

modern dispatch #102

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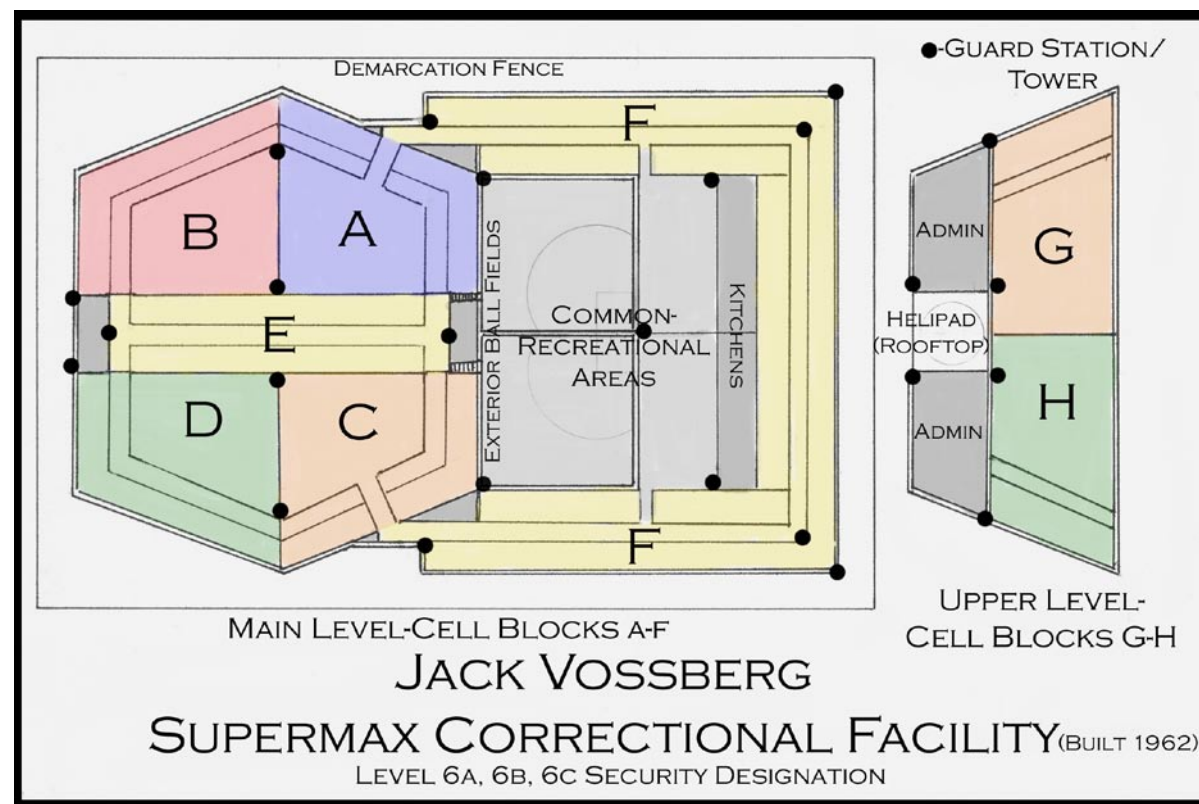
VOSSBERG: SUPERHUMAN MAX

BY CHARLES RICE

Welcome to *Vossberg: Superhuman Max*, a maximum security prison for supervillains for your *Blood and Vigilance* games. Vossberg provides your superheroes with a ready made base of operations as well as a mission that can be woven in and out of the campaign. And since no supervillain prison is complete without supervillains, *Vossberg* comes with a wide ranging assortment of nasties for your heroes to face.

PRISON PRIMER

Prisons are broken down into seven different security levels. Predatory (prisoners who prey on other prisoners), violent, and escape risk prisoners are incarcerated in facilities with better security. This also serves to keep these inmates away from non-violent and first time offenders.



Assignment Criteria: Long-term sentences including single and multiple life sentences. Minimum two years without disruptive behavior required before transfer to Level 3 facility will be considered.

LEVEL 5

Level 5 facilities house dangerous inmates with a history of escape attempts and predatory behavior toward other inmates. Level 5 facilities are also where death row inmates are held in special solitary populations while awaiting execution.

In worlds with superhumans, Level 5 facilities will have more superhuman criminals. Again all such criminals will be kept in isolation, with recreation time taking place indoors. Multiple cells capable of housing superhumans will be present and these cells will be capable of withstanding any power rank 12 or less. Even Desolidification will not help prisoner at a level 5 facility since forcefields are in place in specially prepared cells.

