

M²⁰ MODERN

MODERN MAYHEM AND MYSTERY TO THE 20TH POWER!



M²⁰



MODERN²⁰

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MODERN MAYHEM AND MYSTERY TO THE 20TH POWER!

Welcome to *Modern*²⁰ RPGObjects' new modern RPG of action and adventure. As a company, RPGObjects has always been a strong supporter of modern and science-fiction gaming. It's in our blood. So you might be asking, why a new modern system? The truth is there are a lot of things that the modern core rules do very well. But other things could be improved.

As a game master who has run modern d20 since before the core rules were released (we were given a pre-release copy of the rules) and as a long-time modern gamer before that in point-based systems both generic and heroic, I wanted to draw on that experience to create a faster-playing, smoother, more action-packed modern experience. At the same time, I wanted to streamline skills and add depth to character creation, making it a richer experience, while hopefully not a *longer* experience.

The result, after years of thought, hundreds of game sessions, and a lot of discussion is the book you're holding now. We hope you'll agree with us when we say it's modern to the 20th power.

WHAT'S DIFFERENT

Backgrounds provide a basic level in skills and a base amount of Wealth.

Occupations can be changed several times over the course of your career and provide Wealth, skill access, feat access, improved feats and perks.

Hobbies provide a basic level in a single skill.

Wealth still exists but is not used to roll wealth checks.

Basic, Advanced and Prestige Classes are gone replaced with six *Core Classes*.

Skills have been streamlined considerably and can be extensively modified by perks. Several skills have been changed or merged. Some new skills have been added.

Opposed skill checks are gone, replaced with *targeted* checks.



Many skill checks (such as for crafting) have been completely eliminated. The skills themselves have been folded into new skills. Your total ranks in the skill determines what you can and cannot build.

Many feats have been eliminated, their place taken by new skills and perks.

Critical hits are gone. In their place is a hit location system that modifies damage. Characters can also attempt targeted shots to improve their chances of getting a hit on a vital area.

CHAPTER 1: CHARACTERS

Characters are what bring a role-playing alive, especially in a modern setting where the vast majority of the opponents will be Non-Player Characters (NPCs), characters controlled by the game master.

CHARACTER CREATION

Character creation consists of several steps to define your character and determine what he knows and what he can do in the game world. Creating a character requires the following steps:

- 1) Generate ability scores
- 2) Choose a background
- 3) Choose an occupation and a hobby
- 4) Choose a character class
- 5) Select your character's feats, skills and perks
- 6) Set the level of secondary characteristics such as Reputation, Wealth and Action Points
- 7) Purchase equipment
- 8) And finally, determine any starting character disadvantages (optional).

ABILITY SCORES

All characters have the following six ability scores:

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

The normal human range of these ability scores is from 3 to 18. As heroes, the player characters, as well as important NPCs, might have ability scores in excess of 18, running into the 20's.

ABILITY MODIFIERS

Each ability score has a modifier that can be determined as follows:

$(\text{ability}/2) - 5$ [round down]

This modifier is added or subtracted from d20 rolls in areas modified by the ability score, as explained below.

USING ABILITY SCORES

Strength: Your Strength modifier affects melee attack rolls, melee damage rolls, thrown weapon damage rolls and the damage from certain archaic ranged weapons, most notably bows. The following skills are modified by Strength: Athletics, Unarmed and Weapons.

Dexterity: Your Dexterity modifier affects ranged attack rolls, finesse melee weapon attack rolls, Initiative, Defense and Reflex saving throws. The following skills are modified by Dexterity: Acrobatics, Firearms, Stealth and Vehicles.

Constitution: Your Constitution modifier affects hit points, Fortitude saving throws and Recovery saving throws. No skills are modified by Constitution.

Intelligence: Your Intelligence modifier affects skill points. The following skills are modified by Intelligence: Academics, Chemistry, Computers, Crime, Engineering and Legal.

Wisdom: Your Wisdom modifier affects Will saving throws. The following skills are modified by Wisdom: Medicine, Outdoorsman, Perception and Streetwise.

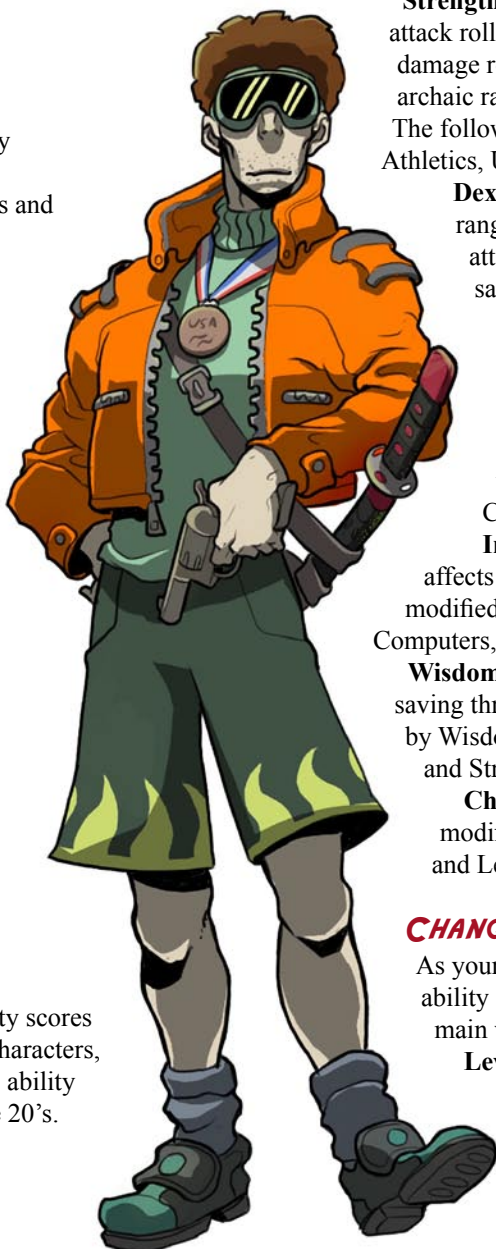
Charisma: The following skills are modified by Charisma: Art, Magic, Influence and Leadership.

CHANGING ABILITY SCORES

As your character grows more powerful, his ability scores will grow as well. There are two main ways to modify your ability scores:

Level Advancement: Every 4 levels, all characters may increase one ability score of their choice by +1.

Special Training Feats: At levels 6, 12 and 18 there are special



training feats available to characters that have spent a great deal of time in one profession.

Of course, it's not all fun and games out there. Some nasty bugs your character might encounter can temporarily lower ability scores as well, especially poisons and some diseases.

Finally, your ability scores are affected by your age as well. See the Character Disadvantage Age to determine if your character's starting age will affect his ability scores.

GENERATING ABILITY SCORES

Ability score generation can be done by one of several methods. In fact, though we present several here, these are by no means the only way to generate ability scores. Ability scores will affect how characters feel throughout the campaign and the method of generating those scores should be carefully selected in keeping with the type of campaign the game master wants to run. Are the characters ordinary men and women thrust into extraordinary circumstances? Are they larger than life heroes who prowl the night?

Think about the type of campaign you want to run, and then talk it over with your players. Listen to their thoughts on the sort of characters they want to play, then choose one of the methods below, use one from another source or create one of your own.

TRUE GRIT

Life is cheap and short in this style of campaign.

Ability Generation: Characters roll 3d6 for each ability score and must use them in the order rolled (so the first roll is Strength, the second Dexterity and so on).

Why do it? Use this ability generation method if you want the player characters to be ordinary men and women thrust into extraordinary circumstances. They're not heroes or specially prepared for what awaits them and it's very likely they won't all come out alive.

Why not do it? Chances are your players *are* ordinary men and women and play role-playing games to get as far away from that mundane world as possible. Some players will also object to the dice determining their character choices, as a character that rolls an 18 Strength and a 6 Intelligence is not going to be an affective Brainiac.

MODERN

This is the default campaign style of most modern games. The characters are definitely above average but they are far from superhuman.

Ability Generation: Roll 4d6 for each ability score, dropping the lowest die and adding the three remaining dice together. You may place these scores in any order you chose. If your total ability modifiers add up to +0 or less, or you do not have an ability score of 13 or higher, you may roll again.

Why do it? Use this ability score method if you want

players to be above average yet still have a significant chance for an ability score to be below average. This generates heroic characters that will have some weaknesses but will still be a cut above the common men and women of the world.

Why not do it? The only reason not to use this method is if you want something more or less powerful, in keeping with the campaign's theme.

CINEMATIC

Cinematic characters are definitely larger than life heroes who have few, if any weaknesses. As the name implies, this style of ability generation will typically allow players to create characters out of action movies who border on superhuman.

Ability Generation: All abilities start 8. Roll 1d10 and add the result to the base ability score. Then place the scores in any order you chose.

Why do it? If you want to run a campaign based on old serials like Buck Rogers and Flash Gordon, where the heroes are seemingly perfect, or a modern campaign where a street level vigilante is able to wade through dozens and dozens of criminals without breaking a sweat, then this character generation method is for you.

Why not do it? Playing characters with weaknesses is good for both players and the game master. For players, a group of characters who each have a significant weakness forces them to work together for the common good of the group. Having a weakness can also provide a player with a role-playing "hook" to base his character's personality around. For the game master, having characters with weaknesses can provide a hook for staging an encounter around a character's weak spot.

POINT-BUY CHARACTER GENERATION

Point Buy allows characters to set their ability scores within reason. Each player is given a pool of points that they can spend to raise their abilities and model them as they see fit. Though this provides the players with a great deal of freedom in generating their characters, it makes character generation a longer process, since the player will (and should) put a lot of thought into their character's ability scores.

MODERN POINT-BUY

In this system, the characters determine their ability scores but will likely have to set one or more abilities at below average if they wish to have a truly exceptional ability score or two.

Ability Generation: All abilities start at 8. Players have a pool of 30 points to spend on ability scores.

Raising abilities between 9 and 14 costs 1 point per ability

point. For example setting an ability score at 14 would cost 6 points (14-8).

Raising ability scores above 14 costs 2 points per ability point. For example, setting an ability at 16 would cost 10 points (6 points to raise the ability to 14, then 4 more points to raise it to 16).

Why do it? Each player will have exactly the character she wants. If the player wants to play a character that is strong as an ox but dumber than a bag of hammers, she can do just that without having to rely on the right combination of die rolls.

Why not do it? Often times, a player doesn't have a strong idea who his character is before he starts playing him. Such players feel hemmed in by systems that force the player to decide his characters strengths and weaknesses before hand.

Also, some players like the randomness of determining whether or not their character will be a larger than life hero or the larger than life hero's bumbling sidekick.

CINEMATIC POINT-BUY

In this system, the characters determine their ability scores and will be able to set several scores to a high level without needing to worry about having a significant weakness.

Ability Generation: This method works just like the Modern Point-Buy except the players are given 45 points to spend on their abilities.

ELITE ARRAY

One final option for determining your character's ability scores is the elite array. Under this method, all characters are equal, with ability scores of: 15, 14, 13, 12, 10 and 8, arranged in any order the player chooses.

BACKGROUNDS

Your background represents what your character did before he became an adventurer. Backgrounds grant a character 4 ranks in one or more skills as well as a base *Wealth*. The additional ranks in a skill granted by a background must obey the usual level limit on max ranks for skills.

Note: A skill granted by a background is not added to your class skill list. Occupations dictate continuing training.

ACADEMIC

You were employed as a teacher, librarian or researcher before you became an adventurer.

Skills (choose two of the following): Academics, Art, Athletics, Chemistry, Computers, Engineering and Legal.

Base Wealth: 8

ADVENTURER

Your previous job before becoming an adventurer was... well, you have always been an adventurer. Perhaps you were born into a family of adventurers or the desire to wander the world has always been inside you.

Skills (choose three of the following): Acrobatics, Athletics, Firearms, Outdoorsman, Perception, Stealth, Streetwise, Unarmed and Weapons.

Base Wealth: 4

ATHLETE

You were a professional athlete of some sort. This doesn't necessarily imply that you were a *famous* athlete, merely that you made your living with your body.

Skills (choose three of the following): Acrobatics, Athletics, Outdoorsman, Perception, Unarmed, Vehicles and Weapons.

Base Wealth: 4

BLUE COLLAR

Speaking of making a living with your body, this background is much less glamorous in scope. Perhaps you were an auto-worker or maybe you flipped burgers. Either way, you were at the low-end of the employment scale.

Skills (three of the following): Athletics, Outdoorsman, Perception, Streetwise, Unarmed and Vehicles.

Base Wealth: 4

CELEBRITY

You used to be famous. Maybe you still are.

Skills (one of the following): Art, Influence and Perception.

Reputation: +1

Base Wealth: 10

CRIMINAL

You used to make your living outside the law.

Skills (three of the following): Athletics, Crime, Firearms, Influence, Perception,



Stealth, Streetwise, Unarmed and Vehicles.

Base Wealth: 4

DILETTANTE

You come from old money.

Skills (one of the following): Art, Influence, Legal and Perception.

Base Wealth: 12

DOCTOR

You have had medical training.

Skills (two of the following): Academics, Computers, Influence, Legal, Medicine, Perception.

Base Wealth: 8

EMERGENCY SERVICES

You have had training as a paramedic, fire fighter or similar rescue service.

Skills (three of the following): Athletics, Influence, Medicine, Outdoorsman, Perception, Streetwise and Vehicles.

Base Wealth: 4

LAW ENFORCEMENT

You have spent time as a police officer or private detective.

Skills (three of the following): Athletics, Firearms, Influence, Legal, Perception, Streetwise, Unarmed, Vehicles and Weapons.

Base Wealth: 4

MILITARY

You have served time in the armed forces.

Skills (three of the following): Athletics, Engineering, Firearms, Outdoorsman, Perception, Stealth, Unarmed, Vehicles and Weapons.

Base Wealth: 4

RELIGION

You have served as a member (usually a priest or reverend) of a religious group.

Skills (two of the following): Academics, Art, Influence, Legal and Perception.

Base Wealth: 8

RURAL

You grew up in the back woods.

Skills (three of the following): Athletics, Firearms, Outdoorsman, Perception, Stealth, Unarmed and Vehicles.

Base Wealth: 4

STUDENT

You have spent your time in the halls of an institute of learning.

Skills (four of the following): Academics, Art, Athletics, Chemistry, Computers, Engineering, Legal and Medicine.

Base Wealth: 0

WHITE COLLAR

You have worked in an occupation that requires technical or business savvy.

Skills (two of the following): Academics, Chemistry, Computers, Engineering, Influence, Legal and Perception.

Base Wealth: 8

OCCUPATIONS

While your background indicates things your character has done in the past, occupations represent the things your character currently does for a living. Occupations provide three main benefits: salary, professional training and perks.

Salary: Salary is a bonus to your character's Wealth score. This bonus is variable and depends on the ranks you possess in the professional skills of your occupation. An occupation's professional skills are the skills it offers professional training in (see below).

Occupations will have more than one professional skill but only the highest rated professional skill (in ranks) grants a Wealth bonus. The Wealth bonus is equal to the ranks in that skill divided by two.

An occupation also grants a Wealth bonus for selecting the improved feats offered by that occupation. For each improved feat that the character selects, he gains a +2 bonus to his Wealth.

Professional Training: Occupations offer continuing avenues for skill training. The skills listed in an occupation's professional training can be added to the character's class skill list for as long as he is a member of that occupation.

Improved Feats: Occupations offer a character a chance to select feats not normally allowed for his class. If an occupation lists a feat, a character may select it regardless of class, provided he meets all the other prerequisites.

Better still; feats offered by occupations are *improved*. Because the character uses the feats every day in his occupation, he is more familiar with it and thus the feat works better for him.

Should a character leave a profession, he does not forget or lose any feats selected, even if they are not normally allowed for his class. However, the feats are no longer *improved*; they simply function as they normally do.

Perks: Finally, each occupation grants a character a

certain number of perks. Most character receive two perks. Characters whose first level is in the Star class receive 4 perks. A character can gain extra perks through the Career Advancement feat. Perks can provide the following benefits:

Professional Reputation: granting the character an extra Reputation bonus of +4.

Professional Salary: granting the character an extra Wealth bonus of +4.

Skill Modification: Many skills have additional uses that can only be accessed through perks.

Some occupations have unique perks as well, benefits that can only be accessed by a member of that profession.

One of the advantages of perks is that a character can change them several times over the course of his career. Anytime a character advances in his profession, the character may change his perks as well. A character is considered to have advanced in his profession whenever any of the following occurs: the character gains ranks in one or more professional skills; the character gains one or more improved feats from his occupation; the character gains additional perks through selecting the Career Advancement feat.

A character can also change perks by changing jobs, as described below.

Changing Occupations: A character can change jobs many times over the course of her life (indeed some occupations require a character to be higher than first level and thus can never be a character's first occupation). In fact this is more the rule than the exception in the modern world. A character can change jobs at any time, so long as she qualifies for her new occupation.

When a character changes occupations, he keeps his old perks for 30 days (think of this as a severance package if you will). After 30 days, these perks go away and a character may select new perks in keeping with his new occupation.

ACTOR

You are a working performer on the stage or screen.

Professional Skills: Art, Influence and Perception

Improved Feats: *Attractive*: +6 bonus to Influence checks when dealing with your chosen gender; *Banter*: your Charisma modifier is increased

by +1 for purposes of this feat; *Endorsement Deal*: your Reputation modifier is increased by +2 for purposes of this feat; *Renown*: +4 Reputation instead of +3.

Occupation Specific Perks: *Chameleon*: the Art skill grants you the Disguise skill use, normally associated with the Crime skill. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

ASSASSIN

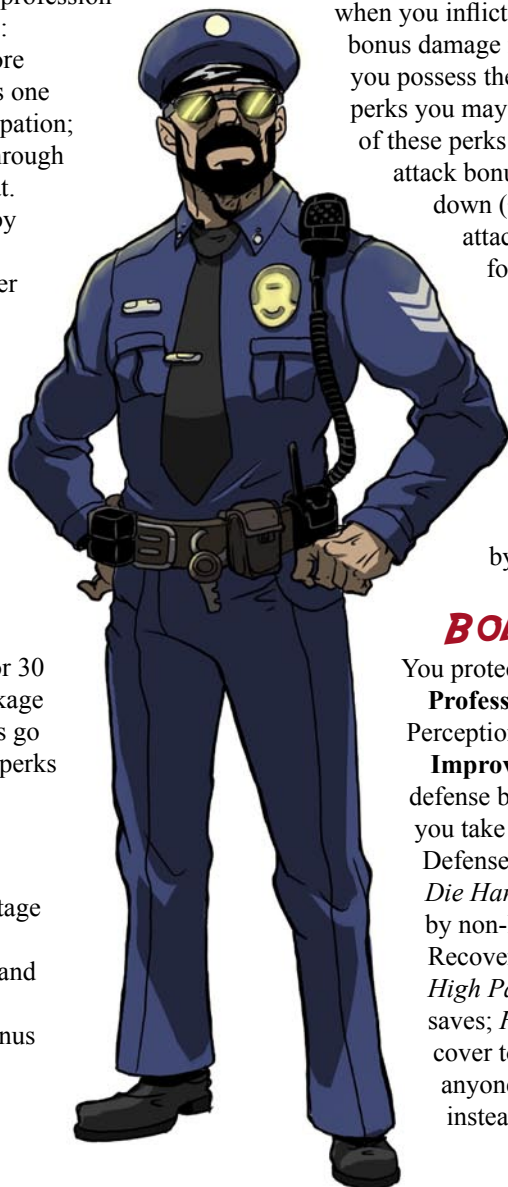
You kill for profit.

Prerequisite: Firearms 10 ranks or Stealth 10 ranks or Weapons 10 ranks, Sneak Attack, Critical Strike

Professional Skills: Firearms, Stealth and Weapons

Improved Feats: *Crippling Strike*: your target suffers two points of temporary Strength damage; *Critical Strike*: when you inflict bonus damage with this feat, that bonus damage is increased by +3 points; *Enemy*: if you possess the Contract Killer or License to Kill perks you may designate any target derived from one of these perks as your "enemy"; *Sneak Attack*: your attack bonus is increased to 1.5 per feat, rounded down (+1 to attack rolls for one feat, +3 to attack rolls for two feats, +4 to attack rolls for three feats, etc.)

Occupation Specific Perks: *Contract Killer*: you might take work as a hit man, earning a Wealth award equal to the level of any target you are hired to kill; *License to Kill*: you may find work for a government agency that will aid you in assassinating specific targets chosen by that government agency



BODYGUARD

You protect others, with your life if necessary.

Professional Skills: Influence, Legal and Perception

Improved Feats: *Defensive Attack*: your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Die Hard*: when you are reduced unconscious by non-lethal damage, you may make a Recovery save in the minimum time (1 hour); *High Pain Threshold*: +3 bonus to Recovery saves; *Human Shield*: you may grant complete cover to a target instead of partial cover, anyone attacking the target must attack you instead.

CREATING NEW OCCUPATIONS

Creating new occupations is relatively simple and requires nothing more than some imagination and an eye toward balance. Each occupation grants three professional skills and four improved feats. Use the occupations provided here as a guide but there aren't really any hard and fast rules for what makes a good occupation. Advanced occupations (those that require a character to be higher than first level to select) are always better than standard occupations, and typically have better occupation-specific perks.

Occupation Specific Perks: *Carry Concealed Weapons:* you can legally be armed at all times. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

BOXER

You make your living through the sweet science of boxing.

Professional Skills: Athletics, Perception, Unarmed

Improved Feats: *All-Out Attack:* your attack bonus is increased to 1.5 per -1 penalty you take on your Defense (-1 Defense for +1 attack, -2 Defense for +3 attack and so forth); *Attack Focus (unarmed):* +2 attack rolls; *Defensive Attack:* your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Strength Training:* +2 Strength bonus

CON-MAN

You make your living tricking others out of their hard-earned cash.

Professional Skills: Influence, Perception and Streetwise

Improved Feats: *Attractive:* +6 bonus to Influence checks when dealing with your chosen gender; *Fascinate:* the DC of the Influence check is decreased to Perception or Will +5; *Public Speaker:* +2 Charisma; *Suggestion:* the DC of the Influence check is decreased to Perception or Will +5

DANCER

You make your living combining art and athleticism.

Professional Skills: Acrobatics, Art, Athletics

Improved Feats: *Acrobatic Defense:* your Acrobatics skill is treated as +2 higher for purposes of this feat; *Acrobatic Feint:* the DC of the Acrobatics check is decreased to Acrobatics or Reflex +5; *Agility Training:* +2 Dexterity; *Cat's Landing:* the distance removed from a fall is increased by +5 ft.

HUNTER

When people need an animal tracked and/or killed, you're the person they call.

Professional Skills: Firearms, Outdoorsman and Stealth

Improved Feats: *Awareness:* your Will save is increased by +2 for purposes of this feat; *Enemy:* you may take this feat and apply it to any animal you have decided to hunt; *Far Shot:* increase Range Increment by factor of 2; *Talented (Outdoorsman and Stealth):* +4 to both skills

MARTIAL ARTS INSTRUCTOR

You are a skilled teacher and mentor in the area of self-defense.

Professional Skills: Influence, Perception and Unarmed

Improved Feats: *Dedicated (martial arts students):* +3 skill checks and saving throws; *Defensive Attack:* your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Defensive Martial Arts:* +2 to your Unarmed skill for purposes of this feat; *Mind Over Body:* your Wisdom modifier is consider +2 higher for purposes of this feat

MILITARY OFFICER

The military has taught you how to lead men.

Professional Skills: Firearms, Influence, Leadership

Improved Feats: *Expert in your field (Leadership):* your Reputation modifier is treated as +2 higher for purposes of this feat; *Exploit Weakness:* your Intelligence modifier is treated as +2 higher for purposes of this feat; *Public Speaker:* +2 Charisma; *Teamwork:* +3 bonus to attack rolls when working with your team

Occupation Specific Perks: *Military Rank:* You are an officer or high-ranking NCO. Your standing in the military makes it easier for you to deal with your fellow soldiers, granting you a +3 on all Influence checks when dealing with other members of the military and a +3 Reputation when requisitioning gear from military contacts. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

MOB BOSS

You are a high-ranking figure in organized crime.

Prerequisite: Influence 10 ranks, Career Advancement, Professional Salary perk

Professional Skills: Crime, Legal and Influence

Improved Feats: *Career Advancement*: +2 perks; *Expert in your field (Influence)*: your Reputation modifier is treated as +2 higher for purposes of this feat; *Low Profile*: you can take this feat to adopt a double life, reducing your Reputation with the media and law enforcement to 0 while maintaining your full Reputation when dealing with other underworld figures; *Public Speaker*: +2 Charisma

MOBSTER

You are a foot soldier of the underworld.

Professional Skills: Crime, Firearms and Streetwise

Improved Feats: *Endurance Training*: +2 Con; *Enemy (law enforcement or rival family)*: +3 bonus to damage rolls; *Move-By Action*: when conducting a move-by attack from a vehicle, you gain a +2 bonus on your attack roll; *Point Blank Shot*: +2 damage

MUSICIAN

You make your living playing music.

Professional Skills: Academics, Art and Influence

Improved Feats: *Endorsement Deal*: your Reputation is considered +2 higher for purposes of this feat; *Fascinate (Art)*: you can fascinate multiple targets, up 1 per rank in Art; *Lucky*: your Charisma modifier is considered +2 higher for purposes of this feat; *Public Speaker*: +2 Charisma

NEGOTIATOR

You are an expert at getting parties to see reason and come to an amicable understanding.

Professional Skills: Influence, Legal and Perception

Improved Feats: *Awareness*: your Will save is considered +2 higher for purposes of this feat; *Empathy*: your Perception is treated as +4 higher for purposes of this skill; *Expert in your field (Influence)*: your Reputation is considered +2 higher for purposes of this feat; *Fascinate*: the DC of your Influence check is reduced to Perception or Will +5

PARAMEDIC

You rescue people from dangerous situations and transport them to medical care.

Professional Skills: Athletics, Medicine and Perception

Improved Feats: *Awareness*: your Will save is considered +2 higher for purposes of this feat; *Empathy*: your Perception is treated as +4 higher for purposes of this

skill; *Mind Over Body*: your Wisdom modifier is considered +2 higher for purposes of this feat; *Self-Help*: +2 Wisdom

POLICE OFFICER

You are an officer of the law.

Professional skills: Influence, Legal and Perception

Improved Feats: *Dedicated (protect and serve)*: +3 bonus on skill checks and saves; *Defensive Driving*: your Vehicles skill is considered +2 higher for purposes of this feat; *Moonlighting*: police officers are highly sought after as security, increase the Wealth bonus from your second occupation by +4; *Point Blank Shot*: +2 attack rolls

Occupation Specific Perks: *Carry Concealed Weapons*: you can legally be armed at all times; *Police Powers*: you have the power to arrest and detain within the law

POLITICIAN

You are a mover and shaker on the political scene.

Professional Skills: Influence, Leadership and Perception

Improved Feats: *Banter*: your Charisma modifier is treated as +2 higher for purposes of this feat; *Career Advancement*: +2 perks; *Expert in your field (Influence)*: your Reputation modifier is treated as +2 higher for purposes of this feat; *Public Speaker*: +2 Charisma

PRIVATE INVESTIGATOR

You make a living finding things out, whether people want you to or not.

Professional Skills: Influence, Perception and Streetwise

Improved Feats: *Awareness*: your Will save is considered +2 higher for purposes of this feat; *Expert in your field (Perception)*: your Reputation is considered +2 higher for purposes of this feat; *Loner*: +4 skill checks when working alone; *Self-Help*: +2 Wisdom

PSYCHIATRIST

You are a medical doctor who specializes in treating the mind.

Prerequisites: Influence 10 ranks, Medicine 6 ranks, Pharmacology perk

Professional Skills: Medicine, Influence and Perception

Improved Feats: *Expert in your field (Perception)*: your Reputation is considered +2 higher for purposes of this feat; *Dedicated (patient's welfare)*: +3 bonus on skill checks and saves; *Fascinate*: the DC of the Influence check is decreased to Perception or Will +5; *Suggestion*: the DC of the Influence check is decreased to Perception or Will +5

Occupation Specific Perks: *Licensed MD*: you have the right to prescribe a wide range of medicines, as well as legally perform medical procedures; you can also book

private time at a hospital to conduct procedures under the best of conditions; since licensed physicians make more money, this perk also increases your Wealth by +3

REPORTER

You specialize in investigative journalism.

Professional Skills: Influence, Perception and Streetwise

Improved Feats: *Awareness:* your Will save is considered +2 higher for purposes of this feat; *Expert in your field (Perception):* your Reputation is considered +2 higher for purposes of this feat; *Self-Help:* +2 Wisdom; *Well-Informed:* you gain 2 free skill contacts (2 RP each) from this feat in addition to the usual benefits

SNIPER

You are employed as the ultimate marksman.

Prerequisites: Firearms 13 ranks, Sniper Shot, Called Shot perk

Professional Skills: Athletics, Firearms and Outdoorsman

Improved Feats: *Accurate Attack:* +1.5 attack bonus for every -1 damage bonus; *Agility Training:* +2 Dexterity; *Attack Focus:* +2 attack rolls; *Attack Focus, Greater:* +2 attack rolls; *Far Shot:* range increment is doubled

SOLDIER

You serve in a military organization.

Professional Skills: Athletics, Firearms and Outdoorsman

Improved Feats: *Cover Fire:* the Defense bonus provided by Cover Fire is increased by +2; *Dedicated (country of origin):* skill check and save bonus increased to +3; *High Pain Threshold:* +3 Recovery saves; *Teamwork:* +4 skill bonus

Occupation Specific Perks: *Military Rank:* You are an officer or high-ranking NCO. Your standing in the military makes it easier for you to deal with your fellow soldiers, granting you a +3 on all Influence checks when dealing with other members of the military and a +3 Reputation when requisitioning gear from military contacts. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

SPECIAL OPERATOR

You are an elite soldier.

Prerequisites: Firearms 10 ranks, Stealth 10 ranks

Professional Skills: Firearms, Stealth and Outdoorsman

Improved Feats: *Agility Training:* +2 Dexterity; *Attack Focus:* +2 attack rolls; *Esprit de Corps:* +2 bonus to all saving throws when working with your team; *Teamwork:* +2 Initiative bonus when working with your team

SPY

You are a paid government informant.

Professional Skills: Crime, Influence and Perception

Improved Feats: *Awareness:* your Will save is considered +2 higher for purposes of 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; *Self-Help:* +2 Wisdom; *Sneak Attack:* your attack bonus is increased to 1.5 per feat, rounded down (+1 to attack rolls for one feat, +3 to attack rolls for two feats, +4 to attack rolls for three feats, etc.)

Occupation Specific Perks: *Diplomatic Immunity:* you are registered as a diplomat by your home country and can usually count on being merely deported if your spying activities come to light

SURGEON

You are a highly trained trauma specialist.

Prerequisite: Medicine 13 ranks, Surgery perk

Professional Skills: Academics, Medicine and Perception

Improved Feats: *Career Advancement:* +2 perks; *Dedicated (patients' well-being/Hippocratic oath):* +3 skill checks and saving throws; *Healer:* +3 points of healing; *Self-Help:* +2 Wisdom

Occupation Specific Perks: *Licensed MD:* you have the right to prescribe a wide range of medicines, as well as legally perform medical procedures; you can also book private time at a hospital to conduct procedures under the best of conditions; since licensed physicians make more money, this perk also increases your Wealth by +3

TECHNICIAN

You make things work and keep them running.

Professional Skills: Academics, Computers and Engineering

Improved Feats: *Book Learning:* +2 Intelligence; *Expert in your field (Perception):* your Reputation is considered +2 higher for purposes of this feat; *Talented (any two Professional Skills):* +4 bonus to both skills; *Walking Encyclopedia:* you may make a Research check in no time twice per day without having to spend an action point

THUG

You make your living as muscle. This could involve anything from working as a bouncer to collecting debts.

Professional Skills: Influence, Streetwise and Unarmed

Improved Feats: *Attack Focus (unarmed):* +2 attack rolls; *Defensive Attack:* your defense bonus is increased to

1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Endurance Training*: +2 Constitution; *Expert in your field (Influence)*: your Reputation modifier is treated as +2 higher for purposes of this feat

WHEELMAN

You make your living behind the wheel (or stick) of a vehicle.

Professional Skills: Engineering, Perception and Vehicles

Improved Feats: *Agility Training*: +2 Dexterity;

Defensive Driving: your Vehicles skill is treated as +4 higher for purposes of this feat; *Evasive Maneuvers*: your Vehicles skill is treated as +4 higher for purposes of this feat; *Move-By Action*: when conducting a move-by attack from a vehicle, you gain a +2 bonus on your attack roll



WRESTLER

You make your living grabbing people and throwing them around.

Professional Skills: Acrobatics, Athletics and Unarmed

Improved Feats: *Attack Focus (unarmed)*: +2 attack rolls; *Defensive Roll*: you may spend an action point to cause any attack you roll with to automatically inflict minimum damage; *Improved Grab*: the DC of the free grapple check granted by this skill is your opponent's Unarmed or Acrobatics +5; *Improved Trip*: the DC of the free trip check granted by this skill is your opponent's Unarmed or Acrobatics +5

HOBBIES

Each character gets one hobby. Hobbies are activities your character does in his "spare" time when not working or adventuring. Hobbies grant a single skill of your choice at 4 ranks. Skills gained as hobbies still have to abide by the normal level cap for skills.

CHARACTER CLASSES

Character classes represent your character's adventuring role. Powerhouse characters have the best Base Attack Bonus, while Speedfreak characters have the best Defense, Tank characters have the most hit points, Brainiacs the most skill points, Empaths the best all around saves and Stars the best Reputation.

POWERHOUSE

Powerhouse characters are the enforcers, those who specialize in taking the fight to their enemies. In many organizations, Powerhouse and Tank characters comprise the "front line", with Powerhouse characters specializing in expanding influence, while Tank characters specialize in protecting and consolidating any gains.

CLASS INFORMATION

The following information pertains to the Powerhouse core class.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Powerhouse's class skills (and the ability for each skill) are: Athletics (Str), Crime (Int), Firearms (Dex), Leadership (Cha), Outdoorsman (Wis), Read/Write Language (None), Speak Language (None),

TABLE 1-1: POWERHOUSE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	+1	4 Feats; Melee Master	+0	+0
2 nd	+2	+3	+0	+0	+2	1 Feat	+1	+1
3 rd	+3	+3	+1	+1	+2	1 Feat	+2	+1
4 th	+4	+4	+1	+1	+2	1 Feat	+3	+2
5 th	+5	+4	+1	+1	+3	1 Feat	+3	+2
6 th	+6	+5	+2	+2	+3	1 Feat	+4	+3
7 th	+7	+5	+2	+2	+4	1 Feat	+5	+3
8 th	+8	+6	+2	+2	+4	1 Feat	+6	+4
9 th	+9	+6	+3	+3	+4	1 Feat	+6	+4
10 th	+10	+7	+3	+3	+5	1 Feat	+7	+5
11 th	+11	+7	+3	+3	+5	1 Feat	+8	+5
12 th	+12	+8	+4	+4	+6	1 Feat	+9	+6
13 th	+13	+8	+4	+4	+6	1 Feat	+9	+6
14 th	+14	+9	+4	+4	+6	1 Feat	+10	+7
15 th	+15	+9	+5	+5	+7	1 Feat	+11	+7
16 th	+16	+10	+5	+5	+7	1 Feat	+12	+8
17 th	+17	+10	+5	+5	+8	1 Feat	+12	+8
18 th	+18	+11	+6	+6	+8	1 Feat	+13	+9
19 th	+19	+11	+6	+6	+8	1 Feat	+14	+9
20 th	+20	+12	+6	+6	+9	1 Feat	+15	+10

Streetwise (Wis), Unarmed (Str) and Weapons (Str)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill Points at 1st level: 4 + Int. modifier (x4)

Skill points at each level: 4+ Int. modifier

CLASS FEATURES

All of the following are features of the Powerhouse core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Powerhouse feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Melee Master: Only characters that take their first character level in the Powerhouse class gain this ability.

