

**CONTENT MANAGERS:**  
CHARLES RICE AND CHRIS DAVIS



**LAYOUT:**  
CHRIS DAVIS



**PROOFREADING:**  
CHRIS DAVIS

[WWW.RPGOBJECTS.COM](http://WWW.RPGOBJECTS.COM)

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

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

## NEW TORTUGA

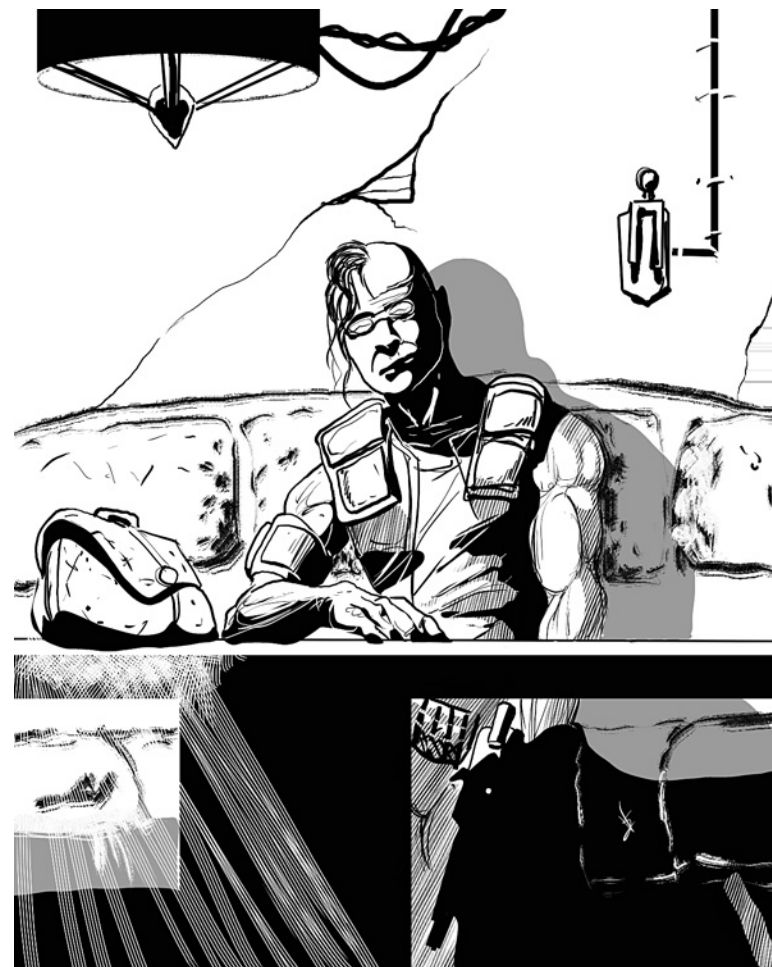
BY PAUL KING

Tortuga is an island in the Caribbean that was home to pirates in the 1600s. As mankind set sail to the stars, pirates followed. In honor of Isla Tortuga, New Tortuga was named and founded as a port of call for those who walk the seamier side of life.

New Tortuga is a planetoid near the major space lanes, but far enough to not be easily discovered. At fist, it was a place where the various captains could go to find new crewmembers and to buy/sell cargo. As more pirates and smugglers heard about New Tortuga, it grew into a permanent establishment. There have been numerous attempts over the years by governments and the major corporations to do away with New Tortuga. Each assault has been met by the captains, and repelled. Most have been pyrrhic victories for the captains.

As New Tortuga has grown, people who do not care for governmental or corporate policies have arrived to set up shop. Doctors specializing in cyberware, engineers improving upon engines, businessmen dealing in the illegal have all made their way to New Tortuga. There is a thriving marketplace for such goods. A mercenary hall has been set up to connect the warriors with their future patrons. Arenas also exist, with active betting, for fights: unarmed and mecha alike. Most areas of space have a PL of 6. New

Tortuga is at PL 7 because of all the illicit trade that goes through. Supposedly 'secret' governmental and mega-corporation research projects are traded and discussed with impunity here.



