



THE WATCHERS

BY CURTIS ⊕WINGS



“When men began to increase on earth and daughters were born to them, the divine beings saw how beautiful the daughters of men were and took wives from among those that pleased them. The LORD said, ‘My breath shall not abide in man forever, since he too is flesh; let the days allowed him be one hundred and twenty years.’ It was then, and later too, that the Nephilim appeared on earth - when the divine beings cohabited with the daughters of men, who bore them offspring. They were the heroes of old, the men of renown.” - Genesis 6:1-4

CONTENT MANAGER:
CHARLES RICE, CHRIS DAVIS



LAYOUT:

CHRIS DAVIS



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.

In the beginning when men were new to the Earth the battle between Light and Darkness took many forms. The hosts of Light fought constantly the hordes of Darkness. But there was a time of dissension among the Angels. The war between good and evil is often desperate--the temptation to win at all costs was high. Some fell to temptation and tampered with men in order to bolster the ranks of Heaven. These unfortunate few fell from grace and yet could not join the demons. They roam now outside the Light, but will not bow to the Darkness.

What follows is a description of how to create PC's with angelic heritage for your d20 campaign. The focus is Modern, but virtually any d20 campaign could support the concept. When a PC creates their celestial character they must select Celestial as their “occupation.” This grants the player access to the list of celestial feats, the Watcher racial class and Nephilim prestige class. The player can select freely from any other d20 Modern compatible class. There is no “level adjustment” and no long list of celestial classes. Just a wide array of feats that can be selected anytime the character qualifies for a new feat or a bonus feat.

Choosing this path should be more than a set of abilities for the player. The character is forever caught between good and evil with neither side fully supporting them. They will often be hunted by demons since as half breeds they do not have support from Heaven. True angels are embarrassed by their existence and prefer to ignore them altogether. But the same innate desire to serve found in true angelic hosts still burns inside a celestial. Unfettered by the rules of either side they possess unique views of how to fight the grand struggle between Good and Evil.

NEW ⊕OCCUPATION:

CELESTIAL

The character is of celestial heritage from the age of giants. This heritage may have skipped many generations or been passed down through the ages. Characters touched by celestial ancestry are often drawn to religious and philosophical pursuits.

Prerequisite: None

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Decipher Script, Intimidate, Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive, Spot.

Special: The character now has access to any celestial feat for which they have the prerequisites. These feats can be selected anytime the character qualifies for a feat or a bonus feat. Celestials have a -4 Charisma modifier when dealing with any NPC possessing an allegiance to a lower or higher power.

Wealth Bonus Increase: +2.

CELESTIAL FEATS

ASPECT OF THE WATCHER

While holding still the character can go unnoticed even in plain sight--surrounding observers simply stop paying attention to the character. The PC doesn't actually become invisible, just ignored.

Benefit: The player can make a Hide check using the character's Wisdom modifier + ½ his character level to go undetected.

Special: Since this skill has nothing to do with actually hiding in shadows, the player can not add any ranks in Hide he may possess to the roll. This ability can not be used in combat.

Prerequisite: 1 level in the Watcher racial class

AURA

The character radiates an aura that has impact on allies and/or foes.

Benefit: The player selects one of the following effects for her aura. The type of aura must be selected when the feat is chosen.

Calm: In a 15' radius all allies gain +2 morale bonus to Will saves. This aura radiates a mild green light that does not provide enough illumination for normal sight but does facilitate low-light vision.

Strength: In a 10' radius all allies gain +1 to attack and damage rolls and +1 to all strength based skill checks. This aura radiates a mild red light that does not provide enough illumination for normal sight but does facilitate low-light vision.

Inspiration: In a 20' radius all allies gain +1 to skill checks. This aura radiates a mild golden light that does not provide enough illumination for normal sight but does facilitate low-light vision.

