

The logo for 'Dark Horizons Lore' features the words 'DARK HORIZONS' in a white, bold, sans-serif font with a black outline, positioned above the word 'LORE'. 'LORE' is rendered in large, metallic, 3D block letters with a weathered, grey-blue texture and gold-colored rivets along the edges. A dark, curved blade or scythe is positioned behind the letters, appearing to cut through them.

Dark Horizons - Lore d20 Edition

Dark Horizons Universe Campaign Setting Supplement

**A d20 System adaptation of the critically acclaimed
independent computer game**



Published by MGT Press, a division of Max Gaming Technologies, LLC

Requires the use of the d20 Modern Roleplaying Game Core Rulebook and d20 Future,
by Wizards of the Coast, Inc.

Credits

Game Designers:

Edward Gardner
Richard Breyer

Story and Timeline:

Brian Hammack

Editors:

Richard Breyer
Edward Gardner
Jennifer Kohl

Original Artwork:

Logan Foster
Aaron Canaday

Based on an original concept by:

Adrian Wright

Playtesters:

Tim "TheBaron" Murray
Kenneth "Chimera" Ertel
Nathan "Anubis" Topping

The channel members of the eXiles at irc.maxgaming.net:6667 #ssx

For more information on the Dark Horizons Universe Role Playing Setting visit

<http://www.darkhorizons-rpg.com>

Inspired by Dark Horizons- Lore for the Windows, Macintosh, and Linux
Personal Computer Platforms available at:

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d20 Dark Horizons - Lore

Introduction

Dark Horizons - Lore is a game of mechanized combat set in a world shattered by war. Set in the early 2160s, this game simulates combat between the remotely controlled mechanized assault vehicles of two opposing factions in the Dark Horizons Universe: the Federated States and the Eastern Confederation. The Dark Horizons Universe has a deep and lengthy history of which Dark Horizons - Lore is only a small part.

Dark Horizons - Lore d20 Edition (d20 Lore, for short) uses the rules in the d20 Modern Roleplaying Game Core Rulebook and d20 Future as the foundation for play. All rules in this supplement are exceptions or additions to the rules in those guides. Mechanized Assault Vehicles (MAVs) are treated as a blend of Vehicles (d20 Modern Roleplaying Game Core Rulebook Chapter 4: Vehicles) and d20 Future Mecha (d20 Future Chapter 9: Mecha).

MAVs are approximately Progress Level (PL) 6 technology relative to the d20 Future technology framework. Some liberty was taken in defining Dark Horizons-specific technology levels, so d20 Future's PL 6 was used as a starting point for the creation of MAVs, rather than as a rigidly proscriptive framework. Note that the amount of damage dealt by MAV weapons systems is higher than that dealt by most PL 6 Mech weapons systems as described in d20 Future. This greatly increases the pace of the experience, emulating the arcade-style shooting action of the original computer game.

Combat in d20 Lore follows standard d20 Modern Roleplaying Game combat rules. Firing arcs and line of sight evaluations are described in the section of the d20 Modern rulebook covering Vehicle Movement and Combat. Combat takes place according to the following sequence, summarized from the d20 Modern combat rules:

1. Each player rolls for initiative.
2. Tanks declare initial facing for line of sight.
3. Each player conducts Move/Fire actions according to initiative; when moving, a player declares speed and any acceleration or deceleration.

All size and distance measurements in this guide are given in feet and combat should be conducted in chase scale, measured in 50-foot increments. Game maps should utilize a grid overlay (recommended: 1 square = 50 feet) to aid in measuring in-game distances.

Downloadable PDFs

(<http://www.darkhorizons-lore.com/downloads>) of the various units available for combat can be pasted onto cardboard to make "miniatures", or players may use a virtual tabletop such as OpenRPG (<http://www.openrpg.com>). OpenRPG assets are available for the sample scenario provided in this rulebook.

Gameplay can be deepened further by Game Master (GM) guidance for in-game obstacles and puzzles. All d20 System games are about imagination, so players and gamemasters are encouraged to use their imaginations to realize these epic battles.

Federated States
A Brief History

Originated with: the nuclear strikes of 2010

Capital: New Paris

Member Countries: United States, Canada, England, Spain, Germany, France, Italy, Switzerland, Ireland, Belgium, Portugal, Norway, Sweden, Finland, the Netherlands.

World Altered

August 13th, 2010 started like any other day, but when it ended, the world was changed forever. The eastern United States was just waking and Europe was well into its day when, at 1:00 PM GMT, simultaneous nuclear explosions gutted the American cities of New York, Washington, D.C., Atlanta, Miami, Niagara Falls, Chicago, Boston, St. Louis, Houston, Baltimore, Pittsburgh, and Orlando, as well as Rome, Brussels, Lisbon, and Berlin. In the blink of an eye, these nuclear attacks instantly claimed the lives of many millions of people. Millions more would die in the months that followed: some from the effects of radiation poisoning, others from a lack of food and medical aid, and still others in the pandemonium of the mass evacuations of regions threatened by nuclear fallout. No one knows who was responsible for the devastating nuclear attacks that started it all.

Formation of the Federated States

After the attacks, paranoia ran rampant across the globe. Quiescent military forces were activated, soldiers abroad were recalled, and humanitarian international aid dried up, creating more chaos as old hotbeds of violence reignited. The nations of the western world shared a sudden shift toward



extreme isolationism in their foreign policies. This shift ultimately caused the dissolution of both the NATO alliance and the United Nations.

What fear had put asunder, fear would unite once more. The rise to prominence of the nation-state that would become the Eastern Confederation threatened the divided countries of the west. On April 10th, 2013, after many months of secret negotiation, an unprecedented agreement joined the nations of Western Europe and North America under a united government; this new political entity was called the Federated States.