You automatically inflict an extra die of damage with unarmed and melee attacks if your attack roll is a natural 20.

If you spend an Action Point, you gain a damage bonus on all unarmed and melee attacks equal to your Powerhouse level for one round. You may choose to spend this Action Point at any time before rolling damage.

SPEEDBREAK

Speedbreak characters are combat oriented, but use their high Defense and enhanced mobility to great effect, attacking where their opponents least expect it.

CLASS INFORMATION

The following information pertains to the Speedbreak core class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Speedbreak's class skills (and the ability for each skill) are: Acrobatics (Dex), Athletics (Str), Crime (Int), Firearms (Dex), Read/Write Language (None), Speak Language (None), Stealth (Dex), Streetwise (Wis), Unarmed (Str) and Vehicles (Dex)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 4 + Int. modifier (x4)

Skill points at each level: 4 + Int. modifier

TABLE 1-2: SPEEDFREAK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+2	+0	+0	4 Feats; Need for Speed	+1	+0
2 nd	+1	+2	+3	+0	+0	1 Feat	+2	+1
3 rd	+2	+2	+3	+1	+1	1 Feat	+3	+1
4 th	+3	+2	+4	+1	+1	1 Feat	+4	+2
5 th	+3	+3	+4	+1	+1	1 Feat	+5	+2
6 th	+4	+3	+5	+2	+2	1 Feat	+6	+3
7 th	+5	+4	+5	+2	+2	1 Feat	+7	+3
8 th	+6	+4	+6	+2	+2	1 Feat	+8	+4
9 th	+6	+4	+6	+3	+3	1 Feat	+9	+4
10 th	+7	+5	+7	+3	+3	1 Feat	+10	+5
11 th	+8	+5	+7	+3	+3	1 Feat	+11	+5
12 th	+9	+6	+8	+4	+4	1 Feat	+12	+6
13 th	+9	+6	+8	+4	+4	1 Feat	+13	+6
14 th	+10	+6	+9	+4	+4	1 Feat	+14	+7
15 th	+11	+7	+9	+5	+5	1 Feat	+15	+7
16 th	+12	+7	+10	+5	+5	1 Feat	+16	+8
17 th	+12	+8	+10	+5	+5	1 Feat	+17	+8
18 th	+13	+8	+11	+6	+6	1 Feat	+18	+9
19 th	+14	+8	+11	+6	+6	1 Feat	+19	+9
20 th	+15	+9	+12	+6	+6	1 Feat	+20	+10

TABLE 1-3: TANK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+1	+0	+2	4 Feats; Resilience	+0	+0
2 nd	+1	+3	+2	+0	+3	1 Feat	+1	+1
3 rd	+2	+3	+2	+1	+3	1 Feat	+2	+1
4 th	+3	+4	+2	+1	+4	1 Feat	+3	+2
5 th	+3	+4	+3	+1	+4	1 Feat	+3	+2
6 th	+4	+5	+3	+2	+5	1 Feat	+4	+3
7 th	+5	+5	+4	+2	+5	1 Feat	+5	+3
8 th	+6	+6	+4	+2	+6	1 Feat	+6	+4
9 th	+6	+6	+4	+3	+6	1 Feat	+6	+4
10 th	+7	+7	+5	+3	+7	1 Feat	+7	+5
11 th	+8	+7	+5	+3	+7	1 Feat	+8	+5
12 th	+9	+8	+6	+4	+8	1 Feat	+9	+6
13 th	+9	+8	+6	+4	+8	1 Feat	+9	+6
14 th	+10	+9	+6	+4	+9	1 Feat	+10	+7
15 th	+11	+9	+7	+5	+9	1 Feat	+11	+7
16 th	+12	+10	+7	+5	+10	1 Feat	+12	+8
17 th	+12	+10	+8	+5	+10	1 Feat	+12	+8
18 th	+13	+11	+8	+6	+11	1 Feat	+13	+9
19 th	+14	+11	+8	+6	+11	1 Feat	+14	+9
20 th	+15	+12	+9	+6	+12	1 Feat	+15	+10

CLASS FEATURES

All of the following are features of the Speedfreak core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Speedfreak feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Need for Speed: Only characters that take their first character level in the Speedfreak class gain this ability.

You may double your movement for a number of rounds equal to your Speedfreak level during an encounter. This ability leaves you Fatigued for the rest of the encounter but once you have had 10 minutes to rest, you are no longer fatigued.

If you spend an Action Point, you suffer no penalties from Multi-Attack for one round. This does not allow you make any more attacks than you would normally be entitled to. You may spend this Action Point at any time before rolling your attack rolls.

TANK

The Tank specializes in sucking up damage. He can take hits that would fell even other combat-oriented characters and come back for more.

CLASS INFORMATION

The following information pertains to the Tank core class.

Hit Die: 1d12

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Tank's class skills (and the ability for each skill) are: Athletics (Str), Crime (Int), Firearms (Dex), Leadership (Cha), Outdoorsman (Wis), Read/Write Language (None), Speak Language (None), Streetwise (Wis), Unarmed (Str) and Weapons (Str)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 4 + Int. modifier (x4)

Skill points at each level: 4 + Int. modifier

CLASS FEATURES

All of the following are features of the Tank core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Tank feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Resilience: Only characters that take their first character level in the Tank class gain this ability.

Once per encounter, you may make a Recovery saving throw (DC 15) to instantly heal an amount of non-lethal damage equal to your Tank level.

If you spend an Action Point, you can convert an amount of lethal damage equal to your Tank level into non-lethal damage.

BRAINIAC

Brainiac characters are thinkers. They are able to master more skill types than any other character class. Brainiac characters are not great fighters but they aren't completely useless in a fight either.



TABLE 1-4: BRAINIAC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+2	+0	4 Feats; Thinker	+0	+0
2 nd	+1	+0	+2	+3	+0	1 Feat	+1	+1
3 rd	+2	+1	+2	+3	+1	1 Feat	+2	+1
4 th	+3	+1	+2	+4	+1	1 Feat	+3	+2
5 th	+3	+1	+3	+4	+1	1 Feat	+3	+2
6 th	+4	+2	+3	+5	+2	1 Feat	+4	+3
7 th	+5	+2	+4	+5	+2	1 Feat	+5	+3
8 th	+6	+2	+4	+6	+2	1 Feat	+6	+4
9 th	+6	+3	+4	+6	+3	1 Feat	+6	+4
10 th	+7	+3	+5	+7	+3	1 Feat	+7	+5
11 th	+8	+3	+5	+7	+3	1 Feat	+8	+5
12 th	+9	+4	+6	+8	+4	1 Feat	+9	+6
13 th	+9	+4	+6	+8	+4	1 Feat	+9	+6
14 th	+10	+4	+6	+9	+4	1 Feat	+10	+7
15 th	+11	+5	+7	+9	+5	1 Feat	+11	+7
16 th	+12	+5	+7	+10	+5	1 Feat	+12	+8
17 th	+12	+5	+8	+10	+5	1 Feat	+12	+8
18 th	+13	+6	+8	+11	+6	1 Feat	+13	+9
19 th	+14	+6	+8	+11	+6	1 Feat	+14	+9
20 th	+15	+6	+9	+12	+6	1 Feat	+15	+10

TABLE 1-5: EMPATH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+2	+1	4 Feats; Resolute	+0	+0
2 nd	+1	+3	+3	+3	+2	1 Feat	+1	+1
3 rd	+2	+3	+3	+3	+2	1 Feat	+2	+1
4 th	+3	+4	+4	+4	+2	1 Feat	+3	+2
5 th	+3	+4	+4	+4	+3	1 Feat	+3	+2
6 th	+4	+5	+5	+5	+3	1 Feat	+4	+3
7 th	+5	+5	+5	+5	+4	1 Feat	+5	+3
8 th	+6	+6	+6	+6	+4	1 Feat	+6	+4
9 th	+6	+6	+6	+6	+4	1 Feat	+6	+4
10 th	+7	+7	+7	+7	+5	1 Feat	+7	+5
11 th	+8	+7	+7	+7	+5	1 Feat	+8	+5
12 th	+9	+8	+8	+8	+6	1 Feat	+9	+6
13 th	+9	+8	+8	+8	+6	1 Feat	+9	+6
14 th	+10	+9	+9	+9	+6	1 Feat	+10	+7
15 th	+11	+9	+9	+9	+7	1 Feat	+11	+7
16 th	+12	+10	+10	+10	+7	1 Feat	+12	+8
17 th	+12	+10	+10	+10	+8	1 Feat	+12	+8
18 th	+13	+11	+11	+11	+8	1 Feat	+13	+9
19 th	+14	+11	+11	+11	+8	1 Feat	+14	+9
20 th	+15	+12	+12	+12	+9	1 Feat	+15	+10

CLASS INFORMATION

The following information pertains to the Brainiac core class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Brain's class skills (and the ability for each skill) are: Academics (Int), Art (Cha), Chemistry (Int), Computers (Int), Crime (Int), Engineering (Int), Firearms (Dex), Leadership (Cha), Legal (Int), Outdoorsman (Wis), Perception (Wis), Read/Write Language (None), Speak Language (None), Stealth (Dex), Streetwise (Wis) and Vehicles (Dex)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 8 + Int. modifier (x4)

Skill points at each level: 8 + Int. modifier

CLASS FEATURES

All of the following are features of the Brainiac core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Brainiac feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Thinker: Only characters that take their first character level in the Brainiac class gain this ability.

Once per day you may treat a single skill you have ranks in as if the total number of ranks were the ranks in the skill, plus your Brainiac class level.

If you spend an action point, you may treat a single skill as if your total number of ranks were equal to your Brainiac class level, whether you have ranks in the skill or not.

EMPATH

Empaths are always in touch with their surroundings, making them excellent healers and outdoorsmen. They also have the best saving throws of any class, because they are centered and calm in the face of dangers of all types.

CLASS INFORMATION

The following information pertains to the Empath core class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Empath's class skills (and the ability for each skill) are: Academics (Int), Firearms (Dex), Legal (Int), Magic (Cha), Medicine (Wis), Outdoorsman (Wis), Perception (Wis), Read/Write Language (None), Speak Language (None), Streetwise (Wis), Unarmed (Str) and Vehicles (Dex).

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 6 + Int. modifier (x4)

Skill points at each level: 6 + Int. modifier

CLASS FEATURES

All of the following are features of the Empath core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Empath feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Resolute: Only characters that take their first character level in the Empath class gain this ability.

Once per day you may add a bonus to a saving throw equal to your Empath class level.

If you spend an Action Point, you may treat any failed saving throw as a successful saving throw.

STAR

Stars live the good life. They may not be a "star" in the sense of a famous performer but wherever the Star works, he is, well, a Star.

CLASS INFORMATION

The following information pertains to the Star core class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Star's class skills (and the ability for each skill) are: Acrobatic (Dex), Art (Cha), Crime (Int), Firearms (Dex), Influence (Cha), Leadership (Cha), Legal (Int), Magic (Cha),



TABLE 1-6: STAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+2	+0	4 Feats; Friends in High Places	+0	+1
2 nd	+1	+0	+2	+3	+0	1 Feat	+1	+2
3 rd	+1	+1	+2	+3	+1	1 Feat	+2	+3
4 th	+2	+1	+2	+4	+1	1 Feat	+3	+4
5 th	+2	+1	+3	+4	+1	1 Feat	+3	+5
6 th	+3	+2	+3	+5	+2	1 Feat	+4	+6
7 th	+3	+2	+4	+5	+2	1 Feat	+5	+7
8 th	+4	+2	+4	+6	+2	1 Feat	+6	+8
9 th	+4	+3	+4	+6	+3	1 Feat	+6	+9
10 th	+5	+3	+5	+7	+3	1 Feat	+7	+10
11 th	+5	+3	+5	+7	+3	1 Feat	+8	+11
12 th	+6	+4	+6	+8	+4	1 Feat	+9	+12
13 th	+6	+4	+6	+8	+4	1 Feat	+9	+13
14 th	+7	+4	+6	+9	+4	1 Feat	+10	+14
15 th	+7	+5	+7	+9	+5	1 Feat	+11	+15
16 th	+8	+5	+7	+10	+5	1 Feat	+12	+16
17 th	+8	+5	+8	+10	+5	1 Feat	+12	+17
18 th	+9	+6	+8	+11	+6	1 Feat	+13	+18
19 th	+9	+6	+8	+11	+6	1 Feat	+14	+19
20 th	+10	+6	+9	+12	+6	1 Feat	+15	+20

Perception (Wis), Read/Write Language (None), Speak Language (None) and Streetwise (Wis).

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 6 + Int. modifier (x4)

Skill points at each level: 6 + Int. modifier

CLASS FEATURES

All of the following are features of the Star core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Star feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Friends in High Places: Only characters that take their first character level in the Star class gain this ability.

You gain an additional two Perks from your Occupation.

Once per day you can add your Star level to any Influence or Leadership skill check.

If you spend an Action Point, you can reorganize your Resource Points and your Perks, changing your contacts and followers on the fly.

ALLEGIANCES

The allegiances system is optional.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a

MULTI-CLASS CHARACTERS

As a character rises in levels she may add levels from a different class instead of progressing in her original class. The abilities of a multi-class character are the sum of those granted by all classes she possesses: base attack bonus, saving throws, defense and reputation are all added together.

Remember that a character only gains the core ability of the class she took her first character level in and that a character's feat and skill lists will change as she changes classes.

certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

PLEDGING ALLEGIANCE

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he

or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

ALLEGIANCES AND INFLUENCE

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 bonus on Influence skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

If you possess the *Dedicated* feat, this bonus increases to +4.

If you have an Allegiance to an organization, you may take a Supply contact (see Reputation) and gain the ability to requisition equipment from that organization.

Protecting your Allegiances can earn you additional Action Points in play. If you find out an NPC who shares the same Allegiance needs assistance, you and all fellow PCs who assist you gain an Action Point for going to their aid.

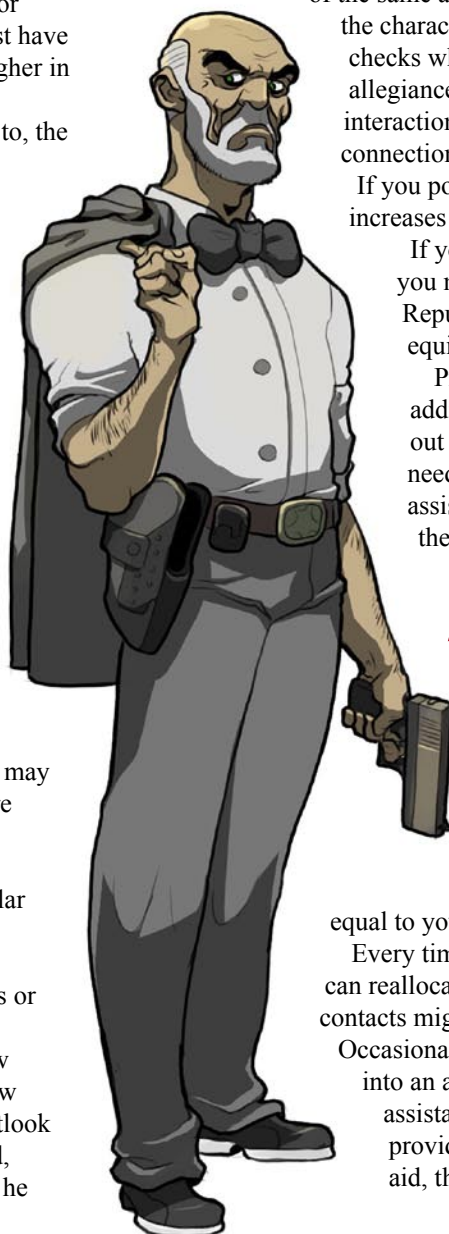
REPUTATION

Reputation measures your character's influence in the wide world. While the actual *Influence* skill measures the force of your personality with those with whom you directly interact.

You gain Resource Points (RPs) equal to your Reputation.

Every time your Reputation score increases, you can reallocate your RPs, meaning that some former contacts might only be friends.

Occasionally, the game master may work a sub-plot into an adventure where your contacts require assistance that only a band of adventurers can provide. If the PCs feel they cannot go to their aid, they don't have to (this won't cause you



to lose your contact) but if you go to the aid of a contact in danger, all PCs that assist gain an Action Point.

DOWNSIDE TO REPUTATION

While Reputation brings many benefits and is generally considered a good thing, there will be times when being well known will make your life more complicated.

Reputation causes certain Character Disadvantages to activate more frequently, especially disadvantages such as Enemy, Nemesis, Rival and Secret.

Other disadvantages can be modified by Reputation at the discretion of the game master. The game master shouldn't feel *too* bad about using Reputation in this way, since the character gains a benefit (an Action Point) in addition to the complication.

ACCESS

RPs can be spent to buy a character special access to places, information or equipment. This can make the character's life much easier as well as allow him to purchase restricted equipment without paying higher prices for buying that equipment on the black market.

Spending RPs on access grants a character the benefits shown on the table below. A character receives all the benefits shown for his access level.

RP	Effect	Example
1	Restricted Access	Licensed equipment, restricted information, a press pass, the ability to get exclusive or back stage access to celebrities and so forth.
2	Confidential Access	Restricted equipment, confidential information, access to sensitive non-military installations (such as a nuclear power plant or a power station).
3	Secret Access	Military equipment, secret information, access to non-sensitive military installations and equipment (for example the character could hitch a ride on a military transport to get almost anywhere in the world discretely and without passing through customs).
4	Top Secret Access	Illegal equipment, top secret information, access to sensitive military installations and equipment (for example the character could arrange a ride on a submarine to get somewhere way under the radar, or get a helicopter ride into enemy territory, or get a tour of a nuclear submarine) and so forth.

5	Complete Access	If the character needs a meeting with the President, it can be arranged. If the character wants to visit Area 51, he will be asked to give up any recording equipment and allowed in. Almost nothing is off limits and even then it's usually a question of when not if a character will be granted access.
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CONTACTS

There are two types of contacts: *supply contacts* and *skill contacts*. A character may call on each contact once per week automatically. Calling on a contact a second time in the same week requires an Influence check (DC 15). This DC increases by 5 for each additional time a character calls on his contact in the same week.

Further, getting in touch with a contact always requires at least one hour, plus one hour for each additional time that week you have used that contact. Your contacts have lives too and they're your friends, not your employees.

Supply Contacts: Supply contacts can grant equipment as if they possessed a Wealth score as indicated on the table below. Supply contacts can also provide equipment you couldn't get access to yourself for an additional cost. Equipment provided by a supply contact is loaned to you, not given to you. You can have one item per RP spent on the contact out on loan at any given time. Should a piece of equipment be permanently lost, you lose access to the RP provided by the contact until your Reputation score increases and you can re-allocate your RP.

RP	Effect
2	Contact provides Wealth equal to Reputation +10
3	Contact provides Wealth equal to Reputation +12
4	Contact provides Wealth equal to Reputation +14
+1	Contact's Wealth bonus increases by +2 for each additional Resource Point spent on this contact
+1	Contact can provide licensed or restricted equipment
+2	Contact can provide military equipment
+3	Contact can provide illegal equipment

Skill Contacts: A skill contact has ranks in the skill of your choice equal to your Reputation +3. Each additional Resource Point invested in this contact increases its ranks in the skill chosen by +2 as shown on the table below.

RP	Effect
2	Contact has skill ranks equal to Reputation +3
3	Contact has skill ranks equal to Reputation +5
4	Contact has skill ranks equal to Reputation +7
+1	Contact's ranks increase by +2 for each additional Resource Point spent on this contact

FOLLOWERS

Resource Points can also be used to recruit followers that will assist a character in combat. Followers are always ordinaries (see the Ordinaries section below). Ordinaries also do not receive a feat at every level, but rather only 1 feat per three levels.

The maximum level of a character's followers is equal to his Reputation or his character level, whichever is lower. Adding additional followers increases the effective level of follower by +1 per additional follower. For example, if a character wants three 3rd level followers, he must be 5th level.

RP	Level
2	1
4	2
6	3
8	4
+2	+1 Level per 2 additional Resource Points devoted to this follower
+2	One additional follower per 2 additional Resource Points devoted to this follower

For example, a character could spend 6 Resource Points to gain one 3rd level Ordinary Powerhouse follower. The character could then invest an additional four Resource Points to increase the number of his followers to three.

FAVORS

Favors are just that: a debt the character has collected that he may call in at any time. Favors are RPs that the character sets aside unspent. He may then call in that favor at any time, spending those points on contacts or followers like he would when allocating his Resource Points.

The difference is that RPs spent to call in a favor only last for one use of that contact or follower (one Wealth or Skill check for a contact, one encounter for a follower). RPs set aside for favors are cashed in at a two to one benefit. In other words, if you set aside 4 RP for favors and cash all in at once, you treat them as 8 RP.

After being used, RPs spent for a favor go away and cannot be spent for anything until the character's Reputation increases and he can reallocate those RPs somewhere else (perhaps right back into more favors).

WEALTH

Wealth represents your total spending power, including cash on hand, salary, credit and so forth.

Backgrounds provide your Base Wealth. To this you add one-half the ranks in the highest ranked Professional Skill of your Occupation, and a +2 bonus for each Improved Feat you selected.

Finally, add any miscellaneous modifiers such as bonuses for Perks and Feats.

This represents your character's starting Wealth.

As you play, your Wealth will rise and fall as you buy things, gain more skill ranks and Feats in your chosen Occupation, and as your character finds or is paid Wealth Awards.

In *Modern*²⁰, Wealth checks are a thing of the past. Your character can either afford something or he can't. If an item is equal to or less than your character's Wealth, you can buy as many of them as you want. It's a common item for your Wealth level. Similarly, selling an item of equal to or lower than your Wealth level will never provide a bonus to your Wealth no matter how many you sell.

If you buy an item with a cost higher than your Wealth, your Wealth will be permanently reduced (barring increases as described above by gaining skill or feats). How large a reduction will depend on the difference between your Wealth and the cost of the item.

If you sell an object or are given a Wealth Award with a value higher than your Wealth rating, your Wealth will increase. The increase depends on the difference between your Wealth and the cost of the item.

Wealth Difference	Wealth Modifier
0	0
1-3	+/-1
4-6	+/-2
7-9	+/-4
10-12	+/-8
13+	+10*

*This is only for selling items or gaining a Wealth Award with a value of 13 or more higher than your current Wealth. You cannot buy an item with a cost of 13 or more than your current Wealth.

ACTION POINTS

Action Points are that certain something that makes a hero a hero. That spark that causes someone to go out of their way to risk their life for their fellow man, whether fighting terrorists, drug smugglers or creatures of the night.

Action Points can perform the following functions:

- Automatically inflict maximum damage on a successful attack.
- Add the result of your Action Dice to a single d20 roll (attack roll, skill check, saving throw).
- Automatically stabilize at negative HP
- Grant you an extra action (move or standard action) this round.



The number of action dice you receive grows as your character gains in level as shown on the table below. All dice are rolled and added together.

Level	Action Dice
1-4	1d4
5-8	2d4
9-12	3d4
13-16	4d4
17-20	5d4

RECOVERING ACTION POINTS

Your total number of Action Points is equal to 6 plus one-half your character level. Each time you gain a level your Action Points reset to your new total. Action Points do not carry over from level to level.

Between levels, there are several ways to recover Action Points including: going to aid of a contact or follower; going to aid of an Allegiance; the activation of a character disadvantage.

CHARACTER DISADVANTAGES

Characters are not just a collection of abilities for attack and defense. Their flaws add to their appeal just as much (if not more) than their heroic deeds. A character with a newspaper editor hounding him, a sickly aunt, no love life, and the worst luck imaginable is possibly the most recognized character in the history of literature. Why? Because while we can't identify with being able to fly through the air or have bullets bounce off our skin, we can identify with sick relatives, late bills, and no date on Saturday night. The more we identify with the hero of a tale, the more engaging that tale becomes.

MAXIMUM DISADVANTAGES

Although the GM can set maximum disadvantages at any level she desires, some good guidelines are that no character should have more than 10 DSR in disadvantages total, and that no single disadvantage should be above 5 DSR. The reason for this is that at higher levels, the entire campaign will revolve around one character's disadvantages.

DISADVANTAGE RATINGS AND CHARACTER DISADVANTAGES DURING PLAY

If a disadvantage appears during an adventure, then you immediately recover a number of Action Points equal to the DSR; however, you cannot ever have more Action Points than your current maximum (6 plus one-half your character level).

For example, your character has an addiction to a harmful and illegal substance (cocaine). You decide the addiction is mild and set the DSR of the disadvantage at 2. Each week you try to avoid filling your addiction you must make a Will save with a DC of 12 (10 plus the DSR). If you succumb to your addiction you must make a Fortitude save with a DC of 12 (10 plus the DSR) or suffer 1-2 points of temporary Constitution damage (representing anything from bad product, to a mild overdose, to the simple wear and tear on your body of a harmful substance). Furthermore since the substance is illegal, you must also roll a d20 and on an 18 or higher (a roll of 20 modified by the DSR) you are arrested while attempting to purchase your drugs.

Since the DSR is 2 each day you satisfy your habit you gain two Action Points.

REMOVING DISADVANTAGES

As a hero rises in level, he might wish to reduce his flaws, or even remove them entirely. A hero must announce when he gains a level that he is attempting to remove a disadvantage. To reduce the DSR of a disadvantage by one, the character must then succeed at a Will saving throw, with a DC of 15 plus the DSR of the disadvantage he is attempting to reduce. This saving throw receives a modifier of +5 to -5 depending on how well the reduction of the

disadvantage has been role-played in the campaign.

In special circumstances, where the GM feels the reduction of the disadvantage is especially appropriate or especially inappropriate, she may even declare the attempt automatic, or that the attempt is impossible. Remember, however, that this disadvantages system provides no “up front” benefits. A character recovers Action Points equal to the DSR when a disadvantage appears in play, meaning that if the DSR is reduced, the character will receive a diminishing benefit. For this reason, the GM is encouraged to be lenient when determining if a disadvantage may be reduced.

TRADING DISADVANTAGES

In some cases, a disadvantage is simply not working out in the game. The Enemy a character chose for his character doesn't interest him, but another villain in the campaign has a real chemistry with the character, with verbal jabs hurled back and forth when the two fight. In cases such as this, the GM should allow the character to trade in one enemy for another, at the same DSR.

DISADVANTAGES

Following are some possible disadvantage options.

ACHILLES HEEL (DSR 3)

You have an extremely vulnerable spot that causes you great harm when you are attacked there. When you select this disadvantage you select a number from 1 to 19. Any attack that is a natural roll of that number is automatically a hit and inflicts maximum damage. If the attack requires you to make a saving throw, you are -4 on the save attempt.

TABLE 1-7: AGING EFFECTS FOR CHILDREN

Age/Category	Disadvantage	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10/Child	5	-6	-3	-6	-2	-3	-4
11/Adolescent	4	-5	-3	-5	-2	-3	-4
12/Adolescent	4	-4	-3	-4	-2	-3	-3
13/Teenager	3	-4	-2	-4	-2	-2	-3
14/Teenager	3	-3	-2	-3	-2	-2	-2
15/Yg. Adult	2	-2	-2	-2	-1	-2	-2
16/Yg. Adult	2	-2	-2	-2	-1	-1	-1
17/Yg. Adult	1	-1	-1	-1	-1	-1	-1
18-35/Adult	0	0	0	0	0	0	0
36-50/Middle Age	1	-1	-1	-1	+1	+1	+1
51-70/Old Age	2	-3	-3	-3	+2	+2	+2
71+/Venerable	3	-6	-6	-6	+3	+3	+3

ADDICTION (VARIABLE)

You are addicted to a harmful or illegal substance. You must make a Will save (DC 10+ DSR) each day or indulge your addiction. If the substance is harmful, you must make a Fortitude Save (DC 10 +DSR) or suffer 1-2 points

of Constitution ability damage each day you indulge your addiction. If the substance is illegal, each day you indulge your addiction you must roll a d20, and on a roll of 20, modified by the DSR of this disadvantage, you are arrested attempting to acquire the addictive substance. It is possible to take this disadvantage twice for the same substance if it is both harmful *and* illegal.

AGING (VARIABLE)

Your age is sometimes a detriment to your life as an adventurer. In addition to the ability score modifiers listed below, an age other than Adult will occasionally crop up as a disadvantage. Need to get into that club to fight the big Vampire at the end of the adventure? Sorry kid, this place serves alcohol. In addition to having to sneak in through the skylight (always fun) the character would recover Action Points equal to his age DSR.

ALLERGIC REACTION (VARIABLE)

You suffer damage from a substance that is not especially harmful to normal people (such as a certain food or an insect sting). You could even be allergic to a substance that is beneficial to most, such as a type of medicine.

If you are exposed to the source of your allergy during an adventure you must make a Fortitude saving throw (DC 15+DSR) or suffer one point of temporary constitution damage per DSR.

If you are allergic to a medicine all Medicine skill checks made on your behalf are penalized by the DSR. This represents the inability of the physician to use all the means at his disposal to aid you. If you are incorrectly given the medicine to which you are allergic you must make a save or suffer temporary Constitution damage as described above.

CODE (VARIABLE)

You have a conviction about something so strong; you have trouble violating it even under dire circumstances. Any code must have a corresponding Allegiance. So if your character has a Code “will not lie”, then he should have an allegiance to truth. If your character has a code “will not kill”, then he should have an allegiance to defending life, or perhaps to the law. The DSR of this disadvantage is determined by how hard the code is to violate when your character needs to. To violate your code, you must make a Will save (DC 10+5 per DSR of the disadvantage).

DEPENDANT (VARIABLE)

You have a loved one, a wife, a child, or even a sickly old aunt, that you must care and protect for. On a roll of 20 or higher on a d20 (modified by the DSR), the dependant becomes involved in the adventure, or otherwise demands



you take time away from the current adventure to provide some care to the dependant. Characters investigating you can also learn of your dependant with a Gather Information check from the Streetwise skill (DC 25 – the DSR).

DISABILITY (VARIABLE)

You have a physical ailment that gets in the way of your adventuring. You may take the full disability value listed below, even if you have a means of compensating for the loss of movement or the loss of a sense, since your compensation means your disability will appear in the game less often. When it does, however, you will likely be entitled to the full award.

DSR 1 (Mild Disability): -20 ft. to movement or -1 penalty to skills based on one ability. For example, a character with a very mild limp could move slower, but his Dexterity based skills would work just fine.

DSR 2 (Pronounced Disability): -20 ft to movement and -2 penalty to skills based on one ability.

DSR 3 (Serious Disability): -30 ft. to movement, or -2 to one ability score, or -4 to skills based on one ability. This level of disability represents a character that is crippled, or has a loss of limb, serious myopia, or serious hearing loss.

DSR 4 (Severe Disability): -4 to one ability score, or -8 to skills based on one ability. A multiple amputee, a character who is almost completely blind or deaf, would all fall under this level of disability.

DSR 5 (Crippling Disability): -8 to one ability score, or -15 to skills based on one ability. A seriously disabled person, including someone who is completely blind or deaf.

ENEMY (VARIABLE)

Someone is out to get you. Sometimes your enemy will show up out of the blue (maybe you two run into one another on the street) looking for a little payback. Sometimes your enemy will ally himself with the main adversary of the adventure to make your life especially wonderful. On a roll of 20 (modified by the DSR), your enemy becomes involved in the current adventure. Your enemy always begins play at your level, and receives the enemy feat (for you) as a bonus feat, even if he does not meet the prerequisites.

HIDEOUS APPEARANCE (VARIABLE)

You are *ugly*, perhaps even terrifyingly so. You receive a penalty to all Influence and Leadership skill checks except the Intimidate skill use equal to the DSR. You receive double the DSR as a penalty to the Disguise skill use of crime. However, it's not all bad for you: use the DSR of this disadvantage as a *bonus* to the Intimidate skill use.

ILLNESS (VARIABLE)

You are afflicted with a chronic illness that occasionally makes your life as an adventurer difficult. Every day a character with this disadvantage must make a Fortitude save (DC 15+DSR) or suffer the effects listed below.

DSR 1: Frequent colds and minor allergies. When you fail your save against this illness you are treated as fatigued for 1-4 days. If a second save is failed during the course of this illness (since you must still save every day) your condition worsens and you are treated as exhausted for 1-4 days.

DSR 3: You suffer from a serious chronic condition such as arthritis. This condition inflicts one point of temporary ability damage on you when the save against the illness is failed. If the saving throw against this disease is failed on consecutive days then the character does not heal ability damage from the previous day. So if a character with Arthritis failed two saves in a row he would be down two points of Dexterity and would not begin healing until he successfully made a saving throw.

The ability score affected should be worked out by you and the game master when this disadvantage is selected.

DSR 5: You have a terminal illness that will eventually claim your life.

Each day that you fail the saving throw against this illness you suffer a point of *permanent* ability damage. This damage is spread equally between all three physical abilities, all three mental abilities or all six abilities depending on the nature of the illness. When any ability score reaches 0 the character succumbs to his illness and descends into a coma. At this point he loses 1 point from a random ability score each day until he passes away.

Since miracle cures are a common staple of fiction, it is recommended that the character be able to remove this disease during the campaign if he so desires. However all previous ability damage remains.

JINXED (DSR 1)

You cannot catch a break. If you win a waterbed in a contest it will spring a leak and flood your apartment while you are out saving the world. Your girlfriend gets mono right before the romantic evening you've been planning for months, when you were going to propose to her. Your best friend blames you for the death of his villainous father. Your luck never *actually* gets so bad as to make your adventures more dangerous but your bad luck just makes everything around you more complicated, twisted, and generally lousy. Hopefully you're at least a happy-go-lucky, friendly, neighborhood guy to make up for this dismal luck.

NEMESIS (VARIABLE)

Like Enemy, only worse. Your enemy has an intimate understanding of your skills and abilities, and receives the Antithesis and Enemy feats as bonus feats, even if he does not meet the prerequisites. On a roll of 20 (modified by the DSR), your nemesis becomes involved in the current adventure. Your nemesis always begins play at your level.

You receive an extra two Action Points when this disadvantage appears during an adventure above and beyond the DSR, to account for the added difficulty of facing a nemesis instead of a regular old enemy.

OBSESSION (DSR 5)

You are consumed by a goal, to the point that you will do almost anything to accomplish that goal. This is not a particularly heroic disadvantage, and normally only villains will have this disadvantage. Code is a better disadvantage for a hero, since even a strong Code does not lead to the extreme solutions characters with this disadvantage will come to. An example obsession would be “stop the ravaging of Earth’s ecosystem by mankind”. An example solution would be “reduce the human population of Earth by 90%”.

PHOBIA (VARIABLE)

You have a deep, irrational fear of something, usually caused by a painful event in your past. How badly this fear will affect you is determined by the DSR of the disadvantage. Make sure you select a fear that will actually appear during adventures, or you will never get an Action Point award for the disadvantage.

Mild Phobia (DSR 1): When confronted by your fear you must make a Will save (DC 15) or Cower for 10 rounds (1 minute). The character may make a new saving throw every 10 rounds.

Strong Phobia (DSR 3): When confronted by your fear you must make a Will save (DC 20) or become Shaken.