Succor: In a 10' radius all allies may choose to heal a number of hit points equal to 1d4 + the character's Wis mod. Each ally may only gain these hit points once per day. Hit point total can not be raised above the target's normal maximum. This aura radiates a mild white light that does not provide enough illumination for normal sight but does facilitate low-light vision.

Light: In a 60' radius the character radiates a warm golden light that illuminates the area adequately for normal vision and for 120' of low-light vision. This light also imposes a -1 penalty to attack rolls and damage rolls to undead and demons.

Special: This feat can be taken multiple times with each selection gaining a different aura. Auras can only be used one at a time. Changing auras is a standard action that does not provoke an attack of opportunity. The player can choose who is affected by the aura.

Prerequisite: 1 level in the Watcher racial class

CELESTIAL TOUGHNESS

The character gains damage reduction.

Benefit: The player can add +1 DR/iron to any other DR they may possess. In order to qualify as an "iron" item it must have be at least 50% solid iron. In general most items will have to be specially

constructed to possess this quality. Taking this feat imposes the iron weakness on all DR the character may have.

Special: This feat can be taken multiple times, but can never raise a character's DR above the number of Celestial racial class levels the character possesses. So a PC with 3 Celestial racial class levels could take the feat 3 times for a total of +3 DR/iron. This feat does stack with other DR bonuses.

Prerequisite: 1 level in the Watcher racial class

DIVINE GRACE

The blood of angels flows in your veins granting you additional physical abilities.

Benefit: The player can improve Strength, Dexterity or Constitution by +2 as a racial modifier.

Special: This feat can not be selected multiple times.

Prerequisite: 3 levels in the Watcher racial class

DIVINE HEALING

Your touch heals the wounded.

Benefit: As standard action that does provoke attacks of opportunity, the character can heal one target per day for 1d8 points of damage+ ½ her character level. The hero must be able to touch the target.

Prerequisite: 2 levels in the Watcher racial class

ENHANCED AURA

The area of effect of your Aura's is extended.

Benefit: All Aura effects possessed by the hero now have their radius doubled and provide enough light for characters with normal vision. The hero can chose to reduce this effect to normal levels as a free action—this also lowers the radius affected.

Prerequisite: The feat can only be selected as a Nephilim bonus feat.

FREE FALL

Angels appear to be remarkably resilient to impact damage from falls or full body shocks.

Benefit: The character can subtract 5' per character level when calculating falling distances. Also, the character gains +4 to Reflex saves from vehicle crashes.

HEAVEN'S WINGS

You fly like an angel.

Benefit: The duration of your Wings (see below) are now 4 hours and you fly at 60'.

Prerequisite: Wings, you may only select this feat as a Nephilim bonus feat.

KEEN VISION

Your vision is beyond that of normal humans.

Benefit: The character gains Darkvision. If the character already possesses Darkvision, then the range extends by 60 feet to a maximum range of 120 feet.

LANGUAGES OF BABYLON

You have knowledge of languages you never studied.

Benefit: The player chooses 2 languages to speak, read and write.

Special: This feat can only be selected once. These languages do not count against your skill point total.

Prerequisite: 1 level in the Watcher racial class

RESISTANCE OF THE LIGHT

You gain resistance to certain types of damage.

Benefit: Gain resistance 10 from one of the following energy types: Fire, Cold, Electricity, Acid.

Special: This feat can only be selected once.

Prerequisite: 1 level in the Watcher racial class

CHUCK'S NOTE ABOUT RACIAL CLASSES

Racial classes are those who seek to become paragons of their race and have become a popular addition to d20 fantasy games. In modern games the Watcher class thus serves as a sort of Basic Class that any Celestial PC can take to become more in tune with his heritage.

SUSTAINING SPIRIT

You absorb sustenance from positive energy.

Benefit: Meditating one hour per day satisfies the character's needs for food and water. Each week sustained this way imposes another hour of meditation per day. The character never needs food or water while on holy ground. The character can not use this feat on defiled ground.

THE TOUCH

You can bestow the blessing of Heaven on one target with a touch.