Currently, there is a détente between the captains of New Tortuga and the rest of space. The governments and corporations have been known, clandestinely, to send agents to New Tortuga to purchase some items there because the inventors don't want to work for 'The Man'. Because of this, major assaults on New Tortuga have ceased, though the snatch and grab of an unwary captain still occurs. Because of this illusion of legitimacy, the blatant piracy has, for the most part, ceased. The Hangman Pirate cartel is the only group that has not curtailed its activities.

## CAPTAIN'S COUNCIL

The ruling body of New Tortuga is the Captains' Council. Their word is Law. Every merchant, mercenary, pirate, and smuggler captain has a vote to determine which seven captains sit on the Council. The original Council included Benito 'Hangman' Hang himself. Hangman is a ruthless man and was able to enforce peace on New Tortuga through fear... his methods were direct and brutal.

**Umbre Grey: Hopper (Fast Hero 4 / Smart Hero 1 / Dedicated Hero 2 / Tracer 3 / Corporate Fixer 5):** CR 15; Medium-sized Humanoid; HD 3d6 + 12d8; hp 69; Mas 10; Init +3 (+3 Dex); Spd 30 ft; Defense 25, touch 25, flat-footed 22 (+3 Dex, +12 class); BAB +10; Grap +10; Full Atk +12/+7 melee (1d4+2/19-20 knife) or +13/+8 ranged (2d8 laser pistol); FS 5 ft x 5 ft; Reach 5 ft; SA +12 melee (1d4+3 axe kick) or +13 melee (1d3+2 hopboxing); SQ daddy longlegs, elude the quarry, find the quarry, finisher, lithe, sneak attack +4d6, swift strike +2d6, target species; AL Sons of Jove, New Tortuga; SV Fort +5, Ref +12, Will +9; AP 7; Rep +5; Str 14, Dex 16, Con 10, Int 14, Wis 10, Cha 12

**Skills:** Balance +12, Computer Use +7, Craft (chemical) +7, Demolitions +4, Disable Device +5, Disguise +11, Drive +9, Escape Artist +10, Gather Information +23, Hide +15, Investigate +20, Jump +11, Knowledge (streetwise) +8, Listen +7, Move Silently +15, Sense Motive +5, Spot +7, Survival +10, Tumble +10

**Feats:** Alertness, Axe Kick, Defensive Martial Arts, Hopboxing, Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Track, Trustworthy, Unbalance Opponent, Urban Tracking, Zero-G Training

**Talents (Dedicated Hero):** Skill Emphasis (Gather Information)

**Talents (Fast Hero):** Evasion, Uncanny Dodge I

**Talents (Smart Hero):** Savant (Investigate)

**Possessions:** knife, laser pistol, miscellaneous personal gear

## DEFENSES

The Captains' Council is charged with the defense of New Tortuga, both as a police force in the city itself and surrounding the planetoid. The police work is performed by the Laughing Knives, a mercenary company under permanent contract for internal security. The security around the planet is two battle stations and roving spaceships under contract by the Council.

The head of the fighter squadron around New Tortuga is Stacey Rauls. Stacey comes from a merchant family, but she rejected the merchant trade at an early age, finding it boring. Her latent psionic ability, coupled with her piloting instincts allowed her to sign on as a fighter escort instead doing merchant work. As her experience with flying grew, so did her reputation...and thus the demand for her services. While she is under contract to defend New Tortuga, she pilots an ultralight fighter.

**Col. Stacey Rauls: Hopper (Dedicated Hero 2 / Fast Hero 3 / Dogfighter 3 / Sensitive 3 / Psychic Pilot 5):** CR 16; Medium-sized Humanoid; HD 7d6 + 9d8; hp 68; Mas 10; Init +5 (+5 Dex); Spd 30 ft; Defense 29, touch 27, flat-footed 24 (+5 Dex, +2 equipment, +12 class); BAB +9; Grap +10; Full Atk +10 melee (2d6+1/19-20 high frequency sword) or +14 ranged (2d8 laser pistol); FS 5 ft x 5 ft; Reach 5 ft; SA; SQ daddy longlegs, defender of the universe, empathic dogfighting, empathic evasion, evasion, lithe, psyche 15/day, recognition, uncanny dodge 1, zen piloting; AL Danger, New Tortuga; SV Fort +5, Ref +12, Will +8; AP 8; Rep +5; Str 12, Dex 20, Con 10, Int 14, Wis 12, Cha 14

