



modern dispatch # 71

CONTENT MANAGER:
CHARLES RICE AND CHRIS DAVIS



LAYOUT:
CHRIS DAVIS



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KEYSTONE KNIGHTS

BY PAUL KING

Welcome to another installment of Modern Dispatch, a supplement for Blood and Vigilance detailing the Keystone Knights. The Knights are a Pennsylvania-based superhero team formed with the cooperation of the U.S. Government and USHER. Designed by NPC-guru Paul King, the Keystone Knights can be allies, foils or even (with a dark-mirror personality change) a group of villains.

The dispatch has seen a lot of submissions for RPGObjects' modern superhero game, Blood and Vigilance, and we hope you enjoy the love and care our favorite d20 Modern-with-a-supers-twist sourcebook is getting from our monthly contribution to the best Modern e-zine around.

The governor of Pennsylvania, seeing the rise of super-powered villains, wanted to have a group that was dedicated to the protection of the commonwealth. With the aid of U.S.H.E.R., a group was founded. They took the name "Keystone Knights" because Pennsylvania is the Keystone State and they were chartered to serve and protect the citizens of Pennsylvania.

MICHAEL "COLD FIST" MCCLINTOCK

Michael was born in Johnstown, PA, seemingly a normal child. When he reached puberty, he got into a fight in junior high school that changed his life. He was arguing with another male student when they began to trade punches. The other student fought dirty, and kned Michael in the groin. Seeing red, Michael threw a solid punch to the boy's face, throwing him back several feet. His jaw was shattered, and his face was blue. Bystanders took the coloring to be from bruising, but the school nurse commented the face was a bit cold, but brushed it aside. Several days later, Michael had a visit from a "policeman" at school to discuss the incident. This policeman turned out to be a teacher at Mutant High. He told Michael that he could learn to control his powers at Mutant High. However, because his powers had started to manifest, they would continue to do so, and erratically, unless he learned control. Michael agreed that he should come to his house to talk to his parents.

Quote: "Look, I made a human popsicle."



Michael “Cold Fist” McClintock, Mutant (Tough Hero 3 / Brick 7): Cr 10; HD 3d8+15 plus 7d10+35 plus 13; HP 118; Mas 21; Init +2; Defense 23, touch 17, flat-footed 21 (+2 Dex, +5 class, +6 armor); BAB +7; Grap +12; Atk +14 melee (2d8+5/19-20 non-lethal unarmed or 1d10+5/19-20 lethal unarmed) or +12 ranged touch (6d6 cold energy blast, Ref DC 36 for 1/2); FS 5 ft x 5 ft; Reach 5 ft; SQ fast healing 4; AL Keystone Knights, U.S.H.E.R.; SV Fort +14, Ref +5, Will +2; AP 5; Rep +3; Str 20, Dex 14, Con 21, Int 12, Wis 8, Cha 10

Occupation: Rural (Brawl / Climb, Survival)

Skills: Climb +19, Intimidate +13, Knowledge (popular culture) +8, Knowledge (streetwise) +7, Survival +13

Feats: Brawl, Combat Martial Arts, Great Fortitude, Improved Brawl, Improved Combat Martial Arts, Point Blank Shot, Power Attack, Simple Weapons Proficiency, Toughness

Powers: Armor +13, Energy Blast (cold) +13; Fast Healing +8, Superhuman Constitution +6, Superhuman Strength +3

Power Stunts: +3 to blast attack rolls

Power Feats: Multiblast

Disadvantages: Prejudice (DSR 2), Secret ID (DSR 2)

Talents (Tough Hero): Robust, Stamina

Talents (Brick): Diesel, Ham-handed 1, Ham-handed 2, Ham-handed 3

ELIZABETH “EAGLE” HOOVER-MCCLINTOCK

Elizabeth was born in Bushkill, PA, in the Pocono resort area. She came from an unhappy home; both parents were abusive. She would spend days at a time in the woods in her area, trying to stay away from her parents. When she would be found, she would be locked up in her room or in the basement. She would escape, her parents would hunt for her, she'd be found, and she'd be locked up again. This cycle

repeated itself for years. On one such occasion, her parents were chasing after her along a ridgeline. In her haste, she slipped and fell down a rocky chasm. Her parents, assuming that she had died from the fall, reported it as such to the police. Since Elizabeth had a record of constantly running away, nothing was thought about her running again. Fortunately for Elizabeth, she did not fall to her death; she was able to fly moments before impact and sped off. Her body was never found, which perplexed the local authorities. As she was in hiding in a cave, deciding what to do with her life, an eagle flew into her cave and circled her several times. Curious, Elizabeth followed the eagle up and away from the mountains, soaring among the clouds. She lost track of the eagle during the flight, but stumbled upon students from Mutant High who were being taught how to fly. As Elizabeth, by that time, was pronounced “missing, presumed dead”, she felt no hesitation in the offer to come and learn with these people.