Assignment Criteria: Long-term sentences including single and multiple life sentences. Minimum two years without disruptive behavior required before transfer to Level 4 facility will be considered.

LEVEL 6

These prisons are the home to the worst of the worst. Prisoners assigned to Level 6 facilities have often killed prisoners while incarcerated, are involved in prison gang activity or continue to orchestrate criminal activities to associates on the outside.

In worlds with superhumans, Level 6 facilities will house superhuman criminals with demonstrated violent tendencies including any superhuman convicted of murder. As many as a dozen cells capable of housing superhumans with a power rank of 15 or less will be present.

Assignment Criteria: Disruptive, assault-prone, severe behavior problems, predatory behavior, severe escape risks. Minimum two years without disruptive

behavior required before transfer to Level 5 facility will be considered.

LEVEL 7

As superpowered criminals become more and more common, a new solution is needed: a level 7 facility specifically designed from the ground up to handle the most power superhumans. But how does a prison contain prisoners capable of rending the Earth itself, of moving faster than the eye can see or disintegrating guards with a look? The answer is the Power Nullification Field.

Designed by the current head of U.S.H.E.R. R&D, Dr. Neville “Whiz Bang” Corcorian, the nullification field renders all superhumans with power ranks of 23 or less “normal”. While their powers remain, they are unable to use them effectively inside field’s area of operation. This allows numerous superhuman criminals to be housed in one facility, though they will still need to be kept in solitary confinement to prevent the prisoners from working together to escape or exhibit predatory behavior to their fellow inmates.

In addition to the field itself, Vossberg has also been assigned a unit of Blue Knights (see the *Blood and Secrets* book by RPGObjects for more information on U.S.H.E.R. and the Blue Knights).

INSIDE VOSSBURG: PHYSICAL DESCRIPTION

Vossburg has four main cellblocks A-D. Each of these cells house 2 prisoners in a dormitory style environment. Cellblocks A-D are High Security cells. The doors have a hardness of 10, 120 hit points, and a break DC 40.

Any damage inflicted on a cell door, whether that damage succeeds in breaking the door or not will activate an alarm. Sensors in the security station will tell the guards there which cell has been damaged. The

guard in that station will hit the panic button locking down the entire cell block and 1-2 guards will arrive every 1-10 rounds.

The cells are controlled from security stations located between each cellblock. A key is required to activate the security board in these rooms, and then each cell may be individually opened or closed, or a panic button may be pushed locking down all cells and separating the cellblocks from each other.

Activating the security systems in these stations to open or close individual cells without a key takes a Disable Device check (DC 25). It is impossible to use the Disable Device skill to open a cell door from inside the cell; this can only be accomplished at the security stations. Pushing the “panic button” to lock down a cellblock does not require a key and is a move action.

Getting into a security station would be the goal of any escaping prisoner, especially one looking to seize control of Vossburg (which would be easily done by releasing all the inmates). Each security station is a high security area with a hardness of 10, 120 hit points, and a break DC of 40. The locks to these rooms can be picked with a Disable Device check of 20.

HIGH SECURITY AREAS

Cellblocks E, F, G and H are for more dangerous prisoners (including most of the NPCs detailed later in this volume) and house one prisoner per cell. These cells are ultrahigh security with a hardness of 20, 150 hit points and a break DC of 40. They are individually controlled and monitored from an ultrahigh security monitoring room. Taking any suspicious action (including approaching the cell doors) will result in immediate action from the guards in this area. Off duty sharpshooters are stationed near these cells and prisons that contain SORT teams (or, like Vossburg a Blue Knight squad) will also have those forces stationed in a ready room near these areas.

THE YARD

The most dangerous times for prisoners and guards at Vossburg are meal time and recreation time. These are the only times the prisoners are allowed to congregate in numbers. During recreation time, sharpshooters are stationed on the catwalks above Vossburg's two baseball and two basketball courts. Guards, including K-9 units, are stationed on the ground to break up minor disturbances. But the captain of the guard can order sharpshooters to take care of any potentially destabilizing situation, including an attack on the guards themselves.

Note that high security inmates are never allowed to mingle with the general population of prisoners. These inmates eat in their cells and take recreation individually.

In case of a "glitch" in the containment field that prevents the prisoners from using their powers, the yard at Vossburg has had an electrified net added over the yard to prevent prisoners with flight from using a momentary fluctuation in the power dampener from flying away.

CAMPAIGN SET-UPS

Vossberg: Superhuman Max can be used in an assortment of ways. First, it can simply be used as a collection of threat NPCs, a superheroic manual of monsters. The prison can also be used as a framework for the campaign. For whatever reason a large number of supervillains were collected at Vossburg and have escaped. The PCs have been charged with returning them to custody.