**Occupation:** Hauler (Navigate, Pilot / Spacer)

**Skills:** Balance +13, Computer Use +8, Concentration +19, Craft (mechanical) +11, Hide +11, Jump +5, Knowledge (behavioral sciences) +9, Knowledge (current events) +8, Move Silently +11, Navigate +18, Pilot +28, Repair +8, Sense Motive +8, Tumble +7

**Feats:** Extra Psyche (x2), Foresight, Futuresight, Improved Slingshot, Lightning Reflexes, Personal Firearms Proficiency, Precognition, Simple Weapons Proficiency, Spacer, Starship Dodge, Starship Gunnery, Starship Operation (ultralight), Starship Strafe

**Talents (Dedicated):** Skill Emphasis (Pilot)

**Talents (Fast):** Evasion, Uncanny Dodge 1

**Possessions:** flight suit and helmet, high frequency sword, laser pistol, miscellaneous personal gear

Nimrod is the sergeant in charge of the day-to-day police force on New Tortuga. A Mauler who broke free from his corporate bonds, he bounced from contract to contract until he ended up on New Tortuga. His mere presence is usually enough for people to think twice about starting a fracas anywhere. Because of his training and abilities, the Space Marines want him back for going AWOL.

**Sgt. Maj. Nimrod: Mauler (Strong Hero 5 / Helix Warrior 3 / Starship Marine 3):** CR 11; Large Humanoid; HD 5d8 + 6d10 + 50; hp 103; Mas 18; Init +2 (+2 Dex) {+4 when firing with the laser rifle}; Spd 30 ft; Defense 17, touch 17, flat-footed 15 (-1 size, +2 Dex, +6 class); BAB +10; Grap +19; Full Atk +14 melee (1d6+12/19-20 unarmed) or +14 melee (1d8+12 large stun baton) or +11 ranged (3d8 large laser pistol) or +13 ranged (5d8 large laser rifle w/ computer targeting and increased damage); FS 5 ft x 5 ft; Reach 10 ft; SA –; SQ beachhead +1, brute, darkvision (60 ft), haul, light sleeper, rage, survivor, tough as nails; AL New Tortuga; SV Fort +11, Ref +6, Will +4; AP 4; Rep +3; Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 8

**Occupation:** Military (Demolitions, Knowledge (tactics), Survival / Armor Proficiency (light))

**Skills:** Hide –2, Intimidate +17, Knowledge (tactics) +9, Survival +11

**Feats:** Armor Proficiency (light, medium, powered), Combat Martial Arts, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (Space Marines)

**Talents (Strong):** Advanced Melee Smash, Improved Melee Smash, Melee Smash

**Possessions:** large laser pistol, large laser rifle w/ increased damage, large stun baton, miscellaneous personal gear

**Low-level guard: Joe (Strong Ordinary 1 / Tough Ordinary 1):** CR 1; Medium-sized Humanoid; HD 1d8 + 1d10 + 4; hp 14; Mas 15; Init +3 (+3 Dex); Spd 30 ft; Defense 15, touch 15, flat-footed 12 (+3 Dex, +2 class); BAB +1; Grap +3; Full Atk; SA; SQ; FS 5 ft x 5 ft; Reach 5 ft; AL Any; SV Fort +4, Ref +3, Will +1; AP 0; Rep +1; Str 14, Dex 16, Con 15, Int 10, Wis 13, Cha 8

**Occupation:** Military (Demolitions, Knowledge (tactics), Survival / Personal Firearms Proficiency)

**Skills:** Demolitions +2, Knowledge (tactics) +6, Survival +4

**Feats:** Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency

**Mid-level guard: Joe (Strong Ordinary 3 / Tough Ordinary 3):** CR 5; Medium-sized Humanoid; HD 3d8 + 3d10 + 18; hp 48; Mas 16; Init +3 (+3 Dex); Spd 30 ft; Defense 16, touch 16, flat-footed 12 (+4 Dex, +2 class); BAB +5; Grap +7; Full Atk; SA; SQ; FS 5 ft x 5 ft; Reach 5 ft; AL Any; SV Fort +7, Ref +5, Will +3; AP 0; Rep +2; Str 14, Dex 16, Con 16, Int 10, Wis 13, Cha 8

**Occupation:** Military (Demolitions, Knowledge (tactics), Survival / Personal Firearms Proficiency)

**Skills:** Demolitions +5, Knowledge (tactics) +8, Survival +6

**Feats:** Armor Proficiency (light, medium, powered), Personal Firearms Proficiency, Simple Weapons Proficiency

## MECHANICAL MAGICIANS

The Mechanical Magicians is a sprawling shop that contains engineers and inventors who are always tweaking their creations, trying to make a 'better mousetrap'. Their products are well known for their quality, once the prototypical bugs are worked out. They also take pleasure in fixing older items with new technology.

