

V1.0

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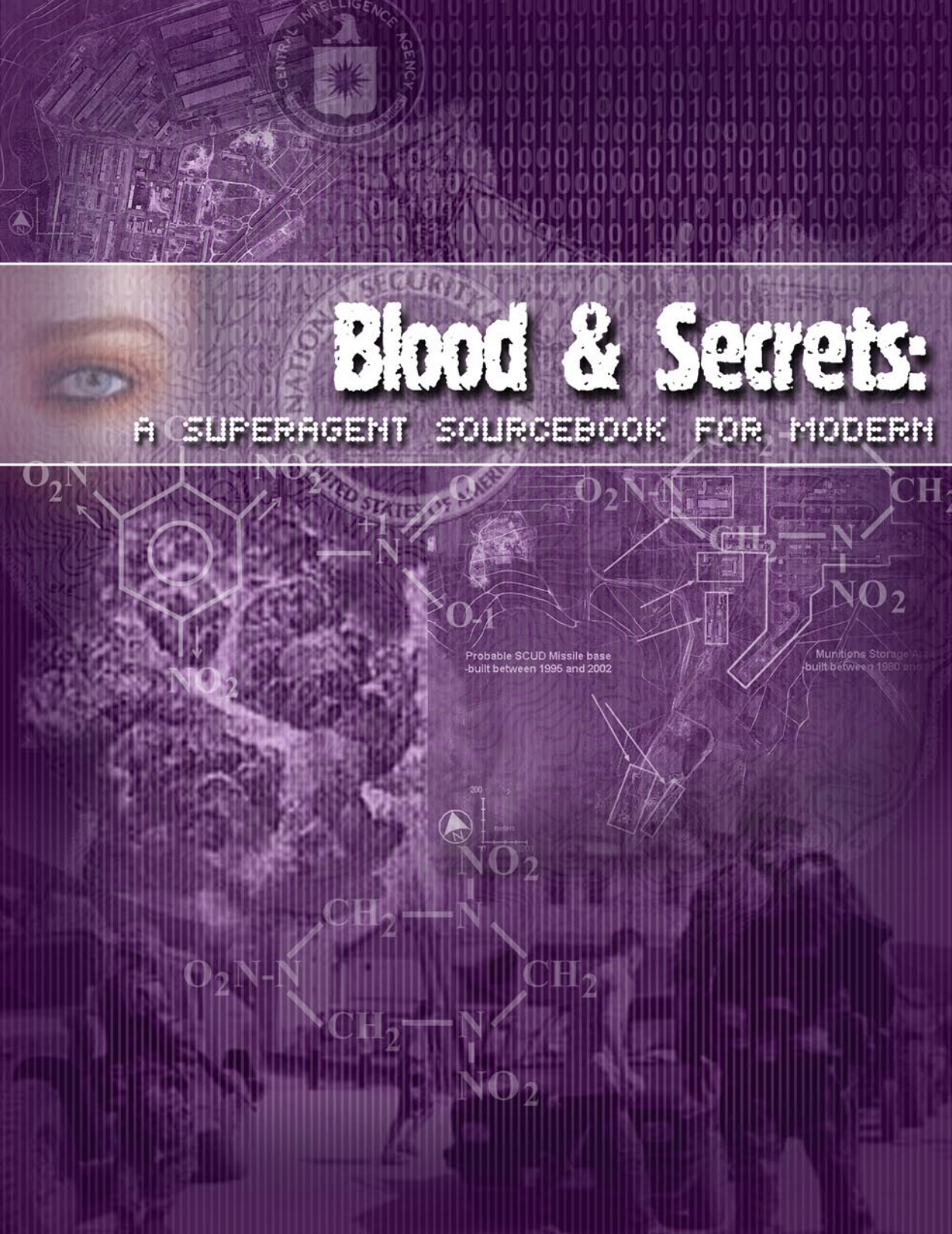
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Part 1: Agency Characters

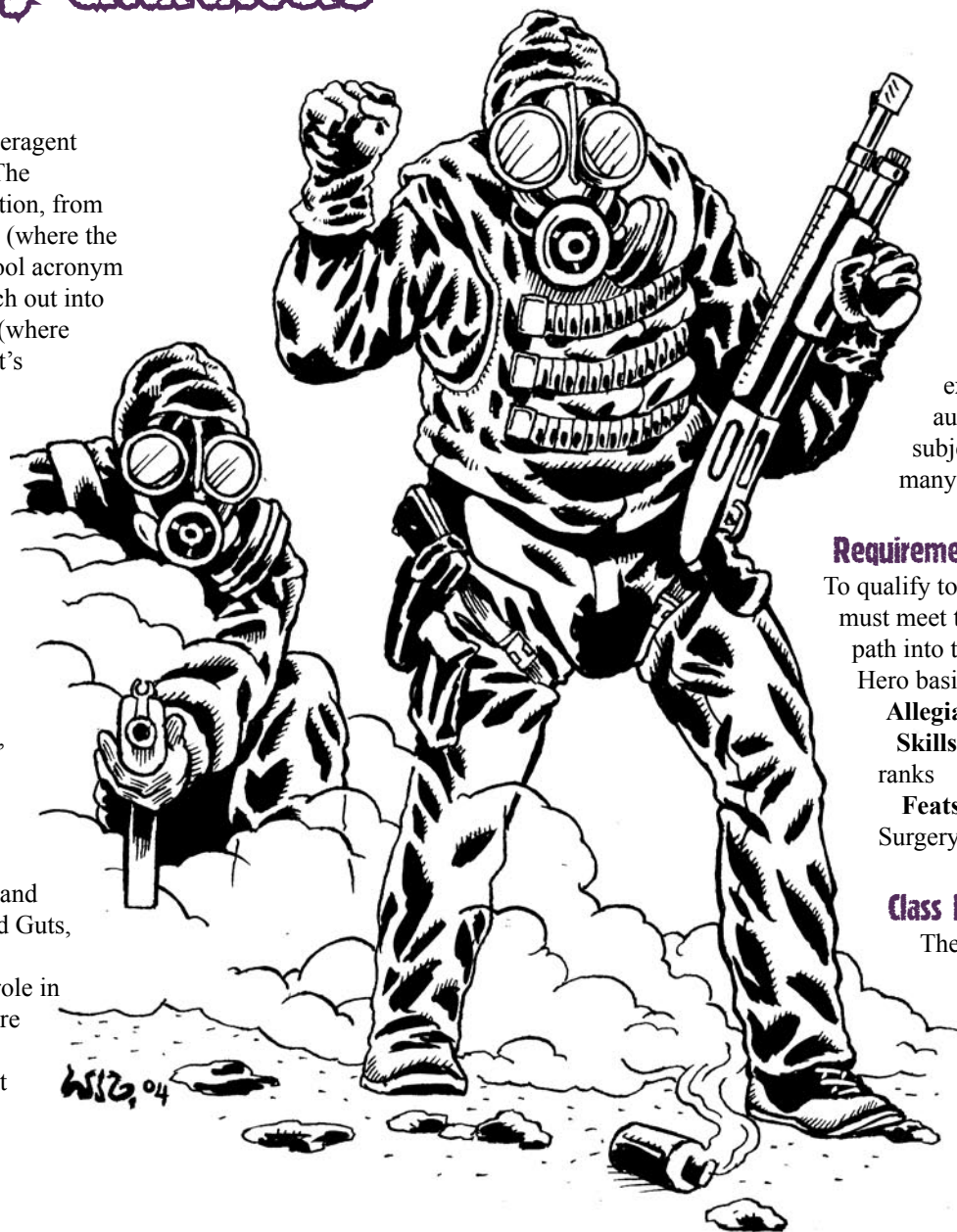
Introduction

Welcome to Blood and Secrets, a superagent sourcebook for Modern d20 games. The superagency is a staple of modern fiction, from spy movies and TV shows, to comics (where the agencies almost always have those cool acronym names) and have even begun to branch out into the science fiction and horror genres (where the agency represents the government's attempt to combat the forces of darkness).

These shadowy agencies often operate outside the law and agents are typically disavowed when captured as each individual agent less important than the shroud of secrecy around the agency. This book both serves as part of the *Blood* line, our signature series of modern genre books and also as a line of its own. In the future, we will release small agency books adding new agencies specific to some classic genres, often by combining forces with one or more of our other books (especially Blood and Fists, Blood and Vigilance, Blood and Guts, and Blood and Circuits).

Since these agencies play a larger role in the fiction on which Modern games are based, we think this book will find a welcome home in your campaign. Let us know how we did.

-Chuck



Agent Classes

Agency Medic

Agency medics tend to the health of their agency's combat operatives during field assignments. When not working in the field, agency medics assist their agency's investigative division by providing medical expertise, including performing autopsies and identifying unknown subjects through dental records, among many other tasks.

Requirements

To qualify to become an agency medic a character must meet the following criteria (the quickest path into this class is through the Dedicated Hero basic class).

Allegiances: Any one agency

Skills: Investigate 6 ranks, Treat Injury 6 ranks

Feats: One of the following: Attentive or Surgery

Class Information

The following information pertains to the agency medic advanced class.

Hit Die: 1d8

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

Table 1-1: The Agency Medic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+2	Forensics +1	+1	+0
2 nd	+1	+2	+2	+3	Agency Training; Emergency Medical Training	+1	+0
3 rd	+1	+2	+2	+3	Bonus Feat; Forensics +2	+2	+1
4 th	+2	+2	+2	+4	Agency Training	+2	+1
5 th	+2	+3	+3	+4	Forensics +3; Field Surgery +2	+3	+1
6 th	+3	+3	+3	+5	Agency Training; Bonus Feat	+3	+2
7 th	+3	+4	+4	+5	Forensics +4; Field Surgery +4	+4	+2
8 th	+4	+4	+4	+6	Agency Training	+4	+2
9 th	+4	+4	+4	+6	Bonus Feat; Forensics +5	+5	+3
10 th	+5	+5	+5	+7	Agency Training	+5	+3

Class Skills: The agency medic's class skills (and the ability for each skill) are: Climb (Str), Concentration (Con), Craft (chemical, pharmaceutical) (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, current events, earth and life sciences, technology) (Int), Navigate (Int), Research (Int), Search (Int), Sense Motive (Wis), Survival (Wis) Swim (Str), and Treat Injury (Wis)

Skill points at each level: 5 + Int. modifier

Class Features

All of the following are features of the Agency Medic advanced class.

Forensics: The agency medic gains the listed bonus on all Search and Investigate skill checks.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the agency medic may choose an ability from the agency training list (see below for a list of agency training talents).

