

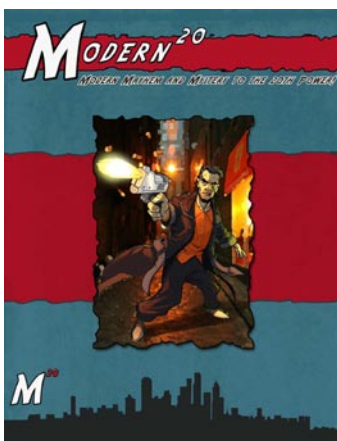
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Charles Rice's
next evolution
in modern d20
gaming!

Modern Mayhem and Mystery to the 20th Power!



BY CHARLES RICE

-H.G. Wells, The War of the Worlds

The year is 1962. Agents of an insurgent faction called the Splinter Radicals, who possess psychic abilities, have been thwarted in their attempt to assassinate President Eisenhower. After this failed attempt, the United States government recruits its own psychics under a covert department of the Secret Service: the Psychic Research

Proofreading: Charles Evans, Rich Spainhour

Defense Agency. Even more troubling, visitations by psychic Grey Aliens are on the rise, with new psychics being reported in their wake. J. Edgar Hoover, ever seeking more power, is attempting to recruit his own psychics to monitor suspected radicals outside the scope of the law. And now the PRDA's precogs have



a vision of a terrible day when the Splinter Radicals will kill newly elected President John F. Kennedy and blame the assassination on the Soviets.

Welcome to the next stage in human evolution. Be the hunter, or be hunted.

CHARACTER CREATION

NEW BACKGROUNDS

RADICAL

You once believed in a cause so strongly you were willing to support extreme measures to see it accomplished. While you weren't a terrorist supporting attacks on civilians, you might have advocated an overthrow of the government and participated in events like flag-burning.

Skills (choose three of the following): Academics, Art, Chemistry, Crime, Firearms, Stealth, Streetwise, Unarmed

Base Wealth: 4

NEW OCCUPATIONS

PSYCHIC AGENT

You have been recruited to use your psychic abilities for an organization. The three most commonly encountered groups that employ psychic agents in the Hunters campaign model are COINTELPRO, the PRDA and the Splinter Radicals.

Professional Skills: Crime, Influence, Perception

Improved Feats: *Iron Will*: you have received intensive training in resisting psychic damage as well as defending your mind from intrusion and gain a

+3 bonus on Will saves from this feat; *Low Profile*: because you are under deep cover, you retain your original Reputation under that identity and can reclaim it at any time (though that essentially means giving up this feat), any Reputation gains made after acquiring the Low Profile feat go to your original identity; *Talented (Crime and Perception)*: +4 to these skills; *Wild Talent*: you have received formal training in the use of your psychic abilities and receive a +2 bonus on saving throws to resist psychic damage

NEW CHARACTER DISADVANTAGES

DAMAGING (DSR 2+)

You suffer more strain from use of your psychic abilities than normal. At DSR 2 you suffer 2d6 non-lethal damage from use of your abilities, rather than the standard 1d6. At DSR 3 you suffer 3d6 damage, and at DSR 4 you suffer 4d6 damage.

You recover Action Points from this disadvantage whenever you suffer psychic damage from using your abilities.

DEADLY (DSR 4)

Damage dealt to you by use of your psychic abilities is lethal. You recover Action Points from this disadvantage whenever you suffer psychic damage from use of your abilities.

OUT OF CONTROL (DSR 5)

Whenever you are under stress, your powers might manifest. Any time you suffer damage, you must make a Will save (DC 20) or have a random psychic power activate and target a random person or object nearby. Live targets are always chosen before inanimate targets.

NEW SKILLS

PSIONICS

Wis; Trained Only

This skill represents the powers of the mind and is only available to those who select the Wild Talent feat at 1st level. Unless specifically indicated in the text, Feat-based Psionic powers do not require a Psionics skill roll; they manifest automatically, and succeed or fail based upon a related Skill check (e.g. making a Perception check to see with Clairvoyance), or a target's Saving Throw result.

Using psionic abilities is taxing. Each time you use an ability granted by this skill, or a feat that requires this skill, you must make a Will save with a DC of 15 plus one for each previous saving throw that day. Failing this saving throw results in you suffering 1d6 points of non-lethal damage. This damage is physically evident and may allow your use of psionic abilities to be detected. Possible physical manifestations of psionic damage include bleeding from the nose, eyes or ears or unexplained bruises that manifest spontaneously.

Precognition (requires perk): This use of the Psionics skill allows you to use your Psionics skill in place of your Initiative modifier. You may either use this skill at the start of an encounter (when initiative rolls are normally called for), or during an encounter to re-roll your initiative.

This skill use is a free action that you can perform once per round.

Telepathy (requires perk): This use of the Psionics skill allows you to detect the general emotional state of your target. Thus you could detect nervousness, anger, fear and so forth. This ability has a range of line of sight and the target of this ability may make a Will save to resist attempts to detect her emotional state. The DC of this Will save is your ranks in the Psionics skill +10.

If you successfully read a target's emotional state, you may add half your ranks in Psionics to a single Influence, Leadership or Perception check when interacting with that target.

This skill use is a move action.

Telekinesis (requires perk): You can move a weight of 10 lbs. per rank in this skill, you may hold this weight aloft for up to one minute and can move the full weight five feet per round.

