

MONGOOSE PUBLISHING PRESENTS



Signs & Portents

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Roleplayer

BEYOND FLESH

GHOSTS IN THE OGL CYBERNET MACHINE

THE SAVAGE

NEW D20 POWER CLASS!

MURDER ON THE MEGAWAYS

CONCLUDING PART OF A HUGE JUDGE DREDD SCENARIO

Plus... Starship Troopers Quartermaster's Stores, Bad Dreams for OGL Horror, Tales From Mongoose Hall, Gaming Symposium and lots, lots more!

S&P Roleplayer 31

March 2006

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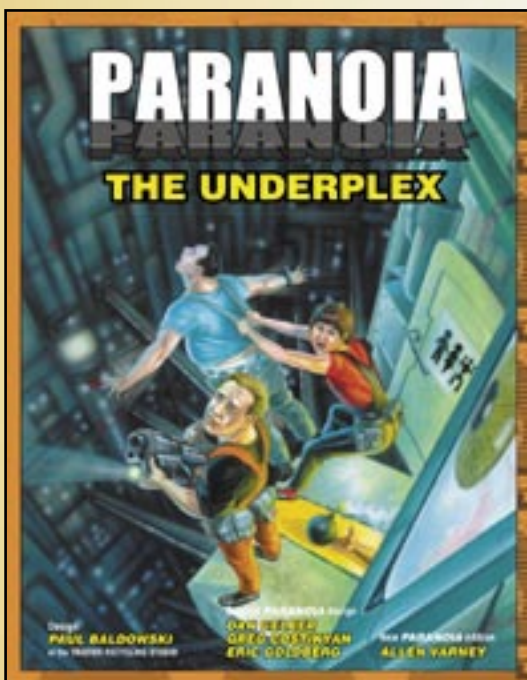
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EYE ON MONGOOSE

Coming This Month



Attention, Troubleshooter! Your friend The Computer has just discovered a previously unsuspected network of hidden rooms, tunnels and access vents that interpenetrates all inhabited sectors of our beloved Alpha Complex. This is perfectly normal and nothing to worry about. Do not be alarmed by those sirens.

The Computer politely requests you to explore these dark, treacherous tunnels immediately, and to shoot all mutants and traitors you might bump into. Rejoice, for The Computer has also sent Internal Security and Armed Forces squads into these same tunnels, with clear instructions to shoot everything that moves! Don't you feel safer now?

When you file your accident reports, please refer to this hidden tunnel complex as... **THE UNDERPLEX**...

In these dark, sprawling tunnel networks, traitorous secret societies hide their most dangerous evidence. Intrepid 'urban infiltrators' defend it to the death. Good thing the Troubleshooters have the new equipment, specialties and contacts introduced in this 48-page sourcebook. . .

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Tales from Mongoose Hall

Nick Robinson, with Director's Commentary from Ian 'Old Bear' Barstow

+++SPOILER WARNING+++

The guys at Mongoose Towers are currently playing the epic Drow War campaign; if you don't want to know what happens in that, stop reading now!

+++SPOILER WARNING+++

Episode Two: A bit of a walk

The Cast

Hiryra Bandiwat <i>[Bleugh]</i>	Me
Rodric the Elf <i>[not Baldy]</i>	Ian
Gaulith the Rock Monster	Mark
Pellinor the Halfling (plus cat)	David
Osirus the Mighty	Alex
Tracius the Clumsy	Matt

After the excitement of having the party almost wiped out in the hobgoblin mines and finding out that an army from beneath the earth was coming to conquer the surface world, it had been decided we would head south to warn the major city on the island and the settlements on the way there. So off we went, in the middle of the night. This was the idea put forward by Osirus – to show the villagers how urgent the situation was, apparently. However, we made camp not far out of sight from the locals and slept out in the cold and damp horridness of the wilderness, rather than in a comfy bed. Joy.

The next day we trudged south along the muddy path that passed for a road in these parts, hoping to reach the first miserable little village in the next day or two. There is nothing like going full out spreading urgent news of impending doom, it makes for excitement and fast plotting. However, Rodric had to scout on ahead whilst the rest of us moved at the Paladins' snail-like pace. By the time we reached our destination the war would probably be over.

At the first sign of trouble Rodric raced on ahead. This is what forethought and planning can do for a party, but more examples of this later. As it was the few bandits that Rodric had ambled up to were even more incompetent than our party so we trundled up at breakneck speed (hah!) and eliminated them before Rodric got into any real trouble. In fact the only real difference this encounter made to the party was that Gaulith was now left carrying a double-amputee brigand on his back, thanks to a sudden change of heart by the paladins (from 'they are criminals kill them' to 'we must save him and let the local authorities deal with him') which took about two seconds. Gaulith was thrilled.

The village itself was easy to convince of the danger, what with the defeat of the local bandit problem, return of stolen goods and killing of the neighbourhood vermin, the cabbage farmers decided to evacuate and head south behind us. I will point out at this stage we were all stunned that our diplomatic efforts had been so successful. Even Rodric was not as surly as normal *[I resent that. I was clearly as broody and meaningful as usual – OB.]*. Even more stunning was that Tracius had not fallen into anything yet, though to be fair he did drop his sword into a hole that closed up afterwards and scabbled frantically to retrieve his weapon, squealing like a little girl. *[I seem to recall some sort of monster coming out of said hole, to be fair – OB.]* Apparently when Hiryra made this observation he made it onto some sort of list (although to be fair everyone else in the party made it on 'the list' almost immediately afterwards).

Lessons Learnt: *Paladins do not like losing their swords and do not have a sense of humour.*

The villagers even provided some horses, rations, mysterious yellow liquid *[Those TFMH regulars will be aware that yellow liquid always makes you feel better and is more potent the darker its shade – OB]* and advice – this being there was a large wolf near one of the other settlements that was not to be harmed or attacked as it was the companion to a powerful druidess who would be most unhappy if anyone molested her little puppy. This sort of information is always important and never forgotten if you do not wish for things to go pear shaped.

Arrival in the next town featured our first bar room brawl as Osirus managed to really annoy the local drunks by announcing the coming of the army, in about the roughest bar you can imagine. Hirya was able to sense that perhaps this was not the best course of action and had wisely backed out of the tavern (and even mounted his horse) *[Cue sound of clucking chickens - OB]* before the inevitable chaos broke out, although the others failed to follow. The fight that followed was fairly half-hearted once Pellinor had knocked over the rowdies blocking the route to the door with his trusted *colour spray* and the brothers had drawn their swords. Rodric meanwhile had decided to pick a fight with the tavern owner. *[Bleugh seems to have forgotten my brilliant entry to the bar, buying all the scum at the bar a drink so that the paladins could do their stuff. The fact that afterwards I popped over the bar for a drink and to get my money back is neither here nor there - OB.]*

The fight finished prematurely when our first real enemy who will no doubt come back to haunt us (thank you, Osirus) arrived. The town constable tried to arrest the troublemakers (i.e. us) but Osirus was having none of it. In fact it was the intervention of Tracius that prevented things going totally out of hand. In a fit of uncharacteristic diplomacy he managed to galvanise the locals to face the threat from the north. What is more apart from the other party members no one else had made it onto his 'list' (personally I think he keeps forgetting about it)? Mind you I think the town constable probably made the list of Osirus, but he was not telling.

From there on in, though, things began to go downhill. And it started with the wolf. Into the forest we went and we came across a wolf. It seemed non-hostile, then another wolf turned up and they went at it hammer and tongs. In his infinite wisdom Osirus decided to swipe at one of them with his sword, followed by Tracius. Well, the wolf got hurt and legged it (a huge surprise), Rodric then tried to bring it down with an arrow as it fled, hitting it but not badly enough to stop it. I will point out that as they were trying to kill the beast Hirya was trying to get them to reconsider on the likelihood (given past history) that they were attacking the wrong animal. *[Hmm...as I recall mostly it was me trying to warn them it was possibly the wrong mutt, although I put my hands up to capping an arrow up its butt as it legged it, working on the principle that the damage had already been done - OB.]* Afterwards we spoke to the wolf we did not assault and it began to dawn on Larry, Curly and Moe that they had attacked the wrong wolf. Absolutely bally wonderful, one truly peed off druidess.

Safe to say that on our arrival at her village despite heeding our warning of an army from the north no amount of fast-talking by Osirus would get us any aid from the settlement protected by the druidess. Rodric did get the (broken) arrow he had shot the wolf with back, though.

As pitiful as that little episode was it was nothing compared to our next endeavour. Having not killed anything for a couple of days, despite trying to kill the wolf, the paladins were by now itching for a fight, and sure enough when we heard the sounds of combat up ahead off they charged. No plan, just straight off and almost getting us all killed once more. On the plus side Tracius did fall off his horse (had to happen sooner or later) and got killed by the massive ogre that he and his brother had charged into (so there is some justice), although at the end of the fight the party was just about on its last legs, with both Gaulith and Rodric knocked unconscious. Pellinor got lucky – his pony bolted so he came back after the action unharmed. *[Technically some time after the action had finished and again, technically the pony came back, bringing the Halfling along - OB.]*

Lesson Learnt: *Paladins don't do planning. Or halflings don't do riding.*

The party now split *[Admit it, you're impressed we were together this long]*, with Gaulith and Pellinor now heading north to the stone circle to revive the dead Tracius, whilst Hirya, Osirus and Rodric headed south. This was not really the smartest thing to do, but with our group, what's new? At our next stop there was an archery contest going on, at which point Osirus stopped all pretence at diplomacy and went around insulting as many of the locals and competitors as he could, whilst Rodric plotted the death of the competition's eventual winner just so he could steal his bow *[He makes this sound like a bad thing but I'm telling you, the winner was a wrong'un and no mistake, guv'nor - OB]*. By some miracle (and the fact we were carting around part of the ogre to collect a reward for getting rid of the brute) the village did begin to prepare for the coming of the army. On a positive note Hirya managed to forewarn a fellow countryman and mage of the trouble to the north and for the warning received a nice scroll. *[He misses out me in the bar but remembers he got a scroll... - OB.]* At this point it looked as though our fortunes might be looking up, with the villagers giving us all some nice bows as reward for bringing them the warning. Some hope.

On leaving the village our misadventure continued fairly spectacularly (at least as far as Hirya was concerned) when we came across another ogre. At this point Osirus fought it, Rodric ran away 'to get help' *[Which I did, saving Osirus' life in the process - OB]* and Hirya got just about cut in half (my own fault, admittedly), effectively reducing the party to two members once the ogre had been vanquished. The aftermath of our disastrous journey should be interesting.

Lesson Learnt: *Know the rules before trying to do something. It can help. [Also, standing around to get wasted can be considered unwise - OB.]*



THE QUARTERMASTER'S STORE

NEW EQUIPMENT FOR THE STARSHIP TROOPERS ROLEPLAYING GAME

MARK 'NEO' HOWE

M-1CW 'POLAR BEAR' COLD WEATHER POWER SUIT

The development of the M-1CW 'Polar Bear' Cold Weather power suit is intended to provide the mobile infantry with a suit that is specifically designed to function in extremely cold environments. The Polar Bear suit is ideal for use in any environment with a temperature below zero degrees.

The M-1CW powered suit grants a +4 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's Initiative checks. These suits also allow a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. M-1CW suits have a battery life span and air supply for eight hours, as well as a reserve supply and back-up battery with a further hour's worth of power; allowing the wearer to survive for up to nine hours in hostile environments (space, underwater and so on). The special defence layers in an M-1CW powered suit allow their damage reduction to be counted against explosion damage, something that normally ignores damage reduction of any kind.

M-1CW 'Polar Bear' Cold Weather Power Suit

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+9	5	+2	30 ft.	235 lb.

A M-1CW Powered suit causes its wearer to suffer a -8 penalty to Perception checks, and a -3 penalty to Acrobatics and Stealth skill checks. Users without the Power Suit Proficiency feat only gain a +3 bonus to their Defence Value.

INTEGRAL EQUIPMENT

An M-1CW power suit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a standard part of the M3 tactical helmet and a vital part of a trooper's combat kit. It grants infrared, ultraviolet, Low-Light Vision and Darkvision out to a range of 200 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by



wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the main rulebook).

Periscope: Attached over the left audio sensor of the M3 tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.



Communicator: Built into the M3 tactical helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor; this effectively allows a trooper to operate 'invisibly' at night with no loss of effectiveness. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get

at a trooper inside an M-1CW powered suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the eight-hour supply in the trooper's armour to nine hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Jump Jets: The reason for the word 'bounce' in a trooper's terminology, jump jets are situated in both a trooper's boots and his armour as a collapsing backpack unit. Using jump jets, troopers can fly over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 1,000 feet (200 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a trooper needs during a mission. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponent's attack roll.

Enhanced Sub Temperature and Biological Regulator: Powered armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. The

Enhanced Sub Temperature regulators can operate for the entirety of the suit's battery life before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 10 points of cold damage suffered each round and gains a +8 bonus to all Fortitude saving throws brought on by exhaustion, extreme cold temperature, starvation or thirst. However, the temperature regulators are specifically designed to function in relation to cold temperatures only and therefore provide no additional protection against extreme heat or similar circumstances.

Belt Readout: All forms of power suit have a small computer attached to the front of their main belt. This readout is intended for another's use, as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

Cold Weather Utilities: M-1CW suits have specially modified footwear including extendable meshes that help disperse the weight of the trooper in much the same way as snowshoes. These meshes extend by stamping the heel of the foot down twice and retract in the same way. In addition, the soles of these boots can extend spikes to allow the wearer to gain better traction on ice or while climbing. This allows a trooper to move over snow and ice at their normal movement rate, ignoring any and all of the standard movement penalties for moving on such terrain.

Lizard Line: The M-1CW suit has a built in shoulder mounted cable dispenser and launcher that allows a trooper to extend the line anywhere

within its maximum length (150 feet), this is used for climbing, rappelling and also for keeping troopers together when moving during poor visibility or blizzards. The grapple tip on the end of a lizard line does not deal appreciable damage and the line dispenser cannot be used as an effective weapon, but it will go effectively where a trooper points it and the automatic rewind is strong enough to pull him up a sheer surface with his full gear at a rate of 20 feet per round. Lizard lines cannot anchor in surfaces harder than stone. The line can hold around 500 pounds without problem.

Homing Beacon: The M-1CW suit has a built in homing beacon that can in cases of emergency transmit a signal in a radius of ten miles that may allow friendly forces to track the signal to its source, which is especially helpful should troopers become separated or lost in such environments or during white outs.



M-1DS 'LEVIATHAN' DEEP SEA POWER SUIT

The development of the M-1DS 'Leviathan' Deep Sea power suit is intended to provide the mobile infantry with a suit that is specifically designed to function in deep sea and at high pressure.

The M-1DS powered suit grants a +5 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's Initiative checks. These suits also allow a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. M-1DS suits have a battery life span of five hours, as well as a reserve back-up battery with a further hour's worth of power which allows the wearer to survive for up to six hours in hostile environments (space, underwater and so on). The special defence layers in an M-1DS powered suit allow their damage reduction to be counted against explosion damage, something that normally ignores damage reduction of any kind.

M-1DS Powered suits cause its wearer to suffer a -8 penalty to Perception checks, and a -3 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gain a +3 bonus to their Defence Value.

M-1DS 'Leviathan' Deep Sea Power Suit

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+10	5	+2	20 ft.	285 lb.

INTEGRAL EQUIPMENT

An M-1DS power suit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a standard part of the M3 tactical helmet and a vital part of a trooper's combat kit. It grants infrared, ultraviolet, Low-Light Vision and Darkvision out to a range of 200 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the main rulebook).

Periscope: Attached over the left audio sensor of the M3 tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the M3 tactical helmet and the back plate of the suit is a high-band



communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor; this effectively allows a trooper to operate 'invisibly' at night with no loss of effectiveness. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-1DS powered suit. This protects him from all attacks except acid

and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Perfluorocarbon Breathing System: The 'leviathan' power armour is designed to use a fluid breathing system, once the trooper puts the suit on it fills with the oxygen rich perfluorocarbon fluid, which not only allows the wearer to breath but also to survive at much greater depths than normal upwards of five times the normal maximum depths of 500 m. Therefore, someone in an M-1DS suit could safely dive at a depth of 2500 m before the cold and pressure becomes a problem.

Gas Powered Hydro Pumps: The M-1DS suit does not come equipped with jump jets like other power armour as such a mode of movement would be worthless to someone submerged in water. The Hydro pumps on this suit however draw water in and expel it out the other end by means of compressed gas and by doing so can propel the wearer through the water by means other than their own power, not so much actual propulsion but slowing of descent or limited ascents through the water to aid movement. Effectively they allow the wearer to make hydro pump assisted ascents over a limited area and reach elevations of up to 200 feet. Hydro Pumps use compressed gas and can only carry a trooper for 1,000 feet (200 spaces) before needing to be refilled. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a trooper needs during a mission. Hydro Pumps do not allow a trooper to sustain a depth or ascend; they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to descend safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature and Biological Regulator: Powered armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 5 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: All forms of power suit have a small computer attached to the front of their main belts. This readout is intended for another's use, as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

Ballast Tanks: M-1DS suits have a number of large empty compartments (shoulders, chest, base of legs, waist and upper arms), which can either fill with air (taken from the wearers own supply) or water in order to change the volume of the armour and its wearer allowing them to either ascend or descend through the water.

Homing Beacon: The M-1DS suit has a built in homing beacon that can in cases of emergency transmit a signal in a radius of ten miles that may allow friendly forces to track the signal to its source, which is especially helpful should troopers become separated or lost in such environments.

M-1EVA 'SOLARIS' EVA POWER SUIT

The development of the M-1EVA 'Solaris' extra-vehicular activity (EVA) power suit is intended to provide the mobile infantry with a suit that is more specifically designed to function in the weightless environment of space.

A M-1EVA powered suit grants a +4 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's Initiative checks. These suits also allow a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. M-1EVA suits have a battery life span a for eight hours, as well as a reserve back-up battery with a further hour's worth of power which allows the wearer to survive for up to nine hours in hostile environments (space, underwater and so on). The special defence layers in an M-1EVA powered suit allow their damage reduction to be counted against explosion damage, something that normally ignores damage reduction of any kind.

M-1EVA Powered suits cause its wearer to suffer a -8 penalty to Perception checks, and a -3 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gains a +3 bonus to their Defence Value.

M-1 EVA 'Solaris' EVA Power Suit

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+7	4	+4	20 ft.	175 lb. (295 with DMU)



INTEGRAL EQUIPMENT

An M-1EVA power suit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a standard part of the M3 tactical helmet and a vital part of a trooper's combat kit. It grants infrared, ultraviolet, Low-Light Vision and Darkvision out to a range of 200 feet.

These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty

caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the main rulebook). The visor on the M-1EVA suit also includes an antiglare facility that protects the trooper from the glare of the sun, essentially providing them a +4 bonus to resist blinding effects.

Periscope: Attached over the left audio sensor of the M3 tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without

having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the M3 tactical helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the



ultraviolet mode of the suit's visor; this effectively allows a trooper to operate 'invisibly' at night with no loss of effectiveness. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-1EVA powered suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum. The M-1EVA has a special system for releasing a fast hardening gel throughout the suit that will rapidly set rock hard, sealing any breaches within seconds of them occurring. The special nature of this gel is that it only functions within very specific conditions like a vacuum, which is why it is not found as a facility on other suits.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the eight-hour supply in the trooper's armour to nine hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Detachable Manoeuvring Unit: The M-1EVA suit has a specially designed detachable backpack-like unit that covers the wearer's back and has an arm-like support harness that reaches around the waist of the wearer. This unit is known as a Detachable Manoeuvring Unit (DMU) that replaces the jump jets of standard power armours. This unit includes twenty-four nozzle thrusters located at different positions around its surface (four rear, four top, four bottom, four left, four right and four front), which can be fired independently or in groups as required. These thrusters are all powered by a gaseous nitrogen propellant that is stored in two aluminium tanks, wrapped in Kevlar within the unit. The DMU typically has enough propellant for up to six hours of continuous EVA operations. Each thrusters fired can provide 10 feet of thrust in a particular direction, however due to the weightlessness of space unless an equal amount of thrust in the opposite direction is applied to either slow or stop your momentum you will just continue moving in that direction. *For example if the four rear thrusters are fired you will have 40 foot of forward momentum, which unless you come into contact with something solid or you fire your forward thrusters to reduce your speed to zero feet then you will continue moving forward 40 feet each round.* It should be noted that in instances where you do come into contact with something solid, you are considered to be falling at the speed you are travelling. *So for example if the trooper above moving 40 feet forward were to come into contact with his shuttle he would have hit it as if he was falling toward it at a distance of 40 foot and would take damage accordingly.*

Temperature and Biological Regulator: Powered armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 24 hours before

their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 5 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: All forms of power suit have a small computer attached to the front of their main belts. This readout is intended for another's use, as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

Tether/Umbilical: M-1EVA suit has a built in shoulder mounted tether dispenser and launcher that allows a troopers to extend the line anywhere within its maximum length (250 feet), this is used for EVA operations. The magnetic tip on the end of a tether line does not deal appreciable damage and the line dispenser cannot be used as an effective weapon, but it will go effectively where a trooper points it and attach to any metal surface it comes into contact with and the automatic rewind is strong enough to pull him in with his full gear at a rate of 20 feet per round. Tether lines cannot anchor on non-metallic surfaces. Alternatively a tether line can be replace with an umbilical which is a special form of tether that not only secures the trooper but is also an extension of his air and power supply, which when linked to a shuttle or support craft can allow them to operate in EVA indefinitely; only needing to rely on the power armour's own oxygen supply and battery power when the umbilical is detached.