Severe Phobia (DSR 5): When confronted by your fear you must make a Will save (DC 25) or become Panicked.

RIVAL (VARIABLE)

Someone is out to get you in a non-violent way. They will use all non-violent means at their disposal to make your life difficult usually involving the use of skills. On a roll of 20 (roll d20+DSR) your rival appears during the course of the adventure and uses skills, wealth and reputation to make your life difficult.

If your rival has a Wealth of 20 or more you gain a +1 to the DSR for the purposes of determining experience awards from your rival (the chance of appearance does not go up

but since your rival can make things harder on you, your experience award is increased).

If your rival has a Reputation bonus of +10 or higher, you gain a +1 to the DSR for the purposes of determining experience awards from your rival.

SECRET (VARIES)

You lead a double life, hiding a secret that could embarrass or destroy you. The DSR of this disadvantage depends on the consequences of your secret being known to the general public.

On a natural roll of 20 (*unmodified*) your secret is threatened. This will not involve a revelation of the secret but rather the idea that you are hiding something will become known to one or more individuals. Finding out your actual secret requires a skill check (*usually Gather Information*) of 20+the DSR of the disadvantage.

Action Points are awarded each time it is threatened whether the character successfully defends his secret or not.

If the secret becomes public then the character may either trade it for a new one or simply live with the revelation. In the latter case the character can either give the disadvantage up (*by changing his name or otherwise taking drastic steps to start fresh*) or carry on, receiving an Action Point award each time the disadvantage hinders his adventures.

DSR 1: Embarrassing Secret. This secret would cause one of the following to happen: for one of the character’s contacts to sever ties (depriving the character the use of those Resource Points until his Reputation increased and he could re-allocate them) or for the character’s Wealth to be reduced by -2.

DSR 3: Dangerous Secret. This secret would cause two of the following to happen: for all of the character’s contacts to sever ties, for the character’s reputation to be permanently reduced by -3 or for the character’s Wealth to be reduced by -6.

DSR 5: Explosive Secret. The kind of secret a man or woman would kill to protect. If this secret is discovered the character’s Reputation is reduced by -6 and his wealth is reduced by -12, and the character gains an Enemy at DSR 5.

SHADY REPUTATION (DSR 2)

You have some skeletons in your closet. You suffer a -4 penalty on Influence checks when dealing with a single Allegiance. This will make it much harder for you to get cooperation from the authorities. A villain with this disadvantage has something in his past linking him to the good guys, which frequently causes villains to shun him, thinking him a plant or a mole.

CHAPTER 2: MODERN SKILLS

Each character receives a number of skills from his character class, modified by her Intelligence. The skills character chooses begin with 4 ranks. As a character rises in level she will receive more skill points to increase skills. The maximum a skill can be trained to is the character's total level plus three. Cross-class skills (skills a character has no selected) have a maximum value of one-half this number.

USING SKILLS

When you make a skill check, the game master will determine the difficulty of the check before you roll. Rolling a skill check is 1d20 plus your ranks in the skill, plus the relevant ability modifier. Some skills can be used *untrained*; this means you can make a check in the skill even if you don't have it as a skill. In this case, since you have no ranks, you roll 1d20 plus the skill's ability modifier.

REQUIRED RANKS: WHEN NOT TO ROLL A SKILL CHECK

*Modern*²⁰ attempts to streamline your game by reducing the number of skill checks you make in an average game. One of the ways it does this is by eliminating many of the skill checks you used to make for things like crafting items and knowledge skill checks. Your character knows what he knows and can build what he knows how to build and these things shouldn't vary wildly from adventure to adventure.

Required ranks are used for things that typically don't involve the main action of an

adventure. Making skill checks for these actions typically accomplishes nothing other than bogging down the game. For example, if your character needs to brew an acid to burn through a lock and fails his skill check, he's either going to try again, attempt to buy the acid, or steal it. But if the players have a good plan involving the acid, they won't abandon it because they failed a skill check (nor should they). What they will do, is take much more game time than the task likely calls for.

Skill checks are still used when characters come in conflict, such as sneaking up on a guard or picking a lock. When required ranks are called for will be detailed in the skill's description.

VARIABLE TIME

Another thing required ranks are used with is the time required to make a skill check. If a skill has both a required ranks listing and a time listing, a character with greater skill can perform it in less time or for less materials cost.

For every additional 4 ranks a character has, he can either cut the time or materials cost required to build the device by one-half. A character with 8 additional ranks can either cut the time and cost required by one-half, or reduce one to one-fourth and so on.

SAMPLE DIFFICULTIES

Here are some example skill difficulty classes to help the game master determine how hard a skill check should be.

Difficulty (DC)	Example (Skill Used)
Very Easy (0)	Notice someone standing in the open (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear a loud conversation through a door (Perception)
Tough (15)	Escape from loosely knotted ropes (Acrobatics)
Challenging (20)	Find an illegal gambling hall in an unfamiliar city (Streetwise)
Formidable (25)	Open a locked strongbox (Crime)
Heroic (30)	Leap across a 30-foot chasm (Athletics)
Nearly Impossible (40)	Track a group of soldiers across hard ground after a heavy rain (Outdoorsman)



TABLE 2-1: SKILLS

Skill	Ability	Untrained?	Action
Academics	Int	No	Varies
Acrobatics	Dex	Yes	Move
Art	Cha	No	---
Athletics	Str	Yes	Move
Chemistry	Int	No	---
Computers	Int	No	---
Crime	Int	No	Move or Full
Engineering	Int	No	---
Firearms	Dex	No	Standard or Full
Influence	Cha	Yes	Standard or Full
Leadership	Cha	No	Standard
Legal	Int	No	---
Magic	Cha	No	Standard or Full
Medicine	Wis	No	Standard or Special
Outdoorsman	Wis	Yes	Standard or Special
Perception	Wis	Yes	Reaction or Full
Read/Write Language	NA	No	---
Speak Language	NA	No	---
Stealth	Dex	Yes	Move
Streetwise	Wis	Yes	Move or Special
Unarmed	Str	Yes	Standard or Full
Vehicles	Dex	Yes	Move or Full
Weapons	Str	No	Standard or Full

TARGETED SKILLS

Sometimes success or failure with a skill is not set against a static difficulty class but rather determined by another character's skills. *Modern*²⁰ eliminates opposed skill checks. Instead only one character rolls and the target is equal to 10 plus the opposing skill. Whenever possible, *only player characters make skill checks*.

For example, if a player character attempts to sneak up on a guard, the player would roll a Stealth skill check with a difficulty class of the guard's Perception plus 10 (plus 20 if the guards were on high alert for some reason). If the player character was the guard, and someone attempted to sneak up on her, the player would roll a Perception check with a difficulty class of the attacker's Stealth plus 10 (plus 20 if the character was particularly lax or suffering from the exhausted condition).

You might notice that this rule tends to favor player characters over the traditional skill vs. skill opposed checks

found in many d20 variants. This is intentional. The player characters are the heroes of the tale. They're special.

PERKS

Perks have been discussed some already in Occupations. Since perks have a big impact on skills, we're discussing them here again. In many of the skills below, a use of a skill will be listed as requiring a perk. Perks can be gained through an Occupation or selected through a feat. A character without the appropriate perk can still use functions of a skill listed as requiring a perk, but his effective ranks in the skill are halved (that use of the skill is much less familiar to the character).

SKILL DESCRIPTIONS

The remainder of this chapter details each of the skills characters may choose to advance.

ACADEMICS

Int; Trained Only; Requires Specialization

You are intimately familiar with a field of learning. Examples include: History, Law, Life Sciences, Physical Sciences, Religion and Tactics. This skill requires specialization, meaning that one specialty must be chosen when this skill is selected. Additional specialties can be added through perks, or through selecting this skill a second time. Areas the character has not selected a perk in can still be known to the character however, since the character still retains one-half his effective ranks (see the information on perks in the skills introduction above).

Depending on the character's ranks in Academics, there are certain facts he will know off the top of his head. What the character does not know, he can find out through research. If the character has access to a computer, research time is reduced by one-half.

Ranks	Knowledge Level	Research Time
2	Basic (Less than High School)	36 hours
4	Introductory (High School equivalent)	18 hours
8	Intermediate (College equivalent-Bachelor's Degree)	12 hours
12	Advanced (College equivalent-Advanced Degree)	8 hours
16	Cutting Edge (1-2 years away)	6 hours
20	Next Generation (5-10 years down the road, this will be the "next big thing")	4 hours
23	Almost Limitless	2 hours

ACROBATICS

Dexterity; Armor Check Penalty

Balance: This use of the Acrobatics skill allows you to balance on a precarious surface or resist trip attacks. To walk on a precarious surface, determine the Difficulty Class according to the table above. How narrow the surface is (narrow +0, very narrow +5 or tiny +10), how slippery (slippery +0, very slippery +5 or treacherous +10), whether the surface is moving or not (gentle movement +0, rolling movement +5 or breakneck movement +10) and how fast you are moving (5 foot steps +0, half moves +5 or full moves +10) and whether or not you are fighting while balancing will all determine the difficulty.

For example if you were traversing the rigging of a ship (very narrow +5) during a storm (very slippery +5 and breakneck movement +10) trying to make your way quickly to a rope down to the deck (half move +5), you would need to succeed at an Acrobatics check with a DC of 25 (5+5+10+5=25).

To resist a trip attempt, you would need to make an Acrobatics check with a DC equal to the Unarmed or Weapon skill of the attacker +10 (depending on whether the attacker was trying to trip you with an unarmed or weapon attack).

Escape: This use of the Acrobatics skill allows you to escape from a binding, squeeze through a tight space or escape a grapple. To escape from a common or improvised binding (such as ropes, duct tape etc) you would need to make a skill check with a DC of whichever is higher: 20 or the Weapon skill +10 of the character that bound you, if the character is proficient with the binding implement as a weapon (ropes, chains and nets, can all be selected as weapons for example). To escape from plastic "zip cuffs" has a DC of 25 and to escape from metal handcuffs has a DC of 30.

Squeezing through a tight space has a DC depending on how narrow the space is: Narrow (15), Very Narrow (20), Extremely Narrow (25) and so on. Small characters subtract 5 from these DCs, while creatures Large or larger add +5 for each size category.

To escape a grapple, you need to make an Acrobatics check with a DC equal to the Unarmed or Weapon skill of the attacker +10 (depending on whether the attacker was using an unarmed grapple or a grappling weapon).

Tumble (requires perk): This use of the Acrobatics skill is available only to characters that have ranks in the Acrobatics skill. Tumbling allows you to move across difficult terrain at full speed.

BUT WHAT IF I REALLY, REALLY LIKE TO ROLL DICE?

If you'd rather roll for everything, simply make every skill that's targeted (the DC determined by another character's skill) into an opposed skill, and add 10 to the required ranks of a skill description and make that the DC.

ART

Charisma; Trained Only; Requires Specialization

This skill represents ability at a fine or performing art such as writing fiction, painting, stand-up comedy and so forth. While any character may dabble in such an art for personal pleasure, only those trained in this skill may use it to earn a living (such as using this skill as a professional skill).

When selecting this skill, you must pick a specific art form. You may use a perk to extend this skill to multiple art forms or you may select this skill multiple times. For example if you took this skill at 1st level for stand-up comedy, you could either select this skill again for acting, or use a perk to use your Art skill for both stand-up comedy and acting.

ATHLETICS

Str; Armor Check Penalty

This skill allows you to engage in feats of athletic prowess, such as climbing, jumping and swimming. The DC is based on the difficulty of the climb, the length of the jump or how treacherous the water is. If you remain in difficult conditions for a long period of time (climbing a mountain, marooned at sea) the game master may call for additional checks. Each additional check will increase the difficulty by +5. How often checks are required depends on the conditions. Being marooned on a calm sea might require a character treading water to check once an hour. Being marooned on the same sea during a hurricane might call for a check every *minute*.

Climb: This skill use covers vertical movement. If you need to go up or down, whether over a wall, up a cliff or down the side of the building, you use this use of the Athletics skill.

Base climbing speed is 5 feet per move action (you can move twice this distance as a full-round action). If you have 8 ranks in Athletics your climb speed is increased by +5 feet, 16 ranks increases your climb speed by +10 feet and 23 ranks increases your climb speed by +15 feet.

Jump: This skill use covers jumping over pits, chasms and other hazards that require you to (temporarily) defy the law of gravity.

Base jumping distance is 15 feet for a running jump, which is a full-round action. Vertical and standing have a base distance of 5 feet and can be performed with a move action. If you have 8 ranks in Athletics your jump distance is increased by +5 feet, 16 ranks increases your jump distance by +10 feet and 23 ranks increases your jump distance by +15 feet.

These bonuses are applied to running jumps. They are reduced to one-half for standing jumps (so the distance modifier for standing jumps is 2.5 feet, 5 feet and 7.5 feet) and to one-third for vertical jumps (so the distance modifier for vertical jumps is +1.5 feet, +3.5 feet and +5 feet).

Run: This skill covers the basic moving around stuff.

Base run speed is 30 feet per move action (you can move twice this distance as a full-round action). If you have 6 ranks in Athletics your run speed is increased by +5 feet, 12 ranks increases your run speed by +10 feet, 18 ranks increases your run speed by +15 feet and 23 ranks increases your run speed by +20 feet.

Swim: This use of the Athletics skill allows you to move in water.

Base swimming speed is 10 feet per move action (you can move twice this distance as a full-round action). If you have 8 ranks in Athletics your swim speed is increased by +5 feet, 16 ranks increases your swim speed by +10 feet and 23 ranks increases your swim speed by +15 feet.

Endurance Athletics (requires perk): You can spend one or more perks to increase your athletic endurance. Spending a perk multiplies the time between checks by your Constitution modifier (minimum of x2). For example if a character with an 18 Con took a perk in Endurance Athletics, he would increase the time between checks by x4.

CHEMISTRY

Int; Trained Only; Requires Specialization

This skill represents the ability to use chemistry for one of four purposes: acids, explosives, pharmacology and poisons. No matter which of these areas you specialize in, you possess a thorough grounding of basic chemical knowledge and can make skill checks for chemistry and life sciences questions as if you had the Academics skill (see below).

This skill only covers one specialty of chemistry. If you wish to be skilled at more than one application of this skill,

you may either select the skill multiple times or use a perk to apply your ranks in this skill to one or more additional specialties.

Acids and Bases: This use allows you to brew acids and bases. Acids will inflict damage on living targets or reduce the hardness of inorganic targets. A base will neutralize an acid of equal or lesser strength. The ranks required to make a base are half that required to brew an acid but the cost and time are the same. These differences are noted on the table below.

Acids have a damage rating, a hardness reduction and a duration. The damage caused by an acid is that inflicted by a splash or limited contact. Should a character be immersed in acid the damage is doubled and occurs each round until the character manages to free himself from the acid. An acid's hardness reduction represents its weakening of inorganic matter. If an object's hardness is 0, either naturally or because an acid has reduced it to 0, the acid inflicts damage on the inorganic object just as it would a living character. An acid's duration is the number of rounds the acid inflicts damage unless removed, either by washing the affected area with water or applying a base.

Explosives: This use allows you to make explosives.

Explosives will inflict damage on everyone in an area, though those in the affected area may make a Reflex save for one-half damage. The save DC for an explosive are the ranks required to make the explosive +10, which are summarized on the table below for convenience.

Pharmacology: Pharmacology allows you to live better through chemistry. This use allows you to make drugs that will temporarily boost your stats, remove fatigue and gain bonuses to your saving throws. Pharmacology can also make drugs that will knock a character unconscious. However, many of these drugs come with a price: whether that price is side effects, a chance for addiction or both depends on the type of drug and the strength of its potency.

Mild drugs are generally plant-based, with little artificial enhancement and have been available since the 19th century. Modern drugs are either artificial, or plant substances that have been chemically enhanced. These drugs begin to see widespread use in the 20th century. Advanced drugs begin to appear in the late 20th and early 21st century. Advanced drugs are either artificial or highly enhanced plant substances, often with multiple plants being used for a combined effect.

TABLE 2-2: ACIDS AND BASES

Acid	Damage	Hardness Reduction	Duration	Ranks Required (Base)	Materials Cost	Time Required
Mild	2d6	3	1 round	4 (2)	2	30 minutes
Potent	3d6	4	2 rounds	8 (4)	4	90 minutes
Concentrated	4d6	5	3 rounds	16 (8)	8	3 hours
Highly Concentrated	6d6	7	4 rounds	20 (10)	10	6 hours

TABLE 2-3: EXPLOSIVES

Explosive	Damage	Radius	Save DC	Ranks Required	Materials Cost	Time Required
Improvised	1d6	5 ft.	14	4	2	30 minutes
Simple	2d6	5 ft.	16	6	3	90 minutes
Moderate	4d6	10 ft.	18	8	4	3 hours
Complex	6d6	15 ft.	22	12	6	6 hours
Powerful	8d6	20 ft.	26	16	8	12 hours
Devastating	10d6	25 ft.	30	20	10	36 hours

If a natural 1 is rolled on a Saving throw against a side effect, that side effect is permanent.

If a drug user becomes addicted (fails his Will save), he will suffer the following effects until he satisfies his addiction: Day 1: Shaken; Day 2: Fatigued; Day 3 and beyond: Exhausted. The victim suffers both the Shaken condition and either the Fatigue or Exhausted condition until he satisfies his addiction and rests for 8 hours, or until he manages to shake his addiction, requiring both a Fortitude Save (DC 20) and a Will Save (DC 20).

Overdoses: All drugs have an additional side effect: an overdose. A drug's dosage can be increased by 50% to double its effectiveness or duration. If the dosage is doubled, both of these effects are increased. However this also risks an overdose. If the drug's dosage is increased by 50% you must make a Fort save (DC 15) or overdose, suffering 2 points of ability damage to Constitution. If the dosage is doubled, the DC of this Fort save is increased to 20. If a natural 1 is rolled on this save, the ability damage is permanent, indicating that you have suffered permanent physical damage, usually to the heart or circulatory system.

Deliriants: These drugs cause you to see things that are not there and perhaps interact with them. Many deliriants occur naturally in plant form and many of these are completely legal. Despite this, deliriants have such serious side effects that they are not popular as a recreational drug. There have been some experiments with using these drugs as weapons by various military agencies however.

Medications: These drugs cover a wide range of helpful substances that can help you recover from injury and disease faster. They provide a one-time bonus to the patient's next recovery check. Though medications have no side effects and are not addictive, they can be overdosed, with the same penalties and dangers, as a standard drug. Medications may only be administered effectively once every 24 hours.

Pain Killers: These highly effective, though highly addictive drugs can be a great aid to medical personnel if used cautiously. Their most common uses outside of providing a local anesthetic for minor surgical procedures is to allow soldiers and professional athletes to continue to function effectively while injured.

Sedative: These drugs are primarily used to render patients unconscious for major surgical procedures. Of

course they also have more nefarious uses, as every 70's TV mook with a handkerchief soaked in chloroform can tell you.

Steroid: These drugs can provide a temporary benefit to physical abilities. While these drugs have legitimate medical uses, especially to enhance the body's ability to withstand degenerative diseases, they have come into the public consciousness more through their abuse by professional athletes looking for an edge.

Not only can steroids be addictive, their continued use will damage the body, actually lowering the ability score they were intended to aid for a time, while the body recovers and re-adjusts its chemical balance. As long as you continue taking the steroid however, you can forestall the side effects, making these drugs even more tempting. The saving throw for side effects does not need to be rolled until you go off the drug. When that happens, either purposely or accidentally (because a dose was missed), you must make the listed saving throw and suffer the ability damage for the *entire duration* the drug was used for. The default times listed in the table below assume you take the drug once and then go off it. Because of the way these penalties are structured, many users of steroids cycle their use, going on and off the drug, attempting to maximize the benefits while allowing their systems to recover.

For example, a character takes steroids to increase his movement by +10 feet for one week. At the end of that week, he has two choices: he can either make a saving throw to avoid suffering a -10 feet to his movement for one week, or he can take another dose of steroids. If he takes the steroids again, he does not need to save this week. Next week, his choice will be take another dose of steroids, or make a saving throw to avoid suffering a -10 penalty to his movement for *two* weeks and so on.

Smelling Salts: These simple irritants can clear a groggy head in a pinch. When used on a subject, the subject heals 1 HP per level plus Con bonus of non-lethal damage immediately. Smelling salts can only be used on a target once per day.

Stimulant: Mild stimulants rank as the most used (and abused) drugs in all of the modern world. These drugs can help you forestall the effects of fatigue. Eventually however,

TABLE 2-4: DRUGS

Drug	Benefit	Side Effect	Addiction? (Will DC)	Ranks Required	Materials Cost	Time Required
Deliriant, Simple	Act randomly for one minute	-2 ability damage to Con, Int, Wis or Cha (Fort Save 10)	Yes (DC 10)	4	2	30 minutes
Deliriant, Modern	Act randomly for 10 minutes	-2 ability damage to Con, Int, Wis or Cha (Fort Save 15)	Yes (DC 15)	8	4	90 minutes
Deliriant, Advanced	Act randomly for 1 hour	-2 ability damage to Con, Int, Wis or Cha (Fort Save 20)	Yes (DC 20)	20	10	3 hours
Medication, Simple	+2 bonus on next Recovery saving throw	None	No	4	2	30 minutes
Medication, Modern	+4 bonus on next Recovery saving throw	None	No	8	4	90 minutes
Medication, Advanced	+6 bonus on next Recovery saving throw	None	No	20	10	3 hours
Pain Killer, Simple	Ignore all pain-based penalties for 10 minutes	None	Yes (DC 15)	4	2	30 minutes
Pain Killer, Modern	Ignore all pain-based penalties for 1 hour	None	Yes (DC 20)	8	4	90 minutes
Pain Killer, Advanced	Ignore all pain-based penalties for 3 hours	None	Yes (DC 25)	20	10	3 hours
Sedative, Simple	Causes fatigue	Sleep (Fort Save DC 15) for 1 minute after sedatives are stopped	Yes (DC 10)	4	2	30 minutes
Sedative, Modern	Causes Exhaustion	Sleep (Fort Save DC 20) for 10 minutes after sedatives are stopped	Yes (DC 15)	8	4	90 minutes
Sedative, Advanced	Causes Exhaustion	Sleep (Fort Save DC 25) for 1 hour after sedatives are stopped	Yes (DC 10)	20	10	3 hours
Smelling Salts	Cures Non-Lethal Damage (target recovers non-lethal damage immediately instead of in one hour)	None	No	4	2	30 minutes
Steroid, Simple	+1 bonus to a single physical ability score or +5 feet move for one day	-1 ability damage to the enhanced ability score lasting one day (Fort Save DC 15)	Yes (DC 10)	6	3	30 minutes
Steroid, Modern	+1 bonus to a single physical ability score or +5 feet move for one week	-1 ability damage to the enhanced ability score lasting one week (Fort Save DC 20)	Yes (DC 15)	12	6	90 minutes
Steroid, Advanced	+2 bonus to a single physical ability score or +10 feet move for one week	-2 ability damage to the enhanced ability score lasting one week (Fort Save DC 25)	Yes (DC 20)	23	12	3 hours
Stimulant, Simple	Removes one level of fatigue penalties for 10 minutes	-1 to attack rolls and skill checks for 1 hour	No	4	2	30 minutes
Stimulant, Modern	Removes one level of fatigue penalties for 1 hour	Adds one level of fatigue (Fatigue to Exhaustion to Unconsciousness) (Fort save DC 10)	Yes (DC 10)	8	4	90 minutes
Stimulant, Advanced	Removes one level of fatigue penalties for 4 hours	Adds one level of fatigue (Fatigue to Exhaustion to Unconsciousness) (Fort save DC 15)	Yes (DC 15)	16	8	3 hours

TABLE 2-5: POISONS

Poison	Initial Effect	Secondary Effect	Save DC	Ranks Required (Anti-Venom)	Materials Cost	Time Required
Mild	1 point of ability damage to one ability (chosen by the chemist)	1 point of ability damage to a different ability (chosen by the chemist)	14	4 (2)	2	30 minutes
Potent	1 points of ability damage to one ability (chosen by the chemist)	1-2 points of ability damage to one ability (chosen by the chemist)	18	8 (4)	4	90 minutes
Concentrated	1-2 points of ability damage to one ability (chosen by the chemist)	1-4 points of ability damage to one ability (chosen by the chemist)	22	12 (6)	6	3 hours
Highly Concentrated	1-4 points of ability damage to one ability (chosen by the chemist)	1-6 points of ability damage to one ability (chosen by the chemist)	30	20 (10)	10	6 hours

you have to come down and if a powerful stimulant was used, or if you were already highly fatigued to begin with, this coming down can be a “crash”, resulting in several hours of unconsciousness.

Like steroids, when the drug’s effectiveness ends, you can forestall the side effects by taking another dose. However, each time you do this, you add +1 to the saving throw difficulty against the side effects when you eventually come off the drug. Also, fatigue penalties continue to accrue normally, though you will not notice them. This could mean that, even though you were only fatigued when you began taking stimulants, if further activity has caused you to become exhausted, you will eventually suffer the full effects of exhaustion (and possibly even unconsciousness) when the drug wears off.

Powerful stimulants can also be addictive, and many mild stimulants (such as nicotine and caffeine) can have long-term health risks if used regularly over a long period of time. Note that though mild stimulants are certainly addictive, these are not considered addictions in game terms, where addiction means something much more serious, commonly associated with more powerful drugs such as morphine.

Poisons and Anti-venoms: Poisonous substances have been used as weapons for thousands of years, making them the first chemical weapons. With men taking their cue from the poisonous animals around them, this is one of the oldest and simplest forms of weapon technology.

You can also use this use of the Chemistry skill to concoct anti-venoms. An anti-venom will neutralize any poison of equal or lesser strength in the victim. While this will not restore any lost ability damage, it can save a target from having to make a save against a poison’s secondary effect.

Anti-venoms are easier to concoct than poisons and require half as many ranks to produce. However the time and materials cost remain the same. These reduced ranks are noted on the poison table below for ease of reference.

COMPUTERS

Int; Trained Only

In the modern world, computers are everywhere. Part of the fear paranoia conjured up by the “Y2K problem” was the realization of just how many things had computers in them, were computers or in some way relied on computers. Though by no means intelligent, computers are the brains of almost any modern electronic device, as essential as the transistor once was.

While anyone can use computers with varying degrees of proficiency, this skill covers three basic uses, Computer Modification, Computer Networking and Computer Programming. It also covers three advanced uses (which require the expenditure of a perk to use with full effect): Cracking, Computer Engineering and Identity Theft.

Computer Modification: Often just called “modding”, this use of the Computers skill allows you to improve the performance of a computer’s hardware. This includes methods as simple as throwing in some extra RAM or memory at the lower levels and performing major modifications at the extreme level.

Modification	Programs	Memory	Ranks Required	Materials Cost
Mild	1	10	4	2
Major	2	20	8	4
Extreme	4	40	16	8

Computer Networking: One of the advantages of the computer is its ability to network with other computers. This is another way to make a simple computer more powerful, since networked computers can share memory and divide a task between them (essentially increasing the number of programs that computer can run simultaneously).

Size of Network	Time (per day)	Ranks Required	Materials Cost*	Time Required
2	1 hour	4	None	30 minutes
3-4	2 hours	8	None	90 minutes
5-8	3 hours	12	None	3 hours
9-16	4 hours	16	None	6 hours
17	5 hours	20	None	9 hours

*While this use of the Computers skill has no innate cost, you must acquire all the computers you intend to network.

Computer Programming: This use of the Computer skill allows you to write new programs, allowing a computer to perform a different task. The best computer in the world is worthless without the right program, so this skill is essential to get the most out of your computer hardware.

Each computer program requires a computer to have 1 memory available to install the program. A computer can run a number of programs simultaneously equal to its programs score.

Complexity of Program	Program Abilities	Ranks Required	Materials Cost	Time Required
Primitive	4 ranks/+1 Attack	4	None	12 hours
Moderate	8 ranks/+2 Attack	8	None	1 day
Complex	12 ranks/+3 Attack	12	None	2 days
Highly Complex	16 ranks/+4 Attack	16	None	6 days
Cutting Edge	20 ranks/+5 Attack	20	None	18 days

Cracking (requires perk): This use of the programming skill requires a perk to use and allows you to evade computer security. Once you have defeated any security on the computer, you can crash it, retrieve information or any other purpose a legitimate user could perform on that computer. The more ranks you have in the computers skill, the faster you can defeat computer security.

Remember that with the Variable Time rule (see above), if you have more ranks you can perform a simple task in less time. So if you had 12 ranks in Computers you could defeat moderate security in 3 hours, rather than 12. Note that the time before discovery stays the same, so continuing the example above, you would still have 1 day before your intrusion was discovered.

Complexity of Security	Time to penetrate security	Time before discovery	Ranks Required
Primitive	6 hours	8 hours	4
Moderate	12 hours	16 hours	8
Complex	16 hours	1 day	12
Highly Complex	3 days	4 days	16
Cutting Edge	4 days	6 days	20

Computer Engineering (requires perk): This use of the Computers skill allows you to construct a computer from scratch, as if you possessed the Electronics Engineering skill specialization. Note that this does not allow you to construct electronic devices generally, just computers.

# of Programs	Base Memory	Ranks Required	Materials Cost	Time Required
1	10	4	2	90 minutes
2	20	6	3	3 hours
3	30	8	4	6 hours
4	40	10	5	9 hours
5	50	12	6	12 hours
6	60	14	7	18 hours
7	70	16	8	1 day
8	80	18	9	4 days
9	90	20	10	10 days

Identity Theft (requires perk): This use of the Computers skill allows you to perform identity theft as if you possessed the Crime skill. See that skill for more information on how identity theft works.

CRIME

Int; Trained Only

The Crime skill indicates a general proficiency and knowledge in the criminal world and various types of crime. Like many skills in *Modern*²⁰, some elements of the Crime skill are unique to it, while others are criminal aspects of other skills, available through a perk.

Disguise (requires perk): Disguise is the old school, low-tech version of identity theft and has been around since the ancient world. In most cases, disguise is a targeted skill check (see targeted skills above) that either sets the DC of a Perception skill check or vice-versa, with an opponent's Perception skill setting the target for a Disguise check (remember only PCs roll, so in most cases there is only one skill check involved).

The DC of this check is equal to the target's Perception +10, unless the target knows either the person donning the disguise or the person being impersonated, in which case the DC is the target's Perception +20. All Disguise check DCs

are modified (made harder) by the Reputation of the person being impersonated. Impersonating a famous celebrity is going to be harder than impersonating an unknown. In fact, one of the chief *benefits* of disguise is to gain the benefits of a high Reputation (at least for a short period of time).

More ranks in the Crime skill allows a character to adopt more elaborate disguises as detailed in the table below.

General: You impersonate a class of person rather than an individual- a “generic” cop or street denizen for example.

Specific: You can impersonate a specific individual of your race and gender, including voice. Alternately, you can adopt a general disguise of a different race or gender (but not both).

Extreme: You can impersonate a specific individual of a different race or gender (but not both). Alternately, you can adopt a general disguise of a different race and gender.

Radical: You can impersonate a specific individual of a different race and gender.

As with all skills that list a ranks required and a time required, you can move up the ranks required chart to reduce the time (see Variable Time in the general skills section above).

Complexity of Disguise	Ranks Required	Materials Cost	Time Required
General	4	2	10 minutes
Specific	8	4	30 minutes
Extreme	16	8	90 minutes
Radical	20	10	5 hours

Identity Theft (requires perk): This use of the Crime skill is very similar to Disguise except that it allows the assumption of the victim’s electronic identity, rather than his physical appearance. This allows you to assume the target’s identity as long as you are not in a face-to-face situation. For example you could send e-mail as the person you are impersonating with this skill but if a physical meeting or even a phone call were required, then disguise would come into play rather than identity theft.

In many circumstances, this is more desirable than physical impersonation in the modern world. The DC of this check is equal to 10+ the Wealth and Reputation of the person being impersonated.

As identity theft has increased, so have safeguards to limit the amount of damage that can be done with a particular identity. Every time you use the identity you have assumed you must make an additional skill check with the DC increased by +2.

Forgery (requires perk): Forgery allows you to create false documentation. This could be anything from a forged love letter to completely fake identity. The DC of this check is equal to the target’s Perception +15. Every time your

documentation is examined again, you must make another skill check.

Lockpicking: Picking a lock requires a great deal of skill as well as a lot of time. As with all skill checks, a character with a high skill can pick a simpler lock more quickly. The materials cost of picking a lock is equal to the ranks required to pick the lock. However, these tools need not be purchased again and so as long as a character does not lose his tools, he would only need to purchase picks for a state of the art lock or less a single time.



Complexity of Lock	Ranks Required	Materials Cost	Time Required
Cheap	4	Special	10 minutes
Average	8	Special	30 minutes
High Quality	12	Special	90 minutes
High Security	16	Special	3 hours
Ultra-High Security	20	Special	6 hours
State of the Art	23	Special	12 hours

Security Systems/Procedures (requires perk): You know how to defeat all electronic security systems, including cracking pin numbers, bypassing cameras and up to laser security. The DC, ranks required, materials cost and time required are all identical to those for picking a lock above. Note that bypassing security systems requires a separate set of tools from bypassing locks.

Finally, this skill allows a character to set up security systems for an area, at the same cost, ranks required and time required as defeating the same security system. However the cost of setting up a security system must be paid each time a system is set up.

Steal: This skill allows you to take something off a target unnoticed. If the item is visible, you can choose the item stolen. Otherwise, you have to pick an area to steal from (pocket, purse, pouch etc.) and receive a random item. The DC of this check is either 10+ the target's Perception or 10+ the target's Crime, whichever is higher.

ENGINEERING

Int; Trained Only

Electronics (requires perk): This skill represents the knowledge needed to build electronic devices, including such items as bomb detonators, surveillance devices and computers. The higher your skill, the more complicated a device you can construct.

Complexity of Invention	Ranks Required	Materials Cost	Time Required
Primitive	4	6	90 minutes
Moderate	8	12	3 hours
Complex	12	18	9 hours
Highly Complex	16	24	18 hours
Cutting Edge	20	30	4 days
State of the Art	23	35	10 days

Mechanics (requires perk): This skill use represents the knowledge needed to build mechanical devices such as vehicles and firearms. Vehicles will often need guidance systems to function at full effectiveness, requiring

application of the electronics skill use as well. This use of the Engineering skill uses the same table as electronics.

Structural (requires perk): This skill use represents the knowledge needed to build structures such as buildings and armor. This skill also allows the construction of improvised defenses such as foxholes and earthen dams. This use of the Engineering skill uses the same table as electronics.

Physical Science: This skill use represents a knowledge of the physical sciences. When answering a question about the physical sciences you act as if you possess the Academics skill.

Repair: You can repair a damaged or malfunctioning device.

Severity of Damage	Ranks Required	Materials Cost	Time Required
Light	4	2	45 minutes
Moderate	8	3	90 hours
Heavy	12	4	5 hours
Extreme	16	5	10 hours
Severe	20	6	2 days
Total	23	7	5 days

FIREARMS

Dex; Trained Only

The Firearms skill covers your level of proficiency with firearms of various types. You are familiar with one firearm for each rank you possess in this skill. The Firearms skill also covers various specialized functions of modern weaponry as detailed below.

Burst Fire (requires perk): When attacking with a weapon capable of automatic fire, all characters may make 3 or 5 attacks per round (character's choice) regardless of level.

These attacks suffer an attack penalty of -5 per attack beyond the first (so if the weapon is fired three times, the first attack suffers no penalty, the second attack -5 and the third attack -10). This use of the Firearms skill negates some of that penalty by an amount as shown on the table below.