You cannot effectively move this weight swiftly enough to damage a person. Even moving the object above a target and dropping it, you can move objects so slowly that an aware target could avoid being caught underneath an object being moved with this ability.

This skill use is a move action.

NEW FEATS

ANXIETY ATTACK

Star

You unleash hidden fears in your target's mind.

Prerequisite: Wild Talent, Psionics 8 ranks, Telepathy perk

Effect: The target of this attack must make a Will save (DC equal to your Psionics skill +10) or become shaken for a number of rounds equal to your ranks in the Psionics skill.

If the target successfully saves against this ability, she is immune to it for the next 24 hours.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

CHARM

Star

You use your psychic abilities to briefly convince a target that you're a friend.

Prerequisite: Wild Talent, Psionics 4 ranks, Telepathy perk

Effect: The target of this ability perceives you as a friend for a number of rounds equal to your ranks in the Psionics skill unless she makes a Will save (DC equal to your Psionics skill +10). If you or your companions have attacked the target of this ability, the DC of this save is equal to your Psionics skill.

You cannot convince the target of this ability to do something obviously self-destructive, though you can convince her to do something she wouldn't ordinarily do with an Influence check.

When this ability ends, you may use it again, but a target that succeeds at her saving throw against this ability is immune to it for 24 hours.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

CLAIRVOYANCE

Empath

You can see distant events occurring in the present.

Prerequisite: Wild Talent, Foresight, Psionics 8 ranks, Precognition perk

Effect: You can see and hear current events as they occur at a range of 1 mile for each 4 full ranks you possess in the Psionics skill.

When you activate this ability, you must choose a person, place or event. To successfully view the target, you must make a Perception check. The DC of this check depends on how well you know the person (40 for a complete stranger, 10 for a close friend), place (40 for a place you've never seen even in pictures, 10 for a place you've lived) or event (40 for something only vaguely described, 10 for an event you witnessed in the past through a Precognition feat).

Special: This use of the Psionics skill is a move action. You must make a saving throw to resist psychic damage each time you use this ability.

DOMINATION

Star

You can literally control a target's mind.

Prerequisite: Wild Talent, Charm, Glamer, Psionics 15 ranks, Telepathy perk

Effect: You can literally control your target's mind, manipulating him or her like a puppet unless the target succeeds at a saving throw (DC equal to your Psionics skill +10). This ability establishes a psychic link to your target that can be used to give mental commands if your target and you share a common language or to give impulses if you do not share a language with your target.

If you order your target to perform a self-destructive act, your target automatically breaks free of this ability.

This ability has a duration of one hour per rank you possess in the Psionics skill.

If a target makes her save against this ability, or breaks free because you ordered her to perform a self-destructive act, your target is immune to this ability for 24 hours.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

FARSIGHT

Empath

You can catch glimpses of the more distant future.

Prerequisite: Wild Talent, Foresight, Psionics 8 ranks, Precognition perk

Effect: You may attempt to view an event occurring one week in the future for each 4 full ranks in the Psionics skill you possess. You may attempt to view a specific event in order to better react to it, or the game master might give you a vision on her own.

Correctly interpreting the events you see requires a Perception check, with a DC of 15 plus 5 for each week distant in the future the event occurs.

If you participate in an event you have viewed

with this power and correctly interpreted with the Perception skill, you gain a +2 circumstance bonus on all skill checks and saving throws and 4 free Action Points that can only be spent during the encounter you viewed.

Special: This use of the Psionics skill takes one minute (10 rounds) to perform. You must make a saving throw to resist psychic damage each time you use this ability.

FORESIGHT

Empath

You can catch glimpses of the future.

Prerequisite: Wild Talent, Psionics 4 ranks, Precognition perk

Effect: You may attempt to view an event occurring one day in the future for each 4 full ranks in the Psionics skill you possess. You may attempt to view a specific event in order to better react to it, or the game master might give you a vision on her own.

Correctly interpreting the events you see requires a Perception check, with a DC of 15 plus 5 for each day distant in the future the event occurs.

If you participate in an event you have viewed with this power and correctly interpreted with the Perception skill, you gain a +2 circumstance bonus on all skill checks and 2 free Action Points that can only be spent during the encounter you viewed.

Special: This use of the Psionics skill takes one minute (10 rounds) to perform. You must make a saving throw to resist psychic damage each time you use this ability.

FUTURESIGHT

Empath

You can catch glimpses of the extreme distant future.

Prerequisite: Wild Talent, Foresight, Farsight, Psionics 15 ranks, Precognition perk

Effect: You may attempt to view an event occurring any time in the future. You may attempt to view a

specific event in order to better react to it, or the game master might give you a vision on her own.

Correctly interpreting the events you see requires a Perception check, with a DC of 15 plus 5 for each year distant in the future the event occurs.

If you participate in an event you have viewed with this power and correctly interpreted with the Perception skill, you gain a +2 circumstance bonus on all skill checks, saving throws and attack rolls and 6 free Action Points that can only be spent during the encounter you viewed.

Special: This use of the Psionics skill takes one minute (10 rounds) to perform. You must make a saving throw to resist psychic damage each time you use this ability.

GLAMER

Star

You use your psychic abilities to convince a target that you're a friend.

Prerequisite: Wild Talent, Charm, Psionics 8 ranks, Telepathy perk

Effect: This ability is identical to the Charm ability except that its duration is one hour per rank in the Psionics skill.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

HIVE MIND

Brainiac

You can set up a multi-way mind link between you and several willing targets.

