

Troy Taylor
The Le Games



Unorthodox Modern Cheerleaders



Troy Taylor
The Le Games



Unorthodox Modern
Cheerleaders



Troy Taylor
The Le Games

Unorthodox Modern
Cheerleaders

Unorthodox Modern Cheerleaders



Author: Troy E. Taylor

Layout: The Le

Welcome to **Unorthodox Modern Cheerleaders**, our first Modern Book in a series of d20 Modern books. We are very excited to jump in to the realm of d20 modern, and we are glad you have come along for the ride.

Table of Contents

- Unorthodox Cheerleader (10-level Advanced Class)
- The Cheer Squad (5-level Advanced Classes)
- Adversaries
- FX Items
- Monsters
- Cheerleader NPC
- Equipment
- Appendix A: the Fast Hero
- OGL

POWER BALANCING

Not all campaign worlds are created equal. In some worlds, a +3 to defense is weak, while on other that is god-like. It is important to remember that the GM should tweak these things necessary for the sake of balance.

Ideas for balancing things out:

- Modify the DC for effects
- Modify the Ref / Will / Fort saves
- Modify the Base Attack Bonus (B.A.B.)

THE LE GAMES YAHOO GROUP

Want to hear more about our books, and even get some coupons and freebies? Come to our yahoo Group!

<http://games.groups.yahoo.com/group/TheLeGames/>

We make all our announcements there first.

FREELANCERS

Our freelance author is Troy Taylor, who also wrote the fantastic Unorthodox Witches. He can be contacted at

ttaylor10il@yahoo.com

SHAMELESS PLUGS

Coming soon from The Le Games: *17 Magic Shields*, *17 Magic Items*, *17 Magic Gloves & Boots*, *17 Magic Rings & Amulets*, *Unorthodox Pirates*, *Unorthodox Sorcerers*, *Unorthodox Paladins*, *Unorthodox Wizards*, *Unorthodox Modern Mimes*, *Unorthodox Modern Bodyguards*, and *Vikings d20 (this is a huge book)!*

From the Author

Face it, cheerleaders are fun.

In the wide-open world of Modern roleplaying, anyone can be a hero. So why not the cheerleader? They're fit, athletic, and charismatic to boot. They get to dress in colorful outfits, scream their hearts out, and eagerly share with fans and players the emotional roller coaster ride that every sports season brings. They shed tears of anguish and they leap with joy, just as every diehard fans does. And they look good doing it.

Did I mention that cheerleaders are fun?

So, maybe the cheerleader is a little bit too preoccupied with herself. (These days, who isn't?) There's makeup, primping, hair, and nails to see to. But when the sports team is threatened, or the safety of players and fans are at stake, it's the cheerleader who steps up to save the day. They'll defend their team's honor with every fiber of their being.

Then there's that fun thing they got goin'. I mean, everyone wants cheerleaders at their party.

Before you dismiss cheerleading as a route to power and success, consider this list of successful former cheerleaders: George W. Bush and Franklin Roosevelt were both cheerleaders and leaders of the free world -- it's hard to beat that. Supreme Allied Commander General (and former president) Dwight Eisenhower was a cheerleader. Supreme Court Justice Ruth Bader Ginsburg was a cheerleader. Musical artists Paula Abdul, Natalie Maines and Mandy Moore were all cheerleaders, as were actresses Sandra Bullock, Meryl Streep and Desperate Housewife Terri Hatcher. It's no surprise that TV personality Katie Couric was a cheerleader (and in many ways, still is). Movie tough guys Michael Douglas, Kirk Douglas, and Master Jedi Samuel L. Jackson were all cheerleaders too.

Don't want real-life heroes? Well, motion pictures and Japanese anime are replete with examples of cheerleaders who save the day with their high kicks and high spirits. No villain or undead creature can stand up to the razzle-dazzle and winning smiles of those big-screen cheerleaders.

So grab you pompoms and megaphones. It's time to roll that 1d20 and bring to life your vision of a cheerleader, especially an Unorthodox version of one.

Goooooooooooo TEAM!

--Troy Taylor

UNORTHODOX CHEERLEADER

Cheerleaders are bouncy, perky, passionate and always upbeat. Even though they tend to wear their colorful uniforms everywhere, they are such fun to be around, no one else seems to mind.

When danger looms, cheerleaders remain enthusiastic despite the most overwhelming odds. In dire situations, the cheerleader's trademark determination serves them well, enabling them to see things through to the next sunny day.

Above all, most cheerleaders are fit and athletic. Even though they are relegated to the sidelines, cheerleaders possess the same agility and coordination as the athletes they cheer to victory.

Most cheerleaders can execute a few self-defense moves, learned either through a trendy aerobics class or from a martial arts instructor. The cheerleader's somersaults, back flips and other power tumbling moves can be self-taught, but usually are the result of a gymnastics class.



Adversaries too quickly dismiss the Cheerleader as a non-threatening over-achiever with pigtails and a pompom set. Only when it's too late do they realize their mistake. When it comes time to battling the bad guys, few can match the Unorthodox Cheerleader's jarring kicks, hand chops, and back flips. The right cheers never fail to encourage allies either. A cheerleader's powerful shouts are some of her best weapons.