Magnetic Boots: The M-1EVA suit comes complete with magnetic boots powered via the suit's battery, thereby allowing their magnetism to be switched on or off as desired. While on, they will anchor the trooper to any metallic surface, allowing them to move as normal without fear of drifting away.

Homing Beacon: The M-1EVA suit has a built in homing beacon that can in cases of emergency transmit a signal in a radius of ten miles that may allow friendly forces to track the signal to its source, which is especially helpful should troopers become separated or lost in such environments.

CM-20-NS NEUTRALISING SHOCK GUN

Taser weapons were all the rage back in the day when non lethal methods were needed to bring criminals to justice without too much of a fuss. Although such 'subtle' methods are not quite as popular as they once were, some developmental advances in the field have still been made in order to bring these weapons up to today's standards. This pistol sized weapon builds up an electrical charge of 50,000 volts, which it then discharges at the victim in what looks like an arc of electricity (or lightning bolt). The victim must make a Fortitude save (DC 18) or be Dazed for 1d6 rounds allowing them to be taken into custody with little or no resistance.

CM-20-NS Neutralising Shock Gun

Type	Damage	Crit.	Range/ Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Pistol	1d8	x2	5 ft./1	—	single	10	Small	4 lb.	10



Tactics: Virtually useless against Arachnids, shock weapons come into their own when used against humans or humanoid aliens, such as Skinnies. Unfortunately, due to the nature of this weapon it has a relatively short range and as such is only commonly found in use with civil defence forces, personal defence and by the fleet for use shipboard where normal rounds are a risk where the hull of a ship is concerned.

Sergeant Zim Says: Not lethal so much as amusing, few things are as funny as seeing a civvie drop and flop like a grounded fish when shot with one of this puppies.

RV-SE-395 SERAPH REMOTE OPERATED ATTACK DRONE

Intended to allow a remote operator the ability to send in and clear an area with a relatively small and dispensable drone rather than risk wasting valuable troops if the exact situation or safety to proceed is in doubt. The Seraph is intended to take out strategic targets that are located in places, environments or situations that would otherwise be suicidal for one or two troopers alone to reach.

URV's, or unmanned remote vehicles, are a relatively recent addition to the mobile infantry's arsenal and were pushed forward into development and deployment after the failure of the Klendathu Invasion revealed just how inaccurate aerial reconnaissance alone was. This way a drone can be sent in to check out the situation ahead, while remotely transmitting all it sees and hears via its onboard scanners directly back to its operator. This information can then be analysed and acted upon by the squad coming up behind. Drones are also small enough that they can be deployed in bug tunnels, making them a particularly invaluable aid to the MI.

Medium Hard-armoured Skimmer Vehicle;

DV: 15; **CC:** none, remote operated **Chassis:** 45 hp; **Wings:** 8 hp; **Crew:** -; **DR:** chassis 5, wings (2) 2, crew -; **Spd:** 500; **Acc/Dec:** 50/50; **Han:** +4; **Cargo:** none; **Weapons:** Twin rocket Launchers (front, 150 ft. 3d10, remote operator can use both as one weapon and do so while operating as a -4 penalty to both attack rolls and any Pilot checks made the same round); **Equipment:** Geosynchronous Location Sensor, Surface/Air Surveillance Radar, Remote Operation Suite (allows it to be remotely operated), Homing Sensor (drone can return to a homing unit within ten miles without an operator); **Weight:** 0.5 tons

RV-SC-370 SCRIER REMOTE OPERATED RECONNAISSANCE DRONE

Intended to as a small, dispensable aerial eye in the sky, the Scrier provides an MI squad an ideal way to recon ahead without risking one of their number. They are also perfect for patrol duty where heavy resistance is expected.

Medium Hard-armoured Air Vehicle;

DV: 12; **CC:** none, remote operated
Chassis: 25 hp; **Wings:** 5 hp; **Crew:** -;
DR: chassis 5, wings (2) 2, crew -; **Spd:** 800; **Acc/Dec:** 80/40; **Han:** +5; **Cargo:** none; **Weapons:** none; **Equipment:** Remote Operations Suite, Geosynchronous Location Sensor, Surface/ Advanced Surveillance Radar (senses other vehicles and terrain features within 300 ft.), Homing Sensor, VTOL capable; **Weight:** 0.5 tons

REMOTE OPERATION STATION

Also known as a ROS set, this is a heavy device with all the electronics, screens, controller and antennae needed to perform the remote operation of an URV over a land range of 500 miles and a full orbital range when used by a fully trained remote operator. The ROS set grants a +1 equipment bonus to drive and/or Piloting checks because of its efficient and powerful design.

Size	Weight	Req. DC
Small	16 lb.	24



REMOTE OPERATOR

Cross-trained Speciality Class

On the battlefield, it is useful in many circumstances to be able to survey, reconnoitre or assault an area or target without having to get up close and personal physically. As such, the mobile infantry has recently begun to field remote operators, specialists who are trained to remote pilot unmanned vehicles known as URV (Unmanned Remote Vehicles); these drones are a far cheaper, and thus regarded as far more dispensable alternatives to CHAS robots or Marauder suits.

GAME RULE INFORMATION

Mobile Infantry remote operators have the following game statistics.

REQUIREMENTS

To qualify to become a Mobile Infantry remote operator, a character must fulfil the following criteria.

Skills: Computer Use 5 ranks, Drive 6 ranks, Pilot 6 ranks, Technical (electrical) 4 ranks.

Feats: Atmospheric Vehicle Operation, Vehicle Expert

HIT POINTS

Mobile Infantry remote operators gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry remote operator's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Concentration (Con), Demolitions (Int), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Pilot (Dex), Repair (Int), Research (Int), Ride (Dex), Sabotage (Int), Survival (Wis) and Technical (any, each chosen separately) (Int).

Skill Points at Each Additional Level: 6 + Int modifier

Additional Standard Issue

The Mobile Infantry remote operator gains the following standard issue equipment in addition to his normal allowance.

- Either an RV-Se-395 Attack Drone *or* an RV-SC-370 Reconnaissance Drone
- Basic Electrical toolkit
- Remote Operation Station

CLASS FEATURES

The following are class features of the Mobile Infantry engineer.

Remote Operation

(Unique): The

Remote Operator

is trained in the

use of Remote Operated Vehicles known as URV's (Unmanned Remote Vehicles) through the use of a Remote Operations Station (ROS) set. He is able to remotely drive or pilot these drones at a distance making such checks for them as if he was present. All such checks drive, pilot and attack rolls are at a -4 penalty due to the remote nature of the control and the lack of direct visual assessment one would have if they were physically in the vehicle and able to directly assimilate distance, surroundings and the like themselves, as opposed to through a monitor screen ten miles or more away. Anyone who does not have this ability who attempts to make use of an ROS to pilot a drone suffers a -10 penalty all relevant checks and attack rolls. It should be noted remote operating requires a full round action, meaning the remote operator can take no more than a five foot step each round.

Remote Specialisation: All Remote Operators tend to specialise in one kind of drone type and as such at first level the Remote Operator must choose whether he is specialised in Drone that are Driven (in other words, require Drive checks) such as Ground or Walkers or Piloted type vehicles (those that require pilot checks), such as Air, Skimmer Space or Submersibles. Once chosen the Remote Operator is then entitled to make one re-roll of any failed check of that kind he fails while remote operating.

Remote Operator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+0	Remote Operation, Remote Specialisation	+1	+0
2 nd	+2	+2	+2	+0	Bonus Feat	+1	+1
3 rd	+3	+2	+2	+1	Improved Performance, Multitask	+2	+1

Bonus Feats: At 2nd level, the Mobile Infantry remote operator gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry engineer must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Burst Fire, Disengage, Dodge, Drive By Attack, Gearhead, Improved Initiative, Marauder Mastery, Mounted Weapon Proficiency, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Salvage, Skill Focus, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert, Vehicle Proficiency.

Improved Performance: At 3rd level a Remote Operator is so proficient in remote operations they no longer suffer a -4 penalty when remote operating URV's and instead remote pilot them at their full normal drive or piloting capabilities.

Multitask: A remote operator of this level is able to remotely operate a second URV at the same time as the first, controlling and providing remote instructions for both simultaneously, however doing so invokes a -4 penalty on all checks and attack rolls for both drones (effectively negating the proficiency they show via Improved Performance when piloting just one).

TAC UAV

With a control system compatible with the software of a trooper's power suit, Exosuit or Marauder, the TAC UAV is usually placed under the direction of a senior officer or sergeant, giving any force better eyes and ears, as well as a heavier punch. Circling high above the battlefield on autopilot, the controller is able to divert the craft almost at will, designating targets and reconnaissance patterns while leaving the TAC UAV's computer brain to actually fly the required manoeuvres. Instructing the UAV with a simple command ('overfly these co-ordinates' or 'attack this target') is a standard action. The controller can call up a viewscreen on his visor at will that shows what the TAC UAV sees. The TAC UAV has the equivalent of a power suit's snoopers and can receive commands so long as it remains within the communications range of the trooper using it. The TAC UAV has a computer brain with BAB +6 and Pilot +10, and is able to fire all weapons simultaneously without penalty.

Large Soft-armoured Air Vehicle; DV: 12; **CC:** None; **Chassis:** 20 hp; **Wings:** 8 hp; **DR:** Chassis 5, wings (2) 2; **Spd:** 250; **Acc/Dec:** 100/75; **Han:** +6; **Cargo:** 2 lb.; **Weapons:** Twin-fifty Autocannon (front, 150 ft., 4d8/19-20), Twin Javelin Missile Launchers (front, 150 ft., 6d10); **Equipment:** Geosynchronous Location Sensor, Homing Sensor, Surface/Air Surveillance Radar; **Weight:** 4 tons



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Power Classes

The Savage

Vincent Paul
Cooper



Born into the wilder areas of civilisation, at the threshold that separates man from animal, there are, from time to time, those born through whom runs a divine energy that makes such a one fearless in battle, awesome in power, blinding in speed and strong of will. Granted power by a chosen deity, in times of great need a savage is able to use this divine blessing to rend those who stand before him defiling the pure nature of his deity.

An animal's mind with human form, the savage is able to generate divine magic that can be used to cast a variety of impressive spells through a dangerous cannibalistic ritual known as The Blood of My Enemy. These spells can enhance a savage's ability to inflict damage, cause him to be resistant to injury, allow him to move with incredible speed or to be able to overcome

magic. The type of spells available depends on a savage's piety to one of four power domains: Blood, Sky, Spirit or the domain of Hel.

Of great stature, the savage seeks to further the cause of his chosen deity, seeing bloodletting as the most sacred of duties and responsibilities he can perform. Feared by those around him, leading the charge into the fray, the savage is a divinely inspired adventurer that can be counted on to win in a fight.

Adventures: Savages are blessed with a unique gift, the power to channel divine energy through themselves in order to do the work of their deity. Most lead a nomadic lifestyle, travelling wherever the wind blows them, trusting in their divine mission and finding adventure along the way. This is all done to give thanks to the deity and to gain more power.

A few savages have visions from an early age, dreams and portents received from beyond the tangible world. These vivid signs inspire a great quest, done at the behest of a particular deity. Others experience unsettling images flowing through their consciousness later in life, usually as a prelude to undertaking a dangerous adventure.

Savages tend not to be motivated by material reward, though there have been several well-known examples of men and women that have risen from the wilderness to complete immense tasks and establish rule and authority over a large people.

Characteristics: Savages are adept at both melee combat and the use of cannibal magic. In close-quarters fighting, the savage closes quickly before using powerful blows to beat aside any defence raised against him to deliver a final, crushing blow. This natural skill is enhanced by various spells that are gained through the careful following of the ritual known as The Blood of My Enemy. Using divine energy, the savage can cast a variety of spells dependent on the domain he is associated with. Most magic is related in some way to combat and overcoming a foe.

A savage is trained to use simple weapons, some martial weapons and light and hide armour. He tends to be hardy and capable of absorbing tremendous damage.

Alignment: A savage can be of any alignment, though the reality of their existence leads many to veer towards chaos or neutrality. The deities of the domains themselves do not represent a particular alignment bent, being closely connected to powers and forces believed to pre-exist such concepts as 'nature' and 'culture'. The community that a savage hails from is typically close-knit, with a high premium placed on the observation of traditions and ties of both real and fictive kinship. Savages that are truly evil are normally driven from society and forever shunned. Those with a strong moral sense of right and wrong tend to make the best leaders, though such men or women are careful not to impose their own morality too tightly on those they govern.

Religion: The social backdrop of a savage most usually centres on a pantheon of gods and goddesses. Tribes have often-intricate myths explaining the origin of life and festivals are held at key points throughout the year in celebration and praise.

Where a savage differs from the common folk is in his divine blessing, manifested in the ability to channel divine energy. Though all members of a village will pay obeisance to the deity of a particular domain (Blood, Hel, Sky and Spirit), the savage in particular makes the strongest vows to further the aims of his deity. A savage then may believe in several gods or goddesses at any time, but he will identify one in particular as the deity with which he has the closest affinity.

Background: A savage reveals his calling early on in his life. A tribal chieftain quickly spots a child that alternates between bouts of hyper-activity and long periods of lonely introspection. Such children are typically very strong in both body and mind and are able to endure great physical and spiritual strain. Villagers see such a child as a blessing, a sign from a deity that the divine energy is flowing smoothly from the heavens to the earth below.

There is no formal training as such. Rather, allowances are made for the child as he grows up and the divine power is allowed to bubble over in its own time. Like most other children, the savage learns the skills and fighting techniques common to his forefathers. The blessing of a deity does, however, give a clear advantage - by his early teens, a savage is normally a match, or more, for most grown men. At coming-of-age, all the new adults are taught to partake of the body of a recently slain animal. The savage, though, goes one step further - before he is allowed to scar, tattoo or pierce his body in the manner of an adult, he must slay another in mortal combat. His opponent is typically a member of a neighbouring tribe. Upon

successful completion of the ritual The Blood of My Enemy, the savage is both a man and a chosen warrior, expected to defend his family and friends and crusade for the greater good of his deity.

Races: Any one of the common races, and numerous of those on the fringes of settled society, has savages among their number. Such men and women grow up on the edge of civilisation, whatever that may mean for a particular race. A people that are well ordered and given to cultural pursuits will tend not to spawn savages. Societies where cannibalism is taboo will similarly, for obvious reasons, tend not to feature savages. Among orcs, ogres and goblins, savages are particularly prevalent.

Other Classes: Savages associate best with barbarians, druids and sorcerers. The skills and abilities of a savage complement these character types well. Bards are also popular as the savages have great respect for the retelling of legend and mood-affecting music. People given to learning and the control of nature are not popular travelling companions. The savage has very little to no knowledge beyond his immediate environment and distrusts any that turn their backs on the forces emanating from the power domains. Clerics that are not intent on promoting the message of their chosen deity are tolerated, as are unrefined rogues.

Role: First and foremost, a savage is a fighter. Though he perhaps does not possess a honed technique, his simple, direct method is no less effective. Augmented by spells, the savage can feel confident in a one-on-one fight against most opponents. Initiates of the Spirit domain are more versatile in using magic and may lend a supporting hand from a distance if required. The savage is most comfortable outdoors, where his skills can be most easily put to good use. The opposite is true in urban areas, where a savage stands out and may suffer discrimination.

Game Rule Information

Savages have the following game statistics.

Abilities: Strength is an important characteristic for the savage, granting a greater proficiency in combat. Constitution is also vitally important as it plays a crucial role in determining the power of cannibal magic that can be harnessed. Dexterity is useful for granting bonuses to AC, particularly for savages dedicated to the sky domain. A high wisdom score is beneficial especially to savages that follow the way of the spirit domain, enhancing the ability to resist magical effects.

Alignment: Any non-Lawful.

Hit Die: d10

Class Skills

The savage's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Survival (Wis) and Swim (Str). See *Core Rulebook I* for skill descriptions.

Note that Spellcraft is *not* a class skill owing to the lack of formal training.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Savages are proficient with all simple melee weapons and all light martial melee weapons. A savage is also proficient with a dart, javelin and sling. Savages are proficient with light and hide armour. A savage is not proficient with any shields. Note that when wearing heavy armour there is a chance of cannibal magic failure (see below).

Cannibal Magic: Cannibal magic is a new divine magic system unique to the savage power class. Details of this magic system and spells can be found below.

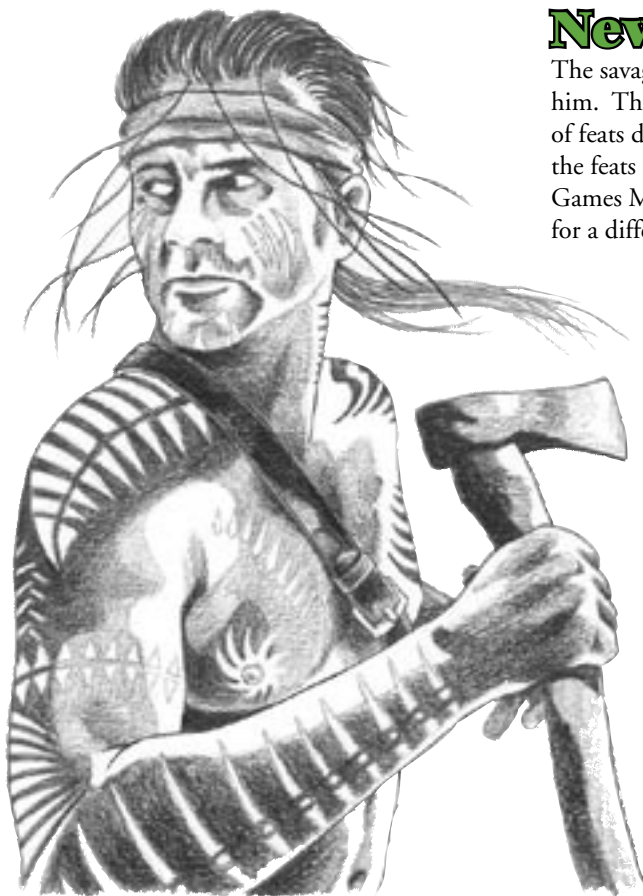
Blood Scent (Ex): A savage can detect the scent of freshly spilled blood (within 24 hours) within a range of 30 feet. He does not need to be able to see the source of the blood for this extraordinary ability to work. Extreme conditions may interfere with the use of this ability at the discretion of the Games Master.

The Savage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	Blood scent, cannibal magic, illiteracy
2 nd	+1	+3	+0	+0	
3 rd	+2	+3	+1	+1	
4 th	+3	+4	+1	+1	
5 th	+3	+4	+1	+1	Frenzied charge +3/-3
6 th	+4	+5	+2	+2	
7 th	+5	+5	+2	+2	
8 th	+6/+1	+6	+2	+2	
9 th	+6/+1	+6	+3	+3	
10 th	+7/+2	+7	+3	+3	Frenzied charge +4/-4
11 th	+8/+3	+7	+3	+3	
12 th	+9/+4	+8	+4	+4	
13 th	+9/+4	+8	+4	+4	
14 th	+10/+5	+9	+4	+4	
15 th	+11/+6/+1	+9	+5	+5	Frenzied charge +5/-5
16 th	+12/+7/+2	+10	+5	+5	
17 th	+12/+7/+2	+10	+5	+5	
18 th	+13/+8/+3	+11	+6	+6	
19 th	+14/+9/+4	+11	+6	+6	
20 th	+15/+10/+5	+12	+6	+6	Frenzied charge +6/-6

Illiteracy: Savages cannot read or write. A character may expend 2 skill points to learn to read and write the languages he can speak. If a savage multi-classes, he automatically gains the ability to read and write. A character that takes a level as a savage, if he can already read and write does not lose this ability.

Frenzied charge (Ex): A savage becomes wild with the excitement of battle, so much so that he is capable of summoning great strength to deliver a single devastating attack while charging into the fray. This wanton frenzy temporarily leaves the savage unable to defend himself as effectively as he



normally would be able to. Starting at 5th level, a savage can elect to charge an opponent as normal. The momentum of the charge, combined with a honed killer instinct, grants a +3 bonus to the attack roll (increasing at higher levels). You suffer a -3 penalty to your AC until the start of the next turn (also increasing at higher levels).

Prohibited feats: A savage may not select any meta-magic or item creation feats unless he chooses to multi-class as a spellcaster as detailed in *Core Rulebook I*. A savage cannot use scrolls to memorise spells. Note also that Use Magic Device is not a class skill for the savage.

New feats

The savage has a number of new feats available to him. These are intended to complement the list of feats detailed in *Core Rulebook I*. While all of the feats are general, you should check with your Games Master before choosing any of these feats for a different character class.

Divine Empowerment [General]

You are blessed by your chosen deity and are able to utilise greater magic.

Prerequisite: Able to use cannibal magic, Con 13+

Benefit: You may store a number of divine power points equal to your current Constitution score plus your Constitution modifier. For example, if your Constitution score is 15 you may store up to 17 divine power points (15 + 2 = 17). If your Constitution score drops for any reason, so does your store of divine power points.

Normal: You can maintain a number of divine power points equal to your current Constitution score only.

Imbibe Blood [General]

You are able to draw the strength of a slain enemy into you.