Prerequisite: Wild Talent, Mental Communication, Mind Link, Psionics 15 ranks, Telepathy perk.

Effect: While sharing a mind link, you and your companions function as one. While this ability is in effect, you and all those sharing a mind link with you gain a +2 bonus to all attack and skill checks. This bonus is cumulative with the Teamwork and Esprit de

Corps feats.

Special: This use of the Psionics skill is a move action that can be performed once per round. It has a duration of 10 minutes. The normal saving throw to resist psychic damage is made once, at the end of this duration.

LIE DETECTOR

Empath

You can scan the surface of a target's mind and tell when she's lying.

Prerequisite: Wild Talent, Psionics 4 ranks, Telepathy perk

Effect: While this ability is active, if the target knowingly lies, he or she must succeed at a Will save (DC equal to your Psionics skill +10) or you will instantly become aware of it.

Special: This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

MENTAL COMMUNICATION

Brainiac

You can set up a two-way mind link between you and a willing target. This power has no effect on an unwilling target. Attempting Mental Communication with an unwilling target (i.e. because you did not know they would refuse contact ahead of time) still uses up a Move action and requires a saving throw to resist psychic damage.

Prerequisite: Wild Talent, Psionics 4 ranks, Telepathy perk.

Effect: While this ability is active, you and an ally can silently communicate over a distance of one mile for every 4 full ranks you possess in the Psionics skill. This ability may only be established at a range of 100 feet or less.

Special: This use of the Psionics skill is a move action that can be performed once per round. It has a duration of 10 minutes. The normal saving throw to resist psychic damage is made once, at the end of this duration.

MIND CRUSH

Brainiac

You can cause lasting neural damage and even death. Damage from this ability manifests as severe head trauma (such as a concussion) or possibly a stroke.

Prerequisite: Wild Talent, Mind Stun, Mind Strike, Psionics 15 ranks, Telepathy perk

Effect: You can inflict lethal or non-lethal damage (your choice) with your mind, equal to 1d8 points of damage for every 4 full ranks you possess in the Psionics skill. The target of this attack may make a Will save for one-half damage (DC equal to your Psionics skill +10).

This ability has a range of 10 ft. for every rank you possess in the Psionics skill.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

MIND LINK

Brainiac

You can set up a multi-way mind link between you and several willing targets. This power has no effect on an unwilling target, who will automatically be left out of the psychic loop formed among the willing targets.

Prerequisite: Wild Talent, Mental Communication, Psionics 8 ranks, Telepathy perk.

Effect: This ability functions identically to the Mental Communication ability except that you may establish a link with 1 other person per 4 full ranks in the Psionics skill.

Special: This use of the Psionics skill is a move action that can be performed once per round. It has a

duration of 10 minutes. The normal saving throw to resist psychic damage is made once, at the end of this duration.

MIND STRIKE

Brainiac

You can cause your target intense mental pain. Damage from this ability typically manifests as a severe migraine.

Prerequisite: Wild Talent, Mind Stun, Psionics 8 ranks, Telepathy perk

Effect: You can inflict non-lethal damage with your mind, equal to 1d4 points of damage for every 4 full ranks you possess in the Psionics skill. The target of this attack may make a Will save for one-half damage (DC equal to your Psionics skill +10).

This ability has a range of 10 ft. for every 2 full ranks you possess in the Psionics skill.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

MIND STUN

Brainiac

You can temporarily “short circuit” your target’s mind.

Prerequisite: Wild Talent, Psionics 4 ranks, Telepathy perk

Effect: The target of this ability is stunned for one round unless she succeeds at a Will save (DC equal to your Psionics skill plus 10).

This ability has a range of 10 ft. for every 4 full ranks you possess in the Psionics skill.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

MIND WIPE

Brainiac

You can re-wire a specific area of your target’s mind, making one memory hard to access.

Prerequisite: Wild Talent, Mind Stun, Psionics 15 ranks, Telepathy perk

Effect: You can choose one event, lasting no more than an hour, and make it difficult for your target to remember it. The first time your target attempts to remember the suppressed memory, a saving throw of 20 plus your ranks in the Psionics skill is required. If this is successful, the target will have fragmented and incomplete memories of the event, requiring a Perception check (DC 30) to correctly interpret.

A second save, with a DC of 10 plus your Psionics skill will render a more complete picture of the event, requiring a Perception check with a DC of 20 to interpret.

Finally, a third save, with a DC of 10 plus your Psionics skill will restore full memory of the event.

These saves cannot be made more than once per week, meaning if the first save is failed, the target cannot try again for a week.

A character with the Influence skill can use the Psychology skill use to aid in the recovery of repressed memories. In this case the character makes a skill check, with a DC equal to the saving throw DC, to help the target remember.

Special: This use of the Psionics skill is an attack action that has a range of 10 ft. You must save to resist psychic damage each time this ability is used.

PANIC ATTACK

Star

You unleash your target’s worst nightmares.

Prerequisite: Wild Talent, Anxiety Attack, Psionics 15 ranks, Telepathy perk

Effect: The target of this attack must make a Will save (DC equal to your Psionics skill +10) or become panicked for a number of rounds equal to your ranks in the Psionics skill.

If the target successfully saves against this ability, she is immune to it for the next 24 hours.

Special: This use of the Psionics skill is a full attack

action. You must save to resist psychic damage each time this ability is used.

PERCEIVE OUTCOME

Empath

You glimpse the result of an action a split-second before it occurs.