Adventures: The fact is that when a chain saw-wielding maniac is on the loose (stalking teen victims), it's the cheerleader who often saves the day. When the call goes out for someone to hunt vampires and other dark creatures of the

night, more often than not a cheerleader is revealed to be the chosen one.

Appearance: Most all cheerleaders favor a clean-cut look and have captivating smiles. Female cheerleaders wear one of two trademark uniforms: tank top with straight skirt or sweater with pleated

skirt. Cheerleaders and dance team members for professional sports teams wear more fanciful garb, a spandex uniform decked out with a short skirt and stylish trim symbolic of the team mascot.

Pompoms are optional.

Male cheerleaders are common too, often wearing tight shirts and shorts or warm-up pant, while carrying megaphones and cheer signs. Being image conscious, nearsighted cheerleaders opt for contact lenses over eyeglasses.

Allegiances: Cheerleaders are fiercely loyal to their friends, team, school and community. Whenever any of them are threatened, cheerleaders step forward to do their part. Cheerleaders can be of any belief system, or none. Ethically, cheerleaders are generally lawful, but a few chaotic ones exist. Morally, cheerleaders are guided by a desire to do good (of course, “good” often translates to getting an awesome ride to the party).

Reputation: Generally, cheerleaders have good reputations, but the most popular ones have bad reputations. They have a tendency to get into mischief and often belong to a clique of friends. This, coupled with the ability to attract many admirers of the opposite gender, makes them the target of salacious gossip.

Other Classes: Generally, cheerleaders forge the longest and most lasting friendships with those who

exhibit physical prowess, Strong, Tough and other Fast heroes. They respect Smart heroes, even though they don’t understand such single-minded attention to homework and studies. They probably have the least in common with Dedicated heroes and their devotion to an ideal or cause. While they might outwardly admire Charismatic heroes for their good looks, personality, and performance skills (and even share many of the same traits), they generally view them as rivals to their own popularity.

Cheerleaders in Modern Arcana: Cheerleaders look to acquire FX items that are appropriate to their ensemble, including glitter, pompoms, megaphones, jewelry, hair ribbons and barrette, bobby socks, tennis shoes and entire cheerleading outfits with magical effects. Some face paints and temporary tattoos in the shape of the team mascot also confer FX effects. Some music CDs are imbued with enhanced music that can bolster a routine.

Cheerleaders Fill Other Roles: Not all cheerleaders walk about in costume all day long. Others have graduated to other careers, while still retaining the cheerleaders’ abilities. Some examples of cheerleaders in other roles are Pilates instructors, lifestyle and positive thinking consultants, youth league coaches, soccer moms, American Idol judge, and of course super-spies in training.

Unorthodox Modern Cheerleaders

Backgrounds: Because most cheerleaders follow a personal fitness routine and love the sports they cheer for, they choose to have Athlete as a starting occupation. However, a few cheerleaders value their

education and choose Student as a starting occupation (but often try to keep this a secret from their more image-conscious friends).

On the Fast Track

Constructing an Unorthodox Cheerleader requires at least three levels as a Fast hero before using the Cheerleader Advanced Class. Here is a quick-build option a player can use to start playing an Unorthodox Cheerleader immediately. For a full description of a Fast hero's abilities, (*see Appendix A: The Fast Hero*)

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+0	+1	+0	Talent: Evasion	+3	+0
2nd	+1	+0	+2	+0	Bonus feat: Defensive Martial Arts	+4	+0
3rd	+2	+1	+2	+1	Talent: Uncanny Dodge 1	+4	+1

Abilities: An Unorthodox Cheerleader requires at least a score of 13 in both the Dexterity and Charisma abilities.

Starting Occupation: Athlete (Bonus feat choice: Brawl; +1 circumstance bonus to skill checks for Balance, Jump and Tumble; Wealth bonus +1).

1st level feats: Acrobatic and one of player's choice.

3rd level feat: Player's choice

Skill choices: Balance, Jump, Perform (dance) (cross-class), Tumble and others that are the player's choice.

Unorthodox Cheerleader Advanced Class Requirements

To qualify to become an Unorthodox Cheerleader, a character must fulfill the following criteria.

- **Abilities:** 13+ in Dexterity, 13+ in Charisma.
- **Skills:** Jump 3 ranks, Perform (Dance) 3 ranks.
- **Feats:** Acrobatic, Defensive Martial Arts.

Unorthodox Modern Cheerleaders

Class Information

Hit Die: d8

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

Class Skills

The Unorthodox Cheerleader class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Craft (visual arts), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (popular culture) (Int), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill points at each level: 5 + Int modifier.

Table: Unorthodox Cheerleader Advanced Class

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+0	+1	+1	Like, Wow, Totally!, Pompom familiarity, Combat Martial Arts	+1	+2
2nd	+1	+0	+2	+2	Team Spirit, Back Flip	+2	+2
3rd	+1	+1	+2	+2	Living Weapon 1d6, Bonus feat	+2	+2
4th	+2	+1	+2	+2	Rally Cry, Slight of Pom	+3	+3
5th	+2	+1	+3	+3	Power Shout 1d4, Pompom Surprise	+4	+3
6th	+3	+2	+3	+3	Living Weapon 1d8, Bonus feat	+4	+3
7th	+3	+2	+4	+4	Flying kick	+4	+3
8th	+4	+2	+4	+4	Pep Rally, Power Shout 2d4	+6	+4
9th	+4	+3	+4	+4	Living Weapon 1d10, Bonus feat	+6	+4
10th	+5	+3	+5	+5	Flurry of Pom Poms	+7	+5

Class Features

The following features pertain to the Unorthodox Cheerleader advanced class.

