



LPJ9761

FULL METAL ZERO



SOURCEBOOK:

USE AS MISDIRECTED

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

Stop reading this PDF right now, and walk into your garage. Don't worry; we'll still be here when you get back. What'd you see in there? An old lawn mover and a couple of red plastic gas cans? A garbage bin full of bird seed or potting soil? A box of moldy old books? A dozen Black & Decker power tools gathering dust? A weed wacker missing it's cutting string, or a chainsaw with a slipped chain? A Slip N Slide box lying under a roach infested plastic Christmas tree?

Junk, junk and more junk. The kind of stuff you never bother to write down on your PC'ss character sheet, the ordinary detritus of the 21st century. Still, just because its common place doesn't mean it can't be used in some really interesting ways. Why don't you walk back to your garage, and this time, ask yourself, how can I rack some kills with every tool and useless piece of junk I see the next time I belly up to the gaming table?

Sure, the obvious solutions present themselves. Your 17 Strength juggernaut can pick up and wield



a running lawnmower as an improvised melee weapon the next time the game master springs a zombie apocalypse on the group. But what else could you do with that zombie mutilating John Deere mower of yours? Would you believe that with enough ranks in Craft (*mechanical*) you might be able to build an ultra-lite helicopter?

A selection of new gadgets is presented here, as well as the items Craft and Purchase DCs. Dozens of mundane, useful items are presented as well, as well as how difficult it is to purchase them at the local hardware store. Players and game masters alike can do the unexpected whip out any of these improvised gadgets at next week's game. Enjoy.

Additional Reading:

Anyone interested in using this book to its fullest should take a look at the Jury-Rigger character class, also available from Devil's Workshop. The Jury Rigger's a master of improvisation and field science, and if anybody around the game table will make full use of this book's contents it's an imaginative, mechanically adept player with a Jury-Rigger PC. You might also want to take a look at Covert Teamwork, again from Devil's Workshop, because the Junkyard Improvisation small unit tactic is a natural fit with the kind of weird-science shenanigans presented here. Give 'em both a look.

Anti-freeze poisoning: Anti-freeze poisonings are a surprisingly common way to settle domestic arguments once and for all. Even small doses of this toxic chemical can shut down the victim's liver and kidneys, leading quickly to death. Anti-freeze has a strong, lemony taste; a diner not expecting lemon flavor may make a Wisdom check (*DC 10*) to notice something amiss before consuming an effective dose. Unfortunately, canny poisoners prepare lemon flavored dishes specifically to avoid suspicion, and small children, unaware of the danger might mistake the toxic fluid for a favorite drink.

Articulated Scrap: Articulated scrap armor is a slightly higher tech approach to boilerplate armor. Huge slabs of junk iron, dense plastic and recycled steel are crudely hinged to allow slightly better mobility and improved protection. The end result an exceptionally ragged version of a knight's platemail. Creating a suit of articulated scrap armor requires a Craft (*mechanical*) check (*DC 12*) and 2 hours of work.

Armor Cladding: You can weld additional armor to virtually any ground vehicle. Doing so requires durable raw materials, a basic understanding of

welding and weight distribution, represented by a Craft (*mechanical*) check (*DC 12*), and approximately 4 hours of work.

If you would like your armor plating to be less noticeable, or integrated into the vehicle's design, the DC of the Craft: mechanical check increases by 10 points, and the time required increases to 20 hours.

A mechanic can add as much armor as he or she feels comfortable doing, up to the vehicle's maximum cargo capacity, or until its Maneuver Penalty is increased by -4 points, whichever amount of armor is less. Each piece of armor reduces the vehicle's Maneuverability and Initiative by -1, and accounts for 50 lbs of cargo space. Each piece of armor increases the vehicle's Hardness by +1 and its Hit Points by 10.

Backyard Ballista: The basic principles of catapults and ballista are well known, and the mechanisms themselves are fairly easy to construct, making these siege weapons popular with amateur artilleryists. These deadly weapons can hurl rubble and improvised missiles incredible distances, no matter how shoddy their construction. Firing or reloading a siege weapon is a full round action.

Constructing a homemade siege weapon is actually fairly simple, requiring a Craft (*mechanical or structural*) check (*DC 15*), the necessary raw materials, and approximately 8 hours of work.

Bleachburn: A skilled chemist can concoct a batch of pungent tear gas from a few gallons of bleach and household cleansers. A dose of 'bleachburn' works identically to tear gas (*D20 Modern SRD*), except for the purchase price of the components, and the fact that the less potent gas' effects can be resisted by a Fortitude check (*DC 20*). Mixing a dose of bleachburn requires a DC 18 Craft (*chemical*) check and approximately 10 minutes of work.

Boilerplate Armor: Boilerplate armor reduces the concept of 'armor' down to its simplest: strap a heavy enough piece of metal to your chest, and you might walk away from a gunfight. Boiler plate armor can quickly be improvised as a full round action using any sufficiently strong and bulky piece of metal: scrap iron, cast-iron frying pans, serving platters, the door of a coal furnace, even a 'repurposed' water heater and similar improvised plating have all saved the lives of movie and TV heroes a dozen times over. No craft check is necessary to jury rig some boilerplate armor.

Camera Taser: Single use disposable cameras can be repurposed into an effective stungun by overloading the camera's flash circuit to deliver a debilitating shock. Modifying a disposable camera into a stun gun

requires a Craft (*electronic*) check (*DC 25*), and at least an hour of work.

