs	-2
Vampire has Greater Feeding	-2
Vampire has Talons	-2
Vampire has Greater Talons	-4
Vampire has Humanity	+8
Vampire has Improved Feeding	-2
Vampire has Numbing Touch	-1
Vampire has Resilience	+2
Vampire has Supernatural Strength	-2
Vampire has Greater Resistance	+2

Obstruction (Int)

New Skill

This skill represents the vampire's ability to hide the visible signs of feeding on a humanoid; thus "obstructing" the investigation into wounds or deaths caused by vampires. Examples include the use of small cuts

in the place of biting, biting in unobvious areas, taking care not to traumatize the wound site and even providing some limited medical aid to the victim afterward. The vampire makes an Obstruction check opposes by the examiners Spot check. In this case, an “examiner” can be the victim, another person providing medical aid or (in case of a death) the Medical Examiner of the City Morgue. Anyone who examines the wound within 12 hours of the attack receives a Spot check. If the vampire loses, then the examiner can determine that the wound was some sort of bite and that someone attempted to hide the cause. Examiners aware of Shadow might conclude the cause to be a vampire. Other examiners might conclude “cult activity” or perhaps a psychopath.

Try again?: The vampire may not take 10 or try again when making an Obstruction check.

Vampire Feats

(the following feats are Open Gaming Content)

ASCENDED [General]

You have ascended beyond the need for human blood.

Prerequisite: 10 vampire class levels, Slated Thirst

Benefit: You can now feed on animal blood with the same effectiveness as human blood. You can gain one day’s sustenance by draining one point of Constitution per day from any animal or humanoid.

Normal: You must drain 2 points of humanoid Constitution per day.

COLD RESIST [General]

Your metabolism is not affected by cold.

Prerequisite: 4 vampire class levels

Benefit: You gain energy resistance 15 to Cold.

Special: Taking this feat makes the vampire more susceptible to fire. The vampire makes saves versus fire based attacks at -2 and takes +1 fire damage per die of fire damage.

DAZE [General]

You can momentarily daze opponents with your gaze

Prerequisite: 1 vampire class level

Benefit: Target is dazed for 1 round if they fail a Will save (DC 10 + 1/2 Vampire level + Cha Mod). Target must be able to see you and be within close range (25’ + 5’ per vampire level).

ELECTRIC RESIST [General]

You are not as susceptible to electrical attacks.

Prerequisite: 4 vampire class levels

Benefit: You gain energy resistance 10 to Electrical attacks.

FANGS [General]

You can attack with a vicious bite attack.

Prerequisite: 1 vampire class level

Benefit: Your fangs are elongated. You may make a bite attack dealing 1d4 + Str mod damage. You are considered proficient in bite attacks, and are considered armed when making these attacks. These fangs are easier to spot; see Vampire Skills.

GREAT CONSUMPTION [General]

You can stockpile twice as much sustenance.

Prerequisite: 3 vampire class levels

Benefit: You can stockpile 2 days of food per level, and you may from multiple sources. For example, a character with 5 total vampire levels could drain 20 Con. points from up to 20 sources to be fed for 10 days.

HUMANITY [General]

You have retained more of your humanity than normal.

Prerequisite: 1 vampire class level

Benefit: Add +8 to the DC required to Spot you as a vampire.

IMPROVED FEEDING [General]

You can drain Constitution from a victim faster than normal

Prerequisite: 1 vampire class level

Benefit: While in a grapple you may make a feeding attack that deals 1d3 points of Constitution damage

Normal: You can only drain one point of Constitution from a grappled or helpless foe.

REDUCED ALLERGY [General]

You are more resistant against a vampire weakness.

Prerequisite: Resilience

Benefit: Pick one of the substances that bypass vampire Damage Reduction (+1 weapons, silver, or wood). This substance no longer bypasses your DR. This feat can only be taken once.

Special: A coup-de-grace attack with a rosewood stake bypasses vampire DR regardless of this feat.

RESTLESS [General]

You can remain awake longer than other vampires.

