FLIGHT 23

BY JD WIKER

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CREDITS

Editing: Rich Redman **Layout and Typesetting:** Marc Schmalz
Proofreading: Vincent Szopa **Front Cover Design:** Marc Schmalz
Art Direction: Stan! **Cover Artist:** Clarence Harrison
Character Sheet Design: Charles Ryan **Cartography:** Sterling Hershey
Playtesting: Jeff Harris, Marc Schmalz, Melissa Donovan, Andy Smith, Mat Smith, JD Wiker, and Stan!

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Requires the use of the *d20 Modern™ Roleplaying Game* and *Urban Arcana Campaign Setting*, published by Wizards of the Coast, Inc.

THE GAME MECHANICS

The Game Mechanics, Inc
P.O. Box 1125, Renton WA 98057
www.thegamemechanics.com

INTRODUCTION

Flight 23 is a modern d20 adventure in which the heroes continue their investigations of the evil megacorporation Ogdoad Research. While following up a lead uncovered during their initial encounter with Ogdoad's operations in Los Angeles (covered in *Slave Drivers*, the first adventure in this minicampaign), the heroes discover that the architect of Ogdoad's latest scheme is fleeing the country. Giving chase, they find themselves aboard the same international flight as their quarry. This realization touches off a tense confrontation 30,000 feet above the Atlantic Ocean.

Preparation

You, the Gamemaster (GM), need a copy of the *d20 MODERN Roleplaying Game* core rulebook (referred to hereafter as the core rulebook) to run this adventure. A copy of the *Urban Arcana Campaign Setting* is also useful, though not vital.

If you are playing this as an RPGA event, you need a copy of *The Bronze Head* campaign standards as well.

To get started, print out this adventure and read it through. Any text in shaded boxes should be read aloud or paraphrased for the players.

Flight 23 assumes that heroes are familiar with the basic ideas of the campaign model used in your game (for more on alternate campaign models, see below). They know that monsters and magic exist in a world otherwise as familiar as the one outside your window, and that most people can't see it. Make sure that your players understand that before beginning the adventure.

Department-7 in This Adventure

If you are using one of the standard campaign models, use the role of Department-7 set out in that model. Here is a summary of Department-7 in *The Bronze Head* campaign model.

In *The Bronze Head* campaign model, Department-7 is a shadowy government organization that hides its activities behind those of agencies like the US Fish & Wildlife Service, the FBI, the DEA, the CIA, the Department of Energy (DOE), the National Institute of Health (NIH), the Centers for Disease Control (CDC), and the Department of Homeland Security. It actively recruits individuals with both useful skill sets and the ability to see past Shadow.

Department-7 assignments require restraint, subtlety, and stealth. Heroes do not have cards identifying them as government agents with the right to carry firearms and to use deadly force. Those who engage in public displays of combat prowess will find the office closed with no forwarding address, and no one to affirm their status as government agents. The disavowed then have plenty of time in prison to reconsider their rash actions.

Background

"Ogdoad Research has enjoyed another year of rising profits, thanks in no small part to the success of the Brindisi network project. Furthermore, the success of the project has prompted a relocation of the Temple Networking Solutions staff to larger quarters, in our Munich facility."

—*Ogdoad Research*
Annual Stockholders' Meeting Program

Ogdoad Research is a scientific think-tank heavily invested in researching the validity of folk remedies and the lucrative truth behind other folklore. Ogdoad searches for better medicines, renewable natural resources, more efficient energy sources, and alternate technologies.

Behind the scenes, the initiated believe that a coming global disaster will return civilization to the Dark Ages. Mankind has survived such disasters before through the use of "alternative technologies," now known as magic, and point to the rise in inexplicable phenomena as the sign that such a disaster is coming again. The lower echelons of initiated employees (who wear gold signet rings) believe that Ogdoad is trying to save humanity from that disaster. The inner circle (and the board of directors) know that Ogdoad is trying to manipulate events so that it will rule the hellish aftermath of a Biblical apocalypse. For more on Ogdoad Research, see Leads, below, and *The Bronze Head* campaign standards document.

In the course of the adventure, heroes will likely discover that Ogdoad owns a number of profitable companies that are completely unrelated to its research, such as Metropolitan Taxi Cab and Limousine Service, but that some businesses that appear unrelated are actually deeply involved, such as Temple Networking Solutions. Ogdoad Research makes a profit off of one type of business, and channels that profit into the other.

Project Brindisi

Ogdoad's goals revolve around surviving the apocalypse they believe is approaching and, by preparing in advance, ruling what is left of the earth afterward. Their source for this information is an ancient talking head made of bronze, which Ogdoad Research believes is the receptacle for an elemental spirit. In reality, a fiend that calls itself "Baphomet" inhabits the artifact, and it has been

using its "disguise" to manipulate the powerful research firm into thinning the veil between our world and the realm of fiends. When the time is right, a flood of fiends will pour through the veil, bringing about the apocalypse the head claims to be trying to avert. Baphomet's goal is to amass infernal power and prestige for itself, by creating a literal Hell on Earth.

When Ogdoad Research's board of directors first began communicating with the head, they reasoned that if one head were so useful, then several would be even better. They located a computer engineer named Sebastian Isaacson, recruited him into their outer circle, and instructed him to oversee Project Brindisi: the plan to develop a modernized, electronic version of the bronze head. After two years of work, Dr. Isaacson reported to the board that he had completed the computer architecture, but, without an equally advanced operating system, the computerized head was no more capable of averting the apocalypse than an iMac. The board of directors consulted their own bronze head, and Baphomet advised them to use the alchemical formulae in the Voynich Manuscript, a medieval text written in an indecipherable code, as the operating system.

Unfortunately, the Beinecke Library at Yale, where the Voynich Manuscript resides, refused to sell the book. So Dr. Isaacson arranged to bribe, and later blackmail, a Yale professor, Barry Saunier, into scanning pages from the book and sending them to him. Isaacson then designed a computer language that utilized the mysterious symbols from the Voynich Manuscript, and he has been working on translating the code for just over a year. Though the operating system is incomplete, Isaacson's bronze head computer has achieved a rudimentary form of sentience, and is capable of limited communication, consisting mainly of gibberish and seemingly nonsensical riddles.

Baphomet, of course, knows that for the doctor's bronze head to truly function like the original, it must be powered by a fiend. This is why it suggested using the Voynich Manuscript, which Baphomet knows is actually a complex formula for the summoning and binding of fiends. Baphomet reasons that the more fiends on Earth who are working toward thinning the veil between the worlds, the sooner the apocalypse can begin.

Synopsis

While the heroes stumble upon the unlisted telephone number of a covert Ogdoad Research computer laboratory—Temple Networking Solutions—Ogdoad personnel move quickly to clean out the lab. But though they remove all evidence of their work at the TNS lab, a paper trail remains. While the heroes are searching the empty offices, a courier arrives with photocopied documents. These documents imply that the lab was using a 13th-century manuscript as a blueprint for some kind of computer.

Following up on the leads provided by the courier, a typical man-in-black, the heroes uncover the name of the chief researcher at TNS, a Dr. Sebastian Isaacson. Isaacson, the heroes learn, is a computer engineer from Bonn, Germany, and a widely-known expert on the mysterious "Voynich Manuscript"—a book that contains an apparently unbreakable code. Further, Dr. Isaacson has a residence in Los Angeles, but has just left the country for an extended stay in Munich, Germany.

Rushing to catch up with Dr. Isaacson, they find themselves coincidentally aboard the same international flight. When one of the doctor's Ogdoad bodyguards overhears the heroes talking about the doctor, he realizes that Isaacson has been followed, and he and his associates take steps to eliminate the heroes' threat—including ejecting them from the plane, 30,000 feet over the Atlantic Ocean.

Character Hooks

Heroes working for Department-7 receive the assignment to follow up on the phone number found in Annet Antczak's rooms during the events of *Slave Drivers*. If the heroes *don't* work for Department-7, and aren't particularly motivated to investigate a mystery involving a strange voice on the telephone, try some of these hooks:

- The heroes are amateur detectives hired to investigate a completely different case, when they come across the telephone number (leading them to believe it's involved in their own case).
- The heroes are police or other law enforcement assigned to follow up on a series of disappearances involving a cab company. Their investigation leads them to another facility owned by Ogdoad Research, the same corporation that owns the cab company.
- The heroes work for an insurance company that employs them for their special perceptions, even though the company doesn't understand or believe in Shadow. The heroes get all the strange cases.

They are investigating an auto accident to determine whether a claim should be paid. (The insurance company represents the family of the passenger who died in the accident.) The dossier on several of the cab company's employees lists the Ogdoad Research computer lab as their last place of employment.

- One of the heroes is mistakenly receiving mail meant for a Richard Blackwood, whose address (at the computer lab) is on the north end of the hero's street. (The hero's address is on the south end of the street, and postal carriers frequently confuse the addresses.) The hero becomes involved when he goes to drop off Blackwood's mail.

Scaling the Adventure

Flight 23 is intended for four to six 3rd-level heroes. The encounters in the game are scaled to reflect the danger inherent in modern-era combats. The average level of the combatant non-player characters should be just slightly higher than the average level of the heroes. Don't simply add opponents. The additional foes will have just as much trouble successfully fighting your heroes as those already provided.

Other Campaign Models

Flight 23 uses *The Bronze Head* campaign model. Adapting it to any of the campaign models presented in Chapter Nine: Campaign Models of the core rulebook is possible. Here are some recommendations:

Agents of PSI: Because magic and fiends do not exist in the *Agents of PSI* campaign model,

your best bet is to cut any references to fiends or FX items and add a few layers of conspiracy, first pointing to one group (perhaps the Enlightenment or a rogue cell of Department-7) and then to another (perhaps the Mindwreckers). Ultimately, illithids or puppeteers could be behind Ogdoad Research's apocalypse preparations.

No FX: If your campaign has no FX, then Ogdoad Research is developing biological weapons in a bid to take over the world and reform it along lines they consider more rational and scientific. They intend to start with small, Third World nations that lack the resources to combat biological warfare, and expand from that base. In this adventure, they use various small companies' profits as revenue to finance their plans. Temple Networking Solutions is using Dr. Isaacson's radical new computer design to decode references in the Voynich Manuscript to a plague, in order to synthesize a targeted viral agent that can be used against specific ethnic groups that Ogdoad finds "unworthy."

Shadow Chasers: Very few changes are necessary to fit this adventure into a *Shadow Chasers* campaign. Fiends exist in that campaign model as well, and ordinary people are unable to perceive the horrors around them except in their final, terrified moments. Change the forces behind the events to Shadow denizens, preferably some sort of fiends.

Urban Arcana: This is an even easier fit than *Shadow Chasers*. Simply add some organizations found in the *Urban Arcana Campaign Setting* and add a few bits of flavor (like visits to a *Prancing Pony* restaurant), and you're all set.

BEGINNING THE ADVENTURE

Flight 23 begins with a telephone call to an unlisted number, belonging to a computer engineering firm called Temple Networking Solutions. If the heroes are picking up where *Slave Drivers* left off, read the following aloud to the players (otherwise, you can skip to the section entitled Temple Networking Solutions):

> Dialing the number you found in the room above the Metropolitan Cab Company dispatch yard, you hear a number of clicks on the line just before it releases a burst of modem noise.

> But before you hang up, the noise suddenly stops, replaced with a voice that sounds as though it is being filtered through an electronic harmonizer. "Code in," the voice says tonelessly.

Because the voice on the other end of the line expects a response in binary code ("one-zero-zero-zero-one-one-zero"), the heroes aren't very likely to guess the proper reply.

If they say nothing for more than five seconds, the voice repeats the request in the same electronic monotone. If another five seconds pass with no response from the heroes, or if at any point the heroes give the incorrect code, there is another burst of modem static and the line goes dead.

Further attempts to telephone the number again result in no answer, and a mere ten minutes after the heroes' first try, they get a recorded message saying that "The number you have reached is no longer in service."

Tracing the Number

Should the heroes try to trace the telephone number (before or after calling it), they find that the number is unlisted (no check required). A character with the Computer Use skill can, however, hack the telephone company's unlisted number database to obtain the information.

The telephone company has average security (a DC 25 Computer Use check to bypass; each attempt requires 10 minutes). To find the correct file requires a DC 25 Computer Use check (and 10 minutes' time), and another DC 25 Computer Use check to defeat the security on the unlisted number database itself. If the character wishes to cover his tracks in the system (during or afterward), this requires an additional DC 20 Computer Use check. (For more information on Computer Hacking, see the sidebar in Chapter Two: Skills, in the *d20 Modern Roleplaying Game*.)

Successfully hacking the telephone company's records reveals that the number is registered to a Jonathan Dee, and that his address is 1187 North Hunterwasser Avenue, Los Angeles. If the heroes try to look up or visit this address, they discover that it's a rather large office park—but a specific office unit isn't listed. Because the office park is a busy place with multiple entrances, it's impossible to guess which office, if any, might be the one the heroes seek.

However, a directory at the office park, or a DC 20 Research check on the office park itself, provides a list of all the businesses on the premises. Cross-referencing this list with either the information available on the Ogdoad Research website, or with the references to "Jonathan Dee," though, reveals that they have a business in the office park in common: Temple Networking Solutions.

Ogdoad Research

If the heroes arrived at the office park via the *Slave Drivers* adventure, they might wish to try to find a connection to Ogdoad Research. Ogdoad has a public web site that provides all the background information found in *The Bronze Head* campaign standards (Research check, DC 5).

Ogdoad Research publicly finances a great deal of archaeological and anthropological research around the world. In one of their notable successes, folk remedies led researchers to so-called "miracle plants" growing in remote regions of the world.

Ogdoad Research has several facilities in and around Los Angeles, none of which are open to the public. If heroes contact the Ogdoad Public Relations department, a public relations flack named Kelly Edwards explains (no check required) that Ogdoad's research is highly advanced and they do not discuss it with the public except in the most general terms.

If asked specifically about Temple Networking Solutions, Ms. Edwards ingenuously speculates that it sounds like a computer company, but goes on to say that Ogdoad owns many businesses, all over the world; TNS could conceivably be one of those. Some are owned by Ogdoad outright, while others are owned by subsidiaries or holding companies. All of Ogdoad's businesses, though, are structured to add their profits to Ogdoad's bottom line, freeing Ogdoad Research itself to conduct life-saving, potentially world-saving, research.