Bryan Sugg is the owner of this shop. He was able to buy out his contract from the Coalition due to some of his inventions, and has made his way to New Tortuga to practice his trade. He still has contact with the Coalition, and any Coalition craft in the area that needs repair is serviced for at a reduced rate.

**Bryan Sugg: Astronomer (Dedicated Hero 2 / Smart Hero 3 / Gadgeteer 5 / Inventor 10):** CR 20; Medium-sized Humanoid; HD 5d6 + 15d8; hp 87; Mas 10; Init –1; Spd 30 ft; Defense 28, touch 18, flat-footed 28 (-1 Dex, +9 class, +10 armor); BAB +10; Grap +14; Full Atk +14/+9 melee (2d8+4/19-20 beam sword) or +9/+4 ranged (3d10 pulse rifle); FS 5 ft x 5 ft; Reach 5 ft; SA –; SQ bug hunter (all) +5, darkvision (120 ft), magnum opus +3, master inventor, mother of invention 250 pts, sharp eyes, stone knives and bear skins +2; AL Inventing, Coalition; SV Fort +11, Ref +8, Will +15; AP 10; Rep +7; Str 8 (18), Dex 9, Con 10, Int 22, Wis 16, Cha 12

**Occupation:** Technician (Craft (electronic, mechanical), Knowledge (technology), Repair)

**Skills:** Bluff +11, Computer Use +27, Craft (electronic) +34, Craft (mechanical) +37, Craft (structural) +28, Craft (visual art) +11, Craft (writing) +11, Decipher Script +12, Demolitions +22, Disable Device +27, Drive +6, Knowledge (business) +29, Knowledge (earth and life sciences) +22, Knowledge (history) +12, Knowledge (physical sciences) +31, Knowledge (technology) +32, Navigate +22, Pilot +6, Repair +28, Research +27, Search +12, Sense Motive +14, Spot +7

**Feats:** Advanced Armor Design, Advanced Electronic Design, Advanced Starship Design, Advanced Vehicle Design, Advanced Weapon Design, Armor Proficiency (light, medium, powered), Builder (Craft (electronic, mechanical)), Cutting Edge (x2), Educated (Knowledge (physical sciences, technology)), Perfectionist, Personal Firearms Proficiency, Simple Weapons Proficiency

**Talents (Dedicated):** Skill Emphasis (Craft (mechanical))

**Talents (Smart):** Savant (Craft (electronic, mechanical))

**Possessions:** beam sword, pulse rifle, Sugg Armor, miscellaneous personal equipment



## MERCENARY HALL

The Mercenary Hall is a rather new addition to the growing city of New Tortuga. Mercenary companies come here to register with the Hall Master. Once registered, each company posts what jobs they're interested in and what their capabilities are. Those seeking to hire mercenaries can come here and, for a fee, look at what companies are looking for work.

Joe 11328732 is the master of the Mercenary Hall. He was in the UEG forces before he became disaffected with the government and left. He joined Umber and the Sons of Jove for a while before coming to New Tortuga and setting up shop. He is dedicated to making sure that all mercenaries get the best deal possible in their contracts.

**Joe 11328732: Cone (Charismatic Hero 5 / Strong Hero 3 / Tough Hero 3 / Mercenary 5):** CR 16; Medium-sized Humanoid; HD 5d6 + 3d8 + 8d10 + 48; hp 126; Mas 16; Init +3; Spd 30 ft; Defense 24, touch 22, flat-footed 21 (+3 Dex, +2 armor, +9 class); BAB +12; Grap +15; Full Atk +15/+10/+5 melee (2d6+5/19-20 high frequency sword) or +17/+12/+7 melee (1d8+5 non-lethal unarmed) or +17/+12/+7 melee (1d4+5 lethal unarmed) or +15/+10/+5 ranged (2d8 laser pistol); FS 5 ft x 5 ft; Reach 5 ft; SA –; SQ DR 1/–, electricity resistance 3, face in the crowd, manhandle, rage 2/day for 8 rounds, team player, tough image; AL Mercenary Hall; SV Fort +13, Ref +11 Will +6; AP 8; Rep +11; Str 16, Dex 16, Con 16, Int 10, Wis 13, Cha 8

