



BLOOD AND GUTS:

INSIDE VOSSBURG SUPERMAX

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Welcome to *Inside Vossburg Supermax*, where we take you inside one of the most dangerous places imaginable: a Level 6 super-maximum security prison. This sourcebook will give you all the information you need to use the Vossburg prison as a recurring location in your campaign, the setting for a one-time adventure, or as the focus of an entire campaign.

To bring Vossburg Supermax to life we provide you with new allegiances, advanced classes, prestige classes, skills and feats for those who guard the worst of the worst and for those who *are* the worst of the worst.

A full map of the facility is also provided, along with a selection of NPCs who inhabit the Vossburg Supermax. Finally a series of campaign models that revolve around the prison are presented.

So enjoy your time inside. Here's hoping it's not more time than you can handle.

PRISON PRIMER

Prisons are broken down into six different security levels. Predatory (prisoners who prey on other prisoners), violent, and escape risk prisoners are incarcerated in facilities with better security. This also serves to keep these inmates away from non-violent and first time offenders.

LEVEL 1 (LOW SECURITY)

These prisons often have amenities others do not and tend to be small facilities where prisoners live in dormitory style housing. Only non-disruptive prisoners who have not been convicted of a homicide, sex crime or kidnapping are assigned to level 1 prisons. Prisoners deemed an escape risk are also

ineligible for assignment to a level 1 facility. Prisoners in these facilities are often in work-release programs and similar rehabilitation programs, actively working to reenter society.

Assignment Criteria: No murder 1 or 2, robbery, sex-related crime, kidnapping, felonious assault flight/escape, carjacking, or malicious wounding. No escape risks. No disruptive behavior.

LEVEL 1 (HIGH SECURITY)

Level 1 High Security prisons house prisoners who have committed more serious crimes including robbery and assault but still do not house criminals convicted of murder or sex offenses. Inmates who have a history of disruptive behavior (who are not eligible for assignment to Level 1 Low Security) but have not engaged in disruptive behavior for the past two years may also be assigned to Level 1 High Security.

Assignment Criteria: No murder 1 or 2, sex offense, kidnapping, escape history. No disruptive behavior in the last two years.

LEVEL 2

Level 2 prisons house criminals who have been given life sentences, but are eligible for parole, as well as those who have attempted to escape in the past. These facilities sometimes have on-site work centers such as farming or manufacturing facilities allowing inmates to work and contribute to society in a secure structured environment.

Assignment Criteria: No escape history within five years. Single life sentence if eligible for parole. No disruptive behavior in the last two years.

LEVEL 3

Level 3 prisons house criminals who have already served a great deal of time and have still longer to serve for extremely serious offenses.



Assignment Criteria: Single and multiple life sentences. Inmate must have served twenty years or more. Minimum two years without disruptive behavior required before transfer to Level 2 facility will be considered.

LEVEL 4

Level 4 prisons house dangerous long-term offenders who are a risk to the population as well as their fellow prisoners. Level 4 facilities will also hold inmates at risk from other inmates in protective custody.

Assignment Criteria: Long-term sentences including single and multiple life sentences. Minimum two years without disruptive behavior required before transfer to Level 3 facility will be considered.

LEVEL 5

Level 5 facilities house dangerous inmates with a history of escape attempts and predatory behavior toward other inmates. Level 5 facilities are also where death row inmates are held in special solitary populations while awaiting execution.

Assignment Criteria: Long-term sentences including single and multiple life sentences. Minimum two years without disruptive behavior required before transfer to Level 4 facility will be considered.

LEVEL 6

These prisons are the home to the worst of the worst. Prisoners assigned to Level 6 facilities have often killed prisoners while incarcerated, are involved in prison gang activity or continue to orchestrate criminal activities to associates on the outside.

Assignment Criteria: Disruptive, assault-prone, severe behavior problems, predatory behavior, severe escape risks. Minimum two years without disruptive behavior required before transfer to Level 5 facility will be considered.

INSIDE VOSSBURG: PHYSICAL DESCRIPTION

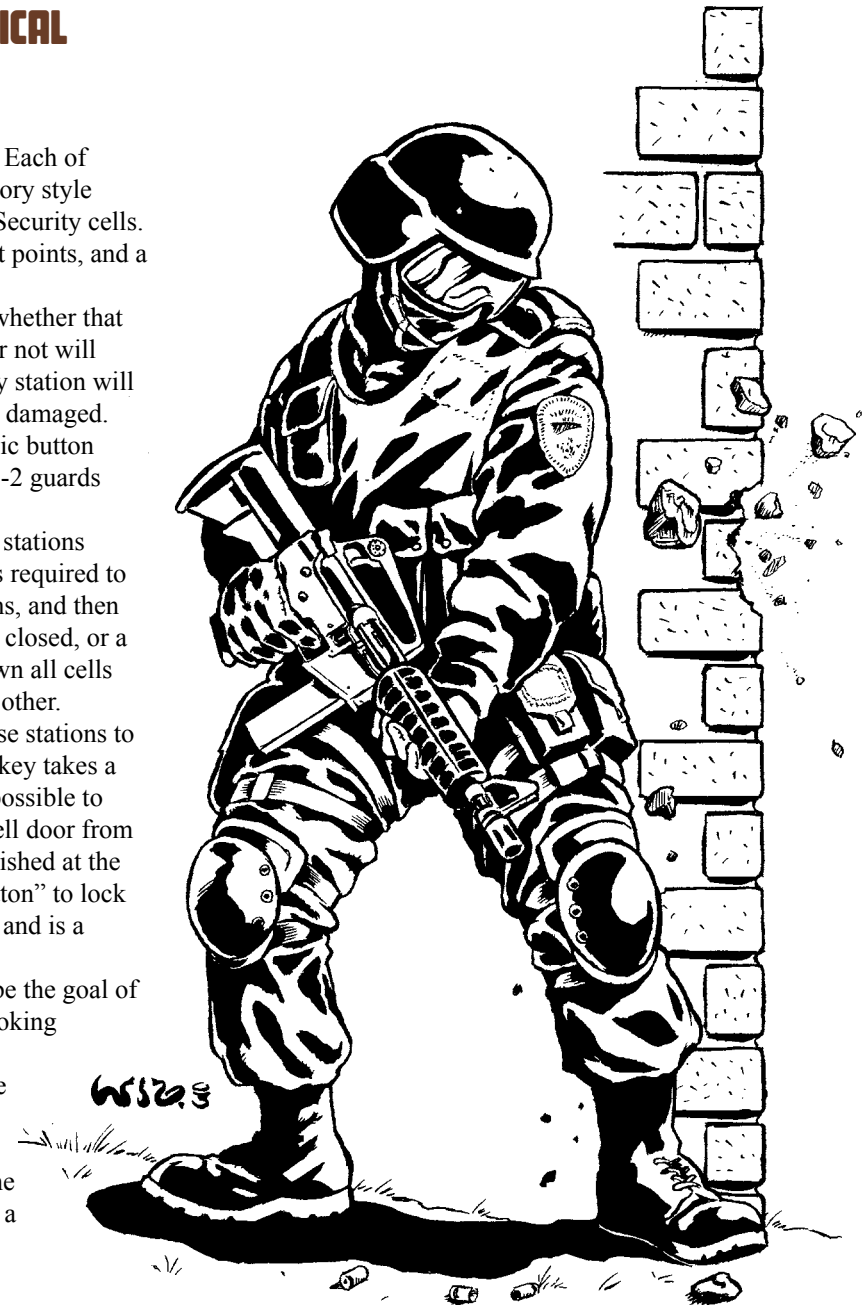
Vossburg has four main cellblocks A-D. Each of these cells house 2 prisoners in a dormitory style environment. Cellblocks A-D are High Security cells. The doors have a hardness of 10, 120 hit points, and a break DC 40.