On a successful melee touch attack with the taser, the stungun's soldered contact prongs jab into the victim's flesh, delivering 1d4 points of electricity damage. The target must make a successful Fortitude check or be paralyzed for 1d4 rounds. Each taser will only function for a number of uses equal to the crafter's Intelligence modifier plus one (*minimum two uses*) before becoming useless.

Car-bomb: An ammonium-nitrate truck bomb became infamous at Oklahoma City, and terrorists across the world have mastered the art of packing a heavy vehicle with high density explosives. When the bomb detonates, the vehicle (*and probably the driver*) becomes burning shrapnel. Due to the sheer weight of explosives involved, car bombs are incredibly deadly weapons.

Creating a car bomb requires two checks: a Craft (*chemical*) check (*DC 25*) to mix the bomb from common industrial solvents and fertilizer, and a Craft (*electronic*) check (*DC 12*) to manufacture the detonation system. Activating the detonator is a full round action that provokes attacks of opportunity. A bomb can be set for immediate detonation or placed on a timer. In addition, the bomb will detonate uncontrollably if the vehicle takes more than 20 points of damage in a single round.

Multiple bombs can be placed in a vehicle, up to its maximum cargo capacity. Each additional car bomb placed in a vehicle increases the damage inflicted by one die. There is no limit to the amount of damage an especially high-tonnage bomb can inflict.

Cellular Interceptor, Improvised: Rather than purchasing an expensive, and often restricted cellular interceptor, a computer expert can open up any conventional cell phone, and with a successful Craft (*electronics*) check (*DC 25*) and at least 2 hours of work, transform it into a cellular interceptor.

Coin razors: With a little effort, you can sharpen the edge of a quarter or silver dollar, turning the little coin into a deadly razor. No Craft check is necessary. You receive a +10 equipment bonus on Sleight of Hand checks to conceal a coin razor.

Computer Sanitizer: These computer security programs are sold under a variety of trade names, but they all perform basically the same function: they erase a computer's history file, ensure deleted files are unrecoverable, and help a computer user 'cover their tracks' while on-line. Security conscious users, hackers, identity thieves and those who don't want

their internet sexual habits to become public knowledge find these programs invaluable. If this program is loaded onto a computer, all Computer Use checks made to recover data from that system have their DC increased by +5 or +10, depending on the quality of the sanitizer program.

Compass: It's possible to improvise a compass with a successful Knowledge (*earth & life science*) check (*DC 10*) and a minute of work, assuming you have a tiny piece of iron handy.

Crackpipes: Walk into any convenience store in a bad neighborhood, you'll notice the store clerk keeps a selection of tiny paper and plastic 'roses' in thin glass tubes clearly visible behind the counter. Along with 40s and lotto tickets, the roses are a big seller: not for the worthless, decorative flower, but for the tubes themselves. No major corporation openly acknowledges that the faux roses they sell are thinly disguised crackpipes; they just reap the profits when sales of 'roses' and steel wool scrubbing pads go through the roof.

A fiend can construct a crack pipe out of any long, slender metal or glass tube, some steel wool or mosquito screen to act as a filter, and some cotton to act as a final filter. In addition to the rose tubes, pneumatic tire gauges are also a favorite of innovative crackheads, and are usually kept behind the counter right beside the roses. Constructing a crack-pipe requires a Craft (*mechanical*) check (*DC 8*) and about 15 minutes of work. None of these items have a purchase DC higher than 2.

Crystal Meth: Crystal meth is one of the most common drugs in America, because it's surprisingly cheap and easy for even an amateur drug chemist to mass produce. Even recent laws banning or restricting over the counter sales of cold medicines containing sudaphedrine, one of meth's key components, have done little to slow the drug's trade.

Meth labs can be concealed outwardly mundane suburban homes; stills can be built in bathrooms or in garages. Unfortunately, meth labs are highly toxic and dangerously flammable, so much so that most police forces require assistance from the bomb squad and fire department when a lab is uncovered.

A meth lab can be easily be detected by any creature with the Scent special quality. The pungent fumes mean that all attempts to 'sniff out' the lab using the Survival skill receive a +4 circumstance bonus on the attempt. Anyone coming within 60 ft of a meth lab can easily pinpoint it's location by scent.

Unfortunately, the lab gives off toxic fumes. Unless a venting system is constructed Craft (*mechanical*) check (*DC 20*), toxic fumes build up. The effects of methamphetamine vapors is described below; those in the area much roll a Fortitude check each day if they are exposed to the vapors for more than 1 hour. Worse, the fumes are highly combustible. If exposed to open flames or gunfire, the vapors ignite explosively, dealing 6d6 points of fire damage to anyone within the lab (*DC 16 Reflex Save; half*).

A drug chemist can produce up to 8 oz of methamphetamine with a Craft (*chemical*) check (*DC 16*), requiring at least 4 hours of work. Eight oz of raw meth has a street value of Purchase DC 16+1d4. If the chemist has 5 or more ranks in Knowledge: street-wise, the street value of the drugs increases by +1. Creating that much meth requires the chemist to distill sudaphedrine from hundreds of packs of cold pills or diet supplements, and mix them with common household solvents. The raw materials for a batch of meth have a Purchase DC of 10+1d4, and are considered Licensed (+1) items in most U.S. and Canadian jurisdictions.