Benefit: The hero can chose one effect to bestow on touch once a day: +2 to all attack rolls, +2 to all damage rolls, +2 on all save rolls, +2 on all skill checks

Special: The character can bestow a blessing on himself.

Prerequisite: This feat can only be selected as a Nephilim bonus feat.

THE TRUTH

You can discern truth from lies.

Benefit: Once activated (a free action), the hero can hear lies told to her for a number of hours equal to ½ of her character level. This feat can only be activated once a day. Lies told by targets 2 levels higher than the hero can not be detected. Using this ability requires a degree of concentration. If distracted the hero must make a Concentration check DC 15 each round distractions exist (loud streets,

crowded bar, combat). This ability can not be used in a round the hero took damage. The hero can only concentrate (hear lies from) a number of targets equal to her Int mod (minimum 1).

Special: The character must be able to both hear and understand the target.

Prerequisite: Languages of Babylon; This feat can only be selected as a Nephilim bonus feat.

THE WILL

The power of the Light influences your words.

Benefit: The hero adds +4 to all charisma-based skill checks for a number of minutes equal to ½ his character level.

Special: The ability does not work on other Nephilim.

Prerequisite: This feat can only be selected as a Nephilim bonus feat.

TONGUE OF ANGELS

You can spontaneously speak and understand any language.

Benefit: The character can spontaneously speak and understand any language for 20 minutes once a day. This feat imparts no ability to read or write languages.

Special: For each Watcher racial level the character can use this feat one additional time per day.

Prerequisite: *Languages of Babylon* feat

WINGS

You grow ethereal wings of light that allow you the gift of flight.

Benefit: The character can sprout forth wing of brilliant light that allow 40' flying with average maneuverability for 1 round per character level. This ability can only be used once a day.

Prerequisite: 3 levels in the Watcher racial class

NEW CLASSES

WATCHER

The Watchers have resided on Earth for thousands of years always observing and reporting on mankind. During the early days the Watchers chose to mingle with humans and produce offspring. These acts were condemned by the higher powers and the children left (as were the Watchers) to roam Earth until the last day. Players choosing levels in this class have uncovered some portion of this heritage in them. Despite their origin, Watchers are not fully accepted by the higher powers, but are generally tolerated. However, they are still reviled by lower powers. Choosing levels in this class does not actually change your race—it just represents that your heritage is mixed and now emerging.

REQUIREMENTS

Selection of the Celestial occupation at 1st level.

CLASS INFORMATION

The following information pertains to the Watcher racial class.

Hit Die: 1d6

Action Points: Watchers gain a number of action points equal to 5 plus one-half their character level, rounded down, every time they advance a level in this class.

TABLE I: THE WATCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+1	Natural Armor +1	+1	+2
2nd	+1	+3	+2	+2	Resist 5, Bonus Feat	+1	+2
3rd	+1	+3	+2	+2	Natural Armor +2, Immunity	+2	+2

Class Skills: The Watcher's class skills are as follows: Concentration (Con), Craft (chemical, pharmaceutical, visual arts) (Int), Gather Information (Cha), Knowledge (art, behavioral sciences, earth and life sciences, theology and philosophy) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the anomaly advanced class.

Natural Armor: At first level the hero gains the benefit of Natural Armor +1. This bonus improves to +2 at 3rd level.

Resist 5: The hero gains Resistance 5 to Fire, Cold, Electricity or Acid.

Bonus Feat: Bonus feats may be selected from any the Celestial Feats for which the hero meets the minimum requirements and the following feats Focused, Trustworthy, Alertness and Confident.

Immunity: The hero's resistance to the energy selected at 1st level improves to 10 and the hero gains +6 to saves against that type of energy (Fire, Cold, Electricity or Acid).

Blood & Relics Option: Add the following feats to the Bonus Feats list if you choose to use it: Sacred Ritual, Conviction and Antithesis.