Double Tap (requires perk): When attacking with a weapon capable of semi-automatic fire, you may attack twice in a round regardless of level. You suffer a -5 penalty to hit on the second attack. This use of the Firearms skill negates some of that penalty by an amount as shown on the table below.

Firearms repair: This skill use allows you to repair and maintain weapons as if you possessed the repair skill use of the Engineering skill.

Called Shot (requires perk): When you take a full round to make an attack (precluding movement or multiple attacks) you can negate the penalty for targeting a specific

area of the target's body equal to your Firearms skill (see Hit Location in the Combat section for more information on targeting a specific area of your target's body).

This ability can never result in a bonus; it simply serves to negate any penalty.

Firearms Skill	Second Attack	Third Attack	Fourth Attack	Fifth Attack
2	-4	-9	-14	-19
4	-3	-8	-13	-18
6	-2	-7	-12	-17
8	-1	-6	-11	-16
10	0	-5	-10	-15
12	0	-4	-9	-14
14	0	-3	-8	-13
16	0	-2	-7	-12
18	0	-1	-6	-11
20	0	0	-5	-10
23	0	0	-4	-9

INFLUENCE

Cha

This skill covers the ability to win friends and influence people. It covers everything from the ability to tell a convincing lie to the ability to treat mental illnesses through applied psychology.

Bluff: This use of the Influence skill allows you to convince a target that a lie is true. In combat, this skill use can be used to perform a feint, which (if successful) grants a bonus on your next attack roll equal to your Charisma modifier.

The DC of a Bluff check is either the target's Perception +10 or the target's Will save +10, whichever is higher.

Diplomacy: This use of the Influence skill allows you to improve a target's attitude toward you by one category, making the target more helpful to you. The attitude categories for this skill are: Hostile, Fearful, Neutral, Friendly and Allied. Each use of this skill can improve a target's attitude by one category, though the skill can be tried multiple times. Allow a recheck at most once a week, meaning to improve a target's attitude from Hostile to Allied would take a minimum of one month.

The DC of a Diplomacy skill check is either the target's Perception +10 or the target's Will save +10, whichever is higher.

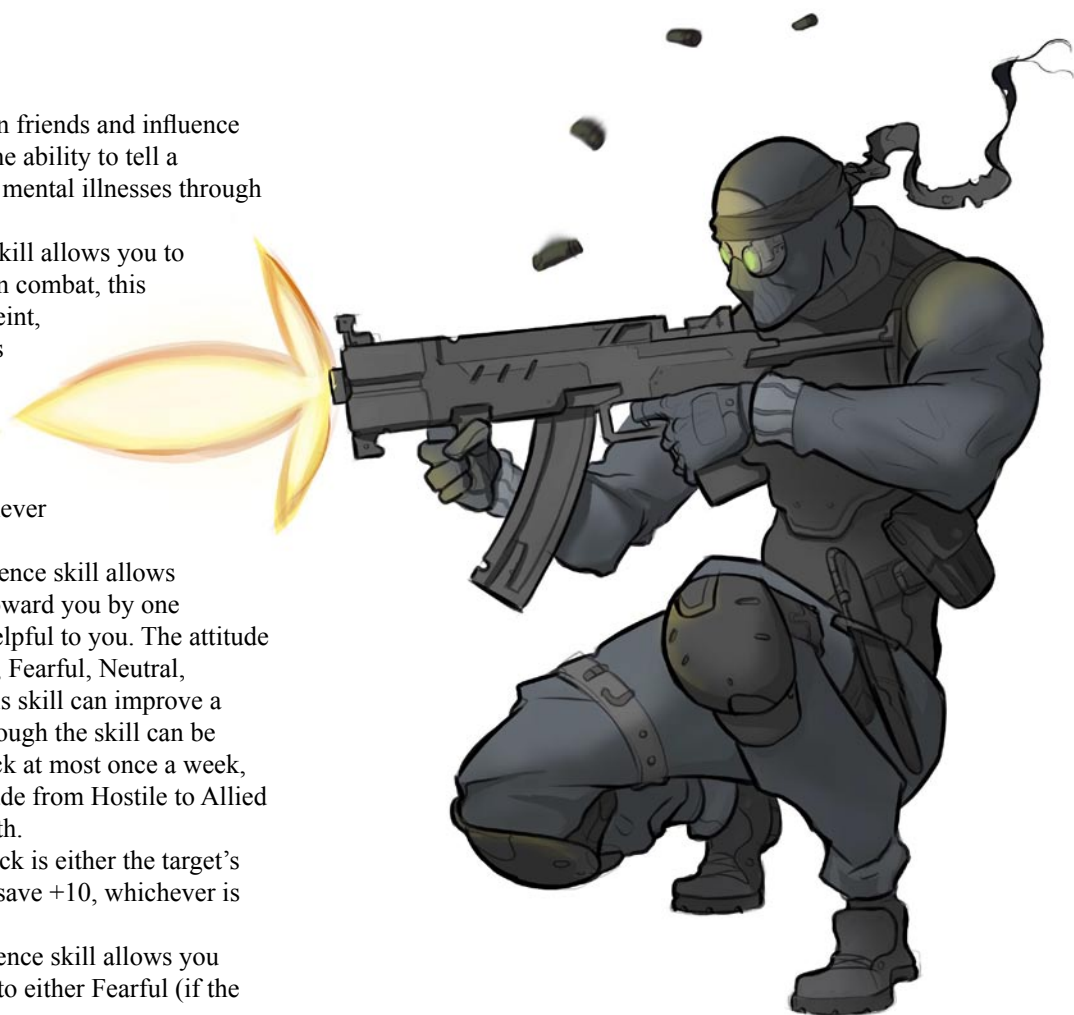
Intimidate: This use of the Influence skill allows you to reduce a target's attitude toward to either Fearful (if the

skill check is successful) or Hostile (if the skill check is unsuccessful). A fearful target will do what you say in your presence and generally try to avoid you if at all possible. A Hostile target however, will try to do you harm at every opportunity (often not through combat, though this is an option).

The DC of a Diplomacy skill check is either the target's Perception +10 or the target's Will save +10, whichever is higher.

Psychology: This use of the Influence skill allows you to predict a target's future behavior. At the beginning of an encounter you may make a Psychology check to gain a +2 bonus on Initiative rolls as a free action. If this check fails, you cannot use Psychology on the same target for the next 24 hours, since the target is too hard for you to currently read.

This use of the Influence skill can also allow you to diagnose mental trauma and illnesses and help a target change his behavior and/or recover from mental trauma and illnesses.



The DC of a Psychology skill check is either the target's Perception +10 or the target's Will save +10, whichever is higher.

LEADERSHIP

Cha; Trained Only

You have a magnetic personality capable of inspiring those around you to things they never thought possible. Leadership allows a non-combatant character to vastly influence the outcome of a battle. Since most uses of this skill are standard actions, a character in the leadership role is not normally an active participant in the battle.

The DC of a Leadership skill check depends on how many characters you are attempting to lead. If you are leading a number of characters equal to your ranks in Leadership or less, the DC is 20. If you are leading a number of characters equal to twice your Leadership or less, the DC is 25. If you are leading a number of characters equal to five times your Leadership or less, the DC is 30.

A group can only be inspired to a single emotion at a time. If you use the Leadership skill on a group already effected by it, the new effect will replace the existing one.

Crossfire: On a successful Leadership check you can allow those you lead to execute a precisely coordinated attack. This allows characters to flank a target with ranged weapons, as well as inflicting bonus damage as listed on the table below. This use of the Leadership feat lasts one round.

Group Cohesion (requires perk): On a successful Leadership check you can allow those you lead to act as though they possessed the Teamwork feat. This use of the Leadership skill lasts a number of rounds equal to your one-fourth ranks in this skill, rounded down.

If you use this use of the Leadership skill on a group that already possesses the Teamwork feat, that group acts as if they possess the Esprit de Corps feat instead.

Inspire Competence: On a successful Leadership check you can grant those you lead a bonus on all skill checks as listed on the table below. This use of the Leadership skill lasts a number of rounds equal to your ranks in this skill.

Inspire Courage (requires perk): On a successful Leadership check you can grant those you lead a bonus on all attack rolls and Will saving throws to resist fear as listed on the table below. This use of the Leadership skill lasts a number of rounds equal to one-half your ranks in this skill, rounded down.

Inspire Ferocity (requires perk): On a successful Leadership check you can grant those you lead a bonus on all melee damage rolls as listed on the table below. This use of the Leadership skill lasts a number of rounds equal to one-half your ranks in this skill, rounded down.

Rally: On a successful Leadership check you can remove any penalties from those you lead due to fear or fatigue.

This use of the Leadership skill lasts a number of rounds equal to one-half your ranks in this skill, rounded down.

Ranks	Bonus Granted
4	+1
8	+2
12	+3
16	+4
20	+5

LEGAL

Int; Trained Only

The Legal skill indicates knowledge of the Byzantine world of the legal system as well as law-enforcement. Since those who enforce the law and those who break it walk hand in hand (though not always in harmony), this skill also grants a knowledge of several areas of criminal activity otherwise covered by the Crime and Streetwise skills.

Criminology: You have a keen understanding of the criminal mind. This use of the Legal skill allows you to act as if you possessed the Psychology skill use of the Influence skill when dealing with criminals.

Drug Lore (requires perk): This skill use acts as the Streetwise skill use of the same name and functions identically.

Evidence Gathering/Analysis: This skill use covers the ability to gather and interpret meaningful data from a crime scene, including hair and fiber analysis, collecting fingerprints and so forth. This skill use also allows you to examine a crime scene and body to determine a cause of death.

Gang Lore (requires perk): This skill use acts as the Streetwise skill use of the same name and functions identically.

Law: You have a working understanding of the law and understand how to make motions during criminal and civil proceedings. This skill covers the ability to work in law enforcement, as a lawyer or as a judge.

Use the table in the Academics skill to determine how obscure your knowledge is and the amount of time required to research information you do not know off hand.

Security Procedures/Systems: This skill use acts as the Crime skill use of the same name and functions identically.

MAGIC

Cha; Trained Only; Armor Check Penalty [Spellcasting perk only]

You have an understanding of the occult, including the ability to cast spells (if allowed in the campaign by the game master- check with her first before taking the spellcasting perk for this skill).

Arcane Lore: You are familiar with mystical lore. This skill use allows you identify magical rituals and spellcasting. On a successful skill check, you can determine the specific spell cast in an area by its after-effects. You can also identify a cult by its altars or sacrificial remains.

Use the table in the Academics skill to determine how obscure your knowledge is and the amount of time required to research information you do not know off hand.

Monster Lore: You know a great deal about mythical and supernatural creatures. You can use this skill to determine a creature's weaknesses (if any). You also understand monster psychology and can use this skill like the Psychology skill use of the Influence skill when dealing with monsters.

Spellcasting (requires perk): You know how to cast a single spell. This perk may be taken multiple times, up to your ranks in the Magic skill. Each time it applies to a different spell.

The maximum spell level of a spell you can learn is determined by your ranks in the Magic skill as shown in the table below.

When casting the spell, the saving throw DC for the target to resist that spell is equal to your ranks in the Magic skill plus 10.

Your magic caster level is equal to one-half your ranks in the Magic skill, rounded down.

Each time you cast a spell, you must make a Will save, with a DC equal to 20 plus the spell's level. If you fail this saving throw, you become fatigued until you rest for one hour. A second failed saving throw will render you exhausted and unable to cast any spells until you rest for 8 hours (in addition to the normal penalties for being exhausted).

Ranks	Max Spell Level
4	0
8	1st
12	2nd
16	3rd
20	4th
23	5th

MEDICINE

Wis; Trained Only

You are a skilled non-magical healer.

First Aid: This use of the Medicine skill allows you to heal a small amount of non-lethal damage immediately, or stabilize a dying patient.

If used to heal, you heal an amount of non-lethal damage as indicated on the table below. This use of the Medicine skill can only be performed on a target once per day and only on a target whose hit points are 1 or above.

If used to stabilize a patient in a coma (a character whose hit points are -1 or lower), the DC of this check is 15.

Life Science: You have a detailed knowledge of biology, anatomy and other aspects of the life sciences.

Use the table in the Academics skill to determine how obscure your knowledge is and the amount of time required to research information you do not know off hand.

Long-term care (requires perk): You can help a patient's body recover on its own. This is vital for coma patients and situations where surgery has failed. When rolling a Recovery saving throw, patients under your long term care treat their minimum roll as your ranks in the Medicine skill.

If assisted by 2-4 trained assistants (who also possess ranks in the Medicine skill) you can provide long-term care to a number of patients equal to your ranks in the Medicine



skill.

If working alone, you can provide long-term care to one-quarter that number (rounded down).

Pharmacology (requires perk): This skill use acts as the Chemistry skill use of the same name and functions identically.

Surgery (requires perk): This use of the Medicine skill allows you to heal lethal damage. The DC of this skill check is 20 +1 per 10 points of lethal damage your patient has suffered.

If this check is successful, 1d6 points of lethal damage per rank in the Medicine skill is healed. Surgery can be performed on the same patient once per day, but the maximum a doctor can heal is 6 points of damage per rank in the Medicine skill. Once this amount of damage is healed, the patient must heal naturally to full hit points or seek another doctor. A doctor of equal or lesser skill cannot heal that patient until his hit points are restored to full by some means, and he is damaged again.

If this check fails, no damage is healed and surgery cannot be performed on this target again until some lethal damage is healed naturally (through a successful Recovery saving throw).

Surgery cannot be performed on targets that are in a coma (hit points reduced to 0 or less from lethal damage).

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

OUTDOORSMAN

Wis; Armor Check Penalty [Stealth perks only]

You are knowledgeable of nature and animals and can survive in wilderness areas effectively.

Animal Handling: You are a skilled animal trainer and can teach animals between 3 and 6 tricks based on their Intelligence (3 for animals with an Intelligence of 1 and 6 for animals with an Intelligence of 2). Typical tricks for an animal to learn are: attack a target, come when called, defend a target, seek an object or substance, track a target and so forth. You may create new tricks with the game master's permission.

The DC of this skill use is 15 for commonly domesticated animals (dogs, horses, etc.) and 25 for difficult to domesticate animals (tigers, wolves, etc.).

Teaching an animal a trick takes three days, though the character can do other things while teaching the animal.

Navigate: The navigate skill use allows you to reach your destination more quickly and avoid getting lost when traveling. With a successful skill check, you can complete a journey in 10% less than the usual time or find your way when lost.

The DC of this skill use is 15 in calm weather, 20 in rough weather and 25 in extremely bad weather.

Ride: This skill allows you to ride a mount in combat and avoid being dismounted. If you are attacked while mounted you must make a Ride check to avoid being knocked off your mount. The DC of this check is equal to the attack roll of the attack that hit you +10.

Stealth- forest (requires perk): This skill use acts as the Stealth skill when you are in forest terrain.

Stealth- desert (requires perk): This skill use acts as the Stealth skill when you are in desert terrain.

Stealth- amphibious (requires perk): This skill use acts as the Stealth skill when you are in water, beach and swamp terrain.

Stealth- jungle (requires perk): This skill use acts as the Stealth skill when you are in jungle terrain.

Survival: This skill use allows you to find food, water and shelter in the wild, as well as protect yourself from environmental damage.

To survive on the land, requiring no food and water supplies requires a DC 10 Outdoorsman check. You can move up to half speed while doing this.

To gain a +2 bonus on saving throws against environmental while moving at one-half speed requires a DC 15 skill check. If the character is stationary, the saving throw bonus increases to +4.

Tracking: This skill use allows you to follow tracks for one mile per skill check. The DC of a tracking check is equal to the Stealth +10 of the target you are tracking. This DC is increased to Stealth +20 if there has been at least one hour of rain or snow since the tracks were made.

PERCEPTION

Wis

The Perception skill is a very important skill, despite the fact that Perception checks themselves are rarely called for. Instead, the Perception skill serves as a "defense" of sorts against all other types of skills that try to trick or beguile the character. This skill sets the DC for Forgery, Stealth and Bluff checks.

However, since players make all targeted skill checks, there will be times when the player makes Perception checks because someone is attempting to get the drop on him. In this case, the DC is equal to the opposed skill +10

(Crime +10 for a Forgery attempt, Stealth +10 if someone is attempting to surprise the character and so forth).

Evidence Gathering/Analysis (requires perk): This skill use acts as the Legal skill use of the same name and functions identically.

READ/WRITE LANGUAGE

(None) Trained Only

The Read/Write Language skill doesn't work like a standard skill.

You automatically know how to read and write his or her native language; you do not need ranks to do so.

Each additional language costs 1 rank. When you add a rank to Read/Write Language, you choose a new language that you can read and write.

You never make Read/Write Language checks. You either know how to read and write a specific language or you don't.

To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.

You can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that you can't learn a specific language due to the circumstances of the campaign.

LANGUAGE GROUPS

There are thousands of languages to choose from when you buy ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when you are buying ranks in Speak Language or Read/Write Language.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars or in some cases by small populations in isolated corners of the world.

SPEAK LANGUAGE

(None) Trained Only

The Speak Language skill doesn't work like a standard skill.

You automatically know how to speak your native language; you do not need ranks to do so.

Each additional language costs 1 rank. When you add a rank to Speak Language, you choose a new language that you can speak.

You never make Speak Language checks. You either know how to speak and understand a specific language or you don't.

To be able to read and write a language that you can speak, you must take the Read/Write Language skill for the appropriate language.

You can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that you can't learn a specific language due to the circumstances of the campaign.

STEALTH

Dex; Armor Check Penalty

You are skilled at surprise and can often get the drop on your opponents. The DC of this skill is equal to your target's Perception +10, unless the target has a reason to be especially wary (such as an alarm sounded in the area, or you have already attacked from your current position), in which case the DC is +20.

Conceal Weapon: You can also use this skill to conceal a small weapon (about the size of a Knife or a Handgun) on your person. The DC for this weapon to pass visual inspection is your opponent's Perception +10. The DC for this weapon to pass a physical inspection (a pat down) is your opponent's Perception +20.

STREETWISE

Wis; Armor Check Penalty [Stealth perk only]

You are skilled at surviving in an urban environment that can be as hostile to the uninitiated as the most desolate desert.

Drug Lore: You are familiar with the world of illegal narcotics. You know how and where to buy, how to sell, how to set up labs, street distribution, the works. This skill can be used in place of the Influence skill when dealing with drugs, allowing you to better lie, negotiate or intimidate dealers and users (as the Bluff, Diplomacy or Intimidate skill uses).

Gambling: You are skilled at competitive games of chance. When playing against another person, the DC of this skill (which indicates a win) is equal to your competition's Gambling or Perception skill, whichever is higher.

Gang Lore: You are familiar with the world of gangs and can interpret gang signs, spot gang colors and territory and so forth. This skill can be used in place of the Influence skill when dealing with gangs.

Gather Information: You are good at scaring up information and leads, even from total strangers, piecing together disparate facts to come up with a needed clue. The time it takes to generate this lead is equal to research time found in the Academics skill above. If you spend Wealth equal to your ranks in this skill, you can cut the time to generate a lead by one-half.

Stealth- urban (requires perk): This skill use acts as the Stealth skill when you are in urban terrain.

UNARMED

Str

You are a skilled unarmed combatant. This skill influences both your ability to attack without weapons, as well as your ability to defend yourself in unarmed combat.

Damage inflicted by this skill is non-lethal (it cannot inflict injuries - see the Combat section for more information).

Disarm: You force your opponent to drop the weapon he is carrying. The DC of this skill is your opponent's Unarmed or Weapons skill (whichever is higher) +10.

Instead of forcing your opponent to drop his weapon, you can instead attempt to

take it from him. In this case, the DC of this skill is your opponent's Unarmed or Weapons skill (whichever is higher) +20.

Fast Punch (requires perk): When you perform a fast punch you reduce all damage inflicted this round by unarmed attacks to the minimum that can be rolled (so if your unarmed damage is 2d12, each successful attack would inflict 2 points plus any bonuses from Strength or feats). Your minimum attack roll this round is equal to your ranks in the Unarmed skill.

Flurry (requires perk): When you multi-attack an opponent (see the combat section for more information on multi-attack) you suffer a reduced penalty to additional attacks as shown on the table below.

Grapple: You can grab another target and hold him motionless. The DC of this skill is your opponent's Unarmed skill +10 or your opponent's Acrobatics skill +10, whichever is higher.

Power Punch (requires perk): By taking a -4 penalty on all attacks this round, you inflict bonus damage equal to the amount by which your attack roll exceeds your opponent's defense. The maximum additional damage is equal to your ranks in the Unarmed skill.

You also add 1.5 times your Strength bonus (if any) to all unarmed attacks on a round you are performing a power punch.

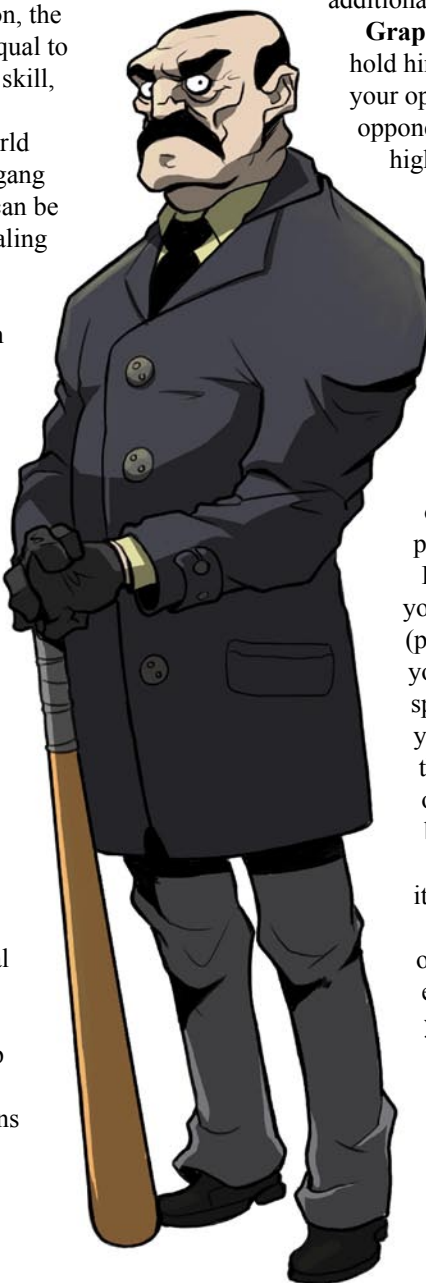
Precision Strike (requires perk): When you take a full round to make an attack (precluding movement or multiple attacks) you can negate the penalty for targeting a specific area of the target's body equal to your Unarmed skill (see Hit Location in the Combat section for more information on targeting a specific area of your target's body).

This ability can never result in a bonus; it simply serves to negate any penalty.

Push: Same as trip, but you push your opponent 5 feet plus 1 foot per point you exceed the DC check by in a direction of your choosing.

Reactive Stance (requires perk):

While in a reactive stance you can only attack after an opponent attacks you. Your minimum attack roll is equal to your opponent's attack roll, or your Unarmed skill, whichever is higher.



Trip: You trip or throw your target, rendering him prone. The DC of this skill is your opponent's Unarmed skill +10 or your opponent's Acrobatics skill +10, whichever is higher.

Unarmed Parry: This skill use allows you to use your Unarmed skill +10 as your defense rather than your class defense bonus +10. This defense only works against unarmed attacks. If you are using this defense and are attacked by a weapon, you use your class defense bonus +10 as normal.

Ranks	Unarmed Damage
0	1d2
4	1d4
6	1d6
8	1d8
10	1d10
12	2d6
16	2d8
20	2d10
23	2d12

Unarmed Skill	Second Attack	Third Attack	Fourth Attack
4	-4	-9	-14
8	-3	-8	-13
12	-2	-7	-12
16	-1	-6	-11
20	-0	-5	-10
23	-0	-4	-9

VEHICLES

Dex

You are an expert with many types of vehicles.

Drive: You can drive one class of ground vehicle per 6 ranks in the Vehicles skill. The classes of ground vehicles are: motorcycle, heavy wheeled and tracked. Note that all characters with this skill are skilled at driving normal cars.

Force Stop (requires perk): When you sideswipe another car, you can cause the driver to lose control. The DC of this check is equal to the opposing driver's Vehicles +10 or Reflex +10, whichever is higher.

Helmsman (requires perk): You can drive one class of water vehicle per 4 ranks in the Vehicles skill. The classes of water vehicles are: sail boat, speed-boat (including jet-skis), small ship (such as a cutter or cruise ship), medium ship (such as a destroyer), large ship (such as an aircraft carrier) and submarine.

Navigate (requires perk): This skill use acts as the Outdoorsman skill use of the same name and functions identically.

Pilot (requires perk): You can pilot one class of air vehicle per 5 ranks in the Vehicles skill. The classes of air vehicles are: small plane, large plane, jet fighter, spacecraft (this class of vehicle will only be available at the game master's discretion) and helicopter.

Vehicle Repair: This skill use allows you to repair and maintain vehicles as if you possessed the repair skill use of the Engineering skill.

WEAPONS

Str; Trained Only

You are skilled with a variety of weapons. You are familiar with one non-firearm weapon for each rank you possess in this skill.

Proficiency in this skill also involves training in the most efficient ways to dispatch an opponent, resulting in a damage bonus. This damage bonus applies with any melee weapon attack, and all non-firearm ranged weapon attacks within 30 ft.

Disarm: You force your opponent to drop the weapon he is carrying. The DC of this skill is your opponent's Unarmed or Weapons skill (whichever is higher) +10.

Instead of forcing your opponent to drop his weapon, you can instead attempt to take it from him. In this case, the DC of this skill is your opponent's Unarmed or Weapons skill (whichever is higher) +20.

Flurry (requires perk): When you multi-attack an opponent (see the combat section for more information on multi-attack) you suffer a reduced penalty based on your Weapons skill. Use the table in the Unarmed skill, substituting ranks in Weapons for ranks in Unarmed.

Aggressive Stance (requires perk): By taking a -4 penalty on all attacks this round, you inflict bonus damage equal to the amount by which your attack roll exceeds your opponent's defense. The maximum additional damage is equal to your ranks in the Weapon skill.

You also add 1.5 times your Strength bonus (if any) to all damage inflicted with a one-handed weapon, and 2 times your Strength bonus to all damage inflicted with a two-handed weapon while in an aggressive stance.

Precision Strike (requires perk): When you take a full round to make an attack (precluding movement or multiple attacks) you can negate the penalty for targeting a specific area of the target's body equal to your Weapons skill (see Hit Location in the Combat section for more information on targeting a specific area of your target's body).

This ability can never result in a bonus; it simply serves to negate any penalty.

Reactive Stance (requires perk): While in a reactive stance you can only attack after an opponent attacks you. Your minimum attack roll is equal to your opponent's attack roll, or your Weapons skill, whichever is higher.

Shield Training (requires perk): You gain a Defense bonus equal to your Weapon damage bonus as long as you possess a shield.

You may only use a shield against melee attacks and only in situations where you would not be denied your Dexterity bonus.

Using a shield to protect yourself is a move action, though a shield can be used with the Armed Defense feat as a single move action.

Two-Weapon Fighting (requires perk): When fighting with a weapon in each hand, you can make one more attack than you are normally entitled to when using multi-attack (see the Combat section for more information). However, when using a weapon in each hand, *all* attack penalties from multi-attack are increased by an additional –10 penalty (-10 for the first attack, -15 for the second attack and so forth). Your ranks in the Weapons skill can negate this penalty, meaning at 10 ranks and above you suffer no additional penalty for two-weapon fighting (though your attacks do suffer the usual multi-attack penalties).

Ranks	Weapon Damage Bonus
4	+1
8	+2
12	+3
16	+4
20	+5
23	+6



CHAPTER 3: FEATS

Feats combine many abilities from standard d20 games into one category. In a more traditional d20 game, feats are there to help differentiate classes, for example, allowing one Fighter to be different from all the other Fighters. Then you have talents, introduced in the modern core rules, which allow classes to be customized. *Modern*²⁰ combines both of these game elements into feats, effectively allowing classes to be built from the ground up from general feats and class-specific feats.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

ACCURATE ATTACK

General

You sacrifice damage for accuracy.

Effect: You may subtract up to 5 points from your damage rolls, gaining a similar bonus to your attack roll. The maximum attack bonus you can gain from this feat is equal to your Base Attack Bonus. You cannot reduce a weapon's maximum base damage to less than zero through this feat (so an attack with a weapon that inflicts 1d4 damage cannot take more than -3 to damage, making it's maximum damage 1 point).

ACROBATIC DEFENSE

Speedfreak

Your ability to flip and tumble can make you a maddeningly difficult target to hit as long as you can stay away from your opponent.

Prerequisite: Acrobatics 4 ranks

Effect: You may use your Acrobatics skill +10 as your Defense against ranged attacks, rather than your class-based Defense bonus (this is in addition to any other modifiers that may apply such as the Dodge feat).

Acrobatic Defense may only be used against ranged attacks and may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.



ACROBATIC FEINT

Speedfreak

Your constant tumbling and flipping in combat make it difficult for your opponent to determine where your next attack is coming from.

Effect: You can render your opponent flat-footed to your next attack with a successful Acrobatics skill check. The DC of this check is equal to your opponent's Acrobatics +10 or Reflex +10, whichever is higher.

You may attempt to feint more than once in the same encounter but your opponent's guard will be tougher to bring down. All subsequent attempts to feint (whether or not the first attempt was successful or not) have a DC of Acrobatics +20 or Reflex +20.

AGILITY TRAINING 1

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 6th level Speedfreak

Effect: +1 Dexterity

AGILITY TRAINING 2

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 12th level Speedfreak

Effect: +1 Dexterity

AGILITY TRAINING 3

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 18th level Speedfreak

Effect: +1 Dexterity

ALL-OUT ATTACK

General

You throw everything you have at your opponent, sacrificing your own safety to put him down.

Effect: You can take up to a -5 penalty to your Defense bonus, gaining a similar bonus to your attack roll. You cannot reduce your Defense bonus below zero with this feat, nor can you gain a bonus larger than your Base Attack Bonus.

ANIMAL EMPATHY

General

You have an uncanny ability to communicate (non-verbally) with animals. Horse whisperers, elite animal trainers and the best animal psychologists all demonstrate this ability.

Effect: You may use the Influence skill uses Diplomacy and Psychology on animals.

ANTITHESIS

Powerhouse

You really, really hate your enemy.

Prerequisite: 9th level, Enemy (same Allegiance)

Effect: Your skill and damage bonus are increased to +4.

ARMED DEFENSE

Powerhouse

You are extremely adept at using your weapon to defend yourself.

Prerequisite: Weapons 4 ranks

Effect: You may use your Weapons skill +10 as your Defense against melee attacks, rather than your class-based Defense bonus (this is in addition to any other modifiers that may apply such as the Dodge feat).

Armed Defense may only be used against melee attacks and may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.

ARMOR TRAINING

General

You are practiced with moving in heavy armor.

Prerequisite: Athletics 4 ranks

Effect: Your Strength is considered 2 higher for purposes of an armor's Strength minimum.

Special: You may select this feat multiple times. Its effects stack.

ATTACK FOCUS

General

You have specialized in one attack.

Effect: You gain a +1 bonus with a single attack. This attack can be a weapon, firearm or unarmed attack.

ATTACK FOCUS, GREATER

Powerhouse

You have specialized in one attack.

Prerequisite: Attack Focus

Effect: You gain an additional +1 bonus with the attack chosen for Attack Focus previously.

ATTACK SPECIALIZATION

Powerhouse

You inflict increased damage with a single attack.

Prerequisite: Attack Focus

Effect: You gain a +2 damage bonus with the attack chosen for Attack Focus previously.

ATTACK SPECIALIZATION, GREATER POWERHOUSE

You inflict increased damage with a single attack.

Prerequisite: Attack Focus, Attack Specialization

Effect: You gain an additional +2 damage bonus with the attack chosen for Attack Specialization previously.

ATTRACTIVE

General

You are extremely attractive.

Effect: You gain a +4 bonus on the Bluff, Diplomacy, and Influence skill uses when dealing with persons of one gender of your choice (this does not have to be the opposite gender). You may take this feat twice, in order to apply its benefits to both genders.

AWARENESS

Empath

You are in touch with your surroundings.

Prerequisite: Perception 4 ranks

Effect: You add your Will saving throw to your Perception skill checks. If a skill's DC is based on your Perception, you add your Will save to the DC.

BANTER

Star

Your non-stop chatter makes it more difficult for your opponent to concentrate on stomping your annoying ass into the dirt.

Prerequisite: Charisma 13+

Effect: You gain a bonus to your Defense equal to your Charisma modifier.

BLIND-FIGHT

General

Your other senses are so sharp you can function relatively well when your vision is impaired.

Effect: Whenever you miss in melee combat because of concealment, you may re-roll the miss percentage. You also take less of a speed penalty for poor visibility, with your movement being reduced to two-thirds normal, rather than the usual reduction to a speed of one-half normal.

BOOK LEARNING 1

Brainiac

You spend a lot of time with your nose in books with few pictures.

Prerequisite: 6th level Brainiac

Effect: +1 Intelligence

BOOK LEARNING 2

Brainiac

You spend a lot of time with your nose in books with few pictures.

Prerequisite: 12th level Brainiac

Effect: +1 Intelligence

BOOK LEARNING 3

Brainiac

You spend a lot of time with your nose in books with few pictures.

Prerequisite: 18th level Brainiac

Effect: +1 Intelligence

CAREER ADVANCEMENT

General

You have climbed one rung up the company ladder.

Effect: Your occupation grants you +1 additional perk. This feat also grants you a +1 Reputation.

Special: You may take this feat multiple times. Its effects stack.

CAT'S LANDING

Speedfreak

Like a cat, you know how to fall without injuring yourself.

Prerequisite: Acrobatics 4 ranks

Effect: You subtract 5 ft. effective distance from a fall for every 4 ranks you possess in the Acrobatics skill. For example if you possessed 20 ranks in Acrobatics and fell 50 feet, you would only suffer damage as if from a 25 ft. fall.

CLEAVE

Powerhouse

You are able to take down a series of opponents with frightening speed.

Prerequisite: Weapons 4 ranks or Unarmed 4 ranks

Effect: When you take an opponent down with lethal or non-lethal damage (knock the opponent out or put him in a coma) you may immediately make another attack against a different opponent as a free action.

You may not move before making this free attack and you must make it with the same weapon and at the same attack bonus as the attack that took out your foe. For example if you take an opponent down with a multi-attack that has a -10 penalty to the attack roll, your free attack would also suffer a -10 penalty to hit.

You may only make one such free attack per round.

CLEAVE, GREAT

Powerhouse

You are able to take down a series of opponents with frightening speed.

Prerequisite: Weapons 10 ranks or Unarmed 10 ranks

Effect: This feat functions similarly to Cleave except that you may take a 5' step after downing an opponent and there is no limit to the number of free attacks you may gain in a round with this ability. However, you may not take more than one free attack on an opponent per round from this feat.

COMBAT MARTIAL ARTS

General

You have trained to become a living weapon.

Prerequisite: Unarmed 4 ranks

Effect: Your unarmed attacks can inflict injuries as though you were armed with a blunt weapon (if your damage exceeds your opponent's Constitution score that damage is considered lethal).

CONTEMPLATIVE MASTER

Empath

You channel your inner harmony during combat.

Prerequisite: Unarmed 4 ranks or Weapons 4 ranks, Wisdom 13+

Effect: You modify your melee attack rolls by your Wisdom rather than your Strength. You gain no Strength bonus or penalty to melee damage when using this feat.