Dum-dum Rounds: Dum-dum ammunition is made by carving shallow gouges in the head of a conventional bullet. When the bullet strikes a target, the weakened structure ensures the bullet shatters explosively, shredding tissue and pulverizing bone. Dum dum rounds are created by a simple process, but one that requires great physical control. Cut the bullet too deeply, it becomes useless; cut too shallowly, the bullet remains an ordinary round. Creating a dozen dum-dum rounds requires a Craft (*mechanical*) check (*DC 18*), and approximately 1 hour of work. Only conventional bullets can be modified in this way; non-lethal rounds, shotgun rounds, bird or buckshot cannot be modified.

Any dum dum rounds fired increases the gun's critical threat range by 1. Thus, a Heckler & Koch MP5 which normally has a critical threat range of 20 would have a critical range of 19-20 when firing dum dum rounds. This increase stacks with class abilities and feats which increases a weapon's threat range.

Full Auto Conversion: Any semi-automatic firearm can be illegally converted to full auto mode. Gun enthusiasts sell semi-legal 'gun maintenance kits', ostensibly for cleaning and improving the performance of legal guns, but which in reality include everything an amateur armor would need to modify their guns to 'rock n roll'.

Even without a kit, converting a semi auto weapon is a fairly simple process. Modifying a semi-auto firearm to full-auto requires a Craft (*mechanical*) check (*DC*

18) and approximately 2 hours of work. Using a pre-packaged conversion kit gives the armorer a +4 bonus on the check, which stacks with the bonus for using a basic Mechanical Kit.

Hardened Electronics: A skilled electrician can install circuit breakers, cut outs and redundant systems that will ensure their high-tech devices keep functioning even after a power surge or an electro-magnetic pulse. Hardening an electrical system requires a Craft (*electronic*) check (*DC 22*) and requires at least 10 hours of work.

Handloaded Ammunition: Many hunters and professional snipers handpack their own ammunition to their own individual specifications. Handloading ammo requires two checks. First, a Craft (*chemical*) check (*DC 12*) is required to make the gunpowder, and then a Craft (*mechanical*) check (*DC 8*) is required to pack the shells and or forge the rounds. Both checks represent approximately two hours of work and produce a dozen usable bullets.

High Performance Engine: A true car enthusiast is never satisfied with his engine's performance, and constantly tunes and tweaks his ride for maximum horsepower. With a successful Craft (*mechanical*) check (*DC 25*) and at least 20 hours of work, a mechanic can soup up any ground vehicle's engine.

You may increase the vehicle's top speed by 20%, and increase the vehicle's Initiative modifier by +1 with successful modifications. You can also make cosmetic changes to the engine, ramping up the exhaust profile, changing the sound, and basically building the ride you've always dreamed of owning.

Improvised Lockpicks: An experienced thief knows that carrying burglar tools is a crime in most jurisdictions, but that ordinary objects can be pressed into service. A credit card can jimmy open simple latches and a few unfolded paperclips or a length of wire hanger can be used to pick locks. None of these improvised objects has a purchase DC greater than 1.

Using improvised thieves tools negates some of the penalty for using the Disable Device skill without proper tools. By using improvised tools, a thief suffers only a -2 penalty on his Disable Device check, not the standard -4 penalty.

Improvised Silencers: As a bullet leaves the chamber, superheated vapor explodes outward, causing a sonic boom that resonates even as the bullet strikes its target. Slowing the release of the gas, even for millionths of a second can suppress the explosive roar of the gun. Pressing the gun against a pillow, against a target at point blank range, holding an empty gallon milk

container to the end of the barrel, even using a piece of fruit as an improvised silencer can all reduce the sound of a gun's report.

Using an improvised silencer means that all listeners take a -2d4 circumstance penalty on Listen checks made to hear a gun's report. No craft check is required to create a single use improvised silencer. A skilled armorer can jury-rig a silencer from a length of metal and some steel wool. The resulting silencer works identically to a purchased model, and requires a Craft: mechanical DC 12 check, and around an hour of work.

Laughing Gas: They can't fight if they're too busy crying laughing and spasming to pick up a gun. You can mix a batch of laughing gas from household cleansers and a successful Craft (*chemical*) check (*DC 16*) or Craft (*pharmaceutical*) check (*DC 12*). Mixing a dose of laughing gas takes approximately one hour.

A cloud of laughing gas expands like a tear gas grenade (*D20 Modern SRD*). Anyone caught within the cloud must make a Fortitude check (*DC 20*) or become stunned for as long as he or she remains within the cloud and for 2d6 rounds after leaving the area. A gas mask renders the target immune to the effects. A wet cloth wrapped around a character's nose and mouth grants a +2 bonus on the Fortitude check.

Liquid Rescue: Foul smelling butyric acid is a common weapon of anti-abortion terrorists, who have nick named the disgusting homebrewed acid 'liquid rescue'. Injected into a building's stone walls with a heavy gauge hypodermic needle, the acid eats away at the brickwork, and releases a pungent stench. Dosing an abortion clinic's walls is a favored tactic to close down a clinic.

A dose of liquid rescue can be synthesized from common household solvents by making a successful Craft (*chemical*) check (*DC 20*), and dedicating at least 2 hours to the effort. When injected into any stone structure, the acid reduces that section of stone's Hardness by 2d4 points, and as a chemical byproduct, release as a cloud of noxious fumes. Non-magical stone receives no saving throw, and magical stone saves as an unattended object.

