

d20 MODERN™ NETBOOK OF FAMOUS CHARACTERS

A d20 System™ Licensed Product

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Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

Current version: 1.23 (formatting changes, updated timelines)

This all started with the “M*A*S*H d20 Modern” thread that I created on the Wizards of the Coast d20 Modern board, the ENWorld d20 Systems board, and the Malodorous Goat d20 Beyond the Mists board, all of which received high praise from those communities. With some encouragement, I decided to compile everything I had into a net book, along with the other creations I already had: Forrest Gump, Indiana Jones, and James Bond.

Since I would like this resource to see use in almost any d20 Modern game, I prefer to not include one-shot, self-contained movies; rather, I would like long-running series shows, or movies that have room for expansion or may be encountered in historical campaigns (like Indiana Jones).

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James Bond: 007, Q, Scaramanga, and Jaws

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Gilligan’s Island: Gilligan, Skipper, Thurston, Lovey, Ginger, Professor, and Mary-Ann

Tremors: The graboid, shrieker, and assblaster

Austin Powers: Austin and Dr. Evil, the laser shark, and the mutated sea bass

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Jay & Silent Bob: The title characters.

Single Characters: Indiana Jones, Forrest Gump, Jack Burton, Jason Voorhees, Xander Cage, John McClane, Connor MacLeod, Roland of Gilead.

Other Resources: The toonie; the Gunslinger, Preacher, and Slasher advanced classes; the corpse, immortal, and FK vampire templates; and a collection of artefacts

References: The source material used in the creation of these characters

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M*A*S*H

“War does not determine who is right, only who is left.”

— *Bertrand Russell*

Partial Timeline of the Korean War

25 June 1950: The Korean People's Army crosses the 38th Parallel and attacks the Republic of Korea (South Korea) on multiple fronts.

27 June 1950: United Nations passes Resolution 83, urging member states to aid South Korea.

5 – 12 July 1950: North Korean armoured divisions overrun ill-equipped American forces in the Battles of Osan, Pyongtaek, Chonan, and Chochiwon.

12 August 1950: US Air Force drops 625 tons of bombs on North Korea. That number will increase two weeks later to 800 tons daily.

Late August 1950: Korean People's Army pushes ROK forces back to Pusan and slaughters South Korean intelligentsia in occupied territory.

4 August – 15 September 1950: UN forces hold the line in the Battle of Pusan Perimeter.

10 – 19 September 1950: American forces capture Inchon with an amphibious assault.

22 – 25 September 1950: Second Battle of Seoul ends with the liberation of the city.

19 October 1950: UN forces capture Pyongyang.

25 October 1950: The Chinese enter the war, winning the Battles of Onjong and Unsan.

1 November 1950: The MiG-15 enters the war with disguised Russian pilots at the controls.

6 December 1950: US military leadership discusses strategy against Chinese forces, including scenarios for the deployment of atomic bombs.

25 November – 2 December 1950: Chinese victory at the Ch'ongch'on River prompts UN commanders to withdraw troops south of the 38th Parallel.

27 November – 13 December 1950: Chinese win Pyrrhic victory in the Battle of Chosin Reservoir.

7 January 1951: Third Battle of Seoul; UN forces abandon Seoul to the Chinese in order to regroup.

13 – 15 February 1951: UN victory at Chipyong-ni marks farthest extent of Chinese advance.

16 February 1951: UN naval forces blockade Wonsan until the armistice.

14 March 1951: Operation Ripper; UN troops retake Seoul without a fight.

11 April 1951: President Truman replaces General Douglas MacArthur with Lt. Gen. Matthew Ridgway as Supreme Commander of Allied Forces in Korea.

22 – 25 April 1951: Battle of Kapyong; two Commonwealth battalions repulse a Chinese division.

30 May 1951: UN forces retake Line Kansas north of the 38th Parallel.

10 July 1951: Armistice negotiations begin at Kaesong while the war descends into a stalemate.

13 September – 15 October 1951: Battle of Heartbreak Ridge.

1 December 1951: The Gloster Meteor proves its obsolescence in the Battle of Suncheon.

23 – 24 June 1952: UN attack on the Sui-ho Dam knocks out power in North Korea for two weeks.

6 – 15 October 1952: South Korean and Chinese forces trade White Horse Hill twenty-four times.

27 April 1953: Operation Moolah; the US offers \$50,000 and political asylum to any Communist pilot who can deliver a MiG-15 jet.

March – July 1953: UN and Chinese forces trade victories in two battles for Pork Chop Hill.

24 – 26 July 1953: The People's Volunteer Army loses 2,000 – 3,000 men in the Battle of Samichon River.

27 July 1953: North and South Korea sign the Armistice Agreement in Panmunjom. The Korean Demilitarized Zone is established as the border between north and south.

Today: North Korea continues to violate the Armistice Agreement with conventional and unconventional attacks on the South.

CAPTAIN BENJAMIN FRANKLIN “HAWKEYE” PIERCE

“I’ll heal their wounds, treat their wounds, bind their wounds, but I will not inflict their wounds!”

Male human Dedicated hero 5/Charismatic hero 1/Field Medic 5: CR 11; Medium humanoid (human); HD 5d6+10 plus 1d6+2 plus 5d8+10; hp 70; Mas 15; Init +1; Spd 30 ft.; Defence 17 (+1 Dex, +6 class); BAB +5; Grap +6; Full Atk +6 melee (1d4+1 nonlethal, unarmed strike); AL oath, good, group; SV Fort +12, Ref +4, Will +11; AP 4; Rep +5; Str 12, Dex 12, Con 15, Int 16, Wis 17, Cha 16.

Skills: Bluff +9, Concentration +9, Craft (pharmaceutical) +15, Gamble +10, Knowledge (current events) +14, Knowledge (earth and life sciences) +19, Knowledge (popular culture) +12, Profession (doctor) +17, Research +9, Search +8, Spot +14, Treat Injury +24.

Feats: Alertness, Educated (current events, earth and life sciences), Great Fortitude, Iron Will, Medical Expert, Simple Weapons Proficiency, Surgery, Track, Vehicle Expert.

Occupation: Doctor (Search, +1 Treat Injury).

Talents: Healing knack, healing touch 1, healing touch 2 (*Dedicated*) charm women (*Charismatic*) medical specialist +2, expert healer, medical mastery (*Field Medic*).

Possessions: US Army uniform (ca. 1950), medical kit, surgery kit, the Still, footlocker of dirty magazines.

Benjamin Franklin Pierce was born in Crabapple Cove, Maine sometime in the 1920’s to Dr. Daniel Pierce and an unknown mother, who died when Ben was ten. Ben may have a sister, or somebody he treats like a sister. Ben’s father, a devotee of the novel “The Last of the Mohicans,” he gave his son the nickname “Hawkeye,” which is used more often than his actual given name.

Hawkeye went into medicine at an early age, making deliveries from Ballinger’s Drugstore on his bicycle and doing his residency in Boston where he met John McIntyre. When the US Army entered the Korean conflict, Hawkeye was drafted. He was sent to the 4077 Mobile Army Surgical Hospital under the command of Lieutenant Colonel Henry Blake, and roomed with Captain “Trapper” John McIntyre and Major Frank “Ferret Face” Burns in a tent referred to as “The Swamp.”

Hawkeye is on call at all times to perform meatball surgery for hours at a stretch in barely sanitary conditions, but he still finds the energy to come up with verbal jabs at Frank and his extramarital relationship with the head nurse, Major Margaret “Hot Lips” Houlihan. He is extremely dedicated to the preservation of human life, very much against the war, and has an avowed dislike of guns.

COLONEL SHERMAN TECUMSEH POTTER

“Sometimes, I think it should be a rule of war that you have to see somebody up close and get to know him before it’s okay to shoot him.”

Male human Dedicated hero 5/Soldier 2/Field Medic 5: CR 12; Medium humanoid (human); HD 5d6 plus 2d10 plus 5d8; hp 66; Mas 12; Init +2; Spd 30 ft.; Defence 19 (+2 Dex, +7 class); BAB +6; Grap +6; Full Atk +11/+6 ranged (2d6, Colt M1911A1); AL oath, group, organization; SV Fort +9, Ref +6, Will +12; AP 10; Rep +4; Str 11, Dex 15, Con 12, Int 19, Wis 19, Cha 16.

Skills: Concentration +9, Craft (visual art) +13, Craft (pharmaceutical) +15, Diplomacy +8, Handle Animal +10, Knowledge (current events) +6, Knowledge (earth and life sciences) +19, Knowledge (history) +12, Knowledge (tactics) +12, Profession (doctor) +14, Ride +11, Search +9, Spot +15, Survival +13, Treat Injury +23.

Feats: Advanced Firearms Proficiency, Animal Affinity, Archaic Weapons Proficiency, Combat Expertise, Educated (earth and life sciences, tactics), Iron Will, Medical Expert, Mounted Combat, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery.

Occupation: Military (+1 Knowledge [tactics], Survival, Personal Firearms Proficiency).

Talents: Healing knack, healing touch 1, healing touch 2 (*Dedicated*) weapon focus (Colt M1911), Weapon Specialization (*Soldier*) medical specialist +2, expert healer, medical mastery (*Field Medic*).

Possessions: Sophie (horse), saddle, bit and bridle, painting materials, medical kit, surgical kit, Colt M1911A1, US Army uniform (ca. 1950), photograph of Mildred, painting of Father Mulcahy, painting of Charles, two paintings of Hawkeye, painting of BJ, painting of Klinger, painting of Radar, self-portrait, painting of Harry Truman, painting of his own thumb.

Sherman T. Potter was born in Hannibal, Missouri in 1890. He joined the US Cavalry at fifteen and served during the Great War. He is married to Mildred Potter; they have a son and daughter, two grandchildren, and numerous in-laws and other relations. He is also ¼ Cherokee.

Colonel Potter started doing surgery in 1932, and came to the 4077th after the departures of Lieutenant Colonel Henry Blake and Captain John McIntyre. The regular army colonel adjusted to the 4077th and made it his own, despite attempts by Major Frank Burns to usurp command during his absences.

Potter ran the 4077th with a firm hand. Unlike Colonel Blake, Potter was regular army and did not suffer fools gladly. He would not hesitate to put his foot down when he felt things were getting out of hand. He also did not find jokes about his age amusing. He understood the hellish environment the front-line hospital faced; where another man may have disciplined Hawkeye and BJ for maintaining a distillery, Potter gave them advice on how to increase the still’s yield from his own experience in Guam. In time, Potter came to view the personnel as part of his family.

Potter is semi-famous for his “Potterisms,” creative expletives like “Horse hockey” and “Mule fritters,” and his painting skills; during his time at the 4077th, Potter painted at least ten portraits, including a close-up of his own thumb.

CORPORAL WALTER EUGENE “RADAR” O’REILLY

“I don’t think this place is turning out to be that great an experience for me. I mean I work under terrible pressure and everything and there’s a lot of death and destruction and stuff but outside of that I don’t think I’m really getting much out of it.”

Male human Dedicated hero 4: CR 4; Medium humanoid (human); HD 4d6; hp 15; Mas 10; Init +2; Spd 30 ft.; Defence 15 (+2 Dex, +3 class); BAB +3; Grap +3; Full Atk +4 melee (1d6 nonlethal, unarmed strike); AL group; SV Fort +2, Ref +3, Will +8; AP 6; Rep +2; Str 10, Dex 14, Con 10, Int 14, Wis 19, Cha 15.

Skills: Bluff +5, Diplomacy +8, Handle Animal +10, Knowledge (current events) +7, Knowledge (popular culture) +7, Listen +10, Repair +4, Sense Motive +12, Speak Korean, Spot +10.

Feats: Animal Affinity, Attentive, Brawl, Dodge, Horse Trading, Iron Will, Simple Weapons Proficiency.

Occupation: Rural (Handle Animal, Repair, Brawl).

Talents: Empathy, intuition (*Dedicated*).

Possessions: US Army uniform (Ca. 1950), teddy bear, collection of Captain Marvel comics, collection of National Geographic magazines.

Walter Eugene O’Reilly was born in Ottumwa, Iowa, sometime in the late 1930’s. His father died when he was little, so his mother Edna raised him with the help of her brother, Uncle Ed. Walter has a brother, a sister, and a large extended family.

Because of his uncanny ability to predict events shortly before they happen, Walter received the nickname “Radar.” Walter enlisted in the US Army at eighteen, hoping to get into the Marines, but he failed the Marines physical.

The army sent him to the 4077th MASH to serve as company clerk during the Korean War. He performed his duties so efficiently that the unit would grind to a halt without him and effectively did when Radar was unavailable.

Radar received a hardship discharge when he learned that Uncle Ed had died, allowing him to return to Iowa. He fought it, thinking he was more useful in Korea, but he realized he had a responsibility to his mother and he headed home. He left his teddy bear with the 4077th, which was later placed in a time capsule to represent the innocence lost during the war.

Some time after returning home, Radar joined his local police force.

MAJOR FRANK MARION “FERRET FACE” BURNS

“The way I see it, unless we each conform, unless we follow our leaders blindly, there is no possible way we can remain free.”

Male human Dedicated hero 3/Field Medic 1: CR 4; Medium humanoid (human); HD 3d6 plus 1d8; hp 24; Mas 11; Init +0; Spd 30 ft.; Defence 13 (+0 Dex, +3 class); BAB +2; Grap +2; Full Atk +2 ranged (2d6, Colt M1911A1); AL self, country; SV Fort +4, Ref +1, Will +6; AP 5; Rep +2; Str 11, Dex 11, Con 11, Int 16, Wis 15, Cha 9.

Skills: Bluff +2, Concentration +3, Craft (pharmaceutical) +12, Gamble +9, Knowledge (business) +12, Knowledge (earth and life sciences) +12, Profession (doctor) +12, Spot +9, Treat Injury +14.

Feats: Educated (business, earth and life sciences), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Doctor (+1 Craft [pharmaceutical], +1 Treat Injury).

Talents: Healing knack, skill emphasis (Profession [doctor]) (*Dedicated*) medical specialist +1 (*Field Medic*).

Possessions: US Army uniform (ca. 1950), Colt M1911A1, photograph of Louise, several of Major Houlihan’s unmentionables, ivy-covered house, two cars.

Frank Marion Burns was born in Fort Wayne, Indiana, on an April 13th sometime in the 1920’s. He is married to Louise Burns and has three daughters. He also has a brother.

Frank claims to be a red-blooded American and holds the values of America near and dear to his heart. He is a hypocrite, xenophobe, and adulterer. Since arriving at the 4077th, he engaged in a torrid affair with Major Margaret Houlihan, never mentioning her to his wife and fabricating excuses to feed to her after Louise found out. Frank feels that non-Americans are less deserving, and regardless of how badly injured they are, he will refuse to operate on a North Korean or Chinese soldier until all Allied casualties are taken care of first. He will accuse anyone of communist sympathies at the drop of a hat.

Frank is also a greedy power-monger; whenever the commanding officer (Henry or Col. Potter) took leave, Frank attempted to recreate the 4077th in his own image (“Seven days, Colonel? God created the Universe in seven days.”). He demands every enlisted man salute him, even when he treats them like something served in the mess tent.

When Major Houlihan returned from Tokyo and announced her engagement to Lieutenant Colonel Donald Penobscott, Frank had a nervous breakdown. During leave in Tokyo after Margaret and Donald’s marriage, he followed a couple who he believed were Margaret and Donald and jumped into their spa; it was a US Army general and his wife. Frank was sent home with pending charges pressed by the general. The Army dismissed all charges against him, assigned him to a veterans’ hospital, and promoted him to Lieutenant Colonel. The 4077th received Major Charles Winchester as a temporary (later permanent) replacement.

CORPORAL/SERGEANT MAXWELL Q. KLINGER

“Colonel Potter, sir! Corporal Klinger! I’m Section Eight, head to toe! I’m wearing a Warner bra; I play with dolls; my last wish is to be buried in my mother’s wedding gown! I’m nuts! I should be out!”

Male human Dedicated hero 2/Charismatic hero 1: CR 3; Medium humanoid (human); HD 2d6+4 plus 1d6+2; hp 18; Mas 14; Init +1; Spd 30 ft.; Defence 13 (+1 Dex, +2 class); BAB +1; Grap +2; Full Atk +3 melee (1d6+1 nonlethal, unarmed strike) or +3 ranged (2d8, M1 Garand); AL group, city; SV Fort +4, Ref +2, Will +4; AP 5; Rep +3; Str 12, Dex 12, Con 14, Int 16, Wis 15, Cha 14.

Skills: Bluff +12, Craft (tailoring) +8, Diplomacy +4, Disguise +10, Drive +6, Gather Information +3, Knowledge (current events) +8, Listen +7, Repair +8, Spot +7.

Feats: Advanced Firearms Proficiency, Brawl, Deceptive, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Blue Collar (Drive, Repair).

Talents: Skill emphasis (Bluff) (*Dedicated*) fast-talk +1 (*Charismatic*).

Possessions: US Army uniform (ca. 1950), M1 Garand, Toledo Mudhens jersey and cap, the Klinger Collection (lots of women’s clothing).

Maxwell Q. Klinger was born in Toledo, Ohio to Amos “Butch” Klinger and a Lebanese mother. Max has a sister, eleven uncles, and at least three cousins.

Max was drafted into the US Army and sent to Korea as a corpsman for the 4077th MASH. He’s a good soldier, but he’d rather be a good civilian. Unwilling to leave the Army by dishonourable discharge, he decided the easy way out was through a Section 8 “psycho discharge.” To that end, he has dressed in women’s clothing (and worked with it so much, it actually affected his sanity); worn a rubber reducing suit and fur coat during a heat wave; ate most of a Jeep; tried to exceed the Army’s weight limit; tried to join the Navy; tried to get hardship discharges with various combinations of family dying/pregnant excuses; had fake fainting spells; and far too many other attempts at getting out than can be listed.

When Radar accepted his hardship discharge, Klinger took over as company clerk. He needed time to adjust and make the job his own rather than try to imitate Radar’s way to doing things. When he found his niche, Klinger became just as effective as Radar at keeping the unit functioning.

He married Laverne Esposito via radio, but the long-distance relationship didn’t last; she and Klinger divorced, and she later married his friend Gus Nagy. At the end of the war, Klinger married a Korean refugee, Soon-Lee, and he stayed in Korea with her in order to help her locate her parents, who had gotten separated from her during their evacuation.

FATHER FRANCIS JOHN PATRICK MULCAHY

*“There’s no one singing war songs now like people used to do;
No “Over There,” no “Praise the Lord,” no “Glory Hallelu”;
Perhaps at last we’ve asked ourselves what we should have asked before;
With the pain and death this madness brings, what were we ever singing for?”*

Male human Dedicated hero 4/Preacher 4: CR 8; Medium humanoid (human); HD 4d6 plus 4d6+8; hp 50; Mas 12; Init +1; Spd 30 ft.; Defence 15 (+1 Dex, +4 class); BAB +5; Grap +6; Full Atk +8 melee (1d6+1, unarmed strike); AL group, faith; SV Fort +5, Ref +4, Will +12; AP 8; Rep +4; Str 13, Dex 13, Con 12, Int 16, Wis 18, Cha 18.

Skills: Craft (writing) +6, Decipher Script +10, Diplomacy +13, Drive +4, Knowledge (arcane lore) +6, Knowledge (behavioural sciences) +12, Knowledge (current events) +10, Knowledge (earth & life sciences) +6, Knowledge (theology & philosophy) +18, Listen +11*, Perform (keyboards) +7, Read/Write Language (Korean, Latin), Sense Motive +16, Speak Language (Korean, Latin), Spot +11, Treat Injury +6. *After the events of “Goodbye, Farewell, and Amen,” Mulcahy automatically fails Listen checks.

Feats: Brawl, Combat Expertise, Combat Martial Arts, Educated (behavioural sciences, theology and philosophy), Iron Will, Simple Weapons Proficiency, Trustworthy, Weapon Focus (unarmed strike).

Occupation: Religious (+1 Knowledge [theology and philosophy], +1 Sense Motive).

Talents: Skill emphasis (Knowledge [theology and philosophy]), faith (*Dedicated*) sermon, righteous fury 4/day, talk down 5/day (DC 18) (*Preacher*).

Possessions: US Army uniform (ca. 1950), boxing gloves, speed bag, religious effects, Tom Mix pocket knife.

Francis John Patrick Mulcahy was born in Philadelphia, Pennsylvania sometime in the 1920’s to alcoholic parents. He has a sister, Catherine, also known as Sister Maria Angelica, and several brothers. John is an avid boxer, and he went into the Catholic seminary after being inspired by chaplain Marty “Boom-Boom” Gallagher.