If asked specifically about Jonathan Dee, Ms. Edwards explains that Ogdoad's employment records are confidential. If asked about what Temple Networking Solutions does (or about a recent incident involving another Ogdoad subsidiary, the Metropolitan Cab Company), the rep claims to know nothing. A Sense Motive check (DC 20) indicates that she is telling the truth. What the heroes may not realize is that Kelly Edwards (like all Ogdoad PR flacks) is not part of the inner circle of Ogdoad, and she does not know everything the company does. In fact, it's highly likely that the PR flacks simply do not perceive the horrors that surround them.

Jonathan Dee

Researching the name "Jonathan Dee" turns up nothing that appears related, but a successful DC 20 Research check turns up the name "John Dee" several times.

If the players want to know more about John Dee, and succeed at either a DC 15 Research check or DC 15 Knowledge (arcane lore) check, give them a copy of Handout #1 (the text of which appears in the sidebar).

Dr. John Dee

John Dee (1527-1608) was a citizen of the British Empire, and considered by many a visionary. He coined the word Britannia. Involved with the planning of the British navy, Dee was the first to apply Euclidean geometry to navigation, and he trained Britain's first great navigators.

Best known for his conjuration and divination, Dee reportedly contacted angels, who revealed to him God's plan for Great Britain. He even served for a time as the philosopher and astrologist to Queen Elizabeth. His tools for astrology and divination still rest in the British Museum, including his conjuring table (which contains the Enochian Alphabet he used to communicate with angels).

In occult circles, Dee is best known as the founder of the Rosicrucian Order, a protestant response to the Jesuits. An alchemist, hermeticist, cabalist, and occult adept, Dee was believed to have cast a hex on the Spanish Armada, turning the very weather against them (and ensuring that British forces won the Battle of Gravelines).

Dee was obsessed with learning and had the greatest library in England, consisting of more than 4,000 books, including the mysterious "Voynich Manuscript". The enigma of the encoded document was so great that John Dee sold the book to Rudolph II, the Holy Roman Emperor, for a fortune in gold.

A renowned figure in the theatre arts, John Dee was depicted by Shakespeare as the title character in *King Lear* and as Prospero in *The Tempest*.

If the characters have questions about the Voynich Manuscript, allow them to make a DC 15 Research check. If this check is successful, give them a copy of Handout #2 (the text of which appears in the following sidebar).

Temple Networking Solutions

Should the heroes decide to check out Temple Networking Solutions on the worldwide web, they can find templenetsol.com. According to Temple Networking Solutions' website, they are a computer company that provides businesses with network hardware along with a variety of Internet services, including fiber-optic cable and security firewalls. Other than that, the website is vague, implying that the firm is only a startup. (However, a DC 20 Research check reveals that Temple Networking Solutions is owned by a subsidiary of Ogdoad Research.)

There is no contact information listed on the TNS website (not even a webmaster e-mail address), but there is a "registered user login" prompt. Unfortunately, it requires a password or a DC 30 Computer Use check to gain access to the system. (The system allows one attempt at a login, then locks out the attempted user's IP address.) If this check should succeed, the hero reaches a menu that offers five options: "CoC," "MTCL," "Brindisi," "VM+," and "ADMIN." Accessing any of these options requires another DC 30 Computer Use check (or the appropriate password). The options are explained below.

CoC: These initials stand for "*Circle of Cenechim*," an incantation used to summon fiends at the Aguas Mansion facility in the Santa Monica Mountains (as related in the adventure *Come for the Reaping*). The notes in here refer to a number of employees listed as "Terminated," a series of experiments listed as "Cancelled," and a note about the facility being "cleaned," after which there are no entries for employees or experiments. If the heroes played in *Come for the Reaping*, they recognize the last date as the day they were at the facility; if they didn't play in that adventure, allow them to make DC 15 Knowledge (current events) checks to recall that the Aguas Mansion was gutted by a fire on that date, and that the entire staff was burned alive.

The Voynich Manuscript

The Voynich Manuscript is famous among cryptographers and historians for being written in a seemingly unbreakable code—or being an elaborate hoax. Full of odd characters that seem to correspond to no known language, and illustrated throughout with strange drawings and diagrams that seem to have no relation to the text itself, the 235-page book is assumed to have been written in the 13th century. However, no one knows precisely when the book was written, let alone who wrote it.

The book has changed hands at least a few times over the centuries since it was written. It was rediscovered in modern times by the man it's named after—Wilfrid M. Voynich—who found it in a collection of ancient manuscripts in a Jesuit college in Frascati, near Rome, in 1912. A number of attempts have been made to translate it over the years, but the best translations are all still meaningless gibberish.

The manuscript currently resides in the Beinecke Rare Books Library at Yale.

MTCL: This stands for "Metropolitan Taxi Cab and Limousine (Service)," the operation featured in *Slave Drivers* (part one of the Bronze Head campaign). A series of reports on this portion of the site resemble personnel files for the Metro Taxi Cab company, but on closer inspection (DC 20 Investigate check) describes numerous experiments in animating dead flesh, under the direction of someone named "Antczak."

Brindisi: This refers to "Project Brindisi," the Ogdoad operation at the core of this campaign. It consists of several dozen schematics that resemble microminiaturized computer systems employing an extraordinary number of moving parts. An option labeled "Show All Layers," if chosen, renders an image of a human head, the color of brass or bronze. Allow the heroes to make a DC 15 Computer Use check. If successful, the heroes discover several references to a manufacturing facility in Munich, Germany. If the heroes are interested, a DC 15 Knowledge (history) or Research check reveals that "Brindisi" is an Italian city where bronze mirrors were made in ancient times—its name is part of the root of the word "bronze."

VM+: At the heart of the Brindisi project is the "Voynich Manuscript," a 13th-century text which appears to be written completely in code. This portion of the website compiles and decompiles that code, though the programming language is incomplete. It appears as hundreds of millions of lines of code in a non-standard format, sections of which have been converted to something that looks more familiar to programmers (DC 15 Computer Use check). Though the code needs to be compiled in order to do anything (a task requiring several hours, and even then inconclusive, given the incomplete condition of the file), a programmer can make an educated guess (DC 22 Computer Use check) to determine that, once compiled, the program would use mathematical formulae based on the positions of celestial bodies to make projections: It's the world's most complex astrology program.

ADMIN: Though the network administration section of the website contains no revealing information, cracking its security allows the user to reset all the passwords on the other sections, negating the need to bypass the security in the other cases.

Temple Networking Solutions

If the heroes elect to visit the offices of Temple Networking Solutions in person, they find the little three-room office empty, and a DC 10 Investigate check leads them to believe that the office was vacated within the last 36-48 hours (since the incident at the Metro Taxi dispatch yard). They

are at liberty to search the empty offices, but the TNS staff was extremely thorough; they left behind nothing that wasn't nailed down.

A DC 5 Search check turns up all that's left: lots of dangling cable bundles, and lots of empty places on the walls where someone has disconnected telephones, security keypads, and surveillance cameras. An Investigate check (DC 10) lets the heroes know what these devices were, and where each was originally connected.

While the characters are looking around, a black van pulls up directly in front of the office door. Read the following aloud:

> The driver, a young man in a black uniform with the same logo as appears on the van, checks a clipboard, picks up a package from the passenger seat, and gets out of the vehicle. He strides directly up to the door of the Temple Networking Solutions office, waves the package—a padded envelope with the same logo—and says "Courier Express!"

The Messenger

Courier Express is a small new package delivery company that specializes in 24-hour delivery: "We're there—even when you're asleep!" Their black vans are gradually becoming a familiar sight in the city. The driver of this particular van is friendly and outgoing, but wears no nametag, and evades any questions about his name with comments like "Oh, I lost my nametag," or "I think they assign us names when we've been there for a year."

Most importantly, having made several deliveries to Temple Networking Solutions, the messenger is quite knowledgeable about TNS— though he doesn't know exactly what they did there. He also assumes that the heroes are TNS employees, and lets them sign for the package without asking for identification.

After handing over the package, though, the messenger hangs around, apparently in a chatty mood. (A DC 15 Sense Motive check indicates that he knows, or knew, some of the TNS employees, and is used to being familiar with them.) So long as the heroes don't say or do anything blatantly suspicious, he's happy to answer their questions, or even simply comment, unsolicited, on his business at Temple Networking Solutions.

> • "It's another letter for Dr. Isaacson, from Connecticut." (The addressee is "Sebastian Isaacson," and the return address on the package is in New Haven, Connecticut—the home of Yale University. The sender's name is listed as Jack Molay. A DC 20 Research check uncovers that there is no one by that name at the given address, and a DC 25 Research check reveals that there is no one by that name in the city of New Haven.)

> • "You guys moving? It looked like you were packing up, yesterday." (The messenger dropped off a package earlier, and saw the staff moving computer equipment into two TNS vans parked outside. If the heroes make a DC 20 Diplomacy check, the messenger tells them that the package yesterday was from an airline--the messenger remembers which airline, and can provide this information--and speculates that they were plane tickets.)

> • "So, are you guys out of business? Or is Dr. Isaacson just moving back to Germany?" (If the heroes make a DC 20 Diplomacy check, the messenger says that he and Dr. Isaacson chatted once for a few minutes, and Dr. Isaacson— who had a German accent—was telling him about having another, larger "lab" in Germany. The messenger actually makes quote marks in the air with his fingers when he says "lab.")

> • "I just don't understand what it is you do here. *Did* here, I guess. I thought TNS was an Internet service provider, but the way the doctor talked, you guys were completely *redesigning* the Internet." (The messenger doesn't really know anything more on this subject; he's just interpreting an offhand comment that Dr. Isaacson made about "revolutionizing telecommunications.")

If the heroes ask specific questions that suggest they might not be TNS employees after all (such as questions about the nature of previous deliveries, names or descriptions of other staff members, and

so on), they must make a DC 25 Bluff check to convince the messenger to give them any more information. If they fail, he becomes a bit more cagey, asking to see their employee IDs (though he'll accept a bribe, as well; see the sidebar in Chapter Two: Skills). If they succeed, he supplies the following:

• *What else has the messenger delivered here?*

> "Stuff from computer parts places, mainly. Occasional envelopes from Connecticut."

(With a successful DC 25 Diplomacy check, the messenger will provide a list of names of various computer supply companies that have delivered to TNS. If the heroes contact those companies and make a DC 25 Bluff check, they learn that Courier Express has delivered almost a quarter of a million dollars worth of cutting-edge computer components to Temple Networking Solutions in the last year.)

• *Who were the other TNS employees? What did they look like?*

> "I knew Richard, the black guy, pretty well, but I don't know what his last name is. And there were a couple of other guys who worked in the back room mostly, but they signed for packages now and then. One was Harry something, started with an H. The other was Ross."

The messenger is describing Richard Blackwood, the onsite security expert, Harry Hill, and Jonathan Ross.

• *Anyone else?*

> "There was a woman I saw here once, but I think she might have been a friend of the doctor's, not an employee. Kinda bitchy-looking. Drove an Acura."

The woman is Annet Antczak—the necromancer from *Slave Drivers*—who sometimes conferred with Dr. Isaacson regarding information he had uncovered in his own research. If the heroes played through *Slave Drivers* and ask for a complete description, or describe Annet Antczak to the messenger, the messenger confirms that it's the same person. They might also have seen her Acura parked at the Metro Cab dispatch yard.

• *Where did the staff say they were going?*

> "Dr. Isaacson said TNS had another lab, a larger lab, in Germany. Berlin, maybe? I don't know Germany. But when I saw Richard yesterday, he said something about renting a cargo container for the vans, so I'm guessing that they were going somewhere overseas."

Dr. Isaacson actually said "Munich," but the messenger is otherwise correct. Richard Blackwood has rented a cargo container to transport the company's vans and their equipment across the Atlantic. The container is already en route, via railroad, to a port facility in Maine.

Opening the Package

Once the heroes sign for the messenger's padded envelope, it's theirs to do with as they wish. If they open it, give the players Handout #2, and read the following aloud:

> Inside is a color photocopy of what appears to be a page from a medieval book. Attached to the front of the photocopy is a Post-It note, which reads:
>
> Sebastian:
> This is the last time. I know what you're doing with the code. Please, for the sake of mankind, you have to stop now, before it's too late. Don't bother trying to contact me. I'm beyond your blackmail now. I'd rather die than help you finish Project Brindisi.
>
> *Barry*

The note is from a Yale professor named Barry Saunier. The photocopy is a page from the Voynich Manuscript, and a successful Research check (DC 30) reveals that this particular illustration resembles an archeometer—a sort of "periodic table" of the alchemical elements and forces which make up all creation.

If the heroes contact the Beinecke Library at Yale asking about suspicious activity involving a medieval book, and they make a successful Diplomacy check (DC 25), the staff at the library tell the heroes that they suspect Professor Saunier has been making page scans of the Voynich Manuscript. This isn't exactly against the library's policies, but Saunier, a theology professor, isn't involved in any official research of the book, and legitimate researchers have complained that Saunier is monopolizing the manuscript. The staff

has reported him to the head librarian, who has promised to speak with Professor Saunier.

If the heroes try to track down Barry Saunier, a DC 20 Research check provides his telephone number and address. However, attempting to contact him proves fruitless: Barry Saunier has attempted suicide by taking an overdose of heart medicine and is on life support in a local hospital. (This news has not yet reached the library staff.) Saunier had learned enough of Dr. Isaacson's plans for the Voynich Manuscript that he couldn't live with what he had done. Dr. Isaacson and his staff haven't yet learned that Saunier has tried to kill himself, though they'll find out when they reach Washington, D.C. and attempt to contact him.

The Next Step

At this point, the information the heroes have gathered should suggest to them that they need to speak with Sebastian Isaacson. If they haven't come to this conclusion, Department-7 orders them to track down the doctor, even if they have to go to Germany to do it. If the heroes ask that someone in Department-7 (or an affiliated organization) be waiting to apprehend or follow Isaacson in Munich, their superior tells them that Department-7 has no agents in Germany (at least, none that aren't busy with their own investigations).

If the heroes are not part of Department-7, the facts that they have gathered should point to a major, world-threatening conspiracy revolving around Isaacson's work:

- Both Metro Taxi and Temple Networking Solutions are subsidiaries of Ogdoad Research. The Aguas Mansion facility was also owned by Ogdoad.
- Dr. Isaacson was acquainted with Annet Antczak, the necromancer who operated out of the Metro Cab dispatch yard. The experiments at the dispatch yard involved murdering innocent civilians and reanimating their corpses.
- Dr. Isaacson was blackmailing a Yale professor to send him scans of pages of a medieval book written in an unbreakable code.
- The Yale professor was so upset by his part in Project Brindisi that he attempted suicide.
- Temple Networking shut down their office within hours of the incident at the Metro Cab yard (and, presumably, the heroes' call to the mysterious telephone number they found).

