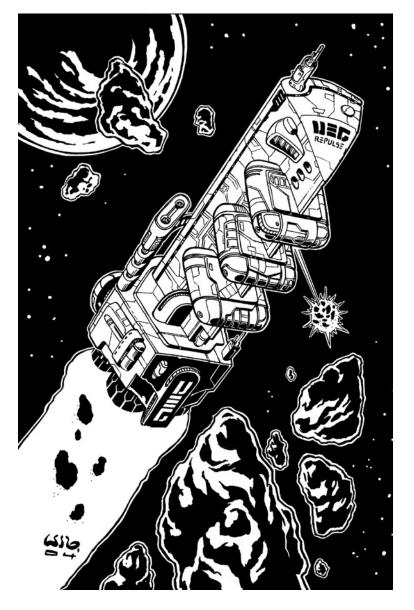# modern dispatch #99

POWDERKEG #1
BY CHARLES RICE

The year is 2256 and the PCs are about to become part of history. Tensions between the colonists of the Jovian moons and their masters, the governments and megacorps of Earth have been deteriorating for some time. Humans living in colonial settlements are virtual slaves are paid in worthless (to anyone but the Company) Company scrip. Since the only source of goods on these far-flung colonies is Company stores, the workers struggle to break even. When the United Earth Government (UEG) sets up a blockade, interdicting all trade to the Jovian colonies, even food and medicine, the stage is set for mankind's first interstellar civil war. The kindling is dry, the PCs are about to be there when the fuse is lit.

ABOUT PROMETHEUS RISING

Prometheus Rising is the signature setting of RPGObjects' series of Future d20 toolkits, *Blood and Space II*. In brief the Prometheus Rising setting is a PL 6 setting technologically and takes place entirely in the Earth solar system. The Prometheus setting is broken down into several distinct eras, allowing it to accommodate many different styles of play. The eras of the setting are: Genetic Age, Age of Discovery, Jovian Wars and Age of Expansion.

The Genetic Age encompasses the years 2000 through 2220, is something of a cyberpunk/post apocalyptic. In this age genetic engineering is discovered, various "models" of cloned humans are developed for warfare, labor and pleasure and society gradually deteriorates into a state of open warfare and anarchy. This era also sees the rise of multinational corporations from businesses to political and military entities in their own right.

The Age of Discovery sees mankind recovering from the warfare of the previous age and attempting to rebuild the shattered Earth, while the corporations begin to explore the solar system. This era sees the colonization of the moon, the mining of Earth's asteroid belt and numerous exploratory missions to map and explore the planets of the solar system.

This era also introduces aliens to the setting, with humans making first contact with The Prime, a telepathic, aquatic race living in oceans of the Jovian moon Europa, as well as the discovery of numerous ruins suggesting a now extinct alien species had colonized many planets in the Earth system in the distant past.

Finally this era introduces the last of the major fantastic elements to the setting: artificially intelligent robots who are used for work considered too dangerous for human or clone.

The Jovian Wars era sees widespread human colonization of the moons of Jupiter, called the "Jovian Moons" in the setting. These colonists, years away from Earth, preyed upon by pirates and at the mercy of the megacorps and a distant Earth government, rebel and attempt to set up their own government, free of Earth and corporate interference.

PCS VESSEL: THE HOKUSHIN

AML Hokushin (Fast Freighter)
The Hokushin, or "North Star" has been in the service of the African Mining League since 2286. Currently franchised by Kweku Mutakanyi, Hokushin used to make regular mining runs from Ganymede to the asteroid belt and back. Since the blockade, it has been making a different kind of run: evading the blockade to pick up medical supplies and foodstuffs from an independent hauler in the belt, then back through the blockade. The Hokushin is able to slip through easier than independent ships, as long as it maintains the pretense of being a good corporate franchise vessel.