He was assigned to the 4077th MASH as chaplain, where he has provided religious guidance and a sense of stability. He holds services every Sunday, provides last rites for the deceased, and provides confession for those with burdens on their consciences. He is perhaps the most respected member of the staff.

Ordained a Jesuit priest, Father Mulcahy is able to perform services for various faiths, though he finds Southern Baptist sermons intimidating. He has no problem with the moral habits of others as long as they harm nobody. He found connections to the local black market and used them to obtain materials for the camp when needed.

At the end of the war, a wounded GI drove a tank into the compound and North Korean shelling threatened a makeshift POW camp, so Father Mulcahy went to free them. A shell landed right behind him and exploded. He suffered a mild concussion and the explosion had damaged his hearing. Eventually, he became all but deaf and after the war ended, he started working with the deaf.

MAJOR MARGARET “HOT LIPS” HOULIHAN

“Did you ever once show me any friendship? Ever ask my help in a personal problem? Include me in one of your little bull sessions? Can you imagine how it feels to walk by this tent and hear you laughing and know that I’m not welcome? Did you ever offer me a lousy cup of coffee?”

Female human Dedicated hero 4: CR 4; Medium humanoid (human); HD 4d6+4; hp 26; Mas 13; Init +1; Spd 30 ft.; Defence 14 (+1 Dex, +3 class); BAB +3; Grap +4; Full Atk +5 melee (1d6+1 nonlethal, unarmed strike) or +4 ranged (1d2, whip); AL group, country; SV Fort +3, Ref +2, Will +7; AP 5; Rep +2; Str 13, Dex 12, Con 13, Int 16, Wis 16, Cha 18.

Skills: Craft (pharmaceutical) +7, Diplomacy +7, Gamble +9, Intimidate +9, Knowledge (current events) +10, Knowledge (earth and life sciences) +10, Knowledge (tactics) +11, Sense Motive +10, Survival +8, Treat Injury +10.

Feats: Advanced Firearms Proficiency, Brawl, Confident, Iron Will, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Military (+1 Knowledge [tactics], +1 Survival, Personal Firearms Proficiency).

Talents: (*Dedicated*) empathy, improved aid another.

Possessions: US Army uniform (ca. 1950), unmentionables, whip.

Margaret Houlihan was born in an Army hospital sometime in the late 1920’s, the daughter of “Howitzer” Alvin F. Houlihan. She spent her early years in Fort Ord, California, but moved around with her father during his service, never staying in one place long enough to make friends.

Margaret joined the US Army as a nurse, just like her older sister, and maintained a spotless record for ten years (earning the Army Commendation Medal and World War II Victory Medal) before being assigned to the 4077th MASH. Major Winchester described her in a letter home as “part seductress, part... Attila the Hun.”

As chief nurse of the 4077th, Houlihan was rigid and inflexible, a trait developed from her life in the military. She demanded compliance with Army regulations from her staff and remained distant from their personal lives. She disliked Colonel Blake’s un-military leadership, going over his head so many times he said he developed “athlete’s scalp.” She was not above bending rules to get her way. Houlihan learned that her nurses were afraid of her for her overbearing adherence to procedure and she started to soften up.

Houlihan had bad luck in love. She first engaged in an affair with Major Burns and had to endure all sorts of teasing from the senior staff. After she broke it off, she met Donald Penobscott while on leave in Tokyo. That rebound relationship turned into engagement and then marriage. The relationship quickly deteriorated and Houlihan divorced Penobscott.

MAJOR CHARLES EMERSON WINCHESTER III

“You can cut me off from the civilized world, you can incarcerate me with two moronic cellmates, you can torture me with your thrice-daily swill, but you cannot break the spirit of a Winchester. My voice shall be heard from this wilderness, and I shall be delivered from this fetid and festering sewer.”

Male human Dedicated hero 5/Field Medic 5: CR 10; Medium humanoid (human); HD 5d6 plus 5d8; hp 56; Mas 11; Init +0; Spd 30 ft.; Defence 16 (+0 Dex, +6 class); BAB +5; Grap +5; AL family, oath, nation; SV Fort +7, Ref +2, Will +8; AP 5; Rep +4; Str 11, Dex 11, Con 11, Int 18, Wis 17, Cha 11.

Skills: Concentration +10, Craft (pharmaceutical) +18, Diplomacy +10, Knowledge (art) +14, Knowledge (business) +16, Knowledge (earth and life sciences) +20, Knowledge (history) +14, Listen +13, Profession (doctor) +16, Spot +13, Treat Injury +23.

Feats: Combat Martial Arts, Educated (art, business, earth and life sciences, history), Far Shot, Focused, Iron Will, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Doctor (+1 Knowledge [earth and life sciences], +1 Treat Injury).

Talents: (*Dedicated*) healing knack, healing touch 1, healing touch 2 (*Field Medic*) medical specialist +2, expert healer, medical mastery.

Possessions: US Army uniform (ca. 1950), medical kit, surgery kit, tape recorder, phonograph and collection of classical music.

Charles Emerson Winchester III was born in Boston, Massachusetts in the mid 1920's to a wealthy family. He has a sister, Honoria, and a brother, Timmy.

Charles studied at Harvard and would have made chief thoracic surgeon at Boston General Hospital if the army hadn't called him up to perform surgery in Tokyo. He was temporarily assigned to the 4077th MASH when they needed a surgeon, but it became a permanent assignment on the order of Colonel Horace Baldwin (who owed Charles \$672.17 over cribbage).

The only respite Charles has from the thirty-hour workday is in his music. He brought a phonograph and a collection of classical music, including Mozart and Enrico Caruso. He periodically sends audiotapes home, corresponding with family and describing the insane conditions.

Charles may act like a snob, but he has a heart of gold. He defended several patients from verbal abuse and sought to help a wounded GI relearn how to play piano with one hand. He anonymously donated candy to an orphanage and realized his own foolishness “to give dessert to a child who has had no meal.”

CAPTAIN BJ HUNNICUTT

“I’m not working on sick people here; I’m working on hurt young people with essentially healthy bodies that have been insulted by ammunition.”

Male human Dedicated hero 5/Field Medic 4: CR 9; Medium humanoid (human); HD 5d6 plus 4d6; hp 44; Mas 11; Init +1; Spd 30 ft.; Defence 16 (+1 Dex, +5 class); BAB +5; Grap +6; AL oath, group; SV Fort +7, Ref +3, Will +10; AP 5; Rep +4; Str 12, Dex 13, Con 11, Int 17, Wis 18, Cha 16.

Skills: Concentrate +12, Craft (pharmaceutical) +17, Gamble +12, Knowledge (earth and life sciences) +17, Knowledge (technology) +11, Profession (doctor) +16, Search +15, Sense Motive +12, Spot +18, Treat Injury +21.

Feats: Alertness, Deceptive, Dodge, Educated (earth and life sciences, technology), Focused, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery.

Occupation: Doctor (Search, +1 Treat Injury).

Talents: Healing knack, healing touch 1, healing touch 2 (*Dedicated*) medical specialist +1, expert healer, medical mastery (*Field Medic*).

Possessions: US Army uniform (ca. 1950), medical kit, surgery kit, photograph of Peg and Erin.

BJ Hunnicutt was born in Mill Valley, California, in the mid 1920’s, to Bea and Jay Hunnicutt. He is married to Peg Hunnicutt and they have an infant daughter, Erin. BJ did residency in Sausalito and was called up to serve as a surgeon in Korea to replace one that had got his discharge. He arrived at Kimpo airbase to meet Captain Hawkeye Pierce and Corporal Radar O’Reilly. After some hijinks involving an officers’ club and a general’s jeep, they arrived back at the 4077th.

BJ has a dedication to saving lives that in some ways exceeds Hawkeye’s. Many times he has personally seen to it that a Korean family gets food, medical care, and other vital supplies, and he asks for nothing in return.

“Beej” is also an accomplished practical joker. He filled Frank’s air raid foxhole with cold water (into which he promptly dove on a false alarm). With the aid of the rest of the staff, he got Hawkeye in a joke-off that ended with Hawkeye dancing on a mess tent table and taking his pants off.

In contrast to his predecessor Trapper John, BJ is a devoted family man. He loves his wife and daughter and despairs that he missed Erin’s formative years. He has refused to cheat on Peg when the temptation occurred.

In defiance of Army regulations, BJ grew a moustache and let his hair out.

CAPTAIN “TRAPPER” JOHN MCINTYRE

Male human Dedicated hero 4/Charismatic hero 1/Field Medic 5: CR 10; Medium humanoid (human); HD 4d6+8 plus 1d6+2 plus 5d8+10; hp 55; Mas 15; Init +2; Spd 30 ft.; Defence 18 (+2 Dex, +6 class); BAB +5; Grap +6; Full Atk +7 melee (1d6+1 nonlethal, unarmed strike); AL oath, group; SV Fort +7, Ref +3, Will +5; AP 5; Rep +6; Str 12, Dex 14, Con 15, Int 16, Wis 16, Cha 16.

Skills: Bluff +9, Concentrate +14, Craft (pharmaceutical) +18, Diplomacy +11, Gamble +10, Knowledge (earth and life sciences) +16, Listen +10, Profession (doctor) +16, Search +11, Spot +11, Treat Injury +21.

Feats: Alertness, Brawl, Dodge, Focused, Knockout Punch, Medical Expert, Personal Firearm Proficiency, Simple Weapons Proficiency, Surgery.

Occupation: Doctor (Search, +1 Treat Injury).

Talents: Healing knack, healing touch 1 (*Dedicated*) charm women (*Charismatic*) medical specialist +2, expert healer, medical mastery (*Field Medic*).

Possessions: US Army uniform (ca. 1950), basketball jersey (#32), medical kit, surgical kit.

John Francis Xavier McIntyre was born in Boston, Massachusetts, in the mid 1920's. He is married to Louise McIntyre, and they have two daughters, Becky and Kathy.

John boxed and played football in college, and did his medical residency with Benjamin Franklin “Hawkeye” Pierce. The army drafted them and sent them to Korea to perform meatball surgery in a MASH unit. He and Hawkeye had fun tormenting Majors Burns and Houlihan while they weren't putting bodies back together. They also tried to do as much good as they could, much to the ire of Major Burns.

Though an easygoing fellow and jokester, Trapper had a dark side. He earned his nickname when he allegedly raped a woman in a train bathroom. When a patient died because a POW destroyed the last bottle of required blood, Trapper came close to killing him in post-op and had to be reminded of his oath.

When Trapper received his discharge orders, he was so ecstatic that he ran naked through the mess tent. He couldn't leave a note for Hawkeye so he gave Radar a kiss on the cheek and told him to pass it along.

Many years after his return to private practise, Trapper joined the medical staff of San Fransisco Memorial Hospital, eventually befriending Dr. George “Gonzo” Gates, who served in a MASH unit in Vietnam. Gates reminded Trapper of himself during his service.

LIEUTENANT COLONEL HENRY BLAKE

“I only know what they taught me in command school. There are certain rules about a war and rule number one is ‘Young men die,’ and rule number two is ‘Doctors can’t change rule number one.’”

Male human Dedicated hero 3/Field Medic 4: CR 7; Medium humanoid (human); HD 3d6 plus 4d6; hp 33; Mas 11; Init +1; Spd 30 ft.; Defence 15 (+1 Dex, +4 class); BAB +4; Grap +4; Full Atk +5 ranged (2d6, Colt M1911A1); AL oath, group; SV Fort +6, Ref +3, Will +5; AP 5; Rep +3; Str 10, Dex 12, Con 11, Int 14, Wis 14, Cha 10.

Skills: Concentration +6, Craft (pharmaceutical) +12, Diplomacy +5, Knowledge (business) +10, Knowledge (earth and life sciences) +14, Profession (doctor) +12, Search +8, Spot +9, Treat Injury +16.

Feats: Dodge, Educated (business, earth and life sciences), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery.

Occupation: Doctor (Search, +1 Treat Injury).

Talents: Healing knack, healing touch 1 (*Dedicated*) medical specialist +1, expert healer, medical mastery (*Field Medic*).

Possessions: US Army uniform (ca. 1950), Colt M1911A1, hat of fishing lures, medical kit, surgery kit.

Henry Braymore Blake was born in Bloomington, Illinois, in the early 1920’s. He was married to Lorraine Blake and had two daughters, a son, and a dog.

Henry was assigned as commanding officer of the 4077th MASH when the US entered the Korean conflict. He played the position loosely, letting most of the un-military actions slide and running the place with a soft hand. He put up with the neurotic, ultra right-wing antics of Frank Burns and Margaret Houlihan, pulled bodies out of sausage grinders day in and day out, and managed to keep his sanity.

When Henry received his discharge orders, he had to put Frank in command while he left for Tokyo to catch a flight to San Francisco. In an O.R. session a day later, Corporal O’Reilly delivered a message: the plane carrying Henry Blake had been shot down over the Sea of Japan, and nobody survived.

COLONEL FLAGG

"Nobody leaves until I do and I never do!"

Male human Tough hero 3/Dedicated hero 2/Investigator 1/Soldier 1: CR 7; Medium humanoid (human); HD 2d10+8 plus 2d6+8 plus 1d6+4 plus 1d10+4 plus 4; hp 57; Mas 18; Init +2; Spd 30 ft.; Defence 18 (+2 Dex, +6 class); BAB +3; Grap +6; Full Atk +7 melee (1d6+3 nonlethal, unarmed strike) or +7 ranged (2d6, Colt M1911A1); AL country; SV Fort +11, Ref +5, Will +7; AP 5; Rep +3; Str 16, Dex 14, Con 18, Int 12, Wis 15, Cha 8.

Skills: Bluff +7, Intimidate +12, Investigate +7, Knowledge (tactics) +5, Listen +8, Sense Motive +8, Spot +7, Survival +8.

Feats: Brawl, Deceptive, Great Fortitude, Knockout Punch, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Military (Knowledge [tactics], +1 Survival, Personal Firearms Proficiency).

Talents: Robust, DR 1/- (*Tough*) skill emphasis (Intimidate) (*Dedicated*) profile (*Investigator*) weapon focus (Colt M1911A1) (*Soldier*).

Possessions: Colt M1911A1, US Army uniform (ca. 1950), micro camera.

Colonel Sam Flagg (if that's his real name) is a CIA officer. Actually, he's with the CID; he only says he's with the CIA because it throws off people who think he's with the CIC.

In Korea, Flagg is responsible for seeking out communist sympathizers and information leaks to the enemy (whether or not there are communist sympathizers, information leaks, or enemies). His responsibility has taken him to the 4077th MASH six times during the war.

MAJOR SIDNEY FREEDMAN

"Ladies and gentlemen, take my advice: pull down your pants and slide on the ice."

Male human Dedicated hero 3: CR 3; Medium humanoid (human); HD 3d6; hp 15; Mas 11; Init +1; Spd 30 ft.; Defence 13 (+1 Dex, +2 class); BAB +2; Grap +3; AL good; SV Fort +2, Ref +2, Will +8; AP 5; Rep +0; Str 12, Dex 12, Con 11, Int 16, Wis 18, Cha 15.

Skills: Bluff +5, Diplomacy +5, Gamble +8, Gather Information +8, Knowledge (behavioural sciences) +12, Knowledge (earth and life sciences) +8, Listen +8, Profession (psychologist) +10, Sense Motive +15.

Feats: Attentive, Educated (behavioural sciences, earth and life sciences), Iron Will, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Doctor (+1 Knowledge [behavioural sciences], +1 Knowledge [earth and life sciences]).

Talents: Empathy, skill emphasis (Sense Motive) (*Dedicated*).

Possessions: US Army uniform (ca. 1950), pen, notepad, pocket watch.

Psychologist extraordinaire, Sidney Freedman knows that sometimes you have to act totally crazy to stay sane. Sidney has the responsibility of helping shell-shocked soldiers overcome their trauma and helped Hawkeye uncover and deal with repressed memories from childhood, as well as a particularly traumatic experience near the end of the war.

JAMES BOND

JAMES BOND

“The name is Bond; James Bond.”

Male human Charismatic hero 5/Fast hero 5/Infiltrator 10: CR 20; Medium humanoid (human); HD 5d6+15 plus 5d6+15 plus 10d8+30; hp 135; Mas 16; Init +3; Spd 30 ft.; Defence 26 (+3 Dex, +13 class); BAB +10/+5; Grap +12; Full Atk +13 melee (1d6+2 nonlethal, unarmed strike) or +14 ranged (2d6, Walther PPK); AL country; SV Fort +10, Ref +14, Will +10; AP 35; Rep +7; Str 15, Dex 16, Con 16, Int 16, Wis 16, Cha 20.

Skills: Balance +13, Bluff +19, Climb +16, Diplomacy +17, Disguise +13, Disable Device +13, Drive +11, Gather Information +17, Hide +17, Jump +13, Knowledge (behavioural sciences) +12, Knowledge (current events) +18, Listen +20, Move Silently +17, Perform (dance) +8, Pilot +10, Read/Write German, Read/Write Language (Mandarin, Russian), Search +18, Sleight of Hand +13, Speak Language (German, Russian), Tumble +13.

Feats: Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Athletic, Brawl, Deceptive, Dodge, Double Tap, Elusive Target, Improved Brawl, Iron Will, Lightning Reflexes, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

Occupation: Adventurer (Climb, Move Silently, Personal Firearms Proficiency).

Talents: Charm women, favour, captivate (*Charismatic*) evasion, uncanny dodge 1, uncanny dodge 2 (*Fast*) sweep, improved evasion, skill mastery (Balance, Climb, Disable Device, Drive, Pilot, Search), improvised weapon damage, improved sweep, without a trace (*Infiltrator*).

Possessions: Walther PPK, two magazines of .380 ACP ammunition, tuxedo, license to kill, and a couple of Q’s gadgets.

Half-English, half-Scottish, James Bond is one of the most (in)famous MI6 agents. An agent of Her Majesty’s Secret Service, Bond is responsible for protecting England from external threats to her and her sovereignty. He has battled communists, mad scientists, SPECTRE, twisted billionaires, and a rogue agent, all in the name of freedom. The “00” in his number indicates that he has a license to kill. He carries a Walther PPK and a fondness for vodka martinis (shaken, not stirred), fast cars, and fast women.

Bond is terribly overt for a secret agent. He flaunts his presence in enemy territory, fraternizes with enemy personnel, and is not averse to causing significant collateral damage during his missions.

It is theorized that “James Bond” is a codename that MI6 attaches to the agent who is assigned number 007. The best evidence is the fact that his contemporaries age while he doesn’t. This theory incorporates the off-screen fact that multiple actors have played James Bond over the last 40 years, while his supporting cast has remained largely consistent with only M and Q changing due to the deaths of their respective portrayers.

MAJOR BOOTHROYD, HEAD OF “Q” BRANCH

“Need I remind you, Double-Oh Seven, that you have a license to kill, not to break the traffic laws?”

Male human Smart hero 10/Techie 10: CR 20; Medium humanoid (human); HD 10d6-20 plus 10d6-20; hp 30; Mas 6; Init +0; Spd 30 ft.; Defence 18 (+0 Dex, +8 class); BAB +10/+5; Grap +10; AL country; SV Fort +4, Ref +6, Will +16; AP 20; Rep +7; Str 10, Dex 10, Con 6, Int 22, Wis 18, Cha 14.

Skills: Bluff +5, Computer Use +31, Craft (chemical) +41, Craft (electrical) +41, Craft (mechanical) +42, Decipher Script +19, Demolitions +31, Forgery +31, Knowledge (earth and life sciences) +31, Knowledge (physical sciences) +41, Knowledge (tactics) +41, Knowledge (technology) +42, Repair +32, Research +29.

Feats: Advanced Firearms Proficiency, Builder (chemical, electrical, mechanical, structural), Cautious, Educated (earth and life sciences, physical sciences, tactics, technology), Exotic Firearms Proficiency (cannons, heavy machine guns, grenade launchers, rocket launchers), Gearhead, Meticulous, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency, Surface Vehicle Operation (powerboat, sailboat).

Occupation: Technician (+1 Craft [mechanical], +1 Knowledge [technology], +1 Repair).

Talents: Savant +10 (Craft [chemical], Craft [electrical], Craft [mechanical], Knowledge [physical sciences], Knowledge [technology]), (*Smart*) jury-rig +4, extreme machine, build robot, mastercraft (electrical +1, mechanical +2) (*Techie*).

Possessions: If it exists, Q can get his hands on it; if it doesn't, he can build it.