THE GREAT ESCAPE (GRITTY CAMPAIGN MODEL)

This campaign model is set in the "Dark Future" campaign presented in the *Blood and Vigilance* core rules. In this version, Vossberg was a secret laboratory that was experimenting on mutants, attempting to find a way to remove their powers and return them to society. There is still an explosion at the facility caused by Arson (see the Vossberg Incident and Arson's background information for more on these) but in this campaign model Arson is a radical anti-mutant activist who wanted to kill the mutants, seeking a final solution to the "mutant problem". Unfortunately, the mutants were changed, in some cases rendered *more* powerful than before. Worse, they no longer read as mutants on the scanners the authorities would normally use to track them down. Enter the PCs.

In this campaign model all PCs must have the Advanced Training origin. The PCs are a group of highly trained soldiers and law enforcement personnel, equipped with state of the art hardware and charged with returning the villains to the custody of the Vossberg laboratory.

ETERNAL FLAME

Grandson of the legendary WWII superhero (and noted mutant rights activist) Old Glory, Christian Thomason III has inherited his grandfather's abilities and become a champion of mutant rights. He is currently #4 on the ten most wanted list. The PCs will encounter him first as an ally, when he apprehends one of their Vossberg suspects for them. When he apprehends Arson however, the government orders the PCs to bring in Thomason. What the PCs do then is up

to them. Eternal Flame will usually pick a defensible piece of high ground, use his Hide skill and wait until his target comes within range. He will then attack and fly away, find another spot from which to attack and begin again.

Adventure Hook: *With friends like these:* Arson sets a massive fire that threatens to engulf a mutant ghetto. Eternal Flame arrives about the same time as the heroes and helps them contain the fire using his powers. The authorities then order the PCs to apprehend him, forcing the PCs to choose sides.

Eternal Flame (Mutant Fast Hero 3/Energy Projector 2): CR 5; Medium-size humanoid; HD 3d8+6 plus 2d6+4; HP 31; Mas 14; Init +8; Spd 35 ft; Defense 23, touch 20, flatfooted 18 (+0 size, +5 Dex, +5 class, +3 equipment); BAB +4; Grap +4; Atk +4 melee (1d6+0/19-20, Metal Baton), or +13 ranged (4d6+0, Blast); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Mutant Rights; SV Fort +3, Ref +13, Will +2; AP 2; Rep +2; Str 10, Dex 26, Con 14, Int 12, Wis 13, Cha 8.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Craft (mechanical) +7, Escape Artist +12, Hide +13, Intimidate +3, Knowledge (Streetwise) +7, Knowledge (Tactics) +8, Move Silently +12, Spot +5

Feats: Armor Proficiency (light), Dead Aim, Far Shot, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Weapon Focus

Talents (Fast Hero): Evasion, Increased Speed

Talents (Energy Projector): Concentrated Energy

Powers: Superhuman Dexterity +8, Flight +8, Energy Blast +8: 4d6 fire damage DC 24 Reflex save, Control Fire +4

Power Stunts: Resist Fire (Control Fire), +1 Blast saving throws (Energy Blast)

Possessions: Undercover Vest, Metal Baton

THE VOSSBERG INCIDENT (FOUR-COLOR CAMPAIGN MODEL)

Until 1995, Vossberg was a “normal” Level 6 penal facility, housing inmates prone to disruptive and predatory behavior, those who had ongoing affiliations with violent gangs or those who continued to orchestrate criminal acts from behind bars. In short it was home to the worst of the worst, those prisoners who were never meant to see the light of day.

Unfortunately, those in charge of keeping the prisoners secure might have been worse than the inmates. The warden and doctor of Vossberg, seeing an opportunity for some quick cash from their charges, accepted a contract under the table from Pearson Pharmaceuticals to try out a new cancer treatment on the inmates. If the drug worked, the company would bribe officials in the FDA to fast track the drug, saving billions in R&D costs and if it failed, then Vossberg’s doctor would fabricate a death certificate now and then and write the prisoners off as having died of natural causes.

The project worked like a charm, the prison administrators and the pharmaceutical company tested drugs on the inmates for ten years until, in 2005 an explosion during one of the experimental trials showered the entire prison with the chemicals being used in the trial. For unknown reason those who were touched by the chemicals were changed, some horribly. Since the explosion happened during one of the prison’s scheduled exercise periods, over 50% of the prison’s guards and 25% of its inmates were affected. With their newfound powers the criminals escaped with ease.