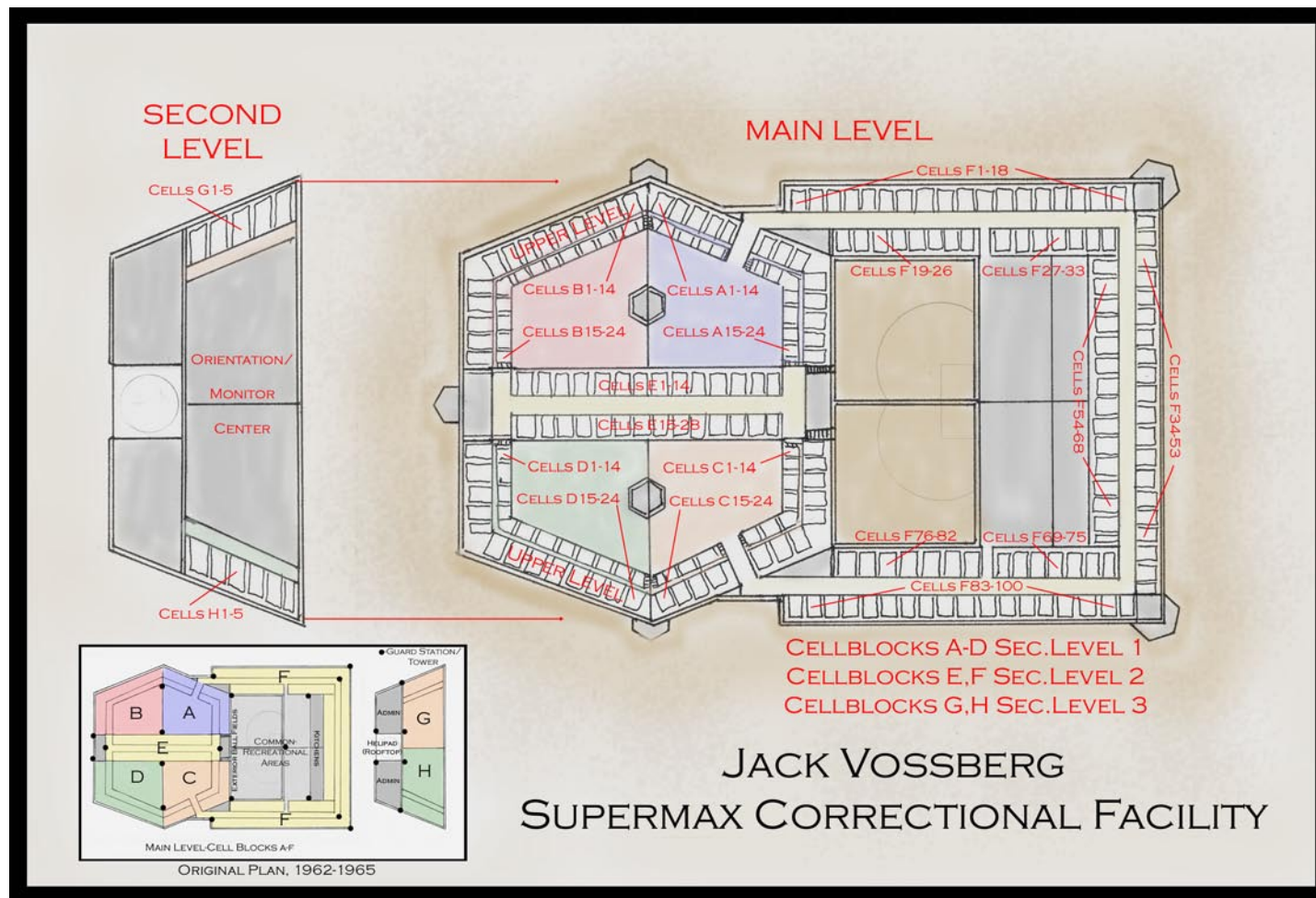
Any damage inflicted on a cell door, whether that damage succeeds in breaking the door or not will activate an alarm. Sensors in the security station will tell the guards there which cell has been damaged. The guard in that station will hit the panic button locking down the entire cell block and 1-2 guards will arrive every 1-10 rounds.

The cells are controlled from security stations located between each cellblock. A key is required to activate the security board in these rooms, and then each cell may be individually opened or closed, or a panic button may be pushed locking down all cells and separating the cellblocks from each other.

Activating the security systems in these stations to open or close individual cells without a key takes a Disable Device check (DC 25). It is impossible to use the Disable Device skill to open a cell door from inside the cell; this can only be accomplished at the security stations. Pushing the “panic button” to lock down a cellblock does not require a key and is a move action.

Getting into a security station would be the goal of any escaping prisoner, especially one looking to seize control of Vossburg (which would be easily done by releasing all the inmates). Each security station is a high security area with a hardness of 10, 120 hit points, and a break DC of 40. The locks to these rooms can be picked with a Disable Device check of 20.





These are the only times the prisoners are allowed to congregate in numbers. During recreation time, sharpshooters are stationed on the catwalks above Vossburg's two baseball and two basketball courts. Guards, including K-9 units, are stationed on the ground to break up minor disturbances. But the captain of the guard can order sharpshooters to take care of any potentially destabilizing situation, including an attack on the guards themselves.

Note that high security inmates are never allowed to mingle with the general population of prisoners. These inmates eat in their cells and take recreation individually.

CAMPAIGN MODELS

BRING 'EM BACK ALIVE

The players are part of the U.S. Marshals Special Operations Group (SOG). Members of the SOG could come to Vossburg for a number of reasons in keeping with their unit's

assignments. The characters might be called in to assist guards in putting down a riot, or be asked to transfer a dangerous prisoner to another institution. They might even be asked to track down an escaped inmate and return him to Vossburg.

For a longer campaign, characters of the SOG could be called to Vossburg to help contain a massive riot and fire. In the aftermath, it is discovered that a

HIGH SECURITY AREAS

Cellblocks E, F, G and H are for more dangerous prisoners (including most of the NPCs detailed later in this volume) and house one prisoner per cell. These cells are ultrahigh security with a hardness of 20, 150 hit points and a break DC of 40. They are individually controlled and monitored from an ultrahigh security monitoring room. Taking any suspicious action (including approaching the cell doors) will result in

immediate action from the guards in this area. Off duty sharpshooters are stationed near these cells and prisons that contain SORT teams (like Vossburg) will also have those forces stationed in a ready room near these areas.

THE YARD

The most dangerous times for prisoners and guards at Vossburg are meal time and recreation time.



dozen prisoners escaped. The PCs could then be given the assignment to track one or more of them down, returning them to Vossburg.

Or the SOG agents could be assigned to protect the warden or a prisoner from a death threat, in preparation for an upcoming trial of immense importance. If the warden or guards at the prison turn out to be corrupt, or a riot breaks out during the PCs' stay at the prison, this assignment could get extremely dangerous in a very short period of time.

INSIDE

This is a very dark and gritty campaign model and not for the faint of heart. The players take the roles of inmates at Vossburg, serving hard time. Most inmates at Vossburg will be in prison for the rest of their lives, and the PCs are no exception.

Adventures will involve protecting yourself (and your close personal friends) from predatory inmates, buying and selling contraband (perhaps to other prisoners or guards to purchase favors or protection). The ultimate goal of the campaign could be simply to exist peacefully, riding out your time in Vossburg and being transferred to a less dangerous prison. Alternatively, the characters might band together to expose a corrupt gang of guards, or remove a dangerous predator from their midst. For some the ultimate goal will be escape and a life of freedom.

A dangerous twist on this campaign model could have one or more PCs be undercover police or FBI agents sent to Vossburg for some reason. Perhaps clandestine contact is needed with a prisoner, who would be killed if seen talking to a federal agent. Perhaps charges of corruption are so rampant at Vossburg that the government has decided to conduct a sting operation. Either way, this is a very dangerous assignment for any character. As prisoners, they will have to protect themselves like any other inmate, and deal with the guards to coexist. Should their role be discovered, things could be much, much worse...

surrounded by prisoners who would love the chance to vent their frustrations on a helpless police officer (and if the guards are corrupt as well, there would really be no one to turn to).

YOU WANT ME ON THAT WALL, YOU NEED ME ON THAT WALL

The players are part of the guard contingent at Vossburg; outnumbered by inmates ten to one; protecting society from the worst of the worst. The players could be regular prison guards, or elite members of a SORT team.

Characters will be responsible for both preventing the escape of inmates and also protecting inmates from each other. During meal time or recreation time, when inmates congregate, this can be especially difficult, and might require a character to get between two convicted murderers.

Characters will also engage in cell and prisoner searches, looking for contraband, and will be on the lookout for any gang activity, from congregations of known gang members, to the flashing of a subtle hand signal, a perceptive character could prevent the murder of an inmate.

NPCS

BARTHOLOMEW, JOHN

Level 12 (Strong Hero 5 / Tough Hero 7): CR 12; HD 5d8 + 7d10 + 39; hp 100; massive damage 16; AP 6; Init +1 (Dex +1); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex) (Defense increases by 1 against melee attacks); BAB +10/+5; Full Atk +16/+11 (1d4+7/19-20/x3 unarmed lethal or 1d8+7/19-20/x3 unarmed non-lethal); SQ DR 3/-; AL Hell's Kitchen gang; Occupation Athlete (Climb, Jump, Swim / Brawl); Reputation +3; SV Fort +10, Ref +4, Will +3; Str 18, Dex 12, Con 16, Int 8, Wis

10, Cha 9

Skills: Climb +15 (8), Jump +12 (7), Knowledge (streetwise) +14 (15), Swim +6 (0)

Feat: Advanced Combat Martial Arts, Athletic, Brawl, Combat Martial Arts, Defensive Martial Arts, Heroic Surge, Improved Brawl, Improved Combat Martial Arts, Improved Knockout Punch, Knockout Punch, Simple Weapons Proficiency, Streetfighting, Toughness

Talents: Advanced Melee Smash, DR 1/-, DR 2/-, DR 3/-, Improved Melee Smash, Melee Smash, Remain Conscious

Background: John grew up in New York City, in the Hell's Kitchen area. He was always in and out of juvenile hall for brawling in the street. He joined up with the gang Hell's Kitchen after his fifth time in juvenile. He has been an enforcer for them ever since. As an adult, he's been in and out of jail for various lengths of time. Finally, to make an example of him to his gang cohorts, he was thrown in a maximum security prison for life under the "3 strikes" rule.