Major Boothroyd (also known as Q) headed the Q Branch of MI6 from 1963 until 2001. During that time, he developed many weapons and other devices for MI6's special agents, most prominent among them being James Bond. He was probably a veteran of World War II and had extensive knowledge of esoteric weapons systems; he was one of the few people who could make a pen a deadly weapon.

Throughout his career, Q developed a dry sardonic wit, often employed when showing his recent developments to James Bond, frequently admonishing him to take better care of the gadgets in the field.

In his twilight years, Q started grooming a successor, called “R.” When Q retired, R became the new Q.

FRANCISCO SCARAMANGA

“I only need one [bullet].”

Male human Fast hero 3/Gunslinger 10: CR 13; Medium humanoid (human); HD 3d6+3 plus 10d10+10; hp 125; Mas 12; Init +8 (+4 Dex, +4 Improved Init.); Spd 30 ft.; Defence 23 (+4 Dex, +9 class); BAB +9/+4; Grap +9; Full Atk +15 ranged (death, Golden Gun); AL self; SV Fort +5, Ref +13, Will +8; AP 5; Rep +4; Str 10, Dex 18, Con 12, Int 14, Wis 14, Cha 10.

Skills: Bluff +12, Drive +14, Gamble +16, Hide +21, Move Silently +20, Pilot +14, Sleight of Hand +20, Tumble +20.

Feats: Combat Reflexes, Dead Aim, Dodge, Far Shot, Improved Initiative, Lightning Reflexes, Quick Draw, Quick Reload, Personal Firearms Proficiency, Point-Blank Shot, Precise Shot, Simple Weapons Proficiency.

Occupation: Criminal (Gamble, +1 Hide, Personal Firearms Proficiency).

Talents: Evasion, opportunist (*Fast*) close combat shot, weapon focus (Golden Gun), defensive position, lightning shot, sharp-shooting, greater weapon focus (Golden Gun), bull’s-eye (*Gunslinger*).

Possessions: The Golden Gun, tropical island retreat/fortress.

Also known as “the million-dollar assassin” and “the man with the Golden Gun,” Francisco Scaramanga did not become a priority for MI6 until he killed 002 Bill Fairbanks and came into possession of the Solex Agitator, a phenomenally efficient solar power generator. James Bond tracked him across Eurasia, even impersonating him at one point, until Bond and Miss Goodnight found him at his island retreat.

Bond agreed to face Scaramanga in a duel for the Solex. Bond trailed Scaramanga through a hall of mirrors shooting gallery, fooled the assassin by impersonating a Bond dummy, and killed him in one shot. The man who lived by the gun died by the gun.

The Golden Gun

The Golden Gun is a unique, custom 4.2 mm pistol designed for Francisco Scaramanga, and with it he carved out his reputation as “the million-dollar assassin.” Scaramanga carries it in four pieces: a lighter, a pen, a cufflink, and a cigarette case. The bullets are designed to fragment on impact for maximum damage.

d20 Modern Rules: The Golden Gun is a “kill-or-miss” weapon; on a successful hit, the target dies (no save). Against oozes, constructs, undead, or other creatures not subject to critical hits, the Golden Gun inflicts 2d6 damage. Assembling or disassembling the Golden Gun takes 30 seconds. This can be reduced to two full-round actions, but imposes a -2 penalty on attack rolls for improperly-aligned sights.

Damage	Critical	Type	Increment	Rate of Fire	Magazine	Size	Weight
Death	N/A	Ballistic	50 ft.	S	1	M	4 lb.

JAWS

Male human Tough hero 5/Bodyguard 10: CR 15; Medium humanoid (human); HD 5d10+20 plus 10d12+40; hp 191; Mas 18; Init +0; Spd 30 ft.; Defence 18 (+0 Dex, +8 class); BAB +10/+5; Grap +15; Full Atk +19 melee (1d6+8, bite) or +18 melee (1d8+5+1d4 nonlethal, unarmed strike); SQ steel jaw; AL employer, self; SV Fort +12, Ref +8, Will +4; AP 5; Rep +4; Str 20, Dex 11, Con 18, Int 12, Wis 10, Cha 8.

Skills: Climb +16, Concentration +15, Intimidate +17, Search +15, Spot +18.

Feats: Brawl, Improved Brawl, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Power Attack (up to +10), Simple Weapons Proficiency, Streetfighting, Sunder, Weapon Focus (bite), Weapon Focus (unarmed strike).

Occupation: None.

Talents: Remain conscious, DR 1/-, DR 2/- (*Tough*) harm's way, combat sense +2, sudden action, improved charge, defensive strike, blanket protection (*Bodyguard*).

Possessions: None worth nothing.

Jaws stands seven feet two inches tall and bears a mouth of stainless steel teeth. He used to work as a bodyguard, but his last two employers met untimely ends at the hands of James Bond. He had an attack of conscience after Hugo Drax's Moonraker project blew up, and retired to live with a mute Dutch girl he met while in Drax's employ.

Steel Jaw (Ex): Jaws's metal teeth grant him a bite attack. When biting, he is considered to have a Strength score of 26 for damage and Strength checks.

FOREVER KNIGHT

“He was brought across in 1228, preyed on humans for their blood. Now, he wants to be mortal again. To repay society for his sins, to emerge from his world of darkness... from his endless Forever Night.”

— LaCroix’s opening narration

NICK KNIGHT

Male human vampire Dedicated hero 5/Smart hero 1/Investigator 4: CR 12; Medium undead; HD 5d12 plus 4d12; hp 74; Mas —; Init +8 (+4 Dex, +4 Improved Init.); Spd 30 ft.; Defence 25 (+4 Dex, +5 class, +6 natural); BAB +5; Grap +9; Full Atk +10 melee (1d6+4, slam) or +11 ranged (2d6, Glock 17); SA blood drain, create spawn, domination; SQ cold & electricity resistance 20, darkvision 60 ft., DR 15/+1, fast healing 5, *fly*, turn vulnerability -4, undead, weaknesses; AL good, law; SV Fort +4, Ref +8, Will +8; AP 5; Rep +4; Str 18, Dex 18, Con —, Int 16, Wis 18, Cha 19.

Skills: Bluff +19, Craft (visual art) +9, Gather Information +15, Hide +14, Investigate +20, Knowledge (civics) +15, Knowledge (history) +15, Listen +19, Move Silently +15, Perform (keyboards) +9, Read/Write Language (French, German, Italian, Mandarin, Spanish), Search +18, Sense Motive +19, Speak language (French, German, Italian, Mandarin, Spanish), Spot +19, Treat Injury +7.

Feats: Alertness, Archaic Weapons Proficiency, Attentive, Brawl, Combat Reflexes, Deceptive, Dodge, Educated (civics, history), Improved Initiative, Lightning Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (slam).

Occupation: Investigative (Gather Information, Search, Personal Firearms Proficiency).

Talents: Empathy, skill emphasis (Investigate), aware (+4) (*Dedicated*) linguist (*Smart*) profile, low-level contact, non-lethal force (*Investigator*).

Possessions: Glock 17, 2 magazines of 9mm ammunition, bottles of cows’ blood (refrigerated), grand piano, painting materials, 1962 Cadillac, original da Vinci of Janette.

Born in approximately A.D. 1200 in the Low County of Brabant, Nicolas de Brabant was a noble knight serving Raymond DeLabarre. Nicolas fell in love with a Welsh noblewoman, who his master murdered to stave off a pagan revolt in Wales. When Raymond pinned the murder on him, Nicolas was offered a choice: endure a trial he could not win, or go on a penitent crusade. Nicolas chose the crusade.

Nicolas lost his faith to the brutality of Muslim captivity and torture during his crusade. Upon returning to Europe in 1228, he met Janette DuCharme and her lord, Lucien LaCroix. LaCroix offered him immortality and Nicolas accepted.

Initially accepting of his need to consume human blood, Nicolas found it increasingly difficult to rationalize having to brutalize people as he had been in order to survive. By 1590, he had narrowed his feeding to “the guilty,” and ceased killing for sustenance altogether by 1890.

Nick taught archaeology at the University of Chicago and faced a McCarthy hearing in 1954. In 1960 New York, he used the alias “Nicholas Forrester.” Nick got his first taste of police work in 1960’s Chicago and worked as a Red Cross medic during Vietnam. He came to Toronto in 1983. Natalie Lambert, the forensic pathologist, is the only mortal who knows his secret.

LUCIEN LACROIX

“If there is a God, must it be sane?”

Male human vampire Strong hero 1/Smart hero 10: CR 13; Medium undead; HD 1d12 plus 10d12; hp 95; Mas —; Init +3; Spd 30 ft.; Defence 23 (+3 Dex, +4 class, +6 natural); BAB +6/+1; Grap +11; Full Atk +12 melee (1d6+6 plus energy drain, slam); SA blood drain, create spawn, domination; SQ cold & electricity resistance 20, darkvision 60 ft., DR 15/+1, fast healing 5, *fly*, turn vulnerability -4, undead; AL self, chaos; SV Fort +4, Ref +8, Will +10; AP 5; Rep +4; Str 21, Dex 17, Con —, Int 15, Wis 16, Cha 18.

Skills: Bluff +18, Climb +9, Decipher Script +15, Handle Animal +6, Hide +18, Knowledge (behavioural sciences) +26, Knowledge (history) +26, Listen +17, Move Silently +18, Perform (strings) +9, Read/Write Language (French, German, Greek, Italian, Spanish), Ride +5, Search +17, Sense Motive +16, Speak Language (French, German, Greek, Italian, Spanish), Spot +17.

Feats: Alertness, Archaic Weapons Proficiency, Brawl, Combat Expertise, Combat Reflexes, Deceptive, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Simple Weapons Proficiency, Stealthy, Studious, Weapon Focus (slam).

Occupation: None.

Talents: melee smash (*Strong*) savant +10 (Knowledge [behavioural sciences], Knowledge [history]), linguist, exploit weakness, trick (*Smart*).

Possessions: CERK radio show (1992-1995), the Raven nightclub (1995). Other than that, unknown.

In life, Lucien LaCroix was a citizen and soldier of the Roman Republic. In A.D. 79, he returned home to Pompeii after a campaign in Gaul to find his daughter, Divia, strangely changed. When Vesuvius erupted, Divia offered him a choice of life or death. LaCroix chose life, and Divia brought him across. They escaped the city under the clouds of ash before it was completely buried. In A.D. 99, Divia took him to the tomb of Aya-Hotep in the Valley of the Kings, where LaCroix beheaded and buried her, disgusted at her suggestion he could take her as a lover.

LaCroix brought Janette across around 1100, taking her from a life on the streets of Paris. In 1228, Janette brought him a drunken Nicolas de Brabant, and LaCroix brought him across as well. Over the next several hundred years, the three would travel Eurasia and the New World.

After a long separation, LaCroix found Nicolas in Toronto in 1992. In their confrontation, Nicolas appeared to have destroyed LaCroix, but the elder vampire returned nearly a year later seemingly none the worse for wear. The two called a truce of sorts; neither would attempt to destroy the other, but LaCroix wouldn't stop trying to turn Nicolas back to the dark side of vampirism.

LaCroix is also “the Nightcrawler,” a radio DJ on the CERK station who operates in the wee hours of the morning. His eccentric program appeals to only a few listeners, including Nick Knight. His Internet screen name is “Rosebud.” After Janette left for Montreal in 1995, LaCroix took over as manager of her nightclub, the Raven.

JANETTE DUCHARME

Female human vampire Charismatic hero 10: CR 12; Medium undead; HD 10d12; hp 64; Mas —; Init +6 (+2 Dex, +4 Improved Init.); Spd 30 ft.; Defence 21 (+2 Dex, +3 class, +6 natural); BAB +5; Grap +9; Atk +10 melee (1d6+4 plus energy drain, slam); SA blood drain, create spawn, domination; SQ cold & electricity resistance 20, darkvision 60 ft., DR 15/+1, fast healing 5, *fly*, turn vulnerability -4, undead, weaknesses; AL chaos, master; SV Fort +5, Ref +9, Will +8; AP 12; Rep +2; Str 18, Dex 14, Con —, Int 16, Wis 16, Cha 20.

Skills: Bluff +25, Gather Information +12, Hide +16, Knowledge (art) +15, Knowledge (history) +11, Knowledge (popular culture) +10, Knowledge (streetwise) +15, Listen +16, Move Silently +16, Read/Write language (French, German, Italian, Spanish), Sense Motive +16, Speak Language (French, German, Italian, Spanish), Spot +16.

Feats: Alertness, Archaic Weapons Proficiency, Brawl, Combat Reflexes, Deceptive, Dodge, Educated (art, history, popular culture, streetwise), Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Simple Weapons Proficiency, Trustworthy, Weapon Focus (slam), Windfall.

Occupation: None.

Talents: charm men, favour, captivate, fast-talk +10, dazzle (*Charismatic*).

Possessions: The Raven nightclub (1975-95).

LaCroix came to Janette DuCharme on the streets of Paris around 1100, and offered to take her from her squalid existence. She agreed and he brought her across. In 1228, she found a drunk and bored Nicolas de Brabant at a party and brought him to LaCroix. Janette and the new vampire spent a period of 98 years together around the 1380's, and they split after Leonardo da Vinci painted Janette's portrait.

Janette arrived in Toronto in 1975 and became proprietor of the Raven, a nightclub catering to those with tastes outside the mainstream; her clientele comprised vampires and vampire groupies looking for a discreet meeting place. She left Toronto in 1995, not wanting Nick's search for mortality to affect her, and handed the deed for the Raven over to LaCroix. Ironically, she fell in love with a mortal man, Robert McDonagh, and their mutual love eventually restored Janette's mortality when he died. When she lay on death's door at the hands of Robert's killer, Nick brought her back across.

DONALD G. SCHANKE

"Hasta la bye-bye."

Male human Dedicated hero 3/Investigator 4: CR 7; Medium humanoid (human); HD 3d6 plus 4d6; hp 34; Mas 11; Init +0; Spd 30 ft.; Defence 14 (+0 Dex, +4 class); BAB +5; Grap +6; Full Atk +7 melee (1d6+1 nonlethal, unarmed strike) or +6 ranged (2d6, Glock 17); AL good, law; SV Fort +3, Ref +5, Will +6; AP 5; Rep +6; Str 13, Dex 10, Con 11, Int 16, Wis 15, Cha 14.

Skills: Bluff +9, Gather Information +12, Investigate +10, Knowledge (behavioural sciences) +10, Knowledge (civics) +13, Knowledge (streetwise) +13, Listen +11, Profession (homicide investigator) +10, Sense Motive +9, Spot +12.

Feats: Alertness, Brawl, Lightning Reflexes, Quick Draw, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency.

Occupation: Investigative (Gather Information, Search, Personal Firearms Proficiency)

Talents: Skill emphasis (Investigate), aware +3 (*Dedicated*) profile, low-level contact, non-lethal force (*Investigator*).

Possessions: Glock 17, 2 magazines of 9mm ammunition, sideburns.

Born in 1948, Donald Schanke (pronounced *SKAN' kee*) was a hard-working cop and family man. He worked the graveyard shift with his partner, the eccentric but very competent Nick Knight. Schanke came very close to uncovering Nick's secret, but with some motivation from Janette and LaCroix, he decided that he was just pursuing a fantasy spawned by his overactive imagination.

Schanke was a smoker, and Greek was his favourite food, especially souvlaki. He also had a receding hairline and dangerous sideburns.

TRACY VETTER

Female human Dedicated hero 4/Investigator 1: CR 5; Medium humanoid (human); HD 4d6+4 plus 1d6+1; hp 31; Mas 12; Init +2; Spd 30 ft.; Defence 10 (+2 Dex, +4 class); BAB +3; Grap +3; Atk +6 ranged (2d6, Glock 17); SQ resistor; AL law, good, family; SV Fort +2, Ref +2, Will +5; AP 5; Rep +3; Str 11, Dex 15, Con 12, Int 14, Wis 16, Cha 13.

Skills: Gather Information +8, Investigate +15, Knowledge (civics) +11, Knowledge (popular culture) +6, Listen +11, Search +10, Sense Motive +13, Spot +11.

Feats: Attentive, Educated (civics, popular culture), Iron Will, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (Glock 17).

Occupation: Investigative (Gather Information, Search, Personal Firearms Proficiency).

Talents: Skill emphasis (Investigate), aware +2 (*Dedicated*) profile (*Investigator*).

Possessions: Glock 17, 2 magazines of 9mm ammunition, light blue 1990 Ford Taurus.

Tracy Vetter was a rookie homicide investigator, assigned as Nick Knight's partner after Donald Schanke left the position. She was the daughter of an often-absent, overbearing father and an alcoholic mother, who both accused her of taking sides with the other in their arguments. Tracy was around 26 years old when she partnered with Nick; she thought she only got the job because her father sat on the police commission.

She had an ambiguous relationship with Javier Vachon. On one hand, he was her "supernatural snitch," but she was clearly attracted to him. Tracy may be psychically sensitive and she is a "resistor," a person who is resistant to a vampire's domination ability.

Resistor (Ex): A resistor has a +4 bonus to Will saves against supernatural effects, such as a vampire's domination ability.

WAYNE'S WORLD

WAYNE CAMPBELL

Male human Charismatic hero 2: CR 2; Medium humanoid (human); HD 2d6; hp 11; Init +2; Spd 30 ft.; Defence 13 (+2 Dex, +1 class); BAB +1; Grap +2; Full Atk +2 melee (1d3+1 nonlethal, unarmed strike); AL friends; SV Fort +2, Ref +4, Will +2; AP 5; Rep +6; Str 12, Dex 15, Con 11, Int 14, Wis 14, Cha 18.

Skills: Bluff +10, Diplomacy +9, Drive +4, Knowledge (art) +7, Knowledge (current events) +7, Knowledge (popular culture) +9, Knowledge (streetwise) +7, Knowledge (theology and philosophy) +7, Perform (strings) +10, Speak Language (Cantonese).

Feats: Archaic Weapons Proficiency, Educated (art, popular culture), Renown, Simple Weapons Proficiency.

Occupation: Celebrity (+1 Bluff, +1 Perform [strings]) (“Wayne’s World” is cable access, and therefore Wayne does not receive a Wealth bonus)

Talents: Fast-talk (*Charismatic*).

Possessions: Plain black shirt, torn jeans, scuffed sneakers, electric guitar, “Wayne’s World” cap, “Wayne’s World” cable access show, “Waynemobile,” audio tape containing *Bohemian Rhapsody*.

GARTH ALGAR

Male human Smart hero 2: CR 2; Medium humanoid (human); HD 2d6; hp 11; Init +3; Spd 30 ft.; Defence 14 (+3 Dex, +1 class); BAB +1; Grap +1; Full Atk +4 melee (1d8 electricity, cattle prod); AL friends; SV Fort +0, Ref +3, Will +3; AP 5; Rep +1; Str 10, Dex 16, Con 10, Int 17, Wis 12, Cha 9.

Skills: Bluff +4, Computer Use +10, Craft (electronics) +10, Craft (mechanical) +10, Disable Device +8, Drive +5, Knowledge (art) +8, Knowledge (physical sciences) +8, Knowledge (popular culture) +8, Knowledge (technology) +9, Perform (percussion) +5, Repair +10, Speak Language (Dog).

Feats: Builder (electronics, mechanical), Gearhead, Simple Weapons Proficiency, Weapon Finesse (cattle prod).

Occupation: Celebrity (Bluff, +1 Perform [percussion]) (“Wayne’s World” is cable access, and therefore Garth does not receive a Wealth bonus)

Talents: Savant +1 (Knowledge [technology]) (Smart).

Possessions: Lots of shirts, blue plaid overshirt, torn jeans, scuffed sneakers, thick glasses, assorted electronic stuff (including a souped-up cattle prod dealing 1d8 damage and knockback).

GILLIGAN'S ISLAND

“Just sit right back and you’ll hear a tale, a tale of a fateful trip, that started from this tropic port, aboard this tiny ship. The mate was a mighty sailin’ man, the skipper brave and sure, five passengers set sail that day for a three-hour tour, a three-hour tour.

“The weather started getting rough, the tiny ship was tossed. If not for the courage of the fearless crew, the Minnow would be lost, the Minnow would be lost.

“The ship set down on the shore of this uncharted desert isle, with Gilligan, the Skipper, too, a millionaire, and his wife, a movie star, the Professor and Mary-Ann, here on Gilligan’s Isle!”