No Man's Land and a New Age of Remote Control

The nuclear attacks turned the entire east coast of the United States into a radioactive wasteland. Even areas that were not affected directly by the explosions or the ensuing fallout could not be reached without either passing through heavily irradiated areas or taking a very long, indirect route. In the interests of both safety and domestic order, legislation was passed in 2025 that made most of the east coast off-limits to everyone but government-authorized personnel.

It soon occurred to the new government that an abandoned coastline was a

potential entry point for an invading army. The Federated States began to search for a reliable way to patrol the area safely and to counter any land-based threats. In 2100, Armatron Robotics provided the solution: large, heavily-armored, weapons-ready mobile units called Mechanized Assault Vehicles (MAVs) which could be controlled remotely. MAVs soon became the protectors of the eastern coast of North America: an area once thought impossible to protect.

In 2160, the first MAV versus MAV engagements take place when the Eastern Confederation uses its own MAVs to launch attacks on mining operations throughout the eastern No Man's Land.

Federated Armed Forces (FAF)

With the Federated States covering such a large area of the planet, an entirely new structure for its military was created. The FAF is divided into four branches: Army, Navy, Air Corps, and Militia.

FAF Army

Commissioned to protect the land based borders of the Federated States, each FAF Army base is manned an entire Corp of soldiers – over 200,000 men and women – and is commanded by a Major General.

FAF Mechanized Army

The equipment used to move the FAF Army is controlled by the Mechanized Army, a branch of the FAF that falls under the control of the FAF Army command. With the introduction of the MAV and its role in protecting the No Man's Land, the importance of the Mechanized Army became paramount.

FAF Navy

The duty of protecting the waters of the Federation falls to the Federated Naval Fleet (FNF). The FNF is divided into Carrier Battle Groups, each of which consists of a carrier, a missile boat, a gun ship, and support ships. Each Battle Group is capable of bringing war to anyone anywhere in the world at a moment's notice. The carrier of each Battle Group carries two fighter wings and two bomber groups as well as ten support aircraft. Each group is commanded by an Admiral with a Commodore as his second in command.

FAF Air Corps

The FAF Air Corps is given the task of keeping the skies of the Federation free of threats. Each Air Corps base is its own city, capable of operating independently of the rest of the Federation. Each base is commanded by a Major General, who is entitled to total autonomy in the event of a communications blackout. The full complement of an Air Corps base is a Fighter Corps of around 1200 fighters.

Eastern Confederation

A Brief History

Origin: Revolt of 2007

Capital: Moscow

Countries: Russia, Kazakhstan, Mongolia, Uzbekistan, Turkmenistan, Kyrgyzstan, Ukraine, Georgia, Afghanistan.



Death of a Superpower

With the collapse of the Soviet Union in 1991 the former members of the USSR, including Russia, had been plunged into turmoil and uncertainty. The second-largest superpower had become a group of powerless nations with no goal except for survival, known around the world for their failures rather than for the successes that had been theirs during the glory days of their united power.

Less than two decades after the end of the Soviet era, Russia's once-great military was barely operational, and its economy was largely in ruin. Her people were hungry for new leaders – leaders who would turn the tide for Russia and make things right once again.

Birth of a Leader

Sergei Zhdanov, the man who would eventually lead Russia back into prominence as the center of the Soviet-inspired Eastern Confederation, was born in Moscow on June 24th, 1975. Sergei grew up with the stories of the power and the glory of the Soviet Union, the very name of which once made men – and nations – tremble.

Following the example of his forefathers, Sergei enlisted in the Russian military at a young age. The potent combination of his father's influence, his own keen military

mind, and his towering ambition allowed him to advance quickly through the ranks. Before long, Sergei was not only in command of a considerable number of men and an impressive array of weaponry, but also seen as one of the most loyal, trusted, and well-respected young officers in the military.

Sergei's memories of the stories of his youth were the foundation of his strongly nationalistic leanings. During one of his many missions to Georgia, Sergei met Majdey Ahmed, the leader of a radical Syrian political group known as New Dawn. Majdey was sympathetic to Sergei's vision for a revitalized and powerful Russia, and helped him develop and implement a plan to place Sergei into a position from which he could realize that vision.

Rebirth of a Superpower

New Dawn used subterfuge to initiate and exacerbate conflict among Russia's criminal syndicates, as well as inciting political, religious, and food riots among the poorest and most downtrodden of Russia's citizens. Fearing a revolution, the Russian government deployed the military in an attempt to keep order. The use of military force backfired: elements of the military became sympathetic to the demands of the populace for a change in leadership, and Sergei Zhdanov became the outspoken public voice of those elements. His popularity

skyrocketed, and in 2007, with the backing of the military and the popular support of the people, Sergei marched through Moscow to the Kremlin and removed the existing Russian leadership with no more than a handful of shots. It was the quickest and least bloody revolution in Russian history. Sergei wasted little time in building alliances with many of Russia's former partners (and some of its former enemies); the amalgamation of nations under the command of Sergei's government was known as the Eastern Confederation.

Finland

Since World War II, Finland had acted as a buffer between the Soviets and rest of Europe. When Finland petitioned the Federated States for membership, the Eastern Confederation quickly responded with threats and hostility. If Finland were to join the Federated States, the Federated States would be within striking distance of Moscow.

Finland refused to bow to pressure from the Eastern Confederation, and in response the Red Army invaded. Their goal was to install a puppet government and maintain the nation as a buffer between two superpowers. However, Chancellor Astolpho Knight of the Federated States had earlier promised Finland the protection of the Federated States. Knight kept his promise when members of the Red Army and Red Air Force crossed the borders into Finland, mobilizing the FAF to defend Finland.