Type: Ultralight	**Size:** Colossal (–8 size)
Subtype: Fast freighter	**Tactical Speed:** 3,500 ft. (7 sq.)
Defense: 7	**Length:** 110 feet
Flat-footed Defense: 5	**Weight:** 450 tons
Autopilot Defense: 5	**Targeting System Bonus:** +3
Hardness: 20	**Crew:** 4 (trained +4)
Hit Dice: 16d20 (320 hp)	**Passenger Capacity:** 4
Initiative Modifier: +2	**Cargo Capacity:** 300 tons (100 tons with mines)
Pilot's Class Bonus: +3	**Grapple Modifier:** +16
Pilot's Dex Modifier: +2	**Base Purchase DC:** 52
Gunner's Attack Bonus: +2	**Restriction:** Restricted (+2)

Attack: None
Attack of Opportunity: None

Standard PL 6 Design Specs
Engines: Ion engine, thrusters
Armor: Polymeric
Defense Systems: Autopilot system, magnetic field, radiation shielding
Sensors: Class II sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: Minelayer, 2 Fusion Mines (used in extreme circumstances when being pursued)
Grappling Systems: Grapplers
Equipment Carried on board: 8 Combat Space Suits (Light Duty Vest, Environment Seal): these are corporate issued survival suits built with combat in mind and are standard issue on all corporate vessels.

This war sees the United Earth Government and all major corporations on one side and the Jovian colonists, artificially intelligent robots and The Prime on the other. The war ends with the Jovian Moons attaining independence and establishing an uneasy truce with Earth.

Finally, during **The Age of Expansion,** Prometheus Rising begins to see many of the elements typical of space opera. With the discovery of barely understood FTL drives, called "quicksilver drives", humanity's colonization of the Earth system takes on a much more rapid and intense pace. Jovian moons that were years away are now minutes or hours away and the new frontier becomes the moons of Saturn, Neptune and Uranus. These moons are hotly competed over by the UEG, the corps and the Jovian colonists, with a new round of hostilities possible.

Also, advanced ships with faster FTL drives begin exploring star systems besides the Earth system, encountering more alien ruins and more alien life forms. This era also sees the formation of the Aegis Project, a galactic survey arm of the United Earth Government dedicated to exploring the cosmos and making peaceful contact with alien life forms.

Despite the strong desire for peace on all sides, this era sees first contact with the predatory Fyr'Toll as well, a time traveling race that was attempting to conquer Earth by the path of least resistance, by gaining power over it during it's primitive past. Now that humanity has acquired FTL and has begun to make contact with friendly alien races, the Fyr'Toll see them as a greater threat and declare war on all humans.

ADVENTURE SYNOPSIS/OUTLINE

1. Blockade Run: PCs slip the blockade and deliver medicine to the asteroid belt
2. Big Sky: The PCs have a long journey ahead of them and this encounter provides the GM with some tips to play out that time.
3. Deep Space Rendezvous: The PCs make their rendezvous and find the Sauvegarde, the ship they were to meet, floating dead in space. When they board it, they find that the villains who killed the crew left behind a present for anyone looking to explore the vessel.
4. Privateer attack (PCs arrive to find their contact has been ambushed by a Corporate Raider): since the PCs' ship has no guns they must attempt to outrun the pirates.
5. Conclusion: Some tips on how to conclude the adventure and where the game master could take it from here.

ADVENTURE ENCOUNTERS

The encounters in "Powderkeg" are arranged according to the following format: encounter name, encounter description, Captain's Briefing, sensor/computer logs and mission information. The encounter name and introduction give the game master a bullet point description of the encounter to help him navigate the adventure. The Captain's briefing are the orders Captain Mutakanyi will give to the crew at the start of each encounter and may be read allowed verbatim or summarized for the players. The sensor/computer logs describe the information the PCs can find before the start of an encounter to aid them in completing it successfully. It describes the requisite skill checks and the benefits gained from those checks. Finally comes the mission information,

which provides the meat of the encounter, giving the game master the things he needs to run it for the players, including any necessary statistic blocks.