The heroes have been charged with rounding up these prisoners and returning them to a Vossberg that has been substantially upgraded to handle prisoners of their special abilities. The prison has also had facilities added to aid the PCs in their fight against crime and will serve as their headquarters. In return

for gaining access to a very secure, nigh impregnable headquarters, the PCs agree to help secure the villains back in the prison where they belong and guard them.

ALIEN INVASION (FOUR-COLOR CAMPAIGN MODEL)

This campaign model ties in to the “Host of Scion” cosmic campaign model from the *Blood and Vigilance* core rules. In this version, the government has intercepted some of Scion’s “harbingers” and know that he is on his way, intent to conquer Earth. Using their alien DNA, they have been attempting to graft it onto human DNA to create enough supersoldiers to fend off Scion’s invasion. The experiment worked but the government needs to recover the prisoners used for experimentation to better understand the process. The PCs, also accidentally mutated in the explosion (and Earth’s only supers) must round up the villains in the hope that the government can recreate the experiment before Scion arrives.

HARBINGER

The Harbinger is a genetically modified servitor alien who has been sent to Earth to pave the way for Scion’s arrival. Powerful, mobile and terrifying, this brute will attempt to destroy as much infrastructure and military capacity as possible.

Adventure Hook: *Assault on Area 51:* The Harbinger has attacked one of the military’s most secret installations and the PCs are the only hope of stopping him.

Harbinger (Alien Strong Hero 5/Brick 10): CR 15; Medium-size humanoid; HD 5d8+15 plus 10d10+30 plus 3; HP 126; Mas 16; Init -1; Spd 30 ft Flight 320 ft.; Defense 26, touch 17, flatfooted 26 (+0 size, -1 Dex, +8 class, +9 natural armor); BAB +12; Grap +25; Atk +25 melee (1d12+16, Combat Martial Arts), or +11 ranged (by weapon+0, by weapon); FS 5 ft by

5 ft; Reach 5 ft; SQ 13 Physical DR; AL Scion; SV Fort +15, Ref +3, Will +4; AP 7; Rep +5; Str 36, Dex 8, Con 16, Int 12, Wis 10, Cha 15.

Occupation: Blue Collar (Drive, Intimidate, Repair)

Skills: Climb +21, Intimidate +19, Jump +29, Knowledge (Tactics) +5, Repair +6, Survival +8, Swim +29

Feats: Combat Martial Arts, Frenzy, Frightful Presence, Great Fortitude, Improved Bull Rush, Improved Combat Martial Arts, Improvised Weapons, Power Attack, Simple Weapons Proficiency, Sunder, Thick Skinned x2, Toughness

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Advanced Melee Smash

Talents (Brick): Ham Handed, Ham Handed 2, Ham Handed 3, Never Give In, Never Surrender

Powers: Superhuman Strength +18, Flight +16, Armor +18 (13 total physical DR), Superhuman Charisma +2

Power Stunts: 5 Physical DR (Armor), Perfect flight maneuverability (Flight), Increased HTH damage (Superhuman Strength)

Possessions: by wealth (+8)

NPCS

ARSON

Carl Woodside fought a demon his entire life. From early childhood he loved to watch things burn. After a string of unsolved arsons caused Carl’s family to move from Los Angeles to New York City, separating him from all the friends he cared about, he realized there were consequences to indulging his love of fire. For the next ten years, from the age of 8 till the age of 18, Carl thought about setting fires every day. Soon he was carrying a police band radio so he could dash out of school at reports of a fire, enjoying the vicarious thrill of watching the fire crews work, the grieving loved ones, the smell of the smoke.

After high school Carl joined the military where he

thought he could indulge his passion for destruction. Although he was somewhat satisfied by his training in demolitions and the use of the flame thrower, Carl was deeply unsatisfied with the military form of destruction. He was too far away when things blew up and caught fire to enjoy his handiwork. As his frustration grew, Carl remembered watching the fire crews as a young man, remembering the firemen as they emerged, covered in smoke from intense blazes. They lived where he longed to be and were praised for it as heroes.

So for seven years, Carl worked as a New York City fireman. After awhile though, the thrill of walking into a burning building began to wear thin. Truly large fires were few and far between. Carl needed more. At the age of 30, he again began to set fires, this time using his demolitions training from the military to ensure that his station house would be called to intense, brutal fires. It was the happiest time of his life.