— series opening theme

WILLIAM GILLIGAN

Male human Dedicated hero 3: CR 3; Medium humanoid (human); HD 3d8; hp 16; Mas 11; Init +0; Spd 30 ft.; Defence 12 (+1 Dex, +2 class); BAB +2; Grap +2; Full Atk +2 melee (1d3 nonlethal, unarmed strike); AL friends; SV Fort +2, Ref +2, Will +1; AP 5; Rep +1; Str 11, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills: Balance +3, Listen +3, Navigate +6, Spot +3, Survival +7, Swim +4.

Feats: Archaic Weapons Proficiency, Guide, Personal Firearms Proficiency, Run, Simple Weapons Proficiency, Trustworthy.

Occupation: Military (+1 Navigate, +1 Swim, Personal Firearms Proficiency).

Talents: Skill emphasis (Spot), empathy (*Dedicated*).

Possessions: The clothes on his back.

The wiry first mate to Skipper Jonas Grumby, though fiercely loyal, is the quintessential screw-up. He means well, but is forever breaking radios, tripping over phone cables, making plates out of explosive material and passing out radioactive seeds without reading the package. If there is a way foil a plan, Gilligan will find it. More often than not, it involves falling into the lagoon.

Born in Pennsylvania, Gilligan worked at a gas station before joining the Navy, where he saved the life of the captain, becoming his “little buddy.” In gratitude, when the Skipper started his own charter business, he hired Gilligan to be his first mate despite his incompetence. Gilligan’s childlike nature makes him the perfect errand boy, often performing many of the menial tasks on the island, such as riding the Professor’s generator bike, acting as manservant to Mr. Howell, or collecting coconuts for the girls. It should be noted, some claim Gilligan’s first name is “Willy,” though none has been able to prove it.

SKIPPER JONAS GRUMBY

Male human Strong hero 4/Charismatic hero 1: CR 5; Medium humanoid (human); HD 4d8+8 plus 1d6+2; hp 40; Mas 14; Init +1; Spd 30 ft.; Defence 13 (+1 Dex, +2 class); BAB +3; Grap +5; Full Atk +5 melee (1d3+3 nonlethal, unarmed strike); AL friends; SV Fort +5, Ref +3, Will +1; AP 5; Rep +2; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 14.

Skills: Diplomacy +7, Drive +4, Knowledge (popular culture) +6, Navigate +7, Repair +5, Survival +6, Swim +7.

Feats: Archaic Weapons Proficiency, Brawl, Guide, Knockout Punch, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (sailboat).

Occupation: Military (+1 Navigate, +1 Survival, Personal Firearms Proficiency).

Talents: Extreme effort, improved extreme effort (*Strong*) coordinate (*Charismatic*).

Possessions: The clothes on his back, wreck of *S.S. Minnow*.

With a gruff exterior, Skipper Jonas Grumby was really a teddy bear at heart. The quite large and in charge captain of the *Minnow* was the somewhat bumbling leader and protector responsible for keeping the island safe from the elements, local savages, and his inept first mate, Gilligan.

A local businessman, the Skipper ran a small charter business out of a port in Honolulu, Hawaii, giving day tours to vacationers. He met his anomalous first mate while serving in the Navy. Gilligan became his “little buddy” for life when he apparently saved the Skipper from a charge that had broken loose on the deck of the destroyer where they were serving.

The Skipper does his best to take care of his stranded castaways while trying to teach Gilligan how to become a good leader and keep him from sabotaging every attempt to get off the island.

THURSTON HOWELL III

Male human Smart hero 3: CR 3; Medium humanoid (human); HD 3d6; hp 14; Mas 10; Init +0; Spd 30 ft.; Defence 11 (+0 Dex, +1 class); BAB +1; Grap +0; Full Atk +0; AL self, family; SV Fort +1, Ref +1, Will +5; AP 5; Rep +4; Str 10, Dex 11, Con 10, Int 15, Wis 13, Cha 14.

Skills: Bluff +7, Diplomacy +9, Investigate +5, Knowledge (art) +8, Knowledge (behavioural sciences) +8, Knowledge (business) +11, Knowledge (civics) +10, Knowledge (current events) +8, Knowledge (popular culture) +8, Search +8, Spot +4, Survival +2.

Feats: Deceptive, Educated (business, civics), Iron Will, Renown, Simple Weapons Proficiency.

Occupation: Entrepreneur (+1 Diplomacy, +1 Knowledge [business]).

Talents: (*Smart*) savant +1 (Knowledge [business]).

Possessions: A vast array of clothing and large sums of money.

One of the world's richest men, Thurston Howell III is also known as "The Wizard of Wall Street." Though much of his money was inherited, Mr. Howell is a Harvard graduate and presumably a natural at expanding the family fortune. He met and married his wife Eunice at Harvard in the 1940s, though he never calls her by anything but her pet name, Lovey. He has a home in each of the fifty states and is the owner of Howell Industries as well as eleven other corporations.

While stranded on the island, Mr. Howell is able to keep track of his millions by listening to the radio and reading a copy of the Wall Street Journal that he had brought on the cruise. His most impressive skill: packing for any situation. Even marooned on a desert island, this mogul is rarely wanting for anything.

EUNICE "LOVEY" HOWELL

Female human Charismatic hero 2: CR 2; Medium humanoid (human); HD 2d6; hp 11; Mas 10; Init +0; Spd 30 ft.; Defence 11 (+0 Dex, +1 class); BAB +1; Grap +1; Full Atk +1 melee (1d3 nonlethal, unarmed strike or by weapon); AL family; SV Fort +2, Ref +2, Will +2; AP 8; Rep +5; Str 9, Dex 10, Con 10, Int 14, Wis 10, Cha 16.

Skills: Bluff +9, Diplomacy +7, Disguise +9, Knowledge (art) +7, Knowledge (business) +7, Knowledge (civics) +7, Knowledge (current events) +8, Knowledge (popular culture) +8, Perform (dance) +7, Survival +2.

Feats: Deceptive, Iron Will, Renown, Simple Weapons Proficiency.

Occupation: Dilettante (+1 Knowledge [current events], +1 Knowledge [popular culture]).

Talents: (*Charismatic*) fast talk.

Possessions: A vast array of clothing and large sums of money.

Once named "Queen of the Pitted Prune Bowl Parade," Eunice Wentworth met her husband Thurston Howell III at Harvard. Married for over twenty years, Mrs. Howell comes from old money and makes the perfect socialite wife to her extremely wealthy husband. The pinnacle of charm and manners, she has much to teach the other castaways (including her husband) in the way of high society and social grace.

GINGER GRANT

Female human Charismatic hero 3/Personality 1: CR 4; Medium humanoid (human); HD 3d6 plus 1d6; hp 20; Mas 10; Init +1; Spd 30 ft.; Defence 12 (+1 Dex, +1 class); BAB +1; Grap +1; Full Atk +1; AL self; SV Fort +3, Ref +4, Will +5; AP 5; Rep +7; Str 10, Dex 13, Con 10, Int 14, Wis 11, Cha 18.

Skills: Bluff +11, Diplomacy +11, Disguise +10, Knowledge (civics) +11, Knowledge (popular culture) +11, Perform (act) +14, Perform (dance) +11, Perform (sing) +14, Profession (actress) +6.

Feats: Creative (Perform [act], Perform [sing]), Educated (civics, popular culture), Iron Will, Renown, Simple Weapons Proficiency.

Occupation: Celebrity (+1 Perform [act], +1 Perform [sing]).

Talents: (*Charismatic*) charm men, favour (*Personality*) unlimited access.

Possessions: The clothes on her back.

Va va voom! Ginger Grant has to be the sexiest *wahini* to ever set foot on the *S.S. Minnow*. A Hollywood actress and aspiring starlet, Ginger is always capable of heating things up on the island. Lucky for her, the four men she is stranded with are no threat to her virtue. The stoic Skipper, the preoccupied Professor, the childlike first mate, and a married millionaire are probably the only four men in the Western World who could resist her charms.

On the verge of being Hollywood's next "it" girl, Ginger appeared in a bevy of pictures that contained useful information to island living. She also uses her talents to entertain the castaways and various visitors to the island. Though not adept at menial labour, she is quite handy at creating her own luscious wardrobe out of Mrs. Howell's hand-me-downs.

PROFESSOR ROY HINKLEY

Male human Smart hero 3/Field Scientist 2: CR 5; Medium humanoid (human); HD 3d6 plus 1d8; hp 23; Mas 11; Init +0; Spd 30 ft.; Defence 16 (+0 Dex, +4 Int, +2 class); BAB +2; Grap +3; Full Atk +3 (1d3+1 nonlethal, unarmed strike); AL beliefs; SV Fort +3, Ref +3, Will +2; AP 9; Rep +1; Str 12, Dex 11, Con 11, Int 19, Wis 10, Cha 8.

Skills: Craft (chemical) +14, Craft (electronic) +12, Craft (mechanical) +16, Craft (structural) +17, Disable Device +11, Knowledge (art) +10, Knowledge (behavioural sciences) +11, Knowledge (civics) +10, Knowledge (earth and life sciences) +12, Knowledge (physical sciences) +13, Knowledge (technology) +12, Repair +12, Research +13, Search +12, Speak Language (Island Savage).

Feats: Builder (chemical, electronic, mechanical, structural), Educated (physical sciences, technology), Simple Weapons Proficiency, Studious.

Occupation: Academic (+1 Knowledge [earth and life sciences], +1 Knowledge [technology], +1 Research).

Talents: (*Smart*) savant +3 (Craft [mechanical], Craft [structural]) (*Field Scientist*) smart defence, scientific improvisation.

Possessions: The clothes on his back and improvised gadgets.

Long before MacGyver started making explosives out of chewing gum, Professor Roy Hinkley was creating fabulous inventions out of the coconuts and straw. Perhaps this is because he had six college degrees, all earned by the time he was 25. Of course, all that studying made the Professor a levelheaded man — and also a somewhat dull one. Marooned on a deserted island with a beautiful movie star and lovely farm girl, the Professor never so much as raised an eyebrow to either. He'd rather sing the praises of salicylic acid or study the water levels in the lagoon.

Well versed in the tongues of the local savages, the Professor was a useful man to get stranded with. He could also make glue out of tree sap, create an antidote for pretty much any jungle poison and regenerate transistor-radio batteries for after being swallowed by a fish.

MARY-ANN SUMMERS

Female human Dedicated hero 3: CR 3; Medium humanoid (human); HD 3d8; hp 20; Mas 11; Init +1; Spd 30 ft.; Defence 13 (+1 Dex, +2 class); BAB +2; Grap +2; Full Atk +2; AL family; SV Fort +4, Ref +2, Will +7; AP 7; Rep +1; Str 11, Dex 12, Con 11, Int 13, Wis 16, Cha 15.

Skills: Handle Animal +5, Knowledge (earth and life sciences) +6, Listen +9, Spot +9, Survival +9, Treat Injury +8.

Feats: Alertness, Animal Affinity, Brawl, Great Fortitude, Iron Will, Simple Weapons Proficiency.

Occupation: Rural (+1 Handle Animal, +1 Ride, Brawl)

Talents: (*Dedicated*) empathy, improved aid another.

Possessions: The clothes on her back.

A simple farm girl from Kansas, Mary Ann may be the true voice of reason on Gilligan's Island. Her down to earth demeanour and simple ways make her the most stable of the castaways.

Luckily for the castaways, this little farm girl sure can cook, even with the island's limited ingredients. She can also clean and sew, making her perfect marriage material, though Skipper is blinded by Ginger's beauty, Mr. Howell is already married, the Professor is too preoccupied to notice her, and dizzy Gilligan is too juvenile to like girls. Although she is moral and practical, Mary Ann has a twinge of jealousy for Ginger, wishing that she could occasionally be the centre of attention for something other than her coconut cream pie.

TREMORS

GRABOID: CR 8; Huge Aberration; HD 12d8+60; hp 114; Mas 21; Init +0; Spd burrow 40 ft.; Defence 20 (-2 size, +1 Dex, +11 natural); BAB +7; Grap +15; Full Atk +15 melee (1d6+12, 3 slams); FS 10 ft. by 20 ft.; Reach 10 ft. (tentacles); SA improved grab, swallow whole; SQ tremorsense, metamorphosis; SV Fort +9, Ref +5, Will +9; AP 0; Rep +0; Str 26, Dex 12, Con 21, Int 3, Wis 12, Cha 3.

Skills: Listen +10, Spot +10.

Feats: Alertness, Multiattack.

Advancement: 13-16 HD (Huge); 17-24 HD (Gargantuan).

Graboids are gigantic pre-Cambrian life forms that were confined to a Nevada valley that also housed the settlement known as Perfection (pop. 14). The few inhabitants of the tiny settlement banded together in order to preserve themselves and destroy the monsters.

Graboids are about thirty feet long, and push their way through the soil with short but incredibly strong cilia-like appendages. Inside their bony mouths they have three long tentacles with smaller mouths that can bite and slap.

A resident of Perfection named them after their attack style: they grab prey and suck it in. They came very close to being named “suckoids,” but are often called “tremors” by the ignorant.

Combat

Graboids can sense anything that has any form of contact with the ground, and will attack it as a source of food. After consuming a concentration of nutrients, the graboid will advance 1 HD.

Improved Grab (Ex): A graboid has to hit with at least one slam attack for it to be able to initiate a grapple without provoking an attack of opportunity.

Swallow Whole (Ex): A graboid can swallow anything of Medium or smaller that it grabs. A swallowed creature takes 3d6 acid damage and 3d6 crushing damage each round. A graboid’s gullet has an AC of 20 and 15 hit points, and can be cut with a light slashing weapon.

Metamorphosis (Ex): After advancing to maximum HD, a graboid undergoes a painful transformation; six shriekers break out of the graboid’s body, killing the creature instantly.

SHRIEKER: CR 7; Medium Aberration; HD 5d8+10; hp 38; Mas 16; Init +3; Spd 40 ft.; Defence 19 (+3 Dex, +6 natural) touch 14, flat-footed 17; BAB +3; Grap +4; Full Atk +5 melee (2d4+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SA improved grab; SQ heat sense, metamorphosis; SV Fort +3, Ref +4, Will +5; AP 0; Rep +0; Str 14, Dex 16, Con 14, Int 2, Wis 12, Cha 3.

Skills: Jump +6, Spot +11.

Feats: Alertness.

Advancement: 6-8 HD (Medium).

Some years following the Graboid incident in Perfection, two of the survivors, Earl Basset and Burt Gummer, found themselves having to assist in fighting off more graboids in Mexico. These graboids soon seemed to fall ill, and overnight they gave violent birth to bipedal creatures called “shriekers” for their high-pitched cries.

Shriekers are about knee-high and five feet long, with the same bony mouth of the graboid, but shriekers have two muscular legs to run along the ground instead of tunnelling. They have only one sense: infrared sight. They cannot hear, they cannot smell, and they apparently cannot feel.

Combat

Shriekers seem smart, but that's because they're so dumb. Upon finding a heat source, they will emit a high shriek to signal the rest of the pack. They'll attack any heat source, including vehicle engines and radio transmission stations, and try to consume them. After eating a certain concentration of nutrients (equivalent to one concentrated ready-to-eat meal), a shrieker can reproduce, creating a Tiny 1 HD shrieker.

Heat Sense (Ex): Shriekers see only infrared, and thus only see heat sources. Any object that is not emitting heat or is obscured by a cold object has total concealment relative to the shrieker.

Metamorphosis (Ex): After 12 hours, a shrieker will change into an assblaster if it has consumed enough food to advance it to 8 HD.

ASSBLASTER: CR 8; Medium Aberration; HD 8d8+24; hp 66; Mas 17; Init +3; Spd 30 ft., fly 30 ft. (clumsy); Defence 20 (+3 Dex, +7 natural); BAB +6; Grap +11; Full Atk +11 melee (2d4+5, bite); FS 5 ft. by 10 ft.; Reach 5 ft.; SA improved grab; SQ ass blast, explosive, heat sense; SV Fort +2, Ref +2, Will +6; AP 0; Rep +0; Str 20, Dex 16, Con 17, Int 2, Wis 12, Cha 3.

Skills: Jump +11, Spot +13.

Feats: Alertness.

Advancement: 9-12 HD (Medium).

In the second graboid attack on Perfection, three graboids turned into shriekers, and those shriekers turned into long creatures with wing membranes that one inhabitant dubbed an "assblaster" due to its unique form of flight.

Assblasters resemble sinuous shriekers with leathery wings. In order to fly, the assblaster has to excrete an acid that explodes on contact with air, propelling it skyward.

Combat

Assblasters are similar to shriekers in that they seem smart because they're dumb. They attack only heat sources and attempt to consume them. After eating a certain concentration of nutrients, an assblaster can grow an egg, which it buries in soft soil. After a great deal of time (more than 300 years), the egg hatches into a graboid.

Ass Blast (Ex): As a move-equivalent action, an assblaster can blast, sending it airborne and allowing it to fly at a speed of 30 feet (clumsy) for up to 1 minute. The explosion causes 3d6 points of fire damage to anything directly behind the creature.

Explosive (Ex): The acids that assblasters use to fly are extremely volatile; if the creature takes more than 6 points of fire damage in one round, it explodes, inflicting 3d6 fire damage to everything within 10 feet, and 1d6 points of bludgeoning damage to everything within 40 feet.

Heat Sense (Ex): Assblasters see only infrared, and thus only see heat sources. Any object that is not emitting heat or is obscured by a cold object has total concealment relative to the assblaster.

AUSTIN POWERS

AUSTIN POWERS

"I am a sexy beast!"

Male human Charismatic hero 10: CR 10; Medium humanoid (human); HD 10d6+30; hp 70; Mas 17; Init +3; Spd 30 ft.; Defence 16 (+3 Dex, +3 class); BAB +5; Grap +7; Full Atk +7 melee (1d4+2 nonlethal, unarmed strike) or +8 ranged (2d6, Walther PPK/S); AL country; SV Fort +8, Ref +10, Will +6; AP 26; Rep +8; Str 14, Dex 16, Con 17, Int 14, Wis 13, Cha 19.

Skills: Bluff +17, Diplomacy +17, Gather Information +17, Intimidate +19, Knowledge (current events) +15, Knowledge (popular culture) +15, Knowledge (streetwise) +15.

Feats: Combat Martial Arts, Confident, Defensive Martial Arts, Dodge, Endurance, Improved Combat Martial Arts, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency.

Occupation: Adventurer (+1 Bluff, +1 Spot, Personal Firearms Proficiency).

Talents: (*Charismatic*) charm women, favour, captivate, fast-talk +10, dazzle.

Possessions: Nickel-plated Walther PPK/S w/ pearl grip, 2 magazines of .380 ACP ammunition, gaudy 60's outfit, bad teeth.

Austin Danger Powers, KBE, is Britain's foremost secret agent, even though the entire population of the country could identify him on sight. He has a kind of "mojo" that makes him an object of envy for men, and an object of lust for women.

His arch-nemesis is Dr. Evil, an eccentric and brilliant madman bent on world domination. They have duelled across time, each getting cryogenically frozen in 1967 and thawed out thirty years later to resume their endless battles and Austin's endless womanizing, although future shock quickly put an end to it.

In 1999, Austin discovered that he had spontaneously lost his mojo. He learned that Dr. Evil's henchman Fat Bastard stole it from his frozen self in 1969, so he went back to reclaim it. Austin soon discovered that his mojo could not be "stolen," and defeated Dr. Evil and his dastardly scheme.

A few years later, Austin had to battle Dr. Evil in 1975 to free his kidnapped father, as well as work together (and make up) with an old girlfriend, Foxy Cleopatra, to battle the villainous Goldmember.

During the battle with Goldmember, Austin's father Nigel revealed that Dr. Evil is in fact Douglas Powers, Austin's brother, who was presumed killed along with their mother in a failed assassination attempt on Nigel's life. The former enemies joined forces to thwart Goldmember.

DR. EVIL

“Why must I be surrounded by frickin’ idiots?”

Male human Dedicated hero 5/Charismatic hero 5: CR 10; Medium humanoid (human); HD 5d6+5 plus 5d6+5; hp 46; Mas 12; Init +0; Spd 30 ft.; Defence 15 (class); BAB +5; Grap +5; Full Atk +6 melee (1d6 nonlethal, unarmed strike) or +5 ranged (by weapon); AL evil; SV Fort +6, Ref +4, Will +4; AP 21; Rep +8; Str 11, Dex 10, Con 12, Int 17, Wis 10, Cha 15.

Skills: Bluff +11, Diplomacy +11, Gather Information +6, Intimidate +9, Knowledge (business) +14, Knowledge (current events) +15, Knowledge (earth and life sciences) +15, Knowledge (popular culture) +18, Knowledge (streetwise) +15, Knowledge (technology) +15, Perform (keyboards) +5, Profession (criminal mastermind) +11, Treat Injury +10.