Prerequisite: Able to use cannibal magic, Con 13+

Benefit: When performing the ritual, and only when performing the ritual, The Blood of My Enemy, you gain a +4 bonus to your Fortitude saving throw. This stacks with any other bonuses.

Improved Charge [General]

You are skilled at charging opponents in combat to deliver tremendous damage.

Prerequisite: Base attack bonus +8.

Benefit: If you charge an opponent and successfully strike your opponent, you are deemed to have scored a threat. You may roll again as if making a critical hit. If the second roll betters your opponents AC then roll for double damage.

In cases where you score both double damage for improved charge and make a normal critical hit, multiply the damage together (refer to *Core Rulebook I*). For example, if you successfully strike an opponent with a charge attack wielding a club and simultaneously score a critical hit you would multiply the damage by 3.

Normal: You inflict standard damage when you successfully strike an opponent you charge.

Improved Divine Empowerment [General]

Your deity smiles upon you in times of need.

Prerequisite: Divine Empowerment, able to use cannibal magic, Con 15+

Benefit: You may augment a spell with divine power points to a maximum equal to your current Constitution modifier, plus one.

Normal: You may not expend a number of magic points in excess of your Constitution modifier to enhance a spell.

Improved Savage Visage [General]

Your presence in combat is terrifying.

Prerequisite: Savage Visage, Intimidate 2 ranks

Benefit: If you attempt to demoralise an opponent using an Intimidate skill check, you receive a +4 bonus to your roll. This stacks with other bonuses (for size or synergy, for example). Resolve the roll as normal.

Savage Visage [General]

Your great strength easily intimidates your opponents.

Prerequisite: Intimidate 1 rank

Benefit: When making an Intimidate skill check you may apply your Strength modifier to the die roll instead of your Charisma modifier.

Normal: You must use your Charisma modifier when making an Intimidate skill check.

Power Domains

The savage swears allegiance through a complex ritual to one of four domains: Sky, Blood, Spirit or the domain of Hel (though this is not represented in game terms). Dispersed tribes follow different rituals, but the individual will generally be required to scar himself, suffer painful tattooing, pierce his body with adornments (such as animal bones or teeth) or make a blood pact. Such rituals invariably climax with a sacrifice of some kind to the chosen spirit. Note that none of the domains always represents a single deity as such. Tribes may maintain a pantheon (and rarely a monotheistic belief system) separate to the domains of power. A probable exception to this is the domain of Hel, where the guardian of the lower regions may also represent the domain.

Each of the four domains promises access to differing powers.

- The **blood** domain grants all initiates deadly combat skills.
- The domain of **Hel** promises a tough, fearless, never-say-die killer instinct.
- A savage dedicated to the **sky** domain is quick and nimble in battle.
- Followers of the **spirit** domain are known for their resistance to magical effects and greater magical aptitude.

Blood

Followers of the Blood deity are widely renowned for their skill in combat. With divine energy filling the soul of a savage, he is able to defeat opponent after opponent, causing tremendous damage with each telling blow. Spells of the blood domain grant combat bonuses to attacking,

defending and damaging an opponent. Typical spells include *blood gift*, *savage attack* and *let the blood spill*.

Any number of spells from the Blood domain may affect the savage at any given time. Effects do not interfere with one another or cancel each other out. All effects combine and stack.

Hel

Initiates to this domain are the bravest in combat. Many opponents quake in fear when faced with a savage imbued with the divine power of this domain. Spells from the domain of Hel grant a resolute constitution that can shrug off all but the most crippling of blows or cause enemies to flee from combat. Representative spells include *savage intent*, *terrorise* and *weapon of terror*.

The spell caster can be affected by any number of spells from the domain of Hel at any time. The effects do not interfere with one another, and do not cancel each other out. Rather the effects combine and stack.

Sky

Savages of the Sky domain use speed and dexterous movement to their advantage, darting in and out to make lightning attacks at an opponent's weakest point. Using advanced spells, the savage is able to dance around multiple opponents, befuddling enemies and honing in on his chosen target. Spells from the Sky domain allow the savage to dodge attacks made against him and use tactical movement. Representative spells include *blinding speed*, *quick to kill* and *savage riposte*.

Effects of Sky domain spells combine and stack. Any number of spells may be cast upon the savage at any given time without the effects either interfering or cancelling one another out.

Spirit

Spirit domain savages are the most skilled in the ways of magic, whether offensive or defensive. A savage of this domain is able to both enhance his defences against magical attacks and launch a blistering counter attack powered by divine energy. The Spirit domain savage is more of an all round spell caster, though spells are still primarily concerned with combative effectiveness. Sample spells are *spirit void*, *spirit shell* and *dying despair*.

The effects of Spirit domain spells do not interfere or cancel each other. Any number of spells may affect the savage at a given time. Effects stack and combine.

Cannibal Magic

Cannibal magic is a form of divine magic. Energy from one of the four power domains (Blood, Hel, Sky or Spirit) enters the body and mind of the savage recipient. With sufficient concentration this raw power is concentrated into various spell effects. The precise effect will depend on the domain from which the energy is derived.

Cannibal magic is rather gruesome in origin. An enemy slain in battle is considered an offering to the specified domain. The chosen deity smiles upon the corpse. By partaking of the dead flesh, the savage may draw divine energy into himself. This act requires the successful completion of the ritual *The Blood of My Enemy*. This is dangerous for the savage and can result in temporary Constitution loss if executed incorrectly. If the ritual is performed in the correct manner, the savage can choose spells according to his savage character level if empty spell slots are available, or he can accumulate divine power points that can be used to enhance the power of his spells.

Conditions

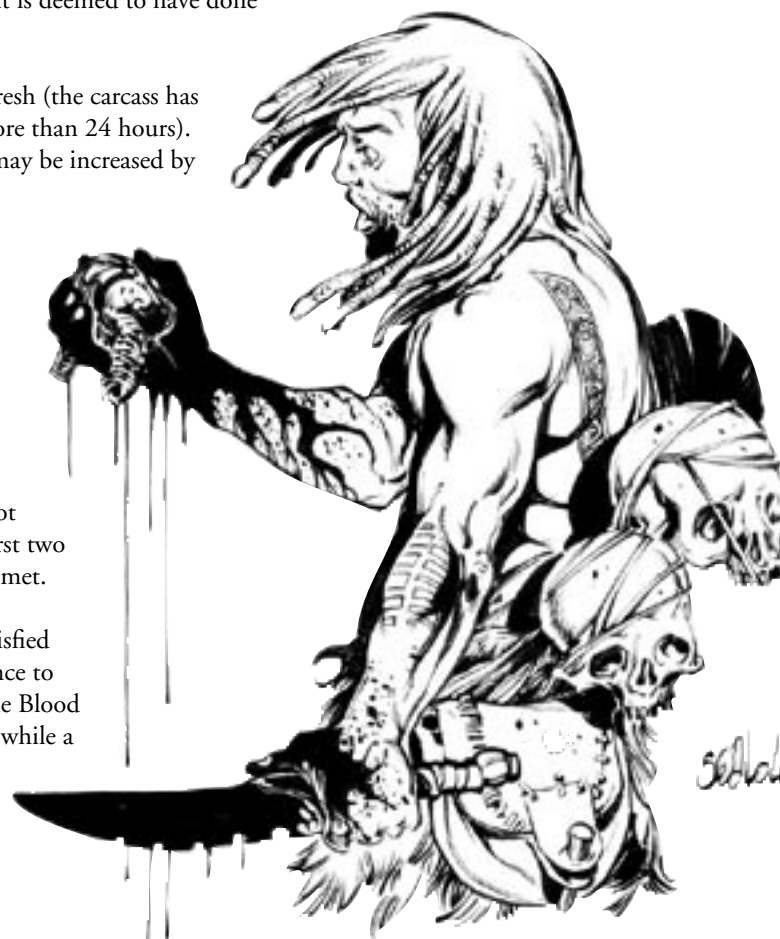
Three conditions must be met for the blood of an enemy to offer the potential to be tapped for divine power.

- The blood must be from an enemy the savage has personally slain in single combat. He cannot drink the blood of a creature killed by his friend or by a stranger. Nor can he drink the blood of an enemy that he was not chiefly responsible for killing. A savage must inflict at least 50% of the damage needed to defeat an opponent. A magically enhanced savage that kills an opponent is deemed to have done so without aid.
- The blood must be fresh (the carcass has not been dead for more than 24 hours). This length of time may be increased by the spell *gentle repose*.
- The blood must be from an aberration, animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous or humanoid creature. Blood from other creature types may not be used even if the first two conditions above are met.

If these conditions are satisfied then the savage has a chance to succeed in performing *The Blood of My Enemy*. Note that while a savage may attempt the ritual for other creature types, it will always fail.

The Blood of My Enemy

The Blood of My Enemy is the ritual performed by the savage to draw the strength of a slain enemy into himself, converting the power of the dead adversary into divine power that enables the casting of cannibal magic. During this ritual the savage imbibes the blood of his enemy. The battle sacrifice pleases the deity of one of four power domains (Blood, Hel, Sky or Spirit). The amount of power realised is dependent on the strength of the opponent (measured by Hit Dice).



To perform the ritual *The Blood of My Enemy*, a savage has to spend ten full minutes with the dead body. The actual act of drinking the blood takes only a short time, but a suitable prayer must be offered before doing so. After the blood has been imbibed, convulsions wrack the body of the savage and he bellows in ecstasy as the divine energy fills him. The savage is aware of what is going on around him at this time but if attacked, he suffers a -10 penalty to his AC. If he chooses to close his mind to the powers flowing through him he may do so without penalty. In this case, however, the chance of gaining a spell is automatically lost. A savage may not attempt to draw the blood from the same slain enemy twice. A ritual that is broken off counts as an unsuccessful attempt.

The ritual is considered a success if the savage successfully makes a Fortitude saving throw (DC 10 + HD of the slain creature). If the Fortitude save is successful, then the savage has successfully drawn the power of his dead enemy into himself and gains access to certain spells dependant on the HD of the creature, as indicated on the table below:

HD of creature	Spell gained
Less than 1 HD	No effect
1 – 4 HD	1 st spell
5 – 8 HD	2 nd level spell
9 – 12 HD	3 rd level spell
13+ HD	4 th level spell

For example, if Thorenak the savage defeated a 2 HD creature in combat (inflicting at least 50% of the damage) and successfully performed *The Blood of My Enemy* (DC 12), he could gain a 1st level spell. If all his 1st level spell slots were already taken, Thorenak could store the divine energy as divine power points (see below).

The ritual however is fraught with risk. If the Fortitude save is unsuccessful, then the savage fails to generate any divine power and no spells are gained. In addition, the character suffers temporary Constitution attribute damage as indicated on the table below. His Constitution drops for a number of hours equal to the HD of the creature whose blood the savage failed to imbibe. Constitution damage can be healed with the spells *lesser restoration*, *restoration* or *greater restoration*. The reduced Constitution score of a savage may be temporarily raised by the spell *bear's endurance* or other Constitution enhancing magical effects as normal.

HD of creature	Constitution damage
Less than 1 HD	No effect
1 – 4 HD	1 point
5 – 8 HD	2 points
9 – 12 HD	3 points
13+ HD	4 points

Spell Slots

Spells gained through *The Blood of My Enemy* fill spell slots in a similar manner to other spell casting classes. A savage of a certain level may never exceed a certain number of spells per savage character level (see the *Savage Spell Slots Available* table below). An important difference, however, lies first in how these spells are granted (through the ritual of *The Blood of My Enemies*), but also how long the spells remain ready for use. A spell remains in a spell slot indefinitely until it is discharged (unlike other spellcasters, who choose spells on a daily basis). When a spell is used, it creates an open spell slot that may then be filled with a new spell. This may be done at any time of

the day. In this manner, it is feasible for a savage to cast a number of spells per day in excess of the available spell slots. To prepare a spell, a savage must have a Constitution score equal to 10 + the spell level at the time of spell selection.

Savage Spell Slots Available

Level	Spell slots available			
	1 st	2 nd	3 rd	4 th
1 st	1	-	-	-
2 nd	1	-	-	-
3 rd	2	-	-	-
4 th	2	1	-	-
5 th	2	1	-	-
6 th	2	2	-	-
7 th	3	2	1	-
8 th	3	2	1	-
9 th	3	2	2	-
10 th	3	3	2	1
11 th	3	3	2	1
12 th	3	3	2	2
13 th	4	3	3	2
14 th	4	3	3	2
15 th	4	3	3	2
16 th	4	4	3	3
17 th	4	4	3	3
18 th	4	4	3	3
19 th	4	4	4	3
20 th	4	4	4	3

A savage gains bonus spell slots if he has a high Constitution score (see *Core Rulebook I*). Spells that temporarily increase or decrease a savage's Constitution score do not affect the number of spell slots available, though the save DC may alter.

Once a spell has been selected and placed in a spell slot, it may not be changed (but it may be discharged and the spell slot filled with a different spell).

A savage, having successfully performed The Blood of My Enemies ritual, may use higher-level spell slot access to fill lower level spell slots. For example, Thorenak, having gained access to a 3rd level spell, may choose instead to fill a 1st or 2nd level spell slot (and lose the 3rd level spell).

A savage cannot use scrolls to memorise spells.

Casting Cannibal Magic

Cannibal magic spells are cast in the normal way. Spells used in the last 8 hours *do not* count against the number of spells that can be prepared. As long as a spell slot is available, and The Blood of My Enemies ritual has been performed successfully, new spells may be added immediately. Though cannibal magic is a form of divine magic, no spells can be cast spontaneously.

The Difficulty Class for a saving throw against a savage's spell is 10 + the spell level + the savage's Constitution modifier.

Whenever a savage attempts to use cannibal magic while wearing heavy armour that restricts natural movement, there is a chance that his body will be unable to contort as the divine power fills him, thus destroying the spell. This is similar to arcane spell failure (see *Core Rulebook I*) and the same percentages for heavy armour (and heavy or tower shields) should be used. If the roll is unsuccessful, the spell fails. Light and medium armour, and

light shields, do not interfere with the casting of cannibal magic. All cannibal magic spells have a verbal and somatic component (only).

Divine Power Points

Divine power points can be used to make spells more powerful. Depending on the spell in question, the effect, duration or range can be altered as more divine energy is channelled. Alternatively, the difficulty of the target successfully making a saving throw or resisting the spell can be raised. A savage gains divine power points by performing the ritual The Blood of My Enemy. A number of divine power points can be gained depending on the Hit Dice of the slain monster. A savage must meet all the criteria in defeating an enemy as noted previously in order to be able to benefit from the divine energy the battle sacrifice generates. The number of divine power points gained is indicated in the table below:

Total HD of enemy slain	# of divine power points gained
Less than 1 HD	None
1 – 4 HD	1
5 – 8 HD	2
9 – 12 HD	3
13+ HD	4

Divine power points may only be gained when all the spell slots available to a savage are taken up with stored spells. When a spell is used, creating an empty spell slot, the next time The Blood of My Enemy is performed, the divine power created will be used to create another spell. Any divine power points accumulated up to that point remain constant. Once all the spell slots are full again, the savage may continue to increase his number of available divine power points.

A savage may never have more divine power points than his current Constitution score. If his Constitution is temporarily lowered to less than the number of magic points accumulated, the savage loses those excess divine power points. If his Constitution score is temporarily raised, the savage may increase his number of divine power points to that level. When his Constitution score drops to normal, so does his total number of divine power points available. Any divine power points gained in excess of a savage's Constitution score are automatically lost.

Spells employed by the savage may be augmented at divine power point costs as indicated on the Divine Power Points Costs table, below. Note that only spells whose range or duration increase according to the level of the caster (such as 25 ft. + 5 ft. / 2 levels) may be affected by divine power points. A spell with a range of 30 feet, regardless of caster level, may not be augmented.



Savage Spell Lists

The array of spells available to a savage is dependent on his chosen domain. Spells not listed or from different domains may not be selected by a savage to fill a spell slot. The spell level is indicated and details which level of spell slot will be taken by that spell. Remember that higher-level spell slots may be filled with lower level spells.

New spells are indicated with an asterisk (*). Spell descriptions can be found below.

In cases where the savage has access to arcane or divine spells as listed in *Core Rulebook I*, modify the spell in the following manner:

Components: V, S

Material component: none

SAVAGE SPELLS

1st Level Spells

Blood

Battle Scream.

Opponent temporarily deafened.

No Mercy.

5% chance to become stable per round. Target loses additional hit point while unstable.

Savage Attack.

+10 bonus to a single melee attack.

Hel

Savage Intent.

Intimidate opponents in a cone-shaped area of effect within 25 feet.

Savage Spell List

Blood

1st Level

*Battle scream**
Detect magic
Guidance
Mending
*No mercy**
Resistance
*Savage attack**
Virtue

2nd Level

Bane
Bless
*Blood gift**
Deathwatch
Divine favour
Doom
Endure elements
*Let the blood spill**
Magic weapon
Shield of faith

3rd Level

Aid
Bull's strength
Blur
Death knell
Gentle repose
Make whole
Resist energy
Spiritual weapon

4th Level

*Blood gift, greater**
Heroism
Keen edge
*Let the blood flow**
Magic weapon, greater
Magic vestment
Prayer
Protection from energy
Rage

Hel

1st Level

Detect magic
Guidance
Mending
Resistance
*Savage intent**
Summon frightful
*behemoth I**
Virtue

2nd Level

Bane
Bless
Cause fear
Deathwatch
Endure elements
*Hel's gift**
Remove fear
Summon frightful
*behemoth II**

3rd Level

Aid
Bear's endurance
Death knell
False life
Gentle repose
Make whole
Resist energy
*Savage intent, greater**
Scare
Summon frightful
*behemoth III**

4th Level

*Weapon of terror**
*Hel's gift, greater**
Protection from energy
Speak with dead
Summon frightful
*behemoth IV**
Vampiric touch

Sky

1st Level

*Blinding speed**
Detect magic
Guidance
Mending
Resistance
*Savage reflexes**
Virtue

2nd Level

*Blinding speed, greater**
Deathwatch
Endure elements
Entropic shield
Expeditious retreat
Jump
Obscuring mist
*Quick to kill**
Sanctuary
Shield of faith

3rd Level

*Sky gift**
Blur
Cat's grace
*Close to kill**
Death knell
Fog cloud
Gentle repose
Gust of wind
Make whole
Resist energy
*Savage riposte**

4th Level

Call lightning
Fly
Haste
Lightening bolt
Protection from energy
*Sky gift**
Sleet storm
Wind wall

Spirit

1st Level

Daze
Detect magic
Guidance
Know direction
Mending
Resistance
*Spirit shell, minor**
*Spirit void**
Virtue

2nd Level

*Battle scream**
*Blood gift**
Command
Deathwatch
Endure elements
*Hel's gift**
Jump
Magic weapon
Pass without trace
Produce flame

3rd Level

Sanctuary
Shield of faith
*Sky gift**
*Spirit gift**
*Spirit shell**

3rd Level

Augury
Bear's endurance
Bull's strength
Cat's grace
Find traps
Flaming sphere
Gentle repose
Make whole
Owl's wisdom
Resist energy
Restoration, lesser
Sound burst
*Spirit shell, moderate**
*Spirit void, greater**

4th Level

Blindness/deafness
*Blood gift, greater**
Dispel magic
*Dying despair**
*Hel's gift, greater**
Locate object
Magic vestment
Protection from energy
*Scent**
*Sky gift, greater**
*Spirit shell, major**
*Spirit shell, mass**
*Spirit gift, greater**
Water breathing
Water walk

Summon Frightful Behemoth I.

Summons a behemoth to frighten opponents of 2 or less HD.

Sky**Blinding Speed.**

Base land speed increases by 10 ft.

Savage Reflexes.

+2 bonus to Reflex saves.

Spirit**Spirit Shell, Minor.**

Grants spell resistance 5.

Spirit Void.

Target suffers a -2 penalty to Will saves.

2nd Level Spells**Blood****Blood Gift.**

Subject gains +2 Strength.

Let the Blood Spill.

Additional 1d8 damage to successful melee attack.

Hel**Hel's Gift.**

Subject gains +2 Constitution.

Summon Frightful Behemoth II.

Summons a behemoth to frighten opponents of 4 or less HD.

Terrorise.

Causes another to become frightened if they pick up the targeted item.

Sky**Blinding Speed, Greater.**

Base land speed increases by 20 ft. Gain +1 AC bonus against attacks of opportunity.

Quick to Kill.

+10 bonus to initiative for one round.

Sky Gift.

Subject gains +2 Dexterity.

Spirit**Battle Scream.**

Opponent temporarily deafened.

Blood Gift.

Subject gains +2 Strength.

Hel's Gift.

Subject gains +2 Constitution.

Sky Gift.

Subject gains +2 Dexterity.

Spirit Gift.

Subject gains +2 Wisdom.

Spirit Shell.

Grants spell resistance 10.

3rd Level Spells**Hel****Savage Intent, Greater.**

Opponents within area of effect suffer -4 penalty on Intimidate check.

Summon Frightful Behemoth III.

Summons a behemoth to frighten opponents of 6 or less HD.

Weapon of Terror.

Opponents struck by the targeted weapon may become frightened.

Sky**Close to Kill.**

Avoid a number of attacks of opportunity equal to your Dexterity modifier.



Savage Riposte.

Gain free attack of opportunity against failed melee attack made against you.

Spirit**Spirit Shell, Moderate.**

Grants spell resistance 15.

Spirit Void, Greater.

Target suffers -4 penalty to Will saves and a one point loss to Wisdom.