Pompom Familiarity

The cheerleader is a master at using pompoms. Wielding pompoms does not hinder her unarmed strikes in any way, nor do they provide her with any benefit.

Like, Wow, Totally!

At 1st level, the Unorthodox Cheerleader can banter with other cheerleaders in a series of incomplete phrases and code words that makes the conversation indecipherable to nearly anyone else listening in. Inflection and body language are cues to the other cheerleader as to the real meaning of the conversation.

An entire exchange might go like this:

Cheerleader 1: Like ...

Cheerleader 2: Wow!

Cheerleader 3: Totally.

It takes a Knowledge (popular culture) check against a DC 15 for any non-cheerleader to even discern the subject matter of the conversation. The check on a DC 25 might reveal the gist of the conversation. It takes a successful check on a DC 30 to translate the conversation.



Combat Martial Arts

At 1st level, an Unorthodox Cheerleader gains access to the *Combat Martial Arts* feat, even if he or she wouldn't otherwise meet the requirements. If the player already has *Combat Martial Arts*, the effects do not stack.

Combat Martial Arts: With an unarmed strike, the character deals lethal or nonlethal damage (Player's choice) equal to $1d4 + \text{the character's Strength modifier}$. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Team Spirit

At 2nd level, an Unorthodox Cheerleader can make a quick cheer, spending a full round directing his or her allies. By making a Perform (dance) check (DC 13), an Unorthodox Cheerleader provides any of his or her allies within 30 feet a +1 morale bonus on their attack rolls and skill checks – this morale bonus *does* stack with other moral bonuses. The bonus lasts for a number of rounds equal to $1d4 + \text{the Unorthodox Cheerleader's Charisma modifier}$.

Back Flip

At 2nd level, an Unorthodox Cheerleader can spend 1 action point to use this ability, which allows her to perform a back flip into his or her own 5-foot area or into an adjacent 5-foot area, catching opponents off guard. For the next 1d4 + 3 rounds, the Unorthodox Cheerleader can move or attack without incurring an attack of opportunity.

Living Weapon

By 3rd level, the Unorthodox Cheerleader attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Unorthodox Cheerleader may even make unarmed strikes when his or her hands are full, and there is no such thing as an offhand attack for an Unorthodox Cheerleader striking unarmed. The Unorthodox Cheerleader also deals more damage with unarmed strikes. At 3rd level, the Unorthodox Cheerleader deals 1d6 points of damage with an unarmed strike. At 6th level, this damage increases to 1d8. At 9th level, this damage increases to 1d10.

Bonus feats

At 3rd, 6th, and 9th levels, the Unorthodox Cheerleader gains a bonus feat. The bonus feat must be selected from the following list below, and the Unorthodox Cheerleader must meet all the prerequisites of the feat to select it.

Unorthodox Cheerleader Bonus Feat List: *Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target,*

Exotic Melee Weapon Proficiency, Improved Combat Throw, Unbalance Opponent.

Rally Cry

At 4th level, an Unorthodox Cheerleader can inspire his or her allies, bolstering them and improving their chances of success. When she attempts *Team Spirit*, if she beats the DC by 4 or more (i.e. 17 or higher), then her allies will also receive a +1 morale bonus to all saves. This morale bonus *does* stack with other morale bonuses.

Slight of Pom

The cheerleader is a master at using pompoms while in combat. While in combat she maximizes her pompom skills, effectively gaining a +1 cheer bonus to her Defense for each hand that is wielding a pompom (maximum of +2).

Power Shout

At 5th level, an Unorthodox Cheerleader can use his or her powerful cheer voice as a standard action to intimidate allies and leave them shaken. Once per day she may use this powerful shout, and opponents within 60 feet that can hear it become shaken for a number of rounds equal to 1d4 + the Cheerleader's charisma modifier (Will save DC 10 + half the cheerleader's level + cheerleaders charisma modifier to negate). The Power Shout only affects opponents with fewer Hit Dice or levels than the Unorthodox Cheerleader has.

Shaken characters suffer a -2 morale penalty on attack rolls, saves and skill checks.

At 8th level, the Power Shout leaves foes shaken for a number of rounds equal to $2d4 +$ the Cheerleader's charisma modifier (same DC to negate); if they are successfully shaken they must make an additional Will Save (DC 13) or they will be to drop whatever they are holding in fear.

Pompom Surprise

By 6th level, the cheerleader is a master at using pompoms to strike her foes while they least suspect. As long as she is wielding two pompoms, she may spend 1 action point as a free action to fight defensively with her pompoms. As long as she is fighting this way, her melee attacks suffer a -2 penalty to damage rolls. However, whenever an opponent misses their melee attack against the cheerleader, she may attempt a Reflex save (*DC 13 + attacker's level - cheerleader's level). On a successful save, she has successfully used her pompoms to evade the attack and is immediately granted an attack of opportunity against her attacker. She may do this against multiple attackers each round, but may only do this against a *specific* attacker once per round. She may stop fighting defensively as a free action.

*It is possible to only wield 1 pompom for this ability, but doing so increases the DC by 2.