ADVENTURE HOOKS

The Enforcer: Bartholomew is accused of killing a fellow inmate during an altercation in Vossburg's yard during a recreation period. Officials feel Bartholomew performed this killing as a favor to a high-ranking prisoner with gang ties. While awaiting trial on charges of first degree murder, the PCs' superiors give them the assignment to get Bartholomew to turn on the person who gave him the assignment. However they are not allowed to plea bargain with the hardened criminal, since the District Attorney can't appear soft on crime during an election year.

The Informant: Having recently provided testimony on a high-ranking gang official (testimony possibly wringed from the hardened criminal by the PCs in *The Enforcer*) Bartholomew has been targeted for death by that gang. The PCs are called in to protect Bartholomew until he can testify. However Warden



MacTavish has an ambitious plan to net even more gang members, and suggests to the PCs that they stage an unprotected moment on the prisoner to see who has accepted the contract to kill him. The PCs must either turn the Warden down outright, risk their star witness, or put a decoy into the line of fire to catch the hit man.

CLAUS, MAXWELL “SANTA”

Level 14 (Charismatic Hero 2 / Dedicated Hero 2 / Smart Hero 3 / Organizer 7): CR 14; HD 14d6 + 14; hp 63; massive damage 12; AP; Init +2 (+2 Dex); Spd 30'; Defense 21, Touch 21, Flat-footed 19 (+9 class, +2 Dex); BAB +6/+1; SQ Shadow contact (low-level, mid-level), Small bills, Wealth +3; AL Al-Qaeda; Occupation Academic (Knowledge (business, history, theology and philosophy)); Reputation +2; SV Fort +8, Ref +7, Will +12; Str 11, Dex 14, Con 12, Int 14, Wis 16, Cha 12

Skills: Bluff +8 (7), Computer Use +17 (15), Craft (writing) +10 (8), Decipher Script +4 (0), Diplomacy +18 (17), Gather Information +13 (12), Intimidate +11 (10), Knowledge (business) +22 (17), Knowledge (current events) +10 (8), Knowledge (history) +8 (6), Knowledge (tactics) +7 (5), Knowledge (theology and philosophy) +7 (5), Profession +9 (0), Read/write language (Arabic, English, French, Gaelic (Irish), German, Spanish) (5), Research +9 (+11 when searching computer records) (5), Sense Motive +15 (12), Speak language (Arabic, English, French, Gaelic (Irish), German, Spanish) (4)

Feats: Advanced Firearms Proficiency, Conviction (Al-Qaeda), Information Network, Low Profile, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious, Windfall (x6) **Talents:** Coordinate, Linguist, Plan, Skill Emphasis (Knowledge (business)) Conviction: +1 to-hit and saving throws when supporting your allegiance

Class Information: The Organizer class is taken from RPGObjects' Blood and Guts: War on Terror. Necessary class abilities are summarized below.

Information Network: +1 on Gather Information or Spot/follower dedicated to keeping tabs on things

Shadow contact: contacts in shadow organizations

Small bills: +5 on Investigate skill checks to trace money

Wealth: Bonus feat of Windfall

Background: Maxwell was born into a wealthy family in Hamburg, Germany. He went to school to become a businessman, just like his father. While at university, he became close friends with people who were associated with the terrorist organization, Al-Qaeda. Deeply moved by, as he saw it, their fight against America and Israel, he pledged his support. After graduating, he became a front for Al-Qaeda transactions...literally millions of dollars passed through his hands at his bank. He became an aggressive trader for Al-Qaeda, and was soon discovered by German authorities. He fled to the US. Unfortunately for him, a crack team of US Marshals found and arrested him. He is now awaiting extradition back to Germany.

ADVENTURE HOOK

Prelude to the Past: The PCs are assigned to escort “Santa” to the airport for his extradition to Germany. While en route, they are attacked with a coordinated military strike, but one using only non-violent weapons such as tear gas and smoke. Claus escapes in the confusion, and the PCs learn that those who attacked them are Mossad agents illegally seeking Claus for his involvement in a new world-wide Aryan/Muslim front targeting Israel and Jews everywhere. These agents are willing to cooperate to recapture Claus but will turn on the PCs as soon as he is in hand to insure he goes to Israel, not Germany. Can the PCs deliver their prisoner to the proper authorities and prevent an international incident? If what the Israelis believe is true, should they?

HAYES, GWENDOLYN

Level 13 (Charismatic Hero 3 / Dedicated Hero 5 / Personality 5): CR 13; HD 13d6 - 26; hp 19; massive damage 7; AP 6; Init +0; Spd 30'; Defense 16, Touch 16, Flat-footed 16 (+6 class); BAB +6/+1; SQ Bonus class skill (Knowledge (arcane lore)), Royalty, Unlimited access, Winning smile; AL Faith (fountain of youth); Occupation Celebrity (Perform (art, dance, sing)); Reputation +8; SV Fort +6, Ref +6, Will +9; Str 9, Dex 11, Con 7, Int 11, Wis 15, Cha 20

Skills: Diplomacy +26 (16), Gather Information +13 (6), Knowledge (arcane lore) +18 (16), Knowledge (history) +13 (11), Perform (act) +17 (10), Perform (dance) +13 (6), Perform (sing) +17 (10), Perform (stand-up) +2 (0), Profession +12 (7)

Feat: Creative (Perform (act, dance, sing, stand-up)), Educated (Knowledge (arcane lore, history)), Iron Will, Renown, Simple Weapons Proficiency, Studious, Trustworthy, Windfall (x3)

Talents: Charm, Empathy, Faith (fountain of youth), Fast-talk, Skill emphasis (Diplomacy)

Background: Gwen was a knockout from the get-go, having the kind of look others would die for. Little did people around her realize that she suffered from anorexia-bulimia. She was active in the choir and drama club, and was captain of the cheerleading squad during her senior year in high school. She also modeled during high school, and it was there that she was discovered.

Right after high school, she left her sleepy town of Knoxville, PA, and accepted a modeling contract in New York City. Gwen was able to get steady work in soap operas during this time, as well as steady modeling jobs. Unfortunately, age and constant applications of beauty products began to take their toll on Gwen. She was still a very attractive woman for her age, but the cosmetic houses were no longer calling on her to be their spokesperson. Becoming obsessed with finding the fountain of youth, or some other method to reverse the effects of time, she turned



to the occult, and found passages that implied by eating the flesh of youths, and bathing in their blood, she would be able to look young again. She is now awaiting sentencing for twenty-three known counts of homicide...her oldest victim was 13.

ADVENTURE HOOK

Do you believe in magic? Perhaps Gwendolyn is not as insane as the authorities believe. Her sacrifices have given her power of a decidedly supernatural nature. Now any man who looks at her can't resist her, a power she will use to wreak as much havoc as possible in Vossburg before her escape. An excellent way to segue a Blood and Guts campaign into Blood and Relics.

JONES, FREDERICK "UBERHACK"

Level 15 (Smart 3 / Techie 3 / Shadowjack 9): CR 15; HD 15d6; hp 52; massive damage 10; AP 47; Init +1 (+1 Dex); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex); BAB +6/+1; SQ Careful progress, Electronic empathy, False trail, Improved degradation, Install backdoor, Online presence, Online spell resistance, Pass firewall, Read/write code, Walking database; AL revenge (kill Alycia Mentor); Occupation student (craft (electronic), knowledge (popular culture, technology)); SV Fort +5, Ref +6, Will +13; Str 8, Dex 13, Con 10, Int 20, Wis 14, Cha 8

Skills: Computer Use +28 (18), Craft (electronic)* +28 (18), Craft (mechanical)* +16 (9), Decipher script +25 (18), Disable device +23 (18), Hide +6 (3), Knowledge (arcane lore) +13 (8), Knowledge (history) +25 (18), Knowledge (physical sciences) +16 (9), Knowledge (popular culture) +26 (18), Knowledge (technology) +26 (18), Read/write language (English, German) (1), Repair +25 (+27 with electronic or mechanical items) (18), Research +25 (+27 when searching through computer records) (18), Speak language (English, German) (1)

Feat: Builder (Craft (electronic, mechanical)), Defensive Martial Arts, Dodge, Educated (Knowledge (history, physical sciences, popular culture, technology), Gear Head, Jack of All Trades, Simple Weapon Proficiency, Stealthy, Studious, Windfall (x3). *while in prison, these skills are at a -4 because Frederick doesn't have the proper tool kits in prison; nor will the guards allow him to have the proper toolkits in prison.

