



A d20 Modern Advanced Class

urban magica

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

D20 MODERN



Magic is very powerful effect in a modern setting. Nothing can be more influential to a game. But can you imagine what a world would be like if the foulest, devious and violent individuals could cast magic spells? If you couldn't then this PDF is for you. This book is designed for the use of players and Game Masters (GM). Like with all d20 supplements it is the duty of the GM to determine what material is appropriate in their campaign. Player's may argue for the inclusion of some (*or all*) of the material in this book into their current campaign but as always the GM is the final arbiter of the rules used in his games.

Bad word

Enchantment [Sonic]

Level: Mage 1; **Components:** V; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One Target; **Duration:** 10 minutes/level (D); **Saving Throw:** Will negates; **Spell Resistance:** No

With this spell, the caster will delegate a single word that is considered to be a "bad word" and every time the target of this spell speaks this "bad word", they will suffer 1 point of damage per caster level.

Bloody mess

Necromancy

Level: Mage 3; **Components:** S; **Casting Time:** 1 round; **Range:** Touch; **Effect:** One Target; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Spell Resistance:** No

When this spell is cast, the target of this spell will cause blood and other bodily fluids to gush profusely from each and all of their bodily orifices including their eyes, if they have them. Within a few seconds of this spells effects, the targets body and clothes will be complete covered in blood and other bodily fluids. This spell deals 1d6 Constitution points of damage and causes the target to lose its Dexterity bonus due to being rapt in intense pain from the effects of this spell.

Bulletproof vest

Abjuration

Level: Mage 2; **Components:** S, V; **Casting Time:** 1 round; **Range:** Personal; **Effect:** One Target; **Duration:** 5 minutes/level; **Saving Throw:** None; **Spell Resistance:** Yes (*Harmless*)

When this spell is cast, silver colored armor covers the

Written by Louis Porter Jr.



body of the target and gives them temporarily protection from attack. When this spell is cast targets receive 10 points of protection. When the caster is attacked the Bulletproof Armor will reduce the first successful attacks damage by 10 points; then the second successful attack damage will be reduced by 9 points; then the third successful attack damage will be reduced by 8 points and so forth. When the Bulletproof Armor damage reduction reached 0 it will no longer function and the target will take damage as normal.

Fistful of Steel

Conjuration [Summoning]

Level: Mage 3; **Components:** V; **Casting Time:** 1 action; **Range:** Medium; **Effect:** One Target; **Duration:** 10 minutes/level (D); **Saving Throw:** Reflex half; **Spell Resistance:** No

With this spell that caster creates a pair of golden handguns that appear in the caster's hands. The handguns fire magical golden bullets from them and these handguns never seem to need to be reloaded. The guns will last for as long as the spell allows it. These golden guns do D8 points of damage per level on a single target or D12 points of damage per level on a single undead creature.

Herron

Evocation [Energy]

Level: Mage 4; **Components:** S, V; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Cone; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** Yes

Remember those commercials that went "This is your brain, this is your brain on drugs," well this spell has brought it to life. When this spell is cast, a cone of fine white sparkling dust that sprays over an area and those that are in the cone's effective area are effected as if that are overdosing on the illegal drug heroin, better known on the streets as herron. The effects of these spell heightens all the senses of the effected by a factor of a thousand and overloads their ability to concentrate and focus. Doing the simplest of things a major task for those effected and they will be easier to be attacked. Any time an effected attempts a half action or full action, they provokes attacks of opportunity from threatening enemies.

Ink

Illusion

Level: Mage 2; **Components:** S, M; **Casting Time:** 1 action; **Range:** Personal; **Effect:** One Target; **Duration:** 5 minutes/level; **Saving Throw:** Negates (*Harmless*); **Spell Resistance:** No

With this spell, it is possible to take an image and cast an illusion of that image as a tattoo that can be placed anywhere on the individual's body. The tattoo will appear to be completely authentic and realistic to all that examine it. When the spell is dispelled or ends, tattoo image will disappear.

Material Component: Purchase DC 5

Jawbreaker

Conjuration [Summoning]

Level: Mage 3; **Components:** V; **Casting Time:** 1 action; **Range:** Medium (100 feet + 10 ft./level); **Effect:** One Target; **Duration:** 10 minutes/level; **Saving Throw:** Negates; **Spell Resistance:** Yes

When this spell is cast, it creates a large glowing round object, the jawbreaker, that will lodge itself in the mouth and throat of these effected making it impossible for the effected to speak or verbally communicate. Those that have fallen under the effect of this spell are unable to cast any spell that has a verbal component. When the spell is dispelled or ends, the jawbreaker will disappear and the effected can speak normally.