NEPHILIM

The truly devoted Watchers managed to atone for the transgressions of their race and were allowed to rejoin the ranks of Nephilim. Players taking this prestige class have earned the right to fight with the hosts of Light as fully accepted agents of the higher power. They are not full angels, but often act on their behalf on Earth.

REQUIREMENTS

To qualify to become an Nephilim, a character must meet the following criteria

Special: Selection of the Celestial occupation at 1st level, 3 levels in the Watcher racial class. Allegiance to a Higher Power.

Feats: Tongue of Angels, Aura

Skills: 8 ranks in Knowledge (Theology).

CLASS INFORMATION

The following information pertains to the Nephilim prestige class.

Hit Die: 1d6.

Action Points: Watchers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Nephilim's class skills are as follows: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcane, art, behavioral sciences, earth and life sciences, theology and philosophy) (Int),

TABLE 2: THE NEPHILIM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Divine Presence	+1	+2
2nd	+1	+2	+2	+3	Bonus Feat	+1	+2
3rd	+1	+2	+2	+3	Celestial Boon	+2	+3
4 th	+2	+3	+2	+4	Bonus Feat	+2	+3
5 th	+2	+4	+3	+4	Beguile	+3	+4

Listen (Wis), Navigate (Int), Perform (act, dance, sing) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 7 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Nephilim prestige class.

Divine Presence: An aspect of awe and captivation surrounds the hero. Targets entering or already inside an active Aura must save or do nothing for 1 round. Each round they remain inside the effect of the hero's Aura the target can make a new save. Once the target makes a save she is no longer affected by this power for 24 hours. In order to avoid effects the target must make a Will save equal to 10 + the hero's Cha mod + ½ of the character's total levels. Activating Divine Presence is a standard action that does not provoke attacks of opportunity. The player chooses what targets are affected. Other Nephilim are immune to this effect.

Celestial Boon: The player adds an additional +2 racial bonus to Cha, Int, or Wis.

Beguile: Through the power of her voice the hero may command one creature to do what ever she will for a number of rounds equal to ½ her Nephilim level plus her Char mod. The target must be able to hear the hero and be within 20 feet. The commands can be anything the player wishes. Targets that are lower level than the hero receive no save unless

the command is damaging to the target or its allies, in which case it receive a normal save described below. Targets the same level or higher receive a Will save equal to 10 + the hero's Cha mod + ½ of the character's total levels. Targets asked perform physically damage acts or acts against one of its allegiances (if any) receive +4 to the roll. Targets asked to perform outright acts of suicide or the murder of an ally receives +8 to the roll.

Bonus Feats: In addition to all of the Celestial feats, the Nephilim gain special access to the following feats: Enhanced Aura, Heaven's Wings, The Truth, The Will, The Touch

NPC'S

NATALIE ADEMIOVIC

From casual observation, Natalie appears to be an attractive woman of Slavic decent. Her English is excellent, but she will often use a thick accent and act as if she does not understand the language well. She has pale, clear blue eyes and an unnatural grace. The skilled observer will notice both the undercover vest she almost always wears and the concealed sidearm.

Natalie is a spy for the Vatican. She is stationed in the US and provides regular recon information about forces of the dark powers at work in America. She keeps tabs on a variety of organized crime targets as well as any supernatural phenomena she encounters. She operates alone and communicates her findings to anonymous email accounts from a local coffee shop.

Using Natalie in a game: Introducing Natalie to a campaign should be pretty easy. The PC's can encounter Natalie actively tracking an evil creature in the area. The PC's can help or simply hang back and observe. If your players have supernatural powers themselves, perhaps the PC's have attracted the attention of a Vatican-based secret society (such as the Frater Torquemada, the Doctrine or the Seers of Fatima) and Natalie is reporting on them. Natalie has too few contacts to be a real influence in Rome, but she can tell her handler about the PC's which could spark a different meeting. Natalie will know something about the local organized crime environment and the black market, but she's really a behind the scenes observer possessing few contacts of her own.