**Occupation:** Military (Climb, Knowledge (tactics), Survival)

**Skills:** Bluff +11, Climb +10, Diplomacy +11, Gather Information +13, Knowledge (tactics) +13, Survival +12

**Feats:** Armor Proficiency (light, medium, powered), Assault Training, Brawl, Combat Martial Arts, Deceptive, Improved Brawl, Midas Touch, Personal

Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy

**Talents (Charismatic):** charm (female, male), favor

**Talents (Strong):** improved melee smash, melee smash

**Talents (Tough):** DR 1/–, electricity resistance 3

**Possessions:** Atlas Mk I armor, high frequency sword, laser pistol, miscellaneous personal equipment

## THE BAZAAR

The center of town, this is a rolling collection of side streets and buildings where merchants of all flavors reside and hawk their wares. Almost everything found here is at least restricted, most being military or out-and-out illegal. There are a few merchants who specialize in the mundane, for those clients who can't show their faces in 'civilized' society.

**Typical Bazaar Merchant: Earther (Charismatic Ordinary 3 / Smart Ordinary 3):** CR 5; Medium-sized Humanoid; HD 6d6; hp 21; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +0; Atk +0 melee or +3 ranged; FS 5 ft x 5 ft; Reach 5 ft; SA –; SQ immunity enhancement; AL any; SV Fort +3, Ref +4, Will +6; AP 0; Rep +4; Str 6, Dex 12, Con 10, Int 14, Wis 13, Cha 18

**Occupation:** Entrepreneur (Bluff, Diplomacy)

**Skills:** Bluff +16, Computer Use +11, Craft (writing) +5, Diplomacy +18, Disguise +6, Gather Information +12, Knowledge (behavioral sciences) +11, Knowledge (business) +11, Knowledge (current events) +11, Knowledge (popular culture) +11, Perform (act) +10, Profession +11

**Feats:** Deceptive, Iron Will, Simple Weapons Proficiency, Trustworthy, Ultra Immune System, Windfall

**Possessions:** miscellaneous personal equipment

## THE ARENA

This area is on the southern side of town. The Arena is a place for sporting events, and lively betting. Almost any sporting event can be found here: boxing, mecha and racing to just name a few.

**Typical betting agent: Earther (Charismatic Ordinary 3):** CR 2; Medium-sized Humanoid; HD 3d6; hp 10; Mas 10; Init –1; Spd 30 ft; Defense 10, touch 10, flat-footed 10 (+1 class, –1 Dex); BAB +1; Grap +1; Full Atk +1 melee or +0 ranged; FS 5 ft x 5 ft; Reach 5 ft; SA –; SQ –; AL The Arena; SV Fort +2, Ref +1, Will +2; Rep +2; Str 10, Dex 8, Con 10, Int 15, Wis 13, Cha 16

**Occupation:** Drifter (Bluff, Gather Information, Knowledge (streetwise))

**Skills:** Bluff +12, Diplomacy +11, Disguise +11, Gamble +6, Gather Information +12, Intimidate +11, Knowledge (business) +8, Knowledge (current events) +8, Knowledge (streetwise) +9

**Feats:** Confident, Deceptive, Simple Weapons Proficiency, Trustworthy, Ultra Immune System

**Possessions:** miscellaneous personal gear

## DR. MYTHOS' MEDICAL MYSTERIES

Dr. Mythos is both a wonder and a bother to the respected medical practitioners. He has great skill with healing people of almost all ailments, but he has no ethical qualms about whom he treats or by how he gets the requested treatments. He has access to cybernetic gear that many smaller governments and companies can't access. As long as the credit is good, he does not care who his clientele is. Dr. Mythos' main aid is a European who was driven from his home. Me'nek't'la is a highly curious person, and would

frequently spy on people to learn what is going on. Initially, he'd be reprimanded because he also was a decent healer. After repeated offenses, he was driven out. He has found a home with Dr. Mythos...for the moment. Me'nek't'la does not care for Dr. Mythos' personality, and is thinking of opening his own shop in New Tortuga.