Flying Kick

At 7th level, an Unorthodox Cheerleader can use a charge to deliver a devastating flying kick to an opponent, dealing her normal unarmed strike damage, +1 extra point of damage for each cheerleader level.

Pep Rally

At 8th level, an Unorthodox Cheerleader can inspire allies to even greater heights. When attempting her *Team Spirit* ability, if she beats the DC by 6 or more (i.e. 19 or more), all bonuses from *Team Spirit* and *Rally Cry* are double. Furthermore, the duration of the *Team Spirit* is increased by 1d4 rounds if she beats the DC by 6 more more.

Flurry of Pompoms

At 10th level an Unorthodox Cheerleader gains the ability to strike with a flurry of blows at the expense of accuracy. The Unorthodox Cheerleader must be holding a pompom in each hand for to use this ability. As a full round action, the Unorthodox Cheerleader begins with one melee attack with her highest base attack bonus. If the attack is successful, she gains one additional free melee attack, but this new attack carries a -1 penalty to her attack roll and damage roll. As long as each attack is successful, she gains another free attack, but with a cumulative -1 penalty to her attack and damage roll each time.

The Unorthodox Cheerleader may call upon *Flurry of Pompoms* once per encounter.



THE CHEER SQUAD

Few cheerleading squads are made up entirely by members who start out as Fast heroes. Other heroic types also fill roles on the cheer squad. This is especially essential for the adventuring cheerleading squad, which requires a multitude of talents to see their way through obstacles and past their many adversaries.

These other cheerleading roles are each presented with five levels of their respective hero class. Although each one can qualify for the Advanced Cheerleading Class after three levels of their hero class, these supporting cheer squad members rarely take more than two or three levels of the advanced class. They usually prefer to take levels in their respective hero class.

When building these other cheer squad heroes, remember they still require scores of 13 in Dexterity and Charisma to take levels in the advanced class. For this reason, the ability score that correlates to their respective hero class may not be their best.



The Base/Strong Hero

These cheerleaders rely on strength to provide muscle for the squad. During routines, they are the ones that are the base of pyramids. They also aid other cheerleaders with overhead lifts, throws, catches and spots for tumbling runs. Although male cheerleaders usually fill this role, the Base can be of any gender.

Unorthodox Modern Cheerleaders

Table: The Base/Strong Hero

Level	BAB	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+1	+1	+0	+0	Talent: Extreme Effort	+1	+0
2nd	+2	+2	+0	+0	Bonus feat: Athletic	+2	+0
3rd	+3	+2	+1	+1	Talent: Improved Extreme Effort	+2	+0
4th	+4	+2	+1	+1	Bonus feat: Player's Choice	+3	+0
5th	+5	+3	+1	+1	Talent: Advanced Extreme Effort	+3	+1

Starting Occupation: Athlete (Bonus Feat: Brawl; +1 checks for Balance, Jump, Tumble; Wealth +1).

1st level feats: Acrobatic and Player's choice.

3rd level feat: Defensive Martial Arts.

Skill choices: Jump, Perform (dance) (cross-class), Knowledge (popular culture).

The Mascot/Tough Hero

These cheerleaders rely on constitution to endure endless hours in a costume that reflects the team's nickname. However, not all Mascots are costumed. Some are just offbeat, often streetwise, members of the cheer squad who are imbued with boundless energy. They never seem to tire and can offer encouragement to the others when the game goes into overtime or the real-life adventure goes to *sudden death*.

Table: The Mascot / Tough Hero

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+1	+0	+0	Talent: Remain Conscious	+1	+0
2nd	+1	+2	+0	+0	Bonus feat: Brawl	+2	+0
3rd	+2	+2	+1	+1	Talent: Robust	+2	+1
4th	+3	+2	+1	+2	Bonus feat: Street Fighting	+3	+1
5th	+4	+3	+1	+2	Talent: Second Wind	+3	+1

Starting Occupation: Creative (Treat as class skills or gain +1 competence bonus on Disguise, Perform (dance) and Spot; Wealth +2).

1st level feats: Acrobatic and Player's Choice.

3rd level feat: Defensive Martial Arts

Skill choices: Jump (cross-class), Perform (dance) (cross-class), Player's choice.

The Choreographer/Smart Hero

Someone has to map out new dance routines and develop new cheers. The Choreographer has the creative energies and intelligence to incorporate elements from many disciplines into spellbinding performances. She is the brains behind the cheer squad, the one the others turn to when confronted by puzzles and riddles, as well as tough homework assignments.

Table: The Choreographer/Smart Hero

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+0	+0	+1	Talent: Exploit Weakness	+0	+1
2nd	+1	+0	+0	+2	Bonus feat: Educated	+1	+1
3rd	+1	+1	+1	+2	Talent: Savant (Craft Visual Arts)	+1	+1
4th	+2	+1	+1	+2	Bonus feat: Combat Expertise	+1	+2
5th	+2	+1	+1	+3	Talent: Plan	+2	+2

Starting Occupation: Creative (Treat as class skills or gain +1 competence bonus on Computer Use, Craft (visual arts) and Perform (dance); Wealth +2).

1st level feats: Acrobatic and Player's Choice.

3rd level feat: Defensive Martial Arts

Skill choices: Jump (cross-class), Perform (dance) (cross-class), Computer Ruse, Craft (visual art), Knowledge (popular culture plus two others), Profession (any) and Research.