Natalie Ademovic - Watcher Initiate (Watcher 1 / Fast Hero 2) CR 3; Medium-size Humanoid; HD 1d6+1 plus 2d6+2; HP 16; Mas 12; Init +4; Spd 30 ft; Defense 23, touch 14, flatfooted 18 (+4 Dex, +5 class, +3 equipment); BAB +1; Grap +1; Atk +1 melee (1d6, gun butt), or +6 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ Darkvision 60', Natural Armor +1, -4 to Charisma based checks vs. targets with allegiances to higher or lower powers; AL Higher Power, Vatican; SV Fort +3, Ref +7, Will +3; AP 5; Rep +2; Str 11, Dex 18, Con 12, Int 13, Wis 14, Cha 15.

Occupation: Celestial (Sense Motive, Bluff, Listen).

Skills: Bluff (Cha) +8, Gather Info (Cha) +4, Listen (Wis) +8, Read/Write (Bosnian, English, Russian), Sense Motive (Wis) +9, Sleight of Hand (Dex) +10, Speak Language (Bosnian, English, Russian) Spot (Wis) +8.

Feats: Personal Firearms Proficiency, Divine Grace (+2 Dex), Keen Vision, Light Armor

Talents (Fast Hero): Evasion.

Possessions: Wealth +3, Glock 17 (9 mm

Autoloader), concealed holster, 2 boxes 9mm ammunition, 1 box 9mm silver-tip ammunition, undercover vest.

ATIF SAJID

Atif is of Arabic ancestry and has lived for four centuries. He guards a tome in its protected temple hidden in a deep ravine of the desert. He is devoted to the higher powers spending many hours each day in meditation and prayer. The rest of his time is spent foraging in the desert for survival. There is a small spring near by and enough small game to eek out sustenance. Over the centuries, Atif has been visited occasionally by those seeking wisdom. His kit is entirely made up from gifts brought to him. He keeps an odd collection of other minor treasures in the temple.

Using Atif in a campaign: Atif guards *The Book of Gader'el*. Each day he reads from the book prevents him from aging. The temple he guards is warded from surveillance. Gader'el was one of the fallen angels in the last war between the higher and dark powers. This book is written in Arabic and was finished well before his fall and contains a great deal of curative knowledge. This knowledge was later used to teach men how to make weapons and thus the work was hidden by the Light. It is all but forgotten now.

The players could learn of the book as a last ditch means to heal a friend or NPC. They could be hired to recover the tome by occult researchers hoping to discover new power in its pages. If the PC's already have angelic patrons they could be tapped to go re-supply Atif or help him defend the tome from an imminent attack. Regardless, Atif will treat the PC's with respectful indifference until they prove themselves devout followers of the higher powers. He will not let the PC's read from the book unless they prove themselves or he is physically restrained. He will die defending the book from being stolen.

Atif Sajid - Watcher (Tough Hero 3/Watcher 3) CR 6; Medium-size Humanoid; HD 3d10+9 plus 3d6+9; HP 52; Mas 16; Init +0; Spd 30 ft; Defense 19, touch 14, flatfooted 13 (+0 Dex, +4 class, +3 equipment); BAB +3; Grap +5; Atk +6 melee (1d10+3, great sword), or +4 ranged (2d8+1d4, S&W M29 .44 revolver); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Reduction 3/iron, Resist Fire 10, Resist Electricity 5, +6 saves vs. Fire, Natural Armor +2; AL Higher Power; SV Fort +8, Ref +3, Will +4; AP 5; Rep +2; Str 14, Dex 11, Con 16, Int 12, Wis 13, Cha 12.

Occupation: Celestial (Intimidate, Spot, Bluff).

Skills: Intimidate (Cha) +10, Knowledge: Theology (Int) +10, Spot (Wis) +10, Survival: Arid (Wis) +7, Bluff (Cha) +10 Speak Language (English, Arabic), Read/Write (English, Arabic).