Tracking the Doctor

The first step in finding Dr. Isaacson is determining if he's left the city yet. Because the characters should know that Isaacson was planning to go to Germany, and on which airline, they can make a DC 25 Computer Use check to learn that Sebastian

Isaacson booked a ticket on a flight to Munich, Germany, via Washington-Dulles Airport, and that the flight left early this morning. (The heroes can also get this information by contacting the airline's booking service and making a DC 20 Diplomacy or Bluff check.) According to the airline's schedules, the doctor's flight should be landing at Dulles sometime in the next two hours. His overseas flight is due to leave a few hours later. (If the campaign is set in Washington, D.C., however, the GM might have to adjust the destinations, and the connecting flights, accordingly.)

Employee Photos

If the heroes wish to obtain photographs of Dr. Isaacson and his staff, they can do so with some small amount of difficulty. Dr. Isaacson does not have a state driver's license, and the heroes don't know the full names of any of the other Temple Networking staff. But Isaacson has been pictured in various scientific and computer technology journals, so tracking down a photo requires a DC 20 Research check.

The Flight to Dulles

Once the heroes decide to pursue Dr. Isaacson to Germany, they can procure plane tickets easily enough. However, they have two problems. One, they must make a layover; and two, they are not going to be able to take weapons on the plane with them—or, for that matter, anything that can be reasonably construed as a weapon. The use of magic (such as *mask metal* from *Urban Arcana*) or psionics (such as *suggestion*), or some good old-fashioned chicanery, might allow heroes to get past some of these restrictions.

Transporting Weapons

There is little the heroes can do about the first problem, short of chartering a plane (which Department-7 won't pay for), but they have a few options for the second problem. Regardless of how they get their weapons

to Germany, the heroes should be aware that any weapon licenses they carry only apply to the United States. They will need separate licenses to carry weapons in Germany; see *d20 Modern Roleplaying Game*, Chapter Four, Restricted Objects.

- *Weapons in Checked Baggage*: The U.S. Transportation Security Administration has several very strict rules on transporting weapons:

Firearms:
- ◦ Firearms must be checked with the airline as luggage; firearms are prohibited from carry-on luggage.
- ◦ Firearms must be declared at the time of check-in, either orally or in writing, in accordance with the airline's procedures.
- ◦ Firearms must be transported unloaded.
- ◦ Firearms must be transported in a hard-sided container.
- ◦ The container must be locked; only the passenger may retain the key or combination.
- ◦ All checked baggage is subject to inspection. If during an inspection it becomes necessary to open the container, airlines are required to locate the passenger and the passenger is required to unlock the container for further inspection. The firearm may not be transported if the passenger cannot be located to unlock the container.
- ◦ The maximum weight of weapons, including ammunition, cannot exceed 11 pounds.
- ◦ BB guns, compressed air guns, pellet guns, starter pistols, and firearms parts may only be transported in checked luggage.
- ◦ Flare guns, gun lighters, and gunpowder may not be transported in carry-on luggage *or* checked luggage.

Ammunition:
- ◦ Ammunition is similarly prohibited from carry-on luggage. Ammunition may not be transported loose. It must be transported in the manufacturer's packaging or other packaging suitable for transport. Ammunition must be packed in a separate container from the weapon.

Bow and Arrows:
- ◦ Bows and arrows are prohibited from carry-on luggage. Bows and arrows may only be transported in checked luggage. Arrows packed in checked luggage should be sheathed or securely wrapped to prevent injury to baggage handlers and security screeners.

Pepper Spray:
- ◦ Chemical repellants can be carried in checked luggage if the volume is less than 4 ounces and has less than a 2% active ingredient. The pepper spray canisters in the core rulebook exceed these limitations.

Hunting Knives and Tools:
- ◦ Hunting knives and tools of any type are prohibited from carry-on luggage. These items must be packed in checked luggage. Sharp objects packed in checked luggage should be sheathed or securely wrapped to prevent injury to baggage handlers and security screeners.
- ◦ Bladed items, including knives, razor blades, box knives, scissors with pointed tips, and cooking implements may only be transported in checked luggage.

Sporting Goods:
- ◦ Sporting goods, such as baseball and cricket bats, golf clubs, hockey sticks, lacrosse sticks, pool cues, ski poles, and spear guns may only be transported in checked luggage.

- *Shipping Weapons*: The heroes can ship any amount of weapons and other equipment to Germany. Although it shouldn't make a difference for the scope of this adventure, the fastest shipping will arrive one day after the heroes arrive, and will clear customs one day after that.

- *Buying Weapons in Germany*: The heroes can also purchase weapons in Germany when they arrive (along with any other equipment they need, but can't transport by airplane), though Germany's gun-control laws are among the strictest in the world. The required times to purchase licenses are in weeks, rather than days (assuming the heroes don't wish to buy their weapons on the black market), and each hero must make a DC 20 Diplomacy check to prove his or her need to own a firearm.

Downtime Before Dulles

Nothing much occurs on the plane trip to Washington-Dulles airport, but the heroes can use this time to conduct more research (via cellular modems on notebook computers), make telephone calls, catch up on their sleep, or perhaps to just heal up from any injuries they sustained at the Metro Cab dispatch yard during the events of *Slave Drivers*. The heroes reach Dulles with a little over an hour to spare before their connecting flight to Munich departs, giving them a little more time to conduct business, or otherwise prepare for a transatlantic flight. For more information on activities aboard airplanes, see Life at 30,000 feet, below.

The remainder of this adventure occurs aboard the Boeing 777 airplane that takes the heroes to Munich.

FLIGHT 23 TO MUNICH

While the heroes have been traveling to Washington-Dulles, several important things have occurred. First, the FBI began looking all over the country for Dr. Isaacson, starting with his home (and if the heroes talked to the neighbors there, the FBI now knows that someone else is also looking for Isaacson). When the FBI learned that the doctor appeared to have moved out, they checked airline records and found that he had taken a flight to Washington-Dulles. But that flight had already landed, and notified airport police to detain Isaacson and his party as they boarded their flight to Munich.

Meanwhile, Dr. Isaacson and his party learned that Barry Saunier has tried to kill himself. So when they arrived in Washington, Dr. Isaacson skipped their flight and instead checked into a hotel room while Richard Blackwood traveled to Connecticut. Assuming (and rightly so) that Saunier's conscience caught up with him, Blackwood's goal was to ensure Professor Saunier didn't recover and confess.

Meanwhile, Jeremy Hardy, Isaacson's other bodyguard, arranged for five completely different people (all Ogdoad employees) to board Isaacson's flight posing as the doctor and his four assistants. Those people are currently being questioned by the FBI. At the same time, Hardy booked five seats on the next flight to Munich under false names and put together corresponding identifications for the entire party, so that when the flight leaves they can get aboard without being detained by the U.S. Justice Department.

Dr. Isaacson's party arrives shortly before the final boarding call, just in time to delay takeoff for a few minutes. Thus, the heroes should already be seated when Isaacson's group arrives. Isaacson, Blackwell, and Hill sit in first class, while Hardy and Ross are seated together in coach. The heroes themselves are scattered around coach.

Isaacson's sole piece of carry-on baggage is a metal-sided travel case with a forged inspection sticker on it (to prevent airport security from examining it). Inside the case is the doctor's prototype for Project Brindisi: a partially-functioning bronze head computer.

Relocating on the Plane

Flight 23 to Munich is very full. The heroes can try to change seats at the gate or once they've gotten aboard the plane. Changing seats at the gate requires a DC 15 Diplomacy check. Heroes who wish to sit together on the crowded flight must make a Bluff or Diplomacy check (DC 10) to exchange seats with another passenger. To simulate the nature of airplane seating (families sitting together, for example), the heroes may not take 10 on this check.

If the initial check fails, the hero may attempt the same check with a flight attendant. If that check succeeds, the hero is allowed one more try to get the seat he wants, with the flight attendant providing a +2 circumstance bonus.

The players might try to arrange to all sit together in a remote part of the plane, where they can't see what's going on in the cabin with Hardy and Ross. The best they can arrange is to be sitting near the back of the coach section behind Hardy and Ross.

Upgrading to first class is not possible on this leg of the journey. Even if a hero tries to pull off an amazing Diplomacy or Bluff check, there's really nothing they can say to get a first-class passenger to give up his seat.

Life at 30,000 Feet

Certain skill checks are impaired, or outright impossible, aboard a plane in flight. These are summarized below.

- *Computer Use*: Passengers are not allowed to use cellular telephones while the plane is in flight. This restriction applies to computer modems as well. In either case, though, the passengers can make use of the airphones located on the backs of the seats in front of them. Using these requires a DC 5 Wealth check once per hour.
- *Disable Device*: Remember that passengers most likely do not have any tools available during the flight, conferring a –4 penalty to Disable Device checks.
- *Investigate*: For the same reason that passengers do not have the tools to perform Disable Device checks without a penalty, passengers are not allowed to bring evidence kits along in their carry-on luggage. Investigate checks therefore suffer a –4 penalty.
- *Listen*: The dull roar of the airplane engines confers a –2 penalty on all Listen checks.
- *Move Silently*: This skill is not affected, though the Listen check to detect someone moving silently is.
- *Repair*: Because passengers are not allowed tools in their carry-on luggage, they only have access to the very basic tool kits found in the airplane's emergency kits. Treat this as a multipurpose tool, conferring a –2 penalty to Repair checks (instead of a –4 penalty for having no tools).

Cockpit

Galley

1 2 3

Closet

Lavatory

Lavatory

Wheel Chair
Accessible
Lavatory

Galley

Jumbo Jet:
Washington to Munich

1 Isaacson
2 Hill
3 Blackwood
4 Ross
5 Hardy
H Hero
F Floor Hatch

1 Square = 5'

4 5

H H

H

Lavatory

Lavatory

H

H

H

Lavatory

Lavatory

Galley
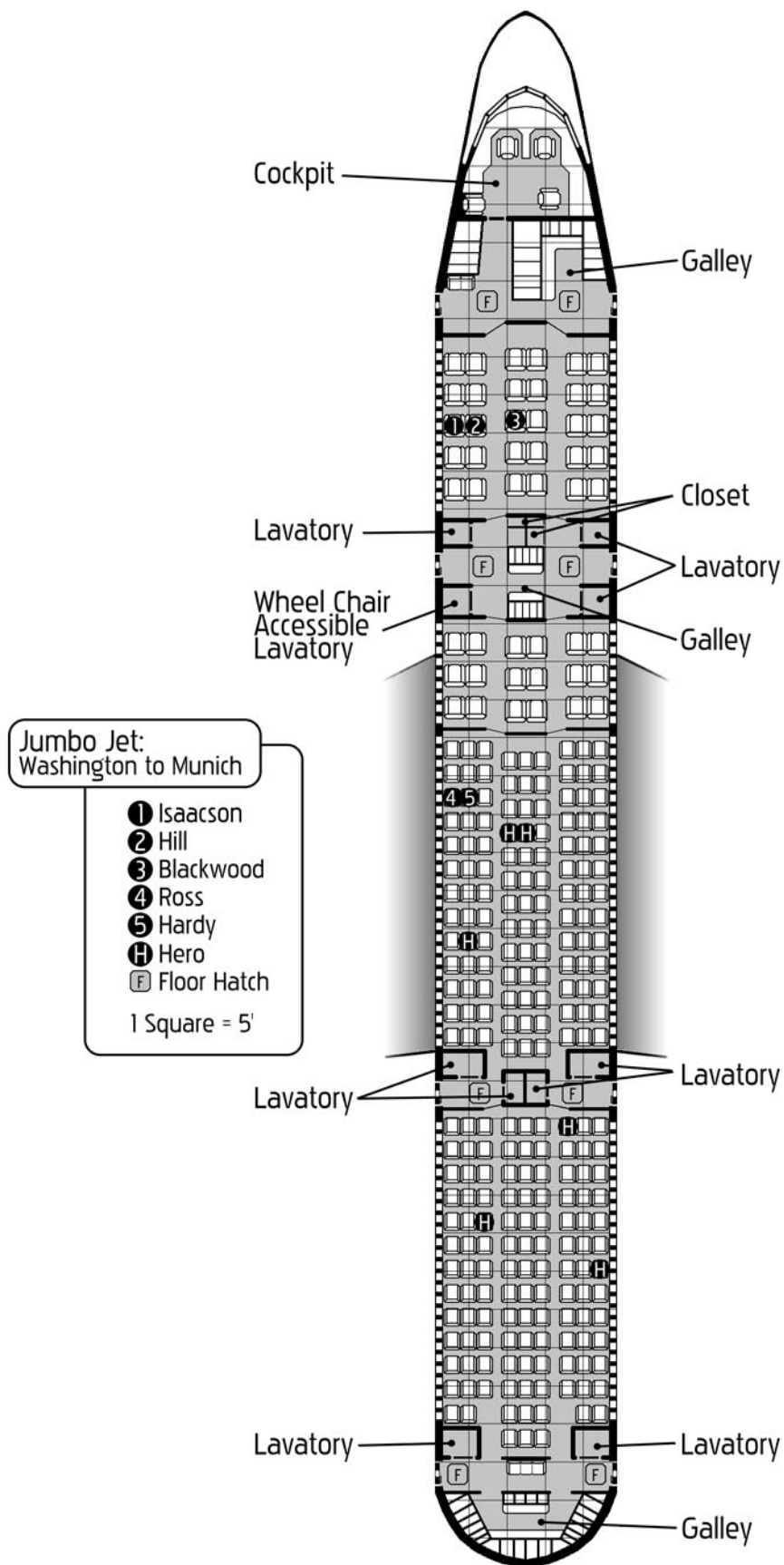
- *Research*: Research checks that utilize the Internet requires that the character use the airphones. See Computer Use, above.
- *Treat Injury*: Airplanes are equipped with fairly extensive medical kits, including a defibrillator. There is enough medical equipment in an airplane to perform rudimentary surgery, conferring a –2 penalty to Treat Injury checks to perform surgery (rather than the usual –4 for having no equipment at all).

Strangers on a Plane

Like the flight to Washington, the flight to Munich is largely uneventful—at first. The heroes once again have time to rest, recover, or research, or just talk about their investigation. However, because they're on the plane with the same people they're trying to locate, they have a chance to notice their quarry—just as their quarry has a chance to notice them. After that, things get interesting.

The Heroes Talk

If the heroes talk about the case (amongst each other or over the airphone) during the flight, Jeremy Hardy and Jonathan Ross may be close enough to overhear. Before you make any Listen checks for these two characters, however, ask the players how they intend to gather to discuss the case, since their seats are not near each other. (This is a good time to review the Relocating on the Plane section; if the heroes haven't exchanged seats, allow them the opportunity to do so now.)