Emergency Medical Training: Agency medics are skilled trauma medics who are experts at keeping patients alive until they can reach a more advanced facility. The agency medic gains a +1 bonus for each level in this class to Treat Injury checks to revive a dazed, stunned or unconscious character as well as to stabilize a dying character.

Bonus Feats: At 3rd, 6th and 9th levels the agency medic gains a bonus feat from the following list: Armor Proficiency (light, medium, powered), Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Educated, Guide, Improved Disarm, Medical Expert, Meticulous, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

Field Surgery: Agency medics are accustomed to working fast and under difficult conditions. The agency medic gains the listed bonus to all Treat Injury checks to perform surgery. The agency medic gains this bonus even if he does not possess the Surgery feat.

In addition, if the character possesses the Surgery

feat he reduces the amount of time required to perform surgery by one hour at 5th level and 2 hours at 7th level. Surgery always takes a minimum of one hour.

Agency Protector

Agency protectors serve to defend agency installations and assets as well as assist in combat operations (primarily in a defensive capacity).

Requirements

To qualify to become an agency protector a character must meet the following criteria (the quickest path into this class is through the Tough Hero basic class).

Allegiances: Any one agency

Base Attack Bonus: +2

Skills: Spot 6 ranks

Feats: Armor Proficiency (light)

Class Information

The following information pertains to the agency protector advanced class.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new

TABLE 1-2: THE AGENCY PROTECTOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Armored Ease +1	+1	+0
2 nd	+1	+3	+0	+0	Agency Training	+1	+0
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+1
4 th	+3	+4	+1	+1	Agency Training	+2	+1
5 th	+3	+4	+1	+1	Armored Ease +2	+3	+1
6 th	+4	+5	+2	+2	Agency Training; Bonus Feat	+3	+2
7 th	+5	+5	+2	+2	Bulwark	+4	+2
8 th	+6	+6	+2	+2	Agency Training	+4	+2
9 th	+6	+6	+3	+3	Bonus Feat; Bulwark (no damage)	+5	+3
10 th	+7	+7	+3	+3	Agency Training; Armored Ease +3	+5	+3

level in this class.

Class Skills: The agency protector's class skills (and the ability for each skill) are: Climb (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Knowledge (civics, current events, history, tactics) (Int), Listen (Wis), Navigate (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str)

Skill points at each level: 3 + Int. modifier

Class Features

All of the following are features of the agency protector advanced class.

Armored Ease: The agency protector spends more time working in armor than almost any other kind of agent. He spends a great deal of his training learning to minimize the disadvantages of his armor. The agency protector adds the listed modifier to the armor penalty of any suit of armor he is wearing. The minimum armor penalty is zero (this can never be a bonus).

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the agency protector may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the agency protector gains a bonus feat from the following list: Alertness, Armor Proficiency (heavy, light, medium, powered), Combat Martial Arts, Combat Reflexes, Cover Fire, Point Blank Shot, Precise Shot, Surface Vehicle Operation, Teamwork and Weapon Focus. The agent must meet the prerequisite for any selected.

Bulwark: Just as the agency protector learns to minimize the disadvantages of armor, he also learns to maximize its defensive potential. At 7th level, any time an agency protector suffers damage from an attack that normally grants a Reflex save (such as many area effect attacks), the agency protector may make a Fortitude save instead.

At 9th level if the agency protector succeeds at his

Fortitude saving throw he suffers no damage.

The agency protector only gains the benefits of the Bulwark ability when wearing armor.

Analysis Agent

Analysis agents are area experts, linguists and tactical advisors to agencies. They provide long term planning and serve as advisors to combat forces, acting as a force multiplier, allowing a small number of agents to do the work of many.

Requirements

To qualify to become an analysis agent a character must meet the following criteria (the quickest path into this class is through the Smart Hero basic class).

Allegiances: Any one agency

Skills: Knowledge (current events) 6 ranks, Knowledge (tactics) 6 ranks, Research 6 ranks, 1 rank in either Read/Write or Speak Language in 3 different languages

Feats: Smart Plus

Talents: Linguist, Exploit Weakness, Plan

Class Information

The following information pertains to the analysis

agent advanced class.

Hit Die: 1d6

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

Class Skills: The analysis agent's class skills (and the ability for each skill) are: Climb (Str), Computer Use (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Drive (Dex), Investigate (Int), Knowledge (all) (Int), Navigate (Int), Research (Int), Survival (Wis), Swim (Str)

Skill points at each level: 9 + Int. modifier

Class Features

All of the following are features of the analysis agent advanced class.

Area Knowledge: Analysis agents spend a great deal of time learning the language, culture and current events of countries all around the world. Their ability to advise agents visiting an area they have studied are greatly enhanced. Each time an analysis agent gains this ability, he picks one country. When making skill checks in or regarding that country, the analysis agent gains a bonus equal to his Reputation modifier. For example, an analysis agent with a +2 Reputation bonus would gain a +2 bonus on any skill check when asked to provide

TABLE 1-3: THE ANALYSIS AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+2	Area Knowledge; Strategic Planning +1	+0	+0
2 nd	+1	+2	+2	+3	Agency Training	+1	+0
3 rd	+1	+2	+2	+3	Area Knowledge; Bonus Feat	+1	+1
4 th	+2	+2	+2	+4	Agency Training	+1	+1
5 th	+2	+3	+3	+4	Area Knowledge; Strategic Planning +2	+2	+1
6 th	+3	+3	+3	+5	Agency Training; Bonus Feat	+2	+2
7 th	+3	+4	+4	+5	Area Knowledge; Contingency Plan	+2	+2
8 th	+4	+4	+4	+6	Agency Training	+3	+2
9 th	+4	+4	+4	+6	Area Knowledge; Bonus Feat	+3	+3
10 th	+5	+5	+5	+7	Agency Training; Strategic Planning +3	+3	+3

information about one of his areas of expertise. If the analysis agent actually *went* to that country, he would gain that bonus on all skill checks due to his familiarity with his surroundings.

This ability also allows the analysis agent to use Knowledge (current events) in place of an Intelligence check to gain a bonus from his Plan talent when formulating a plan in a country he is an expert.

Strategic Planning: Analysis agents are tactical experts that receive advanced training in planning and forming long-term strategies. The analysis agent adds the bonus listed on the class table to his Exploit Weakness and Plan talents (the Intelligence or Knowledge [current events] check must still succeed or the analysis agent gains no bonus).

Contingency Plan: At 7th level the analysis agent's ability to forecast events and formulate contingency plans becomes so acute that he can formulate a plan as a full-round action (the Plan talent normally requires one minute to use). Formulating a contingency plan requires the analysis agent to spend an action point.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the analysis agent may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the analysis

agent gains a bonus feat from the following list: Armor Proficiency (light, medium, powered), Attentive, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Educated, Improved Disarm, Improved Trip, Renown, Studious, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

Agency leader

Agency leaders are the officer corps of the agency they serve. Highly trained to lead troops in combat, agency leaders serve in roles from frontline squad commander all the way to heads of massive armies of government agents.

Requirements

To qualify to become an agency leader a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class).

Allegiances: Any one agency

Skills: Bluff 6 ranks, Diplomacy 6 ranks

Feats: Charismatic Plus

Talents: Coordinate, Inspiration, Greater Inspiration

Class Information

The following information pertains to the agency leader advanced class.

Hit Die: 1d8

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

Class Skills: The agency leader's class skills (and the ability for each skill) are: Bluff (Cha), Climb (Str), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (civics, current events, history, tactics) (Int), Navigate (Int), Sense Motive (Wis), Survival (Wis), Swim (Str)

Skill points at each level: 5 + Int. modifier

Class Features

All of the following are features of the agency leader advanced class.

Charismatic Leader: The agency leader is trained to lead his fellow agents in combat and adds the bonus listed on the class table to that granted by the successful use of the Coordinate, Inspiration and Greater Inspiration class abilities.

This ability also allows the agency leader to add his Reputation bonus to all Bluff and Knowledge (tactics) skill checks.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the agency leader may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the agency leader gains a bonus feat from the following list: Armor Proficiency (light, medium), Attentive, Combat Expertise, Combat Martial Arts, Combat Throw, Confident, Deceptive, Defensive Martial Arts, Educated, Improved Disarm, Renown, Surface Vehicle Operation, Tactician and Teamwork. The agent must meet the prerequisite for any selected.

Blunder: At 7th level the agency leader can trick his enemy into making a serious blunder.

TABLE 1-4: THE AGENCY LEADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Charismatic Leader +1	+0	+1
2 nd	+1	+0	+0	+3	Agency Training	+1	+1
3 rd	+2	+1	+1	+3	Bonus Feat	+1	+1
4 th	+3	+1	+1	+4	Agency Training	+1	+2
5 th	+3	+1	+1	+4	Charismatic Leader +2	+2	+2
6 th	+4	+2	+2	+5	Agency Training; Bonus Feat	+2	+2
7 th	+5	+2	+2	+5	Blunder	+2	+3
8 th	+6	+2	+2	+6	Agency Training	+3	+3
9 th	+6	+3	+3	+6	Bonus Feat	+3	+3
10 th	+7	+3	+3	+7	Agency Training; Charismatic Leader +3	+3	+4

On a successful Bluff skill check (opposed by his opponents' Sense Motive skill check) the agency leader can render a number of opponents equal to his Reputation bonus flat-footed.

The agency leader may only use this ability once per encounter. After it used, his opponents will be on guard for any misdirection.

Assault Agent

Assault agents are tasked with taking the fight to enemy agencies. When a conflict breaks out these agents will lead the attack, attempting to break apart enemy formations in the most efficient manner possible.

Requirements

To qualify to become an assault agent a character must meet the following criteria (the quickest path into this class is through the Strong Hero basic class).

Allegiances: Any one agency

Base Attack Bonus: +3

Skills: Knowledge (tactics) 3 ranks

Feats: Personal Firearms Proficiency

Class Information

The following information pertains to the assault agent advanced class.

Hit Die: 1d10

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

Class Skills: The assault agent's class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Craft (structural) (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, tactics) (Int), Navigate (Int), Survival (Wis), Swim (Str)

Skill points at each level: 5 + Int. modifier

Class Features

All of the following are features of the assault agent advanced class.

Tough as Nails: Assault agents gain a bonus of +1 hit point for each level of assault agent the character takes. This ability also grants a bonus to all Intimidate skill checks (and level checks to resist intimidation) equal to the character's Reputation bonus.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the assault agent may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the assault agent gains a bonus feat from the following list: Advanced Firearms Proficiency, Armor Proficiency (heavy, medium, light), Combat Martial Arts, Combat Reflexes, Endurance, Exotic Firearms Proficiency, Point Blank Shot, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

First Wave: First in last out is your motto and you have been trained to lead attacks on heavily fortified positions. You gain the modifier listed on the class table as a morale bonus to your Defense and all melee damage rolls as long as you are attacking or advancing toward an active hostile

force. If you are pinned down, retreating, aiding an injured colleague or performing any action that does not involve advancing toward an enemy you do not gain this bonus.