Mechanized Combat

During the war over Finland, the Eastern Confederation launched a pre-planned assault on mines in the No Man's Land on the eastern coast of North America. The goals of the Eastern Confederation

were twofold: first, to distract the FAF from its efforts in Finland, and second, to obtain much-needed natural resources for their own war effort. On May 1st, 2160, MAVs belonging to the Eastern Confederation fired on Federated States MAVs patrolling the coal fields of West Virginia. The war for North America was joined.

Eastern Confederation Military (ECM)

The ECM's goal is not only to instill fear in its enemies, but also in its own people. The ubiquitous presence of the Red Army in the cities and towns of the Confederation is a constant reminder to the citizens of the Confederation that loyalty and obedience are both expected and enforced.

Red Army

The majority of the Eastern Confederation is land-locked, and its responsibility for defending such a large border makes the Red Army the most important component of the ECM.

Red Air Force

The ECM's Red Air Force is one of the largest air powers in the world. The small, fast Red Air Force jets play havoc with slower aircraft of other nations.

Red Navy

The majority of the coastline in the Eastern Confederation fronts the Arctic, so attacking by water is a difficult proposition for an invader. With relatively little real threat to defend against, the Confederate Naval Fleet receives less funding than any other branch.

Equipment

The equipment in d20 Lore is based loosely on the equipment in Dark Horizons – Lore. The following equipment descriptions are organized by MAV class. They are not meant to serve as a construction guide for new MAVs, although d20 Future does provide robust construction rules. Gamemasters and players are encouraged to experiment.

Light MAV Equipment

The following equipment is exclusive to the Scout class MAVs of the Federated States and Eastern Confederation.

Scout MAV Armor

The Scout Armor is designed with agility in mind. It's impervious to all but the heaviest of small arms, and affords modest protection against MAV and anti-MAV based weapons.

Hardness: 5
Equipment Defense Bonus: +4
Armour Penalty: 0
Speed Penalty: 0
Purchase DC: 20

Scout class armor gives a Light MAV Combat Profile and the following defense modifiers:

Defense Bonus: +1

EC Scout Jump Jets

Eastern Confederation MAVs are designed for close fighting, so their movement systems must facilitate getting to the action fast. EC Jump Jets offer the best flight time of any MAV flight system.

Duration: 2 rounds
Ceiling: 200 feet

Defense Penalty: -1 while airborne
Purchase DC: 8 + one-quarter of the MAV base Purchase DC

FS Scout Jump Jets

Federated States jump jet systems are reliable, but slightly inferior to their Eastern Confederation counterparts.

Duration: 2 rounds
Ceiling: 150 feet
Defense Penalty: -1 while airborne
Purchase DC: 8 + one-quarter of the MAV base Purchase DC

Infantry MAV Equipment

The following equipment is exclusive to the Infantry class MAVs of the Federated States and Eastern Confederation.

Infantry MAV Armor

Infantry class MAV armor is suited to a utility role. It can withstand a fair amount of punishment before failing, and is impervious to all but the heaviest of small arms fire.

Hardness: 5
Equipment Defense Bonus: +4
Armour Penalty: 0
Speed Penalty: 0
Purchase DC: 20

Infantry class armor gives an Infantry MAV Combat Profile and the following defense modifiers:

Defense Bonus: 0

Infantry MAV Jump Jets

There is little difference between the Federated States and Eastern

Confederation infantry class jump jets – both allow reasonable flight times for MAVs of this class.

Duration: 1 round
Ceiling: 50 feet
Defense Penalty: -1 while airborne
Purchase DC: 8 + one-quarter of the MAV base Purchase DC

Assault MAV Equipment

The following equipment is exclusive to the Assault class MAVs of the Federated States and Eastern Confederation.

Assault MAV Armour

Assault class armor is the heaviest biped MAV armor available. Only MAV weapons systems can hope to penetrate this thick protection.

Hardness: 10
Equipment Defense Bonus: +4
Armour Penalty: 0
Speed Penalty: 0
Purchase DC: 40

Tracked MAV Equipment

The following equipment is exclusive to the Tracked MAVs of the Federated States and Eastern Confederation.

Tracked MAV Armour

Tracked MAVs are the most durable MAVs in the game, able to take the most damage and last the longest in combat. Tracked MAV armor is similar in construction to Assault MAV armor.

Hardness: 10
Equipment Defense Bonus: +4
Armour Penalty: 0
Speed Penalty: 0
Purchase DC: 40

Weapons

MAV-based weapons systems are divided into three types: Primary Weapons Systems, Secondary Weapons Systems, and Special Weapons Systems. Each MAV mounts one Primary System, one Secondary System, and one Special System. Many weapons systems are restricted to specific MAV classes and factions. Special systems are restricted to individual MAV classes. These restrictions are noted in the descriptions of the weapons systems. Firing a MAV weapon is a combat action. Only one weapon may be fired per turn.

Primary Weapons Systems

These weapons can be mounted only in a MAV's primary weapons slot. Primary weapons consist largely of direct fire, line of sight weapons.

do much damage, their firing rates make them suitable for short-range combat.

Range increment: 200'

Damage: 1d6*10

Energy/Ammo: 300

Rate of Fire: 3 per round

Purchase DC: 24

Infantry Cannon

The Infantry Cannon is the default primary weapon of the Federated States Infantry MAV. It may be mounted on any Federated States MAV of the following classes only: Infantry, Assault, or Tracked Tank. Because they are accurate, reliable, and do a large amount of ballistic damage, autocannons (such as the Infantry Cannon) are the most common weapons systems in use in today's military.