Prerequisite: Wild Talent, Psionics 4 ranks, Precognition perk

Effect: After making any attack roll or skill check, you may either commit to that action or take the other action. You may not attempt the same type of action (attack roll or skill check) that you tried the first time. For example, if you attack a target but know that you will miss, you could instead make a Leadership skill check to help your comrades.

Special: This use of the Psionics skill is a free action that can be performed once per round. You must make a saving throw to reduce psychic damage each time you use this ability.

POWER LIFTER

Powerhouse

You can lift greater weights with your mind than normal.

Prerequisite: Wild Talent, Psionics 4 ranks, Telekinesis perk

Effect: The amount of weight you can lift with your mind increases to 25 lbs. per rank in the Psionics skill. You can move this weight at 10 ft. per round.

Special: This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

PRECOGNITIVE DODGE

Speedfreak

Your ability to see a split-second into the future makes you harder to hit.

Prerequisite: Wild Talent, Psionics 4 ranks, Precognition perk

Effect: You gain a +1 bonus to your Defense for every 4 full ranks you possess in the Psionics skill.

Special: This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

PRECOGNITIVE REFLEXES

Speedfreak

Your ability to see the future allows you to take advantages of openings in your opponent's defenses.

Prerequisite: Wild Talent, Precognitive Dodge, Psionics 8 ranks, Precognition perk

Effect: Once per round when a melee attack misses you, you may make a free attack against the opponent who launched that attack.

Special: This use of the Psionics skill is a free action that can be performed once per round. You must make a saving throw to resist psychic damage each time you use this ability.

PSYCHIC DETECTION

Empath

You can automatically detect the nearby use of psychic abilities.

Prerequisite: Wild Talent, Psionics 8 ranks, Telepathy perk

Effect: You can detect the use of psychic abilities at a range of 100 ft. per rank in the Psionics skill.

Special: This feat may be taken three times. Taking it a second time increases the detection range to 1 mile per rank in the Psionics ability, taking it a third time increases this range to 10 miles per rank.

This ability is not passive. You must activate it like a normal psychic ability. It has a duration of one minute (10 rounds). At the end of this duration, you must save to resist psychic damage.

PSYCHIC DETECTION, IMPROVED

Empath

You can automatically detect nearby psychics, whether they are using their abilities or not.

Prerequisite: Wild Talent, Psionics 15 ranks, Telepathy perk

Effect: You can detect any psychic within range of your abilities.

Special: This feat's range is equal to the range of the normal Psychic Detection feat, meaning that if you have taken the Psychic Detection feat three times, you can detect a psychic at a range of 10 miles per rank whether he is using his abilities or not.

This ability is not passive. You must activate it like a normal psychic ability. It has a duration of one minute (10 rounds). At the end of this duration, you must save to resist psychic damage.

PSYCHIC INTERROGATOR

Empath

You can compel a target to speak the truth.

Prerequisite: Wild Talent, Lie Detector, Psionics 8 ranks, Telepathy perk

Effect: When you ask the target of this ability a question, she must make a Will save (DC equal to your Psionics skill +10) or tell you the truth. If the target succeeds at this save, she still may not lie. She simply refuses to answer.

Special: This use of the Psionics skill is a full attack action. It has a duration of one round (enough time to ask one question and receive an answer). You must make a saving throw to resist psychic damage each time you use this ability.

PUPPET MASTER

Star

You can control the minds of numerous targets.

Prerequisite: Wild Talent, Charm, Glamour, Domination, Psionics 20 ranks, Telepathy perk

Effect: This ability functions like the Domination

ability except that you can control one target for every 4 full ranks in the Psionics skill simultaneously.

Also, the duration of this ability is one day per rank you possess in the Psionics ability.

If the target successfully saves against this ability, she is immune to it for the next 24 hours.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

PUPPETEER

Star

You have a powerful ability to suppress the will of others.

Prerequisite: Wild Talent, Charm, Glamer, Domination, Psionics 20 ranks, Telepathy perk

Effect: This ability functions like the Domination ability except that each time a target fails her save against this ability, the DC of any future save to resist your mental control increases by +2.

Special: This use of the Psionics skill is an attack action. You must save to resist psychic damage each time this ability is used.

RAIN OF OBJECTS

Powerhouse

You pelt your opponent with a barrage of small objects, damaging and distracting him.

Prerequisite: Wild Talent, Psionics 4 ranks, Telekinesis perk

Effect: If your opponent does nothing but defend himself from the barrage of objects, he suffers 1-2 points of non-lethal damage. An opponent doing this suffers a -6 penalty to all Perception checks and is considered flat-footed if attacked by someone other than you this round.

If your opponent ignores the objects, he suffers 1-8 points of non-lethal damage plus your Wisdom bonus (if any).

Special: This use of the Psionics skill is an attack

action. You may make additional attacks with this ability, with all the normal penalties, using multi-attack. You must make a saving throw to resist psychic damage each time you use this ability.

REMOTE VIEWING

Empath

You can see distance events occurring at great distances in the present.

Prerequisite: Wild Talent, Foresight, Clairvoyance, Psionics 15 ranks, Precognition perk

Effect: This ability works as the Clairvoyance ability but at unlimited range.

Special: This use of the Psionics skill is a move action. You must make a saving throw to resist psychic damage each time you use this ability.

SECOND CHANCE

Empath

You glimpse the result of your action in time to improve your chances of success.