Talents: Savant (Computer use, Craft (electronic))

Background: Frederick is not your standard Supermax prisoner. He is a geek's geek, and tries to know as much as possible about computers. Constantly picked on by the larger boys in his class, Frederick turned to martial arts to avoid combat, when possible, and to avoid taking the blows when it wasn't possible to avoid combat, itself. As he continued his education, his knowledge and abilities in the field of computers grew. Frederick earned a job with a successful computer company, but moonlighted on the darker sides of the 'Net after hours.

What drove Frederick to prison was a girl; Alycia Mentor. She was his first girlfriend, and Frederick couldn't be happier with his luck. However, Alycia didn't understand his obsession with computers or his love of RPGs; so she dumped him after only a few months. Frederick was incensed, and plotted revenge for this slight. Frederick found out that Alycia was due to take a flight on a major commercial airline, and found out her flight number. He hacked the FAA's computers and managed to cause her plane to crash into another plane.

In a bit of irony, Alycia survived the crash, but several hundred others did not. Frederick was sentenced to serve consecutive life-sentences with no possibility of parole. To add insult to injury, he was also sentenced to never touch a computer again.

ADVENTURE HOOK

Ghost in the Machine: Following the arrest of warden MacTavish (see *Bad Cop* below) the PCs are sent to Vossburg to investigate how that came to pass. Federal authorities believe that the evidence against the warden was in fact fabricated by the brilliant UberHack, in an attempt to engineer the demise of his hated enemy. If the PCs are able to prove MacTavish was framed, they must discover which of the guards accepted a bribe to allow the evil genius access to computers to carry out his revenge.

MACTAVISH, COL. SAMUEL

US Army Ret., Level 18 (Fast Hero 5 / Tough Hero 5 / SWAT 3 / US Marshal 5): CR 18; HD 13d8 +5d10 +36; hp 122; massive damage 14; AP 9; Init +4 (+2 Quick response, +2 Dex); Spd 30'; Defense 31, Touch 25, Flat-footed 31 (+6 equipment, +13 class, +2 Dex); BAB +11/+6/+1; Full Atk +12/+7/+2 melee (1d3+1 unarmed or 1d4+1 tonfa) or +12/+7/+2 ranged (2d6 Beretta 93R or 2d8 Beretta M3P); SQ Defensive Position +1, DR 2/-, Federal Jurisdiction, Hard Target Search +1, Harm's Way, Non-lethal force, Quick response +2, Sonic/concussion resistance 2; AL Good, Law, Active Duty (FBI); Occupation Law enforcement (Gather information, Knowledge (tactics) / Personal Firearms Proficiency); Reputation +6; Wealth 16; SV Fort +11, Ref +11, Will +5; Str 13, Dex 13, Con 13, Int 15, Wis 13, Cha 13

Skills: Climb +1* (5), Gather information +22 (21), Hide +9* (13), Intimidate +15 (12), Investigate +18 (16), Knowledge (tactics) +23 (21), Listen +13 (10), Move silently +7* (11), Profession +3 (0), Spot +17 (14). *Includes -5 armor check penalty

Feat: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light, medium), Defensive Martial Arts, Elusive Target, Endurance, Personal Combat Training, Quick Reload, Renown, Simple Weapons Proficiency, Teamwork (police), Windfall (x2)



Talents: DR 1/-, DR 2/-, Evasion, Sonic/concussion resistance, Uncanny dodge 1, Uncanny dodge 2

Possessions: Beretta 92F, Beretta M3P, Tactical vest, Tonfa, miscellaneous gear

Background: Samuel is the warden of Vossburg, his last assignment, he hopes, with the federal government. The son of a police officer, Samuel wanted to follow in his father's footsteps from the very beginning. He was a member of Boy Scouts, starting as a Tiger Cub and ending as an Eagle Scout, as well as being inducted into the Order of the Arrow. He was also on both the soccer and track teams, and was able to get a partial athletic scholarship for college; Army ROTC picked up the rest.

Upon graduation, Samuel was commissioned as a 2nd Lieutenant in the Army Reserve. His reserve time didn't last very long, as his unit was activated and sent off to Vietnam. During his two tours in Viet Nam, Samuel was decorated numerous times, culminating in the Medal of Honor.

After coming back to the states, he joined the FBI. He continued with the Army Reserves as well, and was transferred to an MP unit. Because of his military background, Samuel was a prime candidate to receive training in SWAT methods and procedures. After ten years with the FBI, Samuel transferred over to the US Marshals, though he would frequently be seconded back to the FBI. Samuel recently retired out of the US Army, spending thirty years, mostly in the reserves.

When the position of warden of Vossburg became available, Samuel applied and was hired. Now in his late fifties, he is thinking about retiring soon. His recent winning of a sizable sum in the lottery is certainly contributing to his thoughts of retirement.

ADVENTURE HOOK

Bad Cop: The players have been given a grim task: to arrest the warden of Vossburg for corruption. Slated to retire because of a "lottery windfall," the government believes the Warden has actually gained

this money by taking bribes, allowing prisoners to come to harm in exchange for huge sums of money. If the PCs played *The Informant* adventure the warden's plan could have actually been created to give the killers one last chance to silence Bartholomew.

MATTHEWS, RICH

Level 14 (Charismatic Hero 9 / Dedicated Hero 5): CR 14; HD 14d6; hp 49; massive damage 10; AP 7; Init +0; Spd 30'; Defense 16, Touch 16, Flat-footed 16 (+6 class); BAB +7/+2; AL Faith (self); Occupation Religious (Decipher script, Knowledge (arcane lore, theology and philosophy)); Reputation +12; SV Fort +7, Ref +5, Will +11; Str 10, Dex 11, Con 10, Int 14, Wis 16, Cha 16

Skills: Bluff +15 (12), Craft (writing) +17 (15), Decipher script +21 (17), Diplomacy +17 (12), Gather information +17 (12), Intimidate +15 (12), Knowledge (arcane lore) +22 (17), Knowledge (behavioral sciences) +19 (17), Knowledge (theology and philosophy) +25 (17), Read/write language (Akkadian, ancient Greek, ancient Hebrew, Aramaic, Coptic, English, Latin, middle Egyptian, Sanskrit) (9), Speak language (ancient Greek, ancient Hebrew, Aramaic, English, Latin) (4)

Feat: Educated (Knowledge (arcane lore, theology and philosophy)), Home turf, Information network, Iron will, Leadership, Renown (x2), Simple weapons proficiency, Studious, Trustworthy, Windfall (x3)

Talents: Captivate, Charm, Dazzle, Empathy, Faith (self), Fast talk, Favor, Skill emphasis (Knowledge (theology and philosophy))

Background: Rich was a depressed young man, never gaining much respect or support from family growing up. At college, he delved into ancient texts, hoping to gain some insight into the purpose of life. During his research into these ancient texts, he had the epiphany that he was of divine heritage, and it was his holy duty to father children, to continue his holy line.

He would travel from town to town across the US

and Canada, preaching his version of religious truth. His powers of persuasion were such that several came to believe him, and followed him. Over the course of fifteen years of wandering, it is estimated that he fathered over a thousand children, many on women who were not yet of legal age at the time. As his following grew, he founded a permanent village in a remote area of British Columbia. This was his downfall.

US and Canadian authorities, fearing another Jonestown, swept in fast and hard and captured the upper echelon of the village. After several months with psychologists, members of the village and other women who had now stepped forward as victims of Rich admitted that the sex was not, for the most part, consensual. Rich targeted naïve and young women, preferably both, to preach to. He convinced them that if they did not have sex with him, they would be damned for all time. He is awaiting sentencing in Vossburg for multiple counts of rape.

ADVENTURE HOOK

I always knew I would be an apostle: A new and dangerous storm of religion is sweeping Vossburg, and Matthews is at the eye of that storm. He has formed a large segment of the prison population into a "holy army" under his command and orders them to attack the "unclean" prisoners who have not yet joined their group. He gets orders to his followers despite being completely isolated in his cell, leading Warden MacTavish to believe that even the guards have fallen under his sway. The Warden has secured a transfer, knowing that without Matthews this cult will break apart. However, as the PCs arrive to transfer the prisoner, his followers (with the aid of some guards) stage a massive revolt that has the potential to deliver the prison into the hands of the inmates.