Like all good things though, it had to end. Eventually a fire inspector began to get suspicious at the number of intense arson fires Carl's station got called to and the way Carl always seemed to be in the most intense part of the blaze, as if he knew where that would be. Further digging into Carl's background revealed his military training and specialty as well as the fires in his childhood neighborhood. Carl was sentenced to life in prison without parole and his aggressive rage toward his fellow inmates, as well as the dozen fires he attempted to set while incarcerated led to his transfer to Vossberg.

When Carl volunteered for the doctor's medical experiments, he at last was given an opportunity to escape. Free from the rigorous security procedures of the prison, which the doctor had to bypass to keep a nosey guard from finding out about the experiments being conducted on the prisoners, Carl saw an opportunity to experience the thrill of a fire again. He set fire to some of the chemicals being used in the trial. It was even better than he dreamed. Fortunately,

Carl was not mutated in the explosion despite being closer to the burning chemicals than many of the other prisoners (the reason for this is still unknown) but during the chaos of the fire and the prisoners mutating and rampaging through the prison, Carl was able to get out.

Now he is under the employ of Don Carlo Fiorelli, the notorious New York crime lord. Carl sets examples of businesses that refuse to pay protection money as well as helping the Don's friends get out of bad mortgages. In return for this work he has been paid handsomely, allowing him to construct a fireman's axe of advanced metals and acquire restricted military equipment, including a flamethrower and plenty of bomb-making materials. Once again Carl is happy and the city burns.

Adventure Hook: *Burn Baby Burn:* Despite the pleasure he takes in his work, Carl has one score to settle with his former coworkers who testified against him at his arson trial. Setting a massive blaze in the district of his old fire station, Carl waits inside the building until his old friends arrive. As they try to search the burning building, he moves through the smoke, cutting them down one by one. Can the PCs save the firemen and stop the building from setting half the city ablaze while confronting Carl in his favored element?

Arson a.k.a. Carl Woodside (Advanced Training Tough Hero 3/Brick 7): CR 10; Medium-size humanoid; HD 3d10+18 plus 6 plus 7d10+42 plus 7; HP 128; Mas 23; Init +1; Spd 25 ft; Defense 22, touch 17, flatfooted 21 (+0 size, +1 Dex, +6 class, +5 equipment); BAB +7; Grap +13; Atk +14 melee (2d8+6/19-20, unique weapon: fireman's axe), or +13 melee (1d4+6 combat martial arts), or +8 ranged (3d6+0, flamethrower); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Pyromania; SV Fort +15, Ref +4, Will +2; AP 5; Rep +4; Str 23, Dex 12, Con 23, Int 12, Wis 8, Cha 14.

Occupation: Military (Climb, Demolitions)

Skills: Climb +6, Craft (mechanical) +13, Demolitions +18, Drive +7, Intimidate +16, Jump +8, Knowledge (current events) +3, Swim +8

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (Medium), Combat Martial Arts, Frenzy, Frightful Presence, Fury, Great Fortitude, Power Attack, Simple Weapons Proficiency, Toughness

Talents (Tough Hero): Fire Resistance, Remain Conscious (from Tough Plus), Robust, Stamina (from Tough Plus)

Talents (Brick): Diesel, Improved Second Wind, Never Give In, Never Surrender

Powers: Super Skill: Craft (mechanical) +3, Super Skill: Demolitions +2, Super Skill: Intimidate +2, Super Skill: Super Feat +9: Surface Vehicle Operation (heavy wheeled), Tough Plus, Weapon Focus (Fireman's Axe unique weapon), Superhuman Constitution +5, Superhuman Strength +9, Unique Weapon (Fireman's Axe) +7: Compact Durasteel Archaic 2d8, 10 lbs. Improved Critical (Large, 2d8 Slashing, Critical 19-20)

Possessions: Unique Weapon (Fireman's Axe), Flamethrower, Light-Duty Vest

BIG HOUSE

For years Ben was a small-time crook, engaging in petty crime, protection and loan-sharking. It was this last occupation that led him to befriend Eddie Peter, a card shark who ran numbers, illegal gambling and off track betting. The two began to work together and were a perfect combination of brains and brawn. Eddie would set up crooked games and Ben would make sure that everyone that showed up paid in full.

Despite being jailed for a violent encounter to "convince" someone to pay what he owed the pair, they continued the exact same games and scams inside, running illegal dice and card games right on the prison grounds. These games had the same need

for violent enforcement, with Ben making sure the inmates paid their debts, which included the prison currency of drugs and murder. It was trafficking in these commodities that wound the pair up in Vossberg, where they were both affected during the incident. With their freedom restored and more power than they ever imagined having at their disposal, Eddie has sets his sights much higher for the duo. Ben, as ever, is willing to go along for the ride with his friend and partner.