Quote: “Soar among the eagles.”

Elizabeth “Eagle” Hoover-McClintock, Mutant (Fast Hero 3 / Speed Demon 7): CR 10; HD 10d8; HP 48; Mas 10; Init +7; Spd 170 ft, 260 ft fly (perfect), 20 ft glide; Defense 21, touch 21, flat-footed 21 (+3 Dex, +8 class); BAB +7; Grap +6; Atk +6 melee (2d10-1 claw) or +4/+4 flurry (2d10-1 claw); FS 5 ft x 5 ft; Reach 5 ft; SQ darkvision 30 ft, evasion, uncanny dodge 1; AL Keystone Knights, U.S.H.E.R.; SV Fort +3, Ref +10, Will +4; AP 5; Rep +4; Str 8, Dex 17, Con 10, Int 14, Wis 13, Cha 12

Occupation: Adventurer (Archaic Weapons Proficiency / Escape Artist, Move Silently)

Skills: Balance +9, Climb +5, Escape Artist +18, Hide +11, Knowledge (tactics) +16, Move Silently +18, Sleight of Hand +11, Survival +15

Feats: Archaic Weapons Proficiency, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Nimble, Simple Weapons

Proficiency, Spring Attack, Stealthy

Powers: Claw +13, Enhanced Senses +6, Flight +13, Multiple Limbs +2, Super Running +7

Power Stunts: enhanced sight, +1 maneuverability, motive limb-wings

Power Feats: Darkvision

Disadvantages: Prejudice (DSR 2), Secret Identity (DSR 2)

Talents (Fast Hero): evasion, uncanny dodge 1

Talents (Speed Demon): flurry, human tornado, outside the envelope, poetry in motion

LT. COL. RALPH “SHOCKER” SANTICHEN

Ralph was born in Harrisburg, PA. As the son of a career Army officer, he was expected to follow in his father's footsteps. Ralph went Penn State – Main Campus on a full Army R.O.T.C. scholarship. Upon graduation and being commissioned as a Second Lieutenant, he was seconded to U.S.H.E.R. because of his hand-to-hand abilities. Ralph began training with the Azure Knights almost immediately. It was during one of his early missions with the Azure Knights that he ran into both Rachel Ralston and Sylvania Morris. U.S.H.E.R. had learned that a rogue H.E.A.T.H.E.R. facility was selling its services to the highest bidder, and the Azure Knights were sent in to shut the facility down. Ralph was one of the soldiers sent in. Rachel was out in the communications van just outside of the facilities. Sylvania, a simple cat burglar, was trying to break in and steal some high tech hardware that she could in turn sell for a tidy profit. During the assault into the H.E.A.T.H.E.R. facility, the H.E.A.T.H.E.R. agents were putting up a stiff fight. Many pieces of equipment were damaged and/or destroyed. Sylvania, quickly realizing that she didn't want to be around, tried leaving, but fell through the floor into an exploding vat of goo. In desperation, a H.E.A.T.H.E.R. agent triggered the self-destruct, and the entire facility went up in smoke. Everyone

on Ralph's team, except Ralph, was killed. Ralph was critically injured. To save his life, he needed a cybernetic leg and extensive cybernetic work on his chest cavity. When the Pennsylvanian governor requested U.S.H.E.R. to aid in creating a supers team for the commonwealth, Ralph, now a lieutenant colonel in the Army, was given command of the Keystone Knights.

Quote: "I may not totally be a man, but I'm man enough to take you down."