4th Level Spells**Blood****Blood Gift, Greater.**

Subject gains +6 Strength.

Let the Blood Flow.

Additional 3d8 damage to melee attack.

Hel**Hel's Gift, Greater.**

Subject gains +6 Constitution.

Summon Frightful Behemoth IV.

Summons a behemoth to frighten opponents of 8 or less HD.

Sky**Sky Gift.**

Subject gains +6 Dexterity.

Spirit**Blood Gift, Greater.**

Subject gains +6 Strength.

Dying Despair.

Calculate slain creature's HD at twice normal level when performing The Blood of My Enemy.

Hel's Gift, Greater.

Subject gains +6 Constitution.

Scent.

Gain the extraordinary ability *scent*.

Sky Gift, Greater.

Subject gains +6 Dexterity.

Spirit Shell, Major.

Grants spell resistance 20.

Spirit Shell, Mass.

Creatures within the area of effect gain spell resistance 5.

Spirit Gift, Greater.

Subject gains +6 Wisdom.

The following spells are presented in alphabetical order, as per the norms indicated in *Core Rulebook I*. In cases where two domains or more are mentioned, a savage following any of the domains listed may select that spell at the appropriate level. Domains listed (Blood, Hel, Sky, Spirit) are relevant for the savage power class. Spell-users of other classes should ignore these indicators.

Battle Scream

Necromancy [Blood], [Spirit]

Level: Brd 2, Clr 2, Sav [Blood] 1, Sav [Spirit] 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One living creature

Duration: 1 min. / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your deity amplifies your battle scream. Your target is temporarily deafened on a failed save.

Blinding Speed

Transmutation [Sky]

Level: Sav 1, Sor / Wiz 1

Components: V, S

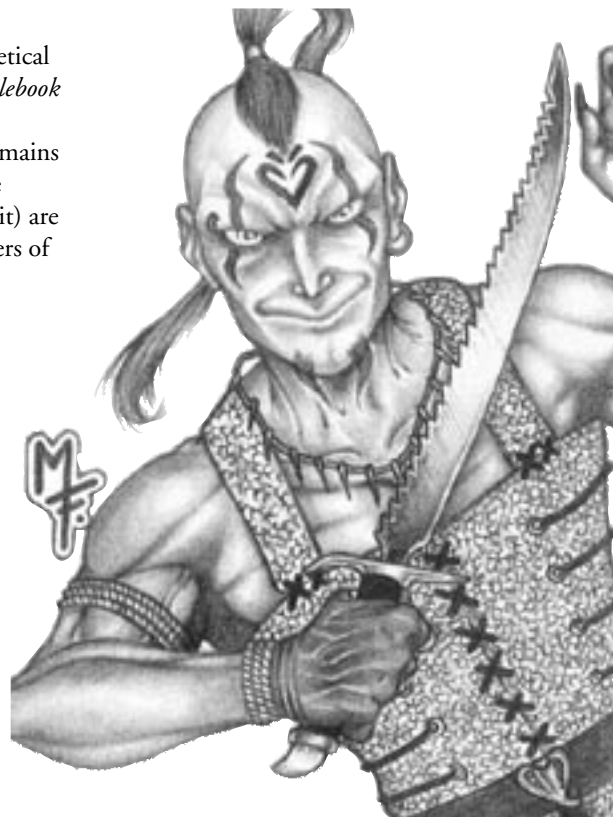
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min. / level (D)

Power from the Sky domain makes you fleet of foot. Your base land speed increases by 20 feet (treated as an enhancement bonus). Other modes of movement, such as climbing or swimming, are unaffected. This spell will affect your jumping distance (see *Core Rulebook I*).



Blinding Speed, Greater

Transmutation [Sky]

Level: Sav 2, Wiz / Sor 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min. / level (D)

With the same conditions as *blinding speed* (an enhancement bonus, does not affect other movement methods and affects on jumping distance), your base land speed increases by 30 feet. In addition, you are able to move so fast that you gain a +1 dodge bonus to your AC against all enemies that target you for an attack of opportunity.

Blood Gift

Transmutation [Blood], [Spirit]

Level: Clr 1, Drd 1, Sav 2, Sor / Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 min. / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target creature gains a +2 enhancement bonus to his Strength, resulting in the normal benefits (if any).

Blood Gift, Greater

Transmutation [Blood], [Spirit]

Level: Clr 3, Drd 3, Sav 4, Sor / Wiz 3

This spell functions like *blood gift*, except that the target creature gains a +6 enhancement bonus to his Strength.

Close to Kill

Transmutation [Sky]

Level: Brd 2, Sav 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level (D)

For the duration of the spell you are able to move nimbly and can avoid a number of attacks of opportunity equal to your Dexterity modifier that you might otherwise be subjected to. Note that you may still suffer from area effect spells or weapons targeted against another if you are caught in the area of effect.

Dying Despair

Necromancy [Spirit]

Level: Sav 4

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. / level)

Target: One living creature

Duration: 1 min. / level

Saving Throw: Will negates

Spell Resistance: Yes

This spell is cast upon a living creature. If that creature is thereafter slain and you are able to perform the ritual *The Blood of My Enemy* (meeting all the requirements to do so) successfully then for the purposes of calculating the spell level made available, or the number of divine power points to be gained, double the HD of the slain creature. For example, if a creature with 7 HD were killed while affected by this spell, you would gain a 4th level spell or 4 divine power points. If the number of divine power points gained is in excess of your limit, the extra points are lost. The target creature must be killed within the duration of the spell. The ritual must be performed within 24 hours in the normal way.



Hel's Gift

Transmutation [Hel], [Spirit]

Level: Clr 1, Drd 1, Sav 2, Sor / Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 min. / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target creature gains a +2 enhancement bonus to his Constitution, resulting in the normal benefits (if any). Gains in hit points are not temporary hit points (see *Core Rulebook I*).

Hel's Gift, Greater

Transmutation [Hel], [Spirit]

Level: Clr 3, Drd 3, Sav 4, Sor / Wiz 3

This spell functions like *Hel's gift*, except that the target creature gains a +6 enhancement bonus to his Constitution.

No Mercy

Necromancy [Blood]

Level: Sav 1, Sor / Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature with –1 or less hit points

Duration: Instantaneous (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The target creature has only a 5% chance per turn of becoming stable. In addition, he suffers an additional loss of one hit point per turn while

unconscious (for a total of 2 hit points per turn) if he fails to become stable. If the target is reduced to –10 hit points or less he dies. Anytime the target becomes stable the effects of this spell are no longer counted though any hit point loss suffered up to that point remains.

Let the Blood Flow

Necromancy [Blood]

Level: Clr 3, Sav 4

This spell functions in the same manner as *let the blood spill*, except that you may add 3d8 points of damage.

Let the Blood Spill

Necromancy [Blood]

Level: Clr 1, Sav 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute or until discharged

Using divine energy from the blood domain, you are able to cause greater damage to an opponent. In addition to your standard damage you inflict a further 1d8 points of damage when you successfully strike with a melee attack. You must declare that you wish to enhance your damage roll before making your attack roll. If the attack roll in unsuccessful, the spell is lost.

Quick to Kill

Transmutation [Sky]

Level: Brd 1, Clr 1, Drd 1, Sav 2, Sor / Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

For the duration of the spell (one round) you temporarily receive a +10 bonus to your initiative. This allows you to take your next action at a higher initiative ranking. You may then act in the same way as normal. At the completion of your next round, you revert back to your previous initiative ranking.

Savage Attack

Transmutation [Blood]

Level: Sav 1, Sor / Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute or until discharged

Divine power fills you, making a single attack deadly. You gain a +10 competence bonus to a single melee attack roll. You must choose to add this bonus before making the roll for which it applies.

Savage Intent

Necromancy [Hel]

Level: Sav 1, Sor / Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 25 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes



Divine energy fills you for a brief moment, twisting your features and enhancing your savagery. All opponents within the area of effect must make an opposed Intimidate check as per the guidelines for *demoralise opponent* found in *Core Rulebook I*. If you win then your opponent becomes shaken and suffers the same effects as detailed in *Core Rulebook I*. Any opponent that succeeds in winning the opposed-check may not be intimidated again with the spells *lesser savage intent*, *greater savage intent*, or by a normal Intimidate skill check.

Savage Intent, Greater

Necromancy [Hel]

Level: Sav 3, Sor / Wiz 3

This spell replicates the effects of *savage intent*, except that all opponents within the area of effect must make the opposed-Intimidate check at a -4 penalty.

Savage Reflexes

Transmutation [Sky]

Level: Sav 1, Sor / Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute / lvl

Saving Throw: Will negates

Spell Resistance: Yes

A magical energy fills you, raising your reaction speed. You gain a +2 bonus to all Reflex saving throws made.

Another spell caster can make this spell permanent with use of the permanency spell. Follow the minimum caster level and XP cost as found in *Core Rulebook I* for the spell *resistance*.

Savage Riposte

Transmutation [Sky]

Level: Brd 3, Clr 3, Drd 3, Sav 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level (D)

For the duration of this spell any melee attack made against you that fails to cause you damage may be immediately countered. You gain a free action to make a single melee attack against your assailant. This is made at your highest base attack bonus. If you are attacked multiple times by a single opponent in the same round, you may only choose to counter one missed attack. If you are attacked by multiple enemies in a single round, you may select only one opponent to counter against. You do not need to select your target until after he has made an attack and failed to hit but you may not choose to counter an opponent that has attempted to strike you once initiative has shifted to another combatant.

Scent

Transmutation [Spirit]

Level: Drd 3, Sav 4, Sor / Wiz 3

Components: V, S

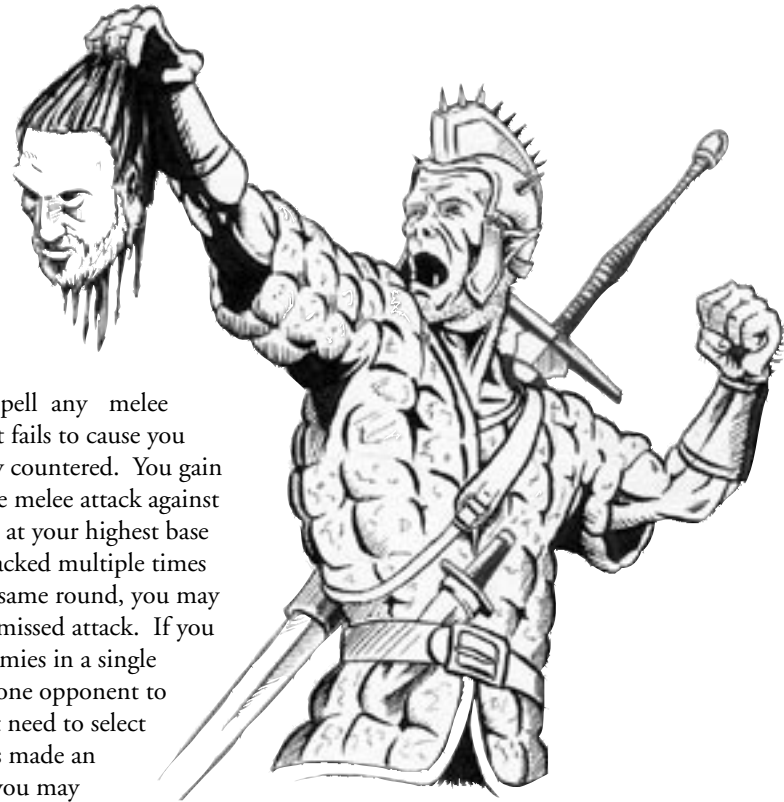
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour / level (D)

Your deity grants you the power of improved scent. For the duration of the spell you have the extraordinary ability *scent* (see *Core Rulebook III*).



Sky Gift

Transmutation [Sky], [Spirit]

Level: Brd 1, Clr 1, Drd 1, Sav 2, Sor / Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 min. / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target creature gains a +2 enhancement bonus to his Dexterity, resulting in the normal benefits (if any).

Sky Gift, Greater

Transmutation [Sky], [Spirit]

Level: Brd 3, Clr 3, Drd 3, Sav 4, Sor / Wiz 1

This spell functions like *sky gift*, except that the target creature gains a +6 enhancement bonus to his Dexterity.

Spirit Shell, Minor

Abjuration [Spirit]

Level: Sav 1, Sor / Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 10 min. / level (D)

A protective divine power seals your body and mind. This spell grants you a spell resistance of 5.

Spirit Shell

Abjuration [Spirit]

Level: Sav 2, Sor / Wiz 2

As *spirit shell, minor* except this spell gives you a spell resistance of 10.

Spirit Shell, Moderate

Abjuration [Spirit]

Level: Sav 3, Sor / Wiz 3

As *spirit shell, minor* except this spell gives you a spell resistance of 15.

Spirit Shell, Major

Abjuration [Spirit]

Level: Sav 4, Sor / Wiz 4

As *spirit shell, minor* except this spell gives you a spell resistance of 20.

Spirit Shell, Mass

Abjuration [Spirit]

Level: Sav 4, Sor / Wiz 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / level)**Target:** One creature / level, no two of which can be more than 30 ft. apart.**Duration:** 1 min. / level**Saving Throw:** Will negates**Spell Resistance:** Yes

You raise the spell resistance of each selected creature to a factor of 5. In cases where this would actually lower the spell resistance of a creature, ignore the effect. You cannot target yourself with this spell.

Spirit Void

Necromancy [Spirit]

Level: Sav 1, Sor / Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Target:** One creature**Duration:** 1 min. / level**Saving Throw:** Will negates**Spell Resistance:** Yes

Your target suffers a –2 penalty to all Will saving throws.

Spirit Void, Greater

Necromancy [Spirit]

Level: Sav 3, Sor / Wiz 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** One creature**Duration:** 1 min. / level**Saving Throw:** Will negates**Spell Resistance:** Yes

Your target suffers a –4 penalty to all Will saving throws and a temporary loss of 1 Wisdom point. This drop in Wisdom may cause a further drop to the target's Will saving throw.

Spirit Gift

Transmutation [Spirit]

Level: Clr 1, Drd 1, Sav 2, Sor / Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 min. / level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The target creature gains a +2 enhancement bonus to his Wisdom, resulting in the normal benefits (if any). A savage does not gain extra spell slots in this manner, though his spell save DC may increase.

Spirit Gift, Greater

Transmutation [Spirit]

Level: Clr 3, Drd 3, Sav 4, Sor / Wiz 3

This spell functions like *spirit gift*, except that the target creature gains a +6 enhancement bonus to his Wisdom.



Summon Frightful Behemoth I

Conjuration (Summoning) [Hel]

Level: Sav 1, Sor / Wiz 1

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: One summoned frightful behemoth

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

Creatures with 2 HD or less within 5 feet of the summoned frightful behemoth must make a Will save. If successful, the creature(s) is / are shaken for

1 round. If the save fails, the creature(s) become(s) frightened for 1d4 rounds. Creatures with 3 or more HD are immune to the effects. The frightful behemoth appears suddenly, lets out a tremendous wail and disappears once more. The behemoth is incorporeal and may occupy the same square as another. No damage is caused in this case.

A failed Will saving throw counters and dispels *remove fear*.

Summon Frightful Behemoth II

Conjuration (Summoning) [Hel]

Level: Sav 2, Sor / Wiz 2

This spell replicates *summon frightful behemoth I* except that creatures with 4 HD or less within 5 feet of the summoned frightful behemoth may be affected.

Summon Frightful Behemoth III

Conjuration (Summoning) [Hel]

Level: Sav 3, Sor / Wiz 3

This spell replicates *summon frightful behemoth I* except that creatures with 6 HD or less within 5 feet of the summoned frightful behemoth may be affected.

Summon Frightful Behemoth IV

Conjuration (Summoning) [Hel]

Level: Sav 4, Sor / Wiz 4

This spell replicates *summon frightful behemoth I* except that creatures with 8 HD or less within 5 feet of the summoned frightful behemoth may be affected.

Terrorise

Necromancy [Hel]

Level: Sav 2, Sor / Wiz 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Item touched

Duration: 1 day / level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You can cast this spell on a non-magical item that may be held in one hand by an average human (such as a sword, a shield, a lantern or a quill). Anytime another creature willingly and purposely touches that item he must make a Will save or become frightened for 1d4 rounds. If the save is successful, he is shaken for one round but may not thereafter be affected by this spell. Note touching the item does not dispel the effects; they remain constant for the duration of the spell or until otherwise discharged.

Weapon of Terror

Necromancy [Hel]

Level: Clr 2, Sav 3, Sor / Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round / level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You cast this spell upon a melee weapon of choice. Anytime you successfully strike an opponent with that weapon your target must make a Will save. If unsuccessful the target creature is frightened for 1d4 rounds. If the Will save is successful there is no effect and you cannot frighten that creature again for a period of 24 hours by any means. Creatures with 6 or more HD are immune to the effects of this spell. If another wields the enchanted weapon the divine link is broken and the spell is immediately dispelled.

A successful strike followed by a failed Will save counters and dispels *remove fear*.



BEYOND FLESH

THE NEXT EVOLUTIONARY STEP IN OGL CYBERNET

JOSHUA COLE



'Under no circumstances can we allow this technology to enter the marketplace. These so-called post-humans are indeed extremely efficient and theoretically immortal. They are not customers, consumers or willing slaves, and until we can make them one of the above, the less we see of them, the better.'

Amalgamated Network Components Inc. VP Jean Raleigh, letter to the board

The cybered-up, Web-surfing sprawl inhabitants and megacorp security squads of OGL Cybernet walk a fine line between terminal weakness and madness-inducing inhumanity. Most die before they reach the dangerous threshold of directed evolution, but a select few cross that line. Whether they retain their sanity is open to debate, but they unquestionably obtain great power for their trouble.

While the huddled masses of humanity catch only glimpses of this new development, the corps

and their puppet governments are all too aware of it. Most seek to profit from the transition, amassing as much as possible as long as possible. Others, gifted with greater foresight though not greater compassion, position themselves to control a radically altered world.

The smartest of them do everything in their power to stifle the spread of post-humanity. They know what most – perhaps including the first experimental post-humans – do not: in the throes of blind technological progress, the corps has created a power that could supplant them at the top of the human totem pole.

Characters in Cybernet may be among the handful of strong-minded individuals capable of taking cybernetics to the next stage. Whether player characters or their antagonists first make this move, sooner or later both sides will be faced with the dangers and opportunities of post-human existence.

GAME RULE INFORMATION

The two classes detailed below represent the bleeding edge of man-machine fusion. To even contemplate this extraordinary transition, a character must be extremely capable – in game terms, at least 10th level. Many Player Characters could spend the entirety of their short, violent lives aspiring to one of these classes. Of course, if they manage to master one, they can count themselves among the most powerful entities on the planet.

ADVANCED CLASS: THE GHOST IN THE MACHINE

'Oh, sure I miss my meat body! I mean, who wouldn't miss cold pizza, cold apartments, cold steel knives, cold fish prostitutes and the common cold? The Web is, like, sooo much worse.'

Webcrawler Damien '0b3r0n' Otter, 'Diary of a Digital Immortal'

Dead webcrawlers unleashing revenge viruses on the corps that fraged them. Publicly executed hackers showing up on the Web with all their skills intact. Signal traces that lead to empty buildings.

Most people think they are just urban myths.

Most people are wrong.

Ghosts in the Machine are a rare cadre of elite hackers and webcrawlers who have abandoned their physical bodies entirely, replicating their entire consciousnesses in the digital environment of the web. Their Devas are not just representations – they are the Ghosts themselves. When a Ghost dies in the Web, he truly dies – and reboots from a backup copy of his consciousness a few days later.

Like most renegade computer experts, the Ghosts are mostly loners. Nonetheless, they constitute the cream of the digital crop and they know it. When they do socialise in the Web, it is usually with each other, and they run advanced search programs on promising hackers who might be initiated into their effectively immortal ranks.

THE GHOST IN THE MACHINE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1	+0	+0	+0	+2	Always Jacked	+0	+0	
2	+1	+0	+0	+3	Web Combat Mastery I	+1	+1	
3	+1	+1	+1	+3	Body Disconnect	+1	+1	+1 die
4	+2	+1	+1	+4	Web Combat Mastery II	+1	+1	
5	+2	+1	+1	+4	Multitasking	+2	+2	
6	+3	+2	+2	+5	Ghost in the Machine	+2	+2	+1 die

Requirements

To qualify to become a Ghost in the Machine, a character must fulfil the following criteria.

Skills: Computer Use 13 ranks, Craft (electronics) 13 ranks, Knowledge (web) 13 ranks, Research 13 ranks

Feats: Skill Emphasis (Computer Use)

Class Information

The following information pertains to the Ghost in the Machine advanced class.

Hit Die: 1d4

Class Skills

The Ghost in the Machine's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, visual art, writing) (Int),

Decryption (Int), Disable Device (Int), Forgery (Int), Knowledge (streetwise, technology, web), Repair (Int), Research (Int), Technical (Int) and Search (Int).

Skill Points at Each Level: 5 + Int modifier

Class Features

The following features pertain to the Ghost in the Machine advanced class.

Always Jacked (Ex): The Ghost in the Machine is considered constantly jacked in to the Web, whether he is active on it or not. He is so used to operating both online and in the real world that he can simply shunt one to the back of his mind while he focuses on the other. He can shift his



concentration between the real and digital realms as a free action.

If the Ghost would be forcibly ejected from the Web, for example by losing all his hit points in online combat, he loses his connection and must re-establish it normally.