Table 1 Primary MAV Weapons Systems

Weapon	Damage			Attack		Damage Type	Range Increment (feet)	Rate of Fire	Ammunition		Faction
	Damage	Bonus	Critical	Bonus					Expended	Magazine	
Plasma Rifle	1d6*10	-	20	-	-	Fire	200'	1/round	3/round	300	FS
Infantry Cannon (FS)	1d6*10	-	20	-	-	Ballistic	350'	1/round	1/round	100	FS
Heavy Laser	2d20	75	20	-	-	Energy	500'	.5/round	-	-	FS
Scout Gatling	1d6*12	-	-	-	-	Ballistic	100'	1/round	6/round	1200	EC
Infantry Cannon (EC)	1d8*10	-	20	-	-	Ballistic	350'	1/round	2/round	150	EC
Heavy Gatling	1d8*12	-	-	-	-	Ballistic	150'	1/round	6/round	1200	EC

Plasma Rifle

While the Plasma Rifle is the default primary weapon of the Federated States Scout MAV, it may be mounted on Federated States MAVs of any class. It fires a ball of high-energy plasma, generated by a separate power source carried by the MAV. Damage from a Plasma Rifle counts as fire damage. Although plasma-based weapons don't

Range Increment: 350'

Damage: 1d6*10

Energy/Ammo: 100

Rate of Fire: 1 per round

Purchase DC: 26

Heavy Laser

The Heavy Laser is the default primary weapon of the Federated States Tracked MAV. It may only be mounted on Tracked or Assault class MAVs. Note that while the laser uses no ammunition, it is powered by a MAV's internal power plant, and the significant amount of time required to recharge the laser between uses gives it a low rate of fire. Because its shots have an extremely high velocity and can deal a large amount of energy damage, the Heavy Laser is favored by snipers, despite the heavy burden it places on a MAVs energy reserves.

Range Increment: 500'
Damage: 2d20+75
Rate of fire: 1 shot every 3 rounds
Rate of ammunition depletion: n/a
Energy/Ammo: n/a
Purchase DC: 30

Scout Gatling

While the Gatling Cannon is the default primary weapon of the Eastern Confederation Scout MAV, it may be mounted on any class of Eastern Confederation MAV. Firing explosive-tipped projectiles at an incredible rate, the Gatling Cannon can deliver massive ballistic damage very quickly to a small area. Gatling Cannons are typically used in short-range combat.

Range Increment: 100'
Damage: 1d6*12
Energy/Ammo: 600
Rate of ammunition depletion: 6 per round
Purchase DC: 22

EC Dual Fire Infantry Cannon

The EC Dual Fire Infantry Cannon is the default primary weapon of the Eastern Confederation Infantry MAV. It may be mounted on any Eastern Confederation MAV of the following classes only: Infantry, Assault, or Tracked Tank. Because they are accurate, reliable, and do a large amount of ballistic damage, autocannons (such as the EC Dual Fire Infantry Cannon) are the most common weapons systems in use in today's military.

Range Increment: 350'
Damage: 1d8*10
Energy/Ammo: 150
Rate of ammunition depletion: 2 per round
Purchase DC: 28

EC Heavy Gatling

The Heavy Gatling is the default primary weapon of the Eastern Confederation Tracked MAV. It may be mounted only on Eastern Confederation MAVs of the Tracked or Assault classes. Firing explosive-tipped projectiles at an incredible rate, the Heavy Gatling can deliver massive ballistic damage very quickly to a small area. Heavy Gatlings are typically used in short-range combat.

Range Increment: 150'
Damage: 1d8*12
Energy/Ammo: 400
Rate of ammunition depletion: 2 per round
Purchase DC: 29

Secondary Weapons Systems

These weapons may be mounted only in a MAV's secondary weapons slot. Secondary weapons are primarily missiles or indirect fire weapons.

Range increment: 500'

Damage: 2d12*4

Attack Bonus: +6 to attack

Energy/Ammo: 30

Rate of fire: 1 per shot, 1 shot every 2 rounds

Purchase DC: 28

Table 2 Secondary MAV Weapons Systems

Weapon	Damage			Attack Bonus	Damage Type	Range Increment (feet)	Ammunition			
	Damage	Bonus	Critical				Rate of Fire	Expended	Magazine	Faction
Medium Homing	1d12*4	-	20	6	Ballistic	500	1/round	1/round	20	FS
Heavy Homing	2d12*4	-	20	6	Ballistic	500	1/round	1/round	30	FS
		Attack								
Spider Homing	1d4*8	Penalty	-	6	Ballistic	350	1/round	3/round	50	EC
Infantry Rockets	1d20*3	10	-	-	Ballistic	350	1/round	6/round	60	EC
Heavy Rockets	1d20*4	10	-	-	Ballistic	350	1/round	6/round	60	EC

Medium Homing Missile

While the Medium Homing Missile is the default secondary weapon of the Federated States Scout MAV, it may be mounted on any class of Federated States MAV. These guided missiles will seek out any heat source, such as a MAV power plant.

Range increment: 500'

Damage: 1d12*4

Attack Bonus: +6 to attack

Energy/Ammo: 20

Rate of fire: 1 per round

Purchase DC: 26

Heavy Homing Missile

The Heavy Homing Missile is the default secondary weapon of the Federated States Tracked MAV. It may be mounted on any Federated States MAV of the Tracked or Assault classes. These guided missiles will seek out any heat source, such as a MAV power plant.

Spider Homing Missile

While the Spider Homing Missile is the default secondary weapon of the Eastern Confederation Scout MAV, it may be mounted on any class of Eastern Confederation MAV. Its rapid-fire guided missiles will seek out any heat source, such as a MAV power plant. Causing very little actual combat damage, the Spider missile is known as an annoyance weapon.

Range Increment: 350'

Damage: 1d4*8

Attack Bonus: +6 to attack

Energy/Ammo: 50

Rate of Fire: 3 per round

Purchase DC: 20

When the Spider Homing Missile is fired, a separate roll is made for each of the three missiles fired to determine whether the missile hits its target. Each successful hit will cause the target to incur a -1 penalty to any attack rolls made the next turn.