1. BLOCKADE RUN

In this encounter the PCs slip the noose tightening its grip everyday around the Jovian moons: the blockade that prevents even basic medical supplies from reaching the moons, forcing the colonists to make due with what they can grow and synthesize themselves.

Captain's Briefing: As you know, this will be the most difficult part of our mission: slipping out of the blockade. If we can make it out, I have a convoy pass for one of the few "humanitarian" cargo convoys being allowed back in. Once we're free, then it's a leisurely journey of approximately 142 days to our rendezvous point. Our contact is leaving from the asteroid belt today and making his own 142 day journey to meet us half way, let's not make him wait too long shall we?

Sensor/Computer Logs: It seems Jove himself is smiling on the PCs' mission, because a comet is passing near Jupiter on the very day they plan to run the blockade. Perfect cover, if the PCs can learn of it in time. A Computer Use skill check (DC 20) will reveal the information while the PCs are planning the mission. If they know about the comet ahead of time, it will be extremely easy to piggy back in the tail, requiring a Pilot skill check (DC 15) to catch. If the PCs don't spot the comet mention in the logs before they begin their blockade run, then they have a chance to spot the comet on sensors using a Computer Use skill check to conduct an active scan. The DC for this skill check is 20, with a -5 penalty because of all the interference in the area (the craft running the blockade are piping out communication and sensor static on all frequencies).

Mission Information: If the PCs miss the comet altogether (see above), they will have to "hopscotch" from space body to space body to avoid being noticed. Slipping the blockade entirely requires 6 Pilot checks (all DC 15).

These checks are under stress so the pilot may not take 10.

The pilot rolls all 6 skill checks to determine not if the PCs will be spotted but how far they get before they're spotted. There are simply too many ships conducting active scans for them to slip through entirely. The distance of the nearest vessel is determined by the number of skill checks the pilot made as follows: 5 skill checks 12 squares (6,000 ft), 4 skill checks 10 squares (5,000 ft), 3 skill checks 8 squares (4,000 ft), 2 skill checks 6 squares (3,000 ft), 1 skill check 4 squares (2,000 ft), 0 skill checks 2 squares (1,000 ft).

The PCs have to make it outside the blockade ships' pursuit range of 30 squares to successfully run the blockade (the blockade ships will not go further than this to maintain the blockade at full strength).

UEG Blockade Cutter

These are cutters, designed for drug interdiction and space search and rescue which have been upgunned with the addition of a missile launcher to get as many ships on the line of the blockade as possible.

Type: Ultralight	Size: Colossal (–8 size)
Subtype: Escort	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7	Length: 180 feet
Flat-footed Defense: 5	Weight: 900 tons
Autopilot Defense: 5	Targeting System Bonus: +3
Hardness: 30	Crew: 8 (trained +4)
Hit Dice: 20d20 (400 hp)	Passenger Capacity: 24
Initiative Modifier: +4	Cargo Capacity: 30 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 52
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Attack: 2 fire-linked lasers -3 ranged (9d8 damage) and 1 CHE missile launcher -8 ranged (6d12 damage)

Attack of Opportunity: None

Standard PL 6 Design Specs

Engines: Ion engine, thrusters

Armor: Vanadium

Defense Systems: magnetic field, radiation shielding, sensor jammer

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 2 fire-linked lasers (9d8 damage), 1 CHE missile launcher, 8 CHE missiles

Grappling Systems: Grapplers

2. BIG SKY

This encounter encompasses the long journey (almost 5 months) that the PCs will take following their successful run of the blockade. Since this is a lot of time, the game master should feel free to expand this section as much as he and his players like with encounters of a similar nature.

Captain's Briefing: Ok, the hard part is over, for now. We've got a good 4-5 months of travel ahead of us, so keep yourselves entertained and busy but don't forget to mind your jobs. Ship systems still need to be monitored, duty stations watched and oh yeah, I believe someone erected a basketball hoop in the cargo area, see that it gets used. Don't want to pay to feed a fat crew.