The Do-Gooder/Dedicated Hero

Many cheerleading squads get knocked for being too self-absorbed. The Do-Gooder is a champion of lost causes, finding abandoned puppies and working community projects, not to mention she works hard at

Unorthodox Modern Cheerleaders

directing the cheer squad's energies toward helping others. In many ways, the Do-Gooder serves to remind the cheer squad that they have a duty to help others, rather than be satisfied with supporting the sports team, wooing the crowd or winning trophies at cheerleading competitions.

Table: The Do-Gooder/Dedicated Hero

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+1	+0	+1	Talent: Empathy	+1	+1
2nd	+1	+2	+0	+2	Bonus feat: Attentive or Alertness	+2	+1
3rd	+2	+2	+1	+2	Talent: Improve Aid Another	+2	+1
4th	+3	+2	+1	+2	Bonus feat: Educated	+3	+2
5th	+3	+3	+1	+3	Talent: Intuition	+3	+2

Starting Occupation: Student (Treat as class skills or gain +1 competence bonus on Knowledge (player's choice), Profession (dance), Research; Wealth +1).

1st level feats: Acrobatic and Player's Choice.

3rd level feat: Defensive Martial Arts

Skill choices: Jump (cross-class), Perform (dance) (cross-class), Knowledge (current events and one of player's choice), Investigate.

The Center of Attention/Charismatic Hero

Although this member of the squad will fret more over a chipped fingernail than any other team concern, the Center of Attention is often the centerpiece of any routine. Even fans in the opposing crowd recognize and can name the Center of Attention. Many aspire to become cheerleaders for professional sports teams or seek another celebrity path as recording artists or movie stars.

Table: The Center of Attention / Charismatic Hero

Level	B.A.B.	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+1	+1	+0	Talent: Charm	+0	+2
2nd	+1	+2	+2	+0	Bonus feat: Creative	+1	+2

Unorthodox Modern Cheerleaders

3rd	+1	+2	+2	+1	Talent: Favor	+1	+2
4th	+2	+2	+2	+1	Bonus feat: Renown	+1	+3
5th	+2	+3	+3	+1	Talent: Captivate	+2	+3

Starting Occupation: Celebrity (Treat as class skills or gain +1 competence bonus on Bluff or Perform (dance); Reputation +1; Wealth +4).

1st level feats: Acrobatic and Player's Choice.

3rd level feat: Defensive Martial Arts

Skill choices: Bluff, Jump (cross-class), Perform (dance and one other), Tumble (cross-class) Knowledge (popular culture), and Player's Choice.



ADVERSARIES

So who, exactly, are the adversaries that haunt the Cheerleaders? What villain's deeds are so nefarious that cheerleaders are compelled to leave their place on the sidelines and vanquish them? Who will instigate the next adventure?

The Heckler (Tough/Charismatic Ordinary).

He comes to the stadium or arena as brilliantly decked out in the team colors as the cheerleaders themselves. He *loves* his team, and never fails to wear their merchandise. Although he fancies himself the *ultimate fan*, in truth he is nothing more than a loudmouthed bore. In fact, he revels in his team's losses. While the rest of the crowd cheers good plays, the Heckler targets the bad ones and jeers the players who commit errors.

He doesn't berate the opposing team with boos and hisses; rather he saves his biting comments for his *own* team. He also directs hurtful, distasteful comments at the cheerleaders, vendors, the announcers and everyone else associated with the team. He always comes to the game armed with his



favorite FX item, the *Stadium Cup of Beer Ever-filling*, which not only saves him money on concessions but raises his level of drunkenness to higher levels.

The Heckler is not above sitting directly behind the team bench to spill his vindictive comments - and sometimes the contents of his *Stadium Cup of Beer Ever-filling* - onto the players. Not only is he a distraction to the players, he is no fun to be around, ruining the experience for other fans. Team owners despise the Heckler, because he keeps other paying customers from bringing their families to future games. The Heckler often is aided in his scheme to keep his team off their game by using his sidekick, The Stats Freak (Smart/Dedicated Ordinary). With the Stats Freak's knowledge of numbers, the Heckler has plenty of ammunition to use when

he calls talk radio sports shows to further berate his team.

The Hooligan (Strong/Tough Ordinary)

Another colorfully-clad *fan*, the Hooligan and his gang use intimidation and violence to deter

opposing fans. The Hooligan is always spoiling for a fight. He jealously guards the home stadium or arena, eager to bash or bully anyone who is not decidedly behind the home team. The Hooligan is never more dangerous than when he gathers up his gang for a road game (and is usually drunk). The Hooligan and his gang will go to the opposing team's facility for a turf war, hoping to carve out a section of the stadium for themselves. The Hooligan and his gang's favorite weapons are a club, section of pipe, a small knife, and sometimes a bottle of his own urine. A few gang leaders even brandish firearms. During the game, the Hooligan and his followers cheer continuously, but never in reaction to the play on the field. It's just an excuse to party and raise a ruckus throughout the entire stadium. The Hooligan's outlook is entirely chaotic. Hooligans do have a weak spot though, as it is easy to disguise yourself as one – you just need to sing the Team Song (usually while drunk).