Anyone within 60 ft of the injection site must make a Fortitude check (*DC 18*), or become nauseated for as long as they remain in the area and for 1d4 minutes thereafter. The fumes dissipate naturally in a number of minutes equal to the points of Hardness destroyed.

Napalm: Styrofoam and diesel, gasoline and frozen orange juice..... there are many napalm 'recipes', all of them deadly. Mixing a batch of napalm, enough for 6

'grenades' or bombs requires a Craft (*chemical*) check (*DC 20*) and at least two hours of work.

Once lit (*a move action*) a bottle of napalm begins burning unquenchably. Napalm is often used in especially deadly Molotov cocktails, or may be incorporated in a bomb. Once napalm coats a victim, the unfortunate suffers an additional 1d6 points of fire damage per round, for 1d6 rounds after contact and risks catching on fire each round.

If napalm is added to any other explosive, use the damage rating given for the other explosive. However, any objects or characters within the blast radius suffer 1d6 additional points of fire damage for 1d6 rounds. Mixing napalm with another explosive requires a Craft (*chemical*) check (*DC 18*) and approximately one hour of work.

Nitro Injector: Speed, speed, speed. A little work under the hood, some expensive aftermarket modifications, and you can ensure your chosen vehicle is the fastest thing on two or four wheels. Modifying a vehicle with a nitro system requires two checks. The first check is a Craft (*chemical*) check (*DC 14*), representing the work that goes into chemically balancing the nitro for optimal performance. A second Craft (*mechanical*) check (*DC 18*) represents the difficulty in marring the injector to the car's fuel system. Both checks together require approximately 30 hours of work.

When any vehicle with a nitro-injector system uses the Dash stunt (*D20 Modern SRD*), its speed is increased by two categories for one round.

Oxygen Rocket: A large medical oxygen tank or a welder's acetyl tank can be transformed into a deadly missile with just a little imagination. Heating the tank until it explodes, flying forward like a steel ram, or detonating the regulator valve can both send the oxygen rocket hurtling towards a target.

No Craft check is required to detonate an oxygen tank, or use it as an undirected missile. An undirected oxygen rocket is difficult to control, and suffers a -8 penalty on its attack roll. Both these uses for the tank are full round actions that provoke attacks of opportunity.

If the saboteur has more time to dedicate to the project, he or she can quickly cobble together a crude 'rail' system that ensures the oxygen rocket flies straight and true. Cobbling a launch system requires a Craft (*mechanical*) check (*DC 10*), and at least 5 minutes of work. The mechanic can reduce the time required by 1 minute for every 5 points he or she beats the check DC by, to a minimum of 1 minute. Rail

launched oxygen missiles only suffer a -2 penalty on their attack roll.

Personal Submarine: Cramped, leaky and slow.

Your personal submarine might not be pretty, but it is (*mostly*) watertight, and perfect for stealth and smuggling. Personal submarines are simple barrel shaped or spherical vessels, and most bear a resemblance to the prototype submarines of the 19th century. Constructing a personal submarine requires a Craft (*mechanical*) check (*DC 32*), and at least 40 hours of work.

A personal submarine can safely descend 100 ft, plus 25 ft for every five points the mechanic beats the Craft check DC by. A personal submarine carries enough internal oxygen to stay submerged for up to 60 minutes; after the sub's oxygen reservoir, it must surface to refill its oxygen stores, vent the engine's exhaust. Refilling the O2 tanks requires the submarine to remain surfaced for 30 minutes.

personal submarine:

Crew: 1

Passengers: 1

Cargo: 100 lbs

Initiative Penalty: -6

Maneuver Penalty: -2

Top Speed: 55 / 5 surface; 25 / 2 submerged

Defense: 6

Hardness: 5

Hit Points: 40

Size: H

Purchase DC: (*components*) 16

Restriction: None

Potato Cannon: The potato cannon is a favorite weapon of young pranksters, capable of blowing out windows and causing havoc at great distances. This pneumatic cannon resembles a home-made bazooka, and launches the projectile that gives the weapon its name: a fat potato. Taking a direct hit from a potato cannon is painful, but not usually lethal; potato cannons usually inflict 1d10 points of subdual damage, but replacing the potato with a large rock or other hard projectile makes the cannon a potentially lethal weapon.

Crafting potato cannon requires a Craft (*mechanical*) check (*DC 15*) and around an hour of work.

Pre-paid Cell Phones: The poor man's cell phone of choice: those without the credit ratings to get a cell phone of their own often pay high per minute rates to carry a "pay as you go" cell phone. Criminals and terrorists often use them because on the rare occasions a merchant asks for ID, he or she can often be conned, bribed or intimidated into silence, making these

phones ideal for people who don't want a paper trail of their communications. Cannier criminals only use a preloaded cell phone once, before discarding it.

Prepaid Cell phones that incorporate a low resolution digital camera and 2-3 Megs of onboard memory cost slightly more. For simplicity's sake cell phone refills are 'sold' in 60 minute international blocks.

Prison Armor: Experienced convicts know enough to survive prison by wrapping their chest and abdomen with crude armor. Several layers of newspaper or stolen magazines provide limited protection, just enough to turn aside most shivs, but are bulky, uncomfortable and fairly easy to detect with a pat down. Two purchase DCs are given: outside prison the armor has a negligible cost and can be produced from trash. In a prison's barter economy, prices can vary considerably.