**Dr. Mythos: Earther (Dedicated Hero 3 / Smart Hero 2 / Field Medic 10):** CR 15; Medium-sized Humanoid; HD 3d6 + 10d8 + 13; hp 71; Mas 12; Init +0; Spd 30 ft; Defense 21, touch 18, flat-footed 21 (+3 armor, +8 class); BAB +8; Grap +7; Full Atk +7/+2 melee (1d4-1 knife) or +8/+3 ranged (2d8 laser pistol); FS 5 ft x 5 ft; Reach 5 ft; SA -; SQ immunity enhancement, medical master, medical miracle, medical specialist +3; AL Avarice, Pride, Diligence; SV Fort +10, Ref +4, Will +11; AP 7; Rep +6; Str 8, Dex 10, Con 12, Int 17, Wis 18, Cha 14

**Occupation:** Doctor (Craft (pharmaceutical), Treat Injury)

**Skills:** Concentration +13, Craft (electronic) +15, Craft (mechanical) +15, Craft (pharmaceutical) +22, Diplomacy +10, Knowledge (business) +9, Knowledge (earth and life sciences) +23, Knowledge (technology) +25, Listen +20, Sense Motive +10, Spot +20, Treat Injury +28

**Feats:** Armor Proficiency (light), Builder (Craft (electronic, mechanical)), Craft Cybernetics, Cybermonger, Cybernetic Surgery, Dedicated Plus (aware, cool under pressure, healing touch 1, healing touch 2), Educated (Knowledge (earth and life sciences, technology)), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery, Ultra Immune System, Xenomedic

**Talents (Dedicated):** Aware, Cool Under Pressure (craft (pharmaceutical), knowledge (earth and life sciences, technology), listen, sense motive, spot, treat injury), Healing Knack, Healing Touch 1, Healing Touch 2, Skill Emphasis (treat injury)

**Possessions:** knife, laser pistol, surgery kits (standard, cybernetic, xeno), surgical armor, miscellaneous personal gear

**Me'nek't'la: European (Dedicated 3 / Sensitive 4 / Psychic Healer 1):** CR 8; Medium-sized Humanoid; HD: 1d4 + 3d6 + 4d8 + 8; hp 41; Mas 12; Init +0; Spd 20 ft, Swim 60 ft; Defense 16, touch 13, flat-footed 16 (+3 armor, +3 class); BAB +4; Grap +4; Full Atk +4 (1d3 unarmed); FS 5 ft x 5 ft; Reach 5 ft; SA -; SQ amphibious, darkvision 120 ft (only under water), empathic surgery +1d6, natural endorphins, psyche 11/day, recognition; AL Curiosity, Peace; SV Fort +4, Ref +2, Will +11; AP 4; Rep +3; Str 10, Dex 10, Con 12, Int 14, Wis 16, Cha 16

**Occupation:** Doctor (Craft (pharmaceutical), Knowledge (earth and life sciences), Treat Injury)

**Skills:** Concentration +15, Craft (pharmaceutical) +15, Gather Information +7, Knowledge (behavioral sciences) +12, Knowledge (earth and life sciences) +9, Sense Motive +13, Treat Injury +18

**Feats:** Clairaudience, Medical Expert, Mental Communication, Precognition, Simple Weapons Proficiency, Surgery, Telepathy

**Talents (Dedicated):** Empathy, Healing Knack

**Possessions:** surgical armor, miscellaneous personal gear

## NEW FEATS

### ADVANCED STARSHIP DESIGN

You are able to design and build futuristic starships

**Prerequisite:** Craft (mechanical) 10 ranks, Craft (electronic) 10 ranks, Knowledge (physical sciences) 8 ranks, Knowledge (technology) 8 ranks

**Effect:** You are able to build advanced starships (any starship that has a PL of 6 or higher).

**Normal:** Characters without this feat may not design futuristic starships.

## CYBERMONGER

You have access to sophisticated cyberware.

**Effect:** You gain a +5 bonus to Wealth checks to buy cyberware. Either you have a backer providing you with equipment or you have financial support to purchase the cyberware.