QUENTIN, BILL “SAN”

Level 14 (Fast Hero 3 / Smart Hero 3 / Infiltrator 8): CR 14; HD 3d6 + 11d8; hp 60; massive damage 10; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 24, Touch 24, Flat-footed 24 (+11 class, +3 Dex); BAB +7/+2; SQ Improved evasion, Improved sweep, Improvised implements, Improvised weapon damage, Skill mastery (Computer use, Disable device, Disguise, Escape artist, Hide, Move silently), Sweep; AL Chaos; Occupation Criminal (Hide, Move silently / Personal Firearms Proficiency); Reputation +2; SV Fort +4, Ref +12, Will +6; Str 8, Dex 16, Con 10, Int 17, Wis 12, Cha 14

Skills: Balance +9 (6), Bluff +4 (0), Computer use +12 (6), Demolitions +8 (3), Disable device +21 (16), Disguise +14 (10), Escape artist +17 (12), Hide +22 (17), Knowledge (civics) +11 (6), Knowledge (current events) +22 (17), Knowledge (streetwise) +9 (6), Listen +13 (10), Move silently +22 (17), Research +9 (6), Search +11 (10), Sleight of hand +21 (16), Speak language (Arabic, English, French, Mandarin, Korean, Russian) (5), Spot +3 (0), Tumble +9 (6)

Feat: Alertness, Cautious, Deceptive, Educated (Knowledge (current events, civics)), Information network, Leadership, Low profile, Nimble, Personal firearms proficiency, Run, Simple weapons proficiency, Stealthy

Talents: Evasion, Savant (Computer use), Trick, Uncanny Dodge 1

Background: Bill was never a very strong person throughout high school, and was constantly picked on due to this fact. One day, Bill overheard some teachers talking about searching a known drug dealer's locker. On a whim, Bill told the drug dealer about this conversation. From that day forward, Bill had some friends who wouldn't let others harass him. This taught Bill that knowledge was power.

After graduation, Bill disappeared to the underworld, becoming an information broker. More often than not, he would break into corporate offices

and take files and then turn around and sell them to competitors. While corporate espionage paid well, he found he could make more by actually spying upon the US government itself.

He developed his own spy ring to gather information, and would sell to the highest bidder. The last “bidder” Bill sold to was an undercover FBI agent. Bill has been sentenced to life imprisonment with no possibility of parole.

RICO

Level 13 (Strong Hero 3 / Banger 10): CR 13; HD 13d8; hp; massive damage 14; AP 6; Init +0; Spd 30'; Defense 17, Touch 17, Flat-footed 17 (+7 class); BAB +13/+8/+3; Full Atk +18/+13/+8 melee (1d8+5 non-lethal unarmed or 1d4+5 lethal unarmed); SA Streetfighting (extra 1d4 damage once per round); SQ Commission, Contraband, Gang signs, Ganglord, Street cred, Turf +3; AL Blood in blood out; Occupation Criminal (Hide, Knowledge (streetwise) / Brawl); Reputation +15; SV Fort +10, Ref +5, Will+5; Str 17, Dex 10, Con 14, Int 12, Wis 10, Cha 14

Skills: Bluff +12 (+17 in home territory) (10), Climb +6 (3), Disguise +2 (+4 to imitate gang dress) (0), Diplomacy +2 (+7 in home territory) (0), Forgery +1 (+3 to imitate gang signs) (0), Gather Information +2 (+11 in home territory) (0), Hide +3 (+7 in home territory) (3), Intimidate +12 (+17 in home territory) (10), Knowledge (current events) +11 (10), Knowledge (streetwise) +18 (+22 in home territory, +28 dealing with gangs, +32 dealing with gangs in home territory, +33 to interpret and identify gang signs, +34 in home territory to interpret and identify gang signs) (16), Knowledge (popular culture) +7 (6), Knowledge (tactics) +7 (+11 in home territory) (6), Navigate +1 (+5 in home territory) (0), Sense Motive +10 (+12 against gang members) (10), Spot +10 (+14 in home territory) (10), Survival +0 (+4 in home territory) (0)

Feat: Archaic Weapons Proficiency, Brawl, Combat

Martial Arts, Gang Affiliation, Home Turf, Improved Brawl, Information Network, Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Streetfighting

Talents: Improved Melee Smash, Melee Smash

Background: Rico grew up on the streets of LA, running early with the Bloody Knives, a gang notorious for its drug distribution and lethal means of persuasion. He worked himself up the hierarchy of the gang, sometimes making sure that a rival would “disappear” so that he could advance. He quickly took over the drug distribution of lower LA, and was able to increase his powerbase because of the money flowing in.

Rico bided his time until he saw his most opportune moment. He then performed a coup within the gang, taking over control. Rico was ruthless in his control of the gang, and in putting down any of the other gangs who tried to challenge him. Rico thought that he was untouchable, and grew cocky and arrogant. This was the beginning of the end for him.

DEA agents working on an anonymous tip (the street rumor places the informant as a rival within the gang) were able to run a sting operation that captured Rico and several of his lieutenants.

RODRIGUES, MARIA

Level 13 (Fast Hero 3 / Speed Demon 5 / Daredevil 5): CR 13; HD 8d8 + 5d10; hp 61; massive damage 11; AP 6; Init +4 (+4 Dex); Spd 40'; Defense 25, Touch 25, Flat-footed 21 (+11 class, +4 Dex); BAB +7/+2; SQ Action boost, Adrenaline rush, Fearless, Hit the weak spot, Need for speed, Nip-up, Nursing the turns, Uncanny dodge 1, Vehicle empathy; AL thrill seeker; Occupation Adventurer (drive, pilot / Personal firearms proficiency); Reputation +3; SV Fort +6, Ref +11, Will +5; Str 8, Dex 18, Con 11, Int 14, Wis 14, Cha 12

Skills: Concentration +11 (9), Craft (mechanical) +8 (6), Disable device +18 (16), Drive +22 (16),



Escape artist +19 (15), Hide +12 (6), Move silently +12 (6), Navigate +7 (5), Pilot +22 (16), Repair +7 (5), Sleight of hand +10 (6), Tumble +10 (6)

Feat: Aircraft operations (helicopters), Endurance, Force stop, Personal firearms proficiency, Simple weapons proficiency, Stealthy, Vehicle dodge, Vehicle expert, Vehicle specialization (civilian aircraft, civilian cars, civilian motorcycles)

Talents: Improved increased speed, increased speed

Background: Maria always sought out the fastest cars when she was growing up. This brought her to the attention of the law in the form of speeding tickets. Her driver's license was suspended three times before her driving privileges were permanently revoked. This, of course, didn't stop her from driving. She would steal cars, planes and helicopters and take them on joy rides whenever she felt like it. Police found and arrested her on three separate occasions, but she always managed to escape before getting to prison. Finally, on her fourth arrest, two officers were constantly assigned to watch her to insure that she did not escape yet again. She is in Vossburg as a high escape risk convict.

SANDERSON, ERIC

Level 15 (Fast Hero 4 / Soldier 6 / Sniper 5): CR 15; HD 5d6 + 4d8 +6d10 +15; hp 83; massive damage 12; AP 7; Init +4 (+4 Dex); Spd 30'; Defense 25, Touch 25, Flat-footed 21 (+11 class, +4 Dex); BAB +12/+7/+2; Atk +16/+11/+6 melee (1d4+2 unarmed); SQ Improved critical (sniper rifle), One shot one kill +3d6, Tactical aid, Weapon specialization (sniper rifle); AL Self; Occupation Adventurer (Move silently, Spot / Personal Firearms Proficiency); Reputation +3; SV Fort +7, Ref +8, Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 12

Skills: Balance +11 (7), Hide +15 (9), Knowledge (tactics) +3 (3), Listen +11 (+6 when sleeping) (10), Move silently +17 (12), Speak language (Arabic, Cantonese, English, German, Hebrew, Korean,

Mandarin, Russian) (7), Spot +19 (15), Survival +20 (15)

Feat: Advanced firearms proficiency, Armor proficiency (light), Armor Proficiency (medium), Burst Fire, Combat Martial Arts, Commando Training (Dex), Far shot, Marksman (sniper rifle), Personal firearms proficiency, Point blank shot, Precise shot, Sharpshooter (sniper rifle), Simple weapons proficiency, Weapon focus (sniper rifle)

Talents: Evasion, Uncanny dodge 1

Class Information: The Sniper class is taken from RPGObjects' Blood and Guts. Necessary class abilities are summarized below.

Advanced Training: MOS Infantry 1 (Hide, Spot, Survival), MOS Infantry 2, SERE. Advanced training feats are like occupations, taken as feats, they represent advanced training, in this case by the military.

Special Operations Training: Cat Nap +5, Mental Toughness +5, Silent Kill 1

Cat Nap: can survive long periods of time on 4 hrs sleep/night; add special ops levels to Listen checks when sleeping.