Semper Fi: The bond of those who share one of the most dangerous jobs is inseparable, often stronger than family. This class ability improves the bonus granted from the Teamwork feat to +4 (you must take that feat to benefit from this ability).

Covert Agent

The covert agent works in the shadow, trying to help his agency while drawing the least amount of attention possible to his activities.

Requirements

To qualify to become a covert agent a character must meet the following criteria (the quickest path into this class is through the Fast Hero basic class).

Base Attack Bonus: +2

Skills: Hide 6 ranks, Move Silently 6 ranks

Feats: Stealthy

Class Information

The following information pertains to the covert agent advanced class.

TABLE 1-5: THE ASSAULT AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Tough as Nails	+0	+0
2 nd	+2	+3	+0	+0	Agency Training	+1	+0
3 rd	+3	+3	+1	+1	Bonus Feat	+1	+1
4 th	+4	+4	+1	+1	Agency Training	+1	+1
5 th	+5	+4	+1	+1	First Wave +1	+2	+1
6 th	+6	+5	+2	+2	Agency Training; Bonus Feat	+2	+2
7 th	+7	+5	+2	+2	First Wave +2	+2	+2
8 th	+8	+6	+2	+2	Agency Training	+3	+2
9 th	+9	+6	+3	+3	Bonus Feat	+3	+3
10 th	+10	+7	+3	+3	Agency Training; Semper Fi	+3	+3

TABLE 1-6: THE COVERT AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Ghost; Lightning Reaction +2	+1	+0
2 nd	+1	+2	+2	+0	Agency Training	+1	+0
3 rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4 th	+3	+2	+2	+1	Agency Training	+2	+0
5 th	+3	+3	+3	+1	Lightning Reaction +4	+3	+1
6 th	+4	+3	+3	+2	Agency Training; Bonus Feat	+3	+1
7 th	+5	+4	+4	+2	Ghost (Hide in plain sight)	+4	+1
8 th	+6	+4	+4	+2	Agency Training	+4	+1
9 th	+6	+4	+4	+3	Bonus Feat	+5	+2
10 th	+7	+5	+5	+3	Agency Training; Lightning Reaction +6	+5	+2

Hit Die: 1d8

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

Class Skills: The covert agent's class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Concentration (Con), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex)

Skill points at each level: 7 + Int. modifier

Class Features

All of the following are features of the covert agent advanced class.

Ghost: The covert agent is highly trained to avoid detection and gains a bonus on all Hide and Move Silently skill checks equal to his covert agent class level.

At 7th level the covert agent is so skilled that he can make a Hide check even while being observed (perhaps by ducking into an air duct or even clinging to the ceiling as guards walk by underneath

him). This ability requires the covert agent to spend an action point.

Lightning Reaction: When combat is necessary, the covert agent attempts to get the drop on his opponent and end the encounter as quickly as possible. The covert agent gains the bonus listed on the class table to Initiative checks.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the covert agent may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the covert agent gains a bonus feat from the following list: Acrobatic, Alertness, Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Dodge,

Improved Initiative, Lightning Reflexes, Low Profile, Mobility, Spring Attack, Quick Draw, Shot on the run, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

Double Agent

Like the covert agent, the double agent seeks to learn about enemy organizations through clandestine means. Unlike the covert agent, who sneaks into facilities through stealth and acrobatics, the double agent prefers to walk right in the front door, wearing the face of a trusted associate.

Requirements

To qualify to become a double agent a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class).

Skills: Bluff 6 ranks, Disguise 6 ranks

Feats: Deceptive

Class Information

The following information pertains to the double agent advanced class.

Hit Die: 1d8

TABLE 1-7: THE DOUBLE AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Master of Disguise; Quick Disguise (10 minutes)	+1	+0
2 nd	+1	+0	+0	+3	Agency Training	+1	+0
3 rd	+2	+1	+1	+3	Bonus Feat	+2	+0
4 th	+3	+1	+1	+4	Agency Training	+2	+0
5 th	+3	+1	+1	+4	Quick Disguise (1 minute)	+3	+1
6 th	+4	+2	+2	+5	Agency Training; Bonus Feat	+3	+1
7 th	+5	+2	+2	+5	Identity Thief	+4	+1
8 th	+6	+2	+2	+6	Agency Training	+4	+1
9 th	+6	+3	+3	+6	Bonus Feat	+5	+2
10 th	+7	+3	+3	+7	Agency Training; Quick Disguise (1 round)	+5	+2

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

Class Skills: The double agent's class skills (and the ability for each skill) are: Bluff (Cha), Climb (Str), Computer Use (Int), Craft (chemical) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, current events, streetwise, tactics) (Int), Navigate (Int), Search (Int), Sense Motive (Wis), Survival (Wis), Swim (Str)

Skill points at each level: 5 + Int. modifier

Class Features

All of the following are features of the double agent advanced class.

Master of Disguise: The double agent is a master actor and makeup artist and gains a bonus to Disguise skill checks equal to his double agent level.

Quick Disguise: The double agent uses advanced materials and training to adopt convincing disguises with great rapidity. Instead of the usual 10-40 minutes, the double agent requires the amount of time listed on the class table to prepare a disguise.

Agency Training: At 2nd, 4th, 6th, 8th and 10th levels the double agent may choose an ability from the agency training list (see below for a list of agency training talents).

Bonus Feats: At 3rd, 6th and 9th levels the double agent gains a bonus feat from the following list: Armor Proficiency (light), Attentive, Combat Expertise, Combat Martial Arts, Combat Reflexes, Improved Initiative, Low Profile, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

Identity Thief: The double agent is a master at circumventing even the most advanced methods

of penetrating a disguise and is able to maintain a disguise for long periods. This ability grants the double agent a bonus to all forgery checks to invent a false persona (or construct duplicate identity documents if imitating a real person) equal to his double agent class level.

The double agent can also use the Forgery skill (and 1 week of time) to construct false fingerprints, contact lenses (to fool retinal scanners), and even fake blood to fool DNA tests.

Finally, this ability lengthens the amount of time between skill checks to penetrate a disguise. Normally those around a person wearing a disguise are allowed to check every hour or ever day depending on circumstances. For the double agent the time between checks is increased by 3 days per double agent level.

New Feats

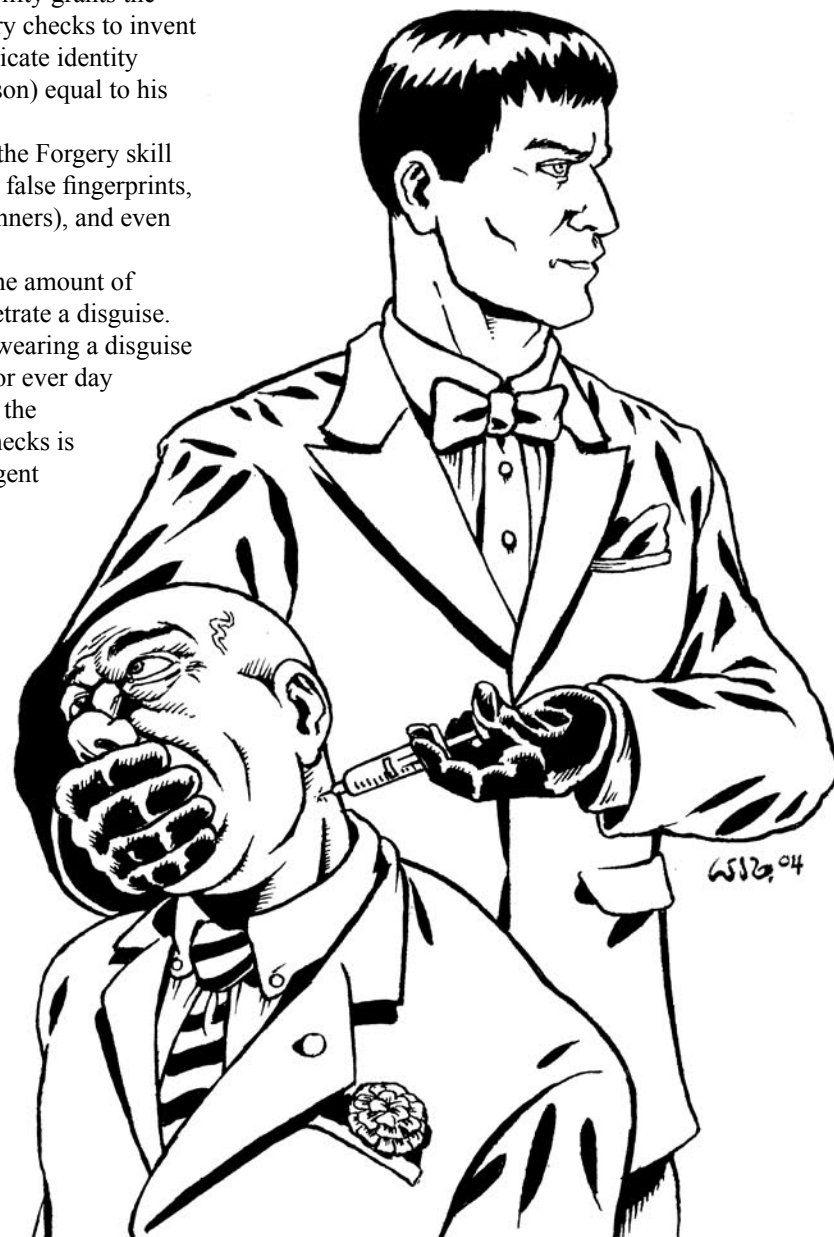
Antithesis

You have a deep hatred for one Allegiance or group.

Prerequisite: Enemy (same group), Base Attack Bonus 9+.

Effect: When you are combating your antithesis, you gain an additional +2 to hit and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you are -4 on all Charisma based skill checks.

Special: You may only take this feat once.



Armor Proficiency (Powered)

You are proficient with powered armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Effect: When you wear powered armor, you may add the armor's entire equipment bonus to your Defense.

Normal: A character not proficient with powered armor adds only a portion of the armor's equipment bonus to her Defense.

Special: A Soldier may select this feat as one of his bonus feats.

Charismatic Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly charismatic hero.

Benefit: You gain two talents from the Charismatic hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Favor, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Cover Fire

You are highly skilled at providing cover fire.