Lt. Col. Ralph "Shocker" Santichen, Cybernetic Enhancement (Strong Hero 3 / Cybersoldier 7): CR 10; HD 3d8+9 plus 7d10+21; HP 85; Mas 14; Init +8 (Reactive Enhancement 4); Spd 30 ft (20 ft in armor); Defense 28, touch 16, flat-footed 28 (+10 equipment, +2 natural, +6 class); BAB +8; Grap +17; Full Atk +21/+16 melee (1d4+9/19-20/x3 lethal or 1d8+9/19-20/x3 nonlethal) +18/+13 melee touch (4d6+2/19-20 electrical damage, Ref DC 16 for 1/2); FS 5 ft x 5 ft; SQ +13 on all Strength checks; AL Keystone Knights, US Army, U.S.H.E.R.; SV Fort +9, Ref +3, Will +4; AP 5; Rep +1; Str 28, Dex 10, Con 16, Int 12, Wis 13, Cha 10

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

Skills: Craft (structural) +7, Demolitions +15, Knowledge (tactics) +15, Listen +5, Repair +14, Spot +5, Survival +15

Feats: Advanced Combat Martial Arts, Armor Proficiency (light, heavy, medium), Brawl, Combat Martial Arts, Cybersocket (chest), Cybersocket (leg), Improved Brawl, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency

Powers: Cybernetics +13, Damage Touch (electrical) +13, Super Strength +13

Power Stunts: Brawn, Damage Touch, +2 Hand-to-Hand

Disadvantages: Vulnerability to Magnetism (DSR 2)

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

Talents (Cyber Soldier): Cyberbooster, Improved Critical (Damage Touch), Weapon Focus (Damage Touch), Weapon Specialization (Damage Touch), Socket +25

Equipment: Shocker Armor (heavy military grade armor that grants a +10 equipment bonus to defense)

Cybernetic equipment: Dermal Chest Armor, Reactive Enhancement 4

RACHEL "GADGETEER" RALSTON

Rachel was born in Philadelphia, PA. She was abandoned at an early age, and left on the steps of an orphanage. Never a pretty girl, she was constantly picked on by the other girls for her lack of physical charms. She found that she had a knack for academics though, and through herself into her schoolwork. She went to Temple University on a full academic scholarship, and received two bachelor degrees: one in Electrical Engineering and one in Mechanical Engineering. The Department of Defense hired her right out of college and set her to work in the development labs. She was soon seconded to U.S.H.E.R. In the accident that nearly killed Ralph Santichen, she also was nearly killed. She had volunteered for the mission, getting tired of just working in the lab. While the explosions in the H.E.A.T.H.E.R. facility were going on, Rachel kept inching her face closer to her computer monitor, hoping that doing so would somehow aid her in assisting the Azure Knight team. As the facility erupted, an electrical backlash coursed along the power lines, causing a mini-lightning storm in the area of her van. For weeks after the incident, Rachel constantly complained of splitting headaches. Doctors discovered that it was her brain creating new synaptic passages. Rachel's IQ was soon off of the charts.

Quote: "Humans don't understand me, only my machines understand me."

Rachel "Gadgeteer" Ralston, Freak Accident (Smart Hero 3 / Inventor 7): CR 10; HD 3d6 plus 7d8; HP 46; Mas 10; Init +2; Spd 30 ft; Defense 26, touch 26, flat-footed 13 (+2 Dex, +11 Int, +3 class); BAB +4; Grap +5; Atk +5 melee (1d8+1 energy weapon); FS 5 ft x 5 ft; AL Keystone Knights, U.S.H.E.R.; SV Fort +5, Ref +7, Will +9; AP 5; Rep +4; Str 12, Dex 14, Con 11, Int 32, Wis 14, Cha 8

Occupation: Academic (Computer Use, Decipher Script, Knowledge (technology))

Skills: Computer User +25, Craft (chemical) +24, Craft (electronic) +39, Craft (mechanical) +39, Craft (structural) +28, Decipher Script +20, Demolitions +24, Disable Device +24, Drive +14, Investigate +17, Knowledge (earth and life sciences) +26, Knowledge (history) +17, Knowledge (physical sciences), Knowledge (tactics) +16, +24, Knowledge (technology) +27, Navigate +24, Pilot +14, Repair +24, Research +26

Feats: Advanced Armor Design, Advanced Weapon Design, Analytical Combat, Builder (Craft (electronic, mechanical)), Educated (Knowledge (earth and life sciences, technology)), Simple Weapons Proficiency, Studious, Windfall

Powers: Control Energy +7, Hyper Tinker (Craft (electronic)) +6, Hyper Tinker (Craft (mechanical)) +6, Photographic Reflexes +6, Superhuman Intelligence +13

Power Stunts: Energy Weapons, Total Recall, PL 8 (increased twice)

Power Feats: Lightning Mind

Disadvantages: Secret Identity (DSR 2)