Prerequisite: Wild Talent, Perceive Outcome, Psionics 8 ranks, Precognition perk

Effect: This ability works like the Perceive Outcome ability except that you may try the same action again. So if you attack a target and know you will miss, you can either make a skill check, roll your attack roll against that target again, or even attack a different target.

Special: This use of the Psionics skill is a free action that can be performed once per round. You must make a saving throw to reduce psychic damage each time you use this ability.

TELEKINETIC BARRICADE

Tank

You can erect an amazingly powerful telekinetic barrier to protect yourself against attack.

Prerequisite: Wild Talent, Telekinetic Shield, Telekinetic Wall, Psionics 15 ranks, Telekinesis perk

Effect: Each attack that hits you is reduced by two additional points of damage (cumulative with Telekinetic Shield and Telekinetic Wall for a total of -6 points of damage). Use of this feat is a free action but you cannot use this feat in a round where you would be denied your Dexterity bonus for any reason.

Special: This damage reduction is cumulative with any granted by armor or a feat.

This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

TELEKINETIC FIST

Powerhouse

You can slam a target with the pure force of your mind.

Prerequisite: Wild Talent, Telekinetic Hand, Psionics 8 ranks, Telekinesis perk

Effect: You can inflict non-lethal damage with your mind. This attack has a range increment of 10 ft. The damage of this feat is determined by the number of ranks in the Psionics skill you possess, as shown on the table below.

Special: This use of the Psionics skill is an attack action. You may make additional attacks with this ability, with all the normal penalties, using multi-attack. You must make a saving throw to resist psychic damage each time you use this ability.

Ranks	Non-Lethal Damage
4	1d4
6	1d6
8	1d8
10	1d10
12	2d6
16	2d8
20	2d10
23	2d12

TELEKINETIC FLIGHT

Speedfreak

You can fly with the power of your mind.

Prerequisite: Wild Talent, Telekinetic Leap, Telekinetic Levitation, Psionics 15 ranks, Telekinesis perk

Effect: You can fly at a speed of 10 ft. per round for each rank in the Psionics skill. You can carry your normal weight (as determined by the Telekinesis skill use) when you fly but your body weight is not counted for this purpose.

Special: This use of the Psionics skill is a free action that can be performed once per round. This ability has a duration of one round. A saving throw to resist psychic damage must be made each round this ability is used.

TELEKINETIC HAND

Powerhouse

You can wield objects with your mind as effectively as you could with your hands, perhaps better.

Prerequisite: Wild Talent, Psionics 4 ranks, Telekinesis perk

Effect: You can wield a melee weapon with your mind, using your ranks in the Psionics skill in place of your Strength. This power has an effective “range increment” of 10 ft. meaning that at 10 ft. or less you may wield a melee weapon with no penalty to hit. At 11 to 20 ft. you suffer a –2 penalty to hit and so forth.

If you attack with a Telekinetic Hand in addition to your normal attacks, you suffer the usual penalties for attacking with two weapons (all attacks this round suffer a –10 penalty in addition to any penalties normally incurred from multi-attack).

Special: This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

TELEKINETIC LEAP

Speedfreak

You use your mind to enable you to make superhuman leaps.

Prerequisite: Wild Talent, Psionics 4 ranks, Telekinesis perk

Effect: You add +5 ft. to your running leap, or +2.5 ft. to your standing leap for each four ranks you have in the Psionics skill, rounded down.

Special: This use of the Psionics skill is a free action that can be performed once per round. A saving throw to resist psychic damage must be made each time this ability is used.

TELEKINETIC LEVITATION

Speedfreak

You use your mind to lift yourself up in the air.

Prerequisite: Wild Talent, Telekinetic Leap, Psionics 8 ranks, Telekinesis perk

Effect: You can move vertically at a speed of 20 ft. per round. You can carry your normal weight (as determined by the Telekinesis skill use) when you levitate but your body weight is not counted for this purpose.

Special: This use of the Psionics skill is a free action that can be performed once per round. This ability has a duration of one round. A saving throw to resist psychic damage must be made each round this ability is used.

TELEKINETIC SHIELD

Tank

You create a minor telekinetic barrier.

Prerequisite: Wild Talent, Psionics 4 ranks, Telekinesis perk

Effect: Each attack that hits you is reduced by two points of damage. Use of this feat is a free action but you cannot use this feat in a round where you would be denied your Dexterity bonus for any reason.

Special: This damage reduction is cumulative with any granted by armor or a feat.

This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

TELEKINETIC SLEDGEHAMMER

Powerhouse

Your mind is incredibly powerful, capable of rending your opponents limb from limb.

Prerequisite: Wild Talent, Telekinetic Hand, Telekinetic Fist, Psionics 15 ranks, Telekinesis perk

Effect: This feat functions as Telekinetic Fist, only the damage is much higher, as shown on the table below. This feat can also inflict lethal or non-lethal damage on your opponent, at your discretion.

Special: This use of the Psionics skill is an attack action that can be combined with multi-attack if you are eligible to make multiple attacks. A saving throw to resist psychic damage must be made each time this ability is used.

Ranks	Lethal or Non-Lethal Damage
15	3d8
17	3d10
19	4d8
21	4d10
23	5d10

TELEKINETIC WALL

Tank

You can erect an even more powerful telekinetic barrier to protect yourself against attack.