Feats: Brawl, Educated (business, current events, earth and life sciences, popular culture, streetwise, technology), Frightful Presence, Medical Expert, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Surgery, Windfall.

Occupation: Criminal (Forgery, +1 Knowledge [streetwise], Personal Firearms Proficiency) Wealth +15.

Talents: Skill emphasis (Knowledge [popular culture]), empathy, healing knack (*Dedicated*) fast-talk, coordinate, inspiration (*Charismatic*).

Possessions: Multinational evil corporation, cadre of subordinates, Mr. Bigglesworth, Mini-Me.

Bald and scarred, Dr. Evil is one of the greatest threats to the free world... in his own mind. In reality, he is rather ineffectual and obsessed with grand schemes involving sharks with laser beams attached to their heads.

Dr. Evil’s real name is Douglas Powers, son of Nigel and brother of Austin. A failed assassination attempt on his father’s life killed Douglas’s mother when the children were infants, and Nigel believed that Douglas had also been killed. A Belgian peasant and his French wife found him and raised him as their own in Bruges.

Dr. Evil attended college with Austin Powers and later spent six years in Evil Medical School, and thus despises being called “Mr. Evil.” He is the eternal nemesis of Austin Powers and froze himself in cryostasis in 1967, to be thawed when the world least expected him.

When he returned in 1997, Dr. Evil discovered that his subordinates had created a son from his genetic material: Scott Evil. The boy is far more practical than his father, but he doesn’t have the diabolical, dastardly evil that his father possesses, and so Dr. Evil dismisses his ideas out of hand. Nevertheless, Dr. Evil tries to act like a good father, but Scott doesn’t fall for it; Dr. Evil wasn’t there for him for his entire life, and he has grown very resentful of him.

After travelling back in time to 1969, Dr. Evil sampled Austin’s stolen mojo and “got jiggy” with Frau Farbissina. Dr. Evil escaped capture and travelled back to 1999. In 2002, Austin caught him in the first act and made a deal to help Austin find his father Nigel, kidnapped by insane Dutch master criminal Johann van der Smut, also known as “Goldmember.”

LASER SHARK: CR 3; Large Animal (Aquatic); HD 7d8+7; hp 38; Mas 13; Init +2; Spd swim 60 ft.; Defence 15 (-1 size, +2 Dex, +4 natural); BAB +5; Grap +8; Full Atk +8 melee (1d8+4, bite); FS 5 ft. by 10 ft.; Reach 5 ft.; SA Laser beam +6 ranged (2d12); SQ Keen scent; SV Fort +6, Ref +7, Will +3; AP 0; Rep +0; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

Feats: None.

Advancement: 8-10 HD (Large).

Dr. Evil has always dreamt of disposing of Austin Powers by dropping him into a shark tank. However, to up the ante, Dr. Evil wanted to attach laser beams to the sharks' heads. Dr. Evil had to wait thirty-five years before he could actually use sharks with laser beams attached to their heads, due to restrictions imposed by the EPA.

Combat

Laser sharks are more dangerous than their mundane kin, because they have high-powered lasers attached to their heads and fire them to immobilize prey from a distance before closing for the kill. **Keen Scent (Ex):** A laser shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Laser Beam (Ex): As a standard attack, a laser shark can fire the laser beam attached to its head. It can fire once every other round.

SEA BASS, MUTATED: CR 2; Small Animal (aquatic); HD 1d8+1; hp 6; Mas 12; Init +0; Spd swim 20 ft.; Defence 10 (+1 size, +0 Dex, +0 natural); BAB +0; Grap -2; Full Atk -2 melee (1d4-2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SA rage; SV Fort +3, Ref +5, Will +0; AP 0; Rep +0; Str 7, Dex 16, Con 12, Int 2, Wis 10, Cha 3.

Skills: Listen +5, Spot +5.

Feats: None.

Advancement: 2-3 HD (Small).

Because of difficulties in obtaining sharks to which he could attach laser beams, Dr. Evil had to settle for the next best thing: mutated sea bass. The mutation has turned these sea bass into surly, ill-tempered creatures, and as a result they are highly aggressive.

Combat

A mutated sea bass is easily aggravated, and it can fly into a dangerous rage when provoked.

Rage (Ex): Once per day, a mutated sea bass can rage. During this rage, the creature temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. The rage lasts six rounds and the creature cannot end its rage voluntarily.

METAL GEAR SOLID

Partial Timeline of Events

Unknown: Powerful individuals from America, Russia, and China organize as the Philosophers, pooling their resources into a fund called “the Philosophers’ Legacy.”

1942: The Boss forms the Cobra Unit. Her codename is The Joy.

1944 June 6: Adamska born in Normandy, France

Unknown: Boris Volgin steals the Philosophers’ Legacy. His son Yevegney later inherits it.

1959 June 11: John sees The Boss for the last time before the Virtuous Mission.

1960 September: NSA codebreakers ADAM and EVA defect to the Soviet Union.

1962: The Boss kills The Sorrow on the order of the Philosophers. She later organizes Force Operation X with David Oh.

1964: Force Operation X (“FOX”) becomes an official branch of the CIA.

1964 August 24: Virtuous Mission (*Metal Gear Solid 3: Snake Eater*)

1964 August 30: Operation Snake Eater (*Metal Gear Solid 3: Snake Eater*). The American Philosophers recover most of the Legacy. Naked Snake receives the title “Big Boss.”

1970 November 2: FOX goes rogue and takes over the San Hieronymo Peninsula. Big Boss forms FOXHOUND to fight the rogue FOX team (*Metal Gear Solid: Portable Ops*). The American Philosophers steal the remainder of the Legacy. The Patriots are formed and steal the Legacy.

1972: *Les Enfants Terribles* project produces Solid, Liquid, and Solidus Snake. Big Boss forms Militaires Sans Frontières.

1974 November 10: Peace Walker Incident (*Metal Gear Solid: Peace Walker*)

1979: Soviet Union invades Afghanistan. Ocelot is active during the war.

1980: Jack born in Liberia.

1986 April 26: Chernobyl nuclear reactor #4 explodes; Nastasha Romanenko’s parents irradiated.

1988: Big Boss establishes Outer Heaven as a mercenary’s paradise.

1989: Solidus Snake trains Jack to fight in the Liberian Civil War.

1991: Solid and Liquid Snake are active during the Gulf War. Secret genome therapy on US servicemen results in what is called “Gulf War Syndrome.”

1994: American troops rescue POW Liquid Snake and return him to England.

1995: Operation Intrude N313 (*Metal Gear*). NATO covers up their annihilation of Outer Heaven.

1997: Big Boss establishes Zanzibar Land.

1999: Operation Intrude F014 (*Metal Gear 2: Solid Snake*). The Patriots infiltrate the Internet with their artificial intelligence through Y2K countermeasures.

2000: The Patriots have Solidus Snake elected President of the USA as “George Sears.”

2002: George Sears organizes Dead Cell.

2003: Dr. Clark is killed in a “lab explosion.”

2004: The Patriots have Solidus Snake re-elected to the office of President of the USA.

2005: Shadow Moses Incident. (*Metal Gear Solid*) FOXHOUND is disbanded.

2007: *In the Darkness of Shadow Moses* is published.

2007 June: Solid Snake rescues journalist Gary McGolden from Patriot interrogation (“The Shocking Conspiracy Behind Shadow Moses”).

2007 August 8: *Discovery* sinks in Manhattan (*Metal Gear Solid 2: Sons of Liberty*).

2008: The Patriots have James Johnson elected President of the USA.

2009 August 29: Sons of Liberty take over Big Shell (*Metal Gear Solid 2: Sons of Liberty*).

2014: Liquid Ocelot’s Insurrection (*Metal Gear Solid 4: Guns of the Patriots*).

SOLID SNAKE

“Never give up. Fight until the end. Always believe that you will succeed, even when the odds are against you. Those are your words.”

Male human Tough hero 6/Fast hero 2/Strong hero 2/Infiltrator 10: CR 20; Medium humanoid (human); HD 5d10+3d8+2d8+10d8+60; hp 168; Mas 16; Init +4; Spd 30 ft.; Defence 26 (+12 class, +4 Dex); BAB +12; Grap +15; Full Atk +16 ranged (1d4 plus Fort DC 21 or unconscious, M9); AL good, Philanthropy; SV Fort +11, Ref +16, Will +10; AP 28; Rep +9; Str 16, Dex 18, Con 16, Int 16, Wis 17, Cha 12.

Skills: Climb +13, Disguise +6, Escape Artist +10, Handle Animal +7, Hide +30, Knowledge (current events) +11, Knowledge (popular culture) +10, Knowledge (streetwise) +10, Listen +13, Move Silently +30, Read/Write Language (English, French, Japanese, Russian), Search +18, Sleight of Hand +10, Speak Language (Aleut, English, French, Japanese, Russian), Spot +13, Survival +12, Swim +12, Tumble +27.

Feats: Advanced Firearms Proficiency, Athletic, Brawl, Combat Martial Arts, Dead Aim, Dodge, Exotic Firearms Proficiency (rocket launchers), Far Shot, Heroic Surge, Improved Brawl, Iron Will, Knockout Punch, Nimble, Personal Firearms Proficiency, Point-Blank Shot, Renown, Simple Weapons Proficiency, Stealthy.

Occupation: Military (Knowledge (tactics), Move Silently, Personal Firearms Proficiency) Wealth +10.

Talents: DR 2/-, robust (*Tough*) evasion (*Fast*) extreme effort (*Strong*) improvised implements, improved evasion, skill mastery (Climb, Hide, Search, Sleight of Hand, Swim, Tumble), improvised weapon damage, improved sweep, without a trace (*Infiltrator*)

Possessions: Suppressed M9 tranquilizer gun w/ laser sight, 2 magazines of M9 tranquilizer ammunition, survival knife, Sneaking Suit (+5 Hide/Move Silently), pack of cigarettes. Snake acquires most of his equipment on-site.

The “Les Enfants Terribles” project aimed to clone the greatest warrior of the 20th century, Big Boss. It started in 1972 and ultimately produced three viable results: Solid, Liquid, and Solidus Snake.

The earliest record of Solid Snake appears in 1991: part of the US Army Special Forces (“Green Berets”), he took part in an infiltration mission in western Iraq during the Gulf War. FOXHOUND recruited Solid Snake in 1995 and sent him to Outer Heaven on Operation Intrude N313 to retrieve the missing FOXHOUND operative Gray Fox, rescue hostages, and destroy the weapon called “Metal Gear.” Snake managed to rescue Gray Fox, who told him that Metal Gear is a walking tank that can deliver a nuclear warhead without being detected. Snake destroyed the Metal Gear TX-55 and confronted the leader of Outer Heaven, Big Boss. Snake defeated Big Boss and escaped Outer Heaven’s self-destruct.

In 1999, FOXHOUND sent Snake to Zanzibar Land on Operation Intrude F014, to rescue Dr. Kio Marv and retrieve his invention OILIX, which promised to end the energy crisis. Snake discovered that the leader of Zanzibar Land was in fact Big Boss, who had another Metal Gear at his disposal. Unable to rescue Dr. Marv, Snake destroyed Metal Gear D, piloted by Gray Fox, and killed Big Boss. Upon returning from the mission, Snake disappeared into the Alaskan wilderness.

In 2005, FOXHOUND recalled Snake to send him on a mission to Shadow Moses Island, a nuclear disposal facility that had been taken by the Next Generation Special Forces (the Genome Army) and renegade FOXHOUND members, who threatened to fire a nuclear missile if they did not receive the remains of Big Boss to stabilize the Genome Army’s gene therapy. Snake infiltrated the island and discovered that Shadow Moses was a cover for the development of Metal Gear REX.

Snake defeated the FOXHOUND renegades, rescued REX’s designer Dr. Hal “Otacon” Emmerich and Meryl Silverburgh, and escaped Shadow Moses after destroying Metal Gear. During the operation, Snake learned that a part of Dr. Naomi Hunter’s IV nanomachine package was FOXDIE, a biological weapon developed to kill specific targets after contact with the carrier, and then kill him as well to cover up the motives of everyone involved.

Because of a proliferation of Metal Gear-derived weapons in rogue states by 2007, Snake, Otacon, and Nastasha Romanenko had formed Philanthropy, an anti-Metal Gear non-government organization. They learned that the U.S. Marine Corps had developed Metal Gear RAY to fight the black market Metal Gears. After infiltrating the oil tanker *Discovery*, Snake had to fight the Gurlukovich private army when they took over the upper levels of the tanker. Snake encountered Sergei Gurlukovich and Revolver Ocelot, who killed the former and Marine Commandant Scott Dolph, stole RAY, and sank *Discovery*. Solid Snake was implicated in the resulting ecological disaster and presumed dead after the incident.

Two years later, Solid Snake led the rogue Dead Cell crew to take over the Big Shell cleanup facility, declaring themselves the “Sons of Liberty.” This “Solid Snake” was an impostor, and the real Snake infiltrated the facility in disguise as a Navy SEAL, Lt. (j.g.) Iroquois Pliskin. Snake knew that Big Shell was a fully-functional cover for the Patriots’ ultimate project, Arsenal Gear. With Raiden’s help, Snake disabled Arsenal’s controlling artificial intelligence “GW” and infiltrated Arsenal. He planted a tracking device on the Marines’ RAY to track Ocelot as he escaped. He returned to reaffirm Raiden’s confidence in his ability to control his own future and then disappeared.

Five years after the Big Shell incident, Snake had aged rapidly to the point where he had no more than year left to live. Called out for one final mission, he now had to assassinate Liquid Ocelot. During the course of his mission, Snake learned that his cellular degeneration was also affecting the latent FOXDIE, which would inevitably mutate into an indiscriminate biological weapon. Snake decided that he would end his own life if the mission didn’t kill him. The gun launderer “Drebin 893” gave Snake a nanomachine injection that would let him use SOP-locked hardware and Snake used everything he found to stop Ocelot.

After defeating Liquid Ocelot, Snake prepared to shoot himself when Big Boss appeared to stop him. Big Boss explained to Snake that Drebin’s injection contained another strain of FOXDIE, which counteracted the original as well as killing new targets. He also told Snake about the history of the Patriots. Snake learned that the new FOXDIE would also mutate, but it would take much longer than he had left.

M9 (autoloader)

The **Pistol, Semiautomatic, 9mm, M9** is the US Armed Forces designation for the military-spec version of the Beretta 92FS. This particular unit is modified to fire tranquilizer darts and to lock the slide after each shot. The slide lock reduces the frame’s service life to approximately 100 shots due to the increased stress. It can accept a suppressor.

d20 Modern Rules: Recocking a fired M9 takes a move action. A Listen check (DC 15) is required to hear the discharge (DC 20 if a suppressor is equipped) or recocking. Anyone who takes at least one point of damage from an M9 dart must make a DC 16 Fortitude save (no save on a critical hit) or fall asleep for 2d6 minutes.

Damage	Critical	Type	Increment	Rate of Fire	Magazine	Size	Weight
1d4	20	Ballistic	15 ft.	S	15 box	M	2 lb.

REVOLVER OCELOT

“You’re pretty good.”

Male human Fast hero 5/Soldier 5/Gunslinger 10: Medium humanoid (human); CR 20; HD 5d8+15d10+40; hp 152; Mas 15; Init +9; Spd 30 ft.; Defence 27 (+13 class, +4 Dex); BAB +13; Grap +13; Full Atk +20/+15/+10 ranged (2d6, Colt SAA); AL self, Patriots; SV Fort +9, Ref +16, Will +9; AP 33; Rep +5; Str 11, Dex 20, Con 15, Int 15, Wis 14, Cha 12.

Skills: Bluff +15, Demolitions +10, Drive +10, Intimidate +21, Knowledge (current events) +14, Knowledge (streetwise) +12, Knowledge (tactics) +17, Listen +7, Move Silently +13, Pilot +13, Profession (soldier) +12, Read/Write Language (English, French, Russian), Sleight of Hand +25, Speak Language (English, French, Russian), Spot +12, Survival +6, Tumble +19.

Feats: Confident, Dodge, Far Shot, Frightful Presence, Gunplay, Improved Initiative, Mobility, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Simple Weapons Proficiency, Skip Shot, Weapon Focus (Colt SAA, Makarov PM).

Occupation: Military (Knowledge (tactics), Pilot, Personal Firearms Proficiency) Wealth +22. (As a member of the Patriots/CEO of Outer Heaven, Ocelot has unlimited resources)

Talents: Evasion, uncanny dodge 1, uncanny dodge 2 (*Fast*) Weapon Specialization (Makarov PM), tactical aid, Improved Critical (Makarov PM) (*Soldier*) close combat shot, Weapon Focus (Colt SAA), defensive position, lightning shot, sharp-shooting, Greater Weapon Focus (Colt SAA), bull’s-eye (*Gunslinger*).

Possessions: 3 Colt Single Action Army revolvers (1 in hip holster, 1 in shoulder holster, 1 in concealed shoulder holster), 30 .45LC rounds, leather duster, cowboy outfit.

Adamska is the son of The Joy and The Sorrow. He was born on June 6, 1944, after his mother was shot while storming Normandy, France. The Philosophers subsequently abducted him and entrusted him to the GRU and Colonel Yevgeny Borisovitch Volgin.

At the age of 20, Adamska had the rank of Major, was the leader of the Spetsnaz “Ocelot” unit, and used Ocelot as his codename. He encountered Naked Snake during Snake’s Virtuous Mission to rescue Nikolai Stephanovich Sokolov. Ocelot’s Makarov PM jammed at a crucial moment, but Snake spared him, offering him advice and suggesting that Ocelot’s techniques were more suited to revolvers.

During Operation Snake Eater, Ocelot again encountered Naked Snake, this time carrying an engraved Single Action Army. Ocelot still had much to learn, unused to the revolver’s smaller capacity. When they next met at Bolshaya Past, he carried two revolvers. The intervention of The Pain prevented any resolution to the battle.

Ocelot discovered his affinity for torture while watching Colonel Volgin torture Snake. During a scuffle with Volgin, Ocelot’s revolver went off and clipped Snake’s right eye. He slipped a revolver to Snake before Volgin had him taken away, and then stood passively when Snake and Volgin battled in Groznyj Grad while C3 explosives counted down on the Shagohod’s liquid fuel tanks. Ocelot chased Snake and EVA through the Groznyj Grad facility on motorcycle, with Volgin behind the controls of the Shagohod and following all of them.

As Snake and EVA escaped the area in a WIG ground-effect vehicle, Ocelot gave chase in a hovercraft, boarded the WIG, and challenged Snake to a pistol duel. He loaded one bullet, spun the cylinder, and gave Snake the choice of two juggled guns. No bullet struck either man, and Ocelot jumped from the vehicle.

Ocelot had also obtained a copy of Aleksandr Leonovitch Granin’s bipedal tank concept from his Granini Gorki facility. Ocelot served Spetsnaz until the collapse of the Soviet Union,

moved to OMON and SVR, and then left Russia when the current regime no longer satisfied him. He served as a mercenary until he was recruited for FOXHOUND, an elite U.S. military black ops team founded by Big Boss, the man Ocelot knew as Snake, or John, who had died some time before Ocelot's recruitment.

During the Shadow Moses incident, Ocelot battled Solid Snake until a cyborg ninja sliced Ocelot's right arm off just below the elbow. For the remainder of the Shadow Moses incident, Ocelot had difficulty using his revolver, but still retained his skill at torture. Ocelot escaped Shadow Moses with Metal Gear REX's test data, which he sold on the black market, and helped Solid Snake hide from the Patriots. In Lyon, France, Ocelot had Liquid Snake's right forearm grafted to his stump. As a side effect, Liquid Snake's personality emerged from time to time (Ocelot inherited some of his father's spiritual powers).

One such incident occurred during the raid on the tanker *Discovery*, where Ocelot killed his Spetsnaz comrade Sergei Gurlukovich and stole the USMC's Metal Gear RAY. A later incident occurred at the climax of the S3 Program atop Arsenal Gear, where Liquid forced Ocelot to take another RAY and pursue the Patriots.

Under Liquid's control, Ocelot disappeared after the Big Shell Incident. He resurfaced in 2014 as "Liquid Ocelot," CEO of Outer Heaven, the umbrella corporation that owned the world's five major private military contractors. Ocelot and Solid Snake battled on top of the Arsenal-Gear class battleship *Outer Haven* until Ocelot succumbed to a new strain of FOXDIE.