Prerequisites: Personal Firearms Proficiency, Teamwork

Effect: You gain a 50% increase in cover fire bonuses (+3 or 1.5 x Dexterity modifier, whichever is higher).

Normal: Characters providing cover fire without this feat grant a +2 Dodge bonus to Defense or their Dexterity modifier, whichever is higher.

Bonus: This feat is a bonus feat for Dedicated heroes.

Dedicated Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dedicated hero.

Benefit: You gain two talents from the Dedicated hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Enemy - one Allegiance

You have one allegiance or group that you detest.

Effect: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with your Enemy peacefully, or when you deal with groups allied with your Enemy, you take a -2 to all Charisma based skills.

Special: You may take this feat more than once. Each time it applies to a different group or Allegiance.

Evasive Maneuvers

You are a master of aerial acrobatics which make any craft you pilot a hard target to latch onto in a dogfight.

Prerequisite: Pilot 5 ranks, Aircraft Operation (any type)

Effect: When piloting a craft you have the Aircraft Operation feat for you may take a -1 penalty to attack rolls in return for raising the

Defense of the craft you are piloting by +1.

Special: This feat may not be used by fighters in a formation (those benefiting from the Formation Flying or Wingman feats- they are too close together). However on a free action one or more the craft may break formation in order to use this feat.

Bonus: This feat is a bonus feat for Fast heroes and Daredevils.

Exotic Firearms Proficiency - Fixed Wing Vehicle Weapons

You are proficient in Fixed-Wing mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Aircraft Operation (Jet Fighters)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Exotic Firearms Proficiency - Helicopter Vehicle Weapons

You are proficient in Helicopter mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Aircraft Operation (Helicopters)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Exotic Firearms Proficiency - Mortar/Indirect Fire weapons

You understand the basics of indirect fire and can fire them without penalty.

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Special: Characters serving as the crew of an artillery weapon (as opposed to the character firing the weapon) do not need this feat. However, if characters working on a crew also have the Teamwork feat it can substantially reduce the time required to load the weapon, increasing the firing rate.

Exotic Firearms Proficiency - Tank/APC Weapons

You are proficient with large vehicle-mounted weapons found on tanks and APCs. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Drive 5 Ranks, Surface Vehicle Operation (tracked)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Fast Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dexterous hero.

Benefit: You gain two talents from the Fast hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed.

Special: You may select this feat multiple times.

Each time you select this feat, you must choose a different pair of talents.

Fast Track

You have gained the notice of your superiors and are marked for rapid promotion, either through demonstrating your ability to lead, or your ability to brown-nose.

Effect: You may immediately make a Promotion Check upon taking this feat. You receive +4 on this and all future Promotion Checks.

Fighter Escort

You are able to provide support and protection to a large allied aircraft, usually a bomber or transport.

Prerequisites: Teamwork

Description: As their ability to protect each other in air combat became apparent, strategists also recognized the Fighter's ability to protect larger, more valuable craft. Although a vital necessity at times due to the strategic value of larger ships, flying escort with a larger ship is one of the most dangerous jobs a fighter pilot can have.

Effect: A craft Large or larger protected by a fighter escort gains a +1 Defense bonus for each fighter protecting him. If the fighters flying escort are themselves the target of an attack their pilots only apply ½ their class bonus to the Defense of their craft.

Formation Flying

You are skilled at flying in formation with other aircraft. This allows one pilot to provide cover for a friendly aircraft in combat.

Prerequisites: Aircraft Operation (any), Teamwork

Description: As long as aircraft have been shooting each other down pilots have known the

advantages of flying in formation. One craft covers for the other, and a character's wingman is usually the person he trusts most in the world.

Effect: All fighters on the same side of a battle who are flying in formation with this feat gain +2 Defense in vehicle combat by protecting one another. This feat also grants a +2 bonus on Clear Your Six stunt piloting checks.

Smart PLUS

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly intelligent hero.

Benefit: You gain two talents from the Smart hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Savant, Linguist, Exploit Weakness, Plan, Trick.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the savant talent, which you can select multiple times. However, each time you select the savant talent, you must choose a different skill (see the savant talent's description).

Strong Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly strong hero.

Benefit: You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee

Smash.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Tactician

The character is a skilled leader, with a strong grasp of tactics and an ability to make those around her better in combat.

Prerequisite: Int 13+, Cha 13+, Knowledge (Tactics) 5 Ranks, Teamwork.

Effect: Normally, when a character rolls a tactics skill check, the benefits apply only to himself. This feat allows the character to grant the bonuses of a successful tactics skill check to up to 2x Charisma modifier allies (characters who have the Teamwork feat for the same team) who are fighting with the character.

Special: Having this Feat grants a character a +2 bonus on all Promotion checks.

Teamwork- Specific Group

You have trained with a specific group and gain bonuses when working with members of that group.

Prerequisite: Allegiance (Specific Team)

Effect: Whenever you are working with someone with the Teamwork feat for the same group (this could be as small as one other person and as large a group as a branch of the armed forces), you gain +2 to attack and skill checks.

Bonus: This feat is a bonus feat for Dedicated heroes.

Tough Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly tough hero.

Benefit: You gain two talents from the Tough

hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Damage Reduction 2/—, Damage Reduction 3/—, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Wingman

You are skilled at providing cover for teammates in aerial combat.

Prerequisite: Aircraft Operation (any), Teamwork, Formation Flying

Description: You are a most valuable commodity: an expert wingman.

Effect: You grant your partner a +4 Def bonus in vehicle combat. If a missile hits the plane you are defending, you may attempt to shoot it down as an attack of opportunity. This feat grants a +2 bonus on Clear Your Six pilot checks, which stacks with the bonus granted by Formation Flying (for a total bonus of +4).

Agency Training Talents

In addition to the talents listed below, characters may take military training talents with their agency talents (seen in Blood and Guts II) so long as they meet the prerequisite.

Agency Contacts

You have friends in high places in your agency.

Agency Contacts 1 (prerequisite agency membership): You gain a bonus on Requisition

checks equal to your Reputation.

Agency Contacts 2 (prerequisite Agency Contacts 1): Your Reputation is increased by 50% when dealing with your agency. This talent may be selected more than once, its effects stack.

Agency Contacts 3 (prerequisite Agency Contacts 1): You gain a bonus on skill checks regarding your agency equal to your Reputation modifier. This could include both skills checks *about* your agency (such as knowledge [history] checks) as well as skill checks made to interact with members of your agency (Bluff, Diplomacy, Gather Information etc).

Air Superiority

Air Superiority 1 (prerequisite agency membership): You gain a +1 bonus to attack rolls when fighting another air vehicle.

Air Superiority 2 (prerequisite air superiority 1): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 1 for a total bonus of +2).

Air Superiority 3 (prerequisite air superiority 2): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 2 for a total bonus of +3).

Air Superiority 4 (prerequisite air superiority 3): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 3 for a total bonus of +4).

Air Superiority 5 (prerequisite air superiority 4): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 4 for a total bonus of +5).

Armored Attacker

You have received special training to combat heavily armored opponents.

Armored Attacker 1 (prerequisite agency membership): You gain a +1 bonus to attack rolls against targets in medium or heavy armor, including targets wearing a battlesuit or exoskeleton.

Armored Attacker 2 (prerequisite Armored Attacker 1): You gain a +1 bonus to damage rolls against targets in medium or heavy armor, including targets wearing a battlesuit or exoskeleton.

Armored Attacker 3 (prerequisite Armored Attacker 2): You are adept at finding the weakness in a suit of armor. When spending an action point to aid an attack roll against a character in medium or heavy armor (including targets wearing a battlesuit or exoskeleton) you add the armor penalty of the suit of armor to the result of the action point.

Armored Attacker 4 (prerequisite Armored Attacker 3): You may spend an action point, adding the result to damage rolls on successful attacks against a character in medium or heavy armor (including targets wearing a battlesuit or exoskeleton).

Armored Attacker 5 (prerequisite Armored Attacker 4): You may spend an action point to automatically confirm a critical against a target in medium or heavy armor (including targets wearing a battlesuit or exoskeleton).

Commando

You have received special training to fight behind enemy lines.

Commando 1 (prerequisite agency membership): You gain a +1 morale bonus to attack rolls when you are outnumbered (there are more opponents than allies in any given combat). This talent may be taken more than once. Its effects stack.

Commando 2 (prerequisite Commando 1): Your base Speed is increased by 5'. This talent may be taken more than once. Its effects stack.

Commando 3 (prerequisite Commando 2): You do not take the usual -5 Hide penalty for making a full move (you still suffer the usual -20 penalty for running).

Outside of the Envelope

You are able to squeeze a little more speed or maneuverability out of a vehicle you are operating. When this talent is selected the character must determine if it applies to air, ground or water vehicles.

Outside of the envelope 1 (prerequisite agency membership): Increase the speed of one class of vehicles (air, ground or water) by +20' per round. This talent may be taken more than once and its effects stack.

Outside of the envelope 2 (prerequisite outside of the envelope 1): You grant any vehicle you are piloting a +1 Dodge bonus to Defense.

Protect and Serve

You are sworn to defend others.

Protect and serve 1 (prerequisite agency membership): When fighting to defend an ordinary (see the core rules for the definition of an ordinary) you gain a +2 morale bonus to attack rolls.

Protect and serve 2 (prerequisite protect and serve 1): When fighting to defend an ordinary (see the core rules for the definition of an ordinary) you gain a +2 morale bonus to all saving throws.

Small Unit Tactics

You are highly skilled in fighting as a team with other members of your agency.

Small unit tactics 1 (prerequisite agency membership): When eligible to gain a bonus from the Teamwork feat the bonus is increased by +1 (from +2 to +3).

Small unit tactics 2 (prerequisite small unit tactics 1): When providing cover fire the Defense bonus granted is increased by +1 (see the Cover Fire feat for more information).

Small unit tactics 3 (prerequisite small unit tactics 2): When you and an ally both attack the same target with ranged weapons, you may set up a crossfire. A crossfire allows a target to be flanked with ranged weapons.

Small unit tactics 4 (prerequisite small unit tactics 3): When eligible to gain a bonus from the Teamwork feat the bonus is increased by +1 cumulative with small unit tactics 1 (from +3 to +4).

Stealth

You are skilled at the art of infiltration.

Stealth 1 (prerequisite agency membership): +2 bonus on Hide and Move Silently skill checks. This talent may be taken more than once and its effects stack.

Stealth 2 (prerequisite Stealth 1): The character can take 10 on Hide and Move Silently skill checks, even when not being threatened or distracted.

Wetworks

You are skilled at making problems of an agency go away. Quietly.