Once you know where the heroes are gathered, you can make Listen checks for Hardy and Ross, bearing in mind the usual range penalty (–1 per 10 feet of distance) and the –2 penalty for the engine noise.

Allow Hardy and Ross one check each every time the heroes mention Temple Networking Solutions, Dr. Isaacson, Barry Saunier, Project Brindisi, or Ogdoad Research. If either character succeeds on this check, they quietly confer for a couple of rounds. Then Hardy goes forward to tell Blackwood in first class that someone is aboard the airplane who appears to be looking for them.

Hardy points out the heroes to Blackwood, then tries to maneuver inconspicuously to within 10 feet of the characters to further listen in on their conversation. (Allow Hardy a Bluff check, opposed by the heroes' Sense Motive checks.) If he goes undetected, he listens in until they finish their conversation, then goes back forward to report to Blackwell.

If the heroes notice Hardy, he pretends to be airsick (make another Bluff check for him), and, regardless of his success or failure, enters the nearest lavatory. There he fashions a crude sap by removing his sock, breaking off the heel of his other shoe, and putting the heel into the sock. He hides this improvised weapon in his jacket pocket and returns to his seat, sending Ross to first class to inform Blackwood that the heroes are on to them.

Go to Confrontation, below, for what happens next.

The Villains Slip Up

About three hours into the flight, Jonathan Ross, who has been working on his laptop computer through most of the trip, opens up the section of the Voynich Manuscript code that he was working on and begins decoding it. Because the document is very distinctive, allow any heroes seated behind him to make a DC 20 Spot check (with a –2 penalty for intervening obstacles and such) to notice what he's working on.

If the heroes don't notice what's on Ross's screen, Hardy eventually does, and realizes that it might attract attention. The two begin quietly arguing, with Hardy urging Ross to put away his computer until they land, and Ross contending that it was Hardy's job to make sure that they weren't recognized so he *could* work while he was on the flight.

Let the heroes each make a Listen check, with the usual range penalty (–1 per 10 feet of distance) and the –2 penalty for the engine noise, to overhear this argument. They can each make this check twice before Hardy, thoroughly annoyed, slams Ross's computer shut and takes it away from him. Ross angrily gets up, brushes past Hardy, and goes up to first class to complain to Dr. Isaacson—actually using Dr. Isaacson's real name. Give each of the heroes another Listen check to hear this, but without the –2 penalty for the engine noise; Ross isn't bothering to keep his voice down at this point.

A short while later, Ross returns, with Dr. Isaacson, who instructs Hardy to return Ross's computer and allow him to work—but to take reasonable precautions to avoid drawing attention to themselves. Give the heroes a Listen check, as above, to overhear this conversation. If the heroes have seen a photo of Dr. Isaacson, give them a Spot check to recognize him.

Assuming the heroes catch on that they're aboard the same flight with the very people they're seeking, and begin acting on this information, give Hardy a Listen check to overhear any plans the heroes make, or a Spot check to notice any sudden activity on their parts (such as all of them getting

up to go to the lavatory, for example, or someone tailing Ross to first class).

If Hardy does notice the heroes, he proceeds as described under The Heroes Talk, above. Otherwise, when the heroes make their move (if any), go to Confrontation, below.

Confrontation

Once the heroes have realized that they're on the same airplane as Isaacson and the Temple Networking Solutions staff and have begun to make plans to do something about it, Richard Blackwood comes back to coach to try to intimidate the heroes into taking no action. Pick one hero—preferably a Smart or Dedicated hero—and read the following aloud:

> A large man in a business suit emerges from the first class compartment and walks to the back of the airplane. Moments later, the same man leans over the back of your seat, and says in low tones: "Don't talk. Just listen. Lives depend on you paying attention. When the plane lands, all of you stay in your seats until everyone else has gotten off. Don't try to follow us. If you do, we've picked out a lovely family on the plane here, and we'll execute every last one of them. Now, after I leave, you can get up and tell your friends what I've said. But after that, none of you move from your seats, or see rule number one. You idiots have absolutely no idea what you're dealing with. We're doing something more important than you can imagine, and in the end, you'll thank us for it. But in the meantime, we're not going to let you slow us down—even if it means innocent people get hurt. If you understand what I've said to you, say 'Yes, sir.'"

If the hero responds as Blackwood asks, Blackwood goes on to say: "I know this stings your pride, pal. It would mine. Just remember that innocent family that doesn't even know that they're counting on you to get off this plane alive." He then walks past the hero and back up into first class. (If the heroes wonder if Blackwood is lying about anything during his speech, let them make a Sense Motive check opposed by Blackwood's Bluff check.)

If the hero doesn't respond, or responds with violence, the action begins. Go to The Villains' Tactics, below, to see how Blackwood and the others react.

Terror on Flight 23

Now the ball is in the heroes' court. On the one hand, the Temple Networking Solutions staff is threatening innocent lives. On the other hand, the heroes have lost the element of surprise; if they don't do something before the plane lands, Isaacson and his staff are probably going to get away, and the heroes may not be able to find them again. However, if they can overwhelm Isaacson and his people in a blitz-style attack, they can prevent the murders that Blackwood threatened them with. The real trick is coordinating the attack, especially if the heroes haven't previously arranged to be sitting together. Add to that the challenge of coming up with weapons of some kind, and the heroes have a real challenge ahead of them.

Improvising Weapons

Assuming the heroes haven't somehow smuggled weapons on board the flight, and they're not prepared to duke it out with the bad guys hand to hand, they may have to try to construct weapons out of available materials—and without attracting attention.

Give each player the opportunity to describe what they want to construct, and how. Examples might include saps made from socks with cellphones in them, brass knuckles made from belts with metal buckles, knives made from torn soda cans, and so on. The heroes can make DC 15 Intelligence checks to fashion crude versions of simple weapons out of available materials; doing so takes 5 minutes per attempt. Weapons constructed in this way function as listed on Table 4–7: Melee Weapons, in *d20 Modern*, but after every successful hit, the player must make a DC 15 Fortitude save for the item; if the save fails, the damage dealt by the weapon is reduced by one die type (for example, from 1d6 to 1d4, from 1d4 to 1d3, from 1d3 to 1d2, from 1d2 to 1, and from 1 to 0).

Building an improvised weapon without attracting attention requires making a Hide check, opposed by the Spot check of Ross, Hardy, the flight attendant, and one roll to represent a random passenger.

- If Ross or Hardy notices, Ross goes to notify Blackwood, while Hardy moves to a family of five in coach (see map).
- If a passenger notices, he notifies the flight attendants (and begins spreading the news among the other passengers; see the Panicked Passengers sidebar).
- If a flight attendant notices, he notifies the pilot, who comes back to have a look while the co-pilot takes over flying the plane. The heroes can try to convince the pilot that they're trying to avert a tragedy (instead of causing one), but talking to the pilot alerts Hardy that something is up, and he proceeds as described above.

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The Lay of the Land

One thing the heroes have going for them, assuming they haven't traded the seats away, is that some of them are in the far rear of the plane, out of sight of the nearest villain. They can not only confer among themselves without alerting Hardy or Ross, but they can also explain the situation to the flight crew, and, with a successful Diplomacy check, convince the flight crew to help (or at least not to interfere).

Another advantage to being at the rear of the plane is that the heroes can access the baggage compartment underneath the cabin (where the checked luggage is stored). If the heroes have weapons in their checked luggage, they can retrieve them, though finding their bags, potentially in the dark, may take a while. Doing so is a DC 25 Search check to find a single, random bag (or a DC 30 Search check to find a specific bag). But because of the way baggage is arranged in the baggage compartment, making these Search checks requires a full minute (rather than a full round), but covers a much larger area than a 5-foot square. Determine whose bag it is randomly (since not all of the heroes may have stored weapons in their checked baggage), but once the heroes have located one of their bags, they gain a +2 bonus on subsequent Search checks.

At the very least, the heroes can use the baggage compartment to crawl undetected to the front of the plane. Although the hatchway opening into the cockpit is locked from inside the cockpit, the pilot may be convinced to open it if the flight attendants have let the pilot know that one of the heroes is coming. Otherwise, the hero must either break open the door (Hardness 8, 16 hit points), or pick the lock (Disable Device, DC 30). The cargo compartment is pressurized, but not as well insulated as the passenger cabin; the effects of bitter cold may apply if a hero spends too much time in the cargo compartment (see Chapter 7: Gamemastering, in the *d20 Modern* core rulebook).

Otherwise, if the heroes attempt to move around the cabin within sight of Ross and Hardy, the two villains are allowed to make Spot checks, opposed by each hero's Hide check, to note the movement.

The Villains' Tactics

Dr. Isaacson and his staff are driven in their tactics aboard Flight 23 by two false assumptions. First, they believe that they are acting in the best interests of the survival of mankind: The apocalypse is coming, and without the fruits of their efforts mankind is doomed. Second, lacking information to the contrary, they assume that the heroes are FBI or other Justice Department agents sent to follow them and possibly arrest them. (Ogdoad Research knows about Department-7, but they don't know that Department-7 was behind the incident at the Metro Cab yard, and so haven't thought it necessary to tell Isaacson and his staff about Department-7.)

As a corollary to this latter belief, Blackwood and Hardy believe that the heroes must be armed.

Inherent in both of these misapprehensions is the philosophy that a few innocent lives are worth Dr. Isaacson's freedom, so Blackwood and Hardy are prepared to threaten whoever they have to in order to ensure that the heroes don't try to arrest Isaacson (or gain possession of his travel case). Isaacson himself is prepared to throw the travel case out of the plane, if necessary, and Blackwood is prepared to execute Isaacson if it looks like the doctor will be captured (though Isaacson doesn't know this).

With these rules of engagement in mind, the GM should use the following as guidelines for how Isaacson and the others react to a confrontation with the heroes.

Blackwood

Blackwood's primary responsibility is to protect Dr. Isaacson, but he's smart enough to know that he won't have to if he can turn the passengers against the heroes. As soon as any action starts, Blackwood points at the nearest hero and shouts "He's a terrorist! He's got a bomb!"

In the ensuing confusion (see the Panicked Passengers sidebar), Blackwood heads back to first class, climbing over seats if he has to, so that he can get near Dr. Isaacson. If a hero gets close to Isaacson, Blackwood puts up a fight. But if more than one hero comes close, Blackwood switches tactics. He grabs the doctor in a choke-hold and says "Nobody come any closer, or I'll break his neck."

Blackwood is hoping that his threat keeps any would-be heroes at bay, but when it comes to the actual heroes, he's convinced that they know who the doctor is, so they'll take it as a bluff. But Blackwood isn't bluffing. His instructions all along

have been to kill Isaacson to prevent the doctor from falling into the hands of the authorities. The doctor isn't a member of the Ogdoad inner circle, after all, and is therefore expendable. If he's forced to, Blackwood uses a coup de grace (he's treated as being armed with a melee weapon because he has the Martial Arts feat) to kill Isaacson, then tries to retrieve Isaacson's travel case. His goal at this point is to dispose of the bronze head prototype, by opening the nearest outer door and throwing it out of the plane. (See Opening the Door, below.)

Hardy

Hardy's job during any sort of confrontation is to delay the heroes. He's primarily a gunman, though, so he's out of his element without a firearm. Assuming he's had a chance to improvise a sap (as described above, under The Heroes Talk), he uses that weapon to defend the thruway into first class. Obviously, he can't protect both sides, but he can force the heroes to go the long way around.

If the heroes do go around Hardy, he switches to Plan B: taking a hostage. Hardy pops the cap off of his fountain pen and grabs the nearest passenger, threatening to puncture the passenger's jugular vein. He then drags this person to the nearest lavatory and pulls him inside (so that no one can attack him from the rear or sides).

Hardy stays here until one of two things happen: The heroes are subdued, or Blackwood is neutralized. In the former case, he simply pretends to be a crazed hijacker, and begins making absurd demands. ("I want a helicopter waiting for me! And I want my ticket price refunded! And a copy of Amazing Fantasy #15! Mint condition!") He's perfectly willing to be arrested, since he knows that Ogdoad Research will pay to arrange his release, especially if he doesn't tell the authorities about Ogdoad or Dr. Isaacson's project.

If Blackwood is neutralized, though (killed, rendered unconscious, or otherwise defeated), it's up to Hardy to protect the project. He demands that Isaacson be brought to him as a replacement hostage, then proceeds to deal with Isaacson as Blackwood would have (see above). If Isaacson is dead, though, Hardy demands Isaacson's travel case. Once he has it, he orders his hostage to close the door to the lavatory. Inside, he opens the case and smashes the head, which Hardy intends to flush down the toilet. Of course, breaking it into pieces small enough to do that takes some time, giving the heroes about a minute to react, from the time they hear the initial *crunch*. It takes another ten minutes to completely dispose of the head in this fashion, and if Hardy completes this task, he surrenders, again trusting that, having done his duty to Ogdoad, they will take care of him.

Dr. Isaacson

Isaacson's first priority is ensuring the safety of the bronze head prototype in his travel case. He has backups of the head's partially completed operating system, and there are additional heads under construction right now in Munich, but if the doctor has to completely reinstall the OS on a new head, the delay to Ogdoad's plans could be disastrous.

When the fighting begins, Isaacson immediately retrieves his travel case from under the seat in front of him and clutches it tightly, intending to protect it with his own body, if necessary. Otherwise, he trusts Blackwood to keep him safe, and if Blackwood takes him hostage, Isaacson is quite surprised—but plays along, thinking that his security specialist must be bluffing. (He even begins making up stories about Blackwood's unhappy home life and disciplinary actions at work.)

Once Isaacson realizes that Blackwood's not bluffing (if he survives that realization), he appeals to the heroes to not only protect him from Blackwood, but to allow him to go free. He tells the heroes that what's in his case is going to save all of mankind (something of an exaggeration, which Sense Motive checks reveal), and, if he's at liberty to do so, he shows it to them—even to demonstrate how it works. (See Opening the Case.) Isaacson wants the heroes to let him go when the plane lands, and to let him continue his work unhindered. If they demur (or if Blackwood still has him as a hostage), Isaacson offers each of the heroes a quarter of a million dollars (a +20 bonus to Wealth), and goes as high as half a million each (a +25 bonus to Wealth).