Colt Single Action Army (revolver)

This gun was first manufactured in 1873 by Samuel Colt for the US Cavalry. It is strongly associated with the western movie genre. Unlike most other revolvers, the first-generation Single Action Army does not break open for reloading; the cylinder is loaded one round at a time via a side-swinging loading gate located at the right side of the frame. Empty cases are ejected one by one through the loading gate by pulling back on the ejector rod located under the barrel and to the right. The gun can be loaded or unloaded only when the hammer is set to half-cock position. If a round is ready to fire, it is highly likely that the gun will discharge if it's dropped.

Variants: The Beretta Stampede, Ruger "New Vaquero," and Taurus Gaucho are SAA clones that use the modern transfer-bar ignition system to prevent misfires and they also break open to allow for conventional reloading.

d20 Modern Rules: Reloading a SAA takes 2 full-round actions that provoke attacks of opportunity. A dropped SAA has a 75% chance to misfire if a round is under the hammer. This weapon takes .45 Long Colt, not .45 Automatic Colt Pistol ammunition. In a modern-day game, the Purchase DC is 20 for a SAA, 16 for a clone, and 34 for a first-generation SAA in good condition.

Damage	Critical	Type	Increment	Rate of Fire	Magazine	Size	Weight
2d6	20	Ballistic	15 ft.	S	6 cylinders	M	4 lb.

Metal Gear REX

Aleksandr Leonovich Granin designed a bipedal tank in the 1960's, but his nuclear delivery system "Metal Gear" was passed over in favour of the Shagohod design of Nikolai Stephanovich Sokolov. Ocelot, the Philosophers' spy in GRU, stole Granin's designs and gave them to his superiors. The first known active Metal Gear unit was RAXA, based on Granin's design and built by Sokolov. Subsequent Metal Gear units included ZEKE, TX-55, and D.

Metal Gear REX was jointly developed by DARPA and ArmsTech. The prototype was manufactured at a nuclear disposal facility on Shadow Moses Island near Alaska, but was captured by the Next-Generation Special Forces "Genome Army" and renegade FOXHOUND members. Solid Snake was sent in to stop FOXHOUND, and discovered the conspiracy surrounding the United States government's involvement in REX's development.

The weapon is reminiscent of anime mecha due to the personal tastes of the chief designer, Hal Emmerich, who also deliberately designed the vulnerable sensor suite as a "character flaw."

Size: Gargantuan (-4 size) **Bonus Hit Points:** 400

Superstructure: Classified **Hardness:** 20

Armour: Steel Laminate **Bonus to Defence:** +8

Armour Penalty: -8 **Reach:** 15 ft.

Strength Bonus: +24 **Dexterity Penalty:** —

Speed: 40 ft. **Base Purchase DC:** N/A

Standard Equipment Package: Pilot's cockpit (cranium), Class III sensor system (left arm), 1x 100MW free-range electron laser (torso), 2x 12.7mm Vulcan cannons (shoulders), 2x HEAT missile launchers (legs), 18.5mm rail cannon (right arm) comm system, life support system (no slots).

Metal Gear RAY

Following the two-year proliferation of rogue Metal Gear designs, the United States Marine Corps developed an anti-Metal Gear system called Metal Gear RAY. The Marines planned to take RAY through Manhattan and into the north Atlantic for final testing before deployment, but the tanker *Discovery* was boarded by the private army of Sergei Gurlukovich, and RAY was stolen by Revolver Ocelot, under the psychic dominance of Liquid Snake.

Mass-produced, remote-controlled RAYs protected Arsenal Gear, but the FOXDIE computer virus corrupted the controlling artificial intelligence. Liquid took the original piloted RAY and tried to hunt down the Patriots, but the outcome of his mission is unknown.

Size: Gargantuan (-4 size) **Bonus Hit Points:** 400

Superstructure: Classified **Hardness:** 20

Armour: Titanium Alloy **Bonus to Defence:** +8

Armour Penalty: -8 **Reach:** 15 ft.

Strength Bonus: +24 **Dexterity Penalty:** —

Speed: 40 ft. **Base Purchase DC:** N/A

Standard Equipment Package: Pilot's cockpit (cranium), Class III sensor system (visor), 1x high-pressure water drill (helmet), 2x 12.7mm Vulcan cannons (hands), 2x HEAP missile launchers (legs), 1x Hellfire missile pod (back), comm system, life support system, nanorepair unit (no slots).

JAY & SILENT BOB

(Contributed by Joseph M. Osborne)

JAY

“Noinch, noinch, noinch, schmokin’ weed, schmokin’ weed, doin’ coke, drinkin’ beers, beers, beers. Rolling fatties, smokin’ blunts. Who smokes the blunts? We smoke the blunts!”

Male human Strong hero 1/Fast hero 3: CR 4; Medium humanoid (human); HD 4d8+12; hp 30; Mas 16; Init +0; Spd 30 ft.; Defence: 15 (class); BAB +3; Grap +4; Full Atk +3 ranged (2d6, MAC-10) or +5 melee (1d6+2 nonlethal, unarmed strike); AL self, Silent Bob; SV Fort +5, Ref +2, Will +1; AP 4; Rep +1; Str 12, Dex 11, Con 16, Int 9, Wis 10, Cha 11.

Skills: Bluff +3, Climb +3, Disguise +2, Gather Information +1, Hide +7, Knowledge (popular culture) +3, Knowledge (streetwise) +4, Move Silently +7, Perform (sing) +1, Swim +3.

Feats: Athletic, Brawl, Deceptive, Personal Firearms Proficiency, Simple Weapon Proficiency, Stealthy.

Occupation: Criminal (+1 Knowledge: Streetwise, Move Silently, Brawl Bonus Feat) Wealth +2.

Talents: (Strong) Melee smash, (Fast) Evasion, uncanny dodge 1.

Possessions: Marijuana, fireworks, bad clothes, union ID (International Fellowship of Marijuana Distributors, Crack-Cocaine Wholesalers, Artists and Allied Crafts of the United States and Canada). May have a MAC-10 machine pistol.

Jay is a small-time drug dealer in Leonardo, NJ. He hangs out along with his “Hetero Life-Mate” Silent Bob in front of the Quick Stop convenience store, harassing customers and selling weed, and has been doing so since he was a small child. Despite his vehement denials of it, there are indications that he is bisexual. His speech is usually extremely obscene and he talks constantly; it literally took an act of God to shut him up once. The likenesses of him and his companion were used for the popular comic book and movie “Bluntman and Chronic.”

SILENT BOB

“You know, there’s a million fine looking women in the world, dude. But they don’t all bring you lasagne at work. Most of ‘em just cheat on you.”

Male human Strong hero 2/Smart hero 2: CR 4; Medium humanoid (human); HD 2d8+2d6+12; hp 28; Mas 16; Init +0; Spd. 30 ft.; Defence 13 (class); BAB +3; Grap +5; Full Atk +6 melee (1d6+3 nonlethal, unarmed strike) or +6 melee (1d6+3, +1 *club*); AL self, Jay; SV Fort +5, Ref +0, Will +3; AP 4; Rep +1; Str 14, Dex 10, Con 16, Int 15, Wis 13, Cha 12.

Skills: Computer Use +4, Craft (electronics) +5, Craft (mechanical) +9, Disable Device +11, Intimidate +4, Knowledge (civics) +8, Knowledge (streetwise) +7, Repair +10, Sleight of Hand +7.

Feats: Brawl, Cautious, Gearhead, Heroic Surge, Power Attack, Simple Weapon Proficiency, Wild Talent (Far Hand).

Occupation: Criminal (Disable Device, Sleight of Hand, Brawl Bonus Feat) Wealth +3.

Talents: (*Strong*) Melee smash, (*Smart*) Savant (Knowledge: Civics)

Possessions: Marijuana, average clothes, trench coat, union ID (International Fellowship of Marijuana Distributors, Crack-Cocaine Wholesalers, Artists and Allied Crafts of the United States and Canada), May have *Cardinal Glick’s golf club* (+1 *club*).

Silent Bob is a mysterious figure. He is silent by choice, normally choosing only to speak when very important, but he has launched into a longwinded discussions of relationships or contract law at times. He has a deep loyalty to Jay, even though Jay tends to treat him poorly. He keeps many secrets from Jay, sometimes remarking that what Jay didn’t know about him could fill a book.

SINGLE CHARACTERS

HENRY “INDIANA” JONES JR. (*Indiana Jones* series)

“Archaeology is the search for fact, not truth.”

Male human Smart hero 8/Fast hero 2/Tough hero 2: CR 12; Medium humanoid (human); HD 8d6+8 plus 2d8+2 plus 2d10+2; hp 75; Mas 13; Init +4; Spd 30 ft.; Defence 24 (+4 Dex, +10 class); BAB +5; Grap +6; Full Atk +7 melee (1d6+1 nonlethal, unarmed strike) +9 ranged (2d6, M1917 or P-35) or +9 ranged (1d2, whip); AL beliefs, organization; SV Fort +7, Ref +8, Will +7; AP 5; Rep +3; Str 13, Dex 18, Con 13, Int 18, Wis 16, Cha 15.

Skills: Climb +8, Decipher Script +18, Drive +9, Gather Information +7, Hide +9, Investigate +16, Knowledge (arcane lore) +25, Knowledge (art) +25, Knowledge (history) +25, Knowledge (theology and philosophy) +18, Move Silently +8, Profession (teacher) +15, Profession (archaeologist) +14, Read/Write Language (Arabic, French, German, Russian), Research +18, Ride +8, Search +16, Speak Language (Arabic, French, German, Russian), Survival +8, Swim +8.

Feats: Alertness, Archaic Weapons Proficiency, Brawl, Dodge, Educated (arcane lore, art, history, theology and philosophy), Endurance, Great Fortitude, Heroic Surge, Knockout Punch, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Occupation: Adventurer (+1 Knowledge [arcane lore], Survival, Archaic Weapons Proficiency).

Talents: savant +8 (Knowledge [arcane lore], Knowledge [art], Knowledge [history]), plan (*Smart*) evasion (*Fast*) second wind (*Tough*).

Possessions: Whip, S&W M1917 revolver, 24 rounds of .455 ammunition, FN P-35, 2 magazines of 9x19mm ammunition, fedora hat.

Henry Walden Jones Jr. was born July 1, 1899, in Princeton, New Jersey, the son of Henry and Anna Jones. “Indiana” had many adventures around the world while travelling with his parents and met many historical figures. His mother died of scarlet fever in May of 1912. In the summer of that year, he acquired his fedora, bullwhip training, and a lifelong fear of snakes.

Indy participated in the Mexican Revolution, the Easter Rising, and fought on the Western Front for the Belgian Army.

He studied under Abner Ravenwood at the University of Chicago after returning from service in the Great War, but left abruptly in 1926, not contacting the Ravenwoods for ten years. He is a “professor of archaeology, expert on the occult, and obtainer of rare antiquities,” such as the Ark of the Covenant and the Holy Grail.

Indy lives well into his 90’s, his health possibly sustained by a drink from the Holy Grail.

FORREST GUMP (*Forrest Gump*)

“My momma always said, ‘Life is like a box of chocolates: you never know what you’re going to get.’”

Male human Fast hero 4/Soldier 1: CR 5; Medium humanoid (human); HD 4d8+8 plus 1d10+2; hp 45; Mas 17; Init +3; Spd 35 ft.; Defence 19 (+3 Dex, +6 class); BAB +3; Grap +6; Full Atk +8 melee (1d6+3, unarmed strike) or +8 ranged (2d8, M16); AL beliefs, group; SV Fort +5, Ref +6, Will +4; AP 7; Rep +1; Str 17, Dex 17, Con 17, Int 7, Wis 17, Cha 17.

Skills: Knowledge (tactics) +1, Listen +7, Sense Motive +6, Spot +8, Survival +6.

Feats: Brawl, Dodge, Elusive Target, Mobility, Run, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occupation: Military (Knowledge [tactics], Survival, Personal Firearms Proficiency).

Talents: evasion, increased speed (*Fast*) weapon focus (M16) (*Soldier*).

Possessions: Briefcase of stuff, box of chocolates.

Forrest Gump, a simple man from Alabama, entangled himself in almost every significant American historical event since the 1950’s.

Forrest has an IQ of 75, but he is a caring, loving man, even though he doesn’t get things the first time around. His mother named him after an ancestor, Nathan Bedford Forrest, the man who started the Ku Klux Klan. Born with a curvature of his spine, Forrest had to wear braces on his legs. To support him, Forrest’s mother opened her house to boarders. One of these boarders was a Tennessee musician and Forrest would dance a peculiar hip-swinging dance to his guitar music. Forrest later saw that man, Elvis Presley, dancing his dance on the Ed Sullivan Show.

Forrest’s mother helped him get into school but Forrest was the target of bullies every day. His only friend was a quiet girl named Jenny, who urged him to “Run, Forrest, Run!” when the other boys picked on him. Forrest received a football scholarship for his impressive running ability, but he had trouble figuring out when to stop.

Forrest was drafted into service for the Vietnam conflict. He only made two friends during his service: “Bubba,” an African-American with Forrest’s mental capacity but a large heart (and large gums), and his commanding officer, Lieutenant Dan. After several months of fighting, Forrest’s unit was devastated and Forrest was the only one who survived without serious injury. One by one, he pulled every man out of the hot zone in search of Bubba. He carried Lieutenant Dan out with napalm on his heels, and when he brought Bubba out, he took a bullet in the butt.

Forrest received the Medal of Honour for his bravery (and showed President Lyndon Johnson the wound), but Bubba died from his injuries and Lieutenant Dan lost his legs just above the knees. Unable to return to active duty, Forrest took up ping-pong, which came naturally to him, and he joined the US Army Ping-Pong team, taking on opponents from China. On a talk show one day, he told the host about how the Chinese people have nothing, and the other guest quipped, “Imagine that.” That other guest was John Lennon.

Forrest met President Richard Nixon on behalf of the ping-pong team, and he stayed at the Watergate Hotel. He called security when he saw some men with flashlights in a room on the other side of the hotel, thinking that they were looking for a fuse box and needed help.

Forrest was discharged from the army and returned home to his mother, who had taken care of the money he had received from product endorsements, and with most of that money, Forrest kept the promise he had made to Bubba: he bought a shrimp boat and named it *Jenny*. On the water, Forrest saw Lieutenant Dan on the pier, and he became Forrest’s first mate, just as he said he would back in ‘Nam.

Forrest and Lieutenant Dan started the Bubba-Gump Shrimp Company in Bubba's honour, and after a tropical storm devastated the shrimp industry, the *Jenny* pulled in hundreds of dollars' worth of shrimp daily. Soon, Forrest had a fleet of shrimp boats, and Lieutenant Dan invested a large sum in what Forrest thought was "a fruit company," Apple Computers.

Forrest's mother died of cancer, he caught up with Jenny for the first time since the service, and for three years straight, he ran across the country, back and forth. During that time, he gave a guy the slogan "Shit happens," and he gave another guy the smiley face and the slogan "Have a nice day." After three years of running, he just stopped, said, "I'm tired, I think I'm going to go home," and headed home.

He found Jenny again, who had had a son while Forrest was gone. She told him his name was Forrest, named after his father. He didn't get it at first, so Jenny told him that the boy was his son.

Jenny died a year later, and Forrest took it upon himself to raise Forrest Jr. He didn't tell the boy that he was his son, but he figured it out pretty quickly. Forrest saw his son onto the bus for his first day at school, and waited for him to return.

JACK BURTON (*Big Trouble in Little China*) (Contributed by Caul)

“Just remember what ol’ Jack Burton does when the earth quakes, the poison arrows fall from the sky, and the pillars of Heaven shake. Yeah, Jack Burton just looks that big old storm right in the eye and says, ‘Give me your best shot; I can take it.’”

Male human Tough hero 3: CR 3; Medium humanoid (human); HD 3d10+6 plus 3; hp 29; Mas 15; Init +2; Spd 30 ft.; Defence 14, touch 14, flat-footed 12 (+2 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d4+1/19-20, knife) or +4 ranged (1d4, knife) or +0 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL friends; SV Fort +4, Ref +3, Will +0; AP 2; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 8, Cha 12.

Skills: Drive +6, Gamble +1, Intimidate +4, Profession (truck driver) +3, Repair +2.

Feats: Simple Weapons Proficiency, Surface Vehicle Operation (heavy wheeled), Vehicle Expert.

Occupation: Blue Collar (class skill competence bonus: Drive, Intimidate).

Talents: Robust, It’s all in the reflexes* (*Tough*)

Possessions: Knife, TEC-9, driver’s license, casual clothing, *Pork Chop Express* (Peterbilt eighteen-wheeler).

**It’s All in the Reflexes:* This is a special talent that is unique to Jack Burton (in addition to the ability to spout random deeply charged monologues and refer to himself in the third person). It allows Jack to spend an Action Point in order to perform an amazing feat of reflexes, such as catching a thrown item and make a return attack with it, or even dodge bullets with a Reflex save that bests the attack roll against him.

JASON VOORHEES (*Friday the 13th Part 2 - Jason X*)

Male human corpse Tough hero 10/Slasher 10: CR 21; Medium undead; HD 10d12+10 plus 10d12; hp 154; Mas —; Init +6 (+2 circumstance, +4 Improved Init.); Spd 30 ft.; Defence 24 (+10 class, +4 natural); BAB +14/+9/+4; Grap +12; Full Atk +21/+16/+11 melee (1d6+8/16-20/x3, machete) or 20/+15/+10 melee (1d6+6/17-20, cleaver) or +20/+15/+10 melee (1d4+6/17-20, knife) or +20/+15/+10 melee (1d8+6, spear) or +19 melee (1d8+6, unarmed strike); SQ darkvision 60 ft., undead traits; AL evil, chaos; SV Fort +10, Ref +8, Will +5; AP 12; Rep +8; Str 22, Dex 10, Con —, Int 10, Wis 8, Cha 3.

Skills: Climb +12, Hide +7, Intimidate +6, Listen +10, Move Silently +7, Navigate +12, Spot +10, Survival +16.

Feats: Alertness, Archaic Weapons Proficiency, Armour Proficiency (light), Brawl, Cleave, Far Shot, Great Fortitude, Guide, Improved Brawl, Improved Critical (cleaver), Improved Critical (knife), Improved Critical (machete), Improved Initiative, Power Attack (up to +14), Renown, Simple Weapons Proficiency, Stealthy, Track.

Occupation: None (Supernatural killing machine doesn't count).

Talents: Robust, DR 1/-, DR 2/-, DR 3/-, second wind (*Tough*) weapon focus (machete), stalking, smash, death flesh, augmented critical (machete), improved reaction, weapon specialization (machete), critical strike, sequel (*Slasher*).

Possessions: Machete, cleaver, knife, spear, hockey mask, worm-eaten coveralls.

Jason Voorhees (1946-1957) was the son of Pamela Voorhees. Jason was physically hideous, but Pamela loved him nonetheless. He died when he drowned in Crystal Lake at the age of 11; the Camp Crystal Lake counsellors who should have been on duty were not there.

Pamela lost her mind and started attacking the campground. Despite her best attempts to keep the camp closed, it reopened several times, until she totally snapped and started murdering the counsellors. She took ten lives before Annie, the last surviving counsellor, decapitated her. An unknown assailant murdered Annie several months later.

The camp was reopened, but the murders began again; Jason had somehow come back from death, wearing a pillowcase over his head. He killed six before a female counsellor took him down with a machete to the shoulder.

It didn't stop him, and Jason came back for more, taking a hockey mask from one of his next kills and wearing one ever since. An axe to the head brought him down, but he came back from death at the morgue and carved a bloody trail back to Crystal Lake, where a twelve-year old boy, Tommy Jarvis, brought him down and hacked at his corpse relentlessly. Jason was buried and Tommy was sent to a mental institution.

When Tommy was transferred to Pinehurst, the killings began again. However, this "Jason" was the father of a murdered Pinehurst patient.

Plagued by hallucinations, Tommy dug up Jason's body and impaled it repeatedly with an iron spike. Lightning hit the spike, reviving the killer, and he returned to Crystal Lake (renamed Forest Green in the interim), killing many more before Tommy drew him out into the lake and chained him to a heavy rock at the bottom.

A psychokinetic woman accidentally brought him back to the surface, where he killed more until he was returned to his watery tomb. A passing boat's anchor snagged an underwater cable and zapped him, restoring him to life. He climbed on board and killed the occupants, and boarded another boat carrying vacationing teenagers. The boat arrived in Manhattan, and he almost killed all of them until he was destroyed in the sewers by a flood of toxic wastes.

XANDER CAGE (*xXx*) (Contributed by Desamus_Truth)

Yeah. Cars, boards, bikes. I like anything fast enough to do something stupid in.