COVER FIRE

General

You can use a weapon to provide cover fire for your allies, hemming opponents in and making it hard for them to get a clear attack.

Prerequisite: Firearms 4 ranks

Effect: You can grant an ally a Defense bonus by making an attack with a firearm (this attack is essentially intended to miss and so has no chance to damage anyone- its purpose is to make them think about ducking rather than attacking). This Defense bonus is listed below. You may divide this bonus between multiple allies if you desire.

Firearms Ranks	Defense Bonus
4	+1
8	+2
12	+3
16	+4
20	+5
23	+6

CRIPPLING STRIKE

General

Your damage to critical areas impairs an opponent greatly.

Prerequisite: Critical Strike, Sneak Attack, Stealth 8 ranks

Effect: When you successfully damage a target that is flat-footed with a melee attack, you also inflict 1 point of temporary Strength damage on the target. Your opponent can make a Recovery saving throw once each day to recover a lost point of Strength.

CRITICAL STRIKE

General

You deliver vicious hits when your target is most vulnerable.

Prerequisite: Sneak Attack, Stealth 8 ranks

Effect: When you successfully attack a target with a melee attack denied his Dexterity bonus for any reason, you inflict bonus damage equal to the amount by which your attack roll exceeds your opponent's defense. For example if you attack a flat-footed target whose defense has been reduced to 10 and roll a 19, you would roll damage normally, then add nine to the result.

Special: The bonus damage granted by this feat stacks with that granted by the Aggressive Stance use of the Weapon skill. In other words, if you possess that Aggressive Stance perk and this feat and take a -4 to hit when attacking a flat-footed target, you inflict +2 points of damage for every point by which your attack roll exceeds the target's defense.

CROSS TRAINING

General

You have trained in an unusual skill for your character class.

Effect: One skill is added to your permanent class skill list.

DAMAGE REDUCTION

Tank

You shrug off damage that would hurt an ordinary man.

Prerequisite: Diesel

Effect: You gain DR 1 against all non-firearm attacks.

Special: You may select this feat up to three times. Its effects stack.

DEDICATED

General

Your devotion to a cause is a source of great strength to you.

Prerequisite: one Allegiance

Effect: When interacting with your Allegiance you gain a +4 bonus on all Influence skill checks.

When protecting your Allegiance, you gain a +2 bonus on all skill checks and saving throws. Should some force seek to compel you to betray your Allegiance, you gain a +4 bonus on saving throws to resist that effect.

If you spend an Action Point to aid an attack while defending your Allegiance, that die roll is automatically considered a 20. The game master determines when this is appropriate. For example, you could claim you are defending America while shooting at Japanese aircraft during the battle of Pearl Harbor but not while fighting a mugger in Central Park.

DEFENSIVE ATTACK

General

You have learned to fight cautiously.

Effect: You can take up to a -5 penalty on your attack rolls, gaining a similar bonus to your Defense. You cannot reduce your attack bonus to less than zero, nor can you more than double your Defense bonus.

DEFENSIVE DRIVING

General

Your control over a vehicle makes it hard for enemies to get a good shot off.

Prerequisite: Vehicles 4 ranks

Effect: You may use your Vehicles skill +10 as your ground vehicle's Defense, rather than your class-based Defense bonus.

Defensive Driving may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.

DEFENSIVE MARTIAL ARTS

General

You have learned advanced defensive techniques for hand-to-hand combat.

Prerequisite: Unarmed 4 ranks

Effect: You may use the Unarmed Parry skill use against all melee attacks.

Using this feat is a move action.

DEFENSIVE ROLL

Speedfreak

By rolling with a blow you can blunt its force.

Prerequisite: Acrobatics 4 ranks

Effect: If you are hit in combat, you may make an Acrobatics skill check to remove all bonus damage due to Strength from the damage. The DC of this check is equal to the attack roll of the successful attack. You may make more than one Acrobatics check for a Defensive Roll each round as part of the same move action, but each check after the first suffers a cumulative -5 penalty (-5 on the second check, -10 on the third and so on).

Using this feat is a move action.

DIE HARD

Tank

You are extremely resilient.

Effect: When you are reduced to negative hit points by lethal damage, you automatically stabilize.

DIESEL 1

Tank

You are tough to put down.

Prerequisite: 5th level Tank

Effect: You gain +1 additional hit die.

DIESEL 2

Tank

You are tough to put down.

Prerequisite: 10th level Tank

Effect: You gain +1 additional hit die.

DIESEL 3

Tank

You are tough to put down.

Prerequisite: 15th level Tank

Effect: You gain +1 additional hit die.

DODGE FOCUS

General

You are extremely adept at avoiding attacks.

Effect: You gain a +1 bonus to your Defense.

Special: You take this feat up to five times. Its effects stack.

ELUSIVE TARGET

Speedfreak

You take advantage of the confusion of combat to make yourself a harder target.

Effect: When you are fighting in melee, you increase the normal penalty for firing into melee by -4, increasing it to -8.

EMPATHY

Empath

Your natural ability to sympathize with others is useful for gaining their trust.

Prerequisite: Perception 4 ranks

Effect: If you spend time with a target, you gain a sense of his personality and can interact with him better. After one minute, you can make a Perception check (DC the target's Perception +10 or Will +10 whichever is higher). If this check is successful, you may use your Perception skill as if it were the Influence skill when dealing with your target for the next hour.

ENDORSEMENT DEAL

Star

You're recognition makes you an ideal spokesperson for products of various kinds. The more well-known you are, the more lucrative these offers become.

Prerequisite: Renown

Effect: You gain a bonus to your Wealth equal to your Reputation.

Special: You may take this feat more than once. Its effects stack.

ENDURANCE TRAINING 1

Tank

You have trained to increase your endurance and stamina.

Prerequisite: 6th level Tank

Effect: +1 Constitution

ENDURANCE TRAINING 2

Tank

You have trained to increase your endurance and stamina.

Prerequisite: 12th level Tank

Effect: +1 Constitution

ENDURANCE TRAINING 3

Tank

You have trained to increase your endurance and stamina.

Prerequisite: 18th level Tank

Effect: +1 Constitution

ENEMY

Powerhouse

One group of opponents is anathema to you.

Effect: Choose an Allegiance. When fighting opponents that you know serve this Allegiance, you gain a +2 bonus on all skill checks and a +2 damage on all successful melee attacks and ranged attacks made at a range of 30 ft. or less.

Special: You may select this feat more than once. Each time it applies to a new enemy.

ESPRIT DE CORPS

(specific team)

You and your team work together like a well-oiled machine.

Prerequisite: Allegiance (specific team), Teamwork, 9th level

Effect: When you work with your team, you gain an additional +2 bonus on all attack and skill checks.

EVASION

Speedfreak

You have a knack for getting out of the way of stuff that goes boom.

Effect: When you succeed at a Reflex save against an area effect, you suffer no damage.

EVASIVE MANEUVERS

General

You are an excellent pilot and can squeeze every ounce of maneuverability out of an aircraft.

Prerequisite: Vehicles 4 ranks, Pilot perk

Effect: You may use your Vehicles skill +10 as your air vehicle's Defense, rather than your class-based Defense bonus.

Evasive Maneuvers may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.

EXPERT IN YOUR FIELD

Star

You are a well-known expert at one field of endeavor.

Prerequisite: Reputation 3+

Effect: You gain a bonus to one skill equal to your Reputation

EXPLOIT WEAKNESS

Brainiac

You use your brains when you fight.

Prerequisite: Intelligence 13+

Effect: After one round of combat you can make an Intelligence check (DC 15) to find a way to use your brains to your advantage. If this check is successful, for the rest of the encounter you modify your attack rolls by your Intelligence rather than your Strength or Dexterity.

FAR SHOT

General

You are an expert long-range marksman.

Effect: Whenever you use a firearm or ranged archaic weapon, you multiply the range increment by 1.5.

FASCINATE

Star

You are able to completely capture the attention of another.

Prerequisite: Influence 4 ranks or Art 4 ranks

Effect: By making either an Influence or an Art skill check (chosen when this feat is selected) as a standard action you may capture and hold the attention of a target for an entire round. You can maintain this effect for a number of rounds equal to your ranks in the skill affected by this feat. The target has a -4 penalty on Perception skill checks while focusing on you but any overtly hostile action noticed by the target will instantly break the fascination.

The DC of the skill check to successfully use this feat is the target's Perception +10 or Will +10, whichever is higher.

FEINT

Star

You can use your wiles effectively in combat.

Effect: You can render an opponent flat-footed to your next attack with a successful Influence skill check. The DC of this check is your opponent's Perception +10 or your opponent's Will save +10, whichever is higher.

You may attempt to feint more than once in the same combat but your opponent's guard will be tougher to bring down. All subsequent attempts to feint (whether or not the first attempt was successful or not) have a DC of Perception +20 or Will +20.

GREAT FORTITUDE

General

You are extremely hardy and strong.

Effect: +2 on Fortitude saving throws

GURU

Empath

You have an instinctive affinity for one skill.

Prerequisite: Wisdom 13+

Effect: You gain a bonus to a single skill equal to your Wisdom modifier or your Empath level, whichever is higher.

HEALER

Empath

You have a natural gift for healing the sick and injured.

Prerequisite: Medicine 4 ranks

Effect: Whenever you heal damage, you heal an additional +2 points of damage. This damage can be lethal or non-lethal damage, but you can only heal lethal damage if you have the Surgery perk.

Special: You may select this feat multiple times. Its effects stack.

HIGH PAIN THRESHOLD

Tank

You recover from serious injuries with surprising ease.

Prerequisite: Con 13+

Effect: +2 bonus on Recovery Saving throws. You also heal an additional point of lethal damage on a successful Recovery saving throw.

Special: You may select this feat more than once. Its effects stack.

HOME SCHOOLED

Brainiac

You have taught yourself one skill to a high degree of proficiency.

Prerequisite: Intelligence 13+

Effect: You gain a bonus to one skill equal to your Intelligence modifier or your Brainiac level, whichever is higher.

HUMAN SHIELD

Tank

You use your body to protect another.

Effect: You provide partial cover to a single target you are protecting (+4 Defense and +2 on Reflex saving throws). If an attack misses a target being protected with this ability, it hits you instead.

IMPROVED DISARM

General

You attack and disarm your opponent in one smooth motion, inflicting damage and (possibly) relieving them of their weapon.

Prerequisite: Unarmed 6 ranks or Weapons 6 ranks

Effect: If you successfully strike an opponent with an unarmed or armed attack, you may make an Unarmed or a Weapons check (your choice) to disarm your opponent as a free action. You may only make one such attempt each round.

IMPROVED INITIATIVE

General

You are lightning fast.

Effect: +4 Initiative

IMPROVED GRAB

General

You attempt to injure your opponent and immobilize him at the same time. This could represent a full nelson, bear hug or several other combat maneuvers.

Prerequisite: Unarmed 6 ranks

Effect: If you strike an opponent with an unarmed attack (inflicting damage normally), you may make an Unarmed check to grapple your opponent as a free action. You may only make one such attempt each round.

IMPROVED TRIP

General

You put your opponent on the ground forcefully. This could represent a hip throw, body slam or several other combat maneuvers.

Prerequisite: Unarmed 6 ranks

Effect: If you strike an opponent with an unarmed attack (inflicting damage normally), you may make an Unarmed check to trip your opponent as a free action. You may only make one such attempt each round.

INTIMIDATING PRESENCE

Tank

Your size makes it harder for people to ignore you.

Prerequisite: Influence 4 ranks, Constitution 13+

Effect: You gain a bonus on all Influence skill checks equal to your Constitution modifier or your Tank level, whichever is higher.

IRON WILL

General

You have an extremely strong mind and psyche.

Effect: +2 bonus on Will saving throws

LIGHT SLEEPER

General

You sleep like a cat, always ready to spring into full wakefulness.

Effect: You suffer no Perception penalty while sleeping.

Normal: A character normally has one-half the effective Perception while asleep that it does while awake.

LIGHTNING REFLEXES

General

You are extremely agile.

Effect: +2 bonus on Reflex saving throws

LINGUIST

Brainiac

You have a knack for picking up new languages.

Prerequisite: Academics 4 ranks

Effect: Whenever you encounter a new language, you can make an Academics check (DC 20) to understand it. A successful check indicates that you needed to pick up a rudimentary understanding of the language as part of your studies. This check indicates only an ability to puzzle out rudimentary communication. You are by no means fluent and would never be mistaken for a true speaker of the language.

LONER

General

You prefer to work alone.

Effect: When you are working alone (with no ally within 60 feet of you) you gain a +2 bonus on all attack rolls and skill checks.

Special: You cannot have both this feat and the Teamwork feat. Also, you do not benefit from the Leadership skill. You just aren't enough of a team player to "buy in".

LOW PROFILE

General

You prefer living off the grid and you're good at it.

Effect: Your Reputation is permanently reduced to 0. You gain no Reputation bonuses as you rise in level and lose all previously earned benefits of Reputation.

LUCKY

General

The fates have a habit of smiling on you.

Prerequisite: Charisma 13+

Effect: You gain a bonus on Fortitude, Reflex and Will saving throws equal to your Charisma modifier.

MASTER CRAFTSMAN

Brainiac

You combine art and science in your building projects.

Prerequisite: Engineering 10 ranks

Effect: When building an item with the Engineering skill, you may choose to build a masterwork item, granting a +1 bonus to one aspect of the item of your choice (attack,

damage, DR, Strength minimum, armor penalty and so on). This triples the time required to build the item and increases the cost by +5.

If you wish, you can create an item of even greater craftsmanship, adding a +1 bonus to two aspects of the item. This quadruples construction time and increases the cost by +10.

You may continue in this fashion until you have improved every aspect of the item.

MASTER PLAN

Brainiac

You have a knack at coming up with solutions to any problem.

Effect: If you have an opportunity to prepare for an encounter (at least a few minutes) you can formulate a plan to deal with it. This grants your allies a bonus depending on the results of an Academics skill check. On a roll of 10-14 you grant your allies a bonus of +1, +2 on a roll of 15-19, +3 on a roll of 20-24 and a +4 on a roll of 25+.

Any Academics skill will do for purposes of a Master Plan, but the description of the plan should vary depending on the skill used. Perhaps you remember an obscure military tactic of Hannibal (History), or your knowledge of apocryphal scrolls lets you come up with a way to handle that mummy wandering around Egypt (Religion). Be creative!

MIND OVER BODY

Empath

The mind can heal the body.

Effect: You modify your Fortitude and Recovery saving throws by Wisdom instead of Constitution.

MOONLIGHTING

General

You work two jobs.

Effect: You may select a second occupation. This second occupation grants you half the Wealth bonus of a standard occupation and you may only select two of the occupation's Improved Feats.

MOUNTED COMBAT

General

You are skilled at guiding a horse through the heat of battle.

Prerequisite: Outdoorsman 4 ranks

Effect: You may use your Outdoorsman skill +10 as your Defense against while mounted, rather than your class-based Defense bonus (this is in addition to any other modifiers that may apply such as the Dodge feat).

Both you and your mount may use this defense but only while working together.

Mounted Combat may only be used against melee attacks and may only be used in situations where you would not be denied your Dexterity bonus.

MOVE-BY ACTION

General

You are good at getting things done on the move.

Effect: You can move both before and after an action. The total distance moved still cannot exceed your normal movement rate.

NIGHT VISION

General

Your eyes adjust well to the dark.

Effect: You see twice as far as a normal person in low-light conditions. You are still blinded by complete darkness.

POINT BLANK SHOT

General

You are especially dangerous up close.

Effect: You gain a +1 bonus to attack and damage rolls with ranged weapons attacks at ranges of 30 feet or less.

POISE

Empath

Your unflappable nature allows you to better defend yourself.

Prerequisite: Wisdom 13+

Effect: You gain a bonus to your Defense equal to your Wisdom modifier.

PRECISE SHOT

General

You are accurate enough to safely fire weapons in crowded conditions.

Effect: When firing a ranged weapon into melee, you ignore the usual -4 penalty.

PRECISE SHOT, GREATER

General

You are an extremely accurate shot.

Prerequisite: Precise Shot

Effect: You ignore any cover less than total cover and any concealment less than total concealment.

PRESSURE STRIKE

Brainiac

You have detailed knowledge of the most vulnerable areas of your opponents.

Prerequisite: Academics (life sciences) 4 ranks

Effect: When attacking in melee you may use your Academics skill as if it were the Weapons skill for determining bonus damage.

PRONE FIGHTING

General

You are skilled at fighting when combat goes to ground.

Effect: You suffer no attack penalties for being prone. You can also crawl at one-half your normal movement rate, rather than the usual 5 ft. per round. Opponents still suffer the usual -4 penalty to hit you with ranged attacks.

PUBLIC SPEAKER 1

Star

You are a skilled public speaker and almost never lose your composure.

Prerequisite: 6th level Star

Effect: +1 Charisma

PUBLIC SPEAKER 2

Star

You are a skilled public speaker and almost never lose your composure.

Prerequisite: 12th level Star

Effect: +1 Charisma

PUBLIC SPEAKER 3

Star

You are a skilled public speaker and almost never lose your composure.

Prerequisite: 18th level Star

Effect: +1 Charisma

QUICK DRAW

General

When danger threatens, your weapons seem to leap into your hands.

Prerequisite: Weapons 4 ranks

Effect: You can draw your weapons as a free action.

Normal: Drawing a weapon is normally a move action.

QUICK RELOAD

General

You are extremely skilled at reloading a firearm.

Prerequisite: Firearms 4 ranks

Effect: You can reload a firearm as a free action provided you have a fully loaded clip.

Normal: Reloading a firearm is normally a move action.

REDIRECT

Star

Sometimes those intending to attack you end up attacking someone else instead.

Prerequisite: Influence 4 ranks

Effect: If you succeed on an Influence check against an attacker, and that attacker's next attack misses you, you can redirect it against an adjacent enemy. The attacker must make a new attack roll against the target you choose with all the bonuses on the attack against you.

RENOWN

General

You are well known.

Effect: +3 Reputation

SELF-HELP 1

Empath

You've worked hard to become more enlightened and self-aware.

Prerequisite: 6th level Empath

Effect: +1 Wisdom

SELF-HELP 2

Empath

You've worked hard to become more enlightened and self-aware.

Prerequisite: 12th level Empath

Effect: +1 Wisdom

SELF-HELP 3

Empath

You've worked hard to become more enlightened and self-aware.

Prerequisite: 18th level Empath

Effect: +1 Wisdom

SIDEKICK

Star

One of your followers is extremely competent.

Prerequisite: Reputation 3+

Effect: One of your followers is a heroic character rather than an ordinary.

SMART DEFENSE

Brainiac

Your intelligence helps you defend yourself.

Prerequisite: Intelligence 13+

Effect: You gain a Defense bonus equal to your Intelligence modifier.

SNEAK ATTACK

General

You take advantage of any lull in your opponent's defenses.

Prerequisite: Stealth 4 ranks

Effect: When attacking a target denied his Dexterity bonus, you gain a +1 to all melee attack rolls.

Special: You may take this feat up to five times. Its effects stack.

SNIPER SHOT

Speedfreak

Prerequisite: Firearms 10 ranks, Called Shot perk

Effect: When attacking a target with the called shot perk, you inflict bonus damage equal to the amount by which your attack roll exceeds the target's defense.

SPECIALIST

General

You are especially good at a narrow field of expertise.

Effect: You gain a +6 bonus to checks involving one skill use.

STRENGTH TRAINING 1

Powerhouse

You have spent long hours in the gym to improve your Strength.

Prerequisite: 6th level Powerhouse

Effect: +1 Strength

STRENGTH TRAINING 2

Powerhouse

You have spent long hours in the gym to improve your Strength.

Prerequisite: 12th level Powerhouse

Effect: +1 Strength

STRENGTH TRAINING 3

Powerhouse

You have spent long hours in the gym to improve your Strength.

Prerequisite: 18th level Powerhouse

Effect: +1 Strength

SUGGESTION

Star

Your powers of fascination are such that those under your spell tend to believe what you say.

Prerequisite: Influence 4 ranks or Art 4 ranks, Fascinate

Effect: You can plant a suggestion in the mind of someone you have fascinated. For example, instead of simply distracting a guard, you might suggest he walk over to the window with you, away from the panel of security monitors he is supposed to be watching.

This suggestion cannot be anything completely outlandish, but it could be something quite improbable. For example, you could not convince a guard that you were the President of a major corporation, but you might be able to suggest that you work for him, and he'll be very upset if you aren't allowed to step into an office real quick and get something for him.

The DC of the Influence check to make a suggestion is the target's Perception +10 or Will save +10, whichever is higher.

TALENTED

General

You have a natural gift for two related skills

Effect: You gain a +2 bonus on two related skills. Skills that share a skill use or that are based on the same ability score are always considered related for purposes of this feat.

Special: You may select this feat more than once. Each time you select this feat it applies to two different skills.

TEAMWORK

(specific team)

You and your team work together like a well-oiled machine.

Prerequisite: Allegiance (specific team)

Effect: When you work with your team, you gain a +2 bonus on all attack and skill checks.

TRACKLESS

General

You are especially adept at hiding your tracks.

Prerequisite: Outdoorsman 4 ranks

Effect: When someone is tracking you, the DC of their Outdoorsman check is based on your Outdoorsman skill +20 rather than your Stealth skill +10 (or +20 if there has been recent rain or snow).

TRICK

(Smart)

You use your wits to strike your opponent when and where he least expects it.

Prerequisite: Academics 4 ranks

Effect: You can render an opponent flat-footed to your next attack with a successful Academics skill check. The DC of this check is your opponent's Perception +10 or your opponent's Will save +10, whichever is higher.

You may attempt to feint more than once in the same combat but your opponent's guard will be tougher to bring down. All subsequent attempts to feint an opponent (whether or not the first attempt was successful or not) have a DC of Perception +20 or Will +20.

Like with the Master Plan feat, you are encouraged to come up with a creative explanation for the trick based on the specific Academics skill you used to execute the trick but this is not required.

TWO-WEAPON DEFENSE

General

You may use a weapon in your off-hand to defend yourself.

Prerequisite: Weapons 4 ranks, Two-Weapon Fighting perk

Effect: You may use your off-hand weapon as a shield (see the Weapons skill for more information on shields). You may only gain this bonus against melee attacks and only in situations where you would not be denied your Dexterity bonus.

You may not gain this bonus in a round where you attack with your off-hand weapon.

Using this feat is a move action.

UNCANNY DODGE

General

Your reflexes are incredibly sharp.

Effect: You maintain your Dexterity bonus in situations when you would normally be flat-footed.

UNCANNY DODGE, IMPROVED

Speedfreak

Your reflexes make it almost impossible for an opponent to box you in.

Prerequisite: Uncanny Dodge

Effect: You cannot be flanked.

VOICE OF COMMAND

Star

You are a natural leader.

Prerequisite: Leadership 4 ranks

Effect: You may make Leadership checks as a move action. You may still only make one Leadership check per round but this feat allows you to make a Leadership check and take a standard action in the same round.

Normal: Normally a Leadership check is a standard action.

WALKING ENCYCLOPEDIA

Brainiac

No one wants to play trivia games against you. Ever.

Prerequisite: Academics 4 ranks

Effect: You conduct all Research in half the usual time. If you have access to a computer, you can conduct research in one-fourth the usual time. If you spend an Action Point, you remember the information you need immediately as if you had successfully conducted your research.

WEAPON FINESSE

General

You use agility rather than brute force when fighting with a favored weapon.

Prerequisite: Dexterity 13+

Effect: You use Dexterity rather than Strength for all applications regarding one melee weapon or with unarmed attacks. Attack bonus and damage bonus become Dexterity-based rather than Strength-based and the weapon's Strength minimum is treated as a Dexterity minimum.

WELL INFORMED

Empath

You have an uncanny nose for picking up information.

Prerequisite: Streetwise 4 ranks

Effect: You make all Gather Information checks in half the usual time. If you spend Wealth equal to your ranks in Streetwise, you can make Gather Information checks in one-fourth the usual time. If you spend an Action Point, you can make a Gather Information check in no time.

TABLE 3-1: FEATS

General Feats	Summary
Accurate Attack	Sacrifice damage for accuracy
All-Out Attack	Sacrifice defense for accuracy
Animal Empathy	Use the Influence skill on animals
Armor Training	+2 Strength for purposes of Armor Strength minimums
Attack Focus	+1 attack rolls with a single attack
Attractive	Bonus to Influence skills when dealing with one gender
Blind-Fight	Re-roll misses due to concealment in melee
Career Advancement	+1 perk, +1 Reputation
Combat Martial Arts	Unarmed attacks can inflict lethal damage
Cover Fire	Automatic weapons can provide defense bonus
Crippling Strike	Inflict ability damage on sneak attacks
Critical Strike	Inflict bonus damage on sneak attacks
Cross Training	One skill added to your permanent class skill list
Dedicated	You gain bonuses when interacting with and protecting one allegiance
Defensive Attack	Sacrifice accuracy for defense
Defensive Driving	Use your Vehicle skill +10 as a ground vehicle's defense
Defensive Martial Arts	Use your Unarmed skill +10 as defense against melee attacks
Dodge Focus	+1 to your defense
Esprit de Corps	Additional +2 attack and skill bonuses when working with your team
Evasive Maneuvers	Use your Vehicle skill +10 as an air vehicle's defense
Far Shot	Increase the range of ranged attacks by 1.5
Great Fortitude	+2 Fortitude saving throws
Improved Disarm	Free disarm check after a successful unarmed attack
Improved Initiative	+4 initiative
Improved Grab	Free grapple check after a successful unarmed attack
Improved Trip	Free trip check after a successful unarmed attack
Iron Will	+2 Will saving throws
Light Sleeper	No Perception skill penalty while asleep
Lightning Reflexes	+2 Reflex saving throws
Loner	+2 attack and skill bonuses when working alone
Low Profile	Reputation reduced to 0
Lucky	Bonus on all saves equal to Charisma modifier
Moonlighting	One additional occupation with reduced benefits
Mounted Combat	Use your Outdoorsman skill +10 as a mount's defense
Move-By Action	Move before and after an action
Night Vision	See twice as far in low-light conditions
Point Blank Shot	+1 attack and damage within 30 ft.
Precise Shot	No penalty for firing into melee
Precise Shot, Improved	No Cover or Concealment penalties for less than complete Cover or Concealment
Prone Fighting	No penalties for being prone

Quick Draw	Draw a weapon as a free action
Quick Reload	Reload a firearm as a free action
Renown	+3 Reputation
Sneak Attack	Gain an attack bonus against a flat-footed target
Specialist	+6 to a single skill use
Talented	+2 bonus on two related skills
Teamwork	+2 attack and skill bonuses when working with your team
Trackless	Attempts to track you have a DC of Outdoorsman +20
Two-Weapon Defense	You may use your off-hand weapon as a shield.
Uncanny Dodge	You retain your Dexterity bonus when flat-footed
Weapon Finesse	You use Dexterity in place of Strength when wielding one weapon.

Powerhouse Feats	Summary
Antithesis	Additional +2 skill and damage bonus against your enemy
Armed Defense	Use your Weapons +10 as your defense against melee attacks
Attack Focus, Greater	Additional +1 attack bonus with one attack
Attack Specialization	+2 damage bonus with one attack
Attack Specialization, Greater	Additional +2 damage bonus with one attack
Cleave	Gain one additional attack when you take down an opponent
Cleave, Great	Gain an additional attack each time you take down an opponent
Enemy	+2 skill and damage bonus against one Allegiance
Strength Training 1	+1 Strength
Strength Training 2	+1 Strength
Strength Training 3	+1 Strength

Speedfreak Feats	Summary
Acrobatic Defense	Use your Acrobatics +10 as your defense against ranged attacks
Acrobatic Feint	Use your Acrobatics skill to feint
Agility Training 1	+1 Dexterity
Agility Training 2	+1 Dexterity
Agility Training 3	+1 Dexterity
Cat's Landing	Use your Acrobatics skill to reduce falling damage
Defensive Roll	Roll with an attack, reducing Strength bonus to damage to 0
Elusive Target	Penalty for firing into melee increased by -4
Evasion	No damage on successful Reflex saving throw
Sniper Shot	Inflict bonus damage on called shots
Uncanny Dodge, Improved	You cannot be flanked

Tank Feats	Summary
Damage Reduction	DR 1/ballistic
Die Hard	Automatically stabilize at -1 hit points
Diesel 1	+1 hit die
Diesel 2	+1 hit die
Diesel 3	+1 hit die
Endurance Training 1	+1 Constitution
Endurance Training 2	+1 Constitution

Endurance Training 3	+1 Constitution
High Pain Threshold	+2 Recovery saves; +1 hit point of natural healing
Human Shield	Protect an ally with your body
Intimidating Presence	Gain a bonus on Influence checks equal to your Constitution modifier or your Tank level
Brainiac Feats	Summary
Book Leaning 1	+1 Intelligence
Book Learning 2	+1 Intelligence
Book Learning 3	+1 Intelligence
Exploit Weakness	Use your Intelligence modifier in place of Strength or Dexterity
Home Schooled	Bonus to a single skill equal to your Intelligence modifier or your Brainiac level
Linguist	Make an Academics check to converse in a language you don't speak
Master Craftsman	You can build masterwork items of extremely high quality
Master Plan	Make an Academics check to gain bonuses for one encounter
Pressure Strike	Use Academics (life sciences) in place of Weapons skill for bonus damage
Smart Defense	Add your Intelligence modifier to your Defense
Trick	Use your Academics skill to render a target flat-footed
Walking Encyclopedia	Your research time is reduced
Empath Feats	Summary
Awareness	Add your Will save to your Perception skill
Contemplative Master	Use your Wisdom instead of Strength to modify melee attack rolls
Empathy	Use your Perception skill in place of Influence
Guru	Bonus to a single skill equal to your Wisdom modifier or your Empath level
Healer	+2 points of damage healed
Mind Over Body	Modify Fortitude and Recovery saves by Wisdom
Poise	Add your Wisdom modifier to your Defense
Self-Help 1	+1 Wisdom
Self-Help 2	+1 Wisdom
Self-Help 3	+1 Wisdom
Well Informed	Make Streetwise checks to gather information in less time
Star Feats	Summary
Banter	Add your Charisma modifier to your Defense
Endorsement Deal	Gain Wealth equal to your Reputation
Expert in your Field	Bonus to one skill equal to your Reputation
Fascinate	Use your Influence or Art skill to hold the attention of another
Feint	Use your Influence skill to render a target flat-footed
Public Speaker 1	+1 Charisma
Public Speaker 2	+1 Charisma
Public Speaker 3	+1 Charisma
Redirect	Redirect a missed attack to an adjacent opponent with an Influence check
Sidekick	Your highest level follower is a heroic character rather than an ordinary
Suggestion	Make a suggestion to a fascinated target
Voice of Command	Make Leadership checks with a Move action.

CHAPTER 4: EQUIPMENT

In this chapter we discuss the basic equipment characters will need for modern gaming. For more information on purchasing equipment, consult the Wealth rules, found in the character creation chapter.

RANGED WEAPONS

These weapons allow a character to project power at range and have defined warfare almost from its inception. In general terms the combatant with the better range on his weapons tends to be the combatant who wins.

Name: The name of the weapon.

Strength Minimum: The minimum Strength score required to use the weapon effectively. If your Strength is below the minimum, you suffer the following penalties based on the weapon type:

- -4 penalty to attack rolls (all weapons)
- No Strength bonus to damage (melee, thrown and archaic ranged weapons). Strength penalties to damage still apply.
- Range increment reduced by one-half (thrown weapons)
- Unable to reload weapon (archaic ranged weapons)

All penalties that apply stack. For example, if a character tried to use a thrown weapon for which he did not meet the Strength minimum, he would suffer a -4 to hit, gain no Strength bonus to damage and the weapon's range increment would be reduced by one-half.

A character can reduce the Strength minimum of a pistol or melee weapon by -5 by wielding it two-handed.

If a character's Strength is 3 higher than the minimum, it is considered a light weapon, suitable for two-weapon fighting (melee weapons and pistols only).

If the weapon is a firearm, its Strength minimum is increased by +5 when firing it on full-auto.

If the weapon is a firearm and it is braced (lying on the ground, on top of a wall, on a bipod or tripod) the weapon's Strength minimum is effectively 0 (it is a far different thing to fire a M-60 on a tripod than it is holding it).

Damage (Type): The amount of damage the weapon inflicts,

followed by its damage type. The damage types available for modern gaming are: ballistic, bludgeoning, piercing and slashing. Weapons that inflict ballistic, piercing and slashing damage always inflict lethal damage automatically. Bludgeoning weapons inflict injuries on attack rolls that exceed the target's defense by 5 or more if the target fails a Recovery saving throw (see the combat section for information on lethal and non-lethal damage).

Range Increment: When firing at targets past this distance, a -2 attack penalty is incurred. For each further multiple of this distance an additional -2 penalty is incurred.

Firearms have a damage bonus that also decreases at range. Decrease a firearm's damage bonus by -2 for each range increment until the bonus is reduced to 0. Once the damage bonus is reduced to 0, no further reduction occurs.

For shotguns, this is more dramatic. Shotguns do extreme damage but lose one die of damage per range increment.

Rate of Fire: Firearms and archaic ranged weapons have a rate of fire that determines how quickly they can be fired.

Modern firearms have three rates of fire: single, semi-automatic and automatic.

Firearms with a rate of fire of single can be fired once per round.

Firearms with a rate of fire of semi-automatic can be fired multiple times per round if the character is eligible for multi-attack (see the combat section for more information).



TABLE 4-1: FIREARMS

Firearms	Strength Min.	Damage (Ballistic)	Range Inc.	Rate of Fire	Magazine	Cost	Res.
Handguns							
Beretta 92F (9mm autoloader)	10	2d4+4	40 ft.	S	15 box	16	Lic (+1)
Beretta 93R (9mm machine pistol)	11	2d4+2	30 ft.	S,A	20 box	18	Res (+2)
Colt Double Eagle (10mm autoloader)	12	2d6+3	30 ft.	S	9 box	16	Lic (+1)
Colt M1911 (.45 autoloader)	13	2d6+3	30 ft.	S	7 box	15	Lic (+1)
Colt Python (.357 revolver)	14	2d6+6	40 ft.	S	6 cyl.	16	Lic (+1)
Derringer (.45)	13	2d6+3	10 ft.	Single	2 int.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	15	2d10+5	40 ft.	S	8 box	18	Lic (+1)
Glock 17 (9mm autoloader)	10	2d4+2	30 ft.	S	17 box	18	Lic (+1)
Glock 20 (10mm autoloader)	10	2d4+2	40 ft.	S	15 box	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	11	2d6+3	40 ft.	S, A	30 box	15	Res (+2)
Pathfinder (.22 revolver)	8	2d3+1	20 ft.	S	6 cyl.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	10	2d4+2	30 ft.	S	6 cyl.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	14	2d8+8	30 ft.	S	6 cyl.	15	Lic (+1)
SITES M9 (9mm autoloader)	10	2d4+2	30 ft.	S	8 box	15	Lic (+1)
Skorpion (.32 machine pistol)	12	2d6+3	40 ft.	S, A	20 box	17	Res (+2)
TEC-9 (9mm machine pistol)	11	2d4+4	40 ft.	S or A	32 box	14	Res (+2)
Walther PPK (.32 autoloader)	12	2d6+3	30 ft.	S	7 box	15	Lic (+1)
Longarms							
AKM/AK-47 (7.62mmR assault rifle)	11	2d8+4	70 ft.	S, A	30 box	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	15	2d12+12	120 ft.	S	11 box	22	Lic (+1)
Benelli 121 M1 (12-gauge shotgun)	11	3d10*	60 ft.	S	7 int.	17	Lic (+1)
Beretta M3P (12-gauge shotgun)	11	3d10*	30 ft.	S	5 box	16	Lic (+1)
Browning BPS (10-gauge shotgun)	11	4d10*	30 ft.	Single	5 int.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	13	2d8+8	90 ft.	S, A	20 box	19	Res (+2)
HK MP5 (9mm submachine gun)	12	2d6+3	50 ft.	S, A	30 box	20	Res (+2)
HK MP5K (9mm submachine gun)	12	2d6+3	40 ft.	S, A	15 box	19	Res (+2)
HK PSG1 (7.62mm sniper rifle)	14	2d8+8	90 ft.	S	5 box	22	Lic (+1)
M16A2 (5.56mm assault rifle)	10	2d6+6	80 ft.	S, A	30 box	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	10	2d6+3	60 ft.	S, A	30 box	16	Res (+2)
M-60 (medium machine gun)	15	2d10+5	100 ft.	A	Linked	21	Mil (+3)
Mossberg (12-gauge shotgun)	10	3d10*	30 ft.	Single	6 int.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	12	2d10+5	80 ft.	Single	5 int.	17	Lic (+1)
Sawed-off shotgun (12-ga shotgun)	11	4d10*	10 ft.	S	2 int.	15	Illegal (+4)
Steyr AUG (5.56mm assault rifle)	10	2d6+6	80 ft.	S, A	30 box	19	Res (+2)
Uzi (9mm submachine gun)	11	2d4+4	40 ft.	S, A	20 box	18	Res (+2)
Winchester 94 (.444 hunting rifle)	13	2d10+10	90 ft.	S	6 int.	15	Lic (+1)
Heavy Firearms							
Flamethrower	13	4d6*	10 ft.	1	10 int.	17	Mil (+3)
M2HB (heavy machine gun)	22	2d12+12	110 ft.	A	Linked	22	Mil (+3)
M72A3 LAW (rocket launcher)	13	10d6	150 ft.	1	1 int.	15	Mil (+3)
M79 (grenade launcher)	11	Varies	70 ft.	1	1 int.	14	Mil (+3)

*This weapon loses one die of damage potential per range increment.