Slingshot: About a week into their voyage, the ship detects a large asteroid not on any of their star charts. It seems to have drifted to just the right position so that it is caught in Jupiter's gravity but not moving at all. This asteroid is large enough that it could be used to speed the PCs' journey, shaving 2 weeks off their travel time with a successful Navigate skill check (DC 15).

Wretched Hive: Assuming the PCs attempt to take advantage of the asteroid above to shorten their voyage, they might notice something strange about it if they are observant. On a Computer Use skill check (DC 20) the PCs will determine that the asteroid is artificial and was purposely placed where it was. If the PCs move closer and conduct another scan (DC 20) they will realize the asteroid serves as a way-station/refueling point for pirates.

The PCs have just discovered New Tortuga (see Modern Dispatch #47). New Tortuga could be a place for the PCs to buy and sell smuggled goods and purchase illegal weapons during the Jovian War and could serve as the location for many adventure of the game master's design (if he has the Dispatch issue mentioned above or wants to flesh out the location for himself).

Mechanical Difficulties: The ship's Ion Drive is experiencing difficulties. Although it is still functional, it has lost some acceleration. The PCs' travel time on long voyages will not be affected, but until the drive is repaired they will lose the speed bonus granted by the Ion Drive (+500 ft. per round). The Repair skill check DC to repair the drive is 20.

3. DEEP SPACE RENDEZVOUS

In this encounter the PCs make their appointment with the EA Sauvegarde so they can pick up their cargo and try to return home as quickly as possible.

Captain's Briefing: It's been a long trip but it's not quite half complete. Let's pick up our cargo and head up home fast. Our friends and loved ones are waiting.

Secondary Briefing (once the ship is determined dead in space): "We have no idea what attacked the

Sauvegarde, but we need to send a boarding party over, see if the medicine for our people is there. There's also a small chance of survivors if this happened recently, and if they managed to get into suits in time. I also want the ship's computer core and black box downloaded."

Sensor/Computer Logs: As the PCs approach, a Computer Use skill check for an active scan (DC 20) will reveal the ship is dead in space. Life support is out and so is main power.

Mission Information: The PCs have three basic ta ahead of them: download the computer core, find t medicine and search for survivors. The ship itself is a graveyard, dark and mysterious, no gravity, with floating bodies along the way to make it extra spooky. Worse for the PCs, there is a surprise left for them by whoever attacked the vessel: pair of Maulers in vac-suits wait in ambush near the medicine.

Download Computer Core: Downloading the ship's logs and cached scan information would ordinarily be a simple task. With the amount of damage the ship has suffered however, not so muc Recovering the ship's data will require a Computer Use skill check (DC 20).

Find the medicine: The Sauvegarde was a smuggling vessel and the medicine is not laying around in the open. Each hour, allow the PCs to make a Search skill check (DC 20) to find the medicine. They may retry this skill check every hour until the cargo is found. Remember that the PCs' environment suits only contain 8 hours of life support, so it is possible the PCs will have to return to ship if they are particularly unlucky in their search for the medicine.

Search for survivors: There are no survivors on board. Those who survived the attack were put to death by the Maulers left behind for the PCs.

Salvage: It might also seem like an attractive option to conduct salvage operations. If a majority of the crew is in favor of conducting such operations (and one of the PCs has the Salvage feat), Capt. Mutakanyi will agree.

Danger on the way: Unknown to the PCs, the Maulers weren't left behind accidentally or as part of a suicide mission. The minute the PCs boarded the vessel they sent a signal to the privateer that attacked the Sauvegarde. The ship is 16 hours away. The Maulers have enough air to last them 56 hours and their orders were to finish off the crew then wait to see if anyone arrived to salvage the ship (the pirates also deduced that a ship sitting still in deep space- like the Sauvegarde – was waiting on a rendezvous). If the PCs take longer than 16 hours to search and/or conduct salvage on the ship, they will have to avoid the pirates.

There are two opportunities for the PCs to realize the Maulers signaled someone. The first is if the PCs manage to capture one of the Maulers and successfully interrogate him (the Maulers will do everything in their power to stop this from happening- Maulers greatly prefer death to capture).