Marksman: use up to 1/2 your Spot skill to offset range penalties

Mental Toughness: add special ops levels to saving throws to resist fatigue, hunger, torture, brainwashing, feat, combat fatigue and intimidation

MOS Infantry 1: grants class skills and Advanced Firearms Proficiency

MOS Infantry 2: +2 on promotion checks and gain one rank

One shot one kill: gains stated bonus when attacking a flat-footed or surprised opponent with a ranged weapon

SERE: +2 hide and survival, +2 Will to resist intimidation, interrogation, torture and brainwashing

Sharpshooter: +1 to-hit and +2 damage with chosen weapon

Silent Kill 1: receive +1d6 sneak attack damage

against surprised, flat-footed or flanked targets; if target fails MDT saving throw, enemy dies silently (Listen DC 30 to detect).

Background: Eric grew up on a farm in rural, northwestern Pennsylvania. Hunting was a popular past time in that area, and Eric quickly showed that he had a knack for handling a rifle. The day after he graduated high school, he went to the Marine recruiter, signed up and shipped out that same day. He wanted to leave the dull life of the farm behind and do something different.

The Marines quickly noticed Eric's knack with rifles, and encouraged him to further develop his skills. After a while, he was sent on to sniper school to further hone his skills with the rifle. Part of his training included the Defense Language Institute training because, it was assumed, he would have to spend time on his own in foreign countries, thus he would need to learn the languages of various areas. While stationed in Southeast Asia on an assignment, he was offered a side-job to eliminate a known murderer-rapist.

He took the job and completed it expediently...and was paid quite well. This experience changed his life, and he went AWOL, selling his services to the highest bidder. The military quickly dispatched people to find him, due to his extensive training, and potential leaking of sensitive intelligence information. Unfortunately for the military, it was an FBI agent who captured Eric. He is now in prison while the Departments of Defense and Justice wrangle about who has jurisdiction over him.

ADVENTURE HOOK

The Specialist: The CIA has learned that Sanderson's last assignment was to kill a high-ranking terrorist leader. With the approval of the government they have gotten him to agree to lead a group of special operations soldiers to the terrorist and then return to prison, with a greatly reduced sentence



and extra privileges. The PCs are assigned to take custody of Sanderson, go behind enemy lines in the company of a known psychopath on a dangerous assignment. An excellent way to get Blood and Guts active military characters involved in Vossburg (for instance the religious riot in *The Apostle* could happen as Sanderson is being returned, or Mossad could strike to obtain Claus, triggering the military to call on the PCs to track down the rogue Israeli special ops team, and so forth).

SMITH, PAT

Level 12 (Dedicated Hero 10 / Guerilla 2): CR 12; HD 10d6 + 2d8; hp 44; massive damage 10; AP 6; Init +1 (+1 Dex); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex); BAB +8/+3; SQ Guerilla warfare (+1 to Home Turf bonuses); AL Citizens for a Better America; Occupation Rural (Swim, Survival / Personal Firearms Proficiency); Reputation +7; SV Fort +7, Ref +6, Will +10; Str 9, Dex 12, Con 10, Int 14, Wis 16, Cha 16

Skills: Craft (chemical) +12 (10), Craft (writing) +15 (13), Investigate +4 (0), Knowledge (civics) +17 (13), Knowledge (current events) +17 (13), Knowledge (history) +20 (13), Knowledge (tactics) +17 (13), Navigate +4 (0), Sense Motive +18 (13), Survival +19 (13)

Feat: Attentive, Conviction (Citizens for a Better America), Educated (Knowledge (civics, current events, history, tactics)), Enemy (U.S. Government), Guide, Home Turf (Citizens for a Better America compound), Information Network, Iron Will, Leadership, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Track

Talents: Aware, Empathy, Faith (Citizens for a Better America), Intuition, Skill Emphasis (Knowledge (history))

Background: Pat grew up in rural North Dakota. He and his family firmly believe that the U.S. Government is completely corrupt and needs to be

torn down and rebuilt in his image of the perfect America. He has spent his time slowly gathering followers, and has a ranch compound for like-minded individuals. Because of his extremist views, the FBI and Secret Service placed him on a watch list. As he was found to meticulously follow the law, law enforcement officials were unable to legally move against him.

Unfortunately for Pat, some of his followers were not able to remain quiet among their other associates, and the FBI received an anonymous tip that he was building bombs to detonate in Washington, D.C. After a raid of his compound by the FBI, BATF, and Secret Service, which turned up several detailed schematics and blueprints, marked for strategic placement of explosive devices and timed to coincide with presidential visits, he was immediately arrested.

ADVENTURE HOOKS

Unholy Alliances: Pat Smith and Rich Matthews share a dangerously common ideology: that the United States has lost its way, its special relationship with God, and that a new government must replace the Godless leaders of America, returning the nation to "one nation under God" again. These two prisoners could escape and join forces, combining military fanaticism with a powerful religious cult of personality, forming a group capable of sparking a revolution. The government would place the highest priority on the capture of these two and the destruction of their new organization by nearly any means. This adventure could involve special operations, US Marshals, CIA and almost anyone else the government believed could bring this dangerous duo to justice.

VON TASSLE, CAPT. DUANE

Level 15 (Strong Hero 5 / Martial Artist 10): CR 15; HD 15d8 +15; hp 82; massive damage 12; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 23, Touch 23, Flat-

footed 20 (+10 class, +3 Dex); BAB +15/+10/+5; Full Atk +20/+15/+10 melee (1d10+6/19-20/x3 unarmed) or +18/+13/+8 ranged (2d6 Beretta 92F) or +16/+11/+6 +16/+11/+6 ranged (2d6 Beretta 92F); SA +20 charge (1d10+16/19-20/x3 Flying Kick) or +16/+16/+11/+6 melee Flurry of Blows (1d10+6/19-20/x3 unarmed); SQ Iron Fist (all attacks), Living Weapon 1d10; AL Active Duty (Vossburg Security Force); Occupation Law Enforcement (Intimidate, Knowledge (tactics) / Personal Firearms Proficiency); Reputation +3; Wealth 8; SV Fort +7, Ref +11, Will +4; Str 16, Dex 16, Con 13, Int 10, Wis 10, Cha 12

Skills: Intimidate +19 (18), Jump +24 (18), Knowledge (tactics) +19 (18), Tumble +5 (0)

Feats: Acrobatic, Advanced Combat Martial Arts, Advanced Two-Weapon Fighting, Brawl, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Improved Brawl, Improved Combat Martial Arts, Improved Two-Weapon Fighting, Personal Firearms Proficiency, Simple Weapons Proficiency, Two Weapon Fighting, Unbalance Opponent

Talents: Advanced Melee Smash, Improved Melee Smash, Melee Smash

Equipment: 2 Beretta 92Fs, miscellaneous equipment

Background: Duane von Tassle was always interested in martial arts, having been introduced to the concept by watching older martial arts movies with his father while growing up. Seeing his son's interest, Duane was enrolled in a dojo in second grade. He excelled, and quickly earned his black belt, and also achieved numerous tournament wins. He went on to college, majoring in Criminal Justice. He applied to the Bureau of Prisons, and was hired to work as a guard in their higher security prisons. Quickly approaching middle age, Duane hopes to become warden of his own prison soon.



ORDINARY GUARDS

K9 Guard: Level 3 (Dedicated Ordinary 3): CR 2; HD 3d6; hp; massive damage 12; Init -1 (-1 Dex); Spd 30"; Defense 17, Touch 11, Flat-footed 17 (+6 equipment, +2 class, -1 Dex); BAB +2; Full Atk +3 melee (1d4+1 tonfa) or +1 ranged (2d6 Beretta 92F); AL Active duty (Vossburg security); Occupation Law enforcement (Gather information, Listen / Personal Firearms Proficiency); Reputation +1; SV Fort +3, Ref +0, Will +4; Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14

Skills: Forgery +2 (0), Handle animal +10 (6), Knowledge (civics) +1 (0), Listen +9 (6), Ride +1 (0), Search +5 (3), Spot +8 (6), Survival +8 (6)

Feat: Animal Affinity, Armor Proficiency (light, medium), Meticulous, Personal Firearms Proficiency, Track

Advanced Training: K-9

Possessions: Beretta 92F, Tactical vest, tonfa, miscellaneous possessions

Sharpshooter: Level 3 (Fast Ordinary 3): CR 2; HD 3d8 + 6; hp 19; massive damage 14; Init +2 (+2 Dex); Spd 30"; Defense 22, Touch 16, Flat-footed 20 (+6 equipment, +4 class, +2 Dex); BAB +2, Full Atk +4 ranged (2d10 HK PSG1); AL Active Duty (Vossburg security); Occupation Law enforcement (Knowledge (tactics), Listen / Armor Proficiency (Light)); Reputation +1; SV Fort +3, Ref +5, Will +2; Str 10, Dex 15, Con 14, Int 13, Wis 12, Cha 8

Skills: Hide +8 (6), Listen +8 (6), Move silently +8 (6), Spot +7 (6)

Feat: Armor Proficiency (light, medium), Dead Aim, Far Shot, Home Turf (Vossburg), Simple Weapons Proficiency

Advanced Training: Prison Guard

Equipment: HK PSG1, Tactical vest, miscellaneous possessions

NEW ALLEGIANCE

BLOOD IN BLOOD OUT

This represents an allegiance to a violent gang. Blood in refers to the requirement of an applicant to kill at the behest of a senior gang member to gain admittance to the gang. Blood out refers to the fact that the only way to leave the gang is death.