Of course, Isaacson's research is behind at least one murder (Barry Saunier's), and he undeniably had a part in the research conducted by Annet Antczak (in *Slave Drivers*). Isaacson doesn't bring this up, bit if the heroes do, he tries to convince them that the loss of a few innocent lives is worth the benefit to all of mankind. "Look at the big picture. The mistakes perpetrated by Man have set the world on course for a catastrophe of biblical proportions. My research has the potential of ameliorating that disaster, or even averting it altogether. Isn't that worth the sacrifice of a few innocent lives? Would you condemn an innocent person to the electric chair if it meant finding a cure for cancer? Would you let an entire family starve to death if it would bring an end to all war? Would you let a harmless computer engineer go free to prevent the world from becoming a toxic hell? How much money do I have to offer you to get you to do the right thing?"

Isaacson obviously doesn't know that he's wrong, but it's what he believes, so he's prepared to offer the heroes whatever he thinks Ogdoad will give them. In the end, though, if they stand firm, he asks them instead to swear that they'll thoroughly research the computer head he's created and

continue his work on translating the Voynich code into computer code. If they agree, he hands over the travel case and submits to arrest. If they don't agree, Isaacson does whatever he can to keep them from taking the case away from him, though, realistically, he isn't physically capable of stopping them, and he's certainly in no position to ensure that he isn't arrested when the plane lands.

Beyond that, though, Isaacson clams up. He doesn't mention Ogdoad Research, and if asked about it directly, he pretends he's never heard of it. He's hoping that Ogdoad will be able to get him out of police custody in time for him to finish his work—on a substitute computer head, if need be—before the apocalypse arrives.

Hill

Of all of the Temple Networking Solutions staff, Hill is the most conscientious. It bothers him that Dr. Isaacson has been blackmailing Barry Saunier, and that they pushed the professor so hard that the professor chose to attempt suicide. He would be even more upset if he knew that Blackwood had gone to Connecticut not to check on Saunier, but to murder him.

When the fighting starts, Harry Hill does his best to simply get out of the way. He doesn't help Blackwood, Hardy, or Isaacson unless they demand it, but he doesn't particularly help the heroes, either. He spends the combat trying to decide whether he wants to go on collecting the huge paycheck he gets from Ogdoad for helping to create a truly revolutionary computer system, or whether he wants to confess to the authorities and plead leniency, before he gets any further involved. So he's hoping that the outcome of the fight aboard flight 23 makes up his mind for him.

Hill doesn't know much about Ogdoad's plans for the bronze head computer, but he does know that the one in Isaacson's travel case is just a prototype for a whole network of them being constructed in Munich somewhere. All of Hill's contact with Ogdoad has been through Blackwood and Dr. Isaacson, so he doesn't know where the facility is, or even how to find Isaacson's superiors at Ogdoad. If he's given amnesty and protection, though, he's willing to tell investigators anything he knows about Ogdoad.

What Hill does know, better than anyone except Isaacson, is the architecture of the computer head. "It's a completely revolutionary design. It has moving parts—gears, sprockets, and so forth—which is unheard of in modern computer designs. In some way that I don't understand, but which Dr. Isaacson swears by, this helps the computer process information that ordinary computers, ordinary people even, can't even perceive. We're talking about etheric flow and psychoplasmic impulses. It

somehow measures these values, combines them with data about planetary movement and solar flare activity, and calculates all possible outcomes, in descending order of probability. Don't you get it? This thing predicts the future. And if the tests we've run are any indication, it's accurate."

Hill tells the heroes that he doesn't know how the computer head does what it does. That's "a software thing, and that's Isaacson—and Ross."

Ross

Like Harry Hill, Jonathan Ross is a noncombatant. When any fighting starts, he looks for a safe place to hide, instinctively heading toward the back of the plane. If anyone tries to stop him, he does his best to outmaneuver them, but as soon as they use force (or even threaten it), he puts up his hands and surrenders.

Unlike Hill, Ross doesn't have much of a conscience. The way he sees it, his intellect is so far above the average human beings that humans aren't worth speaking to. He is condescending and superior, or, if he's at someone else's mercy, sullen and uncommunicative. If he's forced to speak at all, he's terse, though he makes room for an insult or two. (His favorites are "retard," and "intolerable sub-human.")

If captured, Hill immediately says that he wants to speak to his lawyer. Should the heroes try to take his laptop away, he tells them that they need a warrant. If they're law enforcement officers (or pretend to be), he points out that they're outside their jurisdiction. Getting any information out of Hill by means short of magic or psionics is almost impossible. Even an Intimidation attempt suffers a –5 penalty, unless the hero is particularly creative. "What are you going to do, beat the information out of me, you neanderthal? I'll be sure to mention your torture tactics in court. Or are you planning on killing me in front of all these witnesses? You throwbacks really should have spent more time in school, and less time at the gym. You're pathetic."

Dangers on a Plane

Because either the heroes or their opponents can do various things to or on the plane that can have an effect on the airplane (and thus, the outcome of the adventure), it's important for the Gamemaster to know what happens if various situations arise.

Taking the Controls

Taking control of the airplane is not an easy task. The door to the cockpit is made of impact-resistant metal (Hardness 8, 16 hit points) and kept locked (Disable Device, DC 30; Hardness 5, 10 hit points). It may only be unlocked from inside the cockpit.

Using a passenger or a flight attendant as a hostage to force the cockpit crew to open the door

requires an Intimidate check, with a –5 modifier to the roll. (After 9/11, the cockpit crew know all too well what the consequences of allowing unauthorized persons in the cockpit can mean.) The crew does not respond to Diplomacy checks, but a successful Bluff check (opposed by the pilot's Sense Motive check) could convince the cockpit crew to at least open the door.

From that point, it's just a matter of overpowering the cockpit crew and putting someone with the Pilot skill at the controls.

Damaging the Airplane

Characters can damage the airplane by destroying the controls in the cockpit, puncturing the hull, or starting a fire. Each of these eventualities—and how the crew and passengers react—is addressed below. Note that these are deliberate simplifications for the sake of drama.

- *Damaged Controls*: The controls in the cockpit consist of three vital systems: the pilot's and co-pilot's controls, the navigation system, and the instruments. Each of these has Hardness 2 and 5 hit points.

  Destroying one set of controls prevents the pilot from operating the plane; destroying both sets of controls causes the plane to crash into the ocean in 1d0 +10 rounds. Destroying the navigation system puts the plane off course, though a competent pilot with a radio or cellphone can get in touch with air traffic control and get back on course.

  Destroying the instruments prevents the pilot from determining air speed and elevation, which won't be important until the plane tries to land. (A DC 25 Pilot check is required to land the airplane without the use of these instruments.)

- *Punctured Hull*: Contrary to Hollywood depictions of cabin depressurization, destroying a window (Hardness 2, 3 hit points) will not suck full-grown people out through the hole—though small items like paper and clothing not being worn will certainly be blown out through the opening.

  What really happens in loss of cabin pressure is that the air inside the plane rushes out of the plane in the space of a few seconds (faster than the plane's cabin air valve can compensate), which makes the air in the cabin too thin to breathe. When this happens, oxygen masks drop down out of the ceiling over every seat and in the cockpit. (First aid kits scattered throughout each cabin compartment contain an emergency oxygen mask.) Unless a character prepared for the loss of cabin pressure by taking a deep breath, the character must immediately make DC 10

Constitution checks (once per round) to hold his breath. The DC increases by +1 for each round the character has been without oxygen. If the character fails a check, hypoxia sets in and the character begins to suffocate from lack of oxygen in his lungs and bloodstream. (See Suffocation in Chapter 7: Gamemastering in the *d20 Modern* core rulebook.)

The pilots (assuming they are still at the controls) react to a sudden loss of cabin pressure in two rounds, by descending as rapidly as they safely can to less than 10,000 feet (where the air pressure is great enough to allow human beings to breathe normally). This takes one round per 1,000 feet of altitude greater than 10,000 feet. If the airplane hasn't ascended or descended during the flight for some reason, assume that it's traveling at 30,000 feet (and thus, it takes two minutes to descend to a safe altitude). While the plane is descending rapidly, characters must make DC 10 Balance checks to move without falling. (See Chapter 2: Skills in the *d20 Modern* core rulebook.)

- *Fire and Smoke*: Assuming someone is not actually on fire, the real danger of open flames on an airplane is that the smoke is toxic, and doesn't dissipate anywhere near as rapidly in the enclosed environment. See the section on Smoke in Chapter Seven: Gamemastering in *d20 Modern* for more information on the effects of smoke inhalation. If the smoke is bad enough (for example, people are losing consciousness), the pilot may activate the overhead air masks, though it is generally up to the discretion of the co-pilot or flight attendants to let the pilot know how bad the smoke is.

  Further, when smoke is detected in the cabin, the pilot is required to land at the nearest diverted-landing destination for a thorough inspection of the airplane.

Opening the Door

As with a punctured hull (described above), the main danger of opening the door of the aircraft is that it immediately sucks all of the breathable oxygen out of the airplane. However, a secondary concern is that moving becomes extremely tricky. A character standing within 10 feet of the open doorway must make a DC 15 Balance check or fall down; a character standing in the open doorway who fails this check falls out of the airplane.

Characters who are wearing their seatbelts need not make this check. Characters who fail this check, but have taken some kind of precaution (such as hanging onto something before the door was opened) may make a DC 5 Climb check to avoid falling.

OPENING THE CASE

If the heroes at any point decide to open Dr. Isaacson's travel case (or someone opens it for them), read the following aloud:

> Inside the case, nestled in foam padding, is a gleaming, metallic head. It could be some sort of museum piece, or perhaps just a bit of modern art. The head's features vaguely resemble Dr. Isaacson's, though there's also something to it that's reminiscent of ancient Greek statuary. Most curious of all, there is an "ON/OFF" switch on the pedestal upon which the head rests.

If the heroes switch the head on, read the following aloud:

> The head makes a noise like a computer starting up, including some pronounced whirring sounds and a loud beep. Then the mouth begins to move, seemingly randomly, as, in an electronically modulated voice, the head speaks. "RAM one hundred percent. One ... *bzzt* ... -dred, sixty-four hours remaining. Hickory, dickory ... *bzzt* ... -saacson. I'm ready for my close-up. ... *bzzt* ...-guage processing areas occupied—gen- ... *bzzt* ...-ting detournment sub-processes. ... *kkt-kkt* ... Created of commodity culture, the anarchist figure encourages groupthink to enable inauthentic simulation of revolutionary praxis ... *bzzt* ... *kkt* ... -ld you like to play a game? The true alphabet con- ... *bzzt* ... 64 letters. The true ... *bzzt* ...for messiah is spelled ar-oh-ess-eye-see-ar-you-see-eye-ay-en. The true word for apocalypse ... *kkt* ... -eye-ay-em-ay-tee. This ha- ... *bzzt* *kkt*...a public service announcement."

Allow any hero who heard the electronic voice on the telephone line at the beginning of the adventure to make a DC 15 Intelligence check. This is the same voice they heard—but without the nonsense phrases and the random static.

The head continues on with such gibberish—a result of its incomplete programming—for as long as it is switched on. Listening to it makes one feel vaguely uncomfortable, like listening to a nuclear physicist suffering from Alzheimer's disease. If the heroes ask Dr. Isaacson or Hill about the stream of nonsense, they explain that it's a result of the head's incomplete programming. "Right now, it just generates glossolalia: random words and phrases that only mean something to you if you want them to, like speaking in tongues. It would make more sense if the operating system were complete. That's why it's so important that the project be completed."

There is little the heroes can do aboard the plane to further investigate the randomly-generated nonsense the head spouts. But if they are able to keep the head for study, they can eventually discover—with a DC 25 Knowledge (arcane lore) check—that it is making predictions about the end of the world, via references to the apocalypse myths of various ancient cultures. A successful DC 25 Knowledge (current events) check reveals, however, that the head is also referencing events taking place in the world today.

Isaacson maintains that, with the programming completed, and with the computer head connected to the Internet, its predictions could be 100% accurate. Hill, on the other hand, believes that the operating system, being based on the Voynich Manuscript, reflects a medieval phobia about the future, and is really little more than a highly complex Magic 8-Ball. Hill in particular points to the nature of astrology and horoscopes: "The head just talks about the information it gathers—but the OS isn't sophisticated enough to evaluate that information. So when it makes a prediction, it's really just giving you keywords, and leaves it up to you to interpret them. If it says 'the pope rides a red bicycle,' you'll start subconsciously looking for red bikes, and when you see them, you'll convince yourself that the person riding it looks like the pope. It's all power of suggestion. There's nothing mystical about it."

CONCLUDING THE ADVENTURE

This adventure is worth 1,500 XP for each hero involved (regardless of how many heroes participated). This should put all the heroes halfway to their fourth character level.

There are several possible conclusions.

- The heroes capture Dr. Isaacson and have him arrested. They are thoroughly questioned by the authorities (in whatever country they ultimately land in), but eyewitness accounts from the other passengers resolve most of the questions the authorities have. And though the heroes have no jurisdiction outside the United States, they can, with a successful DC 20 Diplomacy check, arrange for non-U.S. authorities to detain Isaacson until Department-7 can have the doctor returned to U.S. soil. The heroes' mission is a success.
- The heroes fail to capture Isaacson, but retrieve the computer head. Denying Ogdoad Research the computer head is a major victory, since it means that Ogdoad will have spent millions on a project they can't complete—not to mention that it foils Baphomet's plans to bring more fiends into the world.
- The heroes fail to capture Isaacson or the computer head. As long as both are neutralized (Isaacson dead and the head destroyed or lost), this is still a victory. If Isaacson and/or the head are allowed to reach Ogdoad Research, Ogdoad's (and Baphomet's) plans are only delayed, not stopped.
- The heroes capture Harry Hill. Hill tells what he knows, and can help the heroes with further investigations into Ogdoad Research. If Hill explains the inner workings of the computer head to a hero with magical training, that hero can make a DC 25 Knowledge (arcane lore) check to realize that the system Hill is describing could conceivably predict times when the veil between worlds is most easily breached. This in itself lends some credence to Isaacson's assertion that he's trying to prevent an apocalypse, but the heroes might realize that, in the wrong hands, the computer head could actually help *cause* an apocalypse.

Developments

There are many questions purposely unanswered by this adventure. You may want to pursue them in your own campaign.

- Just how much of the Voynich Manuscript did Isaacson's programmers encode in the computer head's operating system?
- What would happen if the programming were completed, and the head switched on?
- What made Isaacson choose to construct the computer to look like a bronze head?
- If this head is the same voice the heroes heard on the telephone line, why does it sound so garbled? Could the original voice they heard be a *completed* bronze head? If so, where is it?
- Is Ogdoad Research really the mastermind behind Project Brindisi and the zombies at the Metro Cab yard? Or is it just a coincidence? Why is Ogdoad named after a group of Egyptian gods?