Web Combat Mastery (Ex): A Ghost in the Machine gains a +1 bonus at 2nd level to any attack

and damage rolls made while in the Web. This bonus increases to +2 at 4th level. The bonus provided by Web Combat Mastery adds to any attack and damage rolls made for any reason by the character in the Web. It even adds to indirect damaging attacks such as a Bomb program set by the Ghost.

The bonuses from a Ghost's Web Combat Mastery stack with any others he might possess, such as from the True Hacker advanced class.

Body Disconnect (Ex): At 3rd level, the Ghost in the Machine learns how to temporarily shunt his consciousness into the Web. When he transfers into the Web, his real damage is converted into web damage in the same way Web damage is converted into real damage.

The Ghost can make a Reflex save (DC 20) to transfer his consciousness to the Web in response to taking damage in the real world. If he does so, his Deva does not suffer the effects of the damage, and the Ghost himself will only suffer those effects when he returns his attention to the real world or 1d4+2 hours pass. This allows the Ghost time to get his body repaired.

Multitasking (Ex): At 5th level, the Ghost in the Machine becomes so attuned to life inside the Web that he can both conduct operations there and act in the real world at the same time. As always, he can take 10 rounds in the Web for every round that passes outside it, but he can 'lose' one of those rounds in the Web to take action in the real world.

The Ghost suffers a -4 circumstance penalty on defence, attack rolls and skill checks while multitasking.

Ghost in the Machine (Ex): A 6th level Ghost in the Machine fully transcends the limits of his meat body and transfers his entire mind onto the Web. This makes him effectively immortal, since he can backup his consciousness, exist on any server or webdeck and escape from harm using any transfer program.

The Ghost can 'possess' any Web-connected mechanical device by defeating any security programs it may have, and most Ghosts use this ability to interact with the physical world.

The Ghost's physical form typically atrophies and dies once he completes his transcendence. He loses 1d4 points of Strength, Dexterity and Constitution each week after attaining this class feature. When any one of these abilities is reduced to 0, the Ghost's body dies. Another character can make a Medical check (DC 25) each week to prevent this ability score loss, but the Ghost usually does not care.

The Ghost possesses a virtual 'webdeck' of Alpha quality. He has a number of Program blocks equal to 5 x his character level and Storage blocks equal to 10 x his character level. He can add the extra programs, extra storage, server upgrade and stealth connection options normally by paying the usual costs.

A Ghost who is 'killed' in the Web dies outright if his body is dead. Regardless, he can recover his memories from a previously backed-up copy on the Web after 1d2 days. The Ghost is reduced to minimum XP for his current character level and loses recollection of any events that transpired since he gained it.

The Ghost never suffers ill effects from loss of Self, and his Self score becomes -.

DAMIEN 'OB3R0N' OTTER

Ten years ago, Damien Otter was just another scrawny kid in the Mexifornia Sprawl, scraping out a living off megacorp leavings and the refuse of older, stronger punks. Unlike millions of his fellows, he had a rare talent – an instinct for the Web that bordered on the uncanny.

Six years ago, he was in the Web more often than not, using his moniker Ob3r0n more than his real name, and well to do by Sprawl standards. With a pad to call home, a top-flight webdeck and plenty of hardware and software to play around with, he practically had it all.

Four years ago, he was a legend at the age of twenty-five, and not just for surviving a good five years longer than most Sprawl punks. Even the corps sweated when he turned a digital eye in their direction, and he often did, because they had the latest and the greatest.

Two years ago, one of those corps put three high-calibre bullets in his head and two more in his webdeck, just to make sure he could not come back.

It did not work.

Damien Otter is dead.

Ob3r0n is very much alive.

Today, Ob3r0n is the first and greatest Ghost in the Machine, the only known human being to transfer his entire consciousness into the Web. He keeps the specifics of his methods under electronic lock and key – locks he knows the very best webcrawlers can crack. He keeps tabs on them, watching for others who have the potential to make the same transition he did and encouraging them to do so.

To date, he has found few qualifiers and even fewer takers. As a digital immortal, he has got plenty of time to find more.

Damien 'Ob3r0n' Otter

(in the web): Webcrawler 3/True Hacker 7/Ghost in the Machine 6; HD 9d4+7d6+32 (x hp); Ini +7; Speed 30 ft.; Defence 39, 24 touch, 31 flat-footed; BAB +9; Grapple +18; Attack blade program +18 melee (2d4+8 + 1d6 electrical) or blaster program +17 ranged (1d6+4/19-20); Full Attack blade program +18/+13 melee (2d4+1d6 electrical) or blaster program +17 ranged (1d6+1/19-20); SQ Always jacked, compression, data reaper, multitasking, web cred; Saves Fort +5, Ref +8, Will +12; Abilities Str -, Dex -, Con -, Int 21, Wis 16, Cha 14; Reputation +7; Self -

Wealth: +15

Skills: Computer Use +27, Craft (electronic) +24, Decryption +24, Disable Device +25, Knowledge (technology) +26, Knowledge (web) +26, Listen +16, Repair +24, Research +24, Search +27, Spot +16, Technical +24

Feats: Defensive Martial Arts, Educated (technology and web), Improved Initiative, Iron Will, Renowned, Skill Emphasis (Computer Use), Windfall, (2 bonus)

Programs: Armour X, Blade III (x3), Blaster III, Bomb V (5d10+3), Decoy V (90%), Drill X (28 hit points), Shield V

**Talents**

Power of Belief (Ex): Ob3r0n receives a +3 bonus on Search checks as long as his use of that skill is Web related.

The Web is Alive (Ex): Ob3r0n gains a +7 bonus to Listen and Spot checks in the Web.

Always Jacked: Ob3r0n can shift his concentration between the real and digital realms as a free action.

Compression: Ob3r0n reduces the block size of any program loaded onto his webdeck by 2. A program cannot be reduced to less than 1 block.

Data Reaper: Ob3r0n takes only 1d6 rounds to use a Copy action via a Clone or Pirate program, and the range of his Pirate program extends to 60

ft. He also gains a +2 bonus to any checks relating to dissolving a program or running the Erase program.

Digital Haven: 0b3r0n's digital haven has hardness 21 and 180 hit points.

Ghost in the Machine: 0b3r0n's meat body is dead. He exists only on the Web and has several copies of his memories stashed on servers all over the world. He possesses a small robot or other machine when he needs to interact with the physical world.

0b3r0n's virtual webdeck has 160 blocks for Storage and 80 blocks for Programs.

If 0b3r0n is 'killed' in the Web, he dies outright. One of his backups reactivates 1d2 days later. The backup has the minimum XP needed for his current level and possesses none of 0b3r0n's memories since he last had an opportunity to update it, but is otherwise identical.

0b3r0n never suffers ill effects from loss of Self, and his Self score is –.

Multitasking: 0b3r0n can 'lose' 1 in 10 rounds in the Web to act normally in the real world. While multitasking, he suffers a –2 penalty to checks and attack rolls.

Web Combat Mastery: 0b3r0n gains a +3 bonus to any attack and damage rolls he makes for any reason in the Web. This includes indirect attacks such as Bomb programs.

Web Cred: 0b3r0n gains a +2 bonus to Charisma-based checks while interacting with a character that possesses 1 or more ranks in the Knowledge (web) skill.

ADVANCED CLASS: THE ROBOT

'Pain is an anachronism. Mercy is an anachronism. Humanity is an anachronism. I have accelerated my evolution, I am the fittest life form, and you will not survive.'

Ex-Mercenary Trent Santiago, 'The Cybernetic Manifesto'

Lower-case 'r' robots make the world go round in the cyberpunk future. Without their efficient, specialised labour, many of the innovations that make the world such a charming place simply

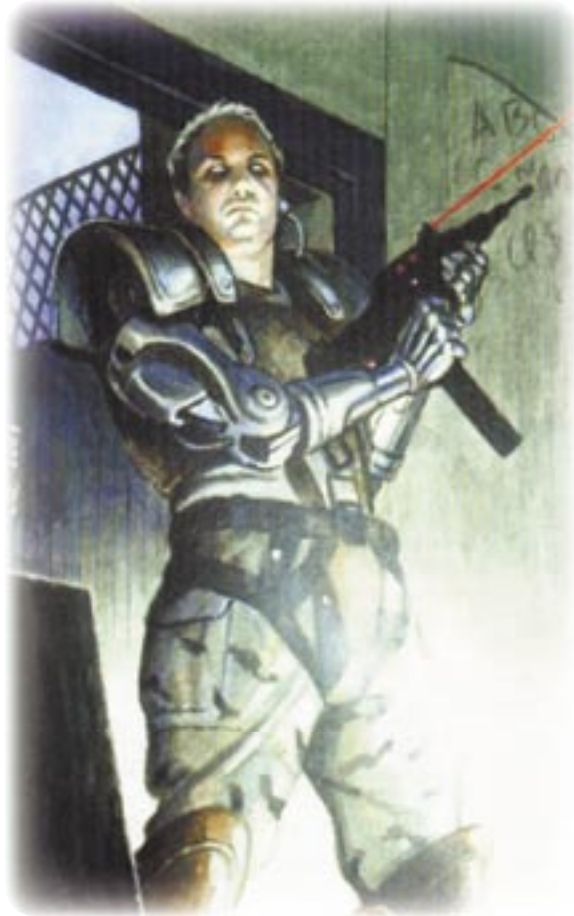
would not be available. Harmless, mindless and inoffensive, they do their jobs without complaint or malice – unlike most of their owners and customers!

The Robot, upper case 'r,' is nothing like them.

The first Robots were badly-injured mercs who became combination patient/lab rats for their megacorporate employers. Extensive surgery and cybernetic reconstruction gave them wholly new bodies, sleek, shiny, superior bodies that improved upon the human norm in every conceivable way. Somewhat to the surprise of their 'saviours,' some of these battle-hardened mercs even kept a measure of their sanity. With extensive therapy, they recovered even more.

THE ROBOT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1	+1	+2	+1	+0	Self Stability I	+0	+0	
2	+2	+3	+2	+0	Cyber Master I	+1	+1	
3	+3	+3	+2	+1	Partial Fusion	+2	+1	+1 die
4	+4	+4	+2	+1	Self Stability I	+3	+1	
5	+5	+4	+3	+1	Cyber Master II	+3	+2	
6	+6	+5	+3	+2	True Fusion	+4	+2	+1 die



Some Robots *do* go mad by human standards, but not the way burned-out cyberpunks do. To hear the Robots tell it, their so-called lunacy is a natural side effect of upgrading. These cyborg supermen look at ordinary humans and even partial cyborgs the way humans look at apes: last year's model.

Requirements

To qualify to become a Robot, a character must fulfil the following criteria.

BAB: +10

Feats: Combat Reflexes, Cyber-Tolerant, Extra Limb, Toughness

Class Information

The following information pertains to the Robot advanced class.

Hit Die: 1d12

Class Skills

The Robot's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis) and Tumble (Dex).

Skill Points at Each Level: 1 + Int modifier

Class Features

The following features pertain to the Robot advanced class.

Self Stability (Ex): The Robot knows how to compensate for his lost humanity. He accepts and even embraces this transition. He gains 10 points of Self. At 4th level, he gains an additional 10 points of Self.

Cyber Master (Ex): A 2nd level Robot gains a +1 competence bonus on attack rolls and skill checks made using a cybernetic weapon or tool. At 5th level, this bonus increases to +2.

Partial Fusion (Ex): A Robot replaces enough of his flesh body that he gains a 50% immunity to critical hits and sneak attacks at 3rd level. He also gains a +2 bonus on saves against poisons, diseases and mind-affecting effects.

True Fusion (Ex): At 6th level, the Robot completely overcomes the need for flesh organs. His brain may remain at least partially organic, but he is otherwise a thinking machine in roughly human shape for all intents and purposes.

The Robot gains the Construct type. His Constitution score becomes -. He gains complete immunity to critical hits, sneak attacks, poisons,

diseases and mind-affecting effects. He is immune to all effects requiring a Fortitude save unless they also effect objects.

The Robot never suffers ill effects from loss of Self, and his Self score becomes -.

TRENT SANTIAGO

Trent Santiago made his rep as a soldier of fortune in countless unwired ratholes, working his way up from minimum-wage hired gun to master mercenary over the course of a storied twenty-year career. He assembled a company of elite mercs and cutthroats and fashioned them into the ultimate small-unit tactical operation. He also overindulged in cybernetic enhancements, pushing his body to the outer limits of humanity.

Then, in a nameless warzone in the middle of a country that had blasted whatever name the locals gave it into oblivion, Trent finally made a mistake.

The corp paying for his op was nice enough to – which is to say, they saw a profit in – reconstruct what little remained of Trent's body. The multiple surgeries, the massive amounts of tissue removed and the sheer amount of cyberware installed would have sent a lesser man into shock, but, somehow, he survived.

Or, as he put it, he was reborn.

Trent Santiago repaid his megacorporate rescuers with two successful ops. Then he wiped their headquarters off the face of the map, stole their advanced cybernetic technology and set up shop as the mechanical messiah of post-humanity. He wrote books, assembled demonstrations and most of all fought.

Presently, Trent rules a small but growing region of southeast Asia, surrounded by elite mercenaries in various stages of robotic transition. He is always looking for new recruits...

Trent Santiago: Soldier 3/Mercenary 7/Robot 6; HD 10d10+6d12+3 (97 hp); Ini +2; Speed 30 ft.; Defence 42, flat-footed 32, touch 30; BAB +14; Grapple +36; Attack Wyvern Arms K-19 +15 ranged (2d8, 19-20) or unarmed strike +28 melee (1d4+14); Full Attack 4 Wyvern Arms K-19s +13/+8/+3 ranged (2d8, 19-20) or unarmed strike +28/+13/+18 melee (1d4+14); SA grapple damage +5; SQ DR 9/-; Saves Fort +11, Ref +10, Will +6; Abilities Str 28, Dex 15, Con -, Int 20, Wis 13, Cha 17; Reputation +4; Self -

Wealth: +12

Skills: Climb +28, Intimidate +28, Jump +28, Knowledge (tactics) +24, Listen +18, Spot +18, Survival +18

Feats: Burst Fire, Combat Reflexes, Combat Martial Arts, Cyber-Tolerant, Extra Limb, Improved Combat Martial Arts, Improved Grapple, Point Blank Shot, Personal Firearms Proficiency, Toughness, Two-Weapon Fighting

Cyberware: 2 Alpha-grade armoured punching crushing grip arms, 2 gun waldos, Alpha-grade cyberarmor, Alpha-grade infrared targeting/tracking cybereyes, Alpha-grade kill switch, Alpha-grade bone sheaths, Alpha-grade muscular grafting, Alpha-grade neural booster, Alpha-grade skinweaving, Alpha-grade spinal reinforcement

Gear: 4 Wyvern Arms K-19s, 5 flash-bang grenades, 5 fragmentation grenades, 5 thermite grenades, business clothes

Talents

Gunman: Trent gets a +1 bonus to attack and damage rolls while within 30 ft. This bonus stacks with that provided by Point Blank Shot.

Cyber Master (Ex): Trent gains a +2 competence bonus on attack rolls and skill checks made using a cybernetic weapon or tool.

Deadly: When Trent rolls a critical threat, he may spend 1 edge die to automatically confirm it as a critical hit.

Hardened: Trent has DR 1/- from his class features.

Improved Critical: Trent's critical threat range with a Wyvern Arms K-19 is 19-20.

Improved Reaction: Trent gets a +2 bonus to Initiative.

Tactical Aid: As an attack action, Trent can provide tactical aid to a single ally within sight and hearing of his position. As a full-round action, he can provide tactical aid to all allies within sight and hearing.

Trent's tactical aid provides a +5 bonus to either attack rolls or defence and lasts for 3 rounds.

True Fusion: Trent has the Construct type. His Constitution score is -. He has complete immunity to critical hits, sneak attacks, poisons, diseases and mind-affecting effects. He is immune to all effects requiring a Fortitude save unless they also effect objects.

Trent never suffers ill effects from loss of Self, and his Self score is -.

Weapon Focus: Trent gets +1 to hit with a Wyvern Arms K-19.

Weapon Specialisation: Trent gets +2 damage with a Wyvern Arms K-19.



The Fear Files

The latest unexplained sightings for
OGL Horror

Morgan Davie

The Eel Witch

Medium Monstrous Humanoid

Hit Dice: 8d8 (36 hp)

Massive Damage: 14

Initiative: +1 (+1 Dex)

Speed: 30 ft. / Swim 30 ft.

Defence: 14 (+3 natural, +1 Dex), touch 11, flat footed 13

Base Attack Bonus/Grapple: +10/+10

Attack: Claw +10 melee (1d4)

Full Attack: Bite +10 melee (1d4), Claw +5 melee (1d4, x2)

Space/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Amphibian, Darkvision 60', Eerie Gaze, Ritual Magic, Scent, True Camouflage

Weaknesses: Sensitivity (sunlight), Need (salt water, maximum 6 hrs without)

Saves: Fort +3, Ref +8, Will +8

Abilities: Str 11, Dex 13, Con 11, Int 11, Wis 13, Cha 10

Skills: Hide +9, Knowledge (occult) +6, Listen +7, Move Silently +9, Navigate +6, Spot +7

Feats: Improved Damage Threshold, Stealthy

Horror: Fear 15

Mummy, do you see it? Right in the back behind the stingray, in that little cave – it's looking at me, do you see? Do you see it?

Evidence:

- **Search (DC 20):** Some kind of residue trodden into the carpet outside the murder scene.
- **Treat Injury (DC 20):** Salt water in the lungs – not enough to drown him, but it is there.

Research:

- **Knowledge (Earth & Life Sciences) (DC 15):** The residue? That was crushed seaweed. Something walked in seaweed on its way here.
- **Research (DC 25):** There are old stories of a witch that lived in the shallows and would bewitch pearl divers, and drag them down to its lair to devour them....

Amphibian (Ex): The eel witch is amphibian, able to breathe both above and below the water.



Rituals used by the eel witch

Eerie Gaze (Su): The eel witch can fix its gaze on anyone in its vicinity, even while concealed. The gaze has two effects, an immediate effect, and a secondary one that emerges later. The immediate effect is to *paralyze* the target of the gaze (Will save at DC 14 to resist) for 2d6 rounds. The secondary effect is to cause the target to experience *haunting dreams* of drifting through a cold, underwater environment. These haunting dreams are not dangerous in and of themselves, but the Eel Witch is able to use these dreams to perform magic on the recipients. They persist in recurring every night for 2d6 nights.

Ritual Magic (Su): The eel witch can enact a number of magical rituals, simply by concentrating and manipulating icons such as shark teeth and conch shells. It can only target people while they experience a haunting dream. Some rituals used by the eel witch are listed below.

True Camouflage (Su): The eel witch can adjust its body shape and coloration to resemble seaweed, sand, pebbles and rocks. This effect takes a standard action to effect, and provides a +20 bonus to Hide checks while the eel witch remains motionless. A favoured tactic of the eel witch is to open its eyes while so hidden in order to target unwitting onlookers with its gaze.

The eel witch is a slimy, scaly amphibious humanoid. She lurks in darkness but her large, lifeless eyes are always peering out into the light. She has a mouth full of tiny sharp teeth, and her hands end in vicious claws. She often wears necklaces of mollusc or crustacean shells.

The eel witch serves dark powers and seeks only to deliver lives to them. She is filled with hatred for surface dwellers, and relishes her ability to cause them great pain and death. She occasionally emerges from the water to murder a surface victim 'first-hand', usually dragging the victim back to the water to consume them.

Drown the Flesh

Ritualists: One primary caster. No secondaries are required.

Primary: The primary ritualist must succeed at a Knowledge (occult) check in order to initiate the ritual.

Requirements: The target of the ritual must be asleep and engaged in a *haunting dream*.

Components: The ritual requires a number of seaweed fronds.

Costs: The primary caster takes 2 points of temporary Constitution damage.

Casting Time: The Knowledge (occult) check is immediate. One hour of concentration is required beforehand.

Effect: The victim, who is already engaged in a haunting dream of being underwater, swims into a bed of drifting seaweed that surrounds them and then begins to entangle them. They experience a sensation of drowning.

If the target succeeds at either of two Fortitude saves (DC 15), they wake instantly and suffer no penalty. If they succeed at a third Fortitude save (DC15), the character leaves the dream but is unconscious with 0 hit points. If they fail all three Fortitude saves, they die. They do not drown, but salt water will be present in their lungs in small amounts.

Failure: If the target survives the ritual, they cannot be targeted by the same ritual again.

Frenzy of the Shark

Ritualists: One primary caster. No secondaries are required.

Primary: The primary ritualist must succeed at a Knowledge (occult) check in order to initiate the ritual, and then defeat the target in an opposed Will save in order to bring the target to a point of vulnerability, and then in one final opposed Will save in order to deliver the effect to the target.

Requirements: The target of the ritual must be asleep and engaged in a *haunting dream*.

Components: The ritual requires a half-dozen shark teeth. These are transferred to the target if the ritual succeeds.

Costs: The primary caster takes 2 points of temporary Constitution damage.

Casting Time: The Knowledge (occult) check is immediate. One hour of concentration is required before the first set of opposed Will saves, and a further ten minutes of concentration is required until the final opposed Will saves.