Pruno: Pruno is just as disgusting as its name sounds, but than again, how palatable can moonshine brewed in a prison toilet really be? With only some fermenting fruit juice, a plastic bag, some heat and some time, an imprisoned micro-brewer can make a few swallows of pruno- low quality moonshine. Making a batch of pruno requires a Craft (*chemical*) check (*DC 8*), but requires 1d6+1 days of fermentation. It's difficult to assign a value to a batch of pruno; it's almost worthless on the outside, but can command a high price in a prison's barter based economy.

Racing Suspension: Your shocks, brakes and frame are designed to racing standards, giving your heavily modified vehicle incredible agility and control. Modifying a ground vehicle for racing suspension requires a Craft (*mechanical*) check (*DC 20*) and at least 8 hours of work. With an identical check, and similar time frame, a mechanic can raise or lower a vehicle, which is a stylistic and cosmetic choice which does not significantly affect the vehicle's performance.

Vehicles modified with racing suspension have their Maneuverability Bonus increased by 1 point, plus an additional point for every 5 points the mechanic beats the Craft DC by.

RC Revenge: Strapping a small explosive to an RC car or plane is a cheap and easy way to create a deadly guided missile. Affixing the bomb and setting some kind of timing device or proximity fuse requires a Craft (*electronics*) check (*DC 15*). The bomb's damage is determined by the type of explosive.

Controlling an RC car or plane is a full round action that provokes attacks of opportunity. A Drive or Pilot check (*DC 10*) is necessary to perform stunts or special maneuvers with the toy vehicle. Most RC toys have a radio frequency remote control with an effec-

tive range of 500 meters, and are treated as miniature vehicles.

RC CAR OR TRUCK (small or medium robot)

Speed: 60 ft

Initiative Penalty: +0

Maneuver Penalty: +1

Defense: 6

Hardness: 2

Hit Points: 10

Purchase DC: 12

Restriction: None

RC AIRPLANE OR HELICOPTER (small or medium robot)

Speed: Fly 80 ft (*average*)

Initiative Penalty: +1

Maneuver Penalty: +2

Defense: 6

Hardness: 2

Hit Points: 15

Purchase DC: 14

Restriction: None

Rollage: You've reinforced the passenger compartment of your vehicle with additional structural supports, ensuring that crashes in this vehicle are slightly less deadly. Installing a roll cage is a simple modification that requires 2 hours of work and a Craft (*mechanical*) check (*DC 12*).

Any vehicle with a rollage installed reduces the die size of collision by one 'step', for example from d12 down to d10. All the modified vehicles take the reduced damage, but passengers in a struck vehicle or pedestrians take normal damage from the collision.

Rope: You can never have too much rope. If you run out, you can always improvise climbing gear from torn sheets, tied together clothes, utility cable, or... well, anything really. To construct a 'rope' that will bear your weight you need to make a Wisdom check (*DC 10*). A successful check means you 'rope' can hold 175 lbs plus 5 lbs for every point you beat the check DC by.

Shivs: Convicts can create a deadly knife out of virtually anything: a sharpened and fire hardened toothbrush handle, a piece of purloined wire, even tightly rolled paper hardened with saliva. A Wisdom check (*DC 8*) is required to make a shiv, and assuming the convict can work uninterrupted, a shiv can be completed in as little as 1 minute. A shiv breaks easily, becoming useless on a roll of a natural one.

Soda-bomb: There are two things that microwave ovens don't like: metal and pressurized liquids. So what happens when you shove a can of soda in the microwave and run like hell? Call it a full round action to improvise a time delay explosive, without the need for any checks. The soda will detonate explosively in 1d4 minutes, taking the microwave, and some of the kitchen counters with it. Nearby combustibles are likely to ignite.

Superglue: Superglue was originally designed for use by medics during the Vietnam War, enabling them to quickly suture wounds. Though its medical applications are overshadowed by its mundane uses, superglue can still be used to save lives. Spreading a 6 or 8 oz tube of superglue on a bleeding wound stops any further blood loss, and restores 1d4 Hit Points without the necessity of a Treat Injury check. On a successful DC 15 Treat Injury check, the victim recovers 1d6 HP, plus 1d6 additional HP for every five points the medic's Treat Injury check exceeds the target DC. A wounded man can only benefit from one application of superglue per day.

Superglue Sabotage: Squirring a tube of superglue into any lock or car ignition will destroy the mechanism. A glued lock can only be opened with a successful Disable Device check (*DC 30*), or a Repair check (*DC 18*), or by forcing the door.

Thief's Gear: Professional shoplifters often modify their clothes with hidden pockets, palming wells that would do a stage magician proud, and pockets shielded from most department store anti-theft detectors by cunningly folded aluminum sheets.

Modifying a set of clothes to make it easier to rob the rubes blind requires a Craft (*sewing*) check (*DC 10*) and approximately one hour of work. Wearing a set of specially modified clothes grants the thief a +4 equipment bonus on Sleight of Hand checks.

Ultralight, Improvised Aircraft: When you're finished, your 'plane' will look some unholy collaboration between the Wright Brothers and Mad Max, but it will (*probably*) fly, and maybe even land without exploding. With enough raw materials (*a converted lawnmower or motorcycle to provide the engine, scrap metal or hard plastic wings, something to pretend its a rudder and set of elevators*), enough sweat and a lot of time, a group of mechanically savvy scroungers can construct an improvised aircraft.