GM CHARACTERS

GM Characters presented with several different character levels represent different ranks or levels of seniority within the group.

Dr. Sebastian Isaacson, Computer Programmer

Although Ogdoad's board of directors has recruited Dr. Isaacson to their cause and informed him of the impending apocalypse, he is not a part of inner circle; he doesn't know that they are the engineers of the apocalypse's outcome. He honestly believes that he's creating an advanced computer system for the purpose of saving all mankind from imminent destruction. To this end, he's constructed a microcomputer in the shape of a human head, housed in bronze, and he's begun translating the Voynich Manuscript into a new kind of computer code to work as the head's operating system. And though he's had plenty of questions regarding exactly *why* the key to man's salvation is in a mysterious medieval book, the board of directors have promised to tell him the whole story when he joins the inner circle by completing Project Brindisi.

Sebastian Isaacson: male human Smart 3/ Dedicated 3; CR 6; Medium-size human; HD 3d6 plus 3d6; hp 17; Mas 10; Init +1 (+1 Dex); Spd 30 ft.; Def 14, touch 14, flat-footed 13; BAB +3; Grp +2; Atk +2 melee (1d3-1, unarmed) or +4 ranged; Full Atk: +2 melee (1d3-1, unarmed) or +4 ranged; Space/Reach 5 ft./5 ft.; SQ Savant (Computer Use), Savant (Craft [electronic]), Skill Emphasis (Computer Use), Faith; AL Ogdoad Research; AP 5; Rep +5; SV Fort +3, Ref +3, Will +7; Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14.

Starting Occupation: Academic (Computer Use, Knowledge [echnology], and Research are class skills.)

Skills and Feats: Computer Use +21, Craft (electronic) +12, Investigate +12, Knowledge (arcane lore) +14, Knowledge (civics) +6, Knowledge (earth and life sciences) +11, Knowledge (history) +9, Knowledge (physical sciences) +14, Knowledge (technology) +15, Profession +10, Repair +11, Research +13; Educated (Knowledge [arcane lore] & Knowledge [technology]), Educated (Knowledge [earth and life sciences] & Knowledge [physical sciences]), Gearhead, Iron Will, Renown, Windfall, Simple Weapons Proficiency.

Possessions: Travel case (containing bronze head computer), cellphone, gold serpent ring (a symbol of his membership in Ogdoad's outer circle), various personal possessions.

Richard Blackwood, Security Specialist

Richard Blackwood is a former DEA agent who currently works for Ogdoad Research as a security specialist assigned to protect Dr. Isaacson. A dedicated martial arts practitioner, Blackwood is an excellent bodyguard: fast, ruthless, and efficient.

Richard Blackwood: male human Strong 5; CR 5; Medium-size human; HD 5d8+10; hp 36; Mas 16; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30 ft.; Def 15, touch 15, flat-footed 13; BAB +5; Grp +7; Atk +7 melee (1d4+5/crit 19-20, unarmed) or +7 ranged; Full Atk: +7 melee (1d4+5/crit 19-20, unarmed) or +7 ranged; Space/Reach 5 ft./5 ft.; SA Advanced melee smash; AL Ogdoad Research, evil; AP 0; Rep +1; SV Fort +7, Ref +4, Will +4; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Starting Occupation: Law Enforcement (Intimidate and Knowledge [tactics] are class skills.)

Skills and Feats: Intimidate +9, Knowledge (tactics) +3, Profession +4; Combat Martial Arts, Great Fortitude, Improved Combat Martial Arts, Improved Damage Threshold, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Cellphone, various personal possessions.

Jeremy Hardy, Security Specialist

Jeremy Hardy was a private detective with a criminal record until he investigated a disappearance involving Ogdoad Research. They were so impressed with his cunning that they offered him a job overseeing security in some of Ogdoad's smaller enterprises. Hardy was actually stationed temporarily at the Aguas Mansion until he and the security chief, Clint Castle, had a personality clash. Blackwood asked that Hardy be reassigned to Temple Networking Solutions.

Jeremy Hardy: male human Tough Ordinary 2/Charismatic Ordinary 2; CR 3; Medium-size human; HD 2d10+4 plus 2d6+4; hp 30; Mas 15; Init +1 (+1 Dex, misc. mods); Speed 30 ft.; Def 14, touch 14, flat-footed 13; BAB +2; Grp +3; Atk +3 melee (1d6+1 nonlethal, sap) or +3 ranged; Full Atk: +3 melee (1d6+1 nonlethal, sap) or +3 ranged; Space/Reach 5 ft./5 ft.; AL Ogdoad

Research; AP 0; Rep +2; SV Fort +6, Ref +3, Will –1; Str 12, Dex 13, Con 15, Int 10, Wis 8, Cha 15.

Starting Occupation: Investigative (Forgery and Investigate are class skills.)

Skills and Feats: Bluff +8, Drive +6, Forgery +5, Intimidate +7, Investigate +5, Knowledge (streetwise) +4, Sense Motive +2; Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Vehicle Expert.

Possessions: Improvised sap, cellphone, various personal possessions.

Jonathan Ross and Harry Hill

Jonathan Ross and Harry Hill are Dr. Isaacson's assistants. Ross is a programmer working on the Voynich operating system. Hill is a computer engineer aiding the doctor in constructing the computerized bronze head. Only Ross has an allegiance to Ogdoad Research; Hill does not share his enthusiasm.

Ross and Hill: male humans Fast Ordinary 1/ Smart Ordinary 1; CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +2 (+2 Dex, misc. mods); Speed 30 ft.; Def 15, touch 15, flat-footed 13; BAB +0; Grp –1; Atk –1 melee (1d3-1 nonlethal, unarmed strike) or –2 ranged; Full Atk: –1 melee (1d3-1 nonlethal, unarmed strike) or –2 ranged; Space/Reach 5 ft./5 ft.; AL Ogdoad Research; AP 0; Rep +1; SV Fort +0, Ref +3, Will +2; Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Starting Occupation: Technician (Computer Use and Knowledge [technology] are class skills.)

Skills and Feats: Computer Use +9, Craft (electronic) +8, Craft (mechanical) +8, Drive +3, Escape Artist +4, Hide +3, Knowledge (streetwise) +6, Knowledge (technology) +6, Move Silently +4, Pilot +3, Profession +5, Read/Write English, Read/ Write German, Read/Write Spanish, Repair +8, Speak English, Speak German, Speak Spanish; Builder (Craft [electronic] and Craft [mechanical]), Gearhead, Simple Weapons Proficiency.

Possessions: Cellphone, notebook computer, various personal possessions.

HANDOUTS

Handout #1: Dr. John Dee

John Dee (1527-1608) was a citizen of the British Empire, and considered by many a visionary. He coined the word Britannia. Involved with the planning of the British navy, Dee was the first to apply Euclidean geometry to navigation, and he trained Britain's first great navigators.

Best known for his conjuration and divination, Dee reportedly contacted angels, who revealed to him God's plan for Great Britain. He even served for a time as the philosopher and astrologist to Queen Elizabeth. His tools for astrology and divination still rest in the British Museum, including his conjuring table (which contains the Enochian Alphabet he used to communicate with angels).

In occult circles, Dee is best known as the founder of the Rosicrucian Order, a protestant response to the Jesuits. An alchemist, hermeticist, cabalist, and occult adept, Dee was believed to have cast a hex on the Spanish Armada, turning the very weather against them (and ensuring that British forces won the Battle of Gravelines).

Dee was obsessed with learning and had the greatest library in England, consisting of more than 4,000 books, including the mysterious "Voynich Manuscript". The enigma of the encoded document was so great that John Dee sold the book to Rudolph II, the Holy Roman Emperor, for a fortune in gold.

A renowned figure in the theatre arts, John Dee was depicted by Shakespeare as the title character in *King Lear* and as Prospero in *The Tempest*.

Flight 23 includes six pre-generated characters, one representing each base class in the d20 Modern Roleplaying Game. In addition, a full-page blank version of this single-page character record sheet is found in The Bronze Head Campaign Standards Document.

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Hudson Bench

classes/levels: Strong 3
char level: 3
occupation: Military

ABILITIES

	score	mod
STR strength	13	+1
DEX dexterity	14	+2
CON constitution	15	+2
INT intelligence	10	+0
WIS wisdom	12	+1
CHA charisma	8	-1

SAVING THROWS

	Total	base	ability	misc
FORTITUDE (constitution)	+4	+2	+2	+0
REFLEX (dexterity)	+3	+1	+2	+0
WILL (wisdom)	+2	+1	+1	+0

HIT POINTS: 23
DEFENSE: 17 = 10 + +2 +3 +2 +0
INITIATIVE: +2
SPEED: 30
ARMOR PENALTY: 0

REPUTATION: +0
ACTION POINTS: 1
WEALTH BONUS: +10

ALLEGIANCES: Department-7

ATTACKS

UNARMED STRIKE: +4, 1d4+3, 20, L
MELEE WEAPON: Knife +4, 1d4+1, 19-20, P
RANGED WEAPON: Glock 20 +7, 2d6, 20, B, Rate: S. Magazine: 15 box. AMMO 40 S
RANGED WEAPON: Knife +1, 1d4+1, 19-20, P, AMMO 10

FEATS/TALENTS/SPECIAL ABILITIES

- Combat Martial Arts
- Personal Firearms Proficiency
- Precise Shot
- Melee Smash
- Light Armor Proficiency
- Point Blank Shot
- Simple Weapons Proficiency
- Improved Melee Smash

GEAR

- Mastercraft Glock 20 (10mm autoloader), illuminator, suppressor, concealed carry holster, spare box mag. (loaded), 20 10mm cartridges; firearms license; mastercraft light undercover shirt, armor license
- search-and-rescue kit, backpack, cell phone, fatigues, multipurpose tool
- casual clothes, coat, mesh vest, fatigue jacket, knife, std binoculars, night-vision goggles

	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
	50 lb	100 lb	150 lb	150 lb	300 lb	750 lb

LANGUAGE: English

Annabelle Cubero

classes/levels: Fast 3
char level: 3
occupation: Criminal

ABILITIES

	score	mod
STR strength	12	+1
DEX dexterity	15	+2
CON constitution	13	+1
INT intelligence	10	+0
WIS wisdom	8	-1
CHA charisma	14	+2

SAVING THROWS

	Total	base	ability	misc
FORTITUDE (constitution)	+2	+1	+1	+0
REFLEX (dexterity)	+4	+2	+2	+0
WILL (wisdom)	+0	+1	-1	+0

HIT POINTS: 20
DEFENSE: 19 = 10 + +4 +3 +2 +0
INITIATIVE: +2
SPEED: 30
ARMOR PENALTY: 0

REPUTATION: +0
ACTION POINTS: 1
WEALTH BONUS: +2

ALLEGIANCES:

ATTACKS

UNARMED STRIKE: +6, 1d4+1, 19-20, P
MELEE WEAPON: Knife +3, 1d4+1, 19-20, P
RANGED WEAPON: Glock 20 +6, 2d6, 20, B, Rate: S. Magazine: 15 box. AMMO 40 S
RANGED WEAPON: Knife +4, 1d4+1, 19-20, P, AMMO 10

FEATS/TALENTS/SPECIAL ABILITIES

- Defensive Martial Arts
- Personal Firearms Proficiency
- Simple Weapons Proficiency
- Uncanny Dodge 1
- Acrobatic
- Light Armor Proficiency
- Stealthy
- Evasion

GEAR

- Mastercraft Glock 20 (10mm autoloader), laser sight, suppressor, concealed carry holster, firearms license, spare box magazine (loaded), 20 10mm cartridges; mastercraft light undercover shirt, armor license
- night-vision goggles, search-and-rescue kit, backpack, cell phone, basic electrical toolkit, casual clothes, coat, multipurpose tool, knife, mesh vest, car opening kit, lockpick set, standard binoculars

	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
	43 lb	86 lb	130 lb	130 lb	260 lb	650 lb

LANGUAGE: English

Character Sheet 1 — Nelson Hydrick

THE BRONZE HEAD

Nelson Hydrick
character name

age | gender M | height | weight | eyes | hair | skin

Tough 3
classes/levels

char level 3 | experience points | player name

occupation: Adventurer

ALLEGIANCES
Department-7

REPUTATION +1
ACTION POINTS 1
WEALTH BONUS +8

ABILITIES

	ability score	ability modifier
STR strength	15	+2
DEX dexterity	13	+1
CON constitution	14	+2
INT intelligence	12	+1
WIS wisdom	10	+0
CHA charisma	8	-1

HIT POINTS — current hit points — TOTAL 30

DEFENSE 16 = 10 + class bonus +2 + dex modifier +1 + equipment bonus +3 + size modifier +0 + misc modifier +0

INITIATIVE +1 = dex modifier +1 + misc modifier +0

SPEED 30

ARMOR PENALTY 0

SAVING THROWS

	base save	ability modifier	misc modifier	TOTAL
FORTITUDE (constitution)	+2	+2	+0	+4
REFLEX (dexterity)	+1	+1	+0	+2
WILL (wisdom)	+0	+0	+1	+1

ATTACKS

	base attack bonus	ability modifier	TOTAL
MELEE (strength)	+2	+2	+4
RANGED (dexterity)	+2	+1	+3

UNARMED STRIKE — attack bonus +2 | damage 1d6+1 | critical 20 | type N | special properties

MELEE WEAPON — Knife — attack bonus +4 | damage 1d4+2 | critical 19-20 | type P | range S

RANGED WEAPON — S&W M29 — attack bonus +4 | damage 2d8 | critical 20 | type B | range 30 | M | Rate: S. Magazine: 6 cyl. | AMMO

RANGED WEAPON — Knife — attack bonus +3 | damage 1d4+2 | critical 19-20 | type P | range 10 | S | AMMO

FEATS/TALENTS/SPECIAL ABILITIES
Athletic
Endurance
Light Armor Proficiency
Personal Firearms Proficiency
Simple Weapons Proficiency
Windfall
Robust
Stamina

GEAR
Mastercraft (+1 atk) S&W M29 (.44 magnum revolver), firearms license, concealed carry holster, speed loader (loaded), armor license, cell phone, 38 .44 magnum cartridges; mastercraft (+1 Def) light undercover shirt, search-and-rescue kit, climbing gear, multipurpose tool, casual clothing, coat, mesh vest, knife, standard range pack, zip-tie handcuffs (25), bolt cutters, stun gun, duct tape