Prerequisite: 4 vampire class levels.

Benefit: You may remain conscious up to 2 hours after sunrise and awaken again up to 2 hours before sunset. You suffer normal penalties for being awakened during mid-day.

Normal: You fall in to a coma 10 minutes after sunrise until 10 minutes before sunset.

SLAKED THIRST [General]

Your thirst for blood is diminished.

Prerequisite: 5 vampire class levels.

Benefit: Your feeding requirements are halved. You only need to drain 1 point of Constitution per day for sustenance.

Normal: You must drain 2 points of Constitution per day.

SLEEPLESS [General]

You do not hibernate during the day.

Prerequisite: Restless

Benefit: You suffer no ill affects during the day so long as you stay out of direct sunlight.

TALONS [General]

Your fingernails become hardened and sharp

Prerequisite: 1 vampire class level.

Benefit: You may make a claw attack dealing 1d4 + Str mod damage. You are considered proficient in claw attacks, and are considered armed when making these attacks. These claws are easier to spot.

Vampire Basic Classes

(the following classes are Open Gaming Content)

The legends of vampirism go back hundreds of years. Many of the stories are myth, but many of them are not far from the truth. Vampires have a wide variety of powers. Young vampires may only have a small amount of power, but vampires do get stronger with time.

Vampire choose what path to walk each time they gain a vampire level. The three basic vampire classes can be selected just like the basic classes from the d20 Modern core rules. A character may choose to start a vampire character at first level. Doing assumes that the character was either born a vampire or is freshly infected. It is also possible to acquire vampire levels in “mid-career” after becoming infected by a vampire. As stated earlier, the character can decide to lose a level and immediately gain a vampire level or wait until they qualify for a new level.

Gaining one level of any vampire class requires the character to begin feeding on blood nightly and makes the character sensitive to ultraviolet light.

After acquiring 4 levels in any combination of vampire classes they become a full vampire. They lose all racial benefits and become racial type “vampire”. They gain a racial bonus of +2 to Spot, Listen, Hide and Move Silently. They can no longer stand daylight and can no longer remain conscious during the day (see Sunlight and Ultraviolet allergy). Full vampires automatically succeed against Massive Damage saves and immediately die (see “The Fall”) if reduced to 0 hit points.

The virus modifies the mind, body and soul in dramatic ways. Each of the classes represents a structured philosophy that the vampire studies to help guide the virus and control its growth. If uncontrolled, the virus rapidly consumes the host leaving no trace of its former “self” and becomes a monstrous undead as described in the d20 Modern core rules. But with the training of a mentor a vampire can remain in control of the virus and shape it to her will.

Animus

The Animus focus the virus on the soul. They leave their humanity behind them in favor of the new creature they have become. They lose their connection to the living world, becoming introverted and secretive. This disconnection allows them to go unseen in crowds, change forms, and regenerate.

To be a predator is the very nature of the vampire. The Animus see themselves as something of a spiritual guide to others. They fill in the gap between humanity and vampire with reasonable justifications. They talk about “natural order” and “modern evolution” to help those troubled with their new situation. Sometimes the Animus dabble in arcane arts and some seek power through divine channels typically feared by mortals.

The Animus relies primarily on Wisdom but also benefits from high Dexterity and Charisma.

Hit Dice: d6

Action Points: Every level, the Animus gain a number of action points equal to 5 + one-half their character level, rounded down.

Class Skills

Concentration (Con), Craft (Chemical, Structural, Visual Art, Writing) (Int), Disguise (Cha), Gamble (Wis), Hide (Dex), Investigate (Int), Knowledge (Arcane Lore, Art, Behavior Sciences, Earth & Life Sciences, History, Physical Sciences, Streetwise, Theology & Philosophy) (Int), Listen (Wis), Obstruction (Int), Move Silently (Dex), Read/Write Language (none), Speak Language (none), and Spot (Wis).