Wetworks 1 (prerequisite agency membership): When attacking a flat-footed, surprised or flanked target you inflict an additional +1d6 damage. This additional damage is not modified by a successful critical hit and creatures with no discernable anatomy (undead, constructs, robots etc) are not subject to this damage. This talent may be taken more than once and its effects stack.

Wetworks 2 (prerequisite Wetworks 1): If your wetworks or sneak attack provokes a Massive Damage Save, the DC is increased by +5.

Rank

As characters progress in the campaign, Rank offers them another avenue for character advancement and development in addition to the traditional gaining of levels. In general, a character will have the opportunity to gain one rank per level, with higher rank bringing more authority, and the ability to requisition more gear from the character's agency.

Rank and the Game

Rank (along with the associated Agency Contacts talent tree detailed above) is the method for determining a character's influence and value to an agency. It gives a character a bonus Requisition checks when seeking equipment from the agency, information and training not commonly available and even the ability to command troops of agents.

As agencies are paramilitary by nature, rank also gives a feel for the "chain of command." In other words, a character is expected to obey the directives of those with a higher rank, even if he disagrees with the decision. Failure to comply with directives could result in demotion, expulsion from the agency or even death (depending on the nature of the organization).

Since these rules are provided as an adjunct to a role-playing game, care must be exercised not to abuse rank both by players and the game master. Games are played for enjoyment and rank should not come to dominate the game, either through one player constantly micromanaging the actions of his fellow players or through the game master using higher-ranking NPC agents to constantly railroad the PCs.

Organizations will frown on agents throwing their weight around (PC or NPC) and agents who abuse their authority will find it removed. On the other hand, if an organization would consider an action

TABLE 1-8: AGENCY RANK

Rank	Promotion DC	Requisition Bonus	Wealth Bonus	Special Access	Favors
Recruit	---	---	---	Requisition Privilege	
1	13	+4	+2		1
2	16	+6	+3	Special Access 1	
3	19	+8	+4		2
4	22	+10	+5	Special Access 2	
5	25	+12	+6		3
6	28	+14	+7	Special Access 3	
7	31	+16	+8		4
8	34	+18	+9	Special Access 4	
9	37	+20	+10		5
Agency Leader	40+Special	+25	+15	Special Access 5	

essential to their survival, the game master should not hesitate to have that agency direct the PCs appropriately. For example, if U.S.H.E.R. were to learn of an impending terrorist attack on American soil they would not hesitate to throw as many agents as were available at the situation in an effort to stop it (PC and NPC alike).

In short, rank should enhance the game, rather than become a distraction.

Learning of an Agency

Most agencies are secretive in nature. Secretive agencies are harder to get into, since they must either approach the prospective member themselves or that member must learn about them. Learning of a secret agency requires a Gather Information, Knowledge (current events), or Research skill check (DC 20). If an agency is more than 50 years old, a character might learn of its past existence through a Knowledge (history) skill check with the same DC. This will give the character a +5 bonus on a Knowledge (current events) check to determine that the agency is still in existence.

Learning more covert information about an agency will require higher Skill checks (DC 25 to 35) to be determined by the game master.

Joining an Agency

Once a character learns of an agency (or if he is approached by an agency he does not know of) he must still meet certain prerequisites to be a member, usually involving an oath of allegiance to the agency and some basic weapon skills. Each agency's membership requirements are listed in its description.

Benefits of Membership

Each time a member of an agency gains a level, he makes a special level check called a *promotion check*. Gaining rank grants the character several benefits, including a bonus on Requisition checks (especially handy to requisition cutting-edge equipment), higher pay and the ability to call in favors from the organization. A favor is a one-time benefit, so despite the power of this ability a character must be careful to save them for special occasions.

Rank: The character's relative standing in the organization. If the organization is paramilitary in nature, the character may have the ability to give orders to those of a lower rank. Ranks go from 1-9, with a special rank both above and below the standard hierarchy.

Below Rank 1 is the Recruit. This individual is a

new member of the organization, still undergoing training. Recruits have no special access, no favors, and receive no support from the organization of any kind beyond being able to requisition equipment. Bear in mind that a Requisition check is a Level check meaning that a high-level character joining an agency might still enjoy the ability to requisition some serious gear but in general Recruits are at the bottom in every way.

Above Rank 9 is the Agency Leader, the unquestioned head of the organization. This Rank always indicates a sole individual, meaning there is a special criterion for determining promotion to this rank. When an agency leader steps down or is removed (either by being fired or killed) all Rank 9 agents make an immediate Promotion check to determine the new leader of the agency.

If no agents make the necessary DC of 40, then the agent that rolls the highest will be named the interim Agency Leader for a period of 90 days. At the end of this interim period all Rank 9 agents will roll again, until a permanent leader is selected. If multiple agents succeed the Promotion DC, then the agent who rolls the highest is named the Agency Leader. If two agents tie, the agent with the highest Reputation modifier is named Agency Leader (modified by Agency Contacts talents if any). In the unlikely event that two agents tie on both the Promotion check and their Reputation, they will be named co-agency leaders.

Promotion DC: The DC of the check needed to achieve the rank in question. A promotion check is rolled on a $d20 + \text{character level} + \text{Charisma}$ modifier. Every time a character gains a level he makes a promotion check and if this check is successful (equal or higher than the DC of the next higher rank) the character gains one rank.

Requisition Bonus: The bonus received to requisition equipment from the organization, based on rank. Requisition checks are rolled on

$d20 + \text{character level} + \text{requisition bonus}$. This check must equal or exceed the Wealth cost of an item to requisition it from the organization.

Requisition Information: In addition to equipment, agents can also attempt to gain information through official channels. In general, the more sensitive the information the higher the DC. Use the following as a guide: Confidential (DC 15), Secret (DC 20), Top Secret (DC 25), Above Top Secret (DC 30). Information at any category can be considered *compartmentalized*, meaning access to that information is restricted only to those in limited fields (typically agency leadership, intelligence or defense). This increases the DC by +5.

In general all agents are considered to have a security clearance of Confidential. Often one of the benefits of rank is special access to higher levels of security clearance. A character cannot requisition information above his clearance, except with the use of a favor.

Requisitioning manpower: Agents can also request back-up from their fellow agents. Requisitioning manpower requires a DC equal to 10 plus twice the level of the agent requested. Every time the number of agents is doubled, the DC is increased by +5.

For example requisitioning 1 5th level agent would require a Requisition check with a DC of 20: $10 + (5 \times 2) = 20$. If the character wanted two 5th agents the DC would be 25 (one doubling), 4 agents would require a DC of 30, 8 agents a DC of 35 and so forth. Characters with the Tactician feat gain a +5 bonus to Requisition checks to gain additional manpower.

Wealth Bonus: This bonus represents the increased pay a character receives from his rising rank in the organization. Each time a character is promoted he adds the listed amount to his Wealth bonus (so at Rank 1 a character would gain +1

Wealth, at Rank 2, +2 Wealth and so forth).

Special Access: Special Accesses represent special abilities and benefits exclusive to a specific agency. These benefits are earned when the character reaches certain ranks and are defined in the specific agencies statistical block.

Favors: Favors represent a character's influence within the organization and allow him to accomplish things through unofficial channels, using the network of friends he has gained during his time in the organization. Favors only renew when a character gains a level, so in that respect they function similarly to Action Points. Unlike action points favors do not accrue, so a character who was entitled to two favors and had used one would have his number of favors reset to 2 upon gaining a level, not three.

The following are some suggested uses for favors:

Gain a bonus on a Requisition check equal to your Reputation: A favor used for this purpose is applied after the character makes a requisition check. For example if a level 4 character with Rank 2 in an organization (Reputation modifier +4) failed a requisition check by 4 or less the agent could call in a favor to turn the failed check into a successful one.

Reroll a failed Promotion check: A character who fares badly during a performance review can use his influence to have the review conducted a second time. Only one favor per Promotion check may be used for this purpose (a character with 3 favors could not roll a Promotion check 4 times).

Inside information: A character can access information above his current level of clearance (see Requisitioning Information above).

Part 2: The U.S.H.E.R. Dossiers (campaign model)

The U.S.H.E.R. Dossiers is a superagents campaign model. Set in a world much like our own but one where science is capable of feats far more powerful than is commonly known, where the secrets of genetic manipulation have been in use by government scientists since the Second World War and where alien visitors have tampered with human development since the last Ice Age.

To stand against these threats the governments of the world have developed top secret agencies to both combat threats and keep them safely hidden from an unsuspecting public. The top American organization, the United States Headquarters for Emergency Response or U.S.H.E.R. keeps classified dossiers on every organization in the world, be they friend or foe. The dossiers presented below are just a few of the groups known to U.S.H.E.R. and new groups emerge every year.

U.S.H.E.R.

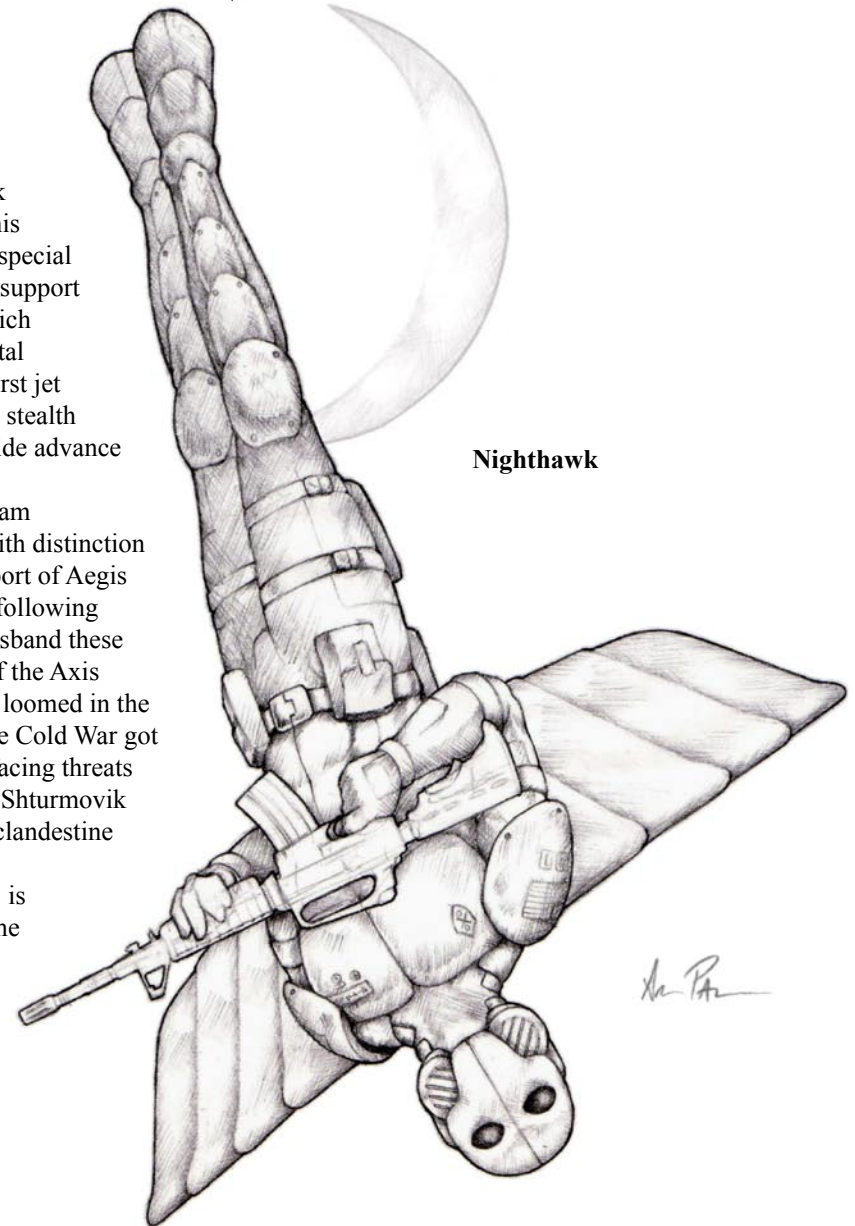
(The United States Headquarters for Emergency Response)