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

Talents (Inventor): Bug Hunter (all) +3, Magnum Opus +2, Master Inventor

SYLVANIA “DODGEBALL” MORRIS

Sylvania was initially a street urchin from Pittsburgh, PA. She was constantly in and out of juvenile detention for petty theft and breaking and entering. As she got older, she got better at evading the police. She thought it was fun steal, and even more fun to get money for the items that she stole. She had heard through the grapevine that there was a research facility that had top-of-the-line equipment in it. Being a cocky teenager, she thought she could break in and carry off some interesting things. Unfortunately for her, she stumbled upon a fight between H.E.A.T.H.E.R. and the Azure Knights. In trying to escape, she fell through the floor, into an exploding vat of goo. When U.S.H.E.R. came through to take account of what happened, they found her in the wreckage, unconscious and completely unharmed. She was taken into custody. A background check revealed her past. While U.S.H.E.R. was deciding what to do with her, they noticed that she was becoming quicker each day. They determined that the explosion had somehow changed her. Sylvania was given a choice: go to jail for her crimes, or serve out her sentence working with U.S.H.E.R. Sylvania chose to stay with U.S.H.E.R., but in the hopes that it would be easier to escape than from prison. Under the tutelage of Sensei Miyamoto, Sylvania had a change of heart and purpose in life. She is still not completely trusted by people, but she has proven herself to be a capable field operative.

Quote: “Do not be rude and try and stop the weapon approaching towards you. Calmly step aside and assist it on its path.”

Sylvania “Dodgeball” Morris, Scientific Experiment (Fast Hero 3 / Contemplative Master (Aikido) 7): CR 10; HD 7d6 plus 3d8; HP 41; Mas 10; Init +13 (+10 Dex, +3 power stunts); Spd 210 ft; Defense 29, touch 29, flat-footed 19 (+10 Dex, +9 class); BAB +7; Grap +6; Atk +11/+6 melee (1d3-1 Aikido); FS 5 ft x 5 ft; SQ

ki 4/day; AL Keystone Knights, U.S.H.E.R.; SV Fort +3, Ref +19, Will +9; AP 5; Rep +3; Str 8, Dex 31, Con 10, Int 12, Wis 18, Cha 14

Occupation: Criminal (Brawl / Hide, Move Silently)

Skills: Balance +18, Concentration +17, Escape Artist +16, Hide +26, Move Silently +26, Pressure Points +9, Tumble +15

Feats: Defensive Martial Arts, Elusive Target, Inner Strength, Ki, Kiai, Simple Weapons Proficiency

Powers: Danger Sense +13, Super Running +9, Superhuman Dexterity +13, Superhuman Wisdom +4

Power Stunts: +3 Initiative, +2 Reflex save

Martial Arts Styles: Aikido

Martial Arts Maneuvers: Dodge Roll, Instant Stand

Disadvantages: Secret Identity (DSR 2)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Contemplative Master): Dodge Mastery 1, Dodge Mastery 2, Shadow Mastery 1, Shadow Mastery 2

NEW ORGANIZATION

The following organization is presented as a foil for the Keystone Knights and might feature in a campaign set near the home base of the Knights. The rules presented below are best used with our upcoming super-agents book, *Blood and Secrets* (although it is usable without that book).

VIGILANCE INC.

Lately a series of crime bosses have been murdered, setting the underworld on fire. This group calls itself The Committee but is really the shadowy alter-ego of a Pennsylvania-based security company, Vigilance Incorporated.

Well-funded and armed with a surprising array of advanced technology, The Committee has succeeded

in killing several underworld bosses and have turned several prominent crime families against one another starting a destructive gang war with the sole purpose of getting the mobsters to kill one another. That innocents are killed in the crossfire of this gang seems to matter little to The Committee.

The Blue Knights are very interested in The Committee and have offered the Keystone Knights (as well as any heroes affiliated or friendly to that group) an unusually generous amount of resources to assist in combating this group (more information on the Blue Knights can be found in *Blood and Secrets*).

MEMBERSHIP REQUIREMENTS

To be a member of Vigilance Inc. a character must meet the following prerequisites.

Allegiances: Vigilance Inc.

Feats: Enemy (Organized Crime), Personal Firearms Proficiency

BENEFITS OF MEMBERSHIP

Special Access 1: +2 bonus on Knowledge (streetwise) and Gather Information skill checks when investigating criminals.