Skills Points per Level at 1st level: (4 + Int modifier) x 4

Skills Points per Level after 1st: 4 + Int modifier

Table: The Animus

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+0	+1	+0	+1	Talent, Low-light vision	+2	+0
2nd	+1	+2	+0	+2	Bonus Feat	+3	+0
3rd	+2	+2	+1	+2	Talent, Viral Resistance	+3	+1
4th	+3	+2	+1	+2	Bonus Feat	+4	+1
5th	+3	+3	+1	+3	Talent, Darkvision	+4	+1
6th	+4	+3	+2	+3	Bonus Feat	+5	+2
7th	+5	+4	+2	+4	Talent, Viral Protection	+5	+2
8th	+6	+4	+2	+4	Bonus Feat	+6	+2
9th	+6	+4	+3	+4	Talent	+6	+2
10th	+7	+5	+3	+5	Bonus Feat	+7	+3

Starting Feats

An Animus character starts with either Simple Weapon Proficiency or Anarchic Weapon Proficiency and one other feat.

Class Abilities

Low-light vision

The Animus gain low-light vision (60ft) at 1st level.

Viral Resistance

Toxins and diseases that normally affect humans have little to no effect on vampires. At 3rd level the Animus receive a +4 bonus to all saving throws against poison and disease. If the character already has the benefit of Viral Resistance from another class, then the hero gains Viral Protection instead.

Darkvision

At 5th level the Animus gain darkvision (60ft).

Viral Protection

At 7th level the Animus become completely immune to poison and disease. If the hero already benefits from Viral Protection, no additional benefit is gained.

Bonus Feats

An Animus gains a bonus feat of his choosing at 2nd, 4th, 6th, 8th and 10th level. This feat must be chosen from the following list; the vampire must meet all the requirements for the feat. Any general vampire feat, Alertness, Combat Throw, Deceptive, Defensive Martial Arts, Educated, Frightful Presence, Low Profile, Run, or Stealthy.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Animus selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Regeneration Talent Tree

The Animus taps into their spirit to gain rejuvenating powers. Each talent can only be activated once a day.

Regenerate: The vampire may regenerate 1 HP of lethal damage every 10 minutes for 100 minutes or until fully healed.

Improved Regenerate: The vampire may regenerate 1 HP of lethal damage every 10 minutes for 500 minutes or until fully healed.

Advanced Regenerate: The vampire may regenerate 1 HP every 10 minutes until fully healed.

Shifter Talent Tree

Animus are adept at changing their shape. Each talent can be used a number of times per day equal to the character's Wisdom modifier. Physically changing forms only lasts a number of hours equal to the vampires Wisdom modifier.

Alter Form: The vampire can physically change his features as part of a disguise. Add the Animus level to any Disguise checks. This change is physical and is not an illusion. Alter Form has no impact on equipment or clothing. A vampire can not change the number of their appendages (or digits) it has, but can make their wrists smaller providing +6 on Escape Artist checks when attempting to escape bonds or cuffs. This use of Alter Form counts against the total uses per day.

Horror: The vampire can become horrific in appearance. All creatures with less HD than the vampire must make a Will save (DC 10 + 1/2 Animus Level + Wisdom mod) or be affected with fear for 1d4 rounds.

Pre-requisite: Alter Form

Animal Form: The hero can change form (as the incantation Polymorph) into an animal of the night. Suggested forms are wolf, jackal, panther, dire rat, tiger, or python. Duration is 1 hour per Animus level. The Animus must choose one form when this talent is acquired. This talent can be taken multiple times; each time the Animus gains a new form.

Pre-requisite: Alter Form

Avian Form: The vampire can change in to the form of a flying creature. Suggested forms are bat, raven, or great owl. The vampire selects one form at the time he chooses the talent. Each time the vampire chooses this talent he can pick a new form.

Pre-requisite: Animal Form

Obscuring Talent Tree

The Animus are skilled at clouding the minds of others to go unnoticed. This is a mental effect.

Unseen: The Animus may add their level to all Hide and Move Silently checks.

Cloaked Swiftess: While making a move action or more, the Animus may add double his Animus level to Hide and Move Silently checks. The penalty for running drops to -10. The penalty for attacking and charging remains -20. This bonus does not stack with Unseen.