Effect: The victim, who is already engaged in a haunting dream of being underwater, experiences a strange pull that draws them towards a dark underwater cave. If they win the first opposed Will save, they can wake up before entering the cave. If they fail, they are drawn within. They have a profound sense of being not alone in complete darkness, underwater, with no obvious way out. Something is moving in the water around them. If they win the second opposed Will save, they wake up at this point; otherwise, that something comes at them in the darkness and they experience a horrible, blinding pain. The character immediately makes a Fortitude save (DC 15) and if they succeed, the pain jolts them out of their sleep. If this save is failed, the shark teeth



are magically transferred into the target's body and proceed to tear the target to shreds from the inside out, delivering 6d6 points of damage. The teeth remain in the body after the ritual.

Failure: If the target escapes, they may be targeted again on a subsequent night. This can continue until the haunting dreams fail, or until the target wakes from the haunting dream at an earlier stage than was reached in any previous dream. So, if a character on night one loses both opposed Will saves but succeeds at the Fortitude save, and is targeted again on night two and this time succeeds at the first or second opposed Will saves, the character is no longer a valid target for the ritual.

Shake the Soul

Ritualists: One primary caster. No secondaries are required.

Primary: The primary ritualist must succeed at a Knowledge (occult) check in order to initiate the ritual.

Requirements: The target of the ritual must be asleep and engaged in a *haunting dream*.

Components: The ritual requires a large, broken seashell.

Costs: None.

Casting Time: The Knowledge (occult) check is immediate. One hour of concentration is required before the horror saves.

Effect: The victim, who is already engaged in a *haunting dream* of being underwater, arrives in a cold labyrinth of trenches and dark recesses, surrounded by strange, alien, half-visible fish. Whichever direction they swim, it gets darker and darker until there is no light at all. The target must make a Fear save (DC 15; disregard standard results). If they fail, they cannot wake up and the dream spoils their sleep for the night, giving them a temporary 2 points of Constitution damage and 2 points of Wisdom damage the following day. If they are woken from the dream but go back to sleep, the dream resumes; the penalty is impossible to avoid. This penalty lasts until they wake after a full night of sleep.

Failure: If the target succeeds at the Fear save, they receive a full and restful night of sleep.

Using the Eel Witch

The eel witch is simply a source of malice and destruction, and the real challenge is identifying what is doing the killing, finding it and destroying it. The eel witch could be located at a resort, targeting unwitting scuba divers, but it is particularly terrifying if it takes up residence in an 'underwater world' facility where families walk through transparent tubes in a giant tank of sea life. Whole school groups could become easy pickings for the malicious witch.



Monty's Offer of the Month

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GAMING SYMPOSIUM

Games Mastering Today **Nick Thorburn**

Speaking to fellow roleplayers and Games Masters over the last few years, one all-consuming reality permeates over their decreasing interest in gaming – growing up. Specifically, the constraints of modern day life have become so ever-reaching now that individual time to ourselves as adults has become a premium shared and contested by an entire myriad of new and old interests such as computer and online gaming or spending time with our families and friends.

Gauging this from my own experience I can only recall with envy the free time I had in my early teenage years and the amount of hours I would have spent roleplaying with my friends. Today our careers and families take precedence and little opportunity is left to get a good regular gaming session arranged. Free-time clashes are especially common among larger groups and often games can have missing players or be forced to end prematurely due to an early morning start the next day.

However this does not mean that we cannot still play a satisfying game. Several options as Games Masters and Players are still left open to us in order to solve (sort of) this problem. The following article documents some of the techniques and tricks of how I in my own games tried to combat this problem of modern-day fantasy gaming.

Preparation and Efficiency

As a Games Master, being prepared is essential if you have limited time with your group. Have a good idea of what you hope to achieve in each session as well as all the relevant information you might need, such as stats for Non Player Characters, maps and flavour texts. The need decreases as you become more engrossed into an on-going campaign where previous notes and information have already been made available but it is always good to have a firm idea of which direction the Players, and the quest, are going. However, starting a fresh campaign with no prior thought will most often lead to a dull and confused beginning and usually just several hours of valuable time wasted (unless of course you are an incredibly prolific Games Master).



But, you may argue, that even having the time to prepare as thus is difficult. This is not a viable excuse. For each game developed by Mongoose (and indeed most other roleplaying companies) there is a good amount of additional source material to help you construct your adventures with little forethought. Even then if you are too pressed for time there exists hundreds of pre-generated scenarios and quests. All you need do is read the pertinent adventure of your choosing and away you go.

This only highlights another aspect of how you can maximise what is done from session to session – efficiency. While perhaps the idle banter between combat or role-play scenarios can often be as if not more amusing than the game itself, I would recommend whenever the players become distracted that you gently coax them back into the game. All time is precious and you only have so few hours to do so much.

Often players clamor for dominance and on occasion each can be talking at once. At this point it is more efficient to simply calm everyone down and then listen to each one by one. Rolling initiative could be used to see who talks first but I usually go in a clockwise or anti-clockwise motion of selection.

Similarly another method of speeding the game up as above is to have a firm grasp on the system that you are Games Mastering. Bickering about rules can waste a lot of time and bogs the game down in something you should always avoid while role-playing – Reality. Remember if in doubt just roll a dice. It cuts out time spent flipping through books looking for an obscure passage and maintains the flow of the game.

One-on-One Gaming

While the best experiences through role-playing often come from a group effort, any campaign can benefit from some simple one-on-one time. Basically what this entails is the Games Master taking one (or two) characters aside and weaving a quest around them away from their original group.

Instantly I am sure you can realise how this can alleviate some of the problems of finding a time for the group to all convene in the same place. You can work your schedule around just one person and concentrate more on their needs. Of course, don't let one person hog your attention. Do this for anyone who you feel requires it.

Not only does this relieve some of the pressure of getting so much done in one big session but it also opens up the floodgates for extra character development and back story. Usually I will do a short one-on-one with each player prior to an initial gaming session. Here we can roll up their character which again stresses efficiency (there won't be struggles for the limited books to generate new characters on the night of the group session) as well as develop some form of history.

During on-going quests, when time again becomes limited, you can take one or two of the players and involve them in their own quests away from the overall storyline. Here the spotlight can have a chance to shine on everyone equally and you can tailor these mini-quests to the strengths of each character (be it roleplaying or combat). Eventually when everyone can play on the same day you can tie everyone's adventures back into the primary quest arc.

Remember, however, that adventuring alone can be dangerous. I often use the one-on-one session for roleplaying and character development alone.



Otherwise if they do go on a dungeon crawl I make it limited and usually have a higher level Non Player Character accompany them. Plus I would also ensure that the one on one sessions occur during either down time in the campaign or at an instance where there is an in-character reasoning for individual players to leave and return prior to the next session.

Alternative Playing Styles

Similar to one-on-one gaming as described above, there are other methods of continuing a regular session where one or more individuals may not be able to participate for certain periods. One such possibility is the use of other mediums of communication to convey what has happened, or is going to happen, during the time missed in the campaign. Email, for example, is an excellent tool for allowing the wayward gamers to catch up without having their first session back in the group clogged by a rehash of what has happened.

By using email (or the more tried and true method of post) players can even become involved in a campaign in their absence. For example, a player can dictate how they wish to spend their time while away from the rest of the group. They can even interact with their fellow players in a limited manner.

This style can even further enhance games where a player may not be present for a good proportion of the quest's sessions. One possibility that I have enjoyed playing is giving the player in question extra power or influence in a campaign. They can assume a role of a prince, governing official or general. From this standpoint they can still maintain some form of interaction with the group by issuing orders, edicts or assistance by post or email as well as actually playing the character themselves when they are available to play in the session itself once again.

An interesting twist on this is by making the absentee gamer the villain of the quest. They then can command their wicked denizens to try and thwart the rest of the players in devious traps that he devises. The letters or emails he then sends the Games Master effectively become his orders. Ultimately, when the timing is right and convenient for both parties, they can all convene and enact a final battle of sorts. This itself lends a whole new facet of gaming as the players battle someone else besides you. The villain's player can then take his character in a direction you may never have thought of and it makes the game more enjoyable for you as well. It also reduces some of the work you have to do in regards to thinking of evil plots for the group to stumble upon which of course is just another bonus.

Quick Combat Solutions

As noted above, combat can often dominate a typical gaming session, as rules are pondered and dice rolls made for example. This, to me, seems like the antithesis of believable combat. It is my belief that in reality combat is a fluid and fast entity that involves some degree of luck and tactical know-how, but should ultimately be emulated in a similar way in roleplaying. By this count more combat and more of the story can be fitted into your game.

Of course, it isn't as easy as that, unfortunately. There are so many separate rules, styles, prestige classes and modifiers that combat can become so treacherously bogged down that little to nothing really happens. Thankfully one solution can solve this problem – simplicity.

By simplifying the rules you can cut a lot of wasted time from combat and indeed other aspects of the game. It can also make the game more understandable for any who are a little new to the system and are totally

confused about deferring your initiative so that you can attack the bad-guy after he's dropped from total defensive or any of the other myriad of examples you can probably think of.

How do you simplify combat? Ignore the more exotic rules and circumstances of the combat and everyone and everything can be given a static attack and defence bonus which should only be modified if something (such as a spell or feat) happens in combat. Limiting multiple opponents to the same stats with the same weapons as well as assigning them all one universal initiative number is another example of speeding things up. One other method I've found is to give the players a set time in which they have to decide what action to take. Not only does this increase the tension it cuts out a lot of the time where they would normally carefully ponder a situation – something that I feel is unrealistic in a life or death combat situation. It also makes things go faster too.

This only reinforces my point above about knowing the rules of the game you are playing. There is always one player who is a little rules-smart and he'll pounce on you and take advantage if he detects he is better versed in the game lore than you. Do not let this happen. You are the Games Master and your word is the word of God (while Games Mastering). What you decide stands in the game, even if it may contravene some obscure passage in a book somewhere.

One element of combat that I feel always becomes stale quickly is the use of multiple allies and foes – Non Player Character good guys battling Non Player Character bad guys. What makes watching the trade-off of blows or shots from these parties (and watch is all the players can do) so very dull is the multiple dice rolls you have to make in order to enact a proper combat procedure. I find its best to just ignore the rules and use creative license. If you most roll a dice roll something like a D4 and say 'this group of perps shoots at these judges here, 1d4 of them are hit and taken out of action'. It is as easy and as quick as that and it accomplishes what you initially set out to do in a fraction of the time. You can of course always manipulate the outcome for a more balanced battle as well.

Ultimately providing a fulfilling and enjoyable game should always be your highest priority. Fitting everything into a session or particular combat lasting too long is not as important as making the game fun to participate in. In this hectic modern world where time is always of the essence we only have so many chances for entertainment. I still believe that roleplaying and gaming can be factored into our busy schedules, however, and I hope that this article has provided an insight for you if your game has suffered similarly. All that remains to be said is just keep on trucking.





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Murder on the Megaways

A Scenario for the Judge Dredd Roleplaying Game

Matt Sharp

Prog Two - Crimes and Investigations

There are several criminal activities evident aboard the Majestic Titanic. As well as the incident that they have been sent to investigate (the body in the Public Convenience) the Judges may have uncovered several other suspicious activities and events just on their journey through the vehicle.

Investigating the Body

The corpse that the Judges have been sent to investigate is huddled on the seat of one of the lavatory cubicles in the third level male Public Conveniences. The doors to the cubicles operate on a 5-cred toll system. A cred card needs to be inserted into the lock before the door will open. However, whilst the room is occupied, the door will not open for anyone else, although a character that makes a successful Technical check (DC 15) can pick the lock, Call-Me-Larry! has an override key and, as usual, any Justice Department override card will open the door.

There are three robots present in the room. Standing next to the cubicle is a deactivated Little Mo cleaning robot. The attendant servo-droid stands in its usual corner. It is currently displaying an 'OUT OF TOWELS' error message on its chest screen. The robotic caretaker, Call-Me-Larry!, is also present. Call-Me-Larry! is the only robot who can be questioned – the other two are low

grade machines with fairly basic programming. The servo-droid, for example, is not programmed to differentiate between humans and only has a twenty-minute memory span, so is incapable of remembering anything of much use. The cleaning robot is an extremely basic mechanism – little more than a mobile mop – so will be even less use as a witness.

Call-Me-Larry! needs to be questioned very carefully. As a robot, he will only answer questions that he is asked directly, in as few words as possible. He will not volunteer information under any circumstances – the Judges questioning must be very specific in order to get as much useful information from him as they can. The caretaker knows that the door to the cubicle has been closed for at least fourteen hours. That particular door is prone to jamming, so he considered it nothing more than a minor maintenance problem and did not assign any robots to make repairs, as fixing the vandalism of the Rude Hog Raiders had a higher



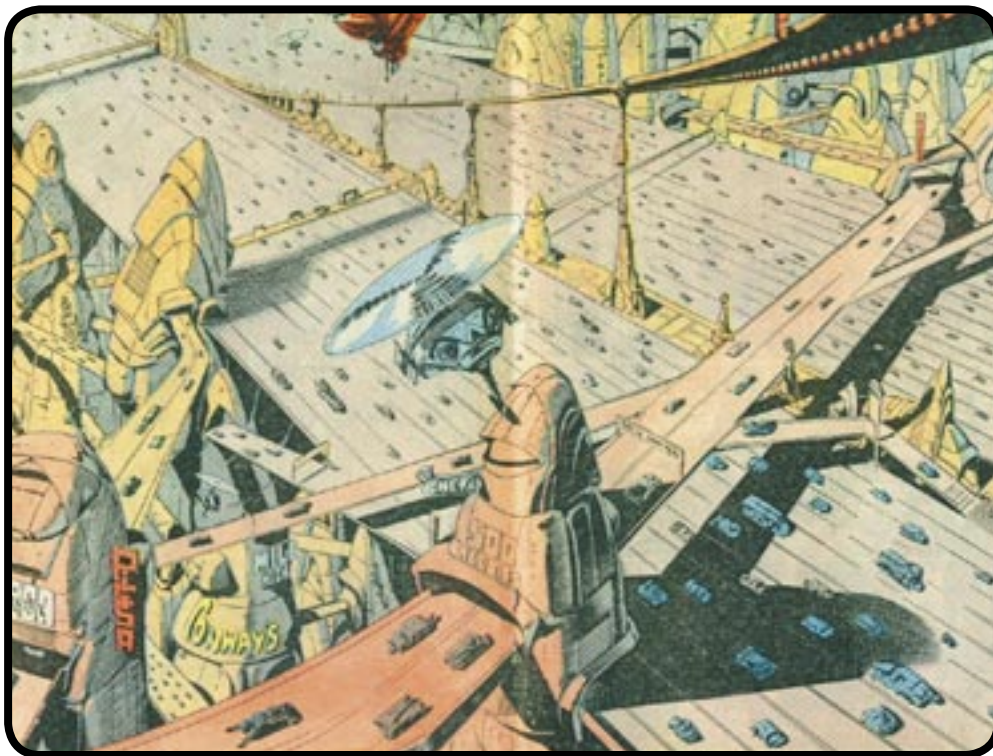
priority. The Public Conveniences are cleaned every hour, on the hour, by a dedicated Little Mo unit – meaning that much of the forensic evidence outside of the cubicle will have been obliterated. The body is exactly as it was discovered twenty minutes ago.

The corpse is a rather gruesome sight. It is the remains of a middle-aged man, quite short and overweight. It is dressed in casual but smart street

Crime Scene Analysis

Information	Skill Check
The victim's identity (see Citizen File One below)	Automatic Comp-Ident via MAC, or a Search check (DC 10) to locate his wallet containing his driving licence and citizen ident card
He has been dead for 48-hours or more	Medical check (DC 15)
The cause of death was a single shot to the back of the head with some sort of laser (the hole in the front of his head is the exit wound) at extremely close range	Medical check (DC 20)
The fingers were removed with a razor sharp knife after death	Medical check (DC 15)
The victim was killed elsewhere	Streetwise check (DC 15), or Medical check (DC 15)
The murder weapon was a laser pistol set on a high intensity beam	Medical check (DC 30), or Streetwise check (DC 20) plus Weapon Focus (laser pistol) feat
There is something stitched up inside his mouth	Search check (DC 15)
His mouth contains his two missing fingers	Automatically, but only if the twine is removed
The twine is an extremely common type that can be bought almost anywhere	Technical check (DC 15) plus scanalyser
Removing two fingers and stitching them into a victim's mouth is a traditional punishment in Sino-Cit organised crime syndicates	Streetwise (DC 25) check
The killer fired the murder weapon with his right hand. The mouth was also stitched up by a right handed individual	Wisdom check (DC 15)
The Public Convenience has been thoroughly cleaned several times, eliminating much forensic evidence	Search check (DC 5), although Call-Me-Larry! will tell the Judges this beforehand and the cubicle has not been touched
Whoever dumped the body attempted to eliminate all traces they had left behind	Search check (DC 15) or Streetwise check (DC 20)
There is a partial shoeprint on the cubicle floor and a handprint left beneath the body	Search check (DC 20) or Streetwise check (DC 15). A Judge with the Track feat gains a +5 circumstance bonus to the check; any character using infrared equipment gains a +10 circumstance bonus to the check.
The shoeprint is from a wide-fit Puppy Creeper (size 8)	Streetwise check (DC 25)
Analysis of the handprint reveals that whoever dumped the body was wearing tight fitting gloves (alternatively, they had no fingerprints)	Streetwise check (DC 20)
There is a handgun hidden behind the air conditioning grill	Search check (DC 35)
Analysis of the dust reveals that the handgun has been there for some considerable time (several years)	Technical or Streetwise check (DC 10)

clothing, including the latest trendy kneepads. The body is sitting on the lavatory seat, slumped over to the left. Even a casual examination will reveal that the unfortunate man has been mutilated – the fore and index fingers from his right hand have been severed and his mouth seems to have been clumsily stitched closed with thick twine. There is a small hole burnt in the middle of the corpse's forehead, probably a shot from some sort of laser. Any Judge that investigates will find a corresponding burn on the back of the head. If the Judges make a detailed examination of the crime scene, the 'Crime Scene Analysis' table (see page 53) details the evidence that they are able to find and the skill checks needed to locate or identify it. If a Tek Squad is called, they will locate and report all evidence that requires a Medical, Search or Technical check with a DC of 25 or less.



Citizen File

Entry: 6564/155/MC-1

Name: Christopher Emery

Known Aliases: None

Age: 47

Height: 1.68m

Weight: 102 kg

Residence: Hab Unit 7979/721JES, Patrick Clifton Block, Sector 190 Mega-City One

Criminal History:

2083 – Caution. 22/4: Noise Annoyance

2099 – 750 cr. fine. 15/6: Parking Violation

2116 – sixty days in Iso-Cube 98-190-P. 5/14: Littering (Spitting in public)

Notes: Citizen Emery has never been involved in any serious crimes. He is a registered Tri-D addict and PSU reports that he rarely leaves his hab.

If the Judges think to check the Big Mo's security cameras, a Computer Use check (DC 10) reveals that there is a mysterious 'blank spot' for about an hour when the body must have been placed. However, further investigation (and another Computer Use check at DC 25) reveals that this phenomenon does not seem to be related to the body at all – there is a regular security hole when the cameras are deactivated for an hour every day. A detailed analysis of the entire computer system (requiring a Computer Use check (DC 30) or a Technical check (DC 15) and six hours) will isolate the problem – the system has been intentionally compromised. It is impossible to determine what might be happening from the security systems; even the robots have been reprogrammed to notice nothing. In fact, the cameras and security scanners have been disabled in order to cover the car running scam (see **The Smuggling Operation**, below, for more details.)

The victim has been dead for too long for a Psi-Judge to be able to gain any useful information by using powers such as *detect thoughts*. As the perpetrator has left nothing behind, *psychometry*

is also of no use. *Environmental psychometry* will not reveal anything relevant, either – the murder was committed elsewhere, meaning that there is no psychic residue at the scene of the disposal of the body.

The handgun has been concealed behind the air conditioning vent for some seven years. If the Judges sent it to be analysed, Tek Division ballistic experts will eventually determine that is the weapon used in a series of diner hold-ups in 2121. A Psi-Judge using the *psychometry* power can determine the same information.

Background for the Games Master: The fact that the corpse has been dumped aboard the Big Mo at this particular time is no coincidence, although it is a mistake. The smuggling operation run by Hob Boskins (see below) requires the Big Mo to pass through several rival mob territories, which has been a contentious issue among the criminal fraternity for several weeks – Boskins is generally regarded as an ‘upstart’ and his subsequent arrogant behaviour has only brought about more antagonism. Finally, one of Boskins’ rivals, Southside Sid Wacher, has had enough and decided that he ought to be taught a lesson. He wanted the mobster murdered and his corpse dumped in such a way that the Justice Department would be sure to find out about the smuggling operation and cause serious trouble for the rest of the Boskins mob. He also ordered that the body should be mutilated in a very specific way, so that it would make it look like one of his other major rivals (the Tong of the Black Scorpion, a Sino-Cit crime syndicate) was responsible. This would, he hoped, lead to the Boskins mob blaming the Black Scorpions for the murder and starting a mob war in retribution. Wacher could then sit back until the dust had settled, then move in to eliminate both of his major rivals after

they had weakened their forces fighting amongst themselves.

The plan was put into effect. A freelance assassin was hired from Texas City and given very specific instructions. Daringly, he scaled the side of a city block, successfully broke into Hab Unit 7979/721JES of Patrick Cliffton Block, sneaked into the living pad and shot the inhabitant in the back of the head with an untraceable laser pistol while he was watching ‘Siimon Stallmahnn’s History of Mega-City One’ on the Tri-D. The corpse was mutilated as ordered and dumped aboard the Big Mo at a specific time.