The second is if someone on the Hokushin is actively scanning when the boarding party enters the vessel (when the signal will be sent). On a Computer Use skill check (DC 20) the person scanning will detect the signal (but not its contents). Since the crew of the Hokushin is rather small however, there is a good chance that no one is monitoring the scanning station.

Maulers (Strong Hero 3): CR 3; Medium-size humanoid; HD 3d8+9; HP 23; Mas 16; Init +1; Spd 25 ft; Defense 15, touch 13, flatfooted 14 (+0 size, +1 Dex, +2 class, +2 equipment); BAB +3; Grap +7; Atk +7 melee (2d6+6/19-20, High Frequency Sword), or +4 ranged (2d8+0, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Shoukai Kaisha; SV Fort +5, Ref +2, Will +0; AP 1; Rep +0; Str 19, Dex 13, Con 16, Int 6, Wis 8, Cha 10.
Occupation: Military (Pilot, Survival)
Skills: Intimidate +4, Knowledge (Tactics) +0, Pilot +3, Survival +1

CAPTAIN KWEKI MUTAKANYI

Kweki came up through the ranks of the African Mining League slowly, beginning as a surveyor on Earth, he specialized in finding fresh veins in mines long considered exhausted. After being promoted to the space mining division, Kweki made a small fortune mining the asteroid belt and parleyed those commissions (through shrewd investing) into enough credits to purchase his own ship franchise. Seeing enormous opportunities for someone of his skill on the frontier, where big strikes were being made daily it seemed, Kweki took his ship and moved out to Ganymede. At first the moons were a place of work but in the decade since his arrival, Kweki has come to consider them his home. Now that home is threatened by a government years away, by politicians who have never been further away from Earth than the Do Gwoon orbital station. Although he has always been a man of peace, not even allowing his ship to be armed, Kweki has come to see war as inevitable and is determined to do his best to aid the Jovians despite his peace-loving nature. With piracy on the rise he's begun carrying mines to deter pursuit and is beginning to seriously consider arming the ship.

Appearance: 6'4", 224 lbs, brown skin, black hair, green eyes

Captain Kweki Mutakanyi (Earther Dedicated Hero 3/Explorer 2): CR 5; Medium-size humanoid; HD 3d6+3 plus 2d8+2; HP 25; Mas 13; Init -1; Spd 30 ft; Defense 15, touch 12, flatfooted 16 (+0 size, -1 Dex, +3 class, +3 equipment); BAB +3; Grap +3; Atk +3 melee (1d6+0/19-20, Metal Baton), or +2 ranged (2d8+0, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Jovian Rebels; SV Fort +5, Ref +2, Will +6; AP 2; Rep +1; Str 10, Dex 8, Con 13, Int 10, Wis 14, Cha 18.
   Occupation: Asteroid Prospector (Pilot, Search)
   Skills: Bluff +8, Gather Information +8, Knowledge (Earth and Life Sciences) +6, Knowledge (Physical Sciences) +4, Listen +8, Pilot +4, Search +10, Sense Motive +8, Spot +10, Survival +8
   Feats: Alertness, Armor Proficiency (light), Miner, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Ultralight)
   Talents (Dedicated Hero): Skill Emphasis (Search), Aware
   Talents (Explorer): Explorer Lore, Survivalist, Resolve, Skilled Searcher
   Possessions: Light Combat Armor, Metal Baton, Laser Pistol

   Feats: Armor Proficiency (light), Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency
   Talents (Strong Hero): Melee Smash, Improved Melee Smash
   Possessions: Tactical Vest (Environment Seal), High Frequency Sword, Laser Pistol, additional environment packs (to extend the life of their suits for 48 hours)

4. PRIVATEER ATTACK

This encounter occurs if the Hokushin stays in the vicinity of the Sauvegarde more than 16 hours. If the PCs spend less time than that in salvage and recovery operations, this encounter will be avoided entirely and the PCs can skip directly to the conclusion below (encounter 5).