Pre-requisite: Unseen

Fearful Melee Talent Tree

While not natural fighters like the Vitalis, the Animus are frightening in combat. They specialize in horrifying attacks.

Numbing Touch: By making a successful melee touch attack the target becomes shaken for 1d4 rounds.

Greater Feeding: The vampires jaws protrude while biting; delivering horrendous wounds. The amount of Constitution an Animus can drain per round increases to 2d4 points. The victim must be helpless or grappled.

Pre-requisite: Improved Feeding feat

Cerebrum

The Cerebrum follows the path of the Mind. The virus has many mind altering effects that help it paralyze prey and keep the host out of danger. The Cerebrum becomes the “alluring vampire” that calls to victims who appear to come willingly to her arms and death. However, it is not extreme beauty that traps her prey, but her powerful mental abilities.

Cerebrum are very social and typically have no trouble passing as human in a crowd. They are no less monstrous in their feeding requirements. Typically a Cerebrum will draw in its prey without a fight and then suddenly attack.

The Cerebrum primary ability is Intelligence with Charisma being a good secondary ability.

Table: The Cerebrum

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+0	+0	+0	+1	Talent, Low-light vision	+0	+1
2nd	+1	+0	+0	+2	Bonus Feat	+1	+1
3rd	+1	+1	+1	+2	Talent, Darvision	+1	+1
4th	+2	+1	+1	+2	Bonus Feat, Lying Knack	+1	+2
5th	+2	+1	+1	+3	Talent, Greater Darkvision	+2	+2
6th	+3	+2	+2	+3	Bonus Feat	+2	+2
7th	+3	+2	+2	+4	Talent, Viral Resistance	+2	+3
8th	+4	+2	+2	+4	Bonus Feat	+3	+3
9th	+4	+3	+3	+4	Talent	+3	+3
10th	+5	+3	+3	+5	Bonus Feat, Viral Protection	+3	+4

Hit Dice: d6

Action Points: Every level, the Cerebrum gain a number of action points equal to 5 + one-half their character level, rounded down.

Class Skills

Bluff (Cha), Craft (Chemical, Visual Art, Writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Handle Animal (Cha), Knowledge (Arcane Lore, Art, Behavior Sciences, Earth & Life Sciences, History, Pop Culture, Physical Sciences, Streetwise, Theology & Philosophy) (Int), Obstruction (Int), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

Skills Points per Level at 1st level: (6 + Int modifier) x 4

Skills Points per Level after 1st: 6 + Int modifier

Starting Feats

A Cerebrum hero starts with either Simple Weapon Proficiency or Anarchic Weapon Proficiency and one other feat.

Class Abilities

Low-light vision

The Cerebrum gain low-light vision (60ft) at 1st level.

Darkvision

The Cerebrum gain darkvision (60ft) at 3rd level.

Lying Knack

The Cerebrum becomes so adept at lying and detecting lies that at 4th level he gains a +2 bonus to Bluff and Sense Motive.

Greater Darkvision

The Cerebrum have superior visual ability and can see farther in absolute darkness than normal. Her darkvision extends to 120ft.

Viral Resistance

The Cerebrum focus the virus on the mind and thus slow the development of the body. They gain a +4 bonus to saving throws against poison and disease at 7th level. If the vampire already benefits from Viral Resistance, then the vampire gains Viral Protection instead.

Viral Protection

Cerebrum gain immunity to poison and disease at 10th level.

Bonus Feats

The Cerebrum gains a bonus feat of his choosing at 2nd, 4th, 6th, 8th and 10th level. This feat must be chosen from the following list; the vampire must meet all the requirements for the feat. Any general vampire feat, Alertness, Animal Affinity, Attentive, Deceptive, Defensive Martial Arts, Educated, or Frightful Presence.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Cerebrum selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Animal Empathy Talent Tree

The Cerebrum's mind is particularly good at controlling animals.