Infantry Rockets

The Infantry Rocket is the default secondary weapon of the Eastern Confederation Infantry MAV. It may be mounted on any Eastern Confederation MAV of the following classes only: Infantry, Assault, or Tracked Tank. This weapon is a simple dumb-fire, point-and-click weapon system that can deliver an amazing amount of firepower to a target in a short period of time.

Range Increment: 350'
Damage: 1d20*2
Energy/Ammo: 60
Rate of Fire: 6 per round
Purchase DC: 22

Heavy Rockets

The Heavy Rocket is the default secondary weapon of the Eastern Confederation Tracked MAV. It may be mounted only on Eastern Confederation MAV of the Tracked or Assault classes.

Range Increment: 350'
Damage: 1d20*3
Energy/Ammo: 60
Rate of fire: 6 per round
Purchase DC: 26

Special Rules:

Unless otherwise noted, the following rules are unique to d20 Lore. They model the core gameplay of Dark Horizons – Lore.

Repair Bays

As a full round action, a damaged MAV can enter a repair bay. The hit points of a MAV in a repair bay are regenerated at a rate of 50 HP per round. Exiting the repair bay counts as a move action.

Rearm Stations

Entering a rearming station counts as a full round action. Once a MAV enters a rearming station, all of the MAV's charged weapons are fully recharged, and its stock of ammunition for all primary, secondary, and special weapons is fully replenished. (The Heavy Laser is the single exception: entering a rearming station does not affect the readiness of the Heavy Laser to be fired.) Exiting the rearming station counts as a move action.

Pilots and Crew Quality

MAVs are piloted by Expert pilots by default, granting players +4 to all skill checks, saving throws, and attack rolls (refer to the chapter of the [d20 Modern Roleplaying Game Core Rulebook](#) describing combat).

Players may opt to use player characters to pilot MAVs, in which case the modifiers of the player character are used instead of a generic crew quality modifier. Sample pilot characters are described below. (Please refer to the chapter of the [d20 Modern Roleplaying Game Core Rulebook](#) describing characters for detailed character creation

rules, and to the Dark Horizons Universe d20 Roleplaying Game rulebook for additional character options.) Player characters advance normally per level as documented in the [d20 Modern Roleplaying Game Core Rulebook](#).

If players choose to use crew quality modifiers for the delineation of their MAVs instead of modifiers for player characters, d20 Lore can be played without a gamemaster (GM). However, if players elect to use the following pregenerated pilot characters or to create their own characters, a GM is strongly recommended. As characters progress and become increasingly differentiated, they gain abilities which may require GM arbitration. Specific skill checks, saving throws, and attack rolls should be made using the player character's relevant statistics; any other player character abilities should be checked at the GM's discretion.

In the following descriptions, characteristics marked * are fully described in the [d20 Modern Roleplaying Game Core Rulebook](#), and those marked ** are fully described in [d20 Future](#).

FS MAV Pilot (Fast Hero II): Medium size Human; HD 2d8+2; hp 18; Mass 12; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+2 Dex, +4 class); BAB +1; Grap +1; Atk +1 melee (1d4, unarmed strike), or +3 ranged (2d6, 9mm automatic pistol); FS 5 ft by 5 ft; Reach 5 ft; AL any; SV Fort +1, Ref +4, Will -1; AP 11; Rep 0; Str 10, Dex 15, Con 12, Int 12, Wis 8, Cha 14.

Occupation: Transporter (Class Skills: Drive, Pilot*; Bonus Feat: Vehicle Expert**).

Skills: Balance +7, Drive +10, Knowledge (current events) +2, Pilot +10, Profession +4, Read/Write Language (English, French, Russian) +2, Speak Language (English, French, Russian) +2, and Tumble +2.

Feats: Simple Weapons Proficiency*, Mecha Operation**, Mecha Weapon Proficiency**, Personal Firearms Proficiency*.

Talents: Evasion.

Possessions: Flight suit, 9mm service pistol, 50 rounds of 9mm ammunition, knife, personal effects.

EC MAV Pilot (Fast Hero II): Medium size Human; HD 2d8+4; hp 20; Mass 15; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+1 Dex, +4 class); BAB +1; Grap +1; Atk +1 melee (1d4, knife), or +2 ranged (2d6, 9mm automatic pistol); FS 5 ft by 5 ft; Reach 5 ft; AL any; SV Fort +2, Ref +3, Will -1; AP 11; Rep 0; Str 10, Dex 12, Con 15, Int 12, Wis 8, Cha 14.

Occupation: Transporter (Class Skills: Drive, Pilot*; Bonus Feat: Vehicle Expert**).

Skills: Balance +6, Craft (mechanical) +2, Drive +9, Knowledge (current events) +2, Pilot +9, Profession +4, Read/Write Language (Russian, English) +1, Speak Language (Russian, English, Chinese) +2, and Tumble +1.

Feats: Simple Weapons Proficiency*, Mecha Operation**, Mecha Weapon Proficiency**, Oathbound** (Eastern Confederation).

Talents: Evasion.

Possessions: Flight suit, 9mm service pistol, 50 rounds of 9mm ammunition, knife, personal effects.

Modified movement rules for MAVs

The basic rules of motion for Tracked-class MAVs (including simple maneuvers and stunts) are the same as those for the motion of vehicles in the d20 Modern Roleplaying Game Core Rulebook. All other MAVs, like the Mecha in d20 Future, move in the same way as characters. To determine the effects of a collision between MAVs, refer to the section in the d20 Modern Roleplaying Game Core Rulebook describing vehicle collisions. In general, no skill checks are required for simple maneuvers.