Prerequisite: Wild Talent, Telekinetic Shield, Psionics 8 ranks, Telekinesis perk

Effect: Each attack that hits you is reduced by two additional points of damage (cumulative with Telekinetic Shield for a total of -4 points of damage). Use of this feat is a free action but you cannot use this feat in a round where you would be denied your Dexterity bonus for any reason.

Special: This damage reduction is cumulative with any granted by armor or a feat.

This use of the Psionics skill is a free action that can be performed once per round. It has a duration of 10 rounds (one minute). The normal saving throw to resist psychic damage is made once, at the end of this duration.

WILD TALENT

General

You were born with an innate talent for psychic ability.

Prerequisite: GM's Permission

Effect: You may take ranks in the Psionics skill, which is always a class skill for you regardless of class.

Special: This feat is only available in campaigns that feature psionics. Check with your game master before selecting this feat.

NEW EQUIPMENT

Feedback Collar

Cost: 22 (Mil. +3)

Effect: While a device to actually stop the use of mental abilities has thus far eluded scientists, they have come up with the next best thing: a device that causes searing pain when those powers are used. This device raises the DC of a save against psychic damage from 15 to 30 (plus two for each previous save so far this day), doubles the damage (to 2d6) and makes that damage lethal.

CAMPAIGN MODEL: THE HUNTERS

Time Undetermined: Alien travelers make frequent visits to Earth to study the local population and are greeted as gods by the primitive inhabitants of that world. On initial visits, these travelers have free contact with the natives, allowing them to see their landing craft and interact with the crew.

When subsequent visits begin to report a contamination of Earth culture from these visits, with inhabitants building standing stone circles, pyramids, geometric lines and other objects visible from a great height, apparently to encourage more contact, the visitors begin to use a more circumspect approach.

Some investigators who know of these visits believe the aliens altered humanity to have the capacity for psychic ability. While others maintain the ability itself is the reason for contact.

October 30th, 1938: An alien reconnaissance ship is forced to land in Grover's Mill, New Jersey due to engine malfunction. As a result of the panic, Grey Aliens use their mental abilities to convince key persons involved in the broadcast that it was a drama misinterpreted by a fearful public.

January 22, 1944: A large explosion occurs during combat operations as part of Operation Shingle, more commonly referred to as the Battle of Anzio. Corporal Matt Corday is found naked in the center of a huge explosion that has fused the ground in a 200-meter radius to glass. No human remains of his comrades are ever discovered. Cpl. Corday, who remembers nothing, is transferred to a field hospital in Britain.

February 3, 1944: Cpl. Corday is found laying naked in the center of a 300-meter radius circle of fused ground in what had once been a British hospital where he was receiving treatment for battle fatigue. On the orders of Army Intelligence, Corday is sedated and transferred to a secret scientific facility in the United States for further testing.

June 4, 1944: Millie Mankin, a 19 year-old housewife living in Detroit, Michigan sees the death of her husband, William during a migraine headache. Though deeply disturbed by the graphic nature of this vision, Millie passes it off as stress and continues to work her regular shift at a factory producing $\frac{3}{4}$ ton trucks for the war effort.

June 6, 1944: William Mankin is killed during the Battle of Normandy. Based on the limited information given to her about the nature of her husband's death, Millie realizes that the vision she had during her migraine came true, that she had witnessed her husband's death two days before it happened.

August 15th, 1945: VJ Day. The war over, Millie Mankin moves to Parkersburg, Iowa where she lives with her mother and father.

July 8th, 1947: A spacecraft piloted by Grey Aliens crashes near Roswell, New Mexico. Before they die for unknown reasons, scientists report hearing strange voices in their heads and that the voices quickly learned much about Earth from their minds, including the ability to speak English with almost perfect fluency.

August 19th, 1956: Millie Mankin begins to have visions of a man stepping out of a crowd and killing President Eisenhower. Over the next week, these visions grow in intensity and clarity. Millie begins to

keep a journal and even draws a map of the attack, which she soon realizes will take place in Chicago.

August 27th, 1956: In Chicago to discuss his Federal-Aid Highway Act, President Eisenhower is attacked by a Soviet assassin in an attempt to trigger a war between the United States and the Soviet Union. As the man steps out of the crowd and draws his weapon, Millie, standing behind him in the crowd, draws the pistol she purchased on the way and shoots the radical in the back of the head. Millie is immediately arrested and detained by agents of the Secret Service.

September 14th, 1956: While being held under suspicion of having been complicit in the attack on the President due to the notes and maps found on her person, Millie begins to tell investigators of visions she is having of Cpl. Corday, wandering the streets of Washington D.C. and exploding, destroying the entire capitol.

September 16th, 1956: Unknown agents free Cpl. Corday from the medical facility where he continues to undergo testing on the nature of his condition. President Eisenhower orders agents of the Secret Service, along with agents of the FBI, to take Mankin with them and stop Corday at any cost.

September 23rd, 1956: Following a series of near misses, Mankin uses drugs to induce a series of visions, giving her a detailed picture of Corday's surroundings. This allows FBI Special Agent Spencer to get into position for a kill shot, killing Corday with one bullet to the base of his skull.

During the apprehension and subsequent interrogation of the agents, it is revealed that one is Soviet, the other American and that they are members of a group called the Splinter Radicals. This group is dedicated to setting America and the Soviet Union at war with one

another so that their members, who possess psychic abilities, can rise to power during the chaos such a war would cause.