Adventure Hook: *Ruckus:* On a rare night out without his partner, Maddox gets into trouble at a local bar. When he loses his temper, he begins trashing the entire section of the city. If the PCs can arrive and apprehend him before his partner arrives, it might just be their best chance.

Big House a.k.a. Ben Maddox (Freak Accident Strong Hero 3/Brick 10): CR 13; Medium-size humanoid; HD 3d8+24 plus 6 plus 10d10+80 plus 10 plus 12; HP 201; Mas 39; Init +2; Spd 30 ft.; Defense 25, touch 19, flatfooted 23 (+0 size, +2 Dex, +7 class, +6 natural); BAB +10; Grap +16; Atk +16 melee (1d12+8/19-20 x3, advanced combat martial arts), or +12 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ 8 physical DR; AL Opportunist; SV Fort +19, Ref +6, Will +4; AP 6; Rep +4; Str 22, Dex 14, Con 27, Int 8, Wis 10, Cha 16.

Occupation: Blue Collar (Drive, Intimidate, Repair)

Skills: Climb +11, Drive +5, Intimidate +16, Jump +11, Knowledge (Streetwise) +2, Repair +3

Feats: Advanced Combat Martial Arts, Combat Martial Arts, Frightful Presence, Great Fortitude, Improved Combat Martial Arts, Power Attack, Simple Weapons Proficiency, Sunder, Teamwork (Opportunist), Thick Skinned x2, Toughness x2

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Brick): Ham Handed 1-3, Diesel, Improved Second Wind

Powers: Armor +12, Growth +16, Superhuman Charisma +4, Superhuman Constitution +12, Superhuman Strength +4

Power Stunts: Resilience (Superhuman Constitution), Brawn (Superhuman Strength), HTH Damage Increase (Superhuman Strength), +2 attack rolls at larger than medium size (Growth), +2 Physical Damage Resistance (Armor)

Possessions: by wealth

JAILBREAK

Francis Millburn has never been convicted of a violent crime. A second-story man, he was renowned for his ability to break into supposedly secure high rise apartments. He worked with a partner to gain access to the roof, at which time he would drop down to the balcony of the apartment they intended to rob. It is unusual for a non-violent offender to wind up in a Level 6 institution but repeated escapes led the authorities to conclude no other prison could hold Millburn. Four times he escaped from custody, often for years at a time, inevitably being arrested for a new theft and returning to custody.

Now that Milburn is capable of running at speeds in excess of 120 mph and shoot wind blasts from his hands, there is very little chance of anyone returning him to custody. Whether Milburn returns to his previous pattern of non-violent robberies or whether his prison experience has given him a penchant for violence is something that remains to be seen.

Adventure Hook: *Need for Speed:* Milburn has been spotted on remote aerial reconnaissance footage making high-speed runs back and forth across the U.S.-Mexican border at night. It is believed he has put his new-found speed to work bringing drugs into the states. Catching him won't be easy given his speed and stealth but the authorities have asked you to close this latest pipeline and return him to Vossberg.

Jailbreak a.k.a. Francis Millburn (Freak Accident Fast Hero 3/Speed Demon 5): CR 8; Medium-size humanoid; HD 3d8+6 plus 5d8+10; HP 52; Mas 14; Init +15; Spd 250 ft; Defense 26, touch 26, flatfooted 17 (+0 size, +9 Dex, +7 class); BAB +5; Grap +7; Atk +7 melee (1d6+2/19-20, metal baton), or +14 ranged (2d4+0, Hurricane Force); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +17, Will +3; AP 4; Rep +3; Str 14, Dex 29, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Criminal (Forgery, Knowledge [Streetwise])

Skills: Balance +12, Escape Artist +15, Forgery +5, Hide +15, Jump +7, Knowledge (Streetwise) +4, Move Silently +15, Tumble +20

Feats: Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Hurricane Force, Improved Initiative, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Speed Demon): Outside of the Envelope, Moving Target, Poetry in Motion

Powers: Superhuman Dexterity +11, Super Running +11, Control Weather +16: +5 limitation (exclusive- wind blast only)

Power Stunts: Wind Blast (Control Weather), +1 Initiative x2 (Super Running), +2 Reflex saves (Superhuman Dexterity)

Possessions: by wealth

OPPORTUNIST

In his capacity as the owner/operator of an illegal gambling operation, Eddie was always on the lookout for muscle. When he befriended small-time thug Ben Maddox, he gained a valuable, reliable ally who could be counted to use just the right amount of violence to get what they were owed. Once incarcerated, Maddox proved an even better friend, able to protect Eddie from the predatory instincts of his fellow prisoners. Through continuing crime inside, the pair wound up

in Vossberg. Once they were both mutated during the incident, Eddie realized the potential the two had not just to avoid honest work but to become rich and powerful.