TOTAL WEIGHT CARRIED: ___

LIGHT 66 lb | MEDIUM 133 lb | HEAVY 200 lb | LIFT OFF GROUND 200 lb | LIFT OVER HEAD 400 lb | PUSH OR DRAG 1K lb

SKILLS
MAX RANKS /

class skill	SKILL NAME	key ability	SKILL MODIFIER	ability modifier	RANKS	misc modifier
	Balance	Dex	+1	+1		+0
	Bluff	Cha	-1	-1		+0
☒	Climb	Str	+7	+2	3	+2
☒	Computer Use	Int	+1	+1		+0
☒	Concentration	Con	+8	+2	6	+0
	Craft ( )	Int	+1	+1		+0
	Craft ( )	Int	+1	+1		+0
	Craft ( )	Int	+1	+1		+0
	Decipher Script	Int*	-	-		-
	Demolitions	Int*	-	-		-
	Diplomacy	Cha	-1	-1		+0
	Disable Device	Int*	-	-		-
	Disguise	Cha	-1	-1		+0
☒	Drive	Dex	+7	+1		+0
	Escape Artist	Dex	+1	+1		+0
	Forgery	Int	+1	+1		+0
	Gamble	Wis	+0	+0		+0
	Gather Information	Cha	-1	-1		+0
	Handle Animal	Cha*	-	-		-
	Hide	Dex	+1	+1		+0
☒	Intimidate	Cha	+1	-1		+0
☒	Investigate	Int	+1	+1		+0
☒	Jump	Str	+7	+2	+5	+0
	Knowledge ( )	Int*	-	-		-
	Knowledge ( )	Int*	-	-		-
	Knowledge ( )	Int*	-	-		-
	Listen	Wis	+0	+0		+0
☒	Move Silently	Dex	+1	+1		+0
	Navigate	Int	+1	+1		+0
	Perform ( )	Cha	-1	-1		+0
	Perform ( )	Cha	-1	-1		+0
	Perform ( )	Cha	-1	-1		+0
☒	Pilot	Dex*	+7	+1		+0
☒	Profession	Wis	+0	+0		+0
☒	Repair	Int*	+1	+1		+0
☒	Research	Int	+1	+1		+0
☒	Ride	Dex	+1	+1		+0
☒	Search	Int	+1	+1		+0
	Sense Motive	Wis	+0	+0		+0
	Sleight of Hand	Dex*	-	-		-
☒	Spot	Wis	+0	+0		+0
☒	Survival	Wis	+5	+0	+2	+3
☒	Swim	Str	+0	+2		+0
	Treat Injury	Wis	+0	+0		+0
	Tumble	Dex*	-	-		-
☒	Speak Language	—				
☒	Read/Write Language	—				

* Can't be used untrained. 1 ARMOR PENALTY applies.

LANGUAGE English
R/W? LANGUAGE

Character Sheet 2 — Karina McGuckin

THE BRONZE HEAD

Karina McGuckin
character name

age | gender F | height | weight | eyes | hair | skin

Smart 3
classes/levels

char level 3 | experience points | player name

occupation: Academic

ALLEGIANCES
Department-7

REPUTATION +1
ACTION POINTS 5
WEALTH BONUS +7

ABILITIES

	ability score	ability modifier
STR strength	8	-1
DEX dexterity	13	+1
CON constitution	14	+2
INT intelligence	15	+2
WIS wisdom	10	+0
CHA charisma	12	+1

HIT POINTS — current hit points — TOTAL 19

DEFENSE 15 = 10 + class bonus +1 + dex modifier +1 + equipment bonus +3 + size modifier +0 + misc modifier +0

INITIATIVE +1 = dex modifier +1 + misc modifier +0

SPEED 30

ARMOR PENALTY 0

SAVING THROWS

	base save	ability modifier	misc modifier	TOTAL
FORTITUDE (constitution)	+1	+2	+0	+3
REFLEX (dexterity)	+1	+1	+0	+2
WILL (wisdom)	+2	+0	+0	+2

ATTACKS

	base attack bonus	ability modifier	TOTAL
MELEE (strength)	+1	-1	+0
RANGED (dexterity)	+1	+1	+2

UNARMED STRIKE — attack bonus +0 | damage 1d3-1 | critical 20 | type | special properties

MELEE WEAPON — Knife — attack bonus +0 | damage 1d4-1 | critical 19-20 | type P | range S

RANGED WEAPON — Glock 20 — attack bonus +4 | damage 2d6 | critical 20 | type B | range 40 | S | Rate: S. Magazine: 15 box. | AMMO

RANGED WEAPON — Knife — attack bonus +2 | damage 1d4-1 | critical 19-20 | type P | range 10 | S | AMMO

FEATS/TALENTS/SPECIAL ABILITIES
Dodge
Personal Firearms Proficiency
Studious
Savant (Knowledge [arcane lore])
Light Armor Proficiency
Simple Weapons Proficiency
Trick

GEAR
Mastercraft (+2) Glock 20 (10mm autoloader), firearms license, coat, concealed carry holster, spare box mag (loaded), 20 10mm cartridges suppressor; mastercraft (+1) light undercover shirt, armor license, demolitions license, demolitions kit, 12 blasting caps, 12 sticks dynamite, 100 ft. det cord, 2 timed detonators, 2 wired detonators; chemical kit, deluxe evidence kit, basic mechanical tool kit, search-and-rescue kit

TOTAL WEIGHT CARRIED: ___

LIGHT 26 lb | MEDIUM 53 lb | HEAVY 80 lb | LIFT OFF GROUND 80 lb | LIFT OVER HEAD 160 lb | PUSH OR DRAG 400 lb

backpack, cell phone, multipurpose tool, casual clothing, mesh vest, knife, duct tape

SKILLS
MAX RANKS /

class skill	SKILL NAME	key ability	SKILL MODIFIER	ability modifier	RANKS	misc modifier
	Balance	Dex	+1	+1		+0
	Bluff	Cha	+2	+1		+0
	Climb	Str	+0	-1		+0
☒	Computer Use	Int	+8	+2	+6	+0
☒	Concentration	Con	+2	+2		+0
☒	Craft (chemical)	Int	+8	+2	+6	+0
☒	Craft (structural)	Int	+8	+2	+6	+0
	Craft ( )	Int	+2	+2		+0
	Decipher Script	Int*	+10	+2	+6	+2
☒	Demolitions	Int*	+8	+2	+6	+0
☒	Diplomacy	Cha	+1	+1		+0
☒	Disable Device	Int*	+2	+2		+0
	Disguise	Cha	+1	+1		+0
	Drive	Dex	+1	+1		+0
	Escape Artist	Dex	+1	+1		+0
	Forgery	Int	+2	+2		+0
	Gamble	Wis	+0	+0		+0
☒	Gather Information	Cha*	+7	+1	+6	+0
	Handle Animal	Cha*	-	-		-
	Hide	Dex	+1	+1		+0
☒	Intimidate	Int*	+8	+2	+6	+0
☒	Investigate	Int*	+2	+2		+0
	Jump	Str	+1	-1		+0
☒	Knowledge (arcana)	Int*	+12	+2	+6	+4
☒	Knowledge ( )	Int*	-	-		-
☒	Knowledge ( )	Int*	-	-		-
	Listen	Wis	+0	+0		+0
	Move Silently	Dex	+1	+1		+0
	Navigate	Int	+2	+2		+0
	Perform ( )	Cha	+1	+1		+0
☒	Pilot	Dex*	+6	+1		+0
☒	Profession	Wis	+0	+0		+0
☒	Repair	Int*	+11	+2	+6	+3
☒	Research	Int	+8	+2	+6	+0
	Ride	Dex	+1	+1		+0
☒	Search	Int	+8	+2	+6	+0
☒	Sense Motive	Wis	+0	+0		+0
	Sleight of Hand	Dex*	-	-		-
	Spot	Wis	+0	+0		+0
	Survival	Wis	+0	+0		+0
	Swim	Str	-1	-1		+0
	Treat Injury	Wis	+0	+0		+0
	Tumble	Dex*	-	-		-
	Speak Language	—				
	Read/Write Language	—				

* Can't be used untrained. 1 ARMOR PENALTY applies.

LANGUAGE English
R/W? LANGUAGE

Jessie Cavanagh
character name

Dedicated 3
class/levels

3 — *char level* — *player name* — *experience points* — Religious *occupation*

M *gender* — *age* — *height* — *weight* — *eyes* — *hair* — *skin*

THE BRONZE HEAD

ABILITIES

		ability score	ability modifier	temporary score	temporary modifier
STR	strength	8	-1		
DEX	dexterity	14	+2		
CON	constitution	13	+1		
INT	intelligence	10	+0		
WIS	wisdom	15	+2		
CHA	charisma	12	+1		

SAVING THROWS

		TOTAL	base save	ability modifier	misc modifier
FORTITUDE	(constitution)	+3	+2	+1	+0
REFLEX	(dexterity)	+3	+1	+2	+0
WILL	(wisdom)	+4	+2	+2	+0

HIT POINTS
16 current hit points / TOTAL 16

DEFENSE
TOTAL 17 = 10 + class +2 + dex +2 + equipment +3 + misc +0
= 10 + +2 + +2 + +0 class size modifier misc modifier

INITIATIVE
TOTAL +2 = dex +2 + misc +0

SPEED
30

ARMOR PENALTY
0

REPUTATION +1
ACTION POINTS 1
WEALTH BONUS +3

ALLEGIANCES
Department-7

ATTACKS

MELEE (strength) total -1 = base attack bonus +2 + ability modifier -1 + size modifier +0 + misc modifier +0

RANGED (dexterity) total +2 = base attack bonus +2 + ability modifier +2 + size modifier +0 + misc modifier +0

UNARMED STRIKE
1d3 — type N — +2

MELEE WEAPON
Knife — +1 — 1d4 — 19-20 — P

RANGED WEAPON
Colt Python — +6 — 2d6 — 20 — B
40 — M — Rate: S. Magazine: 6 cyl.

RANGED WEAPON
Knife — +4 — 1d4 — 19-20 — P

AMMO

FEATS/TALENTS/SPECIAL ABILITIES

- Light Armor Proficiency
- Personal Firearms Proficiency
- Simple Weapons Proficiency
- Medical Expert
- Surgery
- Skill Emphasis (Survival)
- Faith

SKILLS

class skill	SKILL NAME	key ability	ability modifier	ranks	misc modifier	MAX RANKS /
✕	Balance	Dex*	+2			
✕	Bluff	Cha	+1			
□	Climb	Str	-1			
□	Computer Use	Int	+0			
✕	Concentration	Con	+1			
✕	Craft (pharm.)	Int	+0			
□	Craft ( )	Int	+0			
✕	Craft ( )	Int	+0			
✕	Decipher Script	Int	+0			
□	Demolitions	Int	+0			
✕	Diplomacy	Cha	+1			
□	Disable Device	Int	+0			
✕	Disguise	Cha	+1			
□	Drive	Dex	+2			
✕	Escape Artist	Dex*	+2			
□	Forgery	Int	+0			
✕	Gamble	Wis	+2			
✕	Gather Information	Cha	+1			
□	Handle Animal	Cha*	+1			
✕	Hide	Dex*	+2			
✕	Intimidate	Cha	+1			
✕	Investigate	Int*	+0			
✕	Jump	Str	-1			
✕	Knowledge (theo/philo)	Int*	+7			
□	Knowledge ( )	Int*	+0			
✕	Listen	Wis	+9			
□	Move Silently	Dex*	+2			
✕	Navigate	Int	+0			
□	Perform ( )	Cha	+1			
□	Perform ( )	Cha	+1			
□	Pilot	Dex*	+2			
✕	Profession	Wis	+5			
□	Repair	Int	+0			
□	Research	Int	+0			
✕	Ride	Dex	+2			
✕	Search	Int	+0			
✕	Sense Motive	Wis	+9			
✕	Sleight of Hand	Dex*	+2			
✕	Spot	Wis	+8			
✕	Survival	Wis	+8			
✕	Swim	Str*	-1			
✕	Treat Injury	Wis	+8			
□	Tumble	Dex*	+2			

* Can't be used untrained. † ARMOR PENALTY applies.

LANGUAGE: English
✕ Read/Write Language
✕ Speak Language

GEAR

Firearms license: Mastercraft (+2) Colt Python (.357 revolver), backpack, concealed carry holster, speedloader (loaded), 38 .357 cartridges, parka, Winchester 94 (.444 hunting rifle), 14 .444 cartridges, standard scope, mastercraft (+1) light undercover shirt, armor license, medical license, medical kit, coat, surgery kit, search-and-rescue kit, medical license, cell phone, fatigues, cell phone, casual clothing, multipurpose tool, mesh vest, sleeping bag

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
26 LB	53 LB	80 LB	80 LB	160 LB	400 LB

TOTAL WEIGHT CARRIED: _____

Maricela Dubinsky
character name

Charismatic 3
class/levels

3 — *char level* — *player name* — *experience points* — Investigative *occupation*

M *gender* — *age* — *height* — *weight* — *eyes* — *hair* — *skin*

THE BRONZE HEAD

ABILITIES

		ability score	ability modifier	temporary score	temporary modifier
STR	strength	8	-1		
DEX	dexterity	13	+1		
CON	constitution	12	+1		
INT	intelligence	10	+0		
WIS	wisdom	14	+2		
CHA	charisma	15	+2		

SAVING THROWS

		TOTAL	base save	ability modifier	misc modifier
FORTITUDE	(constitution)	+3	+2	+1	+0
REFLEX	(dexterity)	+2	+1	+1	+0
WILL	(wisdom)	+1	+1	+2	+0

HIT POINTS
16 current hit points / TOTAL 16

DEFENSE
TOTAL 14 = 10 + class +1 + dex +1 + equipment +2 + misc +0
= 10 + +1 + +1 + +0

INITIATIVE
TOTAL +1 = dex +1 + misc +0

SPEED
30

ARMOR PENALTY
0

REPUTATION +2
ACTION POINTS 1
WEALTH BONUS +6

ALLEGIANCES
Department-7

ATTACKS

MELEE (strength) total +0

RANGED (dexterity) total +1

UNARMED STRIKE
1d3 — type N — +0

MELEE WEAPON
Knife — +0 — 1d4-1 — 19-20 — P
S

RANGED WEAPON
Glock 20 — +4 — 2d6 — 20 — B
40 — S — Rate: S. Magazine: 15 box.