TABLE 4-2: OTHER RANGED WEAPONS

Firearms	Strength Min.	Damage (Ballistic)	Range Inc.	Rate of Fire	Magazine	Cost	Res.
Compound bow	12	1d8+ Strength (Piercing)	40 ft.	M	---	10	---
Crossbow	10	1d10 (Piercing)	40 ft.	1	1 int.	9	---
Javelin	8	1d6 (Piercing)	30 ft.	1	---	4	---
Pepper spray	5	Special	5 ft.	1	1 int.	5	---
Shuriken	5*	1d2 (Piercing)	10 ft.	1	---	3	---
Taser	5	1d4	5 ft.	1	1 int.	7	---

*This weapon has an additional ability requirement. See the weapon's description for more information.

Firearms with a rate of fire of automatic can be fired five times per round, regardless of the attacker's level. However, each attack after the first suffers a cumulative -5 penalty (-5 on the second attack, -10 on the third attack and so on). Firing a weapon in full auto also increases the Strength penalty by +5 which may cause additional penalties.

The Compound Bow is an exception to the rules presented above. A bow may be fired multiple times each round using the Multi-Attack rules, as if it were a melee weapon (see the Combat section for rules on Multi-Attack).

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming

a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Cost: The weapon's cost. Compare this to the purchaser's Wealth to determine if he can afford this weapon (see the Wealth section for more information).

Restriction: The restriction rating for the weapon, if any, and the appropriate black market cost modifier. Remember to apply this modifier to the item's Cost (making it more expensive to purchase on the black market). For more information on buying restricted equipment legally, see the Access section under Reputation, above.

AUTOFIRE AND RESTRICTION (SIDEBAR)

Weapons with Autofire have their Restriction level increased to Mil (+3). A character can buy a Semi-automatic only version of the weapon at the normal Res (+2) restriction level. Such a weapon can then be illegally modified to restore its Autofire capability by a character with 8 ranks in the Engineering skill.

HANDGUNS

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. A character is proficient in a number of firearms (handguns, longarms and heavy weapons) equal to his ranks in the Firearms skill. Using a handgun without being proficient in it imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a

lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

BERETTA 92F

The standard service pistol of the United States military and many American law enforcement agencies.

BERETTA 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

COLT DOUBLE EAGLE

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

COLT M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

COLT PYTHON

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

DERRINGER

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

DESERT EAGLE

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on *Table 4-1: Firearms* fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

GLOCK 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

GLOCK 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC INGRAM M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

PATHFINDER

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

RUGER SERVICE-SIX

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 RESOLVER

The compact SITES weapon is very narrow, making it easy to conceal.

SKORPION

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified by those trained in Engineering (4 required ranks) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

WALTHER PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

LONGARMS

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns. A character is proficient in a number of firearms (handguns, longarms and heavy weapons) equal to his ranks in the Firearms skill. Using a longarm without being proficient in it imposes a -4 penalty on attack rolls.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 die for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in

scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

BARRETT LIGHT FIFTY

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

BENELLI 121 M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

BERETTA M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

BROWNING BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

M4 CARBINE

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

MOSSBERG

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

REMINGTON 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

SAWED-OFF SHOTGUN

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon is fully-loaded, a character can fire both barrels at once. This works as if the character possessed the Double Tap perk (see the Firearms skill for more information).

STEYR AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

UZI

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

WINCHESTER 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

HEAVY WEAPONS

A character is proficient in a number of firearms (handguns, longarms and heavy weapons) equal to his ranks in the Firearms skill. Using a heavy weapon without being proficient in it imposes a -4 penalty on attack rolls.

FLAMETHROWER

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a cost of 13.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

OTHER RANGED WEAPONS

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on *Table 4-2: Other Ranged Weapons*.

COMPOUND BOW

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

CROSSBOW

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

JAVELIN

This light, flexible spear built for throwing can be used in

melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

PEPPER SPRAY

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

SHURIKEN

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action. In addition to the Strength requirement, to properly wield a Shuriken a character must also have a minimum of a 13 Dexterity.

TASER

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

TABLE 4-3: AMMUNITION

Ammunition Type (Quantity)	Cost
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

AMMUNITION

Ammunition for firearms and other ranged weapons is covered on *Table 4-3: Ammunition*.

5.56mm, 7.62mm, 7.62mmR, .444, .50: These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE: These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot: Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow: Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt: A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

EXPLOSIVES AND SPLASH WEAPONS

Explosives and splash weapons are described by a number of statistics, as shown on *Table 4-4: Explosives and Splash Weapons*. Explosive weapons are small enough to be used by anyone and do not have a Strength minimum.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: Burst radius works like a Range Increment, except that it takes effect from the point where the weapon explodes rather than from the attacker's position. Creatures and objects within this radius take full damage from the explosion. For each burst radius beyond the first, remove one die of damage and reduce the DC of the Reflex save required for one-half damage by -2.

Splash damage inflicts the listed amount of damage on all adjacent targets (everyone in the squares surrounding the target square).

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated.

Cost: This is the cost of the weapon, compared to the purchaser's Wealth. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market cost modifier. Remember to apply this modifier to the cost when making a Wealth check to acquire the weapon on the black market.

ATTACK WITH EXPLOSIVES AND SPLASH WEAPONS

Explosives and splash weapons attack a square (5 feet by 5 feet) not an individual. A square has a Defense of 5, modified by the range modifier of the weapon and any cover or concealment modifiers. In the event the attack misses the target square, it moves one square in a random direction for each point by which the attack missed.

GRENADES AND EXPLOSIVES

Many explosives require detonators, which are described in Weapon Accessories.

40MM FRAGMENTATION GRENADE

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The cost given is for a box of 6 grenades.

C4/SEMTEX

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires training in the Engineering skill (4 ranks required) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The cost given represents a package of 4 blocks.

TABLE 4-4: EXPLOSIVES AND SPLASH WEAPONS

Weapon	Damage	Damage Type	Burst Radius	Reflex DC	Range Increment	Cost	Restriction
Explosives							
40mm fragmentation grenade	3d6	Slashing	10 ft.	18	—	16	Mil (+3)
C4/Semtex	4d6	Concussion	10 ft.	21	—	12	Mil (+3)
Det cord	2d6	Fire	See text	15	—	8	Res (+2)
Dynamite	2d6	Concussion	5 ft.	18	10 ft.	12	Lic (+1)
Fragmentation grenade	4d6	Slashing	20 ft.	18	10 ft.	15	Mil (+3)
Smoke grenade	—	—	See text	—	10 ft.	10	—
Tear gas grenade	See text	—	See text	—	10 ft.	12	Res (+2)
Thermite grenade	6d6	Fire	5 ft.	15	10 ft.	17	Mil (+3)
White phosphorus grenade	2d6	Fire	20 ft.	15	10 ft.	15	Mil (+3)
Splash Weapons							
Damage/Splash							
Acid, mild	1d6/1	---	Acid	—	10 ft.	6	—
Molotov cocktail ¹	1d6/1	---	Fire	---	10 ft.	---	---

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using the Chemistry skill to manufacture it.

DET CORD

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using the Chemistry skill to manufacture it.

DYNAMITE

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the

damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires training in the Engineering skill (2 ranks required + 1 per stick). Doing causes the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using the Chemistry skill to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

FRAGMENTATION GRENADE

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The cost given is for a box of 6 grenades.

SMOKE GRENADE

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke.

On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The cost given is for a box of 6 grenades.

TEAR GAS GRENADE

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 18) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

The cost given is for a box of 6 grenades.

THERMITE GRENADE

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The cost given is for a box of 6 grenades.

WHITE PHOSPHORUS GRENADE

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The cost given is for a box of 6 grenades.

SPLASH WEAPONS

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The cost given in *Table 4-4: Explosives and Splash Weapons* reflects the typical cost of the necessary components. See the Chemistry skill for details on making improvised explosives.

ACID, MILD

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

MOLOTOV COCKTAIL

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Chemistry 4 ranks). The cost given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

MELEE WEAPONS

These weapons magnify the force of a character's melee attacks and can provide a well-trained combatant with a potent offense and defense.

Name: The name of the weapon.

Strength Minimum: The minimum Strength score required to use the weapon effectively. If your Strength is below the minimum, you suffer the following penalties based on the weapon type:

- -4 penalty to attack rolls (all weapons)
- No Strength bonus to damage (melee, thrown and archaic ranged weapons). Strength penalties to damage still apply.
- Range increment reduced by one-half (thrown weapons)
- Unable to reload weapon (archaic ranged weapons)

All penalties that apply stack. For example, if a character tried to use a thrown weapon for which he did not meet the Strength minimum, he would suffer a -4 to hit, gain no Strength bonus to damage and the weapon's range increment would be reduced by one-half.

A character can reduce the Strength minimum of a pistol or melee weapon by -5 by wielding it two-handed.

If a character's Strength is 3 higher than the minimum, it is considered a light weapon, suitable for two-weapon fighting (melee weapons and pistols only).

If the weapon is a firearm, its Strength minimum is increased by +5 when firing it on full-auto.

If the weapon is a firearm and it is braced (lying on the ground, on top of a wall, on a bipod or tripod) the weapon's Strength minimum is effectively 0 (it is a far different thing to fire a M-60 on a tripod than it is holding it).

Dexterity Minimum: Some melee weapons require as much grace as power (if not more). This functions as a weapon's Strength minimum, except that the penalties apply unless the wielder's Strength *and* Dexterity are above the amounts listed. If a weapon's Dexterity minimum is higher than its Strength minimum, the wielder may choose to modify attack rolls with that weapon by her Dexterity rather than her Strength. This only applies to attack rolls, unless the character has the Weapon Finesse feat with the weapon (see that feat for more information).

Damage (Type): The amount of damage the weapon inflicts, followed by its damage type. The damage types are: ballistic, bludgeoning, piercing and slashing. Weapons that inflict ballistic, piercing and slashing damage always inflict lethal damage. Bludgeoning weapons inflict injuries on attacks that deal more damage than the target's Constitution if the target fails a Recovery saving throw (see the combat section for information on lethal and non-lethal damage).

Range Increment: When firing at targets past this distance, a -2 attack penalty is incurred. For each further multiple of this distance an additional -2 penalty is incurred.

Cost: The weapon's cost. Compare this to the purchaser's Wealth to determine if he can afford this weapon (see the Wealth section for more information).

SIMPLE MELEE WEAPONS

Generally inexpensive and light in weight, simple weapons get the job done nevertheless. Simple weapons do not count against the number of weapons a character knows how to use (see the Weapons skill for more information).

BRASS KNUCKLES

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal additional damage with an unarmed strike as listed on the class table.

CLEAVER

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

CLUB

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

METAL BATON

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is concealable but can't be used as a weapon. Extending or collapsing the baton is a free action.

PISTOL WHIP

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or cost is given for this weapon, since both vary depending on the pistol used.

RIFLE BUTT

The butt of a rifle can be used as an impromptu club.

SAP

This weapon is essentially a smaller version of a club.

STUN GUN

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, (do not add the character's Str bonus) and the target must make a Fortitude saving throw (DC 18) or be paralyzed for 1d6 rounds.

MELEE WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

BAYONET (FIXED)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons (see the Weapon skill for more information on two-weapon fighting).

HATCHET

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

TABLE 4-5: MELEE WEAPONS

Weapons	Strength Min.	Dexterity Min.	Damage	Damage Type	Range Inc.	Cost
Simple Melee Weapons						
Brass knuckles	8	---	+1	Bludgeoning	—	5
Cleaver	8	---	1d6	Slashing	—	5
Club	6	---	1d6	Bludgeoning	10 ft.	4
Metal baton	6	---	1d6+1	Bludgeoning	—	8
Pistol whip	3	---	1d4	Bludgeoning	—	—
Rifle butt	5	---	1d6	Bludgeoning	—	—
Sap	5	---	1d6	Bludgeoning	—	2
Stun gun	3	---	1d3	Electricity	—	5
Melee Weapons						
Bayonet (fixed)	8	---	1d6	Piercing	---	7
Hatchet	6	---	1d6	Slashing	10 ft.	4
Knife	5	10	1d4	Piercing	10 ft.	7
Longsword	10	---	1d8	Slashing	---	11
Machete	7	---	1d6	Slashing	---	5
Rapier	5	10	1d6	Piercing	---	10
Spear	10	---	1d8	Piercing	---	6
Straight razor	5	10	1d4	Slashing	---	4
Sword cane	5	10	1d6	Piercing	---	9
Tonfa	6	10	1d4	Bludgeoning	10 ft.	6
Exotic Melee Weapons						
Chain	10	13	1d6	Bludgeoning	---	5
Chain saw	18	---	3d6	Slashing	---	9
Kama	5	10	1d6	Slashing	---	5
Katana	16	---	2d6	Slashing	---	12
Kukri	5	10	1d4	Slashing	---	5
Nunchaku	5	13	1d6	Bludgeoning	---	3
Three-section staff	8	13	1d10	Bludgeoning	---	4
Whip	5	10	1d4	Bludgeoning	---	6

KNIFE

This category of weapon includes hunting knives, butterfly or “balisong” knives, switchblades, and bayonets (when not attached to rifles).

LONGSWORD

This classic, straight blade is the weapon of knighthood and valor.

MACHETE

This long-bladed tool looks much like a short, lightweight sword.

RAPIER

The rapier is a lightweight sword with a thin blade.

SPEAR

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can’t use it against an adjacent foe.

STRAIGHT RAZOR

Favored by old-school organized crime “mechanics,” this item can still be found in some barbershops and shaving kits.

SWORD CANE

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella.

TONFA

This is the melee weapon carried by most police forces, used to subdue and restrain criminals.

EXOTIC MELEE WEAPONS

Most exotic weapons are either atypical in form or improved variations of other melee weapons. These weapons typically demand more from their users and require higher ability scores to use properly.

CHAIN

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons (see the Weapons skill for more information). In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

This weapon is especially useful for disarming or tripping an opponent and reduces the DC of disarm and trip attempts by 5. Also, a character proficient with a chain may make trip attempts using her Weapons skill, rather than her Unarmed skill.

CHAIN SAW

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

KAMA

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

KATANA

The katana is the traditional Japanese samurai sword. For most wielders, this weapon must be used two-handed, though some wielders (strong ones) can use it as a one-handed weapon.

KUKRI

This heavy, curved dagger has its sharp edge on the inside of the curve.

NUNCHAKU

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

THREE-SECTION STAFF

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons (see the Weapons skill for more information).

ARMOR

Armor can be the difference between life and death, especially when fighting a heavily armed opponent. If you're going into battle against an opponent with a firearm and you don't have any modern armor, you'd best find some deep cover and hope for the best.

Name: The name of the armor.

Strength Minimum: The minimum Strength required to wear the armor without increased penalty. Wearing armor for which you do not meet the Strength minimum imposes the following penalties on the wearer: penalty to attack rolls and defense equal to the armor's armor penalty; increase of the armor's move penalty by -10 ft.

Damage Reduction: The damage subtracted from every successful attack on the wearer.

Vulnerability: Damage of this type is not affected by the armor's damage reduction.

Armor Penalty: A penalty applied to the following skills: Acrobatics, Athletics, Magic (Spellcasting perk only), Outdoorsman (Stealth perks only), Stealth and Streetwise (Stealth perk only).

Movement Penalty: A penalty applied to all movement types (climb, jump, run and swim). If a character's movement is reduced to 0 or less he cannot use that form of movement and any armor check penalty related to that form of movement is doubled. For example, if a character with a climb speed of 0 ft. or less needed to make an Athletics check to arrest a fall by grabbing a rope, he would suffer double the armor check penalty to that skill attempt.

Cost: The cost of the armor.

Restriction: Any licenses required to purchase the armor, along with the cost increase for purchasing the armor on the black market.

TABLE 4-6: ARMOR

Armor	Strength Min.	DR	Vuln.	Armor Penalty	Move Penalty	Cost	Res.
Leather jacket	3	1	Ballistic	-0	-0	10	---
Leather armor	8	2	Ballistic	-0	-0	12	---
Light undercover shirt	5	2	Piercing	-0	-0	13	---
Pull-up pouch vest	7	2	Piercing	-1	-0	12	Lic (+1)
Undercover vest	6	3	Piercing	-2	-0	14	Lic (+1)
Concealable vest	8	4	Piercing	-3	-5 ft.	15	Lic (+1)
Chainmail shirt	11	5	Ballistic	-5	-10 ft.	18	---
Light-duty vest	10	5	Piercing	-4	-5 ft.	16	Lic (+1)
Tactical vest	13	6	Piercing	-5	-5 ft.	17	Lic (+1)
Special response vest	14	7	Piercing	-6	-10 ft.	18	Lic (+1)
Plate mail	17	8	Ballistic	-6	-10 ft.	23	---
Forced entry unit	15	9	Piercing	-8	-10 ft.	19	Lic (+1)

LIGHT ARMOR

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

LEATHER JACKET

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

LEATHER ARMOR

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

LIGHT UNDERCOVER SHIRT

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

PULL-UP POUCH VEST

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no protection (and has no armor penalty or Minimum Strength) when undeployed.

UNDERCOVER VEST

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed.

MEDIUM ARMOR

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

CONCEALABLE VEST

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing.

CHAINMAIL SHIRT

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

LIGHT-DUTY VEST

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

TACTICAL VEST

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.



HEAVY ARMOR

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

PLATE MAIL

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

SPECIAL RESPONSE VEST

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

FORCED ENTRY UNIT

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a cost of 2 and can be changed as a move action.

EQUIPMENT TABLE

Equipment is described by a number of statistics, as shown on *Table 4-7: General Equipment*.

Cost: This is the cost for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any and the appropriate black market cost modifier. Remember to apply this modifier to the cost when making a Wealth check to acquire the item on the black market.

TABLE 4-7: GENERAL EQUIPMENT

Object	Cost	Restriction
Aluminum travel case		
10 lb. Capacity	10	—
40 lb. Capacity	11	—
75 lb. capacity	12	—
Briefcase	7	—
Contractor's field bag	6	—

Day pack	5	—
Handbag	4	—
Range pack		
Standard	7	—
Oversized	9	—
Patrol box	9	—
Clothing outfit		
Business	12	—
Casual	8	—
Formal	15	—
Fatigues	9	—
Uniform	9	—
Ghillie suit	6	—
Outerwear		
Coat	8	—
Fatigue jacket	7	—
Overcoat	9	—
Parka	9	—
Photojournalist's vest	9	—
Windbreaker	6	—
Tool belt	9	—
Camera		
35mm	17	—
Digital	14	—
Disposable	4	—
Film	3	—
Film developing (roll)	3	—
Cell phone	9	—
Computer		
Desktop	22	—
Notebook	23	—
Upgrade	See text	—
Digital audio recorder	10	—
Modem		
Broadband	6	—
Cellular	6	—
PDA	16	—
Portable satellite phone	17	—
Portable video camera	16	—
Printer	12	—
Scanner	12	—

Walkie-talkie		
Basic	7	—
Professional	15	—
Black box	4	Illegal (+4)
Caller ID defeater	5	—
Cellular interceptor	23	—
Lineman's buttset	13	Lic (+1)
Metal detector	11	—
Night vision goggles	17	—
Tap detector	7	—
Telephone tap		
Line tap	13	Lic (+1)
Receiver tap	3	Res (+2)
Telephone line tracer	23	—
Bolt cutter	6	—
Caltrops (25)	5	—
Chemical kit	16	—
Demolitions kit	13	Lic (+1)
Disguise kit	12	—
Duct tape	3	—
Electrical tool kit		
Basic	14	—
Deluxe	21	—
Evidence kit		
Basic	7	—
Deluxe	15	—
Fake ID	See text	Illegal (+4)
First aid kit	5	—
Forgery kit	12	—
Handcuffs		
Steel	7	—
Zip-tie (25)	6	—
Instrument, keyboard	12	—
Instrument, percussion	14	—
Instrument, stringed	13	—
Instrument, wind	8	—
Lockpicks		
Car opening kit	6	Lic (+1)
Lockpick set	9	Lic (+1)
Lock release gun	12	Res (+2)
Mechanical tool kit		

Basic	13	—
Deluxe	20	—
Medical kit	15	—
Multipurpose tool	9	—
Pharmacist kit	17	Res (+2)
Search-and-rescue kit	12	—
Spike strip	13	—
Surgery kit	16	Lic (+1)
Backpack	10	—
Binoculars		
Standard	7	—
Rangefinding	15	—
Electro-optical	16	—
Chemical light sticks (5)	2	—
Climbing gear	11	—
Compass	5	—
Fire extinguisher	8	—
Flash goggles	15	—
Flashlight		
Penlight	3	—
Standard	4	—
Battery flood	6	—
Gas mask	13	—
GPS receiver	15	—
Map		
Road atlas	4	—
Tactical map	3	—
Mesh vest	8	—
Portable stove	9	—
Rope (150 ft.)	5	—
Sleeping bag	9	—
Tent		
2-person dome	11	—
4-person dome	12	—
8-person dome	13	—
Trail rations (12)	5	—
Box magazine	4	—
Detonator		
Blasting cap	4	Lic (+1)
Radio controlled	10	Lic (+1)
Timed	7	Lic (+1)

Wired	6	Lic (+1)
Holster		
Hip	5	—
Concealed carry	5	—
Illuminator	7	—
Laser sight	15	—
Scope		
Standard	11	—
Electro-optical	18	—
Speed loader	3	—
Suppressor		
Pistol	12	Mil (+3)
Rifle	14	Mil (+3)

LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the *Table 4-8: Lifestyle Items* below.

TABLE 4-8: LIFESTYLE ITEMS

Housing	Cost
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36
Entertainment	Cost
Movie ticket	3
Theater ticket	7
Sporting event ticket	7
Meals	Cost
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9
Transportation	Cost
Airfare	

Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10
Lodging	
Budget motel	7
Average hotel	9
Upscale hotel	11

SERVICES

The broad spectrum of services available to characters is only represented in overview here. Services are identified on *Table 4-9: Services*.

TABLE 4-9: SERVICES

Item	Cost
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Legal ranks
Medical services	
Long-term care	10
Restore hit points	12
Surgery	15
Treat poison/disease	10

VEHICLES

Following is a small sampling of vehicles.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Top Speed: The maximum Speed in MPH.

Cost: This is the cost for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any and the appropriate black market cost modifier. Remember to apply this modifier to the cost when making a Wealth check to acquire the item on the black market.

TABLE 4-9: VEHICLES

Name	Crew	Pass	Cargo	Top Speed (mph)	Cost	Restriction
Civilian Aircraft						
Bell Jet Ranger (helicopter)	1	4	250 lb.	136	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	143	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	144	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	500	40	Lic (+1)
Civilian Cars						
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	145	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	200	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	143	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	120	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	198	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	124	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	129	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	153	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	205	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	155	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	87	28	Lic (+1)
Civilian Motorcycles						
Ducati 998R (racing bike)	1	0	0 lb.	170	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	94	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	90	23	Lic (+1)
Civilian Trucks						
AM General Hummer (SUV)	1	3	1,000 lb.	83	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	99	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	120	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	90	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	140	28	Lic (+1)
Civilian Water Vehicles						
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	175	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	40	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	52	24	Lic (+1)

CHAPTER 5: COMBAT

Sometimes you just gotta hit somethin'. One of the things that make role playing games such a compelling diversion is the percentage of problems your character can solve by punching something in the face. This section details how you do that.

One of the key differences between *Modern*²⁰ and most modern d20 games is the way injuries are handled. While you only have one pool of hit points, lethal and non-lethal damage are recorded separately and heal at different rates (though both types of damage subtract from the single pool of your hit points).

The effect damage will have on your character is affected by the type of attack that inflicted damage and whether that damage is lethal or non-lethal. When your hit points are reduced to 0 by non-lethal damage, for example, the result is unconsciousness. If your hit points are reduced to 0 by lethal damage, it could result in a coma or death.

TURN SEQUENCE

Combat in *Modern*²⁰ is turn-based, meaning everyone acts at a specific time each round. Once everyone has taken an action, the turn sequence begins again. Ordinarily, a turn is sequenced as follows:

1. All combatants begin flat-footed. Once a combatant has taken an action, she is no longer flat-footed.
2. The game master determines if the combatants are aware of each other, calling for Perception and/or Stealth checks as necessary. If some, but not all combatants are aware of each other, combat begins with a surprise round, a round in which only those aware characters may take an action. Aware combatants roll initiative in the surprise round, unaware combatants wait until next round.
3. All remaining combatants roll initiative, acting in order from highest to lowest.
4. After all combatants have taken a turn, the action is reset, with the highest initiative roll taking a second action. This continues until the combat ends.

IMPORTANT ATTRIBUTES

The following traits are used to determine your character's success (or defeat) in a combat situation.

INITIATIVE

At the start of every combat, each character rolls initiative. This determines the order in which each character (both PC and NPC) take their actions.

Initiative = d20 + Dexterity modifier + miscellaneous modifiers



ATTACK BONUS

This attribute determines the accuracy of your character's attacks. When making an attack, roll 1d20 and add your total attack bonus. This is compared to your target's Defense. If your attack roll is equal or higher than your target's Defense, you hit.

Melee Attack Bonus = Base Attack Bonus + Strength modifier + miscellaneous modifiers

Ranged Attack Bonus = Base Attack Bonus + Dexterity modifier + miscellaneous modifiers - range modifiers

BASE ATTACK BONUS

This is determined by your class and level. Consult the class tables earlier in this book to see the Base Attack Bonus for each character class.

MISCELLANEOUS MODIFIERS

These modifiers are added or subtracted as called for.

Attacker is...	Melee	Ranged
Crowded	-4	-4
Flanking target	+2	---
On higher ground	+1	+1
Prone	-4	*
Shaken or frightened	-2	-2

*The only ranged weapons that may be used while prone are the crossbow, shuriken and firearms.

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2	-2
Crowded	-4	-4
Flat-Footed	*	*
Grappled	*	*
Kneeling or sitting	-2	+2
Prone	-4	+4
Stunned	-2	-2

*Defender loses any Dexterity bonus to Defense

RANGE PENALTY

All range attacks have a range increment, a distance in which they are most accurate. If the distance between you and your target is equal to or less than this range increment (as shown on the weapons table in the equipment chapter), you suffer no range penalty. Each multiple of this distance imposes a cumulative -2 penalty to hit.

For example a weapon with a 40 ft. range increment would suffer no penalties to attack rolls at ranges of 0-40 ft., a -2 penalty to attack rolls at ranges of 41-80 ft., a -4 penalty at ranges of 81-120 ft. and so on.

DEFENSE

Your defense determines the target number an attack roll must exceed to score a hit. This is the same way targeted skill checks work. Your defense is calculated as follows:

Defense = 10 + Dexterity modifier + Class-based Defense bonus

There are several feats that allow you to use a skill for your Defense target number instead. However, these active forms of Defense require your character to use a Move Action, only work against certain forms of attacks and can only be used when your character is able to actively defend (they may not be used when your character is flat-footed).

FLAT-FOOTED

At the beginning of every combat, during surprise rounds and other times, your character is flat-footed. This means your character cannot actively defend with feats or skills and does not gain the benefit of his Dexterity bonus to Defense. Class-based Defense bonuses are unaffected by being flat-footed.

There are several feats that allow a character to render an aware target flat-footed during the course of a battle. See the feats section for more information on these feats.

COVER

Characters can hide behind objects and gain defense bonuses. A character hiding behind an object for cover (but not completely protected by that object) gains a +4 bonus to defense and a +2 bonus on all Reflex saving throws. If a character is completely concealed behind an object, he has complete cover and cannot be attacked.

CONCEALMENT

Concealment poses a miss chance, determine on percentile dice (d%). Like cover, concealment comes in two strengths: partial and total. Partial concealment grants a 25% miss chance. When making an attack roll, if you hit your target, roll percentile dice, if this roll is 25% or less, the attack is automatically counted as a miss. Total concealment, such as granted by complete blindness or invisibility, doubles this miss chance to 50%.

TABLE 5-1: HIT LOCATION

D20	Location	Damage Modifier	Attack Modifier	Possible Injuries
1	Foot	X½	-12	-5 ft. move (mild), -10 ft. move and knocked prone (serious), -10 ft. move, knocked prone, 1d4 Dexterity damage and mild bleeding/bruising (extensive), broken leg and serious bleeding (traumatic), foot loss and serious bleeding (severe)
2-5	Calf	X1	-12	-10 ft. move (mild), -15 ft. move, knocked prone and mild bleeding/bruising (serious), -15 ft. move, knocked prone, 1d6 Dexterity damage and serious bleeding/bruising (extensive), broken leg and serious bleeding (traumatic), leg loss and severe bleeding (severe)
6	Knee	X1	-14	-15 ft. move (mild), -20 ft. move, knocked prone and mild bleeding/bruising (serious), -20 ft. move, knocked prone, 1d6 Dexterity damage and serious bleeding/bruising (extensive), broken leg and serious bleeding (traumatic), leg loss and severe bleeding (severe)
7-10	Thigh	X1	-12	-10 ft. move (mild), -15 ft. move, knocked prone and mild bleeding/bruising (serious), -15 ft. move, knocked prone, 1d4 Strength damage and serious bleeding/bruising (extensive), broken leg and serious bleeding (traumatic), leg loss and severe bleeding (severe)
11	Groin	X1½	-16	Fatigued (mild), Exhausted, knocked prone and mild bleeding/bruising (serious), Exhausted, knocked prone and serious bleeding/bruising (extensive), Exhausted, knocked prone, 1d6 Strength and Dexterity damage and serious bleeding/bruising (traumatic), shock and severe bleeding/bruising (severe)
12-14	Arm	X½	-12	Drop weapon/disarm (mild), drop weapon and mild bleeding/bruising (serious), drop weapon, mild bleeding/bruising, 1d4 Strength and Dexterity damage (extensive), drop weapon, broken arm and serious bleeding (traumatic), hand loss and serious bleeding (severe)
15-16	Stomach	X1	-14	Fatigued (mild), Exhausted, nauseated and mild bleeding/bruising (serious), Exhausted, nauseated, 1d4 Strength and Dexterity damage and serious bleeding/bruising (traumatic), shock and severe bleeding/bruising (severe)
17-18	Chest	X1	-12	Fatigued (mild), Exhausted and mild bleeding/bruising (serious), Exhausted, 1d8 Strength damage and serious bleeding/bruising (traumatic), shock and severe bleeding/bruising (severe)
19	Throat	X2	-18	-4 Influence skill (mild), -8 Influence skill, voice loss and mild bleeding/bruising (serious), -8 Influence skill, voice loss, 1d4 Charisma damage and serious bleeding/bruising (traumatic), shock and severe bleeding (severe)
20	Head	X2	-18	Dazed (mild), -4 Perception skill, concussion and mild bleeding/bruising (serious), -4 Perception skill, dazed, 1d4 Intelligence and Wisdom damage, shock and mild bleeding/bruising (traumatic), blindness or deafness (50% chance of each), coma and severe bleeding (severe)

HIT LOCATION

After a successful attack roll, roll 1d20 and consult *Table 5-1: Hit Location* to determine where your attack hit your opponent.

INJURIES (OPTIONAL RULE)

Injuries is an optional rule that makes combat more interesting but also much, much more deadly. If the game master wants to run a cinematic campaign, this aspect of hit location can be ignored entirely. In this case, hit location will simply modify the damage inflicted by an attack and the

possible injuries column on the hit location table above can be ignored.

If game master is using injuries, any attack roll 5 higher than that required to hit the character is a possible injury. If the attack is 5+ higher than that needed to hit, the target must make a Fortitude saving throw. The DC of this saving throw is the attack roll of the attack that inflicted the injury +10. There are five levels of injury for each location: mild, serious, extensive, traumatic and intensive.

Injury Save: If the character succeeds at the injury saving throw, the character has suffered a mild injury. If the character fails the saving throw by -1 to -5, the character suffers a serious injury, by -6 to -10 an extensive injury, by

–11 to –15 a traumatic injury and by –16 to –20 an intensive injury.

Healing Injuries: Injuries last until they heal or until they are treated by a physician. Mild injuries always heal in one day. Serious injuries have a Recovery save DC of 15 which the character can attempt after 1 week of bed rest, extensive injuries have a Recovery save DC of 20 which the character can attempt after 2 weeks of bed rest, traumatic injuries 25 which the character can attempt after 3 weeks of bed rest and intensive injuries 30 which the character can attempt after 1 month of bed rest. If the character fails her Recovery save, the condition is permanent until successfully treated by a physician.

The DC of any Medicine check to treat an injury is equal to the Recovery saves listed above. If the injury is successfully treated, the patient must still rest the amount listed with the injuries above.

If a character suffers an injury and the Medicine check

to treat that injury fails, the character may either choose to select a new character disadvantage to represent his new condition in consultation with the game master, or he can continue seeking treatment from more skilled physicians (characters with more ranks in the Medicine skill) until his injury is successfully treated.

Depending on the realism level of the campaign, being successfully treated may just be a matter of time, or a character might be permanently injured if a physician with 23 ranks in the Medicine skill fails to treat his injury successfully.

CONDITION SUMMARY

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

ABILITY DAMAGED

Your character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from “effective” ability loss, which is an effect that goes away when the condition causing it goes away.