MAV speeds in d20 Lore are defined in the following table:

Table 3 MAV Speed Table- All speeds listed in 50' Chase Scale squares

D20 label	Scout	Infantry	Assault	Tank	Defense Modifier	Check Roll Modifier
Stationary	0	0	0	0	0	0
Alley Speed	50'	50'	50'	50'	1	-1
Street Speed	100'	100'	100'		2	-2
Highway Speed	150'	150'			3	-3
All-out	200'				4	-4

MAVs may accelerate or decelerate at a rate of 100'/round. The use of jump jets allows a MAV to move at its top speed without accelerating for the duration of the jump jet burn.

Terrain:

There three basic terrain types in Lore that influence movement and cover. These are: Open Terrain, Rough Terrain, and Water.

Open Terrain :

No penalties or cover benefits are conferred by traversing open terrain.

Rough Terrain:

Rough terrain consists of rocky or uneven surfaces and forested areas. Buildings may constitute rough terrain; this determination is left to the GM's discretion.

Movement Penalty: -50'
Cover Defensive Bonus: +1

Water:

Water does not include most shallow streams or pools. Water penalties and

bonuses should only be applied to MAVs in bodies of water deep enough to partially cover a MAV (GM discretion). The attack bonus to heat-seeking weapons (i.e. Homing Missiles) is negated when the target MAV is fully submerged.

Movement Penalty: -50'
Cover Defensive Bonus: +0

Special Weapons

Every MAV has the capacity to mount a special weapon specific to its MAV class. These special weapons are described below.

Mines

A Scout class MAV can drop mines in the square in which it is located. Deploying mines is a move action. A MAV may deploy as many mines in a single square as it has available. A MAV entering a mined square must make a Piloting skill (DC 15) check to avoid damage. Each mine in the square must be avoided by a separate check.

Mines can be destroyed by weapons fire, but they are very small and difficult to see; only mines within 50' can be detected (Spot check DC 20). Mines are destroyed when they are hit.

Mine vital statistics:

Defense: 12
Damage: 2d20+20

Turrets

A Tracked class MAV can deploy turrets (stationary weapons platforms from which FS autocannons fire) in the square in which it is located. Deploying a turret is move equivalent action. A Tracked MAV may have no more than 3 turrets deployed at any one time; it may deploy a replacement turret for any turret that is destroyed. Tracked MAVs have a supply of turret-constructing nano-machines sufficient for any single battle. Turrets have infinite ammunition, and each will target the closest enemy MAV automatically and continue to fire at that target until LOS is lost.

Turrets vital statistics:

Defense: 8
Hardness: 5
Hit points: 50
Attack bonus: +4

Flamethrower

Assault MAV equipment includes a special melee-range plasma venting system that operates like a flamethrower.

Flamethrower vital statistics:

Maximum range: 50'
Damage: 1d4*20
Attack bonus: +2

Airstrike

Infantry class MAVs have the ability to call in an Airstrike. To do so, an Infantry MAV uses its targeting laser to select a 200' by 200' area within both LOS and sensor range; this is a combat action. The Airstrike occurs 1d4 rounds after firing the targeting laser and affects the entire area selected. An Infantry MAV can call in 3 Airstrikes per battle, no more frequently than once every 3 rounds.

Airstrike Vital Statistics:

Damage: (1d10*15)+100

Dark Horizons - Lore Mechanized Assault Vehicles Overview

The characteristics of MAVs in d20 Lore mirror the characteristics of MAVs in Dark Horizons – Lore. MAV characteristics are described by a set of statistics arranged in the general format demonstrated at the end of this page. Characteristics of individual MAVs are located at the end of this guide.

There are 4 Mechanized Assault Vehicle classes in Lore: Scout, Infantry, Assault, and Tracked. Each class fills a specific combat role as described below.

Scout-class MAVs are fast, light, and maneuverable, with light armament. They are used for reconnaissance and fast strike capability; they are able to take objectives quickly and escape before serious resistance arrives.

Infantry MAVs are the utility class, with sufficient armor and sufficiently high-powered weaponry to stand against the larger, heavier classes. Infantry MAVs also make excellent tank-busters, as they are fast enough to outflank Tracked-class MAVs and possess weapons powerful enough to penetrate the thick armor of Tracked-class MAVs.

Assault MAVs are an army's mobile firepower. They are larger than both Scout and Infantry MAVs and have extremely powerful weapons systems.

Tracked MAVs are the most powerful MAVs available. Their power comes at a cost, as they are also the least maneuverable MAVs. Tracked MAVs are effectively mobile artillery platforms, designed for defense. If a unit commander in charge of defending a

base sees Assault-class MAVs advancing on his position, he feels comfortable in his defense if there are a few Tracked MAVs there to counter that threat.

MAV Vital Statistics

Size: Huge to Gargantuan

Hit Points: 200 to 400 (less for light MAVs, more for heavy MAVs)

Hardness: 10 to 30 (less for light MAVs, more for heavy MAVs)

Armour Type: Scout, Infantry, Assault, or Tracked

Combat Profile: Scout, Infantry, or None

Total Defense: This value is calculated by adding all equipment and pilot bonuses

Max Ground Speed: 1-4 Squares

Max Air Speed: 1-4 Squares (Good), if jump jets equipped

Sensor Range: 10-50 Squares

Energy: This value is used to calculate the explosion damage of a destroyed MAV.

Weapon 1: Primary Weapon Slot

Weapon 2: Secondary Weapon Slot

Special Attack: Described in the special weapons rules earlier in this guide.

Height: This value, listed in meters, is used in Line of Site evaluations.

Weight: This value is currently unused.

Purchase DC: Base MAV Purchase DC

Federated States Mechanized Assault Vehicles

FS Hunter Scout MAV

Scout/Recon Mechanized Assault Vehicle



The AR-16b Hunter by Armatron Robotics was first introduced in the Federated States in 2109 to fill the role of a light and fast recon MAV. While not heavily armored, the Hunter is capable of making quick hit-and-run attacks on slower targets.