Although the odds always favor the house, Eddie always had more than his share. Some of the games were fixed certainly but other times Eddie just had a sense of when to bet and when to lay off. That, coupled with an uncanny ability to set a good solid line for sporting events made him a very prosperous businessman. After the incident, he found he could actually *see* threads of fate, both good and bad. By drawing good events closer to him and “throwing” bad events toward his enemies, Eddie’s luck is better than ever.

Adventure Hook: *The Warrior and the Weasel:* Through a lucky connection, Eddie learns of a large shipment of diamonds resting for 24 hours at a local dealer. He hatches a plan to get the goods with no interference from the law. Eddie creates a distraction, calling in a bomb threat and taking several office workers hostage. While the police are distracted dealing with him, Big House will strike the diamond jewelers quickly, using his powers as little as possible to break into the vault. He will then make off with the diamonds and give Eddie a predetermined signal. Eddie will then give the police the slip and meet up with Big House back at their lair.

Opportunist a.k.a. Eddie Peter (Freak Accident Fast Hero 3/Acrobat 10): CR 13; Medium-size humanoid; HD 3d8+6 plus 10d8+20; HP 85; Mas 15; Init +14; Spd 30 ft; Defense 32 (34 w/Hyperdodge), touch 32 (34 w/Hyperdodge), flatfooted 21 (+0 size, +11 Dex, +11 class); BAB +9; Grap +8; Atk +8 melee (1d6-1/19-20, metal baton), or +20 ranged (Special, Probability Manipulation); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Big House; SV Fort +6, Ref +20, Will +4; AP 7; Rep +5; Str 8, Dex 32, Con 15, Int 14, Wis 10, Cha 12.

Occupation: Criminal (Gamble, Sleight of Hand)

Skills: Balance +17, Bluff +14, Climb +6, Escape Artist +27, Gamble +6, Hide +27, Jump +11, Knowledge (Streetwise) +5, Move Silently +27, Sleight of Hand +15, Tumble +29

Feats: Acrobatic, Brawl, Combat Expertise, Dodge, Hyperdodge, Improved Feint, Improved Trip, Lucky Charm, Mobility, Simple Weapons Proficiency, Spring Attack, Streetfighting, Teamwork (Big House), Ultraluck

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Acrobat): Improved Evasion, Cat’s Feet, Evasive Dodge, Nine Lives, Wired

Powers: Probability Manipulation +16, Superhuman Dexterity +16, Danger Sense +16

Power Stunts: Good Luck (Probability Manipulation), Bad Luck (Probability Manipulation), +3 on rerolls (Probability Manipulation), +1 Initiative (Danger Sense), Swinging (Superhuman Dexterity)

Possessions: Metal Baton

RIOT

Santanna was a small time prizefighter until he lost his license for excessive violence in the ring. From there he moved to driving a truck and working part-time for the local protection rackets. Eventually Santanna went to work for the local syndicate full time and was connected to a series of brutal attacks, landing him in prison. The killing of three inmates while incarcerated at various facilities (it is believed two of these killings were contract killings and one was personal) landed Santanna in Vossberg.

The incident in the prison infirmary left Santanna nearly invulnerable to injury. Fortunately he is not too bright, so his crimes will be of the “smash and grab” type at local banks, so the PCs should have no trouble finding him. Bringing him down and returning him to custody, might another story.

Adventure Hook: *Smash and Grab:* Security footage has spotted Harriman breaking open ATM machines and walking off with the cash. A car belonging to an old friend, Scott Wade has been seen at several of these robberies. The authorities believe that Wade is providing transportation to and from the robberies and that he either knows where Harriman is staying or is giving him a safe place to crash between jobs. Given the extreme power of this subject, however, they want some backup (in the form of the superpowered PCs) to help them bring Harriman into custody.

Riot a.k.a. Santanna Harriman (Freak Accident Tough Hero 4/Bad-Ass Barroom Brawler 3): CR 7; Medium-size humanoid; HD 4d10+36 plus 3d12+27 plus 4 plus 10; HP 119; Mas 38; Init +0; Spd 30 ft; Defense 29, touch 24, flatfooted 29 (+0 size, +0 Dex, +9 High Pain Threshold, +5 class, +5 Armor); BAB +6; Grap +13; Atk +13 melee (1d8+7 Boxing), or +13 melee (1d12+10 Haymaker) or +6 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Danger; SV Fort +14, Ref +2, Will +3; AP 3; Rep +2; Str 24, Dex 10, Con 28, Int 8, Wis 12, Cha 13.