RANGED WEAPON
Knife — +2 — 1d4-1 — 19-20 — P
10 — S

AMMO

FEATS/TALENTS/SPECIAL ABILITIES

- Light Armor Proficiency
- Personal Firearms Proficiency
- Simple Weapons Proficiency
- Alertness
- Point Blank Shot
- Trustworthy
- Fast-talk
- Dazzle

SKILLS

class skill	SKILL NAME	key ability	ability modifier	ranks	misc modifier	MAX RANKS /
✕	Balance	Dex*	+1			
✕	Bluff	Cha	+8⁵			
□	Climb	Str	-1			
□	Computer Use	Int	+0			
✕	Concentration	Con	+1			
✕	Craft (visual art)	Int	+0			
✕	Craft (writing)	Int	+0			
□	Craft ( )	Int	+0			
✕	Decipher Script	Int	+0			
□	Demolitions	Int	+0			
✕	Diplomacy	Cha	+11			
□	Disable Device	Int	+0			
✕	Disguise	Cha	+2			
□	Drive	Dex	+1			
✕	Escape Artist	Dex*	+1			
□	Forgery	Int	+0			
✕	Gamble	Wis	+2			
✕	Gather Information	Cha	+11			
□	Handle Animal	Cha*	+2			
✕	Hide	Dex*	+1			
✕	Intimidate	Cha	+8			
✕	Investigate	Int*	+0			
✕	Jump	Str	-1			
✕	Knowledge (behav. sci.)	Int*	+6			
□	Knowledge ( )	Int*	+0			
✕	Listen	Wis	+4			
□	Move Silently	Dex*	+1			
✕	Navigate	Int	+0			
□	Perform ( )	Cha	+2			
□	Perform ( )	Cha	+2			
□	Pilot	Dex*	+1			
✕	Profession	Wis	+8			
□	Repair	Int	+0			
✕	Research	Int	+0			
✕	Ride	Dex	+1			
✕	Search	Int	+0			
✕	Sense Motive	Wis	+4			
✕	Sleight of Hand	Dex*	+1			
✕	Spot	Wis	+4			
✕	Survival	Wis	+2			
✕	Swim	Str*	-1			
□	Treat Injury	Wis	+2			
□	Tumble	Dex*	+1			

* Can't be used untrained. † ARMOR PENALTY applies.
$ +3 when lying or cheating

LANGUAGE: English
✕ Read/Write Language
✕ Speak Language

GEAR

Mastercraft (+2) Glock 20, concealed carry holster, laser sight, PDA, spare box magazine (loaded), 20 10mm cartridges, armor license, coat, light undercover shirt, 4 tear gas grenades, gas mask, multipurpose tool, search-and-rescue kit, cell phone, casual clothing, coat, mesh vest, knife

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
26 LB	53 LB	80 LB	80 LB	160 LB	400 LB

TOTAL WEIGHT CARRIED: _____

Card 1: Dr. Sebastian Isaacson

DELAY or READY

NAME	RACE	INIT
Dr. Sebastian Isaacson		+1

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF	14	14	13		Sm 3/D 3

STR	8	INT	16	FORT	+3	SPD	30
DEX	12	WIS	13	REF	+3	GRAP	+2	VIS
CON	10	CHA	14	WILL	+7		

Skills

Comp Use	+21			
Repair	+11			

Attack (#)	Bonus	Type	Damage
Unarmed	+2	B	1d3-1
Ranged	+2		

HP/AP
17/5

Special/Notes
Feats/Talents: Faith.
Possessions: gold serpent ring.

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Card 2: Richard Blackwood

DELAY or READY

NAME	RACE	INIT
Richard Blackwood		+6

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF	15	15	13		Strong 5

STR	15	INT	8	FORT	+7	SPD	30
DEX	14	WIS	10	REF	+4	GRAP	+7	VIS
CON	14	CHA	12	WILL	+4		

Skills

Intim	+9			
Kn (tact)	+3			

Attack (#)	Bonus	Type	Damage
Unarmed	+7	B	1d4+5/19-20
Ranged	+7		

HP/AP
36/0

Special/Notes
Feats/Talents: Imp Dmg Thrsh (Mas 16).

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Card 3: Jeremy Hardy

DELAY or READY

NAME	RACE	INIT
Jeremy Hardy		+1

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF	14	14	13		TO 2/CO 2

STR	12	INT	10	FORT	+6	SPD	30
DEX	13	WIS	8	REF	+3	GRAP	+3	VIS
CON	15	CHA	15	WILL	-1		

Skills

Bluff	+8	Intim	+7	
Drive	+6	S Mot	+2	

Attack (#)	Bonus	Type	Damage
Sap	+3	N	1d6+1
Ranged	+3		

HP/AP
30/0

Special/Notes
Feats/Talents: Pt Blk Shot, Prec Shot, Vehic Exp.

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Card 4: Jonathan Ross

DELAY or READY

NAME	RACE	INIT
Jonathan Ross		+2

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF	15	15	13		FO 1/SmO 1

STR	8	INT	15	FORT	+0	SPD	30
DEX	14	WIS	12	REF	+3	GRAP	-1	VIS
CON	10	CHA	13	WILL	+2		

Skills

Comp Use	+9	Esc	+4	Pilot	+3
Drive	+3	M Sil	+4	Repair	+8

Attack (#)	Bonus	Type	Damage
Unarmed	-1	N	1d3-1
Ranged	-2		

HP/AP
8/0

Special/Notes
Languages: English (srw), German (srw), Spanish (srw),

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Initiative Cards

Keeping track of initiative in games using the *d20 System* can get complicated. Every GM has a method that he or she favors, but which sometimes lacks in versatility or utility. These Initiative Cards provide GMs both with an easy way to keep track of initiative and a handy reference for all the sorts of information a GM sometimes needs during a game session. For more complete information on Initiative Cards, visit The Game Mechanics' website and download the full initiative card package (http://www.thegamemechanics.com/freebies/).

Monster Cards

The cards on pages 27-28 are monster cards, designed to hold the information a GM needs most for each NPC in combat.

DELAY or READY

NAME	RACE	INIT
Harry Hill		+2

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF	15	15	13		FO 1/SmO 1

STR	8	INT	15	FORT	+0	SPD	30
DEX	14	WIS	12	REF	+3	GRAP	-1	VIS	
CON	10	CHA	13	WILL	+2		

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Skills

Comp Use	+9	Esc	+4	Pilot	+3
Drive	+3	M Sil	+4	Repair	+8

Attack (#)	Bonus	Type	Damage
Unarmed	-1	N	1d3-1
Ranged	-2		

HP/AP
8/0

Special/Notes
Languages: English (srw), German (srw), Spanish (srw),

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DELAY or READY

NAME	RACE	INIT

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF					

STR		INT		FORT		SPD	
DEX		WIS		REF		GRAP		VIS	
CON		CHA		WILL			

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Skills

Attack (#)	Bonus	Type	Damage

HP/AP

Special/Notes

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DELAY or READY

NAME	RACE	INIT

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF					

STR		INT		FORT		SPD	
DEX		WIS		REF		GRAP		VIS	
CON		CHA		WILL			

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Skills

Attack (#)	Bonus	Type	Damage

HP/AP

Special/Notes

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DELAY or READY

NAME	RACE	INIT

	BASE	TCH	FLT	TMP	CLASS/LEVEL
DEF					

STR		INT		FORT		SPD	
DEX		WIS		REF		GRAP		VIS	
CON		CHA		WILL			

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Skills

Attack (#)	Bonus	Type	Damage

HP/AP

Special/Notes

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Character Card: Hudson Bench

NAME: Hudson Bench **RACE:** **INIT:** +2

CLASS/LEVEL: Strong 3

DEF	BASE	TCH	FLT	TMP
	17	14	15	

STR	13	INT	10	FORT	+4	SPD 30
DEX	14	WIS	12	REF	+3	VIS
CON	15	CHA	8	WILL	+2	

DELAY or READY

Skills

Bluff	-1	Move Silently..	+7		
Diplomacy..	-1	Search...............	-1		
Hide	+7	Sense Motive...	+1		
Listen	+1	Spot....................	+1		

Languages
English (r/w)

Special/Notes Brawl.

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Character Card: Annabelle Cubero

NAME: Annabelle Cubero **RACE:** **INIT:** +2

CLASS/LEVEL: Fast 3

DEF	BASE	TCH	FLT	TMP
	19	16	19	

STR	12	INT	10	FORT	+2	SPD 30
DEX	15	WIS	8	REF	+4	VIS
CON	13	CHA	14	WILL	+0	

DELAY or READY

Skills

Bluff	+2	Move Silently..	+10		
Diplomacy..	+2	Search...............	+0		
Hide	+10	Sense Motive...	-1		
Listen	-1	Spot....................	-1		

Languages
English (r/w)

Special/Notes

UNCONSCIOUS

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Character Card: Nelson Hydrick

NAME: Nelson Hydrick **RACE:** **INIT:** +1

CLASS/LEVEL: Tough 3

DEF	BASE	TCH	FLT	TMP
	16	13	15	

STR	15	INT	12	FORT	+4	SPD 30
DEX	13	WIS	10	REF	+2	VIS
CON	14	CHA	8	WILL	+1	

DELAY or READY

Skills

Bluff	-1	Move Silently..	+1		
Diplomacy..	-1	Search...............	+1		
Hide	+1	Sense Motive...	+0		
Listen	+0	Spot....................	+0		

Languages
English (r/w)

Special/Notes

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Character Card: Karina McGuckin

NAME: Karina McGuckin **RACE:** **INIT:** +1

CLASS/LEVEL: Smart 3

DEF	BASE	TCH	FLT	TMP
	15	12	14	

STR	8	INT	15	FORT	+3	SPD 30
DEX	13	WIS	10	REF	+2	VIS
CON	14	CHA	12	WILL	+2	

DELAY or READY

Skills

Bluff	+2	Move Silently..	+1		
Diplomacy..	+1	Search...............	+8		
Hide	+1	Sense Motive...	+0		
Listen	+0	Spot....................	+0		

Languages
English (r/w)

Special/Notes

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Character Cards

Character cards are different from monster cards because much of the combat information on a monster card is tracked by individual players on their character sheets. However, character cards include space for those skills for which the GM needs to make skill checks on the player's behalf. Full character sheets for these pre-generated characters are provided in the previous section.

Character 1

NAME: Jessie Cavanagh
RACE:
INIT: +2

DELAY or READY

DEF BASE 17 | TCH 14 | FLT 15 | TMP

CLASS/LEVEL: Dedicated 3

STR	8	INT	10	FORT	+3	SPD	30
DEX	14	WIS	15	REF	+3	VIS	
CON	13	CHA	12	WILL	+4	

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Skills

Bluff	+1	Move Silently..	+2		
Diplomacy..	+1	Search	+0		
Hide	+2	Sense Motive...	+9		
Listen	+9	Spot	+5		

Languages

English (r/w)

Special/Notes

UNCONSCIOUS

Character 2

NAME: Maricela Dubinsky
RACE:
INIT: +1

DELAY or READY

DEF BASE 14 | TCH 12 | FLT 13 | TMP

CLASS/LEVEL: Charismatic 3

STR	8	INT	10	FORT	+3	SPD	30
DEX	13	WIS	14	REF	+3	VIS	
CON	12	CHA	15	WILL	+3	

THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff	+8†	Move Silently..	+1		
Diplomacy..	+10†	Search	+0		
Hide	+1	Sense Motive...	+8		
Listen	+4	Spot	+4		

Languages

English (r/w)

Special/Notes

† +3 when lying, cheating, or being dishonest.

UNCONSCIOUS

Character 3 (blank)

NAME:
RACE:
INIT:

DELAY or READY

DEF BASE | TCH | FLT | TMP

CLASS/LEVEL:

STR		INT		FORT		SPD	
DEX		WIS		REF		VIS	
CON		CHA		WILL		

THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff		Move Silently..			
Diplomacy..		Search			
Hide		Sense Motive...			
Listen		Spot			

Languages

Special/Notes

UNCONSCIOUS

Character 4 (blank)

NAME:
RACE:
INIT:

DELAY or READY

DEF BASE | TCH | FLT | TMP

CLASS/LEVEL:

STR		INT		FORT		SPD	
DEX		WIS		REF		VIS	
CON		CHA		WILL		

THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff		Move Silently..			
Diplomacy..		Search			
Hide		Sense Motive...			
Listen		Spot			

Languages

Special/Notes

UNCONSCIOUS

Card 1

DELAY or READY

NAME — RACE — INIT

DEF — BASE | TCH | FLT | TMP — CLASS/LEVEL

STR □ INT □ FORT □ SPD □

DEX □ WIS □ REF □ VIS □

CON □ CHA □ WILL □ | THE GAME MECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff .... □ Move Silently.. □ .... □

Diplomacy.. □ Search.............. □ .... □

Hide .... □ Sense Motive... □ .... □

Listen .... □ Spot.................. □ .... □

Languages

Special/Notes

UNCONSCIOUS

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Card 2

DELAY or READY

NAME — RACE — INIT

DEF — BASE | TCH | FLT | TMP — CLASS/LEVEL

STR □ INT □ FORT □ SPD □

DEX □ WIS □ REF □ VIS □

CON □ CHA □ WILL □ | THE GAME MECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff .... □ Move Silently.. □ .... □

Diplomacy.. □ Search.............. □ .... □

Hide .... □ Sense Motive... □ .... □

Listen .... □ Spot.................. □ .... □

Languages

Special/Notes

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Card 3

DELAY or READY

NAME — RACE — INIT

DEF — BASE | TCH | FLT | TMP — CLASS/LEVEL

STR □ INT □ FORT □ SPD □

DEX □ WIS □ REF □ VIS □

CON □ CHA □ WILL □ | THE GAME MECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff .... □ Move Silently.. □ .... □

Diplomacy.. □ Search.............. □ .... □

Hide .... □ Sense Motive... □ .... □

Listen .... □ Spot.................. □ .... □

Languages

Special/Notes

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Card 4

DELAY or READY

NAME — RACE — INIT

DEF — BASE | TCH | FLT | TMP — CLASS/LEVEL

STR □ INT □ FORT □ SPD □

DEX □ WIS □ REF □ VIS □

CON □ CHA □ WILL □ | THE GAME MECHANICS — WWW.THEGAMEMECHANICS.COM

Skills

Bluff .... □ Move Silently.. □ .... □

Diplomacy.. □ Search.............. □ .... □

Hide .... □ Sense Motive... □ .... □

Listen .... □ Spot.................. □ .... □

Languages

Special/Notes

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Blank Character Cards

These blank character cards can be used if your group decides not to use the pre-generated characters provided in *Slave Drivers*. Alternatively, you can use them to record the new stats for the pre-generated characters should they go up in level.

APPENDIX: OPEN GAME LICENSE