Male human Strong hero 3/Fast hero 3/Daredevil 5: CR 11; Medium humanoid (Human); HD 3d8+9 plus 3d8+9 plus 5d10+15; hp 87; Mas 16; Init +7; Spd 35 ft.; Defence 28 (+4 Dex, +13 class, +1 leather jacket), touch 27, flatfooted 20; BAB +9; Grap +13; Atk +13 melee (1d6+4, nonlethal, unarmed strike); FS 5ft.; Reach 5ft.; AL good; SV Fort +13, Ref +6, Will +4/+8 against fear; AP 8; Rep +3; Str 19, Dex 18, Con 16, Int 15, Wis 13, Cha 16.

Skills: Balance +9, Climb +10, Drive +9, Escape Artist +9, Hide +9, Jump +10, Knowledge (tactics) +8, Knowledge (streetwise) +8, Knowledge (current events) +8, Listen +7, Move Silently +9, Repair +8.

Feats: Improved Initiative, Personal Firearms Proficiency, Advanced Firearms Proficiency, Brawl, Point Blank shot, Double Tap, Surface Vehicle Operation (Power Boats), Burst Fire.

Occupation: Criminal (Hide, Move Silently).

Talents: Melee smash, improved melee smash (*Strong*) evasion, fast movement (*Fast*) fearless, nip-up, action boost, adrenaline rush (*Daredevil*).

Possessions: Tricked out midnight blue GTO “convertible,” Eagle Eyes, highly-modified S&W 629.

Xander Cage was a fun loving, extreme sports fanatic and “mentor” to most who loved extreme sports. He has done and still does everything, from free boarding mountains to tossing cars off bridges. His life changed abruptly, when he was recruited by the United States Department of Defence.

He was sent in as a “snake into a snake pit” to find out information on a terrorist group called Anarchy 99. He swiftly joined the group and uncovered a plan to kill the world’s governments. He fought hard to save the world from this terrible group, but fell in love with another undercover agent who was working as the leader’s lover and secretary. Now, Agent Xander Cage works for the Special Tactics Unit in the Department of Defence.

LT. JOHN MCCLANE (*Die Hard* series) (Contributed by Joseph M. Osborne)

“Yippie kai-yay.”

Male human Dedicated hero 6/Tough hero 6: CR 12; Medium humanoid (human); HD 6d6+18 plus 6d10+18; hp 92; Mas 20; Init +2; Spd 30 ft.; Defence 18 (+6 class, +2 Dex); BAB +8; Grap +10; Full Atk +12/+7 melee (1d8+2 nonlethal, unarmed) or +11/+6 ranged (2d6, Beretta 92F); AL Good, Law, New York; SV Fort +9, Ref +6, Will +8; AP 12; Rep +4; Str 15, Dex 14, Con 17, Int 13, Wis 12, Cha 13.

Skills: Drive +17, Intimidate +16, Investigate +10, Knowledge (civics) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Listen +10, Spot +19, Treat Injury +2.

Feats: Advanced Firearms Proficiency, Brawl, Dodge, Improved Brawl, Improved Damage Threshold, Iron Will, Knockout Punch, Mobility, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Shot on the Run, Simple Weapon Proficiency, Weapon Focus (Glock 17).

Occupation: Law Enforcement (Drive, Intimidate) Wealth +6.

Talents: Skill Emphasis (Spot), aware, cool under pressure (Spot, Search, Investigate, Knowledge [civics]) (*Dedicated*) remain conscious, second wind, stamina (*Tough*).

Possessions: NYPD badge, Beretta 92F w/ shoulder holster, 2 magazines of 9mm ammunition, cigarettes, Zippo lighter.

John McClane is an average cop who has been repeatedly thrust into amazing circumstances. He separated from his wife Holly Generro in the late 80's because he didn't want to leave New York and his duties to the NYPD, but his wife wanted to pursue a career on the West Coast. The first time he went to Los Angeles, in Christmas of 1989, he was unlucky enough to be in the Nakatomi Plaza when Hans Gruber and his gang tried to steal 600 million dollars from the company vault.

After foiling this theft, he quit the NYPD and moved to L.A. to be with his wife and joined the LAPD, although this only lasted a short while. The next Christmas, he was involved in an incident at Dulles Airport in Washington, where a group of terrorists seized control of the airport navigational systems during a blizzard to try and extort the release of a South American warlord, with his wife on one of the trapped planes.

He moved back to New York and rejoined the NYPD, and despite being semi-famous from twice stopping major terrorist plots, it wasn't too many years before he found himself suspended for his usual disregard of police rules and procedure. His most recent brush with international crime and terrorism happened in 1995, when the brother of Hans Gruber, Simon Peter Gruber, decided to simultaneously fulfill a desire for vengeance against John and use his private army of former East German soldiers to try and steal the tons of gold bullion in the Federal Reserve Bank of New York. John stopped Simon with the help of Harlem shopkeeper Zeus Carver.

CONNOR MACLEOD (*Highlander* film series)

"It's a kind of magic."

Male human immortal Tough hero 8/Charismatic hero 2/Archaic weaponsmaster 10: CR 22; Medium humanoid (human): HD 8d10+2d6+10d10+40; hp 153; Mas 14; Init +6; Spd 30 ft; Defence 23, touch 13, flatfooted 20; BAB +14; Grap +16; Full Atk +17/+12/+7 two-handed melee (2d6+5/18-20, masterwork greatsword); SQ immortal, quickening, quickening sense, regeneration 2, water breathing, sterile; SV Fort +15, Ref +10, Will +9; AP 25; Rep +5; Str 15, Dex 17, Con 14, Int 15, Wis 15, Cha 16.

Skills: Bluff +8, Climb +13, Gather Information +9, Jump +12, Knowledge (art) +13, Knowledge (history) +13, Profession (antique dealer) +13, Read/Write Language (French, German, Russian, Spanish), Research +12, Ride +12, Sleight of Hand +4, Speak Language (French, German, Russian, Spanish), Spot +13, Survival +13, Swim +7.

Feats: Agile Riposte, Archaic Weapons Proficiency, Combat Expertise, Deceptive, Dodge, Endurance, Exotic Melee Weapon Proficiency (katana), Heroic Surge 5/day, Improved Disarm, Improved Initiative, Iron Will, Low Profile, Power Attack, Simple Weapons Proficiency, Toughness, Weapon Focus (greatsword, katana), Weapon Specialization (greatsword).

Occupation: Adventurer (Bluff, Knowledge (history), Archaic Weapons Proficiency) Wealth +18.

Talents: Remain conscious, DR 1/-, DR 2/- (*Tough*), fast talk (*Charismatic*), imbue weapon +2, quick weapon draw, expert in your field, weapon stun, increased weapon critical (*Archaic weaponsmaster*).

Possessions: Masterwork greatsword (MacLeod claymore), antique store filled with various archaic items, including weapons and armour.

Connor MacLeod was born in the year 1518, in Glenfinnan, Scotland, on the shores of Loch Shiel. He died in 1536, in battle with the Fraser clan, on the sword of a Russian mercenary called "the Kurgan." Shortly after his body was returned to Glenfinnan, Connor got up and went to the village tavern. He was accused of trafficking with the Devil and banished. He married Heather MacDonald, a blacksmith's daughter, and then met Juan Sanchez Villa-Lobos Ramirez, who identified him as an immortal.

Ramirez trained Connor in swordplay and in his new immortal senses, and taught him the rules of the Game, including the ultimate rule: "In the end, there can be only one."

When Connor returned to the home he shared with Heather and Ramirez, he found the place in ruins, Ramirez decapitated, and Heather in shock; the Kurgan had tracked him, but hadn't found him. Heather eventually died of old age, while Connor remained young and strong.

For over four hundred years, Connor used a variety of aliases, including Adrian Montague, Jacques Lefeburt, Alfred Nicholson, David Caruthers, and Rupert Wellingford. His last known alias was Russell Nash. Only a few immortals were left by 1985, when they felt the call of the Gathering summoning them to New York City. There, Connor took the Quickening of Aman Fasil. The Kurgan found him and taunted him on the grounds of a church. The two duelled at last and Connor accomplished what Ramirez could not, decapitating the Kurgan and taking his Quickening. For being the last, Connor earned the Prize.

ROLAND DESCHAIN OF GILEAD (*The Dark Tower* series by Stephen King)

No one ever does live happily ever after, but we leave the children to find that out for themselves.

Male human Fast hero 4/Strong hero 2/Tough hero 4/Gunslinger 10: CR 20; Medium humanoid (human); HD 4d8+2d8+2d10+10d10+64; hp 172; Mas 17; Init +10; Spd 30 ft.; Defence 26 (+11 class, +5 Dex); BAB +15; Grap +12; Atk +26 ranged (2d6+4/19-20, +4 *holy keen revolver*); Full Atk +26/+21/+16 ranged (2d6+4/19-20, +4 *holy keen revolver*); AL vow, group; SV Fort +11, Ref +13, Will +10; AP 17; Rep +5; Str 13, Dex 21, Con 17, Int 12, Wis 16, Cha 10

Skills: Bluff +10, Craft (mechanical) +4, Handle Animal +6, Hide +10, Intimidate +8 (+13 during showdown), Knowledge (arcane lore) +5, Knowledge (history) +4, Listen +9, Move Silently +17, Perform (rice dance) +8, Read/Write Language (High Speech, Low Speech), Repair +6, Ride +10, Sleight of Hand +20, Speak Language (High Speech, Low Speech), Spot +12, Survival +18, Tumble +12

Feats: Alertness, Archaic Weapons Proficiency, Brawl, Dodge, Educated (arcane lore, history), Endurance, Gunplay, Hammer Down, Mobility, Personal Firearms Proficiency, Point-Blank Shot, Precise Shot, Quick Draw, Quick Reload, Simple Weapons Proficiency, Slip Hammer, Track, Two-Weapon Fighting

Occupation: Hunter (Handle Animal, Survival, Personal Firearms Proficiency) Wealth +1

Talents: Extreme effort (*Strong*) evasion, uncanny dodge (*Fast*) remain conscious, robust (*Tough*) greased lightning, close combat shot, lightning shot, steel-eyed, Greater Weapon Focus (revolver) (*Gunslinger*)

Possessions: *Eld guns*, 50 rounds of .45 Winchester Magnum ammunition

Roland Deschain, son of Steven, is the last gunslinger in All-World. He took the test at age 14, in order to take revenge on Marten Broadcloak, the sorcerer who seduced his mother, and was sent east for his own protection. Because his world has moved on, Roland does not know for sure how old he is, but he does know that the other gunslingers were killed in the civil war with John Farson, Gilead has fallen, and the source of the problem is in the Dark Tower.

Crippled: Roland has lost the first two fingers of his right hand. He cannot use his weapons with that hand, and he takes a -4 penalty to any task requiring fine manipulation and/or both hands.

OTHER RESOURCES

(Contributed by Jasper o the nine lives)

TOONIE (Natural form): CR 4; Medium Ooze; HD 4d10+10; hp 32; Mas —; Init +2; Spd 30 ft; Defence 12 (Dex); BAB +3; Grap +3; Atk +3 melee (1d4, fist); Full Atk +3 melee (1d4, 2 fists) SQ morph, improved grab, immunities, smother, absorb magic, blindsight; AL chaos; SV Fort +1, Ref +4, Will +0; AP 0; Rep +0; Str 10, Dex 14, Con 10, Int —, Wis 10, Cha 5.

Special Qualities: Morph (Ex): A toonie can, once in its life, take the form of a fictional or non-fictional humanoid, aberration, fey or monstrous humanoid character portrayed on television. All abilities, stats and special abilities conform to the character as portrayed. The toonie will only gain skills and powers actively used by character, and will not be able to use certain feats and skills if it does not meet the prerequisites. The toonie's type changes to match the character portrayed.

Improved Grab (Ex): If a toonie hits with its fists, it does normal damage and may initiate a grapple as a free action.

Immunities: Immune to poison, paralysis, stunning, gaze attacks, visual effects, illusions and other attacks forms based on sight. Not subject to critical hits, flanking or massive damage.

Smother (Ex): If a toonie succeeds in a grapple it may envelop its victim with its amorphous body. The victim then suffers the effects of drowning and damage thereafter.

Absorb Magic (Su): Due to its unique feeding habits, a toonie is able to absorb all magic cast within 10ft of the creature. Absorbed magic restores a number of hp equal to twice the spell level (0-level spells restore 1 hp).

Blindsight (Ex): Toonies “see” by ultra low frequency sonar. In their natural environment, toonies use a form of radio and television signals to communicate with each other. When it was first introduced into the modern world, it was able to “see” and hear the many radio and television station broadcasts all over the world.

Create Items (Ex): A morphed toonie may, at will, create items associated with the character whose form it has taken, up to a total of 50 lb. per day. For example, a toonie taking the form of Rambo may create an M16, composite longbow, combat knife and ammo for its weapons. All items are fully functional and will revert back to protoplasmic slime if taken more than ten feet from the toonie. The exception is thrown weapons and ammo; these items disappear ten seconds after impact. If actively taken away from the toonie, these items disappear in the same manner as any other toonie-created item.

Appearing as five-foot tall humanoids composed of multicoloured liquid ooze, toonies lived rather peaceful lives in massive colony pools feeding on their world's abundant magical field. Several of these gentle creatures have found their way into the modern world. Due to our world's lack of abundant magic, the toonies are forced to take the forms of people and creatures they “see” in the television signals to avoid starvation. Early attempts at this change resulted in a wave of living cartoon characters, giving the creature its current nickname. Current toonies have begun to take the forms of more versatile characters such as Rambo, James Bond, Hercules, Doogie Howser, and members of the M*A*S*H team.

Upon transformation, the toonie gains all nonmagical abilities of the character (enhanced physical and mental stats are allowed, but abilities such as laser eye beams and flight are not), plus the create items special quality.

New Feats

Blaze of Glory

The character is skilled at delivering a massive barrage of pistol fire while on the move.

Prerequisites: Dex 15, Dodge, Mobility, Point Blank Shot, Shot on the Run, Two-Weapon Fighting.

Benefit: When wielding a pistol in each hand, the character may make one attack with each weapon as a single attack action. The character suffers a –4 penalty on each attack roll in addition to the normal penalties suffered for attacking with two weapons.

Normal: Attacking with two weapons is a full attack and requires a full-round action.

Special: This feat can be used only once per round as part of an attack action and not as part of a full-round action.

Combat Loading

The character is cool under pressure when reloading a firearm.

Prerequisites: Quick Reload, base attack bonus +1

Benefit: When loading a firearm in combat, the character no longer provokes an attack of opportunity. Furthermore, if the character is forced to make a Concentration check while loading due to distractions or duress, the character receives a +4 bonus on that Concentration check.

Gunplay

The character is truly skilled in fancy displays with firearms.

Prerequisite: Sleight of Hand 4 ranks.

Benefit: The character can use the Sleight of Hand skill to attempt fancy tricks with pistols and longarms.

Pistol Spin (DC 10): As a move equivalent action, the character can holster his pistol with a spinning flourish. Under the right circumstances, the GM may grant the gunfighter that successfully performs this maneuver a +2 circumstance bonus on Intimidate checks.

Quick Holster (DC 15): As a free action, a character may attempt to holster a firearm without provoking an attack of opportunity. A successful DC 15 Sleight of Hand check is required. The size of the weapon provides a modifier to this check. If the Sleight of Hand check fails, the character fails to successfully holster the weapon. If the check fails by 5 or more, the character drops the weapon.

With a successful DC 20 Sleight of Hand check, the character can combine a Quick Holster with a Pistol Spin maneuver. If the maneuver succeeds (and if the GM allows), increase the circumstance bonus on Intimidate checks to +3.

Rifle Spin (DC 15): Cocking a lever-action rifle is normally a free action that requires the use of two hands. With the maneuver known as a Rifle Spin, a character can attempt to cock a lever-action rifle as a free action with only one hand. A Rifle Spin requires a DC 15 Sleight of Hand skill check. If the character fails, a new round is not chambered but the character may retry a Rifle Spin without penalty. However, if the skill check fails by more than 5, the character drops the rifle.

Road Agent Spin (DC 20 or 25): This is a favorite maneuver among the black-hat-wearing crowd. The character holds his pistol or pistols out butt-first, as though surrendering to his opponent. Then, assuming his Sleight of Hand check is successful, he quickly spins and flips the smokewagons, turning them on his opponent as a free action. The character can immediately make a Bluff check with a +4 circumstance modifier (opposed by his opponent's Sense Motive skill); if he wins the contest, the opponent is surprised and caught flatfooted.

Of course, if the character fails the initial Sleight of Hand check, he is left with his guns tangled up in his fingers looking mighty foolish. If he fails the Sleight of Hand check by 5, he drops one gun; if he fails by 10 or more, he drops both guns (if spinning both guns).

Border Shift (DC 25): This maneuver is a favorite among cowpokes who carry two guns but do not fight two-fisted. To use this maneuver, the character must have both guns drawn, one in each hand. When the primary weapon runs out of ammunition, a character can attempt, as a free action, a Sleight of Hand skill check to make a Border Shift. A Border Shift consists of tossing the two guns from hand to hand, moving the fully loaded pistol to the shooting hand and the empty one to the off hand. The character can continue firing in that round without pause, up to his full number of attacks.

If he fails the roll, the swap takes place, but the character spends the rest of the turn bobbling for his pistols. The character cannot make any further attacks, nor can the character spend a move action. The only action available is a 5-foot step, provided the character has not previously moved in the round. Should the Sleight of Hand check fail by 5 or more, the character bobbles for his pistols, loses all subsequent actions (except perhaps for a 5-foot step), and drops both weapons.

Hammer Down

As a single attack action, the character can hold down the trigger of a single-action revolver while rapidly fanning the hammer with his palm, emptying the revolver for one devastating attack.

Prerequisites: Dex 13, Point Blank Shot, Slip Hammer, base attack bonus +6.

Benefit: When using a single-action revolver with at least five bullets loaded, the character may fire five bullets as a full attack against a single target. The character suffers a -4 penalty on this attack, but deals +2 dice of damage with a successful hit. For example, a weapon that normally deals 2d6 points of damage does 4d6 instead.

Special: In order to use this feat, the character must have both hands free and must be firing a single-action revolver.

Horse Trading

The character is particularly shrewd at negotiating the purchase or sale of goods. The character knows all of the tricks of bartering and haggling with other individuals. The character is a shrewd bargainer, able to secure deals that no one else can.

Prerequisite: Diplomacy 6 ranks.

Benefit: When purchasing or selling equipment, the character may raise or lower an item's purchase DC by 1 point. If using the Cold Hard Cash system, he may raise or lower the purchase price of the item by 20%.

Sidewinder

The character is adept at dodging attacks from ranged weapons.

Prerequisites: Dex 13+, Dodge.

Benefit: The character receives a +1 dodge bonus to Defence against ranged weapons.

Special: Any condition that causes the character to lose his Dexterity bonus to Defence also makes the character lose any dodge bonuses. In addition, unlike most other bonus types, dodge bonuses stack.

Slip Hammer

The character can make two quick shots as a single attack action by thumbing the hammer of a single-action revolver while holding the trigger down.

Prerequisites: Dex 13, Point Blank Shot, base attack bonus +1.

Benefit: When using a single-action revolver with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character suffers a –2 penalty on this attack, but deals +1 die of damage with a successful hit. For example, a weapon that normally deals 2d6 points of damage does 3d6 instead.

Special: The character must have both hands free and be using a single-action revolver to fire in this fashion.

Advanced Classes

Gunslinger (alternate)

Table: Alternate Gunslinger Advanced Class

Level	BAB	Fort	Ref	Will	Features	Defence	Reputation
1st	+0	+0	+1	+1	Greased lightning	+1	+0
2nd	+1	+0	+2	+2	Weapon focus	+1	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Close combat shot	+2	+1
5th	+3	+1	+3	+3	Lightning shot	+3	+1
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Steel-eyed	+4	+2
8th	+6	+2	+4	+4	Greater weapon focus	+4	+2
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Bullseye	+5	+3

This alternate Gunslinger advanced class has the same class features as the Gunslinger in the *d20 Modern™* core rulebook, except as follows:

Greased Lightning

Starting at 1st level, the Gunslinger becomes lightning quick in drawing his guns. He gains a bonus to all initiative checks equal to half his Gunslinger level rounded down, with a minimum of +1.

Bonus Feats

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

Advanced Two-Weapon Fighting, Blaze of Glory, Combat Loading, Dead Aim, Dodge, Double Tap, Far Shot, Gunplay, Hammer Down, Improved Initiative, Improved Two-Weapon Fighting, Precise Shot, Quick Reload, Shot on the Run, Sidewinder, Slip Hammer, Skip Shot, Two-Weapon Fighting.