Feats: Archaic Weapons, Celestial Toughness, Resistance of the Light, Aura: Strength, Wings.

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

Possessions: Wealth +2, mastercraft great sword (+1 to hit), mastercraft S&W M29 (.44 Revolver, +1 to attack rolls), 2 boxes .44 ammunition, mastercraft studded leather armor (+3 equip bonus).

LILIANA MONROE

Liliana is the sole heiress to the Monroe trust. The problem is, she can only claim the trust when she turns 30. Her parents wanted to her to live by her own means before coming in to her wealth. All the same, she has been taught in the best schools and knows the right people. She has a real gift with languages and human nature.

Liliana discovered her faith and her heritage after the death of her parents. Since that time she has devoted herself to rooting out evil and seeing it destroyed. She is tenacious and suspicious by nature. She feels that those who have nothing to hide will have nothing to fear from a little rough questioning.

Officially, Ms. Monroe works as a "researcher/investigator" for a non-profit religious organization. This is merely a front for organization dedicated to destroying evil. The organization itself is funded by the Monroe Trust, although Liliana has little influence over how the trustee's use it. Of course that all changes when she comes of age...

Using Liliana in a campaign: Liliana receives direct inspiration from above. If she is called it generally means something needs smiting. It is her job to find it. Perhaps she is investigating the PC's or perhaps she needs their help ferreting out the next target. She is extremely knowledgeable about ancient religions and mystical servants of the higher and lower powers (including fiends and the Caeder). Other hooks to consider would be helping Liliana unseat evil in her own organization, recover artifacts for her or even a rescue of Liliana herself. Officially working with Liliana can potentially pay well (GM discretion) and eventually, she will become a powerful ally or nemesis.

Options with Blood & Relics: Swap out Liliana's Free Fall, Light Armor feats for Sacred Ritual and Consecrate Item.

Liliana Monroe - Nephilim (Smart Hero 3/Watcher 3/Nephilim 3) CR 9; Medium-size Humanoid; HD 3d6+6 plus 3d6+6 plus 3d6+6; HP 44; Mas 14; Init +2; Spd 30 ft; Defense 22, touch 17, flatfooted 18(+2 Dex, +5 class, +3 equipment); BAB +3; Grap +5; Atk +3 melee (1d4, pistol butt), or +6 ranged (2d6+1, Beretta 9mm w/ blessed ammo); FS 5 ft by 5 ft; Reach 5 ft; SQ Divine Presence, Resist Fire 10, +6 saves vs. Fire, Natural Armor +2; AL Higher Power; SV Fort +8, Ref +7, Will +8; AP 10; Rep +6; Str 10, Dex 14, Con 14, Int 16, Wis 13, Cha 12.

Occupation: Celestial (Knowledge: Theology, Spot, Sense Motive).

Skills: Computer Use (Int) +18, Decipher Script (Int) +17, Disable Device (Int) +15, Know: Tech (Int)

+15, Know: Theology (Int) +16, Listen (Wis) +13, Read/Write Lang (English, Hebrew, Latin) , Research (Int) +19, Search (Int) +15, Sense Motive (Wis) +13, Speak Lang (English, Hebrew, Latin) , Spot (Wis) +13

Feats: Personal Firearms Proficiency, Free Fall, Studious, Light Armor, Languages of Babylon, Tongue of Angels, Aura: Succor, The Truth, Divine Healing

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

Possessions: Wealth +4, Beretta Model 92 compact (9mm auto) with reflex site (+1 to attacks w/in 30'), 2 boxes 9mm ammunition, undercover vest (+3 equip bonus), laptop with wireless internet.

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 Slavicsek, 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.

Modern Dispatch #90 2004, RPGObjects; Author 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, Blood and Dragons.

Designation of Open Gaming Content: The following sections of *Modern Dispatch #90* 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 the text of this issue is open content.