October 2nd, 1956: In light of recent events, President Eisenhower issues an Executive Order in top secret, authorizing the creation of Psychic Research Defense Agency, a group that will investigate this newly discovered phenomenon and recruit agents with psychic abilities to defend the United States from groups like the Splinter Radicals. Millie Mankin is their first recruit.

November 18th, 1956: Having learned of Mankin and the PRDA, FBI Director J. Edgar Hoover assigns a dozen highly trusted agents to "find me a psychic". The agents locate one, a 13-year-old boy who sees distant objects and events named John Hardwicke.

Hoover assigns the boy to his elicit COINTELPRO group, which secretly and illegally investigates "subversive" groups such as the Communist Party, the Black Panther Party, Martin Luther King's Southern Christian Leadership Conference and the Ku Klux Klan.

Despite his age, Hoover has the boy pulled from school and assigns him to work full time using remote viewing to spy on these groups, as well as political rivals.

November 7th, 1957: Agents of the PRDA encounter their first "spotter", a psychic with the ability to detect other psychics at range, a 33 year-old banker named Floyd Reynolds.

November 25th, 1957: A Splinter Radical causes President Eisenhower to have a stroke after sending a letter to several American newspapers proclaiming he is an agent of the Soviet Union and that he poisoned

the President. PRDA agents, including a barely-trained Floyd Reynolds are able to track the SR agent down and apprehend him, while other agents convince the newspapers that the story is a hoax.

January 8th, 1958: PRDA agents present at the US National Chess Championship confirm that Bobby Fischer is psi-positive. Although he is not recruited (due to his age), he is brought in on an informal basis. The nature of his abilities remain classified and there are rumors of him participating in missions that have never been proven.

February 1st, 1958: Egypt and Syria unite to form the United Arab Republic. This stunning turn of events is found to be the work of a mysterious Arab psychic known only as "the controller", an individual with extremely potent mind control abilities. With Iraq on the verge of joining this union and Soviet weapons pouring into the country, PRDA sends a team into the region to eliminate the controller. It is believed the UAR's immediate goals are: the overthrow of the governments of Jordan and Israel and the absorption of Iraq. This would leave the UAR in control of a majority of the Middle East.

August 30th, 1958: A group of Splinter Radical agents attempt to overthrow the government of Britain by sparking a race riot in the west London neighborhood of Notting Hill.

May 6th, 1960: After helping Mossad agents capture Adolf Eichmann in Buenos Aires, PRDA agents psychically interrogate him, hoping to find evidence of long-rumored Nazi psychics still at large.

January 20th, 1961: John F. Kennedy is sworn in as the 35th President of the United States. Like all Presidents since, he is informed only after he is sworn in about the existence and activities of the PRDA.

August 13th, 1961: Construction begins on the Berlin Wall dividing East and West Berlin. PRDA agents make numerous missions into East Berlin to combat Splinter Radical agents (often while working with their KGB counterparts). They also attempt to locate and recruit German psychics before the Soviets do, which puts them at odds with the KGB.

September 19th, 1961: Betty and Barney Hill are abducted and mind-probed by Grey Aliens. Their memories are then erased but subsequently return. Due to the psychic abilities possessed by the aliens during the two encounters with them so far, the PRDA is assigned to investigate and make contact with these mysterious creatures. If they are deemed to be a threat, the PRDA will be the agency assigned to combat them.

September 28th, 1961: PRDA agents succeed in assassinating the controller, leading to a rebellion in Syria and causing the dissolution of the UAR. Although there is sentiment to return to the union even without the controller's influence, these forces are never able to actually bring the two countries back together.

December 14th, 1961: Millie Mankin begins to have visions of President John Kennedy's assassination by psychic assassins. The PRDA begins to assign agents to the President's security detail in an attempt to protect him.

NPCS

Splinter Radical Agent Combat Ops (Powerhouse 1): HD 1d10+2; HP 12; Init +1; Spd 30 ft; Defense 11, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +3 melee (1d6+3, Machete), or -2 ranged (1d2+0/1d8+1, Rain of Objects); SQ Melee Master; AL Splinter Radicals; SV Fort +4, Ref +1, Will +1, Rec +3; Rep +0; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Background: Radical (Firearms, Perception, Stealth)

Occupation: Psychic Agent (Crime, Influence, Perception) Perks: Precision Strike, Telekinesis

Hobby: Vehicles

Skills: Athletics 4 (+6), Firearms 4 (+5), Perception 4 (+5), Psionics 4 (+5), Stealth 4 (+5), Streetwise 4 (+5), Vehicles 4 (+5), Weapons 4 (+6)

Feats: Armed Defense (16 Defense against melee attacks), Enemy (PRDA), Rain of Objects, Wild Talent

Access/Contacts/Followers:

Wealth: 8

Possessions: Machete

Intermediate Splinter Radical Agent Combat Ops (Powerhouse 5): HD 5d10+10; HP 42; Init +1; Spd 35 ft; Defense 14, flatfooted 13 (+1 Dex, +3 Class); BAB +5; Atk +8 melee (1d6+5, Machete), or +7 ranged (1d8+0, Telekinetic Fist); SQ Melee Master; AL Splinter Radicals; SV Fort +6, Ref +3, Will +6, Rec +5; Rep +2; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Background: Radical (Firearms, Perception, Stealth)

Occupation: Psychic Agent (Crime, Influence, Perception) Perks: Precision Strike, Telekinesis