Steel-Eyed

Any Gunslinger worth his salt has a certain aura surrounding him; people just know he's one bad hombre. At 7th level, the Gunslinger adds his Reputation bonus to Intimidate checks made during a showdown.

Preacher

The Preacher hears a calling to spread the word of his or her faith far and wide. Having a deep faith and strong commitment to improving the lot of everyone they meet, Preachers strive to help others understand the world and their purpose in life.

The earliest a character can enter the Preacher advanced class is at 4th level, via the Dedicated hero basic class.

Requirements

To qualify as a Preacher, a character must fulfill the following criteria.

Skills: Knowledge (theology and philosophy) 6 ranks, Sense Motive 6 ranks.

Feat: Trustworthy.

Special: An allegiance to a specific religious faith.

Class Information

Hit Die: 1d6 + Con modifier.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Preacher's class skills (and the key ability for each skill) are: Concentrate (Con), Craft (visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (arcane lore, behavioral sciences, civics, current events, history, popular culture, theology and philosophy) (Int), Perform (act, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

Table: The Preacher

Level	BAB	Fort	Ref	Will	Features	Defence	Reputation
1st	+0	+1	+1	+2	Sermon	+0	+1
2nd	+1	+2	+2	+3	Righteous fury	+1	+1
3rd	+1	+2	+2	+3	Bonus feat	+1	+1
4th	+2	+2	+2	+4	Talk down (one target)	+1	+2
5th	+2	+3	+3	+4	Divine favour	+2	+2
6th	+3	+3	+3	+5	Bonus feat	+2	+2
7th	+3	+4	+4	+5	Talk down (multiple targets)	+2	+3
8th	+4	+4	+4	+6	Motivate the flock	+3	+3
9th	+4	+4	+4	+6	Bonus feat	+3	+3
10	+5	+5	+5	+7	Talk down (all targets)	+3	+4

Class Features

The following features pertain to the Preacher advanced class.

Sermon

A Preacher holds great influence with those of the same allegiance. Beginning at 1st level, a Preacher gains a +4 bonus on all Charisma-based skill checks when dealing with members of his allegiance.

Righteous Fury

A 2nd level Preacher may launch into a Righteous Fury, where divine or spiritual inspiration lends him strength. For a number of rounds equal to the Preacher's class level, he may use his Charisma or Wisdom modifier (whichever is higher) instead of his Strength modifier when making melee attacks, ability checks, or skill checks. The Preacher may use the Righteous Fury ability a number of times per day equal to his Wisdom modifier (minimum of once).

Bonus Feats

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

Attentive, Combat Expertise, Creative, Defensive Martial Arts, Educated, Heroic Surge, Horse Trading, Improved Disarm, Iron Will, Medical Expert, Renown, Studious.

Talk Down

A Preacher of 4th level or higher can talk his way out of trouble. Either prior to the start of hostilities or during combat, the character can talk down a single opponent within 30 feet of his position. The target must be able to understand the Preacher. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Preacher and the situation in general. Any hostile action directed at the opponent by the Preacher or by an ally of the Preacher allows the opponent to act as he sees fit.

To initiate this talent, the Preacher must spend a full-round action talking to his opponent. The opponent must make a Will save (DC 10 + Preacher's class level + Preacher's Charisma modifier). If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 7th level, a Preacher can talk down a number of opponents equal to 1 + his Charisma modifier (minimum 1). The opponents must still be within 30 feet of his position.

At 10th level, the range extends to 60 feet and covers all opponents who can hear and understand the Preacher's voice.

Divine Favour

Starting at 5th level, whenever a Preacher spends 1 action point to improve the result of a die roll, he rolls one more action die than his level would normally allow. The Preacher selects the highest die roll to add to his d20 roll.

Motivate the Flock

Through an inspirational prayer, the Preacher can urge the faithful to great deeds. If an 8th level Preacher spends one minute speaking and exhorting fellow members of his allegiance, all of those members within 60 feet of the Preacher gain a +2 morale bonus to all skill checks, ability checks, and saving throws for a number of rounds equal to the Preacher's class level. In order to receive this bonus, a character must be able to both see and hear the Preacher during the entire minute of his motivational speech. The Preacher may use this ability a number of times per day equal to his Charisma modifier with a minimum of once per day.

Slasher

The quintessential B-horror villain is the Slasher: a twisted monstrosity of a man with no conscience, living only to kill. A Slasher's rampages may last for days, leaving a trail of bloody corpses, and all too often they end at the hands of mere teenagers.

Requirements

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

Base Attack Bonus: +6.

Allegiance: Evil.

Special: Must have committed a particularly horrifying and/or gruesome murder.

OR

Special: Must have been (apparently) killed by the direct or indirect action of one or more teenagers.

Class Information

Hit Die: 1d12 + Con mod.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Slasher's class skills (and the key ability for each skill) are: Climb (Str), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Slasher

Level	BAB	Fort	Ref	Will	Features	Defence	Reputation
1 st	+0	+1	+1	+0	Weapon Focus, lethal fists	+1	+0
2 nd	+1	+2	+2	+0	Stalking, smash	+1	+0
3 rd	+2	+2	+2	+1	Bonus feat	+2	+0
4 th	+3	+2	+2	+1	Death flesh	+2	+0
5 th	+3	+3	+3	+1	Augmented critical	+3	+1
6 th	+4	+3	+3	+2	Bonus feat	+3	+1
7 th	+5	+4	+4	+2	Improved reaction	+4	+1
8 th	+6	+4	+4	+2	Weapon Specialization	+4	+1
9 th	+6	+4	+4	+3	Critical strike	+5	+2
10 th	+7	+5	+5	+3	Sequel	+5	+2

Class Features

The following features pertain to the Slasher advanced class.

Weapon Focus

At 1st level, a Slasher gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Slasher adds +1 to all attack rolls made using a single melee weapon, which then becomes the Slasher's signature weapon.

Lethal Fists

At 1st level, a Slasher's unarmed strikes do lethal damage. He can choose to inflict non-lethal damage without penalty.

Stalking

Beginning at 2nd level, a Slasher can relentlessly pursue one creature. The Slasher simply walks and will be right behind his victim, no matter how fast the victim can run. Each round, the Slasher can teleport to any location between 30 feet and 60 feet from the chosen victim. This supernatural ability lasts a number of rounds equal to the Slasher's class level, and can be used up to three times each day.

Smash

Also at 2nd level, a Slasher inflicts double damage when striking objects such as doors, walls, weapons, etc. In addition, the Slasher gains a +4 bonus to all Strength checks involving the breaking of objects, like breaking down a door or snapping chains.

Bonus Feats

At 3rd and 6th level, the Slasher gets a bonus feat. The bonus feat must be selected from the following list, and the Slasher must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), Brawl, Cleave, Combat Reflexes, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Critical, Improved Knockout Punch, Knockout Punch, Power Attack, Stealthy, Track.

Death Flesh

At 4th level, the Slasher's skin toughens. He gains a +2 natural armour bonus. If the Slasher already has natural armour, this bonus stacks.

Augmented Critical

At 5th level, the Slasher's focused weapon's threat range and critical multiplier increase by one, for example, from 17-20/x2 to 16-20/x3.

Improved Reaction

At 7th level, a Slasher gains a +2 competence bonus on initiative checks.

Weapon Specialization

At 8th level, a Slasher gains weapon specialization with the weapon that he has applied the Weapon Focus class feature to. The Slasher gets a +2 bonus on damage rolls with the chosen weapon.

Critical Strike

At 9th level, a Slasher gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Sequel

At 10th level, a Slasher gains the ability to return from apparent destruction; 1d6 years after the Slasher is destroyed, a chain of events will occur that will either bring him back from death (usually with the corpse template), or make clear that he was never dead.

Templates

Corpse

A corpse is above and beyond a zombie; infused with a greater amount of negative energy upon creation, a corpse gains great strength and retains most of its intellect and cunning. Upon creation, a corpse loses most of its personality, but its creators rarely have the compassion to care about the creature's new status.

Corpses understand all languages they knew in life, but rarely (if ever) speak.

Template Traits

“Corpse” is an acquired template that can be applied to any living, corporeal, nonplant creature (referred to hereafter as the base creature). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Undead: Corpses have the traits and immunities common to undead.

Hit Dice: Change to d12.

Speed: If the base creature could fly, its manoeuvrability rating as a corpse drops to clumsy.

Defence: The base creature gains a +2 natural armour bonus, unless the base creature already has a natural armour score greater than 2.

Abilities: Adjust the base creature's abilities as follows: Str +4, Cha -4. As undead creatures, corpses have no Constitution score.

Allegiances: Change to master (as long as the master still lives), evil, and chaos.

Immortal

“From the dawn of time we came; moving silently down through the centuries, living many secret lives, struggling to reach the time of the Gathering; when the few who remain will battle to the last. No one has ever known we were among you... until now.”

- Juan Sanchez Villa-Lobos Ramirez

Nobody knows when or where the first immortals appeared. Nobody knows how or why specific people return to life when they are killed. The immortals who do exist only know that they are part of something called “the Game.” In the Game, immortals who cross paths must fight to the death and take each other's Quickening. When only a few are left, the Gathering will occur, when they are drawn toward a single place to fight for “the Prize.”

Template Traits

“Immortal” is an acquired template that can be added to any human after suffering a violent death. There are very few immortals, and only a secret society called “the Watchers” keeps track of them.
Size and Type: unchanged.

Immortal (Ex): An immortal does not age, and cannot die except by decapitation. Only a critical hit with a vorpal weapon or a coup-de-grace with a slashing weapon can kill an immortal, which releases his Quickening.

Quickening (Su): A dead immortal releases his Quickening, which manifests as bursts of electricity from the dead immortal's corpse. All electrical devices within five feet per Hit Die of the deceased immortal are destroyed, and the immortal who killed him must make a Will save (DC 10 + ½ dead immortal's HD + Cha modifier) or absorb one of the dead immortal's allegiances. When the victorious immortal may learn new skills or feats, he may choose to learn any skill or feat the deceased immortal had as long as he qualifies for any prerequisites.

If an immortal is killed on holy ground (any area where an organized religion holds services), the ground absorbs his Quickening, which can have various (potentially disastrous) consequences.

Quickening Sense (Su): An immortal instinctively knows if another immortal or pre-first death immortal is within 60 feet of his location.

Regeneration (Ex): An immortal has regeneration equal to 1 per point of Constitution modifier. Nothing does lethal damage to an immortal except decapitation.

Sterile (Ex): Immortals cannot sire or bear children.

Water Breathing (Ex): “You can’t drown, fool, you’re immortal!”

Abilities: +2 Con.

Skills: An immortal gains a +10 bonus to Sleight of Hand checks to conceal his sword of choice.

Challenge Rating: Same as the base human +2.

Allegiance: Any.

The Prize: The immortal who gains the Prize resumes aging and loses the sterile quality, and by concentrating, he can listen to the thoughts, dreams, and wishes of any person on Earth.

Vampire (Forever Knight)

Vampires speak, read, and write the languages they knew in life.

Template Traits

“Vampire” is an acquired template that can be added to any humanoid, monstrous humanoid, or animal (referred to hereafter as the base creature). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Undead: Vampires have the traits and immunities common to undead.

Hit Dice: Change to d12. Vampires have no Constitution score.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Defence: The base creature’s natural armour improves by +6.

Attacks: A vampire retains all the attacks of the base creature and gains a slam attack if it didn’t already have one. The vampire’s slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Special Qualities: A vampire retains all the special qualities of the base creature and gains the additional special qualities described below.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained. A vampire must drink at least 2 Constitution points worth of blood each night or gain a negative level. These negative levels persist until the vampire drinks 2 points of blood; if the vampire’s effective level reaches 0, it dies.

Create Spawn (Su): A humanoid, monstrous humanoid, or animal slain by a vampire’s blood drain attack and fed a small amount of blood within one round of death rises as a vampire loyal to its creator (called the master vampire, or simply “master”). The new vampire gains three allegiances (in any order): chaos, evil, and master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed.

Domination (Su): As an attack action, a vampire can crush an opponent’s will just by gazing into his or her eyes. The vampire can attempt to dominate only one target at a time, and the target must

be within 30 feet and able to see the vampire. A target that fails a Will save (DC 10 + 1/2 vampire's Hit Dice + vampire's Charisma modifier) is affected as if by a *suggestion* spell.

Damage Reduction 15/+1 (Su): The vampire's supernatural nature allows it to ignore small amounts of damage.

Fast Healing 5 (Ex): A vampire heals 5 points of damage each round, even if reduced to 0 hit points.

Fly (Sp): A vampire can *fly* as the spell at will.

Cold Resistance 20 (Ex): A vampire ignores the first 20 points of cold damage from any cold-based attack.

Electricity Resistance 20 (Ex): A vampire ignores the first 20 points of electricity damage from any electricity-based attack.

Turn Vulnerability (Ex): A vampire is treated as a creature with 4 fewer Hit Dice for the purposes of turning.

Darkvision (Ex): Vampires have darkvision with a range of 60 feet.

Weaknesses (Ex): A vampire has several weaknesses, described below.

Direct Sunlight: The merest sliver of sunlight deals 1d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude save (DC 20) or be consumed by fire and destroyed utterly.

Garlic: A vampire cannot enter or pass through any 5-foot square containing garlic. A vampire takes a -2 penalty on melee attack rolls against a target wearing garlic.

Holy Symbols: A vampire takes a -4 penalty on melee attack rolls against a creature prominently wearing or brandishing a holy symbol. The symbol's touch deals 1d4 points of holy damage to a vampire, and a vampire reduced to 0 hit points in this fashion is destroyed utterly. This holy damage can be healed only naturally or by *inflict* spells.

Mirror: A vampire in view of a mirror cannot use its domination special quality (see above).

Running Water: A vampire cannot cross running water (but may be carried across). A vampire immersed in running water loses one-third of its remaining hit points each round until it is destroyed at the end of the third round.

Wooden Stake: Wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical hit against a vampire on a natural 20 (unless noted otherwise), even though vampires are normally immune to critical hits. A successful critical hit destroys a vampire instantly, turning it to dust. A regular hit paralyzes the vampire until the stake is removed.

Allegiances: Previous allegiances are lost, replaced by allegiances to chaos, evil, and master (or simply chaos and evil if the master vampire has been destroyed). Changed allegiances might cause the loss of particular class abilities. A vampire can change its allegiances if it makes a Will save (DC 20).

Ability Scores: Vampires gain the following ability score increases: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampires have no Constitution score.

Skills: Same as the base creature (human vampires retain the extra skill points afforded to all humans). Vampires receive a +8 species bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampires gain the bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats. Human vampires keep the extra feat they gained as a 1st-level human character.

Advancement: By character class.

Level Adjustment: +8.

Artefacts

The Ark of the Covenant

Description: “And they shall make an ark of shittim wood: two cubits and a half shall be the length thereof, and a cubit and a half the breadth thereof, and a cubit and a half the height thereof. And thou shalt overlay it with pure gold, within and without shalt thou overlay it, and shalt make upon it a crown of gold round about.

“And thou shalt cast four rings of gold for it, and put them in the four corners thereof; and two rings shall be in the one side of it, and two rings in the other side of it.

“And thou shalt make staves of shittim wood, and overlay them with gold.

“And thou shalt put the staves into the rings by the sides of the ark, that the ark may be borne with them.

“The staves shall be in the rings of the ark: they shall not be taken from it.

“And thou shalt put into the ark the testimony which I shall give thee.

“And thou shalt make a mercy seat of pure gold: two cubits and a half shall be the length thereof, and a cubit and a half the breadth thereof.

“And thou shalt make two cherubims of gold, of beaten work shalt thou make them, in the two ends of the mercy seat.

“And make one cherub on the one end, and the other cherub on the other end: even of the mercy seat shall ye make the cherubims on the two ends thereof.

“And the cherubims shall stretch forth their wings on high, covering the mercy seat with their wings, and their faces shall look one to another; toward the mercy seat shall the faces of the cherubims be.

“And thou shalt put the mercy seat above upon the ark; and in the ark thou shalt put the testimony that I shall give thee.” *Exodus 25:10-21*

Yahweh gave his orders to the Israelites from above the mercy seat. The Hebrew army carried the *Ark* before them as they went into battle, and with the power of their god on their side, they were invincible. It rested in Canaan until an Egyptian pharaoh stole it and took it back to Egypt, where a yearlong sandstorm buried the city in which he put it. Hundreds of years later, German *Fuehrer* Adolf Hitler sought it and several other religious effects, believing that his army would be invincible with it in his possession. The *Ark* currently resides in a massive warehouse, packed in a crate identical to thousands of others.

Powers: Anybody who touches the *Ark* with bare skin without the permission of Yahweh dies instantly (no save). When commanded by a Cohanim, the *Ark* can inflict 40d6 sacred damage to every non-Jew looking at the *Ark* (Reflex half DC 35). If opened, the *Ark* will release spirits so beautiful that looking at them means instant death (no save).

The *Ark* hides its presence from the unworthy and the unaware, but not if it's visible; therefore, if the *Ark* is placed in a container, it will obliterate any markings placed on the container.

Eld Guns

Description: In an age long past, before the world moved on, Arthur of Eld wielded the holy sword *Excalibur*. When his knights became gunslingers, *Excalibur* was melted down and reforged into a pair of revolvers. Arthur's line wielded these guns, and their last owner was Steven Deschain, who bequeathed them to his son Roland. They are long and heavy, with sandalwood grips.

Powers: The *Eld guns* are double-action +4 *holy keen revolvers* chambered in .45 Winchester Magnum.

The Holy Grail

Description: The *Holy Grail* is the vessel Jesus drank from at the Last Supper, as well as the vessel that Joseph of Aramathea used to capture some of His blood from the cross. King Arthur and his Knights of the Round Table quested for it, but only Sir Galahad was pure of mind, body, and soul, and thus was the only knight who could possess it.

Powers: Any liquid drunk from the *Grail* adds 2d% years to the drinker's lifespan; he still ages normally, but all detrimental ageing effects cease.

When liquid in the *Grail* is poured on a wound, the liquid becomes a *potion of cure critical* wounds, healing 4d8+20 points of damage.

The Spear of Destiny

(Contributed by Beleriphon - beleriphon@yahoo.com)

Description: The *Spear of Destiny* is an ancient weapon. Forged near the beginning of time, it has seen more battles and death than any other weapon in existence. Its most famous application was the piercing of Christ's side by the centurion Longinus, who wanted to determine if He was actually dead. From this singular event the *Spear* was cursed; anybody wielding the spear was destined to violent and bloody end, usually with its loss. Longinus himself was cursed to roam the world, undying, until Christ returned from Heaven. The *Spear* was lost until found by the Roman Emperor Constantine. With this mighty artefact in hand, he conquered great swaths of land for the empire and converted to Christianity.

The *Spear* appears sporadically throughout history in the hands of Charlemagne, or being sought after by the likes of Napoleon. The *Spear* eventually fell into the hands of the Hapsburgs, rulers of Austria, and remained in the country until the beginning of the Second World War. When Hitler invaded Austria, he took the spear with him to Nuremberg, feeling that it would give him the power needed to conquer the world. When General George S. Patton captured Nuremberg, and in turn the *Spear*, Hitler committed suicide. The *Spear* was returned to Austria and there it still resides, or so it is assumed.

Powers: The *Spear of Destiny* acts a +5 *keen defending wounding shortspear*. The spear also gives the character the Leadership feat, as well as a +4 enhancement bonus to Charisma while in the character's possession. The *Spear* also has a powerful curse: should the current owner ever lose possession of it (this does not include intentionally setting the weapon aside), he suffers 4d6 points of Constitution drain (Fort DC 30 for half).

The Killer Joke

(threw it in for laughs)

Description: Written by Ernest Scribbler in early 1943, the *Killer Joke* is the funniest joke in the world; anyone hearing it will die laughing. The British government confiscated it for use against Germany in World War II, translated each word by a different person, and then recombined afterward. It first saw use on July 8th, 1944, and was 100% effective. In German, the joke reads, "*Wenn ist das Nunstrück git und Slotermeyer? Ja! Beiherhund das Oder die Flipperwaldt gersput!*" The Geneva Convention banned joke warfare, and the joke was buried in 1950 in the Berkshire countryside, never to be told again.

Powers: Anyone who hears or reads the joke must make a Will save (DC 35) or immediately succumb to the effect of a *hideous laughter* spell, and then make a Fortitude save (DC 35) every round or drop dead. The playing of sombre music does not modify the DC of the save.

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