ABILITY DRAINED

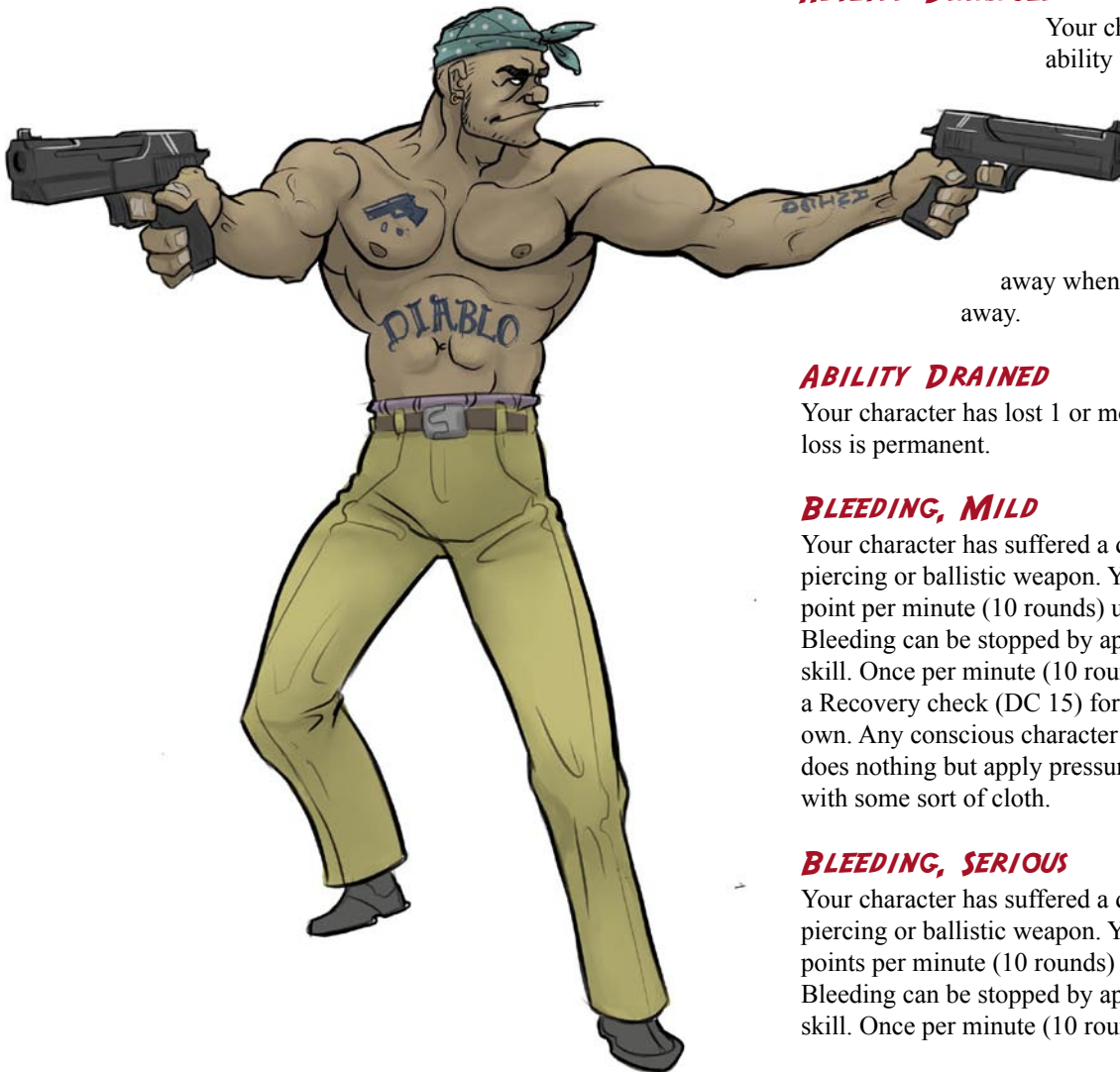
Your character has lost 1 or more ability score points. The loss is permanent.

BLEEDING, MILD

Your character has suffered a deep wound from a slashing, piercing or ballistic weapon. Your character loses one hit point per minute (10 rounds) until the bleeding is stopped. Bleeding can be stopped by application of the Medicine skill. Once per minute (10 rounds) your character may make a Recovery check (DC 15) for the bleeding to stop on its own. Any conscious character can prevent this damage if he does nothing but apply pressure to the wound, preferably with some sort of cloth.

BLEEDING, SERIOUS

Your character has suffered a deep wound from a slashing, piercing or ballistic weapon. Your character loses 1d4 hit points per minute (10 rounds) until the bleeding is stopped. Bleeding can be stopped by application of the Medicine skill. Once per minute (10 rounds) your character may make



a Recovery check (DC 20) for the bleeding to stop on its own. Any conscious character can prevent this damage if he does nothing but apply pressure to the wound, preferably with some sort of cloth.

BLEEDING, SEVERE

Your character has suffered a deep wound from a slashing, piercing or ballistic weapon. Your character loses 1d6 hit points per minute (10 rounds) until the bleeding is stopped. Bleeding can be stopped by application of the Medicine skill. Once per minute (10 rounds) your character may make a Recovery check (DC 25) for the bleeding to stop on its own. Any conscious character can prevent this damage if he does nothing but apply pressure to the wound, preferably with some sort of cloth.

BRUISING

Your character has suffered a deep wound from a blunt weapon. The damage from this injury is treated normally, but heals at a slower rate, at the rate of 1 hit point per day, rather than a character's normal healing rate.

BLINDED

You can't see at all, and thus everything has total concealment to you. Your character has a 50% chance to miss in combat. Furthermore, you have an effective Dexterity of 3, along with a -4 penalty on the use of Strength-based and Dexterity-based skills. This -4 penalty also applies to Perception checks and any other skill checks for which the GM deems sight to be important. The character can't perform any activity (such as reading) that requires vision.

BROKEN ARM

This condition persists for 1-6 weeks, minus one week per point of the character's Constitution modifier, minimum 1 week. If a character has a broken arm that is not set, the character may use that arm normally, but suffers a -2 to all actions performed with that arm, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage when using that arm. A character with a First Aid kit may make a Medicine check (DC 15) to set a broken arm. This reduces the penalty to -1, and the character suffers no damage from using the limb. Once an arm is set, only the -1 penalty applies until the condition is healed.

BROKEN LEG

This condition persists for 1-6 months, minus one month per point of the character's Constitution modifier, minimum 2 months. If a character has a broken leg that is not set, the character may stand on that leg, but suffers a -4 penalty to

Defense, and must make a Fortitude Save (DC 15) or suffer 1-6 points of damage each round the character stands on that leg. A character standing on one leg is flat-footed, but does not suffer damage. A character standing on one foot or on a broken leg that is hit in combat must make a Reflex save (DC 15 if the character is placing weight on the broken leg, or DC 20 if the character is standing on one leg) or be knocked prone. A character with a First Aid kit may make a Medicine check (DC 15) to set a broken leg. Once a leg is set, a character suffers a -2 penalty to Defense as long as the condition persists.

CONCUSSION

This condition persists for 2-12 days, after which it will heal naturally. A character with a concussion will often appear perfectly fine, but will occasionally suffer dizziness, see spots, and in rare cases may even believe he is somewhere else, or become extremely confused. A character with this condition can only use half his ranks in any skill. A character who succeeds at a Will save may make a skill check with his full number of skill ranks, but the character must make this save again each time he makes a skill check as long as this condition persists.

COMA

Your hit points are reduced to zero. Once each day, your character must make a Recovery saving throw (DC 25) or lose one additional hit point. When your negative hit points equal your Constitution, your character is dead.

COWERING

Your character is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, your character takes a -2 penalty to his or her Defense. The condition typically lasts 10 rounds.

DAZED

Unable to act, you can take no actions, but still gets the benefit of your normal Defense. This condition typically lasts 1 round.

DEAD

Your character dies when his or her hit points drop to a negative number equal to his Constitution, or when his or her Constitution drops to 0.

DEAFENED

Your character can't hear and takes a -4 penalty on initiative and Perception checks.

ENTANGLED

An entangled character takes a -2 penalty on attack rolls in addition to a -4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, the character can move at half speed, but can't run or charge.

EXHAUSTED

Characters that are exhausted move at half speed and cannot jog, sprint or charge. Furthermore, they take a -6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

FATIGUED

Characters that are fatigued can't charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

FLAT-FOOTED

A character that has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his or her Dexterity bonus to Defense.

GRAPPLED

When grappled, a hero can't undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

HELPLESS

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

NAUSEATED

Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

PANICKED

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

PARALYZED

Heroes who are paralyzed fall to the ground, unable to

move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

PINNED

A pinned character is held immobile (but not helpless) in a grapple. The character takes a -4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

PRONE

An attacker who is prone (lying on the ground) takes a -4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

SHAKEN

A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks.

SHOCK

A character that has gone into shock can only move 5 ft. per round. Each minute, a character in shock must make a Recovery check (DC 20) or slip into a coma.

STABLE

A stable character is no longer dying, but is still unconscious.

STUNNED

A character that becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a -2 penalty to Defense. The condition typically lasts 1 round.

UNCONSCIOUS

An unconscious character is unable to defend him or herself. The character is helpless and typically falls prone.

ACTIONS

As mentioned above, combat in *Modern*²⁰ is rigidly divided into rounds. Actions are the maximum number of things your character can do in one round before your turn ends and the initiative passes to the next person in order.

In general, your character can take one full action, or one move and one standard action (also commonly referred to as an attack action) in the course of a round. Each of these is described in more detail below.

FULL ACTION

A full action takes your entire round. Typical full actions are: multi-attack, charge attacks and certain skills.

MULTI-ATTACK

Sometimes you just need to punch (or shoot) someone in the face. What could be better than that? Doing it multiple times of course! Unless you're very good at what you do however, attacking multiple times might result in you flailing about wildly and not hitting *anything*. Quality is better than quantity. Of course, if you do happen to be very good, you don't have to choose, you can have both.

Multi-Attack with archaic weapons: A character armed with an archaic weapon may attempt more than one attack per round as a full-round action, up to his character level divided by 5 (two attacks at 10th level, three attacks at 15th level, four attacks at 20th level).

When a character attempts multiple attacks, his second attack in the round suffers a -5 penalty to the attack roll, his third attack a -10 and his fourth attack a -15.

Multi-Attack with modern weapons: A character with a semi-automatic weapon may make two attacks per round as a full round action.

A character armed with a fully automatic weapon may make five attacks per round as a full round action.

When a character attempts multiple attacks, his second attack in the round suffers a -5 penalty to the attack roll, his third attack a -10 and his fourth attack a -15 and his fifth attack a -20.

CHARGE ATTACK

A charge attack allows you to combine movement with an attack. A charge attack requires you to move, in a straight line to your target. When you reach your target, you end your movement and make a melee attack roll. In order to count as a charge, you must move no less than 10 ft. but you may move up to twice your total movement rate.

A charge attack grants a +2 bonus to the damage you inflict but imposes a -2 penalty on your Defense until the start of your next action.

The Move-By Action feat grants your character more versatility when making charge attacks. This feat allows you to move, make a normal attack and move again. It may also be combined with the charge action however, allowing you to move to your target, make an attack roll with the damage and Defense modifiers described above, then continue to move up to twice your normal movement rate.

SKILLS

Certain skills require a full action to use. See the skill descriptions for more information on these skills and their effects.

ATTACK ACTION

An attack action can consist of a single attack or a skill check. An attack action can also be used as a move action, performing any action that a character could undertake during a move action.

Unless a character possesses the Move-By Action feat, his round ends after performing an attack action. In other words, you must make any move action first.

MOVE ACTION

A move action allows a character to move up to his full movement rate, or perform certain skill checks. A character can forgo attacking and perform two move actions in a single round.

However, a character cannot trade a move action for another attack action. If you want to attack multiple times in a round, use multi-attack as described under full-round actions.

DAMAGE, HEALING AND DEATH

Damage is the unfortunate consequence of combat. Damage in *Modern*²⁰ is broken down into two types: lethal and non-lethal. These two different types of damage have different effects and heal at different rates, as described below.

NON-LETHAL DAMAGE

Unarmed attacks and blunt weapons inflict non-lethal damage most of the time. Blunt weapons can inflict lethal damage if the attack roll is five higher than that needed to strike the target. Unarmed attacks can inflict lethal damage as a blunt weapon if the attacker has the Combat Martial Arts feat. Attackers using these methods may always choose to inflict non-lethal damage.

Non-lethal damage heals at a rate of 1 HP per level plus your Constitution modifier every hour.

If you are reduced to 0 HP by non-lethal damage, you fall unconscious for 1-4 hours. After this time, you may make a Recovery saving throw (DC 15) to regain consciousness. If this save succeeds, you wake with a number of hit points equal to your level plus your Constitution modifier.

If this save fails, you remain unconscious for an additional hour at which time you can make another saving throw to regain consciousness.

LETHAL DAMAGE

Lethal damage is much more serious than non-lethal damage and even a small amount can lead to death without proper medical care. All ballistic, piercing and slashing damage is lethal damage. Characters with blunt weapons and unarmed attacks can also inflict lethal damage if their attack roll exceeds the target's defense by 5 or more (though attackers using these methods may always choose to inflict non-lethal damage).

Lethal damage requires a Recovery saving throw to heal. Once per day you may make a Recovery save to heal lethal damage equal to your level plus your Constitution modifier. The DC of this saving throw is 20 +1 per 10 points of damage you have suffered.

If this saving throw fails, not only does your character not heal any damage that day, he also suffers an additional 1-4 points of lethal damage plus one point of damage for each point by which the save was failed.

If your character is reduced to 0 or fewer hit points by a lethal attack, your character falls into a coma. Once per day you must make a Recovery saving throw (DC 25) for your condition to stabilize. If this saving throw fails, your slip deeper into a coma and lose an additional hit point.

When your negative hit points equal your Constitution, your character is dead.

Once your character has stabilized, he may make a Recovery saving throw each day (DC 25) to heal one point of damage. Once your hit points have risen to 1 or higher, he can begin to heal normally (though failed saving throws to heal lethal damage might push your character back into a coma).

ATTACK AN OBJECT

Sometimes you need to attack or break an object

STRIKE AN OBJECT

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon or a +5 bonus on his or her attack roll with a ranged weapon.

Hardness: Each object has hardness, a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Immunities: Objects are immune to non-lethal damage.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

TABLE 5-2: OBJECT HARDNESS AND HIT POINTS

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

¹Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

BREAKING OBJECTS

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

REPAIRING OBJECTS

Repairing damage to an object is covered under the Engineering skill.

CHAPTER 6: ADVENTURING

Adventuring covers all the parts of, well, adventuring that don't fall under the heading of combat. These are the things that can kill your dude that aren't other dudes. Simple huh? Simple and deadly!



MOVEMENT

Your character's base movement rate is 30 ft. per round. This can be modified up by your Athletics skill and down by Character Disadvantages. There are several other factors that modify movement detailed below.

WALKING

This is the equivalent of taking a move action every round. Over long distances this is the equivalent of walking. Your walking speed is approximately one mile per hour for every 10 ft. you can move in a round. So for a typical, unencumbered human this would be 3 mph while for a well-trained athlete it would be more.

Under normal conditions, you can walk for 30 minutes times your Athletics skill (remember the Athletics skill can be used untrained) with a minimum of 30 minutes. After this amount of time you must make an Athletics skill check (DC 20) or become fatigued. This does not affect your walking speed, though you do suffer all the normal penalties for being fatigued.

You continue to save each 30 minutes times your Athletics skill, until you have failed twice and become exhausted. At this point, you can continue at half speed but must make an Athletics skill check each hour or suffer 1-6 points of non-lethal damage.

JOGGING

Your character can forgo combat and take two move actions per round. This effectively doubles your speed and over long distances is the equivalent of jogging. Your jogging speed is approximately two miles per hour for 10 ft. you can move in a round, or 6 mph for the average human.

Under normal conditions, you can jog for 15 minutes times your Athletics skill (remember the Athletics skill can be used untrained) with a minimum of 15 minutes. After this amount of time you must make an Athletics skill check (DC 20) every 15 minutes or become fatigued.

Once you are fatigued, you must make an Athletics skill check every 15 minutes or become exhausted and suffer from cramps and pain. This forces you to walk and inflicts 1d6 points of non-lethal damage for every continuous hour you jogged. You suffer a further 1d6 points of non-lethal damage every 30 minutes you continue to walk, until you have rested for at least 8 hours.

SPRINTING

If your character desperately needs to get someplace *right now* he can sprint. This quadruples your speed. Sprinting cannot be effectively performed over long distances.

Under normal conditions you can sprint for one round times your Athletics skill (remember the Athletics skill can be used untrained). There is no minimum sprint time (meaning if your Athletics ranks plus your Con modifier are 0 or less, you cannot engage sprint).

Once you have sprinted as long as you can, you must slow to a walking speed for at least one hour. You must also succeed at an Athletics check (DC 20) or be fatigued.

While sprinting, your character loses all class-based Defense and Dexterity modifiers to Defense.

ENVIRONMENT & HAZARDS

DARKNESS AND LIGHT

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

HEAT AND COLD

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character gains a bonus of +1 per 3 ranks in the Outdoorsman skill (rounded down) on this save.

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Outdoorsman skill can modify the save, as noted above.

CATCHING ON FIRE

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

STARVATION AND THIRST

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Athletics skill ranks. After this, the character must make an Athletics check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make an Athletics check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

SUFFOCATION AND DROWNING

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Athletics skill ranks. After this period of time, the character must make an Athletics check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Athletics check increases by 1.

When the character fails one of these Athletics checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

TABLE 6-1: DAMAGE FROM FALLING OBJECTS

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

SMOKE

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

STRANGULATION

When a character is strangled by an instrument or an attacker, use the rules below.

To begin the choke, the attacker must succeed at an Unarmed skill check for grappling. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Athletics skill. After this period of time, the target must make an Athletics check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains).

FALLING

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

FALLING OBJECTS

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as

noted on Table: Damage from Falling Objects.

Objects deal the initial damage given in Table: Damage from Falling Objects if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Chemistry skill description.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

TABLE 6-2: DISEASES

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

PERILS OF USING POISON

A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.

DISEASE

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

ACID

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted below.

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

ELECTRICITY

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

TERRAIN

Terrain can affect your character's maximum movement rate. In ideal terrain (road, highway, sidewalk, track) your character can move at his maximum speed.

In moderate terrain (muddy road, rain-slick track, hilly terrain, during a storm) your movement is reduced to three-fourths of its maximum.

In difficult terrain (swamp, mountainous terrain, during a moderate storm) your movement is reduced to one-half of its maximum.

In extreme terrain (trackless jungle, during a severe storm) your movement is reduced to one-fourth of its maximum.

LIFTING

How much a character can lift is dependent on his Athletics skill. The table below lists the maximum amount a character can move or lift. How much weight a character is hauling around will also affect his movement and/or defense, as explained below.

Light Load: Your character can lift and carry this amount of weight without penalty.

Medium Load: If your character is carrying this amount of weight he suffers a -10 ft. movement penalty, a -3

penalty to Defense and a -3 penalty to the following skills: Acrobatics, Athletics, Magic (Spellcasting perk only), Outdoorsman (Stealth perks only), Stealth and Streetwise (Stealth perk only).

Heavy Load: If your character is carrying this amount of weight he suffers a -10 ft. movement penalty, a -6 penalty to Defense and a -6 penalty to the following skills: Acrobatics, Athletics, Magic (Spellcasting perk only), Outdoorsman (Stealth perks only), Stealth and Streetwise (Stealth perk only).

Max Load: If your character is carrying this amount of weight his maximum movement is 5 ft. per round. Your character is also considered flat-footed and has a maximum Defense of 10. Also, your character cannot perform any of the skills modified by a heavy load.

Push/Drag: Your character can push or drag this amount of weight with a movement penalty of -10 ft. per round, modified by terrain.

EXPERIENCE

*Modern*²⁰ uses a free-form experience system. Players gain levels when they achieve major campaign objectives, as determined by the game master.

This not only removes a great deal of micro-managing, table searching and record keeping from the game (for players and game masters) but it also allows the group to spend more time gaming in the levels that are the most fun for them.

For those who prefer a more traditional approach, the experience system from your OGL game of choice will serve just as well.

TABLE 6-3: LIFTING

Athletics skill	Light Load	Medium Load	Heavy Load	Max Load	Push/Drag
-5	3 lb.	6 lb.	10 lb.	20 lb.	50 lb.
-4	6 lb.	13 lb.	20 lb.	40 lb.	100 lb.
-3	13 lb.	26 lb.	40 lb.	80 lb.	200 lb.
-2	20 lb.	40 lb.	60 lb.	120 lb.	300 lb.
-1	26 lb.	53 lb.	80 lb.	160 lb.	400 lb.
0	33 lb.	66 lb.	100 lb.	200 lb.	500 lb.
4	43 lb.	86 lb.	130 lb.	260 lb.	650 lb.
8	58 lb.	116 lb.	175 lb.	350 lb.	875 lb.
12	76 lb.	153 lb.	230 lb.	460 lb.	1,150 lb.
16	100 lb.	200 lb.	300 lb.	600 lb.	1,500 lb.
20	133 lb.	266 lb.	400 lb.	800 lb.	2,000 lb.
23+	173 lb.	346 lb.	520 lb.	1,040 lb.	2,600 lb.

APPENDIX I: EXAMPLE OF CHARACTER CREATION

PUTTING IT ALL TOGETHER

To illustrate how all the options of character creation works, we'll now build a sample character, using all the rules described thus far.

Bob decides to run a campaign about aid workers caught in a South American drug war. Paula decides to make her character a former Army medic who is now a reporter and has been sent into the region to cover the action. After hearing that Bob is using the "elite array" method to generate ability scores, Paula assigns her ability scores as follows, Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8:

Paula's PC (): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background:

Occupation: Perks

Hobby:

Skills:

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Next Paula selects her Background and in keeping with decisions she has already made about her character, she selects Military for her Background.

This gives Paula 4 ranks in three skills, subject to her level maximum (4 ranks) from the Military list and a base Wealth of 4. Paula selects Athletics, Firearms and Stealth for her three Background skills:



Paula's PC (0): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Perks

Hobby:

Skills: Athletics 4, Firearms 4, Stealth 4

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Now Paula selects her Occupation and chooses Reporter. This will add the following three skills to her class skill list as long as she stays in the Occupation: Influence, Perception and Streetwise. These skills, along with the Occupation's improved feats will grant Paul's character additional Wealth. Her Occupation will also grant her two perks, which Paula decides to choose later:

Paula's PC (0): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Reporter: Influence, Perception and Streetwise Perks (2)

Hobby:

Skills: Athletics 4, Firearms 4, Stealth 4

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Now Paula selects her class and decides to go with the Empath class. After picking her skills and feats, Bob reminds Paula to modify her Wealth appropriately based on her Occupation. Finally, now that she has selected her skills from her class as well, Paula decides to pick her hobby, selecting Vehicles. This gives her 4 ranks in that skill subject to her level maximum. Finally, Paula now knows enough about her character and her skills to select her perks: Medicine (Surgery) and Professional Reputation.

Paula's PC (Empath 1): HD 1d8+2; HP 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 10 (+1 Dex, +2 Wis, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +4, Ref +3, Will +4, Rec +3; Rep +4; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Reporter: Influence, Perception and Streetwise; Perks (Medicine [Surgery], Professional Reputation)

Hobby: Vehicles

Skills: Athletics 4, Firearms 4, Medicine 4, Outdoorsman 4, Perception 4 (+10), Read/Write Language (English, French and Spanish), Speak Language (English, French and Spanish), Stealth 4, Streetwise 4, Unarmed 4, Vehicles 4

Feats: Awareness, Empathy, Poise, Well-Informed

Access/Contacts/Followers: Confidential Access, Skill Contact: Academics (current events) 7 ranks, Skill Contact: Chemistry 7 ranks, Supply Contact (Wealth 14)

Wealth: 10

Possessions:

Now all Paula needs to do is pick her equipment and she'll be done. She can use her supply contact once before play begins but otherwise she will be restricted to her Wealth of 10.

APPENDIX 2: SAMPLE NPCs

Here are some NPCs to help you quickly generate opponents for your players on the fly, or to serve as examples of character progression.

POWERHOUSE

Powerhouse (Powerhouse 1): HD 1d10+2; HP 12; Init +1; Spd 30 ft; Defense 10, touch 10, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +4 melee (1d6+4, Aluminum Baseball Bat), or +2 ranged (1d4+3, Knife); SQ Melee Master; AL Gang; SV Fort +4, Ref +1, Will -1, Rec +3; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Aggressive Stance; Unarmed- Reactive Stance)

Hobby: Crime

Skills: Athletics 4 (+6), Crime 4 (+4), Firearms 4 (+5), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 4 (+6), Weapons 4 (+6)

Feats: Armed Defense (16 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat), Move-By Action, Point Blank Shot

Access/Contacts/Followers: None

Wealth: 10

Possessions: Aluminum Baseball Bat, Knife, Leather Jacket (1 DR)

Intermediate Powerhouse (Powerhouse 4): HD 4d10+8; HP 34; Init +1; Spd 30 ft. (25 ft. in armor); Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 Class); BAB +4; Atk +8 melee (1d6+7, Aluminum Baseball Bat), or +7 ranged (2d6+6, Colt Python); SQ Melee Master; AL Gang; SV Fort +6, Ref +2, Will +0, Rec +4; Rep +2; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Aggressive Stance; Professional Salary)

Hobby: Crime

Skills: Athletics 7 (+10), Crime 4 (+4), Firearms 7 (+8), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 7 (+10), Weapons 7 (+10)

Feats: Armed Defense (20 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat), Attack Focus (Colt Python), Attack Specialization (Aluminum Baseball Bat), Enemy (rival crime family), Move-By Action, Point Blank Shot

Access/Contacts/Followers: Confidential Access

Wealth: 17

Possessions: Aluminum Baseball Bat, Knife, Colt Python, 18 rounds, Tactical Vest (6 DR)

Advanced Powerhouse (Powerhouse 8): HD 8d10+24; HP 68; Init +1; Spd 35 ft. (25 ft. in armor); Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 Class); BAB +8; Atk +14 melee (1d6+11, Aluminum Baseball Bat), +9 ranged (3d10, Browning BPS), or +11 ranged (3d6+6, Colt Python); SQ Melee Master; AL Gang; SV Fort +9, Ref +3, Will +1, Rec +7; Rep +4; Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Aggressive Stance; Professional Salary)

Hobby: Crime

Skills: Athletics 11 (+15), Crime 4 (+4), Firearms 11 (+12), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 11 (+15), Weapons 11 (+15)

Feats: Armed Defense (25 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat), Attack Focus (Colt Python), Attack Focus, Greater (Aluminum Baseball Bat), Attack Specialization (Aluminum Baseball Bat), Attack Specialization, Greater (Aluminum Baseball Bat), Endurance Training, Enemy (rival crime family), Move-By Action, Point Blank Shot, Strength Training

Access/Contacts/Followers: Confidential Access, 1st Level Follower (1)

Wealth: 21

Possessions: Aluminum Baseball Bat, Knife, Colt Python, 18 rounds, Browning BPS, 10-gauge shotgun shells (20), Forced Entry Unit (9 DR)

Elite Powerhouse (Powerhouse 12): HD 12d10+36; HP 102; Init +1; Spd 40 ft. (30 ft. in armor); Defense 20, touch 20, flatfooted 19 (+1 Dex, +9 Class); BAB +12; Atk +20 melee (1d6+14, Aluminum Baseball Bat), +14 ranged (3d10+2, Browning BPS), or +15 ranged (3d6+8, Colt Python); SQ Melee Master; AL Gang; SV Fort +11, Ref +5, Will +3, Rec +9; Rep +6; Str 20, Dex 13, Con 16, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Aggressive Stance; Professional Salary)

Hobby: Crime

Skills: Athletics 15 (+20), Crime 4 (+4), Firearms 15 (+16), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 15 (+20), Weapons 15 (+20)

Feats: Armed Defense (30 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat),

APPENDIX 2: SAMPLE NPCs

Attack Focus (Colt Python), Attack Focus (Browning BPS), Attack Specialization (Browning BPS), Attack Specialization (Aluminum Baseball Bat), Attack Specialization (Colt Python), Endurance Training, Enemy (rival crime family), Improved Strength Training, Greater Attack Focus (Aluminum Baseball Bat), Greater Attack Specialization (Aluminum Baseball Bat), Move-By Action, Point Blank Shot, Strength Training

Access/Contacts/Followers: Confidential Access, 2nd Level Follower (1)

Wealth: 23

Possessions: Masterwork (Attack, Damage) Aluminum Baseball Bat, Knife, Colt Python, 18 rounds, Browning BPS, 10-gauge shotgun shells (20), Forced Entry Unit (9 DR)

Phenomenal Powerhouse (Powerhouse 16): HD 16d10+48; HP 136; Init +2; Spd 45 ft. (35 ft. in armor); Defense 24, touch 24, flatfooted 22 (+2 Dex, +12 Class); BAB +16; Atk +24 melee (1d6+15, Aluminum Baseball Bat), +19 ranged (3d10+2, Browning BPS), or +20 ranged (3d6+8, Colt Python); SQ Melee Master; AL Gang; SV Fort +13, Ref +7, Will +4, Rec +10; Rep +9; Str 20, Dex 14, Con 16, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Precision Strike; Weapons- Aggressive Stance; Professional Salary)

Hobby: Crime

Skills: Athletics 19 (+24), Crime 4 (+4), Firearms 19 (+21), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 19 (+24), Weapons 19 (+24)

Feats: Armed Defense (34 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat), Attack Focus (Colt Python), Attack Focus (Browning BPS), Attack Specialization (Browning BPS), Attack Specialization (Aluminum Baseball Bat), Attack Specialization (Colt Python), Career Advancement, Cleave, Combat Martial Arts, Endurance Training, Enemy (rival crime family), Improved Strength Training, Greater Attack Focus (Aluminum Baseball Bat), Greater Attack Specialization (Aluminum Baseball Bat), Move-By Action, Point Blank Shot, Strength Training, Quick Draw

Access/Contacts/Followers: Confidential Access, 2nd Level Follower (2)

Wealth: 25

Possessions: Masterwork (Attack, Damage) Aluminum Baseball Bat, Knife, Colt Python, 18 rounds, Browning BPS, 10-gauge shotgun shells (20), Forced Entry Unit (9 DR)

Amazing Powerhouse (Powerhouse 20): HD 20d10+60; HP 170; Init +2; Spd 50 ft. (40 ft. in armor); Defense 27, touch 27, flatfooted 25 (+2 Dex, +15 Class); BAB +20; Atk +29 melee (1d6+18, Aluminum Baseball Bat), +23 ranged (3d10+2, Browning BPS), or +24 ranged (3d6+8, Colt Python); SQ Melee Master; AL Gang; SV Fort +15, Ref +8, Will +5, Rec +12; Rep +11; Str 22, Dex 14, Con 16, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Mobster: Perks (Weapons- Precision Strike; Weapons- Aggressive Stance; Professional Salary)

Hobby: Crime

Skills: Athletics 23 (+28), Crime 4 (+4), Firearms 23 (+25), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 23 (+28), Weapons 23 (+28)

Feats: Advanced Strength Training, Armed Defense (38 Defense against melee when not flat-footed), Attack Focus (Aluminum Baseball Bat), Attack Focus (Colt Python), Attack Focus (Browning BPS), Attack Focus (Unarmed), Attack Specialization (Browning BPS), Attack Specialization (Aluminum Baseball Bat), Attack Specialization (Colt Python), Attack Specialization (Unarmed), Career Advancement, Cleave, Combat Martial Arts, Defensive Martial Arts, Endurance Training, Enemy (rival crime family), Improved Strength Training, Greater Attack Focus (Aluminum Baseball Bat), Greater Attack Specialization (Aluminum Baseball Bat), Move-By Action, Point Blank Shot, Prone Fighting, Strength Training, Quick Draw

Access/Contacts/Followers: Confidential Access, 2nd Level Follower (3)

Wealth: 25

Possessions: Masterwork (Attack, Damage) Aluminum Baseball Bat, Knife, Colt Python, 18 rounds, Browning BPS, 10-gauge shotgun shells (20), Forced Entry Unit (9 DR)

SPEEDFREAK

Speedfreak (Speedfreak 1): HD 1d8+2; HP 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+2 Dex, +1 Class); BAB +0; Atk +1 melee (1d6+2, Hatchet) melee or +2 ranged (1d8+2, Compound Bow); SQ Need for Speed; AL none; SV Fort +3, Ref +4, Will +1, Rec +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Hunter: Perks (Weapons- Aggressive Stance; Weapons- Two-Weapon Fighting)

Hobby: Streetwise

Skills: Acrobatics 4 (+6), Athletics 4 (+5), Firearms 4 (+6), Outdoorsman 4 (+9), Perception 4 (+5), Stealth 4 (+10), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Acrobatic Defense (Defense 16 against ranged attacks when not flat-footed), Far Shot, Night Vision, Talented (Outdoorsman and Stealth)

Access/Contacts/Followers: None

Wealth: 10

Possessions: Hatchet, Knife, Compound Bow, Leather Jacket

Intermediate Speedfreak (Speedfreak 4): HD 4d8+8; HP 29; Init +3; Spd 35 ft; Defense 17, touch 17, flatfooted 14 (+3 Dex, +4 Class); BAB +3; Atk +6 melee (1d4+1, Knife) melee or +7 ranged (2d10+10, Winchester 94); SQ Need for Speed; AL none; SV Fort +4, Ref +7, Will +2, Rec +3; Rep +6; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Hunter: Perks (Weapons- Aggressive Stance; Professional Reputation)

Hobby: Streetwise

Skills: Acrobatics 7 (+10), Athletics 7 (+10), Firearms 7 (+10), Outdoorsman 4 (+9), Perception 4 (+9), Stealth 7 (+14), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Acrobatic Defense (Defense 20 against ranged attacks when not flat-footed), Attack Focus (Winchester 94), Awareness, Defensive Roll, Far Shot, Night Vision, Talented (Outdoorsman and Stealth)

Access/Contacts/Followers: Supply Contact (Wealth 20), Confidential Access

Wealth: 13

Possessions: Knife, Winchester 94, Light Undercover Shirt

Advanced Speedfreak (Speedfreak 8): HD 8d8+16; HP 52; Init +4; Spd 35 ft; Defense 23, touch 23, flatfooted 18 (+4 Dex, +8 Class, +1 Dodge Focus); BAB +6; Atk +10 melee (1d4+1, Knife) melee or +11 ranged (2d10+10, Winchester 94) or +10 ranged (10d6, LAW); SQ Need for Speed; AL none; SV Fort +6, Ref +10, Will +3, Rec +4; Rep +8; Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Hunter: Perks (Firearms- Called Shot; Professional Reputation)

Hobby: Streetwise

Skills: Acrobatics 11 (+15), Athletics 11 (+12), Firearms 11 (+15), Outdoorsman 4 (+9), Perception 4 (+10), Stealth 11 (+19), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Acrobatic Defense (Defense 25 against ranged attacks when not flat-footed), Agility Training, Attack Focus (Winchester 94), Awareness, Defensive Roll, Dodge Focus, Evasion, Far Shot, Night Vision, Sniper Shot, Talented

(Outdoorsman and Stealth)

Access/Contacts/Followers: Supply Contact (Wealth 26 with Military Access)

Wealth: 15

Possessions: Knife, Winchester 94, M72A3 LAW, Light Undercover Shirt

Elite Speedfreak (Speedfreak 12): HD 12d8+24; HP 78; Init +6; Spd 40 ft; Defense 30, touch 30, flatfooted 22 (+6 Dex, +12 Class, +2 Dodge Focus); BAB +9; Atk +15 melee (1d4+1, Knife) melee or +19 ranged (2d10+10, Winchester 94) or +14 ranged (10d6, LAW); SQ Need for Speed; AL none; SV Fort +8, Ref +14, Will +5, Rec +6; Rep +10; Str 13, Dex 22, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Sniper: Perks (Firearms- Called Shot; Professional Reputation)

Hobby: Streetwise

Skills: Acrobatics 15 (+21), Athletics 15 (+16), Firearms 15 (+21), Outdoorsman 4 (+9), Perception 4 (+7), Stealth 15 (+23), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Accurate Attack, Acrobatic Defense (Defense 31 against ranged attacks when not flat-footed), Agility Training, Attack Focus (Winchester 94), Awareness, Defensive Roll, Dodge Focus x2, Evasion, Far Shot, Greater Attack Focus (Winchester 94), Improved Agility Training, Night Vision, Sniper Shot, Talented (Outdoorsman and Stealth)

Access/Contacts/Followers: Supply Contact (Wealth 32 with Military Access)

Wealth: 19

Possessions: Knife, Winchester 94, M72A3 LAW, Light Undercover Shirt

Phenomenal Speedfreak (Speedfreak 16): HD 16d8+32; HP 104; Init +6; Spd 45 ft; Defense 35, touch 35, flatfooted 26 (+6 Dex, +16 Class, +3 Dodge Focus); BAB +12; Atk +18 melee (1d4+1, Knife) melee or +22 ranged (2d10+10, Winchester 94) or +17 ranged (10d6, LAW); SQ Need for Speed; AL none; SV Fort +9, Ref +16, Will +6, Rec +7; Rep +12; Str 13, Dex 23, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Sniper: Perks (Firearms- Called Shot; Professional Reputation)

Hobby: Streetwise

Skills: Acrobatics 19 (+25), Athletics 19 (+20), Firearms 19 (+25), Outdoorsman 4 (+9), Perception 4 (+7), Stealth 19 (+27), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Accurate Attack, Acrobatic Defense (Defense 35 against ranged attacks when not flat-footed), Agility Training, Attack Focus (Winchester 94), Awareness, Cat's Landing, Defensive Roll, Dodge Focus x3, Evasion, Far

APPENDIX 2: SAMPLE NPCs

Shot, Greater Attack Focus (Winchester 94), Improved Agility Training, Improved Uncanny Dodge, Night Vision, Sniper Shot, Talented (Outdoorsman and Stealth), Uncanny Dodge

Access/Contacts/Followers: Supply Contact (Wealth 36 with Military Access)

Wealth: 21

Possessions: Knife, Winchester 94, M72A3 LAW, Light Undercover Shirt

Amazing Speedfreak (Speedfreak 20): HD 20d8+40; HP 130; Init +11; Spd 50 ft; Defense 42, touch 42, flatfooted 30 (+7 Dex, +20 Class, +5 Dodge Focus); BAB +15; Atk +22 melee (1d4+8, Knife) melee or +26 ranged (2d10+10, Winchester 94) or +21 ranged (10d6, LAW); SQ Need for Speed; AL none; SV Fort +11, Ref +18, Will +7, Rec +8; Rep +14; Str 13, Dex 25, Con 14, Int 10, Wis 12, Cha 8.