**Special:** This feat may be taken multiple times. Its effects stack.

**Bonus:** This feat is a bonus feat for Charismatic heroes.

## EVA TRAINING

You have learned how to fight and survive in spacesuits outside of a spacecraft.

**Skills:** you gain a +2 bonus to three skills while in EVA: Computer Use, Demolitions, Knowledge (tactics), Navigate, Survival and Tumble.

**Special:** You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

## EXTRA PSYCHE

You can use your psyche more often a day than normal

**Prerequisite:** You must have a psyche score

**Benefit:** Each time you take this feat, the number of times a day you can use your psyche increases by 4.

**Special:** This feat may be taken multiple times. Its effects stack.

**Bonus:** This feat is a bonus feat for the Sensitive advanced class

## NEW PRESTIGE CLASSES

### PSYCHIC HEALER

The Power of the mind has great healing potential. For those gifted with psychic energies, this energy can be used to heal injuries outside the bounds of normal medicine. The power of the mind and the power of modern medicine combine in this character.

### REQUIREMENTS

To qualify to become a Psychic Healer a character must meet the following criteria (the quickest path into this class is through the Dedicated Hero basic class and then the Sensitive advanced class).

**Skills:** Concentration 10 ranks, Treat Injury 10 ranks

**Feats:** Surgery, Telepathy

### CLASS INFORMATION

The following information pertains to the Psychic Healer class.

**Hit Die:** 1d4

**Action Points:** 7+ one-half character level, rounded down, every time the character gains a new level in this class.

**Class Skills:** The Psychic Healer's class skills (and the ability for each skill) are: Concentration (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Knowledge (arcane lore, behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Sense Motive (Wis), Spot (Wis) and Treat Injury (Wis)

**Skill points at each level:** 5 + Int. modifier

### CLASS FEATURES

The following features pertain to the sensitive Psychic Healer prestige class.

TABLE 1: THE PSYCHIC HEALER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Empathic surgery +1d6, natural endorphins	+0	+2
2nd	+1	+0	+0	+3	Psyche +1	+1	+2
3rd	+1	+1	+1	+3	Empathic surgery +2d6, natural stim dose	+1	+2
4th	+2	+1	+1	+4	Psyche +2	+1	+3
5th	+2	+1	+1	+4	Empathic surgery +3d6, mind heals the body	+2	+3

**Empathic Surgery:** This ability counts against the character's psyche as one of his psychic powers that he can use for the day. The character, while performing surgery, attunes his mind to the body of his patient. The character heals an added amount of damage with his skill as listed in the class table. This extra healing goes up as the character gains levels in this class.

**Natural Endorphins:** This ability counts against the character's psyche as one of his psychic powers that he can use for the day. The character can use his psyche to induce the brain to release massive amounts of pain killing endorphins. These endorphins act like the drug Marvey (see the drugs section in Blood and Space 2: Merchants, Pirates and Smugglers), but with no side effects.

**Psyche:** As the psychic pilot gains experience the powers of his mind grow. The modifier listed on the class table is added not only to the number of times each day a psychic pilot can use his powers but also to the Save DC and duration of those powers.

**Natural Stim Dose:** This ability counts against the character's psyche as one of his psychic powers that he can use for the day. Endorphins can not

only inhibit pain, they can also banish fatigue. This ability acts like the drug Open EyeZ (see the drugs section in Blood and Space 2: Merchants, Pirates and Smugglers), but with no side effects.

**Mind Heals the Body:** A character must be at full Psyche to use this ability. This ability is so draining that the character immediately becomes exhausted (see the condition summary in the DMG) upon successfully using it. Furthermore, the character's Psyche is halved for one week as his mind recovers. This ability allows the Psychic Healer to fully unleash the healing powers of the mind. The character must make a Concentration skill check (DC 20) to successfully execute this ability. The patient's body is completely purged of all diseases, and will be healed of all damage.