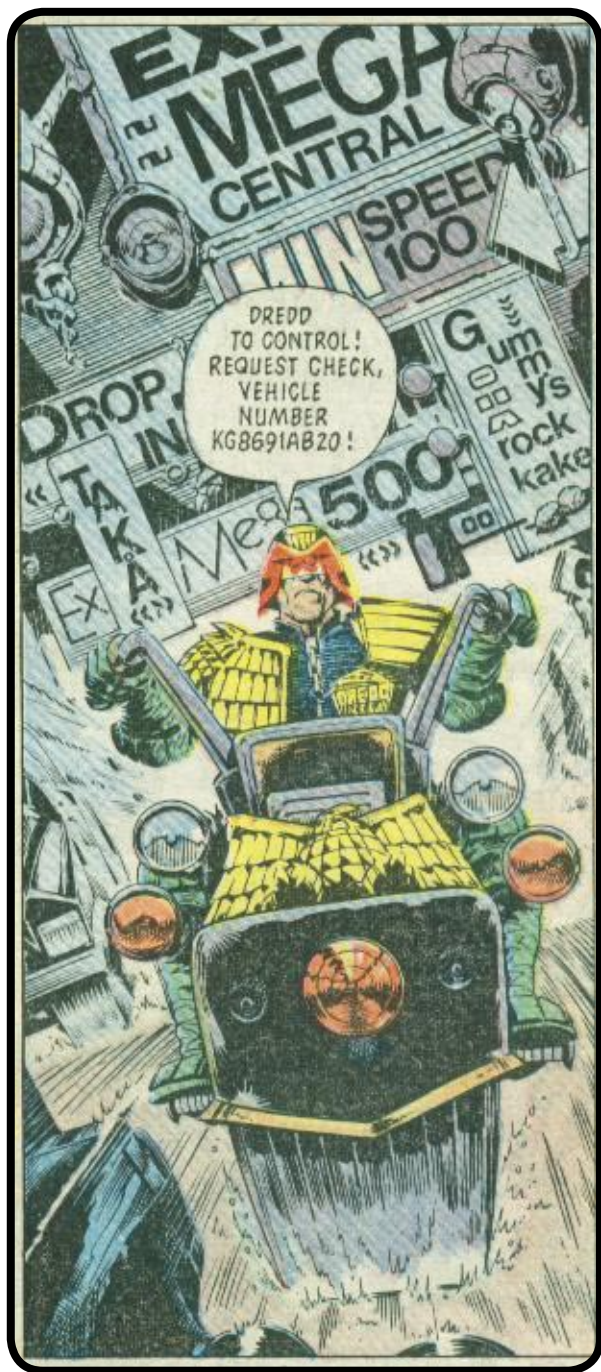
Unfortunately, particularly for citizen Christopher Emery, the assassin never realised that he had broken into the wrong apartment...

The Smuggling Operation

There are several hints that all is not as it should be aboard the Big Mo, even without the evidence of vandalism and the body in the toilets. The car parking bay is three quarters full, but there are not enough citizens present to have a vehicle each. Some of the robots are acting very strangely and there are huge holes in the security system. By now, even the densest Judge should have realised that there is some sort of very serious crime afoot, or at least something that is worthwhile investigating.

Background for the Games Master: As noted above, the smuggling operation has been forced upon the manager by the sudden loss of business





due to the erection of the ten-foot tall fence around the aircraft landing bay. This addition has made it extremely difficult to land a hover vehicle without causing some sort of damage, either to the fence of the vehicle. Either way, Vinegar-Strokes would lose money – the fence needs to be regularly repaired, meaning that the station is taken off the road and cannot make money, and he is being repeatedly sued by irate citizens with damaged hover cars. The desperate manager realised that both he and the Majestic Titanic were almost bankrupt. Fortunately, or so it seemed at the time, a ‘businessman’ was able to make a suggestion that would save his neck and his credit balance.

Hob Boskins is an up and coming crime lord. In the space of a few years, he has risen slowly but surely from the rank and file thugs and enforcers to become one of the most powerful figures in organised crime in several Sectors. One of his major activities is stealing and smuggling cars. When he learned of the Majestic Titanic’s situation, he was quick to jump on the opportunity that had presented itself. He realised that the great vehicle passed across the Sector border and back again everyday and could potentially carry hundreds of stolen cars at a time. If he could work out a system, he would be able to move vehicles between Justice Department jurisdictions without much fear of interference from the Judges. All that he needed to do was ‘persuade’ the manager to co-operate...

Vinegar-Strokes proved to be an easy mark – he jumped at the chance, even going so far as to provide the computer codes to override the security system and reprogram the staff robots. Before long, an elaborate system

had been worked out. At 1000 hrs everyday, the security system would deactivate for an hour. Boskins’ army of punks, street pirates and red light bandits would bring aboard the day’s catch of stolen vehicles and leave aboard a small fleet of sky trux parked on the landing pad. The security system would be switched back on; the onboard workshop would replace the licences and repaint every vehicle while the Big Mo travelled deep into the adjacent Sector. A different crowd of drivers would board and simply drive the vehicles away. This system has worked reasonably well for the few weeks that it has been in operation.

The Judges have arrived half way through the cycle – there are currently 127 stolen vehicles in the Parking Bay, 69 of which have had their licences replaced and re-sprayed. If the Judges check with MAC, they will be informed that 43 of the remaining 58 vehicles have been reported stolen. No one aboard the vehicle knows the full story (not even the manager – see below), but a few of the citizens have noticed some odd goings-on. The Snuffragettes are aware that a large group of threatening individuals regularly pass through their territory, but know nothing of the scheme – although considering that they refuse to speak anything other than their own corrupted version of Megaspeak, actually obtaining any information from them may require several Streetwise skill checks. There is one citizen who is a permanent, if unofficial, resident. Billy Ecclescake is a vagrant who lives aboard the vehicle. He has found that as long as he is quiet and does not draw attention to himself, he is more or less ignored by visitors and staff robots, and can actually live very well on leftovers. He is currently sleeping in the restaurant. If questioned, he knows about the regular delivery of stolen vehicles, that the staff robots ‘go nuddly’ for an hour every day and the workshop seems to have been extremely busy recently. He knows nothing about the body dumped in the Public Conveniences.

Manager Googly Vinegar-Strokes

Googly Vinegar-Strokes has been the manager of the Majestic Titanic for some three years. He has always considered himself to be a man of integrity, but recent events have somehow got on top of him and he has found himself cracking under the strain. He has always been a law abiding citizen and always considered himself fortunate that he had managed to obtain a well-paid job in a city with such staggering unemployment figures. It was not until the possibility of loosing his prestigious position became apparent that he even imagined breaking the law. However, his situation was desperate – after some idiot citizen had managed to get himself killed on the landing pad, things had just gone from bad to worse until the situation was simply intolerable. When an influential ‘businessman’ made him a lucrative offer that would solve *all* his financial worries, he jumped at the chance. He would have to do next to nothing in order to make a huge profit...

However, he is now beginning to wish that he should have simply gone bankrupt. His service station is regularly filled with undesirable thugs and, far, far worse in his opinion, there seems to be a lot more Judges about, too. Now, there has been a corpse dumped in his toilet and there are even more Judges arriving! He knows that the forces of the Justice Department are not stupid and will soon find out his part of the scam.

Fortunately, his businessman friend has provided him with an emergency plan to put into operation in the event of Justice Department interference. A small package has been deposited in the second drawer of his desk, consisting of a featureless black box with a button on top, which is wired into his computer terminal. Vinegar-Strokes has been told that once he presses the button, a computer

virus will destroy all the data on the computer system, which will cover his tracks entirely. All he needs to do is fool the Judges into thinking he is an innocent dupe. In a moment of panic, he becomes convinced that the Judges who are coming to question him know everything. Just before they arrive in his office, he presses the button.

Less fortunately, the manager’s ‘friend’ is not really the friendly type. The box does not contain a computer virus, but a hi-ex pack. The device will indeed destroy all the computer data, along with the computer itself, Googly Vinegar-Strokes and – hopefully – a Judge or two. It will also activate a homing signal, which attracts the attention of the nearest unit of street pirates, who have been ordered to try to completely destroy the Big Mo in the event of the smuggling operation’s discovery (see **Prog Three**). Once the button is pressed, a timer activates and the unfortunate manager has two minutes to live...

Vinegar-Strokes can be questioned for two minutes (20 rounds) before the bomb detonates. If the investigating Judges make a successful Intimidate check, he will reveal all that he knows, although he will also let things slip if questioned by a player making good use of role-playing. Even though he considers himself a key player in the smuggling operation, he does not actually know very much. He has no idea who is behind the scheme (he has never even heard of Hob Boskins or his organisation) and has taken little notice of the perps who deliver the vehicles. His only contact is a man he knows only as ‘Mr. Wasser’, who is a surly, bad tempered individual who looks exactly like the deceased Tri-D star Jimmy Deans (Vinegar-Strokes suspects that he has had a face change). He knows the method used to get the stolen cars aboard, and how they are removed afterwards. He knows (in minute detail) how the security system has been compromised – this part of the plan was his idea and he is very proud of it. He knows nothing whatsoever about the body in the toilets and is also unaware that he has a resident vagrant and a juve gang.

Citizen File

Entry: 1440/V77/MC-1

Name: Googly Vinegar-Strokes

Known Aliases: None

Age: 32

Height: 1.78m

Weight: 76.5 kg

Residence: Manager’s Quarters, Majestic Titanic Mobile Service Station, Route Grid 45454787, Mega-City One

Criminal History:

No record listed.

Employment Record:

2123 – present: Manager aboard the Majestic Titanic Mobile Service Station.

Notes: Citizen Vinegar-Strokes appears to be a model citizen.

Vinegar-Strokes has a zip gun concealed in the top drawer of his desk, but he will only attempt to use it if his situation is desperate or he panics. The bomb is a standard hi-ex pack. The desk and everything on it will be completely destroyed in the blast. Everyone in the room will be caught in the explosion, suffering 2d10/16 damage, Reflex save (DC 15) for half.

The Judges have only a few moments to pick themselves up and examine the wreckage before another problem presents itself. Sirens begin to wail all aboard the Big Mo and through the window they can see a sleek, black sky truk just passing overhead. See **Prog Three** for more details.

Googly Vinegar-Strokes

Citizen 4; HD 4d6+4 (16 hp); Init -2 (-2 Dex); Spd 30 ft.; DV 9 (-1 Ref); Attack +3 melee, +1 ranged (zip gun, 2d8/4); Fort +2, Ref -1, Will +3; Str 10, Dex 6, Con 12, Int 14, Wis 10, Cha 12.

Prior Life: Drone (see *The Rookie's Guide to Brit-Cit*)

Skills & Feats: Bluff +7, Computer Use +11, Concentration +8, Knowledge (history) +8, Listen +6, Profession (Big Mo manager) +9, Search +8, Sense Motive +6, Spot +6, Streetwise +7, Technical +8; Iron Will, Luck of Grud, Skill Focus (computer use), Skill Focus (profession: Big Mo manager)

Possessions: Zip gun (2d8/4)

Tactics: Vinegar-Strokes is not a fighter by any stretch of the imagination. Initially, he will seem relatively friendly, if rather tense, even though he is convinced that the Judges have worked out every detail of the scheme he has become involved with. He keeps a fully-loaded zip gun concealed in the top drawer of his desk (he even has a valid license for it), but will only use this as a last resort, such as if he is threatened with immediate death or violence. However, if he survives the bomb blast he will panic, convinced that everyone is now his enemy and will blaze away at anything and everything that moves (aiming at the nearest visible target) until he either runs out of ammunition or is neutralised.

Soundbite - Googly Vinegar-Strokes

'It's pronounced Golightly Whineygar-Stokes, actually!'

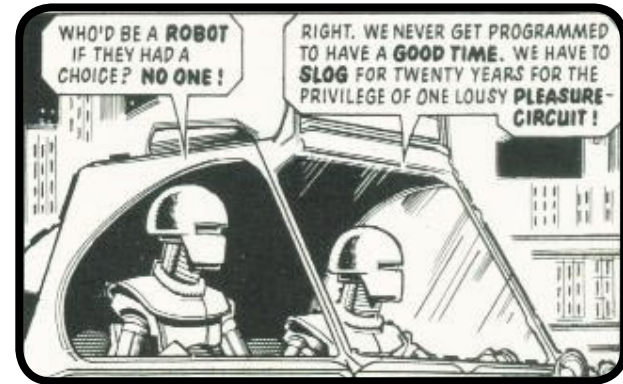
Response to anyone miss-pronouncing his name.

'Er, um'

Nervous phrase that precedes almost everything he says

THE ROBOTS

While the robots themselves are not directly involved in any illegal activity, most of them have been reprogrammed to completely ignore everything to do with the smuggling operation. For most of the robots, this means that they have no knowledge whatsoever of the likes of the stolen cars in the vehicle park and the regular clandestine deliveries. However, a few are actually involved directly with the scam. The six robots that work in the workshop are heavily involved with repainting bodyshells and replacing license plates, for example. However, they will not consciously register what they are doing – even if they are in the middle of re-spraying a car, they will deny all knowledge of having anything to do with re-spraying any cars for that day. Most of the robots are standard general purpose robots and servodroids (see *The Judge Dredd Roleplaying Game* page 104 – 105), although some have different software packages (see **Prog I** for details). The chief robot, Call-Me-Larry!, is a slightly more intelligent robot that is capable of a great deal of autonomy,



although he has also been reprogrammed. He has stats as a general purpose robot, enhanced with a software capacity of 96 with Computer Use +10 and Technical +10 software packages. He is intelligent enough to realise that something is amiss with his programming, but is incapable of determining exactly what. If questioned, he will try to be helpful but will only answer exactly the question he is asked and will never volunteer information.

Soundbite - Servo-Droid

'Can I help you, sir or madam?'

Programmed response to any human that ventures into the robot's line of sight. Other than Call-Me-Larry!, none of the robots have been programmed to recognise the difference between men and women.

Prog Three - When Pirates Attack!

Read the following out loud to the players:

The dust settles from the explosion, leaving nothing but smoking wreckage. You pick yourself up and shake the dust and splinters from your uniform, but remain ever vigilant for further attacks. You carefully survey the room, seeking any more booby traps. The manager does not seem to be in any sort of condition to offer some sort of explanation. It looks like another job for the Tek boys...

Suddenly, you hear the wail of a siren erupt from somewhere in the Big Mo. However, it is not the familiar sound of a Lawmaster siren – it must be some sort of emergency aboard the giant service station! Almost in synchronisation with the alarm, you spot a black shape slowly glide in front of the window that dominates the screen. Your expert eye recognises a sky truk just overtaking the gargantuan vehicle. It's flying illegally low...

As the vehicle passes overhead, you notice that the rear door stands open, half a dozen ropes hang down, torn at by the slipstream. You can just make out the shape of a man, crouching down over some sort of mechanism. The device turns towards you and begins to flash... someone is firing a spit gun at you!

The blast will shatter the window, allowing the 200 mile per hour slipstream into the room. All the Judges must make an immediate Balance check (DC 12) or they will be knocked prone. Anyone not wearing a helmet or other eye protection must make an immediate Reflex save (DC 15) or they will be blinded for 1d6 rounds.

The Majestic Titanic is under attack by the Bloodmire Crew, the most brutal gang of street pirates to scour the seven thousand megaways

since Captain Strange and his Weird Boys. They are a mercenary group that are currently working under contract to Hob Boskins. Their usual tactic is to board mo-pads, kill everyone aboard and steal their belongings before leaving the vehicle to continue its route on automatic. Under Boskins, they have been utilising a rather more difficult method - jumping aboard moving cars (preferably convertibles) and hurling anyone inside onto the megaways. Although the consequences of such behaviour can be quite spectacular, the pirates are becoming rather bored with this activity. They are therefore delighted to receive the signal to attack and destroy the Majestic Titanic.

The pirates' ultimate objective is to destroy the Big Mo completely. However, the great vehicle is extremely sturdily built, so they have devised a plan to eliminate it. They have split into three teams – the largest group will keep the Judges busy, one of the pirates will head towards the control cab in order to destroy the robot driver and the final group will make for the car parking bay with the idea of setting fire to the refuelling terminal. However, they are not the most organised or co-operative team. Many of the individual members have their own ideas and agendas, which may make the task much more difficult than they first

thought. Currently, seven pirates make up the feared crew of the sky truk *Ace of Crows*. Three (Captain Bloodmire himself, along with Kuthbert Dribble and Jim 'No Relation' Grubb) have already arrived on the landing pad, swinging down on ropes while the sky truk passed overhead. The other four (Elvis Balls, Abigail Rocketblast, Hugh Phew and Barney Magoo) remain aboard the *Ace of Crows* for the time being.



Captain Bloodmire

The leader of the Bloodmire Crew, 'Captain' Hornblower Bloodmire regards himself as the reincarnation of Long John Silver, not realising the legendary pirate's fictional status. He is dressed as an 18th century pirate, with a long red coat, breeches and high boots, although he has decided not to make use of authentic pirate weapons in favour of a sawn-off stump gun and a big club. He has long hair and a large beard, which he will occasionally set on fire in order to look more fearsome. He longs for the notoriety of the ancient pirates, but has become rather a victim of his own success – he has never left any of his victims alive to spread the word of his activities.

Citizen 8/Street Pirate 4; HD 8d6+4d10+27 (65 hp); Init +2 (+2 Dex); Spd 30 ft.; DV 21 (+10 Ref, +1 Dodge); Attack +14/+9 melee (club 1d8+3/0), +12/+7 ranged (sawn-off stump gun 2d6/2); Fort +5, Ref +10, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 14.

Prior Life: Goon

Skills & Feats: Appraise +8, Balance +17, Climb +13, Drive +12, Intimidate +17, Jump +15, Pilot +12, Ride +12, Search +8, Spot +8, Tumble +17; Control Crash, Dodge, Improved Resist Arrest, Lightening Reflexes, Resist Arrest, Toughness, Weapon Focus (club)

Possessions: Club (1d8/0), Sawn-off stump gun (2d6/2), bandolier with 60 stump gun cartridges, grappling hook, 50 feet of rope.

Tactics: Bloodmire has disembarked onto the landing pad and will lead the attack on the refuelling terminal, making his way down the emergency stairs. He will attack and attempt to kill anyone that he meets on the way.

Elvis Balls

The youngest and least experienced member of the crew, Elvis is determined to prove himself to his companions. He has recently been inspired after watching an illegal Tri-D recording of the legendary Supersurf 7, said to be the most incredible display of skysurfing in history, and has become convinced that he will be the next Chopper, able to pull death defying stunts with contemptuous ease. He has acquired a powerboard, but is rapidly realising that the incredible manoeuvres that Marlon Shakespeare performed with no apparent effort are far from easy. He is dressed in a tight fitting surfsuit and all the accessories, but lacks the svelte physique that such an outfit generally requires to look good.



Citizen 6/Street Pirate 1; HD 6d6+1d10+3 (24 hp); Init +1 (+1 Dex); Spd 30 ft.; DV 16 (+6 Ref); Attack +6 melee (las-saw 1d8/10), +6 ranged (antique revolver 2d6/4); Fort +2, Ref +6, Will +2; Str 13, Dex 12, Con 10, Int 9, Wis 7, Cha 10.

Prior Life: Punk

Skills & Feats: Balance +9, Bluff +6, Climb +7, Craze (skysurfing) +11, Drive +9, Intimidate +8, Jump +11, Listen +1, Spot +1, Streetwise +4, Tumble +7; Combat Reflexes, Control Crash, Lightening Reflexes, Sure Grip, Toughness

Possessions: Las-Saw (1d8/10), Antique Revolver (2d6/4), bullet belt containing 30 revolver bullets, Stigcorps Hurricane X1 Power Board

Tactics: Elvis has been assigned to the group that is supposed to keep the Judges occupied. However, he has determined that now is exactly the right time to make a do-or-die attempt to impress the rest of the crew and has formulated a suitably spectacular manoeuvre. Immediately after the window is blasted out, he will fly out of the back of the sky truk, heading at full throttle towards the window. He intends to fly through

Soundbite - Captain Bloodmire

'Harrrrr!'

Included at least twice in every sentence he ever says

'Avast, shiver me cockles and splice me mainbrace! Ye scurvy sons o' slabwalkers!'

General remark

the gap, bring his board to a halt and attack the Judges in hand-to-hand combat with his las-saw. However, such a manoeuvre requires a Craze (skysurfing) check at DC 30, which is almost beyond his abilities. Failure will result in him hurtling through the window at 250 mph, impacting against the opposite wall.

Abigail Rocketblast

The brains of the Bloodmire crew rest with its only female member, Abigail Rocketblast. She has taken it upon herself to co-ordinate all the group's raids, always coming up with elaborate plans – which no one takes much notice of, much to her irritation. She is extremely militaristic in both manner and appearance, dressing in camouflage pattern coveralls and makes sure that her weapons and equipment are well maintained. She speaks only in terse, command-like barks.

Citizen 6/Street Pirate 3; HD 6d6+3d10+9 (43 hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 19 (+8 Ref, +1 Dodge); Attack +7/+2 melee (knife 1d6/2), +8/+3 ranged (spit gun 2d6/6); Fort +3, Ref +8, Will +5; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 12.