Background: Law Enforcement

Occupation: Sniper: Perks (Firearms- Called Shot, Professional Reputation)

Hobby: Streetwise

Skills: Acrobatics 23 (+30), Athletics 23 (+24), Firearms 23 (+30), Outdoorsman 4 (+9), Perception 4 (+7), Stealth 23 (+32), Streetwise 4 (+5), Weapons 4 (+5)

Feats: Accurate Attack, Acrobatic Defense (Defense 40 against ranged attacks when not flat-footed), Advanced Agility Training, Agility Training, Attack Focus (Winchester 94), Awareness, Cat's Landing, Defensive Roll, Dodge Focus x5, Evasion, Far Shot, Greater Attack Focus (Winchester 94), Improved Agility Training, Improved Initiative, Improved Uncanny Dodge, Night Vision, Sniper Shot, Talented (Outdoorsman and Stealth), Uncanny Dodge, Weapon Finesse (Knife)

Access/Contacts/Followers: Supply Contact (Wealth 40 with Military Access)

Wealth: 23

Possessions: Knife, Winchester 94, M72A3 LAW, Light Undercover Shirt

TANK

Tank (Tank 1): HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +3 melee (1d6+4, Metal Baton), or +1 ranged (1d10+1, Crossbow); SQ Resilience; AL none; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby: Weapons

Skills: Athletics 4 (+6), Crime 4 (+4), Firearms 4 (+5), Outdoorsman 4 (+5), Perception 4 (+5), Stealth 4 (+5), Unarmed 4 (+6), Weapons 4 (+6)

Feats: Attack Focus (Metal Baton), Damage Reduction, Defensive Attack, High Pain Threshold

Access/Contacts/Followers: None

Wealth: 10

Possessions: Metal Baton, Crossbow, Leather Jacket (1 DR)

Intermediate Tank (Tank 4): HD 4d12+12; HP 43; Init +1; Spd 30 ft (20 ft. in armor); Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 Class); BAB +3; Atk +6 melee (1d6+4, Metal Baton), or +4 ranged (2d8+8, S&W .44 Magnum); SQ Resilience; AL none; SV Fort +7, Ref +3, Will +2, Rec +10; Rep +2; Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Professional Salary; Firearms- Double Tap)

Hobby: Weapons

Skills: Athletics 7 (+9), Crime 4 (+4), Firearms 7 (+8), Outdoorsman 4 (+5), Perception 7 (+8), Stealth 4 (+5), Unarmed 4 (+6), Weapons 7 (+9)

Feats: Attack Focus (Metal Baton), Damage Reduction x2, Defensive Attack, Die Hard, High Pain Threshold, Human Shield

Access/Contacts/Followers: Confidential Access

Wealth: 19

Possessions: Metal Baton, S&W .44 Magnum, Special Response Vest (7 DR)

Advanced Tank (Tank 8): HD 9d12+36; HP 94; Init +1; Spd 35 ft. (25 ft. in armor); Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 Class); BAB +6; Atk +9 melee (1d6+5, Metal Baton), or +7 ranged (2d8+8, S&W .44 Magnum) or +7 ranged (2d10+10, Winchester 94); SQ Resilience; AL none; SV Fort +9, Ref +5, Will +3, Rec +12; Rep +4; Str 14, Dex 13, Con 18, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Professional Salary; Firearms- Double Tap)

Hobby: Weapons

Skills: Athletics 11 (+13), Crime 4 (+4), Firearms 11 (+12), Outdoorsman 4 (+5), Perception 11 (+12), Stealth 4 (+5), Unarmed 4 (+6), Weapons 11 (+12)

Feats: Attack Focus (Metal Baton), Damage Reduction x3, Defensive Attack, Die Hard, Diesel, Endurance Training, High Pain Threshold, Human Shield, Moonlighting: Private Investigator (Expert in your field- Perception, Loner)

Access/Contacts/Followers: Confidential Access, Skill Contact: Streetwise 7 ranks

Wealth: 23

APPENDIX 2: SAMPLE NPCs

Possessions: Metal Baton, S&W .44 Magnum, Winchester 94, Special Response Vest (7 DR)

Elite Tank (Tank 12): HD 14d12+70; HP 161; Init +1; Spd 40 ft. (30 ft. in armor); Defense 20, touch 20, flatfooted 19 (+1 Dex, +9 Class); BAB +9; Atk +12 melee (1d6+5, Metal Baton), or +10 ranged (2d8+8, S&W .44 Magnum) or +10 ranged (2d10+10, Winchester 94); SQ Resilience; AL none; SV Fort +13, Ref +7, Will +5, Rec +16; Rep +6; Str 14, Dex 13, Con 20, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Professional Salary; Firearms- Double Tap)

Hobby: Weapons

Skills: Athletics 15 (+17), Crime 4 (+4), Firearms 15 (+16), Outdoorsman 4 (+5), Perception 15 (+24), Stealth 4 (+5), Unarmed 4 (+6), Weapons 15 (+17)

Feats: Attack Focus (Metal Baton), Damage Reduction x3, Defensive Attack, Die Hard, Diesel, Endurance Training, Expert in your field (Perception), High Pain Threshold, Human Shield, Improved Diesel, Improved Endurance Training, Loner, Moonlighting: Private Investigator (Expert in your field- Perception, Loner)

Access/Contacts/Followers: Confidential Access, Skill Contact: Streetwise 7 ranks

Wealth: 27

Possessions: Metal Baton, S&W .44 Magnum, Winchester 94, Special Response Vest (7 DR)

Phenomenal Tank (Tank 16): HD 19d12+95; HP 218; Init +2; Spd 45 ft. (35 ft. in armor); Defense 24, touch 24, flatfooted 22 (+2 Dex, +12 Class); BAB +12; Atk +15 melee (1d6+6, Metal Baton), or +14 ranged (2d8+8, S&W .44 Magnum) or +14 ranged (2d10+10, Winchester 94); SQ Resilience; AL none; SV Fort +15, Ref +9, Will +6, Rec +18; Rep +9; Str 14, Dex 14, Con 20, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Professional Salary; Firearms- Double Tap; Firearms- Called Shot)

Hobby: Weapons

Skills: Athletics 19 (+21), Crime 4 (+4), Firearms 19 (+21), Outdoorsman 4 (+5), Perception 19 (+30), Stealth 4 (+6), Unarmed 4 (+6), Weapons 19 (+21)

Feats: Advanced Diesel, All-Out Attack, Attack Focus (Metal Baton), Career Advancement, Damage Reduction x3, Defensive Attack, Die Hard, Diesel, Endurance Training, Expert in your field (Perception), High Pain Threshold, Human Shield, Improved Diesel, Improved Endurance Training, Loner, Moonlighting: Private Investigator (Expert in your field- Perception, Loner), Point Blank Shot

Access/Contacts/Followers: Confidential Access, Skill Contact: Streetwise 11 ranks, Skill Contact: Medicine 11 ranks

Wealth: 29

Possessions: Metal Baton, S&W .44 Magnum, Winchester 94, Special Response Vest (7 DR)

Amazing Tank (Tank 20): HD 23d12+138; HP 287; Init +2; Spd 50 ft. (40 ft. in armor); Defense 27, touch 27, flatfooted 25 (+2 Dex, +15 Class); BAB +15; Atk +18 melee (1d6+9, Metal Baton), or +17 ranged (2d8+8, S&W .44 Magnum) or +17 ranged (2d10+10, Winchester 94); SQ Resilience; AL none; SV Fort +18, Ref +11, Will +7, Rec +24; Rep +11; Str 14, Dex 14, Con 22, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Bodyguard: Perks (Professional Salary; Firearms- Double Tap; Firearms- Called Shot)

Hobby: Weapons

Skills: Athletics 23 (+25), Crime 4 (+4), Firearms 23 (+25), Outdoorsman 4 (+5), Perception 23 (+37), Stealth 4 (+6), Unarmed 4 (+6), Weapons 23 (+25)

Feats: Advanced Diesel, Advanced Endurance Training, All-Out Attack, Attack Focus (Metal Baton), Career Advancement, Damage Reduction x3, Defensive Attack, Die Hard, Diesel, Endurance Training, Expert in your field (Perception), High Pain Threshold x2, Human Shield, Improved Diesel, Improved Endurance Training, Loner, Moonlighting: Private Investigator (Expert in your field- Perception, Loner), Point Blank Shot, Precise Shot, Quick Reload

Access/Contacts/Followers: Confidential Access, Skill Contact: Streetwise 11 ranks, Skill Contact: Medicine 11 ranks

Wealth: 29

Possessions: Metal Baton, S&W .44 Magnum, Winchester 94, Special Response Vest (7 DR)

BRAINIAC

Brainiac (Brainiac 1): HD 1d8+1; HP 9; Init +2; Spd 30 ft; Defense 12, touch 12, flatfooted 10 (+2 Dex, +0 Class); BAB +0; Atk +2 melee (1d4+3, Knife), or +2 ranged (1d10+0, Crossbow); SQ Thinker; AL none; SV Fort +1, Ref +3, Will +2, Rec +1; Rep +0; Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8.

Background: Adventurer

Occupation: Spy: Perks (Weapons- Reactive Stance; Unarmed- Reactive Stance)

Hobby: Weapons

Skills: Academics (life sciences) 4 (+6), Chemistry 4 (+6), Computers 4 (+6), Crime 4 (+6), Engineering 4 (+6), Influence 4 (+3), Legal 4 (+6), Outdoorsman 4 (+4), Perception 4 (+4), Stealth 4 (+6), Streetwise 4 (+4),

APPENDIX 2: SAMPLE NPCs

Unarmed 4 (+5), Vehicles 4 (+6), Weapons 4 (+5)

Feats: Exploit Weakness, Sneak Attack x2, Weapon Finesse (Knife)

Access/Contacts/Followers: None

Wealth: 10

Possessions: Knife, Crossbow, Leather Jacket (1 DR)

Intermediate Brainiac (Brainiac 4): HD 4d8+4; HP 26; Init +2; Spd 30 ft.; Defense 18, touch 18, flatfooted 13 (+2 Dex, +3 Int, +3 Class); BAB +3; Atk +5 melee (1d4+3, Knife), or +5 ranged (2d6+3, Skorpion); SQ Thinker; AL none; SV Fort +2, Ref +4, Will +4, Rec +2; Rep +2; Str 12, Dex 14, Con 13, Int 16, Wis 10, Cha 8.

Background: Adventurer

Occupation: Spy: Perks (Professional Salary; Weapons-Reactive Stance)

Hobby: Weapons

Skills: Academics (life sciences) 7 (+10), Chemistry 7 (+10), Computers 7 (+10), Crime 7 (+10), Engineering 7 (+10), Firearms 7 (+9), Influence 7 (+6), Legal 4 (+7), Outdoorsman 7 (+7), Perception 7 (+13), Stealth 7 (+9), Streetwise 7 (+7), Unarmed 4 (+5), Vehicles 4 (+6), Weapons 4 (+5)

Feats: Awareness, Exploit Weakness, Smart Defense, Sneak Attack x2, Trick, Weapon Finesse (Knife)

Access/Contacts/Followers: Confidential Access

Wealth: 17

Possessions: Knife, Skorpion, Light Undercover Shirt (2 DR)

Advanced Brainiac (Brainiac 8): HD 8d8+16; HP 52; Init +2; Spd 30 ft.; Defense 21, touch 21, flatfooted 16 (+2 Dex, +3 Int, +6 Class); BAB +6; Atk +8 melee (1d4+4, Knife), or +8 ranged (2d4+4, Beretta 92F); SQ Thinker; AL none; SV Fort +4, Ref +6, Will +5, Rec +4; Rep +4; Str 12, Dex 14, Con 14, Int 17, Wis 10, Cha 8.

Background: Adventurer

Occupation: Spy: Perks (Professional Salary; Weapons-Reactive Stance)

Hobby: Weapons

Skills: Academics (life sciences) 11 (+14), Chemistry 11 (+14), Computers 11 (+14), Crime 11 (+14), Engineering 11 (+14), Firearms 11 (+13), Influence 11 (+10), Legal 4 (+7), Outdoorsman 11 (+11), Perception 11 (+18), Stealth 11 (+13), Streetwise 11 (+11), Unarmed 4 (+5), Vehicles 4 (+6), Weapons 4 (+5)

Feats: Awareness, Book Learning, Critical Strike, Exploit Weakness, Pressure Strike, Smart Defense, Sneak Attack x3, Trick, Weapon Finesse (Knife)

Access/Contacts/Followers: Top Secret Access

Wealth: 21

Possessions: Knife, Beretta 92F, Light Undercover Shirt (2 DR)

Elite Brainiac (Brainiac 12): HD 12d8+24; HP 78; Init +2; Spd 30 ft.; Defense 25, touch 25, flatfooted 19 (+2 Dex, +4 Int, +9 Class); BAB +9; Atk +11 melee (1d4+5, Knife), or +12 ranged (2d4+4, Beretta 92F), or +11 ranged (4d10+0, Browning BPS); SQ Thinker; AL none; SV Fort +6, Ref +8, Will +8, Rec +6; Rep +6; Str 12, Dex 15, Con 14, Int 18, Wis 10, Cha 8.

Background: Adventurer

Occupation: Assassin: Perks (Professional Salary; Firearms- Called Shot)

Hobby: Weapons

Skills: Academics (life sciences) 15 (+18), Chemistry 15 (+18), Computers 15 (+18), Crime 15 (+18), Engineering 15 (+18), Firearms 15 (+17), Influence 15 (+14), Legal 4 (+7), Outdoorsman 15 (+15), Perception 15 (+22), Stealth 15 (+17), Streetwise 15 (+15), Unarmed 4 (+5), Vehicles 4 (+6), Weapons 15 (+16)

Feats: Attack Focus (Beretta 92F), Awareness, Book Learning, Critical Strike, Exploit Weakness, Improved Book Learning, Precise Shot, Pressure Strike, Smart Defense, Sneak Attack x4, Trick, Weapon Finesse (Knife)

Access/Contacts/Followers: Top Secret Access, Skill Contact (Medicine 9 ranks)

Wealth: 23

Possessions: Knife, Beretta 92F, Browning BPS, Light Undercover Shirt (2 DR)

Phenomenal Brainiac (Brainiac 16): HD 16d8+32; HP 104; Init +3; Spd 30 ft.; Defense 29, touch 29, flatfooted 22 (+3 Dex, +4 Int, +12 Class); BAB +12; Atk +15 melee (1d4+5, Knife), or +16 ranged (2d4+4, Beretta 92F), or +15 ranged (4d10+0, Browning BPS); SQ Thinker; AL none; SV Fort +7, Ref +9, Will +10, Rec +7; Rep +8; Str 12, Dex 16, Con 14, Int 18, Wis 10, Cha 8.

Background: Adventurer

Occupation: Assassin: Perks (Professional Salary; Firearms- Called Shot)

Hobby: Weapons

Skills: Academics (life sciences) 19 (+22), Chemistry 19 (+22), Computers 19 (+22), Crime 19 (+22), Engineering 19 (+22), Firearms 19 (+21), Influence 19 (+18), Legal 4 (+7), Outdoorsman 19 (+19), Perception 19 (+29), Stealth 19 (+21), Streetwise 19 (+19), Unarmed 4 (+5), Vehicles 4 (+6), Weapons 19 (+20)

Feats: Attack Focus (Beretta 92F), Awareness, Book Learning, Critical Strike, Exploit Weakness, Improved Book Learning, Point Blank Shot, Precise Shot, Pressure Strike, Quick Draw, Smart Defense, Sneak Attack x5, Trick, Walking Encyclopedia, Weapon Finesse (Knife)

Access/Contacts/Followers: Top Secret Access, Skill Contact: Medicine 11 ranks

Wealth: 25

Possessions: Knife, Beretta 92F, Browning BPS, Light Undercover Shirt (2 DR)

Amazing Brainiac (Brainiac 20): HD 20d8+40; HP 130; Init +7; Spd 30 ft.; Defense 33, touch 33, flatfooted 25 (+3 Dex, +5 Int, +15 Class); BAB +15; Atk +18 melee (1d4+9, Knife), or +19 ranged (2d4+4, Beretta 92F), or +18 ranged (4d10+0, Browning BPS); SQ Thinker; AL none; SV Fort +8, Ref +12, Will +12, Rec +8; Rep +11; Str 12, Dex 16, Con 14, Int 20, Wis 10, Cha 8.

Background: Adventurer

Occupation: Assassin: Perks (Professional Salary; Firearms- Called Shot; License to Kill)

Hobby: Weapons

Skills: Academics (life sciences) 23 (+27), Chemistry 23 (+27), Computers 23 (+27), Crime 23 (+27), Engineering 23 (+27), Firearms 23 (+25), Influence 23 (+22), Legal 4 (+7), Outdoorsman 23 (+23), Perception 23 (+33), Stealth 23 (+25), Streetwise 23 (+23), Unarmed 4 (+5), Vehicles 23 (+25), Weapons 23 (+24)

Feats: Advanced Book Learning, Attack Focus (Beretta 92F), Awareness, Book Learning, Career Advancement, Critical Strike, Enemy (target), Exploit Weakness, Improved Book Learning, Improved Initiative, Point Blank Shot, Precise Shot, Pressure Strike, Quick Draw, Smart Defense, Sneak Attack x5, Trick, Walking Encyclopedia, Weapon Finesse (Knife)

Access/Contacts/Followers: Top Secret Access, Skill Contact: Medicine 19 ranks

Wealth: 29

Possessions: Knife, Beretta 92F, Browning BPS, Light Undercover Shirt (2 DR)

EMPATH

Empath (Empath 1): HD 1d8+1; HP 9; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +2 melee (1d4+1, Unarmed w/ Brass Knuckles), or +1 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +6, Ref +3, Will +4, Rec +5; Rep; Str 10, Dex 12, Con 13, Int 14, Wis 15, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Reactive Stance; Streetwise- Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 4 (+4), Firearms 4 (+5), Influence 4 (+3), Legal 4 (+6), Medicine 4 (+6), Outdoorsman 4 (+6), Perception 4 (+6), Streetwise 4 (+6), Unarmed 4 (+4), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Contemplative Master, Defensive Attack, Defensive Martial Arts (14 Defense against melee attacks

when not flat-footed), Mind Over Body

Access/Contacts/Followers: None

Wealth: 12

Possessions: Brass Knuckles, Crossbow, Leather Jacket

Intermediate Empath (Empath 4): HD 4d8+4; HP 25; Init +1; Spd 35 ft; Defense 17, touch 17, flatfooted 13 (+1 Dex, +3 Wis, +3 Class); BAB +3; Atk +7 melee (1d6+1, Unarmed w/ Brass Knuckles), or +1 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +9, Ref +5, Will +9, Rec +5; Rep +2; Str 10, Dex 12, Con 13, Int 14, Wis 16, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Reactive Stance; Streetwise- Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 7 (+7), Firearms 4 (+5), Influence 7 (+6), Legal 7 (+9), Medicine 7 (+10), Outdoorsman 7 (+10), Perception 7 (+15), Streetwise 7 (+10), Unarmed 7 (+7), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Attack Focus (unarmed), Awareness, Contemplative Master, Defensive Attack, Defensive Martial Arts (19 Defense against melee attacks when not flat-footed), Mind Over Body, Poise

Access/Contacts/Followers: Favors (2 RP)

Wealth: 12

Possessions: Brass Knuckles, Crossbow, Leather Jacket

Advanced Empath (Empath 8): HD 8d8+16; HP 52; Init +1; Spd 35 ft; Defense 20, touch 20, flatfooted 16 (+1 Dex, +3 Wis, +6 Class); BAB +6; Atk +10 melee (1d10+1, Unarmed w/ Brass Knuckles), or +7 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +11, Ref +7, Will +9, Rec +9; Rep +4; Str 10, Dex 12, Con 14, Int 14, Wis 17, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Reactive Stance; Streetwise- Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 11 (+11), Firearms 4 (+5), Influence 7 (+6), Legal 7 (+9), Medicine 11 (+14), Outdoorsman 11 (+14), Perception 11 (+23), Streetwise 11 (+14), Unarmed 11 (+11), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Attack Focus (unarmed), Awareness, Combat Martial Arts, Contemplative Master, Defensive Attack, Defensive Martial Arts (21 Defense against melee attacks when not flat-footed), Improved Disarm, Improved Trip, Mind Over Body, Poise, Self-Help

Access/Contacts/Followers: Favors (4 RP)

Wealth: 14

Possessions: Brass Knuckles, Crossbow, Leather Jacket

APPENDIX 2: SAMPLE NPCs

Elite Empath (Empath 12): HD 12d8+24; HP 78; Init +5; Spd 40 ft.; Defense 24, touch 24, flatfooted 19 (+1 Dex, +4 Wis, +9 Class); BAB +9; Atk +14 melee (2d6+1, Unarmed w/ Brass Knuckles), or +10 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +14, Ref +9, Will +12, Rec +12; Rep +7; Str 10, Dex 12, Con 14, Int 14, Wis 19, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Precision Strike; Unarmed- Reactive Stance; Streetwise-Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 15 (+15), Firearms 4 (+5), Influence 11 (+10), Legal 11 (+13), Medicine 15 (+19), Outdoorsman 15 (+18), Perception 15 (+31), Streetwise 15 (+18), Unarmed 15 (+27), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Attack Focus (unarmed), Awareness, Career Advancement, Combat Martial Arts, Contemplative Master, Defensive Attack, Defensive Martial Arts (39 Defense against melee attacks when not flat-footed), Guru (Unarmed), Improved Initiative, Improved Disarm, Improved Self-Help, Improved Trip, Mind Over Body, Move-By Action, Poise, Self-Help

Access/Contacts/Followers: Favors (7 RP)

Wealth: 16

Possessions: Brass Knuckles, Crossbow, Light Undercover Shirt (DR 2)

Phenomenal Empath (Empath 16): HD 16d8+32; HP 104; Init +5; Spd 45 ft.; Defense 28, touch 28, flatfooted 22 (+1 Dex, +5 Wis, +12 Class); BAB +12; Atk +18 melee (2d8+1, Unarmed w/ Brass Knuckles), or +13 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +15, Ref +11, Will +15, Rec +12; Rep +9; Str 10, Dex 12, Con 14, Int 14, Wis 21, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Precision Strike; Unarmed- Reactive Stance; Streetwise-Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 19 (+19), Firearms 4 (+5), Influence 19 (+18), Legal 19 (+21), Medicine 19 (+24), Outdoorsman 19 (+24), Perception 19 (+39), Streetwise 19 (+24), Unarmed 19 (+35), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Advanced Self-Help, Attack Focus (unarmed), Awareness, Career Advancement, Combat Martial Arts, Contemplative Master, Defensive Attack, Defensive Martial Arts (45 Defense against melee attacks when not flat-footed), Guru (Unarmed), Improved Initiative, Improved Disarm, Improved Self-Help, Improved Trip, Mind Over Body, Move-By Action, Night Vision, Poise, Prone

Fighting, Self-Help, Uncanny Dodge

Access/Contacts/Followers: Favors (9 RP)

Wealth: 18

Possessions: Brass Knuckles, Crossbow, Light Undercover Shirt (DR 2)

Amazing Empath (Empath 20): HD 20d8+40; HP 130; Init +5; Spd 50 ft.; Defense 33, touch 33, flatfooted 25 (+1 Dex, +6 Wis, +15 Class, +1 Dodge Focus); BAB +15; Atk +22 melee (2d12+1, Unarmed w/ Brass Knuckles), or +16 ranged (1d10+0, Crossbow); SQ Resolute; AL none; SV Fort +18, Ref +15, Will +18, Rec +15; Rep +11; Str 10, Dex 12, Con 14, Int 14, Wis 22, Cha 8.

Background: Military

Occupation: Martial Arts Instructor: Perks (Unarmed-Precision Strike; Unarmed- Reactive Stance; Streetwise-Urban Stealth)

Hobby: Weapons

Skills: Academics (history) 4 (+6), Athletics 23 (+23), Firearms 4 (+5), Influence 23 (+22), Legal 23 (+25), Medicine 23 (+29), Outdoorsman 23 (+29), Perception 23 (+47), Streetwise 23 (+29), Unarmed 23 (+43), Vehicles 4 (+5), Weapons 4 (+4)

Feats: Advanced Self-Help, All-Out Attack, Attack Focus (unarmed), Awareness, Blind-Fight, Career Advancement, Combat Martial Arts, Contemplative Master, Defensive Attack, Defensive Martial Arts (53 Defense against melee attacks when not flat-footed), Dodge Focus, Guru (Unarmed), Improved Initiative, Improved Disarm, Improved Self-Help, Improved Trip, Lightning Reflexes, Mind Over Body, Move-By Action, Night Vision, Poise, Prone Fighting, Self-Help, Uncanny Dodge

Access/Contacts/Followers: Favors (9 RP)

Wealth: 18

Possessions: Brass Knuckles, Crossbow, Light Undercover Shirt (DR 2)

STAR

Star (Star 1): HD 1d8+2; HP 10; Init +1; Spd 30 ft.; Defense 14, touch 14, flatfooted 10 (+1 Dex, +3 Cha, +0 Class); BAB +0; Atk +1 melee (1d6+3, Metal Baton), or +1 ranged (2d6+3, HK MP5); SQ Friends in High Places; AL none; SV Fort +4, Ref +4, Will +3, Rec +2; Rep +5; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 15.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage)

Hobby: Weapons

Skills: Acrobatics 4 (+5), Firearms 4 (+5), Influence 4

APPENDIX 2: SAMPLE NPCs

(+6), Leadership 4 (+6), Legal 4 (+4), Perception 4 (+3), Streetwise 4 (+3), Weapons 4 (+5)

Feats: Banter, Endorsement Deal, Lucky, Teamwork

Access/Contacts/Followers: Secret Access; 1st Level Follower (1)

Wealth: 25

Possessions: Metal Baton, HK MP5, Light Duty Vest (5 DR/Ballistic)

Intermediate Star (Star 4): HD 4d8+8; HP 29; Init +1; Spd 30 ft. (20 ft. in armor); Defense 18, touch 18, flatfooted 13 (+1 Dex, +4 Cha, +3 Class); BAB +2; Atk +3 melee (1d6+3, Metal Baton), or +4 ranged (2d6+6, M-16/203); SQ Friends in High Places; AL none; SV Fort +6, Ref +6, Will +6, Rec +3; Rep +12; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 16.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage)

Hobby: Weapons

Skills: Acrobatics 7 (+8), Firearms 7 (+8), Influence 7 (+10), Leadership 7 (+10), Legal 4 (+4), Perception 7 (+6), Streetwise 7 (+6), Weapons 4 (+5)

Feats: Armor Training, Attack Focus (M-16), Banter, Endorsement Deal, Lucky, Renown, Teamwork

Access/Contacts/Followers: Top Secret Access; 2nd Level Followers (2); Skill Contact: Medicine 15 ranks

Wealth: 35

Possessions: Metal Baton, M-16/203 (over-under assault rifle-grenade launcher), 6 Fragmentation Grenades, 6 Smoke Grenades, Special Response Vest (7 DR/Ballistic)

Advanced Star (Star 8): HD 8d8+16; HP 52; Init +1; Spd 30 ft. (20 ft. in armor); Defense 22, touch 22, flatfooted 16 (+1 Dex, +5 Cha, +6 Class); BAB +4; Atk +5 melee (1d6+3, Metal Baton), or +6 ranged (2d6+6, M-16/203); SQ Friends in High Places; AL none; SV Fort +9, Ref +9, Will +9, Rec +5; Rep +16; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 18.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage)

Hobby: Weapons

Skills: Acrobatics 11 (+12), Firearms 11 (+12), Influence 11 (+15), Leadership 11 (+15), Legal 4 (+4), Perception 11 (+26), Streetwise 11 (+10), Weapons 4 (+5)

Feats: Armor Training, Attack Focus (M-16), Banter, Endorsement Deal, Expert in your field (Perception), Feint, Lucky, Public Speaking, Renown, Teamwork, Voice of Command

Access/Contacts/Followers: Top Secret Access; 3rd Level Followers (3); Skill Contact: Medicine 19 ranks

Wealth: 41

Possessions: Metal Baton, M-16/203 (over-under assault rifle-grenade launcher), 6 Fragmentation Grenades, 6 Smoke Grenades, Special Response Vest (7 DR/Ballistic)

Elite Star (Star 12): HD 12d8+24; HP 78; Init +2; Spd 30 ft. (20 ft. in armor); Defense 25, touch 25, flatfooted 19 (+2 Dex, +4 Cha, +9 Class); BAB +6; Atk +7 melee (1d6+3, Metal Baton), or +9 ranged (2d6+6, M-16/203); SQ Friends in High Places; AL none; SV Fort +10, Ref +12, Will +11, Rec +6; Rep +21; Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 19.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage; Firearms- Called Shot)

Hobby: Weapons

Skills: Acrobatics 15 (+17), Firearms 15 (+17), Influence 15 (+19), Leadership 15 (+19), Legal 4 (+4), Perception 15 (+30), Streetwise 15 (+14), Weapons 4 (+5)

Feats: Armor Training, Attack Focus (M-16), Banter, Career Advancement, Endorsement Deal, Expert in your field (Perception), Fascinate, Feint, Improved Public Speaking, Lucky, Public Speaking, Redirect, Renown, Teamwork, Voice of Command

Access/Contacts/Followers: Complete Access; 3rd Level Followers (5); Skill Contact: Medicine 23 ranks

Wealth: 48

Possessions: Metal Baton, M-16/203 (over-under assault rifle-grenade launcher), 6 Fragmentation Grenades, 6 Smoke Grenades, Special Response Vest (7 DR/Ballistic)

Phenomenal Star (Star 16): HD 16d8+32; HP 104; Init +2; Spd 30 ft. (20 ft. in armor); Defense 29, touch 29, flatfooted 22 (+2 Dex, +5 Cha, +12 Class); BAB +8; Atk +9 melee (1d6+3, Metal Baton), or +11 ranged (2d6+6, M-16/203); SQ Friends in High Places; AL none; SV Fort +12, Ref +14, Will +14, Rec +7; Rep +25; Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 20.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage; Firearms- Called Shot)

Hobby: Weapons

Skills: Acrobatics 19 (+21), Firearms 19 (+21), Influence 19 (+24), Leadership 19 (+24), Legal 4 (+4), Perception 19 (+43), Streetwise 19 (+18), Weapons 4 (+5)

Feats: Armor Training, Attack Focus (M-16), Banter, Career Advancement, Dedicated (team), Endorsement Deal, Esprit de Corps, Expert in your field (Perception), Fascinate, Feint, Improved Public Speaking, Lucky, Public Speaking, Redirect, Renown, Sidekick, Suggestion, Teamwork, Voice

APPENDIX 2: SAMPLE NPCs

of Command

Access/Contacts/Followers: Complete Access; 5th Level Followers (5); Skill Contact: Medicine 23 ranks

Wealth: 54

Possessions: Metal Baton, M-16/203 (over-under assault rifle-grenade launcher), 6 Fragmentation Grenades, 6 Smoke Grenades, Special Response Vest (7 DR/Ballistic)

Amazing Star (Star 20): HD 20d8+40; HP 130; Init +2; Spd 30 ft. (20 ft. in armor); Defense 35, touch 35, flatfooted 25 (+2 Dex, +6 Cha, +15 Class, +2 Dodge Focus); BAB +10; Atk +11 melee (1d6+3, Metal Baton), or +13 ranged (2d6+6, M-16/203); SQ Friends in High Places; AL none; SV Fort +14, Ref +17, Will +17, Rec +8; Rep +29; Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 22.

Background: Celebrity

Occupation: Actor: Perks (Professional Reputation; Professional Salary; Leadership- Group Cohesion; Leadership- Inspire Courage; Firearms- Called Shot)

Hobby: Weapons

Skills: Acrobatics 23 (+25), Firearms 23 (+25), Influence 23 (+29), Leadership 23 (+29), Legal 4 (+4), Perception 23 (+51), Streetwise 23 (+22), Weapons 4 (+5)

Feats: Advanced Public Speaking, Armor Training, Attack Focus (M-16), Banter, Career Advancement, Dedicated (team), Dodge Focus x2, Endorsement Deal, Esprit de Corps, Expert in your field (Perception), Fascinate, Feint, Improved Public Speaking, Lucky, Public Speaking, Redirect, Renown, Sidekick, Suggestion, Teamwork, Uncanny Dodge, Voice of Command

Access/Contacts/Followers: Complete Access; 7th Level Followers (5); Skill Contact: Medicine 23 ranks

Wealth: 60

Possessions: Metal Baton, M-16/203 (over-under assault rifle-grenade launcher), 6 Fragmentation Grenades, 6 Smoke Grenades, Special Response Vest (7 DR/Ballistic)

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