Building a jury-rigged aircraft requires a Craft (*mechanical*) check (*DC 30*), and at least 20 hours of work. The resulting aircraft is barely sky worthy, completely illegal to fly, and will only function tempo-

rarily. The aircraft can only fly for a number of miles equal to 10 x the lead crafter's Intelligence modifier before breaking down and needing to be repaired with a DC 18 Repair check.

Improvised Aircraft:

Crew: 1
Passengers: 2
Cargo Space: 50 lbs
Initiative Penalty: -4
Maneuver Penalty: -4
Top Speed: 105 / 10
Defense: 6
Hardness: 3
Hit Points: 20
Size: G
Purchase DC: (<i>components</i>) 16 - 18
Restriction: None

Ultralight Gliders: Non powered gliders are a popular toy for the rich and for thrill seekers. Towed from a ground vehicle, or launched from a precipice, gliders can only stay airborne for short hops, but provide their pilots with an exhilarating ride.

These extremely long winged, plastic and polycarbonate vehicles have bubble canopies for maximum visibility. Instead of powered flight, the glider descends gracefully. For every 10 ft of distance fallen, the glider can move horizontally 100 ft. A glider's pilot can make a Piloting check (*DC 12+1d10*) in order to catch an updraft; if successful the pilot gains 10 ft of altitude. A pilot can re-roll a failed check to catch up an updraft once per round.

Ultralight Glider:

Crew: 1
Passengers: none
Cargo Space: 50 lbs
Initiative Penalty: -2
Maneuver Penalty: -2
Top Speed: 95 / 9
Defense: 10
Hardness: 2
Hit Points: 25
Size: G
Purchase DC: 24
Restriction: Licensed (+1)

Kit-planes: Kit-planes are sold commercially as 'do it yourself planes' for aircraft enthusiasts. These single seater prop-planes are basically a higher quality version of an improvised aircraft. Every component and tool needed to construct the aircraft is included with the kit, and assembling the plane requires a Craft (*mechanical*) (*DC 28*) or Repair check (*DC 24*), and approximately 30 hours of work.

Kit-planes are not designed more for amusement than for long flight, and have a pitiful range. A kit plane can only stay airborne for 30 minutes (*type I*) or 60 minutes (*type II*) before needing to land to refuel.

Kit-Plane:

Crew: 1
Passengers: 0
Cargo Space: 50 lbs
Initiative Penalty: -4
Maneuver Penalty: -2
Top Speed: 200 / 20
Defense: 6
Hardness: 5
Hit Points: 25
Size: G
Purchase DC: 23 (<i>type I</i>) or 24 (<i>type II</i>)
Restriction: Licensed (+1)

Hot Air Balloons: Balloons give a commanding view of the slowly passing countryside, more suited to tourists and sightseers than modern military applications. Still, hot air balloons can be cobbled together from any moderately air tight cloth or rubber, from shredded life rafts to raincoats and watertight tent fabric. Creating a hot air balloon from scratch requires a Craft (*mechanical*) check (*DC 16*) and four hours of work. Of course, high end sporting goods stores sell professional grade hot air balloons.

A hot air balloon has enough fuel to remain airborne for four to six hours.

Hot Air Balloon:

Crew: 1
Passengers: 3
Cargo Space: 100 lbs
Initiative Penalty: -4
Maneuver Penalty: -6
Top Speed: 40 / 4
Defense: 6
Hardness: none
Hit Points: 10
Size: G
Purchase DC: 12 (<i>raw materials</i>) or 23 (<i>professionally made</i>)
Restriction: None or Licensed (+1)

Vehicular Sabotage: There's a lot of underhanded ways to stop someone's car from working. Sugar, sand or salt poured in a gas tank will quickly incapacitate the vehicle, as will a tampon tossed into the tank, as the absorbent cotton fibers clog the fuel system. The car will not run without simple but time consuming repairs. The repair check DC is only 8, but repairs take at least 4 hours, and involve cleaning the gas tank and flushing the fuel lines.

OBJECT LIST

Object	Size	Weight	Purchase DC	Restriction
Armor Cladding	Large	50 lbs	12 (<i>scrap</i>) 15 (<i>high quality</i>)	None
Bleachburn	Small (<i>bucket or vial</i>)	2 lbs	4 (<i>components</i>)	None
Computer Sanitizer	Diminutive	Negligible	10 (<i>type I</i>) 12 (<i>type II</i>)	None
Crackpipe Components	Fine	Negligible	1 or 2	None
Disposable Camera	Tiny	0.5 lb	4	None
Full Auto Conversion	Tiny	1 lb	7 (<i>raw materials</i>) 10 (<i>conversion</i>)	None or Licensed (+1) for conversion
Hardened Electronics	Fine	Negligible	13 (<i>components</i>) or +2 Purchase DC of object	None
Handloaded Ammo	Fine	Negligible	2 (<i>gunpowder</i> , <i>if purchased premixed</i>)	Licensed (+1)
High Performance Engine	Large	400 lbs	18 (<i>complete engine</i>) 15 (<i>components</i>) or +2 base purchase DC of vehicle	None
Improvised Lockpicks	Fine	Negligible	1	None
Improvised Silencer	Tiny	0.5 lb	3	None
Laughing Gas	Tiny	0.5 lb	4 (<i>components</i>)	None
Liquid Rescue Vial	Fine	0.25 lb	4 (<i>Components</i>)	None
Nitro Injector	Medium	30 lbs	23 (<i>complete system</i>) 17 (<i>components</i>) or +2 base purchase DC of vehicle	None
Prepaid Cell Phone	Diminutive	0.5 lb	6 (10 for camera phone)	None
60 Prepaid Cell Minutes	-	-	4	None
Racing Suspension	Medium	75 lbs	22 (<i>complete suspension</i>) 17(<i>components</i>) or +1/2 Maneuver bonus to base purchase DC of vehicle	None
Rollcage	Large	80 lbs	14 (<i>components</i>) or +1 base purchase DC of vehicle	None
Superglue	Fine	Negligible	1	None
Wrist Spray	Fine	0.25 lb	8	Illegal (+4)