### PSYCHIC PILOT

A small percentage of all people are born different. These lucky (or cursed) few are able to tap into reserves of inner strength locked away from normal folk. Fighter pilots already know a life of stress and danger unknown to even most adventurers. These

TABLE 2: THE PSYCHIC PILOT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+2	Zen piloting	+1	+2
2nd	+1	+0	+3	+3	Psyche +1	+1	+2
3rd	+2	+1	+3	+3	Empathic dog fighting	+2	+2
4th	+3	+1	+4	+4	Psyche +2	+2	+3
5th	+3	+1	+4	+4	Empathic evasion	+3	+3



pilots are stranger still, a minority within a minority. However, no one can doubt the power of being able to separate the task at hand from the constant danger, and when one can control the minds of others, controlling your own fear is much easier to accomplish. Psychic Pilots are also skilled at taking an empathic “read” on an opponent during a dogfight, knowing which way he’s going to turn, and firing so he flies right into the field of fire.

## REQUIREMENTS

To qualify to become a Psychic Pilot a character must meet the following criteria (the quickest path into this class is through the Fast Hero basic class and then the Sensitive advanced class).

**Skills:** Concentration 10 ranks, Pilot 10 ranks

**Feats:** Precognition, Starship Operation (ultralight)

## CLASS INFORMATION

The following information pertains to the Psychic Pilot class.

**Hit Die:** 1d6

**Action Points:** 7+ one-half character level, rounded down, every time the character gains a new level in this class.

**Class Skills:** The Psychic Pilot’s class skills (and the ability for each skill) are: Bluff (Cha), Computer Use (Int), Concentration (Con), Knowledge (tactics, technology) (Int), Navigate (Int), Pilot (Dex), Sense Motive (Wis) and Spot (Wis)

**Skill points at each level:** 3 + Int. modifier

TABLE 3: NEW GEAR

Armor	Type	Equip/Str bonus	Non-proficient bonus	Max Dex	Armor penalty	Speed	Weight	Purchase DC	Restriction
Sugg	Powered	+10/+10	+3/+3	+6	-0	30 ft	16 lbs	45	Ill (+4)
Surgical	Light	+3/+0	+1/+0	+6	-0	30 ft	6 lbs	20	Lic (+1)

## CLASS FEATURES

The following features pertain to the Psychic pilots prestige class.

**Zen Piloting:** Psychic pilots are masters at removing their personal fortunes from the task at hand. Fear is a part of the mind that can be “put to sleep” by the psionically gifted. This ability allows the Psychic Pilot to add 1/2 his Concentration skill to any piloting check. This ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

**Psyche:** As the psychic pilot gains experience the powers of his mind grow. The modifier listed on the class table is added not only to the number of times each day a psychic pilot can use his powers but also to the Save DC and duration of those powers.

**Empathic Dog Fighting:** This ability allows the Psychic Pilot to add 1/2 his Concentration skill to her next attack roll. This ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

**Empathic Evasion:** This ability allows the Psychic Pilot to add 1/2 his Concentration skill to the Defense of his craft. This ability counts against the character’s psyche as one of his psychic powers that he can use for the day.

## NEW GEAR

### SUGG ARMOR

This is the armor that Bryan Sugg has created for himself. This armor would normally be only found in PL 9 settings. However, because of Sugg’s raw genius, he’s been able to create this advanced armor before normally allowed. This armor is made of a super-lightweight alloy (Lightweight Alloys armor modifier chosen 7 times) and is Self Repairing.

### SURGICAL ARMOR

This armor is worn by many surgeons to grant them an extra pair of arms to assist during surgery.

## OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## 15 COPYRIGHT NOTICE

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

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

Unearthed Arcana Copyright 2004, Wizards of the Coast; Author Andy Collins, Jesse Decker, David Noonan, Rich Redman

Mutants & Masterminds Copyright 2003, Green Ronin Publishing

Swords of the Father Copyright 2003, The Game Mechanics

OGL Cybernet – CYBERPUNK ROLEPLAYING is Copyright 2003, Mongoose Publishing Limited.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan

d20 Modern Weapons Locker, Copyright 2004, Wizards of the Coast, Inc; Author Keith Potter

Modern Dispatch #47 2004, RPGObjects; Author Paul King, Charles Rice

## OPEN GAMING CONTENT

**Designation of Product Identity:** The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, Darwin’s World, Blood and Guts, Blood and Fists, Blood and Vigilance, Blood and Circuits, Blood and Relics, New Tortuga.

**Designation of Open Gaming Content:** The following sections of *Modern Dispatch #47* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

All NPC statistics blocks, new feats, new gear, and new classes are open content. All other content is closed.