Special Access 2: The agent’s attack and damage bonus from the Enemy (organized crime) and Antithesis (organized crime) feats are increased by +1.

Special Access 3: +2 bonus on Intimidate skill checks and to level checks to resist the Intimidate skill when dealing with criminals.

Special Access 4: The agent’s attack and damage bonus from the Enemy (organized crime) and Antithesis (organized crime) feats are increased by +1.

Special Access 5: The leader of Vigilance Inc., the Black Knight has become a nightmare to the underworld. He gains the benefits of the Frightful Presence feat against organized crime figures (those who would be affected by his Antithesis feat) even though he does not meet the prerequisite.

Typical Agent of Vigilance Inc. (Tough Hero 3):

CR 3; Medium-size humanoid; HD 3d10+6 plus 3; HP 26; Mas 15; Init +2; Spd 25 ft; Defense 20, touch 14, flatfooted 18 (+0 size, +2 Dex, +2 class, +6 equipment); BAB +2; Grap +3; Atk +3 melee (1d6+1/19-20, Metal Baton), or +4 ranged (2d6+0, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Vigilance Inc.; SV Fort +4, Ref +3, Will +2; AP 1; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

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

Skills: Craft (mechanical) +3, Drive +5, Gather Information +2, Intimidate +2, Knowledge (Streetwise) +4, Listen +3, Spot +6

Feats: Alertness, Armor Proficiency (light), Armor Proficiency (medium), Enemy (Organized Crime), Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Tough Hero): Robust, Second Wind

Possessions: Tactical Vest, Metal Baton, Beretta 93R

LEADER OF VIGILANCE INC.

The Black Knight, a.k.a. Thomas Moore is an U.S.H.E.R. agent from a dark PL 6 future, in which the United States has become overrun with gangs of criminals and terrorists. One of the few surviving forces against the tide of chaos are the Black Knights, federal agents who operate as judge, jury and executioner, roaming the land and dispensing justice.

During a raid on a compound controlled by futuristic criminal mastermind Simon McCallister, Moore was thrown into the past, to the 21st century. Here he sees the seeds of the conditions that (he feels) brought about the end of order in America. Criminals have more rights than the innocent and hide behind the presumption of innocence.

Moore has vowed to use any and all means necessary put and end to the criminals based on the presumption of guilt and his legal authority (as well as his advanced PL 6 weapons) as a Black Knight to execute those found committing crimes.

Moore has fought his fellow U.S.H.E.R. agents here in the past who he refuses to kill since he knows they are on the side of order (though misguided in their belief that granting criminals “rights” will deter crime). For their part, U.S.H.E.R. suspects Moore is a disaffected Blue Knight who has somehow gained advanced technology and gone “off the reservation”. They have pledged to bring him in hoping to discover a traitor in their midst.

Black Knight (Dedicated Hero 3/Agency Medic

7/Assault Agent 6): CR 16; Medium-size humanoid; HD 3d6+6 plus 7d8+14 plus 6d10+12 plus 6; HP 111; Mas 14; Init +1; Spd 25 ft; Defense 29, touch 19, flatfooted 28 (+0 size, +1 Dex, +8 class, +10 equipment); BAB +13; Grap +13; Atk +16 melee (2d6+3/19-20, High Frequency Sword), or +14 ranged (10d6, Mini-rocket Launcher); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Vigilance Inc.; SV Fort +12, Ref +8, Will +12; AP 5; Rep +3; Str 10 (16), Dex 12, Con 14, Int 14, Wis 16, Cha 10.

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

Skills: Drive +10, Gather Information +19, Intimidate +9, Investigate +21, Knowledge (Streetwise) +11, Knowledge (Tactics) +11, Listen +16, Research +9, Sense Motive +22, Spot +13, Survival +9, Treat Injury +13

Feats: Advanced Firearms Proficiency, Antithesis (Organized Crime), Armor Proficiency (light, medium, powered), Attentive, Combat Expertise, Enemy (Organized Crime), Improved Disarm, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Teamwork (Vigilance Inc.)

Talents (Dedicated Hero): Empathy, Intuition

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

Talents (Assault Agent): Tough as Nails, First Wave +1, Armored Attacker 1-3

Possessions: High Frequency Sword, Mini-rocket Launcher, 3 clips mini-rocket launcher, Black Knight Armor (as Blue Knight armor but with a higher Equipment bonus and a +6 Strength modifier).

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