Occupation: Blue Collar (Drive, Intimidate, Repair)

Skills: Concentration +8, Drive +4, Intimidate +8, Knowledge (Streetwise) +5

Feats: Boxing, Brawl, Combat Martial Arts, Haymaker, High Pain Threshold, Power Attack, Simple Weapons Proficiency, Streetfighting

Talents (Tough Hero): Robust, Second Wind

Talents (Bad-Ass Barroom Brawler): Rage 1/day, Cheap Shot +1d6

Powers: Armor +10, Superhuman Constitution +10, Superhuman Strength +10

Power Stunts: Resilience (Superhuman Constitution), Brawn (Superhuman Strength), HTH Damage Increase x2 (Superhuman Strength)

Possessions: None or by Wealth (+3)

SALVO

George Newell dreamed all his life of joining the army and becoming a sniper. He read every book he could find on the subject, joined a rifle club in high school and anxiously awaited his 18th birthday so he could enlist. Because of numerous psychological problems, especially a tendency to stalk women and threaten his fellow soldiers with armed violence, George washed out of basic training. The dream he had pursued his entire life cut short by some know-nothing base psychologist. Determined to prove his worth by any means necessary, George bought a hunting rifle and embarked on a *six-month* long sniper spree, killing over three dozen souls during his time “in action”. Numerous escape attempts “to rejoin his unit” landed George in Vossberg.

After the incident, George was able to project power blasts of concussive force directly from his hands. Although these blasts are made of energy, they are shaped (and act) exactly like bullets, though they strike with much greater force and leave no evidence behind. Escape was easy during the confusion (in fact most of the escaped prisoners walked out through the hole George blasted in the prison wall) and now George is on the hunt again, wearing a vest retrieved from one of the guards.

The best chance to apprehending George will be soon after his capture, when he will be on foot (although even this won't be easy given his stealth skills). Since one of the many skills he mastered during his self-taught training is a high degree of skill with vehicles, George will become much more dangerous should he acquire a car (or worse) a truck or helicopter.

Adventure Hook: *Transportation Issues:* Flush with his newfound power, Newell walked into a local army base (after blasting his way through the fence) to steal a helicopter to aid him in his “special operations”. Unfortunately (for Newell), despite all his power he's still human and not bulletproof and the soldiers guarding the base managed to seriously wound him in the leg during his theft. Now he has transportation but is in serious need of medical care. The authorities have asked for your help in canvassing the local hospitals and clinics to help bring in this dangerous criminal.

Salvo “the human cannon” a.k.a. George Newell (Freak Accident Fast Hero 3/Energy Projector 6): CR 9; Medium-size humanoid; HD 3d8+3 plus 6d6+6; HP 44; Mas 13; Init +10; Spd 40 ft; Defense 33, touch 28, flatfooted 21 (+0 size, +10 Dex, +8 class, +5 equipment); BAB +8; Grap +7; Atk +7 melee (1d6-1/19-20, metal baton), or +22 ranged (7d6+0, physical blast), or +22 ranged (10d6 physical blast w/ energy surge); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +21, Will +4; AP 4; Rep +3; Str 8, Dex 31, Con 13, Int 14, Wis 13, Cha 10.

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Balance +12, Concentration +7, Craft (mechanical) +8, Drive +16, Hide +19, Intimidate +6, Knowledge (current events) +8, Knowledge (Tactics) +14, Move Silently +12, Pilot +16

Feats: Aircraft Operation (helicopters) [from Super Feat power], Arcblast, Arcstorm, Armor Proficiency (light), Armor Proficiency (medium), Dead Aim, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Surface Vehicle Operation (heavy wheeled) [from Super Feat power], Weapon Focus (Physical Blast)

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Energy Projector): Energy Surge 1, Energy Surge 2, Energy Surge 3

Powers: Superhuman Dexterity +13, Physical Blast +15: +2 limitation (common special effect-ballistic damage); 7d6 damage, DC 30 Fortitude save for ½ damage, Enhanced Senses +11: +4 limitation (exclusive- enhanced sight only), Super Skill: Super Feat +6 (Aircraft Operation- Helicopter and Surface Vehicle Operation- Heavy Wheeled)

Power Stunts: +3 Blast Attack rolls (Physical Blast), +4 Reflex saving throws (Superhuman Dexterity)

Possessions: Light Duty Vest

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