In late 1943 the tide of the war in Europe took a sharp turn against the Allies. It seemed that German scientists had unlocked the secrets of genetic manipulation through an alien device. Unlocking the potential within the “master race,” the Germans had created a terrible new fighting force, the Eugenics Brigade that had single handedly pushed back the Allied forces attempting to take Rome during Operation: Shingle. In response to this new threat, President Roosevelt issued an Executive Order for an “emergency response,” granting scientists and the military “all available resources” to combat the Eugenics Brigade and its support unit, the *Uberfallkommando* or “Flying Squad.”

While the Allied program did result in “supersoldiers” (the legendary Aegis) to counter the threat of the Eugenics Brigade, it was also felt that a specific counter was need for the jetpack wearing *Uberfallkommando*. This was accomplished through two special operations units hand picked to support Aegis: the Pegasus Brigade, which would fly exotic and experimental aircraft (including the world’s first jet fighters) and the NightHawks, a stealth commando unit that could provide advance reconnaissance.

These units, led by Colonel Sam “Fighting Mad” Jones served with distinction throughout the war both in support of Aegis and on their own. In the weeks following the war, it was decided not to disband these unique units. While the threat of the Axis powers had ended, a new threat loomed in the form of the Soviet Union. As the Cold War got colder, U.S.H.E.R. found itself facing threats as varied as the Soviet armored Shturmovik soldiers in Eastern Europe to a clandestine alien invasion of Earth.

In the 21st century, U.S.H.E.R. is more relevant than ever. As crime becomes supercrime and terrorism superterrorism, the agency stands ready to heed the call wherever and whenever needed. U.S.H.E.R. currently maintains two secret



Nighthawk

installations on American soil: Liberty Station (under the Statue of Liberty) and Rock City (under Alcatraz Prison). U.S.H.E.R. agents work for the Department of the Interior and serve as tour guides at both installations as part of their cover.

Membership Requirements

To become a member of U.S.H.E.R. a character must meet the following prerequisites.

Allegiances: U.S.H.E.R.

Feats: Personal Firearms Proficiency

Benefits of Membership

Special Access 1: Security Clearance (Secret): When Requisitioning Confidential or Secret information the character gains a bonus equal to his Reputation modifier.

Special Access 2: Special Unit: The agent is now of high enough rank to qualify for one of U.S.H.E.R.'s special units (though he must still meet the other prerequisites).

Special Access 3: Security Clearance (Top Secret): As Special Access 1 except the character also gains the listed bonus when requisition Top Secret information.

Special Access 4: Special Agent: The agent is now able to requisition all equipment made by U.S.H.E.R. even if he is not a member of the appropriate special unit.

Special Access 5: Presidential access: The head of U.S.H.E.R., currently General Christian "Old Glory" Thomason has a direct hotline to the President of the United States. By using a Favor, he may call upon the President directly, gaining access to anything short of a nuclear strike.

Typical Agent of U.S.H.E.R. (Fast Hero 3): CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+2 Dex, +4 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d6+1/19-20, Metal Baton), or +4 ranged (2d6, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +2, Ref +4, Will +3; AP 1; Rep +1; Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 8.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Craft (mechanical) +3, Drive +8, Hide +4, Intimidate +2, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +3, Pilot +5, Tumble +4

Feats: Armor Proficiency (light), Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Possessions: Pull-up pouch vest, Metal Baton, Beretta 93R

U.S.H.E.R. Special Units

Atlas Battalion

Formed during the cold war to counteract the threat of the Soviet Shturmovik agency, the Atlas Battalion is U.S.H.E.R.'s heaviest combat unit, wearing the most powerful armor available to the agency, this unit is called upon to face the worst threats. With the fall of the Soviet Union, battlesuit technology has been sold to many 3rd world countries and the Shturmovik have begun hiring themselves out as mercenaries, making this unit's services more valuable than ever.

Unit Requirements

To qualify for the Atlas Battalion a character must meet the following criteria.

BAB: 7+

Skills: Intimidate 5 ranks, Knowledge (tactics) 5 ranks

Feats: Armor Proficiency (light, medium, powered)

Talents: Armored Attacker 1-2

Unit Features

All of the following are features of the Atlas Battalion.

These specialties and abilities take effect 30 days after you join the unit and last until 30 days after he leaves the unit.

Unit Specialties: +4 competence bonus on Intimidate and Knowledge (tactics) skill checks.

Unit Abilities: All bonuses gained from the Armored Attacker talents are increased by +1.

Special: Members of this unit (and only members of this unit) may requisition Atlas armor from U.S.H.E.R. (see new equipment below). Note that only the most experienced agents are entrusted with this powerful armor and most members of the Atlas Battalion will use the Hercules Exoskeletons in the field instead.

Typical Atlas Battalion agent (Strong Hero 3/ Assault Agent 4): CR 7; Medium-size humanoid; HD 3d8+6 plus 4d10+8 plus 4; HP 54; Mas 14; Init -1; Spd 25 ft; Defense 15, touch 12, flatfooted 15 (-1 Dex, +3 class, +3 equipment); BAB +7; Grap +11; Atk +12 melee (1d6+7/19-20, Metal Baton), or +6 ranged (2d10, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +8, Ref +1, Will +3; AP 3; Rep +1; Str 16 (20), Dex 8, Con 14, Int 10, Wis 13, Cha 12.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Drive +3, Intimidate +15, Knowledge (Current Events) +7, Knowledge (Tactics) +15, Repair +3, Survival +5

Feats: Armor Proficiency (light, medium, powered), Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Assault Agent): Tough as Nails, Armored Attacker 1-2 (+1 to bonuses from Atlas Battalion)

Possessions: Hercules Mk 2 Exoskeleton, Metal Baton, HK G3

Elite Atlas Battalion agent (Strong Hero 3/ Assault Agent 7): CR 10; Medium-size humanoid; HD 3d8+6 plus 7d10+14 plus 7; HP 76; Mas 15; Init -1; Spd 20 ft; Defense 22, touch 13, flatfooted 22 (-1 Dex, +4 class, +9 equipment); BAB +10; Grap +12; Atk +16 melee (1d6+8/19-20, Metal Baton), or +9 ranged (2d10, HK G3); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +9, Ref +2, Will +4; AP 5; Rep +2; Str 16 (22), Dex 8, Con 15, Int 10, Wis 13, Cha 12.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Drive +6, Intimidate +18, Knowledge (Current Events) +10, Knowledge (Tactics) +18, Repair +3, Survival +8

Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium, powered), Cleave, Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Assault Agent): Tough as Nails, First

Wave +2, Armored Attacker 1-2 (+1 to bonuses from Atlas Battalion), Small Unit Tactics 1

Possessions: Atlas Battlesuit, Metal Baton, HK G3

Blue Knights

The newest U.S.H.E.R. special unit, the Blue Knights, were formed to combat a rising wave of domestic crime and terrorism committed by superpowered beings and other forces traditional law enforcement could not control. Blue Knights typically operate alone in the field but are supported by more traditional agents, especially agency medics and analysis agents. There have been occasions where teams composed of Blue Knights have been assembled to deal with extremely dangerous situations (such as a major gang war or prison riot).

Unit Requirements

To qualify for the Blue Knights a character must meet the following criteria.

BAB: 3+

Skills: Sense Motive 10 ranks, Investigate 10 ranks

Feats: Armor Proficiency (light, medium, powered)

Talents: Protect and Serve 1-2

Unit Features

All of the following are features of the Blue Knights.

These specialties and abilities take effect 30 days after you join the unit and last until 30 days after he leaves the unit.

Unit Specialties: +4 competence bonus on Investigate and Sense Motive skill checks.

Unit Abilities: All bonuses gained from the Protect and Serve talents are increased by +1.

Special: Members of this unit (and only members of this unit) may requisition Blue Knight armor from U.S.H.E.R. (see new equipment below).

Typical Blue Knight agent (Dedicated Hero 3/ Agency Medic 4): CR 7; Medium-size humanoid; HD 3d6+3 plus 4d8+4; HP 36; Mas 13; Init +1; Spd 25 ft; Defense 20, touch 15, flatfooted 19 (+1 Dex, +4 class, +5 equipment); BAB +5; Grap +4; Atk +4 melee (1d6+-1/19-20, Metal Baton), or +6 ranged (2d6, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +5, Ref +4, Will +9; AP 3; Rep +2; Str 8, Dex 12, Con 13, Int 14, Wis 16, Cha 10.

Occupation: Law Enforcement (Gather Information, Knowledge [Streetwise])

Skills: Gather Information +10, Investigate +18, Knowledge (Tactics) +5, Listen +13, Research +6, Sense Motive +19, Spot +13, Survival +6, Treat Injury +13

Feats: Armor Proficiency (light, medium, powered), Attentive, Combat Expertise, Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Dedicated Hero): Empathy, Intuition

Talents (Agency Medic): Forensics +2, Emergency Medical Training, Protect and Serve 1-2 (+1 to bonuses from Blue Knight)

Possessions: Metal Baton, Beretta 93R, Light Duty Vest

Elite Blue Knight agent (Dedicated Hero 3/ Agency Medic 7): CR 10; Medium-size humanoid; HD 3d6+6 plus 7d8+14; HP 60; Mas 14; Init +1; Spd 25 ft; Defense 23, touch 17, flatfooted 22 (+0 size, +1 Dex, +6 class, +6 equipment); BAB +7; Grap +6; Atk +6 melee (1d6+-1/19-20, Metal Baton), or +8 ranged (2d6+0, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +7, Ref +6, Will +10; AP 5; Rep +3; Str 8, Dex 12,

Con 14, Int 14, Wis 16, Cha 10.