Hobby: Vehicles

Skills: Athletics 8 (+11), Firearms 8 (+9), Perception 4 (+5), Psionics 8 (+9), Stealth 4 (+5), Streetwise 4 (+5), Vehicles 4 (+5), Weapons 8 (+11)

Feats: Armed Defense (21 Defense against melee attacks), Attack Focus (Telekinetic Fist), Enemy (PRDA), Iron Will, Rain of Objects, Telekinetic Hand, Telekinetic Fist, Wild Talent

Access/Contacts/Followers: Confidential Access

Wealth: 14

Possessions: Machete

Advanced Splinter Radical Agent Combat Ops (Powerhouse 10): HD 10d10+20; HP 79; Init +1; Spd 40 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +13 melee (1d6+6, Machete), or +13 ranged (2d6+2, Telekinetic Fist); SQ Melee Master; AL Splinter Radicals; SV Fort +9, Ref +4, Will +8, Rec +7; Rep +5; Str 17, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Background: Radical (Firearms, Perception, Stealth)

Occupation: Psychic Agent (Crime, Influence, Perception) Perks: Precision Strike, Telekinesis

Hobby: Vehicles

Skills: Athletics 13 (+16), Firearms 13 (+14), Perception 4 (+6), Psionics 13 (+15), Stealth 4 (+5), Streetwise 4 (+6), Vehicles 4 (+5), Weapons 13 (+16)

Feats: Antithesis (PRDA), Armed Defense (26 Defense against melee attacks), Attack Focus (Telekinetic Fist), Attack Specialization (Telekinetic Fist), Enemy (PRDA), Greater Attack Focus (Telekinetic Fist), Iron Will, Power Lifter (lift 325 lbs. telekinetically), Rain of Objects, Strength Training, Telekinetic Hand, Telekinetic Fist, Wild Talent

Access/Contacts/Followers: Confidential Access, Supply Contact (Wealth 17)

Wealth: 16

Possessions: Machete

Elite Splinter Radical Agent Combat Ops

(Powerhouse 15): HD 15d10+30; HP 112; Init +1; Spd 45 ft; Defense 22, flatfooted 21 (+1 Dex, +11 Class); BAB +15; Atk +19 melee (1d6+8, Machete), or +18 ranged (3d10+4, Telekinetic Sledgehammer); SQ Melee Master; AL Splinter Radicals; SV Fort +11, Ref +6, Will +10, Rec +9; Rep +7; Str 18, Dex 12, Con 15, Int 10, Wis 14, Cha 8.

Background: Radical (Firearms, Perception, Stealth)

Occupation: Psychic Agent (Crime, Influence, Perception) Perks: Precision Strike, Telekinesis

Hobby: Vehicles

Skills: Athletics 18 (+22), Firearms 18 (+19), Perception 4 (+6), Psionics 18 (+20), Stealth 4 (+5), Streetwise 4 (+6), Vehicles 4 (+5), Weapons 18 (+22)

Feats: Antithesis (PRDA), Armed Defense (26 Defense against melee attacks), Attack Focus (Telekinetic Sledgehammer), Attack Specialization (Telekinetic Sledgehammer), Cleave, Enemy (PRDA), Enemy (FBI), Great Cleave, Greater Attack Focus (Telekinetic Sledgehammer), Greater Attack Specialization (Telekinetic Sledgehammer), Iron Will, Power Lifter (lift 450 lbs. telekinetically), Rain of Objects, Strength Training, Strength Training 2, Telekinetic Hand, Telekinetic Fist, Telekinetic Sledgehammer, Wild Talent

Access/Contacts/Followers: Confidential Access, Supply Contact (Wealth 19 and military equipment)

Wealth: 18

Possessions: Machete

Amazing Splinter Radical Agent Combat Ops

(Powerhouse 15/Tank 5): HD 15d10+45 plus 6d12+18; HP 183; Init +1; Spd 50 ft; Defense 25, flatfooted 24 (+1 Dex, +14 Class); BAB +18; Atk +22 melee (1d6+10, Machete), or +21 ranged (5d10+4, Telekinetic Sledgehammer); SQ Melee Master; AL Splinter Radicals; SV Fort +15, Ref +9, Will +11, Rec +13; Rep +9; Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Background: Radical (Firearms, Perception, Stealth)

Occupation: Psychic Agent (Crime, Influence, Perception) Perks: Precision Strike, Telekinesis

Hobby: Vehicles

Skills: Athletics 23 (+27), Firearms 23 (+24), Perception 4 (+6), Psionics 23 (+25), Stealth 4 (+5), Streetwise 4 (+6), Vehicles 4 (+5), Weapons 23 (+27)

Feats: Antithesis (PRDA), Armed Defense (26 Defense against melee attacks), Attack Focus (Telekinetic Sledgehammer), Attack Specialization (Telekinetic Sledgehammer), Cleave, Damage Reduction, Diesel, Enemy (PRDA), Enemy (FBI), Great Cleave, Greater Attack Focus (Telekinetic Sledgehammer), Greater Attack Specialization (Telekinetic Sledgehammer), Iron Will, Power Lifter (lift 450 lbs. telekinetically), Rain of Objects, Strength Training, Strength Training 2, Telekinetic Barricade, Telekinetic Hand, Telekinetic Fist, Telekinetic Shield, Telekinetic Sledgehammer, Telekinetic Wall, Wild Talent

Access/Contacts/Followers: Confidential Access, Supply Contact (Wealth 23 and illegal equipment)

Wealth: 18

Possessions: Machete

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