The right arm of the Hunter typically holds an X-27 Plasma Rifle which draws plasma from the MAV's Condor Helium 3 reactor and converts it into a projectile. While the resulting projectile does not do a great deal of damage, the rifle's firing rate is quite high. The Hunter's homing missiles are fired from the right torso and deliver a surprising punch for such a small guided weapon.

MAV Vital Statistics: Huge-size Mech; hp 200; Hardness 5; Init +4; Spd ground 100 ft, fly (FS Scout Jump Jets) 100 ft; Defense 13 (Light MAV Armor, Scout MAV Combat Profile); BAB +4; Atk +4 ranged (DK-5 Plasma, dmg 1d6x10), +10 ranged (FS Homing Missile, dmg 1d12x4), special (Mines).

Crew Quality: Expert (+4).

Ammo: 300 Plasma, 20 Missiles, 12 Mines.

Sensor Range: 1900 ft.

Energy: 70 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44

FS Shaddrack Infantry MAV
Infantry Mechanized Assault Vehicle

The AR-85x Shaddrack by Armatron Robotics was first introduced in the Federated States in 2111 to fill the role of an Infantry MAV. Standing almost 5 meters tall, the Shaddrack is able to both deliver a striking blow and withstand large amounts of damage.

The right arm of the Shaddrack typically holds a 70 caliber auto cannon. The homing missiles of the Shaddrack are fired from the upper left torso and deal a gratifying amount of damage.



MAV Vital Statistics: Huge-size Mech; hp 275; Hardness 5; Init +4; Spd ground 75 ft, fly (FS Infantry Jump Jets) 75 ft; Defense 12 (Infantry MAV Armor); BAB +4; Atk +4 ranged (FS Autocannon, dmg 1d6x10), +10 ranged (FS Homing Missile, dmg 1d12x4), special (Airstrike).

Crew Quality: Expert (+4).

Ammo: 100 autocannon, 20 Missiles.

Sensor Range: 1500 ft.

Energy: 100 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44

FS Liberator Assault MAV

Heavy Assault Mechanized Assault Vehicle

The initial skirmishes of the war for No Man's Land put the Federated States command on alert that it needed a heavy combat MAV that could hold its own against the fierce tactics employed by the Eastern Confederation.

The Liberator, already in its design phase when the war began, entered the combat theatre near the end of 2160. Armed with a default configuration of flame throwers, auto cannons and homing missiles, the Liberator is a menacing presence in any battle.



MAV Vital Statistics: Huge-size Mech;

hp 300; Hardness 10; Init +4; Spd ground 50 ft; Defense 12 (Infantry MAV Armor); BAB +4; Atk +4 ranged (Heavy Laser, dmg 2d20+75), +10 ranged (Heavy Homing Missile, dmg 1d12x8), special (Flamethrower).

Crew Quality: Expert (+4).

Ammo: 30 Missiles.

Sensor Range: 1000 ft.

Energy: 150 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44

FS Abolisher Tracked MAV

Tank Mechanized Assault Vehicle

The MT-5t Abolisher by Mechanized Technologies was introduced to the Federation in 2151. The Abolisher is a very versatile vehicle capable of both reaching areas never before thought accessible by a tank and attacking over very long ranges.

The Abolisher's weapons systems include the Brimstone XL7 heavy laser on its right side and an artillery barrage missile system in the left side of its turret. Abolishers are also able to deploy portable turrets for both defensive and offensive fire.



MAV Vital Statistics: Gargantuan-size Mech/Vehicle; hp 400; Hardness 10; Init +4; Spd ground 25 ft; Defense 10; BAB +4; Atk +4 ranged (Heavy Laser, dmg 2d20+75), +10 ranged (Heavy Homing Missile, dmg 1d12x8), special (Turrets).

Crew Quality: Expert (+4).

Ammo: 30 Missiles.

Sensor Range: 1500 ft.

Energy: 200 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 48

Eastern Confederation Mechanized Assault Vehicles

EC Locust Scout MAV

Scout/Recon Mechanized Assault Vehicle

The Red Army has adopted the blitzkrieg tactic of moving fast and hitting even faster. When the Confederation requested a quick-moving MAV that could carry powerful weaponry, Rogatina Arms responded with the Locust.



The Locust's standard Gatling gun and unguided rockets make it a tough contender at short range. Small and light, the Locust can get in and out fast, but if it gets caught in a bar fight it will come out swinging.

MAV Vital Statistics: Huge-size Mech; hp 210; Hardness 5; Init +4; Spd ground 100 ft, fly 100 ft (EC Scout Jump Jets); Defense 13 (Light MAV Armor, Urban Combat Profile); BAB +4; Atk +4 ranged (Scout Gatling, dmg 1d6x12), +10 ranged (Homing Missile, dmg 1d12x4), special (Mines).

Crew Quality: Expert (+4).

Ammo: 600 Gatling, 20 Missiles, 12 Missiles.

Sensor Range: 2000 ft.

Energy: 70 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44

EC Mantis Infantry MAV

Infantry Mechanized Assault Vehicle

The workhorse MAV for the Eastern Confederation is the Infantry-class KW-27 Mantis by Kodiak Weapons. The Mantis was showcased to the Red Army in 2151 and incorporated into its ranks in 2152.

Able to deploy its dual auto cannons and exploding rockets both fast and accurately, the Mantis is one of the deadliest MAVs currently in the combat theatre.



MAV Vital Statistics: Huge-size Mech;

hp 285; Hardness 5; Init +4; Spd ground 75 ft, fly 75 ft (EC Infantry Jump Jets); Defense 12 (Infantry MAV Armor); BAB +4; Atk +4 ranged (EC Autocannon, dmg 1d8x10), +4 ranged (Infantry Rockets, dmg 1d20x3+10), special (Airstrike).