NEW ADVANCED CLASS

BANGER

The banger is a member of a violent criminal enterprise, commonly referred to as a gang. These gangs run the gamut from groups banding together in locations of extreme violence for mutual protection to extremely organized widespread criminal organizations paramilitary in structure. These groups have taken hold both in the inner city and in prisons where inmates raised under gang rule continue the same behavior for profit and protection.

REQUIREMENTS

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

Base Attack Bonus: 3+

Skills: Knowledge (streetwise) 6 ranks

Feats: Home Turf, Brawl

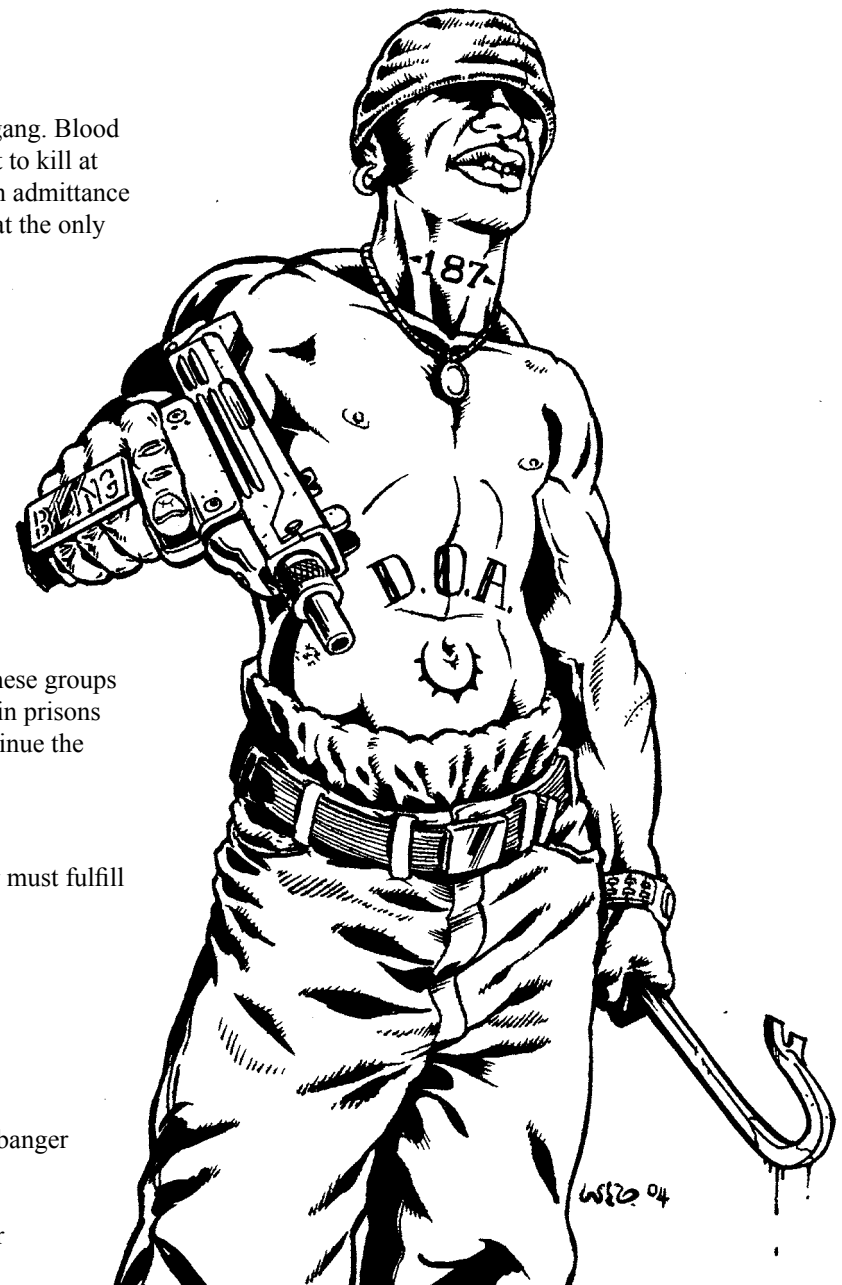
Allegiance: Blood in blood out

CLASS INFORMATION

The following information pertains to the banger advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.



**TABLE 1-1: THE BANGER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Gang Signs	+1	+1
2 nd	+1	+3	+0	+0	Street Cred	+1	+1
3 rd	+2	+3	+1	+1	Turf +1	+2	+1
4 th	+3	+4	+1	+1	Bonus Feat	+2	+2
5 th	+3	+4	+1	+1	Contraband	+3	+2
6 th	+4	+5	+2	+2	Turf +2	+3	+2
7 th	+5	+5	+2	+2	Commission	+4	+3
8 th	+6	+6	+2	+2	Bonus Feat	+4	+3
9 th	+6	+6	+3	+3	Turf +3	+5	+3
10 th	+7	+7	+3	+3	Ganglord	+5	+4

Class Skills: The banger's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (Current Events, Streetwise) (Int), Sense Motive (Wis), and Spot (Wis)

Skill Points at Each Level: 5 + Int. modifier

CLASS FEATURES

All of the following are features of the banger advanced class.

Gang Signs: You add your banger levels to the roll of any Knowledge (streetwise) skill check dealing with gangs, including checks to identify gang signs.

Street Cred: At 2nd level, the banger adds his Reputation bonus to Charisma skill checks in his home turf, or in situations involving others of his chosen allegiance(s), including those with the gang affiliation feat. These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Turf: Gangs have carefully defined turf and defend it viciously often marking their turf with gang signs in the form of graffiti. The banger adds this bonus to attack and skill bonuses granted by his home turf feat. Obviously, this means that one gang can expand its power by expanding the size of its turf or reducing the turf of a rival gang and this is often the source of gang warfare.

Contraband: One of the advantages of "rank" in a gang is control over illicit sales of contraband. Depending on where your character's turf is, this could be drugs on the neighborhood corner, or cigarettes in a prison where smoking is prohibited. You add your reputation bonus to your wealth score.

Commission: You have entered the ruling council of your gang's organization and you may, in consultation with the other members of the commission, order murders and otherwise influence gang affairs. You add half your banger level to your reputation when dealing with characters that possess a gang allegiance as well as those who possess the gang affiliation feat. Your control over contraband sales also adds this bonus to your wealth.

Ganglord: You are a very high-ranking member of your criminal gang and only other characters that have the ganglord class ability will dare question your decisions. You add your banger level to your reputation and your absolute control of large segments of contraband sales adds your banger level to your wealth as well. You may also kill members of your own gang with impunity, suffering no leadership penalty for the deaths of your fellow gang members (see the Leadership feat for more information).

Bonus Feats: At 4th and 8th level the banger gains a bonus feat from the following list: Home Turf (for

new territories far removed from your current turf; for example sending a loyal gang member to a distant city to set up operations), Information Network, Leadership, Renown, Tactician, Teamwork, and Wealth (characters with the contraband ability will gain wealth by the renown feat as well; however for such characters this feat represents legitimate investments not gained through criminal activity).

NEW PRESTIGE CLASS

U.S. MARSHALS SPECIAL OPERATIONS GROUP

The United States Marshals have an elite team that serves nationally in the role of Witness Protection, Fugitive Retrieval, and the protection of judges and lawyers in high-profile cases who might be endangered or intimidated. These capable officers also assist the DEA, FBI, and local law-enforcement when called to serve. Some serve in this unit full time, but most are regular marshals who serve in a rotation.

REQUIREMENTS

To qualify to become a member of a U.S. Marshals Special Operations Group, a character must fulfill the following criteria.

BAB: 5+

Feats: Alertness, Personal Firearms Proficiency, and Teamwork (Police)

Skills: Investigate 5 ranks, Spot 3 ranks, and Gather Information 3 ranks

CLASS INFORMATION

The following information pertains to the U.S. Marshals Special Operations Group prestige class.

Hit Die: d8

Action Points: 7 plus one-half character level,



rounded down.

Class Skills: The U.S. Marshals Special Operations Group's class skills (and the key ability for each skill) are Climb (Str), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, streetwise, tactics), Listen (Wis), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis)

Skill Points at Each Level: 5 + Int. modifier

CLASS FEATURES

All of the following are features of the U.S. Marshals Special Operations Group advanced class.