The time honored tactic of shoving a potato, tennis ball or other bulky object into a car's tailpipe will prevent the engine from running. However, no Repair check is necessary to remove the obstruction. Leaving baloney or citrus fruits on a car's metal overnight can eat away paint. None of these sabotage methods requires anything you can't find at your local super-market for negligible cost.

Water Cannon: A working water cannon can be improvised from any pressurized water supply, or a mischievous character can use legitimate firefighting gear for battle. Building a water cannon requires knowledge of pneumatics and hydraulics, represented by a Craft (*mechanical*) check (*DC 18*) and 4 hours of work. A water cannon requires a huge supply of liquid ammo: at least 50 gallons of water are expended per shot, making this weapon impractical unless hooked to a hydrant or fire department pump truck.

A water cannon inflicts subdual damage, and targets must make a Fortitude check (*DC 10 + ½ the damage inflicted*) or be knocked prone.

Wrist Spray: A watch sized wrist dispenser holds a concentrated dose of toxin, allowing you to poison your enemies with a punch. Rigging a wrist spray dispenser requires a Craft (*mechanical*) check (*DC 12*) and nearly 4 hours of work. Ankle spray dispensers can also be manufactured that deploy a dose of poison with a kick attack.

A wrist spray dispenser holds one dose of any inhalation toxin in its internal reservoir. The toxin deploys on any successful punch. The victim suffers a -2 circumstance penalty on his or her Fortitude check to resist the toxin's effects, since the poison is usually thrown directly into the victim's nose and mouth with a solid hit.

Zip-guns: Throughout the 1940s and 50s, zip guns were a standard weapon for that era's young gangsters. As cheap, untraceable firearms became available, the art of constructing deadly spring-loaded pocket pistols fell into disuse. Zip-guns are still used occasionally in Britain, especially by younger criminals not savvy enough to score illegal guns, and are ever present threats in the prison system.

Constructing a zip gun requires a Craft Check (*DC 15*), and approximately 2 hours of work. Zip-gun components (*heavy gauge rubber bands or elastic, a piece of wood for the grip*) are cheap and commonly available at virtually any supermarket or hardware store. Zip guns can 'chamber' either small caliber bullets, BBs or sharpened shards of metal or glass.

Gimme some duct tape and I can rule the world:

New feats for backyard mechanics

Professional drivers, mad bombers, pyromaniacs, saboteurs, drug chemists..... if you want your character to be good with his hands, quick witted and imaginative, these new feats are for you.

Anti-personnel Explosives

You know all the tricks to creating improvised explosive devices designed to kill the maximum number of victims, and know how to throw grenades with deadly accuracy.

Prerequisite: Disable Device 8 ranks

Benefit: Any explosive device you construct or place, or any grenade you throw threatens a critical hit on all victims within the blast radius on a roll of natural 20.

Normal: Explosive devices do not have a critical threat range.

Special: You can take this feat up to three times. Each time you do, your explosive's threat range increases by one. If this feat is taken twice your explosives have a critical range of 19-20. If taken three times, the threat range becomes 18-20.

Anti-Tank warfare

No matter how strong the armor, it has a weak point. You're skilled in finding and exploiting that weakness.

Prerequisites: Exotic Firearms Proficiency (*one of choice*), Knowledge (*tactics*) 4 ranks

Benefit: When attacking a heavy military vehicle (*for example: combat helicopter, jet aircraft, tank, APC, Humvee, small warship, combat starship, mecha or power armor*) using any kind of exotic firearm, energy

weapon or grenades, you may ignore a number of points of the target's Hardness equal to your one plus your WIS modifier (*minimum two points*).

Bombardier

You've earned a reputation as a master bombsmith, one destroyed building or vaporized target at a time.

Prerequisite: Pyromaniac

Benefit: The blast radius of any explosive device you plant or create is doubled. This feat does not apply to the blast radius of grenades, unless you create the grenade by hand.

Breach Expert

You've received police or military training in urban warfare and 'dynamic entry' - blowing through walls and doors to get at the enemy.

Prerequisite: Demolitions 4 ranks, Disable Device 4 ranks

Benefit: You halve the time required to perform Disable Device or Demolitions checks. In addition, you receive a +2 competence bonus on STR checks made to force a locked door or simply knock it down.

Burn Rubber

You're an expert driver, capable of pushing your vehicle to its design limits.