Prior Life: Citi-Def Soldier

Skills & Feats: Balance +7, Bluff +7, Climb +6, Computer Use +7, Concentration +7, Craze (jet packing) +13, Drive +11, Knowledge (military) +10, Intimidate +13, Jump +10, Pilot +7, Ride +7, Streetwise +11, Tumble +9; Control Crash, Dodge, Improved Initiative, Iron Will, Lightening Reflexes

Possessions: Knife (1d6/2), Spit Gun (2d6/6), two 30-round spit gun magazines, sport armour (DR 5), helmet, Kohinsayer Greasy Lightning Jet Pack

Tactics: Rocketblast is also part of the team that is supposed to take care of the Judges, although she will take the task rather more seriously than her comrades. She will remain aboard the Ace of Crows, using her spit gun in an attempt to pick

off any Judges who move into her line of fire. She will then fly onto the Big Mo using her jet pack, land on the landing pad and try to make her way to a secure position where she can keep the Judges pinned down, preferably preventing them from reaching the access cluster. If all looks lost (particularly if Captain Bloodmire is killed or incapacitated, or the Ace of Crows is destroyed), she will make her way to the landing pad and escape on her jet pack.

Hugh Phew

Tall, lanky and rather gormless looking, Hugh Phew appears to be a rather vapid non-entity with little or no personality of his own. He tries very hard to make everyone like him, which generally means that he will agree with everything that anyone says to him, even if it means contradicting himself repeatedly. He is dressed in rather drab, non-descript clothing and gives the impression that he is immediately forgettable.

Citizen 5/Street Pirate 2; HD 5d6+2d10+10 (36 hp); Init +1 (+1 Dex); Spd 30 ft.; DV 16 (+6 Ref); Attack +5 melee, +7 ranged (heavy spit gun 3d6/8); Fort +2, Ref +6, Will +0; Str 11, Dex 12, Con 13, Int 10, Wis 8, Cha 7.

Prior Life: Goon

Skills & Feats: Balance +6, Climb +5, Concentration +7, Drive +11, Intimidate +8, Jump +8, Pilot +7, Ride +7, Search +3, Streetwise +7, Technical +6, Tumble +6; Control Crash, Heavy Weapon Proficiency, Lightening Reflexes, Point Blank Shot, Toughness

Possessions: Twin-linked Heavy Spit Gun (3d6/8), Hand Gun (3d6/4)

Tactics: Hugh has been set the task operating the twin-heavy spit gun mounted at the rear of the Ace of Crows. He is supposed to be shooting at the Judges (and Vinegar-Strokes if he is still alive), but is more than happy to fire at the Big Mo if no other target presents itself.

Barney Magoo

The pilot of the Ace of Crows, Barney Magoo is a mercenary who usually operates a freelance perp running operation, but has recently decided to branch out into the more profitable area of street piracy. However, he has quickly come to realise that his new comrades seem to be more than a little insane and far more bloodthirsty than he could ever be. He would be more than happy to abandon them if he felt he could get away with it. He is a short, rotund man with a straggly beard and hair that appears to be a very obvious toupee (it is, however, his real hair). He wears a baggy orange flight suit and is rarely seen away from the controls of his craft.

Citizen 5; HD 5d6+5 (22 hp); Init +3 (+3 Dex); Spd 30 ft.; DV 14 (+4 Ref); Attack +5 melee, +6 ranged (zip gun 2d8/4); Fort +2, Ref +4, Will +1; Str 14, Dex 16, Con 13, Int 11, Wis 10, Cha 7.

Prior Life: Perp Runner.

Skills & Feats: Appraise +4, Computer Use +4, Concentration +5, Drive +9, Hide +11, Listen +6, Move Silently +11, Pilot +13, Ride +9, Spot +6, Streetwise +8, Technical +8; Alertness, Control Crash, Emergency Stop, Skill Focus (pilot).

Possessions: Zip gun (2d8/4), The *Ace of Crows* (See below).

Tactics: Magoo is a skilled pilot but is cowardly by nature. He is supposed to keep the Ace of Crows near to the Big Mo so that he can swoop in and evacuate any pirates that make it back onto the landing pad, but he has spent his entire adult life as a perp runner, surviving by fleeing at the first sign of Justice Department interference. He does not like hanging round while the Judges are nearby. He will only keep the Ace of Crows hovering for a maximum of five minutes (50 rounds); although he will flee earlier if the Ace of Crows becomes a target for the Judges' firepower.

The Ace of Crows

A heavily modified sky truk utilised by the Bloodmire Crew. The squat vehicle has been painted jet black and equipped with angular plating to deflect radar and scanning beams, as well as a wide array of systems to improve its speed and manoeuvrability. There is a pair of twin-linked heavy spit guns mounted by the large rear doors, but the craft is otherwise unarmed. It is usually piloted by Barney Magoo.

Size: Huge; **Defence Value:** 7; **Damage Reduction:** 14; **Hit Points:** 275; **Speed:** 550 (fly); **Weapons:** Twin-linked Heavy Spit Gun 2d6/8 (Rr); **Crew:** 1; **Passengers:** 8; **Cargo Capacity:** 5 tons.

Modifications: Active Aerodynamics, Extended Passenger Capacity (six extra seats), Turbo Boost.

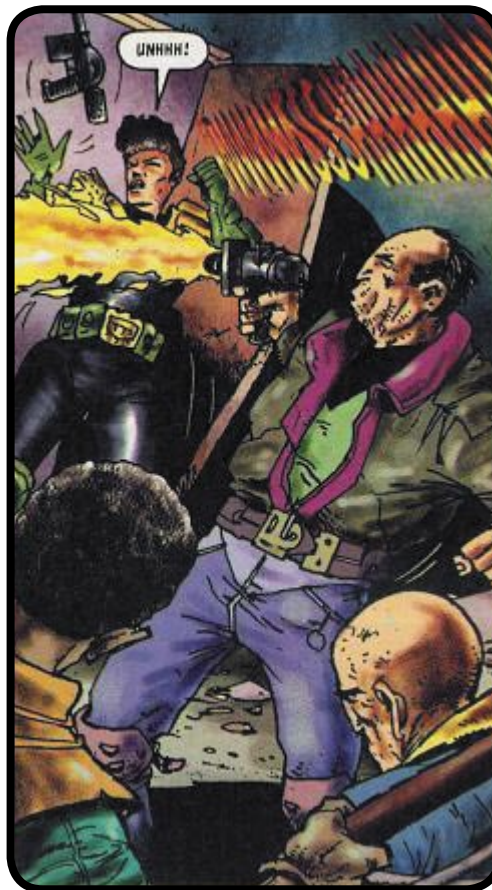
Kuthbert Dribble

Wild haired and wild eyed, Kuthbert Dribble gives the impression that he is suffering from a particularly severe episode of Future Shock Syndrome. Appearances can be deceptive. He is not a futsie, but he *is* a dangerous and unpredictable psychotic pyromaniac. Fire is his life – he worships and adores flame, existing only to start new fires and bathe in the heat of a new conflagration. He makes even the other members of the Bloodmire Crew nervous. He has long, red hair that sticks out at weird angles and wears rather unremarkable (if somewhat singed in places) street clothes – t-shirt, jeans and synthi-leather jacket.

Citizen 7/Street Pirate 3; HD 7d6+3d10+23 (58 hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 18 (+8 Ref); Attack +9/+4 melee (las-knife 1d6+1/10), +9/+4 ranged (pyrotechnic pistol 1d6/-); Fort +5, Ref +8, Will +4; Str 13, Dex 13, Con 14, Int 12, Wis 13, Cha 8.

Prior Life: Goon.

Skills & Feats: Balance +6, Bluff +5, Climb +6, Concentration +8, Drive +9, Hide +9, Intimidate +12, Jump +9, Listen +7, Medical +5, Move Silently +9, Search +9, Spot +7, Streetwise



+9, Technical +9, Tumble +6; Control Crash, Improved Initiative, Improved Resist Arrest, Lightening Reflexes, Resist Arrest, Toughness
Possessions: Las knife (1d6/10), pyrotechnic pistol (see below), five fire bombs, canister of fuel (enough to reload his pyrotechnic pistol five times, although he may also use it as an improvised Molotov cocktail. This will require a full round action to ready, and will detonate with the force of a fire bomb with a 15-foot Area of Effect per remaining pistol blast. For example, if he has two reloads remaining, the Molotov will have a 30-foot Area of Effect), sucker gun (1d4/0).

Tactics: Dribble will accompany Captain Bloodmire, heading towards the car parking bay, which he cheerfully intends to set alight. However, he will pause on the way to set light to anything he feels would be improved by the addition of fire. This can be almost anything, but he will be particularly taken with the glass elevator to the mezzanine level in the shopping mall, especially if there are people inside it at the time.

Jim 'No Relation' Grubb

Every gang and criminal organisation in Mega-City One seems to include a large, lumbering thug who's sole task is to look as intimidating as possible. The Bloodmire Crew is no exception; Jim 'No Relation' Grub is a huge, muscle-bound oaf who is almost the archetypal brutish thug. He wears a suit of workman's coveralls that are obviously several sizes too small for his massive frame, along with a set of ill-fitting pad armour and big boots.

Citizen 9; HD 9d6+30 (60 hp); Init +0 (+0 Dex); Spd 30 ft.; DV 13 (+3 Ref); Attack +11/+6 melee (club 1d8+5/0), +7/+2 ranged (double-barrelled stump gun 2d6/2); Fort +9, Ref +3, Will +3; Str 19, Dex 10, Con 17, Int 7, Wis 4, Cha 10.

Prior Life: Goon.

Skills & Feats: Balance +8, Bluff +4, Drive +4, Hide +4, Intimidate +12, Jump +9, Listen

Flamethrower, General Arms Pyrotechnic Pistol

A pyrotechnic pistol is a small, pistol-sized flamethrower that sprays a 10-foot long blast of fire in a 60-degree arc in front of the user, causing 1d6 fire damage to all targets in the area. A successful Reflex save (DC 15) will halve this damage. A character failing this check is set alight, suffering 1d6 points of damage for the next 1d6 rounds until the fire is extinguished. Alternatively, a pyrotechnic pistol burst can be used to automatically start a Medium sized fire. Pyrotechnic pistols draw their ammunition from a small reservoir, holding only enough fuel for a single blast. Refilling the reservoir is a move equivalent action.

Weapon	Size	Cost	Black Market Cost	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Ammo	Range Increment	Weight	Type
Flamethrower, General Arms Pyrotechnic Pistol	Small	5,000 cr.	10,000 cr.	1d6 *	-	*	-	1	1	10 ft. max	8 lb.	Projectile

+9, Move Silently +4, Ride +4, Search +8, Spot +9, Streetwise +5; Endurance, Great Fortitude, Improved Recovery, Toughness, Weapon Focus (double-barrelled stump gun)

Possessions: Club (1d8/0), double-barrelled stump gun (2d6/2), 2 hi-ex packs (2d10/16), pad armour (DR 4), bandolier with 60 stump gun cartridges.

Tactics: No Relation has been given a pair of hi-ex packs and charged with the important task of destroying the robot driver and the control cab.

Unfortunately for him, no one thought to give him directions. He initially assumes that it can be accessed from the car parking bay and follows Captain Bloodmire and Kuthbert Dribble. When he finds that he is in the wrong place, he decides that it must be on the Staff Only level four. As soon as he discovers that this is also wrong, he will make for the Shopping Mall and examine the large map that dominates the wall near the access cluster – which only has public areas marked. He will spend a while pondering the situation before

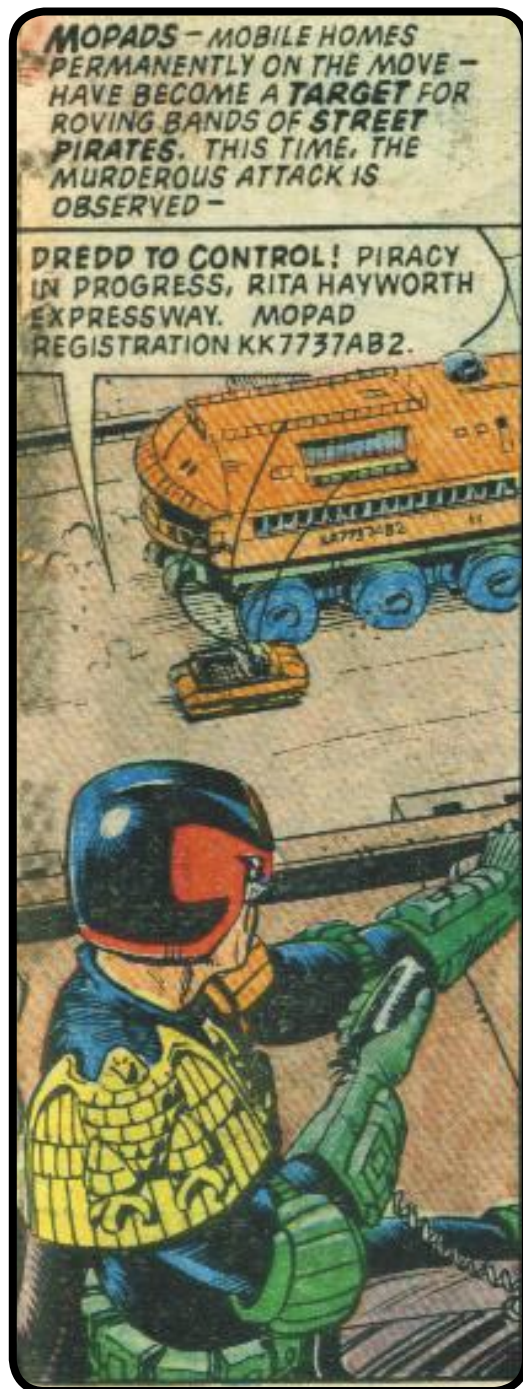
loosing his temper and lashing out at the nearest object, be it a servo-droid, a citizen or even a Judge.

The pirates intend the raid to be a relatively straightforward in and out operation. Once they have completed their objectives, they are supposed to make their way back onto the landing pad so that they can be picked up by the Ace of Crows and make their escape. However, the squad is far too disorganised and chaotic for anything to go according to plan and the assault will soon degenerate into an every man for himself situation, with or without the interference of the Judges.

What Happens Next?

Once the pirates have been dealt with, the Judges should have several leads to future investigations. Depending what evidence they have uncovered and who is still alive at the end of the assault, they should have several potential leads – or red herrings. They may have evidence against a powerful mob boss and there is still Christopher Emery's unfortunate death to investigate. They may even decide to venture into the Sector's Sino-Town district to investigate the ritualistic aspects of the killing. Maybe the long lost hand gun could finally bring the perpetrator of a long cold case to justice.





Appendix New Prestige Class - The Street Pirate

The roadways of Mega-City One form an incredibly complex system; a great tangled web that connects every single city block to its neighbours. No one has ever calculated exactly how much road is to be found within the confines of the vast megatropolis, but some have placed the figure at *billions* of miles of twisting, convoluted strands of rockcrete and plastine surfaces, all filled with vehicles of various shapes and sizes. Most of the residents of the great city tend to avoid spending any more time on the roads than they have too, only travelling outside of their blocks when it is absolutely necessary, although a few actually spend their entire lives travelling endlessly on the great transit system. Some 16 million citizens are homed aboard great Mo-Pads, essentially mobile apartments, the unfortunate victims of the chronic overcrowding in the city blocks that forced them long ago to take to the roads. Most would be happy to swap their mobile homes for a single room in a city block, but a few are resigned to the fact that they will be stuck on the roads for the rest of their lives. Indeed, some families of mo-padders have spent some three generations on the road, going nowhere at 200 miles an hour.

The Megaways are more or less immune to many of the crimes that plague the city blocks. However, many new types of crimes have evolved to fill the gap and they tend to be even more lethal. Car theft has become almost an epidemic,

with perps able to easily counteract every security measure that the automobile manufacturers can come up with. However, having your car stolen is often the least of your problems in somewhere like Mega-City One. There are dozens of ways for a perp to make a lucrative business on the Megaways. Wreckers, for example, engineer massive pile-ups on busy junctions, swooping down to trawl through the wreckage for valuables before vanishing at the first hint of a Judge's siren. Red light gangs are carjackers that jump aboard vehicles that are stopped at traffic lights. However, it is the street pirate that is the most feared, particularly among the mo-pad population.

Street pirates make their living by raiding large vehicles. Some prefer to launch raids against large freight vehicles, boarding juggers in order to steal their valuable cargo. However, this is a risky business as the theft will be discovered almost immediately. Many pirates prefer to raid mo-pads. These huge travelling vehicles endlessly circle the road networks, sometimes following the same route for years. A standard street pirate tactic is to jump aboard a mo-pad, slaughter everyone aboard and steal their valuables at leisure. The vehicle is then left on automatic to continue on



its never-ending journey. The crime is therefore not usually discovered until the vehicle runs out of fuel and crashes, some considerable time later. Street pirates range in style from the outlandish to the ice-cool professional, but their methods are all more or less the same.

Hit Dice: d10

Requirements

To qualify to become a street pirate, a citizen must fulfil all the following criteria.

Skills: Balance 4 ranks, Climb 4 ranks, Drive 8 ranks, Intimidate 6 ranks, Jump 8 ranks and Tumble 4 ranks.

Feats: Control Crash and Lightning Reflexes

Class Skills

The street pirate's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craze (Varies), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Pilot (Dex), Ride (Dex), Search (Int), Spot (Wis), Streetwise (Wis), Technical (Int) and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

All the following are class features of the street pirate prestige class.

Boarding Action: By the time that the street pirate reaches 2nd level, he has become highly skilled at the incredible acrobatics required to jump on and off vehicles that are moving at extremely high speed. The character may add his street pirate class level as a circumstance bonus to all Balance, Jump and Tumble skill checks when he is attempting to jump onto or between fast moving vehicles.

Bonus Feat: At 4th level, the street pirate gains a bonus General feat of his choice.

Interceptor: Street pirates learn to latch onto a potential target and stick with it, no matter what even if it takes evasive action. At 5th level, the street pirate has become adept at chasing and pursuing victims on the megaways. As long as the street pirate is involved in pursuing a target, he may add double his street pirate class level as a circumstance bonus to all Drive, Pilot or Ride checks to make manoeuvres when chasing another vehicle.

Sling Yer Hook: Street pirates inevitably make use of ancient methods of boarding their targets; slinging grappling hooks and ropes and climbing aboard. At 1st level, this has become almost second nature and the character is able to almost instinctively hit when trying to connect a grapple



with a solid surface. The street pirate receives a +6 circumstance bonus to any attack roll when using a claw grapple, grappling hook or sucker gun.

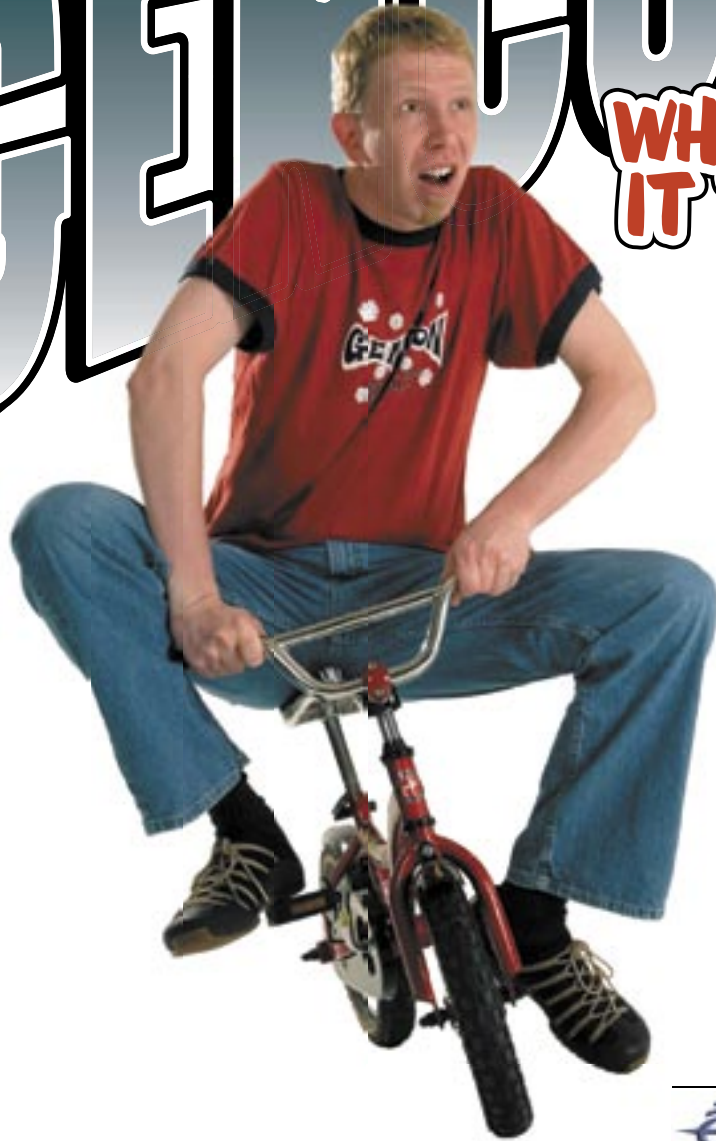
Speed Roll: Spending their careers jumping between fast moving vehicles is an extremely risky business and it is a very fortunate street pirate who has never suffered a fall. By the time the street pirate reaches 3rd level, he has learned to roll from a fast moving vehicle in such a way that he takes the minimal damage. The character gains the Judge feat Speed Roll as a bonus feat, even if he does not meet the prerequisites.

The Street Pirate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Sling Yer Hook
2	+2	+0	+3	+0	Boarding Action
3	+3	+1	+3	+1	Speed Roll
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Interceptor

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