The Deranged Fan/Athlete (Fast/Smart Ordinary)

This unbalanced foe has a grudge against the team, usually for some perceived slight. He could be a season-ticket holder who feels cheated by the club, or a former player who was unceremoniously cut after making a crucial error or fumble. This deranged foe will stop at nothing to disrupt a team's successful run for the championship. In fact, the Deranged Fan/Athlete will always wait to strike at a moment when his actions can cause the most grief. The Deranged Fan/Athlete's usually will try to steal

something or kidnap someone important to the team, whether it be the owner, trainer, coach, cheerleader, star player or its animal mascot (or perhaps some prized memento from the team's history). The Deranged Fan/Athlete usually works alone, and even disguises his identity -- to pull off such a brazen stunt, he often takes a job working for the team in some manor so that he can have access that no normal person would have. For example, he may be a concessions salesman, equipment manager, Janitor, water boy, or groundskeeper. To be taken seriously, the Deranged Fan/Athlete resorts to making a deadly threat once per season, which he intends to carry out to cause the team and its fans the most pain.

The Stalker (Dedicated/Charismatic Ordinary)

Star players and cheerleaders dread this adversary, as it is their most dangerous (and creepiest). The Stalker is a fan who is fixated on an individual, not the team. The Stalker will maintain his allegiance to the player, regardless of how many times the player is traded or what team the cheerleader supports. No distance is too far to travel, no ticket too highly-priced, and no amount of bad player stats will prevent the Stalker from seeing his star player perform. The situation turns dangerous when the Stalker tires of sharing the star with the other fans, and wants that person for their very own. The Stalker usually resorts to kidnapping - not out of revenge - but out of devotion. The Stalker might

also turn violent by seeking revenge after being rebuffed by the star he adores.

The Unorthodox Rival (Fast/Charismatic Ordinary)

This Rival cheerleader (or entire rival cheer squad) is the Unorthodox Cheerleader's competition for jobs and trophies, not to mention the fans' adoration. Usually, competition between the Unorthodox Cheerleader and her rivals remains fair and within the bounds of sportsmanship. But sometimes, things can get rough. The Rivals may attempt to sabotage the Unorthodox Cheerleaders' routines or steal her cheerleading outfits and/or FX items. Only in the most extreme situations does the Rival resort to violence to get the Unorthodox Cheerleader out of the way. Sometimes the Rival belongs to a another cheerleading squad, oftentimes is part of the same squad as the Unorthodox Cheerleader, for that is where she can do the most damage. More a nuisance than a villain, the Rival won't be undone until she is caught or one of her schemes backfires on her in a public display.

The Mime (Dedicated/Charismatic Ordinary)

Little is known about these villains, other than the fact that they are often seen at important events that involve balloons. Many older people despise

mimes, while younger adolescents love them. Some say that they have seen Mime heroes, armed with psionic or telekinetic powers. This, of course, is just a rumor.



*Coming Soon from The Le Games:
Unorthodox Modern Mimes*

The Maniac (Strong/Dedicated Ordinary)

Wearing a mask and brandishing a knife, chain saw, hooked claw, or crowbar, this creep is the stuff of legends told by teens around the campfire. Usually thought to just be the figment of someone's imagination, this masked and deranged menace actually exists. No one knows the motivation for this fearsome creature, only that he stalks teens that are on quiet walks, parked in a car, at a cheerleading camp, or baby sitting all

alone.

The Terrorist (Fast/Dedicated)

Because stadiums and arenas are public places, they are often targets for terrorists. Major events, such as championship games, are their favorite targets because of the psychological impact they can cause. The ploy is usually to hold the entire crowd or the building itself hostage, with the terrorist threatening to blow everything sky-high.

The terrorist seldom works alone, depending on like-minded associates to put their brazen plans into action. They like to take over giant buildings and airports too, but that tactic is reserved for the exceptional thieves.

OTHER ADVERSARIES

The Mauler (Strong/Fast Ordinary) is an athlete who is angry that his or her affections for an Unorthodox Cheerleader is not returned, and who lashes out because of it.

**The Coaching Rival
(Strong/Smart Ordinary)**

He will use underhanded means to steal the game plan or set bounties on the head of opposing players to gain an advantage.

**The Poser
(Strong/Charismatic Ordinary)**

He is a bodybuilder or some other fitness pro who hangs around, usually trying to steal the limelight from the real athletes.

**The Enforcer
(Fast/Tough Ordinary)**

He does the bidding of bookmakers and loan sharks, sent to collect their unpaid bets on sporting events.

**The Dealer
(Tough/Smart Ordinary)**

He distributes banned performance-enhancing drugs and painkillers to athletes (and cheerleaders).

**The Activist
(Tough/Dedicated Ordinary)**

He is a misguided soul who believes organized sports are the source of all of society's ills.

**The Nerd
(Tough/Dedicated Ordinary)**

Rejected by the Cheerleader in primary school (and usually sometimes high school), this deranged nerd is intelligent but lacking self confidence. He compensates by becoming evil and quoting evil characters from comic books and movies. He often carries many home-made devices to help with his cause.

**The Mastermind
(Smart/Charismatic Ordinary)**

He is an underworld figure who wants to corrupt the sports world by being an sports team owner and using that as a front for his criminal activities.

FX ITEMS

Glitter-dust of Charisma: Applying this glitter-dust on face, arms, hands and legs, allows the character to speak eloquently and persuasively as well as exude an aura of personality and charm, adding a +3 enhancement bonus to their Charisma score for 2 hours.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight Nil.