Prerequisite: Vehicle Expert, Drive 4 ranks

Benefit: When driving any surface vehicle at Highway Speed or faster, you receive an additional +2 competence bonus to Defense. Any Drive checks made to regain control of an out of control vehicle have their DC reduced by 3 points to DC 12.

Normal: The DC of a Drive check to regain control of a vehicle is 15.

Delicate Touch

You have the steady hand of a jeweler or a surgeon, and are capable of amazingly precise work.

Prerequisite: Nimble

Benefit: You may add your Dexterity modifier as a bonus on the following checks: any Craft Check, any Perform check involving a hand instrument, and any Treat Injury check involving surgery.

Expert Vandal

Finding and taking out key support columns and load bearing structures is second nature to you. When you're around, buildings have a way of collapsing unexpectedly.

Prerequisite: Builder

Benefit: When attacking a building, large vehicle or any other huge, stationary object, you may make a Craft (*structural*) check (*DC 15*) as a full round action. If this check is successful, all succeeding attacks on that structure ignores a number of points of Hardness equal to the characters Intelligence modifier. This increased damage applies anytime the character attacks the structure with a weapon or explosive; it does not apply to unarmed damage.

Field mechanic

You know how to get the most utility out of scrap parts and junk technology. Your sputtering, broke down creations might not be pretty, but they get the job done.

Prerequisite: Gearhead

Benefit: When you use the Repair skill to jury rig a broken machine, your repairs last for one day per point by which your Repair check result beat the DC. When the machine does inevitably break down, it still must be fully repaired before it can function again.

Normal: Juryrigged repairs only remain functioning until the next encounter.

Handload

You handcraft you own ammunition, not trusting anyone else to touch something that's going into your guns.

Prerequisite: Weapon Focus (*any firearm*), Base Attack Bonus +3

Benefit: When firing handloaded ammunition, your specially formulated, specialty ammo ensures you do additional damage. You receive a +1 on attack and damage rolls with any fire arm when firing ammunition you've handloaded yourself.

Hotwire

There isn't a vehicle on the planet that you can't steal quickly, quietly and efficiently.

Prerequisite: Gearhead

Benefit: When you use the Repair skill to hot-wire a vehicle, you receive a +4 circumstance bonus on the skill check, due to your familiarity with various vehicle electrical systems. You can hotwire a vehicle as a standard action.

Normal: Hot-wiring a vehicle is a full round action.

Master of improvisation

It doesn't matter if you have the tools or not, you can get the job done.

Prerequisite: Craft (*any*) 4 ranks

Benefit: The skill penalties for working without proper tools are reduced by 2. Thus, you take a -2 penalty for attempting a tool without the proper skill kit, and no penalty for using improvised tool kits.

Normal: If you make a skill check without the proper tools, you suffer a -4 penalty. If you use an improvised tool kit rather than proper equipment, you suffer a -2 penalty.

Pyromaniac

Fire is your friend. You know how make and set devastating explosives.

Prerequisite: Cautious

Benefit: You receive a +2 bonus on Demolitions Checks and Craft: chemical checks, as well as any Craft: mechanical or electronics checks made to create a warhead, timing device or similar explosive device. You may spend an action point to inflict an additional die of damage with any explosive you set or create.

Retro-tech

You take great pleasure in kit-bashing outdated electronics and junk-shop oddities into working computer systems, and you sneer at modern technology in favor of the now kitchy technology of your youth.

Prerequisite: Builder or Gearhead

Benefit: By buying out of date, substandard equipment, you can find incredible bargains on computer equipment and electronics. By doubling the size and weight of a particular piece of equipment when it's purchased, you can reduce its Purchase DC by 1.

You may also choose to buy difficult to operate equipment to reduce the purchase price farther. If the piece of equipment is so outdated it imposes a -1 penalty on skill checks associated with its use, you may reduce the Purchase DC by a further 1 point. You may choose up to impose a -3 skill penalty with the piece of equipment, reducing the Purchase DC by as many as 3 points.

Street dealer

Your product is widely regarded as the best shit on the street; your reputation as a drug chemist is unquestioned.

Prerequisite: Knowledge: streetwise 4 ranks

Benefit: You receive a +2 bonus on Knowledge: streetwise and Craft: chemical or pharmaceutical checks. Additionally, when using Bluff or Diplomacy to haggle over the price of a package, you may add your Intelligence modifier, if positive, as a bonus on the check.

urban scavenger

You're far from rich, and can make do by purchasing used and sub-standard equipment. Pawnshops are your friend.

Benefit: When purchasing a piece of equipment with a Purchase DC of 16 or lower you may double the shopping time in an attempt to find a used version of the piece of equipment. Assuming you can find the object used; its purchase DC is lowered by $1d4+1$ points, to a minimum of Purchase DC 1.

Normal: Purchasing used equipment only offers a substantial benefit if the object's purchase price is DC 16 or higher.

wheelman

Nobody's better at driving the crew to or from a dangerous job than you.

Prerequisite: Vehicle Expert, Drive 4 ranks

Benefit: When making a Hide check to lose a tail in traffic, or making a Bluff check to misdirect pursuit towards a dead end, receive a +6 bonus on the checks. Additionally, you receive a +2 competence bonus on all Drive checks made to attempt a Stunt with a specific category of ground vehicles (*i.e.: all sports cars, all sedans, all trucks, all SUVs, all panel vans, semis, any motorcycle, etc*).

Written By Chris Field

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