Federal Jurisdiction: Federal Marshals are authorized to use local law enforcement to aid in their operations. You add your U.S. Marshal level to any requisition check to obtain equipment or manpower from local authorities. Any equipment is expected to be returned in good condition, and failure to do so will result in the loss of this class ability in the city or state where the requisitioned equipment was damaged or destroyed.

Police Combat Training: Marshals are given extensive training in subduing subjects without harming them unnecessarily. At 2nd level you gain this feat as a bonus feat, provided you meet the prerequisite. If at any time after second level you gain

the prerequisite, you immediately gain this feat.

Hard Target Search: You have extensive training in fugitive retrieval. You gain the listed bonus to attack rolls and Computer Use, Gather Information, Investigate and Research skill checks made against the felon you have been assigned to apprehend.

Harm's Way: Once per round, if you are adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), you can subject yourself to the attack in the ally's stead. If the attack hits you, you take damage normally. If it misses, it also misses your ally.

You must declare your intention to place yourself in harm's way before the attack roll is made. You select your ally either prior to combat or immediately after you make your initiative check. You can't change your ally for the duration of the combat.

Defensive Position: You are trained at fighting defensively. Any time you fight from cover you gain the listed bonus to attack, defense, saving throws, and initiative.

Sentinel: While on duty (a maximum of eight hours per day), you gain a bonus to Spot, Listen, and Sense Motive skill checks equal to your class level.

Counter Attack: If an ally you are protecting is attacked, you gain a +2 morale bonus to attack, saving throws, and skill checks. This ability has a duration of one round per U.S. Marshals level.

NEW SKILL

KNOWLEDGE (STREETWISE) INT

Trained Only

Gang Signs (DC 20): You can recognize gang signs and identify the gang they belong to by tattoos, graffiti, clothing, scarves, and colors. A successful skill check will also give a little background on the gang in question including their favored criminal activities, affiliated gangs and rival gangs.



**TABLE 1-2: U.S. MARSHALS SPECIAL OPERATIONS GROUP**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Federal Jurisdiction	+1	+0
2 nd	+1	+2	+2	+0	Police Combat Training	+1	+0
3 rd	+2	+2	+2	+1	Hard Target Search +1	+2	+0
4 th	+3	+2	+2	+1	Harm's Way	+2	+1
5 th	+3	+3	+3	+1	Defensive Position +1	+3	+1
6 th	+4	+3	+3	+2	Hard Target Search +2	+3	+1
7 th	+5	+4	+4	+2	Sentinel	+4	+2
8 th	+6	+4	+4	+2	Defensive Position +2	+4	+2
9 th	+6	+4	+4	+3	Hard Target Search +3	+5	+2
10 th	+7	+5	+5	+3	Counter Attack	+5	+3

NEW FEATS

GANG AFFILIATION

You have run with a gang on an informal basis, or perhaps just grew up in a neighborhood rife with gangs, learning their ways.

Prerequisite: Knowledge (streetwise) 3 ranks

Effect: You gain a +2 on all Knowledge (streetwise) checks to interpret and identify gang signs. In addition, you gain a +2 bonus on all Forgery and Disguise checks to imitate gang signs and dress (the penalty for doing this with any blood in blood out gang is death if you are discovered), and also gain a +2 on all Sense Motive skill checks made against gang members

HOME TURF

You know every nook and cranny of your home territory, gaining advantages when fighting to defend it.

Effect: You gain a +1 to hit, and a +2 to the following skill checks in your home territory: Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival. This territory may be an area as small as a single neighborhood or a prison (often the "turf" for bangers or prison guards) or

as large as medium-sized state (Florida) or a small country (Israel).

RAPPEL MASTER

You are an expert at rappelling and creating rappelling rigs.

Effect: You gain a +2 bonus on all Climb and Use Rope skill checks.

ADVANCED TRAINING

POLICE TRAINING

The following are specialized police fields. A character that is a member of a police organization may take one of these training packages as a feat any time he is entitled to a bonus feat.

GANG INVESTIGATION DIVISION

You are knowledgeable in gang affairs, and investigate these subtle criminal organizations, as well as training your fellow officers to recognize gang signs. Since many gangs use sophisticated codes in their letters in and out of prison to order deaths and criminal activity on the outside, gang investigation officers are also skilled in the detection of these codes. Finally, this

specialization includes subtlety in order to facilitate community awareness and peace between rival gangs.

Bonus Feat: Gang Affiliation.

Skills: Add three of the following to your permanent class skill list: Computer Use, Decipher Script, Diplomacy, Disguise, Drive, Gather Information, Intimidate, Investigate, Knowledge (civics, current events, streetwise), Research, Sense Motive. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

PRISON GUARD

You are skilled in psychological and physical control of prisoners.

Bonus Feat: Home Turf (one prison).

Skills: Add three of the following to the character's permanent class skill list: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (civics), Listen, Sense Motive, Spot. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

SORT TRAINING

SORT is the Special Operations and Response Team used by the Bureau of Prisons as a special operations unit to handle prison disturbances and support law enforcement during civil unrest and natural disasters. To take one of these feats, a character must have at least one level in the SWAT class (in effect, SORT teams are specialized SWAT units). A SORT team usually consists of 15 members, drawn from the specialties below. At least one of each specialty will be present on any given SORT team.

SORT BLUEPRINT EXPERT

The blueprint expert knows the inner workings of prisons, and has detailed files on prison layouts to allow the team to move freely, arrange ambushes, and plan assaults.

**TABLE 1-3: FEATS AND ADVANCED TRAINING**

Feat	Prerequisites	Benefit
Gang Affiliation	Knowledge (streetwise) 3 ranks	+2 on Knowledge (streetwise) vs gang signs; +2 to Forgery, Disguise and Sense Motive checks vs gang members
Gang Investigation Division		Three of the following: Computer Use, Decipher Script, Diplomacy, Disguise, Drive, Gather Information, Intimidate, Investigate, Knowledge (civics, current events, streetwise), Research, Sense Motive become permanent class skills; bonus feat: Gang Affiliation
Home Turf		+1 to hit; +2 to Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot and Survival in your home territory
Prison Guard		Three of the following: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (Civics), Listen, Sense Motive, Spot become permanent class skills; bonus feat: Home Turf
Rappel Master		+2 on all Climb and Use Rope skill checks
SORT Blueprint Expert	Home Turf	Research added to permanent class skill list; successful Research check adds Home Turf bonuses to any prison; Research time lowered if you have access to blueprints
SORT Emergency Medical Specialist		Following skills become permanent class skills: Craft (pharmaceutical), Knowledge (behavioral science), Treat Injury; bonus feat: Medical Expert
SORT Firearms Specialist		Following skills become permanent class skills: Craft (mechanical), Demolitions, Repair; bonus feat: Advanced Firearms Proficiency
SORT Rappel Master		Following skills become permanent class skills: Balance, Tumble, Use Rope; bonus feat: Rappel Master
SORT Security Systems Expert		Following skills become permanent class skills: Craft (mechanical), Disable Device, Repair; bonus feat: Cautious
SORT Tactical Procedures Expert	Int 13, Cha 13	+2 to all Knowledge (tactics) skill checks; bonus feat: Tactician

Prerequisite: Home Turf

Effect: Research is added to your list of permanent class skills. If you make a Research skill check (DC 15), you are able to apply your home turf feat to any prison. If you have access to prison blueprints, this Research skill check takes 30 minutes. If you must obtain blueprints you do not have on hand, this Research skill check takes the normal 1-4 hours.

SORT EMERGENCY MEDICAL SPECIALIST

Provides care to injured SORT teammates, injured prisoners, and guards.

Skills: The following skills are added to your permanent class skill list: Craft (pharmaceutical), Knowledge (behavioral science), and Treat Injury. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Medical Expert

SORT FIREARMS SPECIALIST

Provides expert marksmanship as well as maintenance of the team's weaponry and instruction of teammates in combat techniques.

Skills: The following skills are added to your permanent class skill list: Craft (mechanical), Demolitions, and Repair. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Advanced Firearm Proficiency

SORT RAPPEL MASTER

Provides training in rappelling insertion techniques. During operations the rappel master will be responsible for the creation of rappelling rigs needed by the team.

Skills: The following skills are added to your permanent class skill list: Balance, Tumble, and Use Rope. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on

checks using that skill.

Bonus Feat: Rappel Master

SORT SECURITY SYSTEMS EXPERT

Provides expertise in security and locking systems, allowing the team to move freely even when a prison has been locked down by prisoners, or its security systems damaged.

Skills: The following skills are added to your permanent class skill list: Craft (mechanical), Disable Device, and Repair. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Cautious

SORT TACTICAL PROCEDURES EXPERT

Provides expert tactical planning, and leadership in the field.

Prerequisite: Int 13, Cha 13

Skills: +2 to all Knowledge (tactics) skill checks.

Bonus Feat: Tactician



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