Animal Empathy: The Cerebrum may add his Cerebrum level to all Handle Animal checks.

Animal Trainer: The Cerebrum can innately communicate with animals, giving the vampire great ability to command them. By spending an Action Point, a Cerebrum may immediately teach an animal a new

trick (as described by Handle Animal in the d20 Modern core rules). The number of tricks an animal can learn is not affected. Using this talent is a full-round action. The Cerebrum must still make an appropriate Handle Animal check.

Beguile Talent Tree

The Cerebrum excel at bewitching humanoids. The save DC to resist these effects is always $10 + \frac{1}{2}$ Cerebrum Level + Cha mod. These talents are only effective on humanoids. Unless otherwise stated, a Cerebrum can only use each talent 3 times per day.

Winning Smile: The hero can smile warmly at a target, captivating them while continuing to hold their gaze. If the victim fails a Will save, they can do nothing other than look in to the vampire's eyes. The victim is still entirely aware of their surroundings and can still speak; they just can't move or look away. Any hostile action by the vampire or one of the vampire's allies (drawing a weapon, beginning a spell, charging at the victim, initiating a grapple attack, etc.) breaks the effect. Walking toward the victim with no visible weapons (claws are visible weapons) is not considered a "hostile" action. Anything that blocks the vampire from the victim's sight also breaks the effect. The vampire can only attempt to use this power once on the same victim per night. The vampire must concentrate all attention on the victim. The victim will allow the vampire to approach to within 5 feet. This ability lasts as long as the vampire holds the victims gaze.

Proposition: By spending 1 minute in conversation, the Cerebrum may make a minor suggestion to the target. The victim must not feel threatened and the suggestion should seem reasonable. If the victim fails a Will save, they will comply with the suggestion for 1 minute per Cerebrum level or until the suggestion is complete, whichever is shorter. Some examples include asking a Bouncer for backstage access, convincing a police officer

to let the hero off with a warning or suggesting that a guard get more comfortable by slipping out of his armor.

Pre-requisite: Winning Smile

Allure: If the victim fails a Will save, they believe the vampire to be a cherished friend or lover and will react accordingly. If some situation arises that places the victim in overt danger they receive another saving throw with +6 to their roll. If the victim takes one point of lethal or ability damage from any source, the effect ends. Allure wears off after 1 hour per Cerebrum level.

Pre-requisite: Proposition

Glamour: The Cerebrum radiates a mental call to all creatures within 30ft. This effect grants the Cerebrum a +4 enhancement bonus to her Charisma in all her interactions with humanoids. Humanoids that leave the area of effect perceive the vampire normally and are not aware of the effect. This talent can only be used once per day and lasts 10 minutes per Cerebrum level.

Pre-requisite: Allure

Mental Attack Talent Tree

The Cerebrum can lash out mentally to momentarily stun their foes. The save DC for these effects is $10 + \frac{1}{2}$ Cerebrum Level + Int Mod. These talents can be each used 3 times per day. These talents are all Mind-Affecting effects.

Stunning Gaze: The vampire can stun a target creature with a look. The creature must be able to see the vampire and be within 10'. If the target fails a Will save, then they are stunned for 1d3 rounds.

Pre-requisite: Daze feat

Viral Dissonance: The vampire can interrupt the connection between

virus and host, stunning another vampire for 1d4 rounds on a failed Will save. The target does not have to see the Cerebrum using this talent. This ability has a range of 50'. The Cerebrum must be able to see her target.

Pre-requisite: Daze feat

Vitalis

The Vitalis follow the path of the body. These vampires often become warriors or “enforcers” for underground organizations. The Vitalis are known for their immense strength and swiftness, but even more legendary is their ability to absorb damage. Normal weapons are often useless against them. The strongest Vitalis can literally tear an opponent apart bare-handed.

Strength and Dexterity are both good primary abilities for Vitalis.

Hit Dice: d10

Action Points: Every level, the Animus gain a number of action points equal to 5 + one-half their character level, rounded down.