Occupation: Law Enforcement (Gather Information, Knowledge [Streetwise])

Skills: Gather Information +13, Investigate +21, Knowledge (Tactics) +5, Listen +16, Research +9, Sense Motive +22, Spot +13, Survival +6, Treat Injury +13

Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium, powered), Attentive, Combat Expertise, Improved Disarm, Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Dedicated Hero): Empathy, Intuition

Talents (Agency Medic): Forensics +4, Emergency Medical Training, Field Surgery +4, Protect and Serve 1-2 (+1 to bonuses from Blue Knight), Small Unit Tactics 1

Possessions: Metal Baton, Beretta 93R, Blue Knight Armor

Nighthawks

Since WWII the Nighthawks have been the eyes and ears of U.S.H.E.R., operating in small groups in hostile territory and reporting back locations of enemy forces. When conditions call for it, Nighthawks are ready and able to take the fight to the enemy, striking where they are least expected.

Unit Requirements

To qualify for the Nighthawks a character must meet the following criteria.

BAB: 5+

Skills: Hide 10 ranks, Move Silently 10 ranks

Feats: Armor Proficiency (light)

Talents: Commando 1-2

Unit Features

All of the following are features of the Nighthawks. These specialties and abilities take effect 30 days

after you join the unit and last until 30 days after he leaves the unit.

Unit Specialties: +4 competence bonus on Hide and Move Silently skill checks.

Unit Abilities: The bonus gained from the Commando 1 talent is increased by +1.

Special: Members of this unit (and only members of this unit) may requisition Nighthawk armor from U.S.H.E.R. (see new equipment below).

Typical Nighthawk agent (Fast Hero 3/Covert Agent 4):

CR 7; Medium-size humanoid; HD 3d8+6 plus 4d8+8; HP 46; Mas 14; Init +5; Spd 35 ft; Defense 23, touch 19, flatfooted 20 (+3 Dex, +6 class, +4 equipment); BAB +5; Grap +6; Atk +6 melee (1d6+1/19-20, Metal Baton), or +8 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +5, Ref +7, Will +3; AP 3; Rep +1; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Law Enforcement (Knowledge [Tactics], Listen)

Skills: Climb +5, Drive +9, Hide +19, Knowledge (Tactics) +3, Listen +8, Move Silently +19, Spot +5, Survival +9, Tumble +9

Feats: Armor Proficiency (light), Dodge, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Teamwork (U.S.H.E.R.)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Covert Agent): Ghost, Lightning Reaction +2, Commando 1-2

Possessions: Nighthawk armor, Metal Baton, M-4 Carbine

Elite Nighthawk agent (Fast Hero 3/Covert Agent 7):

CR 10; Medium-size humanoid; HD 3d8+6 plus 7d8+14; HP 63; Mas 15; Init +7; Spd 35 ft; Defense 23, touch 19, flatfooted 20 (+3 Dex, +8 class, +4 equipment); BAB +7; Grap +8; Atk +8

melee (1d6+1/19-20, Metal Baton), or +10 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +7, Ref +9, Will +4; AP 5; Rep +2; Str 12, Dex 16, Con 15, Int 10, Wis 13, Cha 8.

Occupation: Law Enforcement (Knowledge [Tactics], Listen)

Skills: Climb +8, Drive +9, Hide +25, Knowledge (Tactics) +3, Listen +11, Move Silently +25, Spot +8, Survival +12, Tumble +12

Feats: Armor Proficiency (light), Dodge, Mobility, Personal Firearms Proficiency, Point Blank Shot, Shot on the Run, Simple Weapons Proficiency, Stealthy, Teamwork (U.S.H.E.R.)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Covert Agent): Ghost (hide in plain sight), Lightning Reaction +4, Commando 1-3

Possessions: Nighthawk armor, Metal Baton, M-4 Carbine

Shturmovik

The Soviet counterpart to U.S.H.E.R. was once considered the greatest threat to the agency. Throughout the cold war, the two agencies fought repeatedly around the world, in engagements that kept out of the media. Battles fought in Eastern Europe, Korea, Viet Nam, South America and even in outer space as both agencies constructed space stations for research and defense. These stations were to prove invaluable during the only engagement where the agencies fought together, the defeat of the alien Katral in their attempt to conquer Earth (more information on the Katral can be found in Blood and Circuits: Cybernetics).

With the fall of the Soviet Union, this agency has in some ways become even more dangerous. They have gone rogue, selling their services to the highest bidder. Although they are less able to update their armor than in the past, the group has

still acquired several billionaire clients who have spent considerable sums helping to keep the armor competitive.

Membership Requirements

To become a member of Shturmovik a character must meet the following prerequisites.

Allegiances: Shturmovik

Feats: Personal Firearms Proficiency

Benefits of Membership

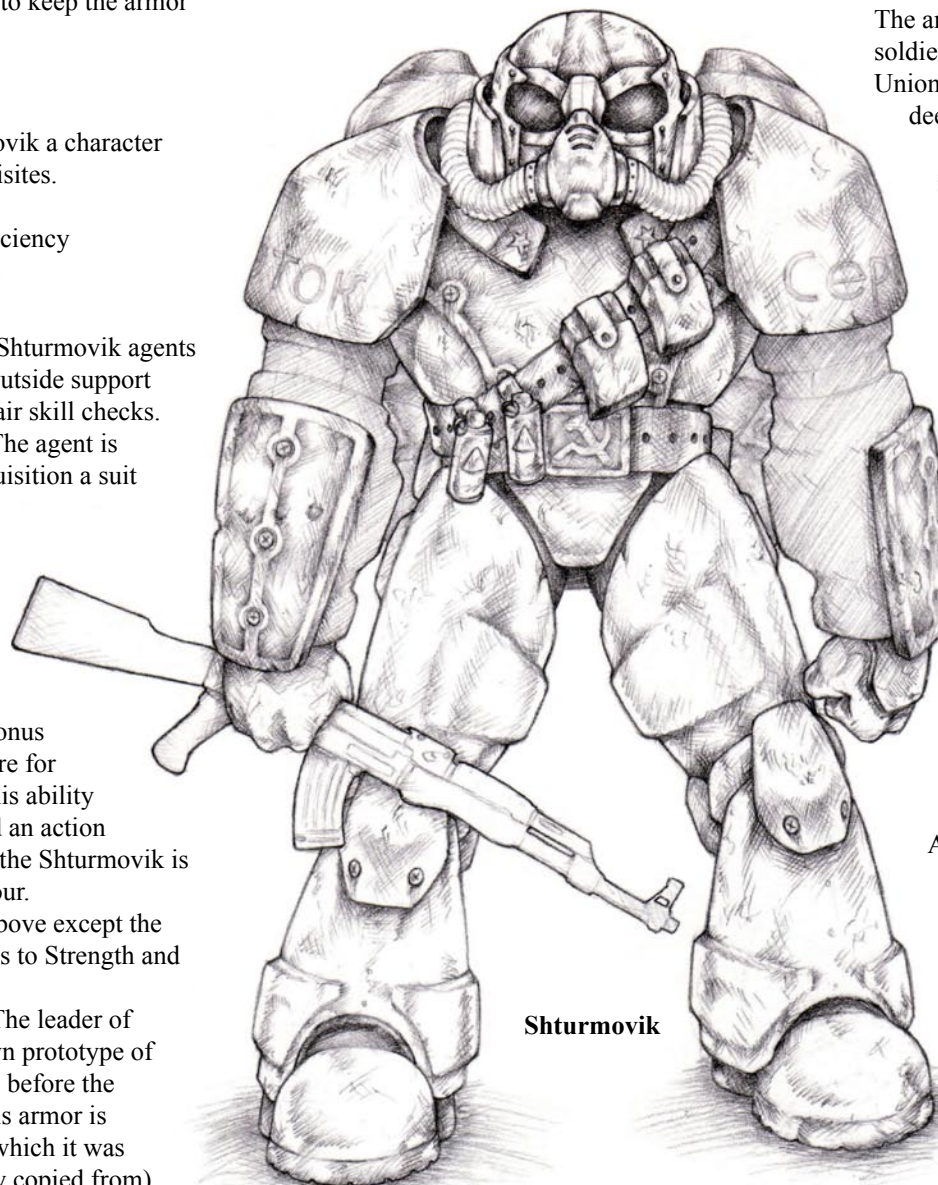
Special Access 1: Scrounger: Shturmovik agents are used to operating with little outside support and gain a +2 rank bonus to Repair skill checks.

Special Access 2: Battlesuit: The agent is now of high enough rank to Requisition a suit of Shturmovik armor.

Special Access 3: Surge of Strength: Higher ranking Shturmovik agents are provided special steroids that can be injected into their system through their armor. This provides an additional +4 bonus to the Shturmovik's Strength score for one round per character level. This ability requires the Shturmovik to spend an action point. When these bonuses fade, the Shturmovik is fatigued until he can rest for 1 hour.

Special Access 4: Wired: As above except the Shturmovik also gains a +4 bonus to Strength and Dexterity.

Special Access 5: Prototype: The leader of Shturmovik wears the only known prototype of a next generation battlesuit made before the collapse of the Soviet Union. This armor is identical to the Atlas Battlesuit, which it was designed to counter (and possibly copied from).



Shturmovik

The armored elite soldiers of Shturmovik, these soldiers have gone from the pride of the Soviet Union to ruthless mercenaries willing to serve any deep-pocketed dictator.

Unit Requirements

To qualify for Shturmovik a character must meet the following criteria.

BAB: 7+

Skills: Intimidate 8 ranks, Knowledge (tactics) 3 ranks

Feats: Armor Proficiency (light, medium, powered)

Talents: Armored Attacker 1-2

Unit Features

All of the following are features of Shturmovik.

These specialties and abilities take effect 30 days after you join the unit and last until 30 days after he leaves the unit.

Unit Specialties: +4 competence bonus on Intimidate and Knowledge (tactics) skill checks.

Unit Abilities: All bonuses gained from the Armored Attacker talents are increased by +1.