Letterman's Sweater: Wearing this sweater, which is emblazoned with the letter a letter (usually first letter of the school it comes from) confers a +1 to +3 bonus to Defense. It has no other special properties.

Type: Armor (magic); Caster Level: 3rd; Purchase DC: 17 (+1), DC 22 (+2), DC 27 (+3); Weight 4 lb.

Megaphone of Blasting: After uttering the command word, speaking into this megaphone creates the effect of a Shout spell, causing any creature within its area of effect to be deafened for 2d6 rounds and to suffer 2d6 points of damage. A Fortitude save (DC 17) can negate the deafness effect, reduces the damage by half.

Type: Wondrous Item (magic); Caster Level: 9th; Purchase DC: 36;

Weight 5 lb.

Pompoms of Daze: This item, when held up with both hands and fluttered about, can cause a subject to be affected as if it were the target of a Daze spell. The target must be within 25-feet and must be able to see the wielder flutter the pompoms. The Pompoms of Daze appear more flashy and glittery than a mundane set of pompoms and can be used up to three times in a 24-hour period. A successful Will save negates the effect (DC 10 + wielder's Charisma bonus).

Type: Wondrous Item (magic); Caster Level: 1st; Purchase DC: 27; Weight 1 lb.

Stadium Cup of Beer Ever-filling: This wonderful object instantly fills with 18 ounces of an ice cold brew of the player's choice when the command word is uttered. It can be activated up to five times in 24 hours (it may be filled 3 extra times while at a stadium). Alternatively it may be filled with warm beer, if you are in to that sort of madness.

Type: Wondrous Item (magic); Caster Level: 1st; Purchase DC: 27; Weight 2 lb.



MONSTERS

Ball Hogg

Ball Hogs are greedy, selfish porcine creatures that snort and growl with glee when they play sports, especially those that depend on possession of the ball. They have established themselves in the modern sports world as tenacious competitors.

They have an upturned snout and protruding tusks like a boar. Their skin ranges in color from a bright pink to a deep ruddy red. A few are greenish-gray in color. Their body is covered with a very fine hair, so they appear not to have any fur.

As monstrous humanoids, ball hogs possess amazing speed and agility, as well as an exaggerated musculature in their upper arms, torso and thick legs. They stand between 6 1/2 feet and 8 feet tall.

Away from the playing field, ball hogs carry their trademark sacks filled with basketballs and baseballs, which they use as missile weapons. A baseball bat is their favorite melee weapon.

Ball Hogg - Species Traits



Weapon and Armor Proficiency: Simple Weapons Proficiency.

Darkvision: See in the dark to a range of 60 feet.

Automatic Language: Ball hogs read, write and speak Goblin.

Statistics:

CR 2; Medium-sized monstrous humanoid; HD 3d8; hp 12; Mas 11; Init +5; Spd 30 ft.; Def 13, touch 13, flat-footed 12 (+1 Dex, +2 natural); BAB +3; Grap +3; Atk +3 melee (1d3 slam or 1d6/20, club); Full Atk +3 melee (1d3 slam) or +3 melee (1d6/20 club) or +4 ranged (1d4, ball); FS 5 ft by 5 ft; Reach 5 ft.; SQ darkvision; AL chaos, evil; SV Fort +0, Ref +4, Will +2; AP 0; Rep +0; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 8.

Skills: (26). Climb +2, Intimidate +4, Jump +4, Listen +2, Move Silently +2, Sleight of Hand +4, Spot +2, Swim +2, Tumble +4.

Feats: Improve Initiative.

Possessions: club, dozen baseballs.

Advancement: by character class.

GM CHARACTER (NPC)

Stunt Specialist / Strong-Fast Ordinary

The stunt specialist is a GM character who can perform breathtaking and crowd-inspiring power tumbling moves, as well as acrobatic leaps and

jumps. The stunt specialist takes advantage of new feats to accomplish her gravity-defying moves.

Lv.	Class	B.A.B.	Fort Save	Ref Save	Will Save	Feat(s)	Def	Rep
1	Strong	+1	+1	+0	+0	Acrobatic, Athletic	+1	+0
2	Fast	+1	+1	+1	+0		+4	+0
3	Strong	+2	+2	+1	+0	Improved Initiative	+5	+0
4	Fast	+3	+2	+2	+0		+6	+0
5	Strong	+4	+2	+3	+1		+6	+0
6	Fast	+5	+3	+3	+2	Improved Acrobatic	+6	+1
7	Strong	+6/+1	+3	+3	+2		+7	+1
8	Fast	+7/+2	+3	+3	+2		+8	+1
9	Strong	+8/+3	+4	+3	+2	Advanced Acrobatic	+8	+2
10	Fast	+8/+3	+4	+4	+2		+8	+2
11	Strong	+9/+4	+4	+5	+3		+8	+2
12	Fast	+10/+5	+5	+5	+4	GM's choice	+9	+3
13	Strong	+11/+6/+1	+6	+5	+4		+10	+3
14	Fast	+12/+7/+2	+6	+6	+4		+10	+3
15	Strong	+13/+8/+3	+6	+6	+4	GM's choice	+10	+3
16	Fast	+14/+9/+4	+6	+6	+4		+11	+3
17	Strong	+15/+10/+5	+6	+7	+5		+12	+4
18	Fast	+15/+10/+5	+7	+7	+6	GM's choice	+12	+5
19	Strong	+16/+11/+6/+1	+8	+7	+6		+12	+5
20	Fast	+17/+12/+7/+2	+8	+8	+6		+13	+6

New Feats

Improved Acrobatic

- **Prerequisites:** Acrobatic, Jump 7 ranks, Tumble 7 ranks.