Class Skills

Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (Arcane Lore, History, Streetwise, Tactics, Theology & Philosophy) (Int), Obstruction (Int), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str)

Skills Points per Level at 1st level: (2 + Int modifier) x 4

Skills Points per Level after 1st: 2 + Int modifier

Starting Feats

A Vitalis character starts with either Simple Weapons Proficiency or Archaic Weapons Proficiency and one other feat.

Table: The Vitalis

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	+1	+1	+0	+0	Talent, Viral Resistance	+1	+0
2nd	+2	+2	+0	+0	Bonus Feat	+2	+0
3rd	+3	+2	+1	+1	Talent, Viral Protection	+2	+0
4th	+4	+2	+1	+1	Bonus Feat, Low-Light Vision, Fighting Spirit	+3	+0
5th	+5	+3	+1	+1	Talent, Talons or Fangs	+3	+1
6th	+6	+3	+2	+2	Bonus Feat, Darkvision	+3	+1
7th	+7	+4	+2	+2	Talent	+4	+1
8th	+8	+4	+2	+2	Bonus Feat	+4	+1
9th	+9	+4	+3	+3	Talent	+5	+2
10th	+10	+5	+3	+3	Bonus Feat	+5	+2

Viral Resistance

The Vitalis gain a +4 bonus to saving throws against poison and disease at 1st level. If the vampire already benefits from Viral Resistance, then the vampire gains Viral Protection instead.

Viral Protection

Vitalis become immune to poison and disease at 3rd level.

Low-light vision

The Vitalis have the poorest night vision of the basic vampire classes and do not gain low-light vision (60ft) until 4th level.

Fighting Spirit

The Vitalis' knack for combat grants them a +2 bonus to Intimidate and Knowledge (tactics).

Talons or Fangs

The Vital may select either the Talons feat or the Fangs feat for free.

Darkvision

Vitalis gain darkvision (60ft) at 6th level.

Bonus Feats

The Vitalis gains a bonus feat of his choosing at 2nd, 4th, 6th, 8th and 10th level. This feat must be chosen from the following list; the vampire must meet all the requirements for the feat. Any general vampire feat, Acrobatic, Alertness, Athletic, Brawl, Combat Martial Arts, Combat Throw, Run, Sunder or Toughness.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Vitalis selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Strength Talent Tree

The Vitalis can develop abnormal strength by altering the placement of tendons and adding bone/muscle density.

Great Strength: The vampire gains +1 Strength.

Unnatural Strength: The vampire gains another +1 Strength. This stacks with Great Strength (+2 total).

Pre-requisite: Great Strength

Supernatural Strength: The vampire gains +2 Strength. This stacks with Great Strength and Unnatural Strength (+4 total).

Pre-requisite: Unnatural Strength

Swiftness Talent Tree

The vampire benefits from an enhanced neural system, improving speed

and agility.

Unnatural Speed: The vampire's base speed is increased by 10ft.

Supernatural Speed: The vampire base speed is increased by another 5ft and he gains +2 Dexterity.

Pre-requisite: Unnatural Speed

Resilience Talent Tree

Vitalis are extremely damage resistant. Some can even stand the light of day.

Resilience: The vampire gains DR 5/+1 or Silver or Wood.

Great Resilience: The hero gains DR 10 / +1 or Silver or Wood.

Pre-requisite: Resilience, 4 vampire class levels

Solar Resilience: The vampire gains additional resistance to ultraviolet rays and sunlight. They can remain conscious during the day. The vampire takes a -4 penalty to attack, damage, skill checks and saves during the day. Wearing protective clothing can reduce the penalty to -2. Ultraviolet light sources deal 1d6 less damage to the hero (immune to ultraviolet flashlights). In addition the vampire receives a +4 bonus to saving throws to recover levels lost to sunlight exposure.

Pre-requisite: Great Resilience, Sleepless

Natural Weapons Talent Tree

Some Vitalis grow prominent claws and vicious fangs.

Greater Talons: Your claw damage increases to 1d8 + Str mod.

Greater Fangs: Your bite damage increase to 1d8 + Str mod.

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