Pass the Buck

Necromancy

Level: Mage 5; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One Target; **Duration:** 1 round/level; **Saving Throw:** Fortitude (*Half*); **Spell Resistance:** Yes

Pass the Buck is a spell that transfers all damage from one individual to another within range of the spell during a specific amount of time. When the spell is cast, the caster will pick one target within the range of the spell that any and all attacks that do damage and/or have an effect all this is transferred to target. When the spell is dispelled or ends, the caster can be affected as normal by attacks.

Pimp Slap

Evocation [Force]

Level: Mage 1; **Components:** S; **Casting Time:** 1 action; **Range:** Touch Attack; **Effect:** One Target; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

A classic move by anyone who wants to prove themselves on the cold hard streets, this touch attack spell will stun those who are attacked. All those affected by this spell are stunned for D4 rounds and can not perform any actions during this time.

Pimp Stick

Evocation [Force]

Level: Mage 2; **Components:** S; **Casting Time:** 1 action; **Range:** Touch Attack; **Effect:** One Target; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell will create a shimmering gold club made out of pure force. This spell deals 1d4 points of force damage per caster level (*maximum 5d4*).

Pipeline

Conjuration [Teleporting]

Level: Mage 3; **Components:** S, V; **Casting Time:** 1 round;

Range: Medium (100 ft. + 10 ft./level); **Target:** One Doorway; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

The caster will transform a doorway into a portal to travel to another doorway with in the range of the spell. The caster and up to three additional individuals may travel through the pipeline created in the doorways.

Repentance Past

Evocation [Energy]

Level: Mage 3; **Components:** V, S; **Casting Time:** 1 round; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** One Target; **Duration:** Instantaneous; **Saving Throw:** Will half; **Spell Resistance:** No

You can inflict injuries on others based on the misdeeds they have committed. This normally takes the form of an energy burst that envelopes the target and leaves wounds according to how spotted a past the target has. To use Repentance Past, make a ranged attack roll against the target in order to activate its history. If you succeed, the target must make a Damage save, DC (base damage + caster's level). Where exactly each target falls in the spectrum of evil is up to the GM. This analysis of evil deeds should take into account the victim's actual deeds, the source of the Repentance Past and the moral tone of the campaign. While the GM can choose to take the character's beliefs into account, the GM should make sure such leeway is not abused.

Level of Evil	Base Damage
No evil deeds (newborn child)	0
Occasional misdeed (average person)	5
Regular misdeeds (professional crook)	10
Willfully evil (murderer)	15
Downright vile (serial killer)	20

Resist Force

Abjuration

Level: Acolyte 2, Mage 2; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Target touched; **Duration:** 10 minutes/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants an individual limited protection to damage from force based attacks. The individual gains force resistance 10 against the force, meaning that each time the individual is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the individual's hit points. The value of the force resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist Force absorbs only damage. The character could still suffer unfortunate side effects.

Road Dawg

Conjuration [Creation]

Level: Mage 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Phantom attack dog; **Duration:** 1 round/2 level; **Saving Throw:** None; **Spell Resistance:** None

The caster conjures up a red colored spectral attack dog that will attack any target that the caster designates with in the range of the spell. The dog will attack with a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog is considered to have readied an action to bite a target, so it delivers its first bite on the target's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The dog cannot be attacked, but it can be dispelled.

Shank

Evocation [Force]

Level: Mage 3; **Components:** S; **Casting Time:** 1 action; **Range:** Touch Attack; **Effect:** One Target; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell will create a shimmering silver knife made out of pure force. This spell deals 1d6+1 points of force damage per caster level (maximum 5d6+5).

S.T.D.

Necromancy

Level: Mage 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** One Target; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The recipient of this spell contracts a S.T.D. (Sexually Transmitted Disease) selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use S.T.D's normal save DC for the initial saving throw).

Disease	DC	Damage
Gonorrhea	17	1d4 Con
Chlamydia	13	1d4 Str
Hepatitis	15	1d3 Str and 1d4 Con
Venereal Disease	16	1d3 Dex and 1d4 Con

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