Note: In this encounter the Sensor/Computer Log entry comes first, since that will be the first indication the PCs will have of the impending attack if they have not learned of it another way in encounter 3 (intercepting the transmission or interrogating one of the Maulers).

Sensor/Computer Logs: Roll a Computer Use skill check for whoever is monitoring the sensors (if this is no one, assume a random crew member is at the station with a +4 skill check modifier). On a modified 25 or higher, the ship will detect the Corporate Raider 3 minutes before it reaches the map edge (or the ship is 80 squares away if you are not using a tactical map grid). On a 21-24 the ship will detect the Corporate Raider 2 minutes before it reaches the map edge (or 60 squares away). On a 16-20 the ship will detect the Corporate Raider 1 minute before it reaches the map edge (or 40 squares away). On a 15 the ship will detect the Corporate Raider at the map edge (or 20 squares away). If the check is less than 15 the ship will not detect the raider until it is 10 squares away.

Captain's Briefing: We have incoming vessel, moving toward us very fast in attack position. All crew leave the Sauvegarde immediately and return to ship.

Mission Information: It will take the crew members 1-2 minutes to transfer from the Sauvegarde to the Hokushin. Note that even if the PCs have completed their search and recovery operations and are conducting salvage operations, some of them will still be on board the Sauvegarde. The PCs are faster than the corporate raider but depending on how soon they detect it, they might still take a considerable amount of punishment while escaping.

SKS Corporate Raider

As the megacorps step up their efforts to control the Jovian Moons without interference from the colonists or the UEG, these vessels have begun to be commissioned to eager "franchisees" just like mining and scout vessels. In addition to the listed armaments, all raider vessels also come "equipped" with 4 Maulers (stats provided above) for boarding actions.

Type: Ultralight	**Size:** Colossal (–8 size)
Subtype: Escort	**Tactical Speed:** 3,000 ft. (6 sq.)
Defense: 7	**Length:** 180 feet
Flat-footed Defense: 5	**Weight:** 900 tons
Autopilot Defense: 5	**Targeting System Bonus:** +3
Hardness: 30	**Crew:** 8 (trained +4)
Hit Dice: 20d20 (400 hp)	**Passenger Capacity:** 24
Initiative Modifier: +4	**Cargo Capacity:** 30 tons
Pilot's Class Bonus: +3	**Grapple Modifier:** +16
Pilot's Dex Modifier: +2	**Base Purchase DC:** 52
Gunner's Attack Bonus: +2	**Restriction:** Restricted (+2)

Attack: 2 fire-linked lasers -3 ranged (9d8 damage)
Attack of Opportunity: None

Standard PL 6 Design Specs
Engines: Ion engine, thrusters
Armor: Vanadium
Defense Systems: magnetic field, radiation shielding, sensor jammer
Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 2 fire-linked lasers (9d8 damage)
Grappling Systems: Grapplers

5. CONCLUSION

Having (hopefully) achieved their goals, the PCs now must make the long trip back to the Jovian Moons. Along the way they will link up with a convoy of merchant vessels to provide them cover. Although RPGObjects will continue this adventure in future Dispatch issues, there is ample room for the game master to continue it on her own. Some adventure hooks to continue the adventure are provided below.

Convoy Assault: A group of corporate raiders attack the convoy, boarding the Hokushin in the process. Now the PCs must defend their ship from 4 vicious Maulers, then assist the other vessels in the convoy.

Ill-gotten gains: The PCs might have acquired some items during the course of the adventure that would be difficult to sell through legitimate channels (such as the salvage from the Sauvegarde or the some valuable information gained from it's computer logs). This could lead the PCs to make a stop at New Tortuga, the pirate base they scanned on their way in, or even attempt to locate the infamous (and illegal) space station Casino, the place where anything goes.

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 #99 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, New Tortuga.

Designation of Open Gaming Content: The following sections of *Modern Dispatch #99* 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 and Ship statistics blocks are open content. All other content is closed.