Special: Members of this unit (and only members of this unit) may requisition Shturmovik armor

Typical Shturmovik agent (Strong Hero 3/ Assault Agent 4): CR 7; Medium-size humanoid; HD 3d8+6 plus 4d10+8 plus 4; HP 54; Mas 14; Init -1; Spd 25 ft; Defense 18, touch 12, flatfooted 18 (+0 size, -1 Dex, +3 class, +6 equipment); BAB +7; Grap +11; Atk +10 melee (1d6+5/19-20, Metal Baton), or +6 ranged (2d8+0, AK 47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Shturmovik; SV Fort +8, Ref +1, Will +3; AP 3; Rep +1; Str 16, Dex 8, Con 14, Int 10, Wis 13, Cha 12.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Drive +3, Intimidate +15, Knowledge (Current Events) +7, Knowledge (Tactics) +15, Repair +3, Survival +5

Feats: Armor Proficiency (light, medium, powered), Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (Shturmovik)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Assault Agent): Tough as Nails, Armored Attacker 1-2 (+1 to bonuses from Shturmovik)

Possessions: Tactical Vest, Metal Baton, AK 47

Elite Shturmovik agent (Strong Hero 3/Assault Agent 7): CR 10; Medium-size humanoid; HD 3d8+6 plus 7d10+14 plus 7; HP 76; Mas 15; Init -1; Spd 20 ft; Defense 20, touch 13, flatfooted 20 (+0 size, -1 Dex, +4 class, +7 equipment); BAB

+10; Grap +12; Atk +15 melee (1d6+7/19-20, Metal Baton), or +9 ranged (2d8+0, AK 47); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL U.S.H.E.R.; SV Fort +9, Ref +2, Will +4; AP 5; Rep +2; Str 16 (20), Dex 8, Con 15, Int 10, Wis 13, Cha 12.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Drive +6, Intimidate +18, Knowledge (Current Events) +10, Knowledge (Tactics) +18, Repair +3, Survival +8

Feats: Advanced Firearms Proficiency, Armor Proficiency (light, medium, powered), Cleave, Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teamwork (U.S.H.E.R.)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Assault Agent): Tough as Nails, First Wave +2, Armored Attacker 1-2 (+1 to bonuses from Shturmovik), Small Unit Tactics 1

Possessions: Shturmovik Battlesuit, Metal Baton, AK 47

New Armor

Atlas Battlesuit

These battlesuits have been in existence since the 60's when they were designed as a counter to the Soviet Shturmovik armor. At the time the Shturmovik suits were vastly ahead of their time

and a trained soldier wearing one was considered a match for two soldiers in Atlas Mk 1 armor. These statistics represent the Mk 4, considered superior to the last model Shturmovik armor made before the breakup of the Soviet Union, the Mk 3.

In addition to its (considerable) protective qualities, Atlas armor contains a built in radio allowing members of a team to communicate and a next generation nightvision visor that provides Darkvision to a range of 120 ft. with no penalty on Spot skill checks. The suit is sealed against all environmental and radiation hazards (up to and including hard vacuum) with an air supply of 3 hours.

The suit contains maneuvering thrusters that were primarily designed for mobility in zero gravity environments. These units have proven extremely valuable on Earth as well, negating the suit's Armor Penalty with respect to Jump skill checks and providing up to 10 rounds of sustained flight at a speed of 60 ft. per round (clumsy maneuverability). In vacuum, the Atlas armor can sustain speeds of 30 ft. per round for up to 3 hours.

The suit also contains a Hercules Mk 3 strength-enhancing exoskeleton that makes the effective weight of the suit only 10 lbs. for its wearer (the actual weight of the suit is 100 lbs). This exoskeleton also increases the wearer's Strength by +6 (this is less than the exoskeleton worn alone—some Strength is lost supporting the Atlas armor's bulk).

TABLE 2-1: NEW ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Str Bonus	Noprof. Str Bonus	Max Dex	Armor Penalty	Speed (30 ft.)	Weight	Requisition DC	Restriction
Atlas Battlesuit	Powered	+9	+3	+6	+3	+1	-6	20 ft.	10/100 lbs.	35	U.S.H.E.R. Atlas Battalion only (PL 6 Mil +8)
Blue Knight Battlesuit	Powered	+6	+2	+0	+0	+3	-4	25 ft.	10/50 lbs.	30	U.S.H.E.R. Blue Knight only (PL 6 Mil +8)
Hercules Mk 1 Exoskeleton	Powered	+3	+2	+2	+1	+1	-6	25 ft.	30/60 lbs.	20	U.S.H.E.R. Atlas Battalion only (PL 6 Mil +8)
Hercules Mk 2 Exoskeleton	Powered	+3	+2	+4	+2	+2	-5	25 ft.	20/50 lbs.	25	U.S.H.E.R. Atlas Battalion only (PL 6 Mil +8)
Hercules Mk 3 Exoskeleton	Powered	+3	+2	+8	+4	+3	-4	30 ft.	10/40 lbs.	30	U.S.H.E.R. Atlas Battalion only (PL 6 Mil +8)
Nighthawk Armor	Light	+4	+1	+0	+0	+6	-0	30 ft.	5 lbs.	25	U.S.H.E.R. Nighthawk only (PL 6 Mil +8)
Shturmovik	Powered	+7	+3	+4	+2	+0	-8	20 ft.	30/300 lbs.	35	Shtumovik only (PL 6 Mil +8)

Blue Knight Battlesuit

These battlesuits are a new approach for U.S.H.E.R.. Faced with enemies who prefer the shadows to the light, a bomb to a direct assault, the agency decided to develop a new class of powered armor geared more for investigation than direct combat.

In addition to its protective qualities, Blue Knight armor contains a built in radio allowing members of a team to communicate and a next generation nightvision visor that provides Darkvision to a range of 120 ft. with no penalty on Spot skill checks. The suit is sealed against all environmental and radiation hazards short of hard vacuum with an air supply of 1 hour.

The helmet of Blue Knight armor also contains a criminology computer with wireless links to national crime databases. This computer links to a heads up display (HUD) that allows the Blue Knight to simply look at a fingerprint and transfer it to the armor's heads-up display as a full round action (collecting a fingerprint normally takes 1-4 minutes). Any fingerprints scanned in this manner are transferred to the knight's support team for analysis automatically and when a match is found for the print, the team can send that information to the knight's helmet and a picture of the suspect will appear on his HUD. The helmet's computer can track up to 30 separate identities in this fashion, and will automatically attempt to match any suspect photo to any face the knight looks at (this grants the knight a +4 equipment bonus to Spot skill checks when attempting to find an identified suspect in a crowded area).

The suit contains maneuvering thrusters similar to those found in Atlas armor but specifically designed to aid mobility on Earth. They negate the suit's armor penalty with respect to Jump skill checks and provide up to 20 rounds of sustained flight at 60 ft. per round (Poor maneuverability).

Hercules Exoskeleton

These devices provide minimal protection but increase the wearer's Strength score. A wearer without the proper proficiency (Armor Proficiency [powered]) only receives half the listed Strength bonus.

The Mk 1 grants a Strength bonus of +2, the Mk 2 a Strength bonus of +4 and the Mk 3 a Strength bonus of +8.

Nighthawk armor

For decades the nighthawks served U.S.H.E.R. as an airborne reconnaissance unit, finding targets for the "heavy hitters" in the Atlas Battalion. With the recent rise in terrorism around the world however, it was decided that the nighthawks needed to take a more active role in combating terrorism abroad and a new suit of armor was commissioned to aid them in this task.

In addition to its protective qualities, Nighthawk armor contains a built in radio allowing members of a team to communicate and the finest nightvision technology in the world, granting Darkvision to a range of 180 ft. The suit is sealed against all environmental and radiation hazards short of hard vacuum with an air supply of 1 hour.

The armor's skin also has a Chameleon-like affect, granting the wearer a +4 equipment bonus to Hide skill checks when standing still.

In place of a clumsy parachute, Nighthawk armor has retractable glider wings built into the suit, granting a totally silent flight speed of 60 ft. per round (Good maneuverability). The only difference between the armor's gliding flight and powered flight is that the wearer can only lose altitude, never gain it (the GM may allow the character to gain altitude at heights of 100 ft. or more with a Dexterity check DC 15 if he feels conditions make

this reasonable). The armor's gliding wings may be deployed or retracted as a move action and only appear to be a backpack when not deployed.

Shturmovik armor

This armor was the first of its kind when it appeared during the 60's and for 11 tense months, before the appearance of the first prototype suits of Atlas armor the Soviet forces pushed U.S.H.E.R. into retreat time and again. While the lead agencies of the two superpowers fought their secret war, each side upgraded their powered armor over the years. With each model the Soviet advantage was erased until finally, in the 80's as the Soviet Union was crumbling it became clear the advantage of the Atlas armor was becoming insurmountable.

In addition to its protective qualities, Shturmovik armor contains a built in radio allowing members of a team to communicate and nightvision visor that provides Darkvision to a range of 120 ft. with a -4 penalty on Spot skill checks. The suit is sealed against all environmental and radiation hazards (up to and including hard vacuum) with an air supply of 2 hours.

The suit contains maneuvering thrusters that provide movement of up to 30 ft. per round in vacuum for up to 2 hours. The Shturmovik thrusters are powered by large bulky fuel tanks that are unusable except in vacuum so the suit gains no mobility benefits on Earth.

The suit also contains a strength-enhancing exoskeleton that makes the effective weight of the suit only 30 lbs. for its wearer (the actual weight of the suit is 300 lbs). This exoskeleton also increases the wearer's Strength by +4.

Appendix 1: Blood and Vigilance

If you are using Blood and Secrets with Blood and Vigilance, here are class powers for the classes presented in this sourcebook.

Agency Medic

Absorption, Armor, Deflection, Empathic Healing, Life Support, Superhuman Constitution, Superhuman Intelligence, Superhuman Wisdom

Agency Protector

Ability Enhancement, Armor, Danger Sense, Enhanced Senses, Life Support, Superhuman Constitution, Superhuman Wisdom

Analysis Agent

Ability Drain (Intelligence), Danger Sense, Enhanced Senses, Power Detection, Superhuman Intelligence, Superhuman Wisdom

Agency Leader

Ability Enhancement (Constitution), Armor, Blast, Danger Sense, Superhuman Charisma, Superhuman Intelligence

Assault Agent

Ability Enhancement (Strength), Armor, Aura, Claws, Growth, Regeneration, Superhuman Strength, Superhuman Wisdom

Covert Agent

Ability Drain (Charisma), Blast, Danger Sense, Desolidification, Enhanced Senses, Flight, Invisibility, Shrinking, Super Leap, Superhuman Dexterity, Superhuman Wisdom

Double Agent

Ability Drain (Strength, Intelligence, Charisma), Beast Form, Mimic, Mind Control, Superhuman Dexterity, Superhuman Charisma



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