- **Benefit:** Add another +1 bonus to Jump and Tumble checks. The DC's for high jumps and long jumps are reduced by 2, so that a high jump of 4 feet now has a DC of 16 and a long jump of 15 feet is now a DC 18. The DCs for

tumble checks are reduced as follows: land softly, DC 12; tumble past opponents, DC 17; tumble through opponents, DC 17.

- **Special:** In addition to somersaults and cartwheels being in your repertoire, the characters is now perform a tumbling run of flip-flops (also known as back handsprings) and a backflip a distance of 35 feet with a successful tumble past opponents or tumble through opponents check.

Advanced Acrobatic

- **Prerequisites:** Acrobatic, Improved Acrobatic, Jump 10 ranks, Tumble 10 ranks.
- **Benefit:** Add another +1 bonus to Jump and Tumble checks. The character no longer needs a 20-foot move to perform long jumps and high jumps without penalty.
- **Special:** A spellbinding array of leaps can now be performed by the character, including the toe-touch (midair splits with arms reaching out to touch the toes).



EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
Cheerleading uniform, ordinary	Med.	3 lb.	9	-
Cheerleading uniform, masterpiece	Med.	3 lb.	15	-
Dance Team uniform, ordinary	Med.	3 lb.	12	-
Dance Team uniform, masterpiece	Med.	3 lb.	15	-
Flash cards	Med.	2 lb.	3	-
Gym bag	Small	2 lb.	5	-
Mascot uniform	Med.	10 lb.	15	-
Megaphone	Med.	4 lb.	3	-
Pompoms	Small	1 lb.	5	-
Pompoms, mini	Small	1 lb.	5	-
Stuffed animal	Small	1 lb.	2	-

Cheerleading Uniform: Consists of a shell top with body liner; twill lettering; skirt, shorts or pants; brief, tap pants or body suit; socks, hair scrunchie, and shoes.

Cheerleading uniform, masterpiece: Made with superior skill and materials, confers a +1 bonus to Charisma checks.

Dance Team uniform: Depends on style, but it usually begins with leotard base, with skirt and top add ons, and boots instead of shoes, dancing tights. It also may be as simple as an athletic bra, briefs, skirt and dancing tights.

Dance Team uniform, masterpiece: Made with superior skill and materials, confers a +1 bonus to Charisma checks.

Flash cards: Prepainted signs held up by cheerleaders during cheers, such as *Gimmee an A!*

Gym bag: An all-purpose carry-all tote with shoulder strap.

Megaphone: An open-ended cylinder that amplifies a character's voice to a range of 100 feet.

Mascot costume: An elaborate costume depicting a cartoon version of the team mascot is worn by a cheerleader. A person wearing a mascot costume often is called upon to have direct interaction with the crowd, especially children.

Unorthodox Modern Cheerleaders

Pompoms: A large collection of streamers or ribbons with a fist-sized handle or grip, which cheerleaders flutter to bring attention to themselves.

Pompoms, mini: Smaller versions of regular pompoms. The streamer array is only slightly larger than their fist.

Stuffed animal: This toy often serves as a good-luck or comfort item for the cheerleader.



APPENDIX A: THE FAST HERO



Ability: Dexterity

Hit Die: 1d8

Action Points: Fast heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Fast heroes class skills (and the key ability for each skill) are: Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Fast Hero

Lv.	BAB	Fort Save	Ref Save	Will Save	Special	Def	Rep
1st	+0	+0	+1	+0	Talent	+3	+0
2nd	+1	+0	+2	+0	Bonus feat	+4	+0
3rd	+2	+1	+2	+1	Talent	+4	+1
4th	+3	+1	+2	+1	Bonus feat	+5	+1
5th	+3	+1	+3	+1	Talent	+5	+1
6th	+4	+2	+3	+2	Bonus feat	+6	+2
7th	+5	+2	+4	+2	Talent	+6	+2
8th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9th	+6/+1	+3	+4	+3	Talent	+7	+3

10th	+7/+2	+3	+5	+3	Bonus feat	+8	+3
------	-------	----	----	----	------------	----	----

Starting Feats

In addition to the two feats all characters get at 1st level, a Fast hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Fast hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree

The Fast hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Fast hero retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses his or her Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Fast hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Fast hero can attempt to roll with the damage.

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll if the hero is immobilized, he or she cant use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage,

the Fast heroes evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast heroes attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat cant use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree

The Fast hero can increase his or her natural base speed.

Increased Speed: The Fast heroes base speed increases by 5 feet.

Improved Increased Speed: The Fast heroes base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Fast heroes base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHTNOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

Product Identification:

- The following is a listing of Open Game Content: All game text in this document.

Copyright information

- Pocket Sourcebooks, © 2005 The Le. Published by The Le Games, www.TheLeGames.com
- Unorthodox Modern Cheerleaders, © 2005 The Le. Published by The Le Games, www.TheLeGames.com
- Images: Some images © 2003-2005 www.clipart.com