Crew Quality: Expert (+4).

Ammo: 150 Autocannon, 60 Rockets.

Sensor Range: 1500 ft.

Energy: 100 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44

EC Predator Assault MAV

Heavy Assault Mechanized Assault Vehicle

Built in preparation for the invasion of North America, the Predator was designed to counter the Federated States' advanced technology with brute force. Since its deployment in 2159 the Predator has proved even more successful than Eastern Confederation command had hoped.

A Predator is typically equipped with a plasma-venting system for close combat; for ranged combat, it uses the combination of auto cannons and exploding rockets that is typical of many Eastern Confederation MAVs.

MAV Vital Statistics: Huge-size Mech;

hp 325; Hardness 10; Init +4; Spd ground 50 ft; Defense 12 (Infantry MAV Armor); BAB +4; Atk +4 ranged (EC Heavy Gatling, dmg 1d8x12), +4 ranged (Heavy Rockets, dmg 1d20x4+10), special (Flamethrower).

Crew Quality: Expert (+4).

Ammo: 1200 Gatling, 60 Rockets.

Sensor Range: 1000 ft.

Energy: 150 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 44



EC Juggernaut Tracked MAV Tank Mechanized Assault Vehicle

When the Red Army placed an order for a new remotely-controlled tracked tank, Rogatina Arms delivered the KA-74 Juggernaut. The Juggernaut won over the Red Army with its defensive charms: its low profile and open sides make it far harder to hit than most tanks. The newly renamed ECM-74 Juggernaut rolled into service on August 16th, 2150 as the Eastern Confederation's newest assault tank.



Each Juggernaut is equipped with a Kopyo Gatling gun and a Long Range Rocket Bombardment System. It can also deploy turrets for both defense and assault with amazing speed.

MAV Vital Statistics: Gargantuan-size Mech/Vehicle; hp 425; Hardness 10; Init +4; Spd ground 25 ft; Defense 10; BAB +4; Atk +4 ranged (EC Heavy Gatling, dmg 1d8x12), +4 ranged (Heavy Rockets, dmg 1d20x4+10), special (Turrets).

Crew Quality: Expert (+4).

Ammo: 1200 Gatling, 60 Rockets.

Sensor Range: 1500 ft.

Energy: 200 units (1d20 per 10 units rounded up on explosion in a 100 foot radius)

Purchase DC: 48

Scenario - Crash Site

2 players are recommended for this scenario. A gamemaster (GM) is optional, but recommended.

Background:

Federated States Air Forces have managed to down an Eastern Confederation transport. You are required to evade all opposition and secure the crash site so the transport's data core can be recovered.

Eastern Confederation drop ships have deployed a small MAV force to prevent enemy recovery of the transport's data core.

Starting Forces:

Federated States

2 Hunter Scout MAVs with standard armament
2 Shaddrack Infantry MAVs with standard armament

Eastern Confederation

1 Locust Scout MAV with standard armament
3 Mantis Infantry MAVs with standard armament

Starting Positions:

Eastern Confederation forces start within 50' of the 2 drop ships in the northeast part of the map.

Federated States forces enter from the western edge of the map, near the river. The point of entry is also the extraction point.

Federated States Victory Conditions:

At least one Scout MAV must recover the data core. To do this, the Scout MAV is required to spend 2 full rounds stationary inside the downed drop ship. It may fire, but it may not move. Once this action is completed, the data core is considered recovered, and a copy of the transport's data is stored on that Scout MAV's local combat network. The Scout MAV holding the copy of the transport's data must then escape the area via the extraction point.

If the Scout MAV containing the copy of the transport's data is destroyed, but the other Scout MAV is not, the remaining Scout MAV may spend 1 full round action at the wreckage of the first to recover the destroyed MAVs "black box" flight recorder and data storage, thus retrieving the copy of the transport's data. The second Scout MAV must then escape the area via the extraction point.

Eastern Confederation Victory Conditions:

The Eastern Confederation wins if both Federated States scout MAVs are destroyed.

Suggested set up for OpenRPG

Download and install OpenRPG from
<http://www.openrpg.org>

Federated States Miniatures

Hunter Scout MAV

<http://www.darkhorizons-lore.com/tabletop/minis/hunter.png>

Shaddrack Infantry MAV

<http://www.darkhorizons-lore.com/tabletop/minis/shaddrack.png>

Liberator Assault MAV

<http://www.darkhorizons-lore.com/tabletop/minis/liberator.png>

Abolisher Tracked MAV

<http://www.darkhorizons-lore.com/tabletop/minis/abolisher.png>

Eastern Confederation Miniatures

Locust Scout MAV

<http://www.darkhorizons-lore.com/tabletop/minis/locust.png>

Mantis Infantry MAV

<http://www.darkhorizons-lore.com/tabletop/minis/mantis.png>

Predator Assault MAV

<http://www.darkhorizons-lore.com/tabletop/minis/predator.png>

Juggernaut Tracked MAV

<http://www.darkhorizons-lore.com/tabletop/minis/juggernaut.png>

Scenario Map

Crash Site Map

<http://www.darkhorizons-lore.com/tabletop/maps/crash.png>

Scenario Completion Suggestions:

The odds are against the Federated States forces. Obviously, the FS Shaddrack Infantry MAVs must find a way of preventing the EC Mantis Class MAVs from destroying the scouts before they can achieve their mission. The Eastern Confederation has only one scout at its disposal, so pursuit will be difficult for the EC if a Federated States Scout MAV does manage to capture the core.

Scenario Map



*This map is available online at <http://www.darkhorizons-lore.com/tabletop/maps/crash.png>

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