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ADOLF HITLER



PORN STAR



**MACHO
WOMEN
WITH
GUNS**

Adolf Hitler



Porn Star

A scenario for five 6th level characters for the *Macho Women with Guns* Roleplaying Game.

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Credits

Author

Sarwat Chadda

Editor

Christopher Allen

Line Manager

Richard Neale

Cover Art & Interior Illustrations

Studio Manager

Ian Barstow

Artists

Sarwat Chadda, Anthea Dilly, Nathan Webb

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MONGOOSE PUBLISHING

Mongoose Publishing, 52-54 Cricklade Rd, Swindon, SN2 8AF, United Kingdom

info@mongoosepublishing.com

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BACKGROUND

The characters are hired to find a reel of film lost since World War II. This film is the Holy Grail of pornography, as it shows Adolf Hitler and Eva Braun having sex. The power of this Nazi propaganda could have devastating effects on civilization. Demonic forces in Los Diablos want to sell it, the Vatican want to burn it and scholars in Britain want to know exactly how many balls Hitler had, as they have one testicle in a jar in the Albert Hall archives.

The adventure takes them to the Mediterranean island of Knobbos, where an ex-renegade nun is holding a mud wrestling competition. From there, they will dive down to a sunken nazi battleship and defeat the various threats including sharks, other divers and underwater nazi zombies.

The final scene involves them escaping off the island of Knobbos with the reel as all hell erupts as the different factions all after the film will now be out to get them, one way or another.

SCENE ONE: LADY MANNY- BEDFELLOWES

It is a cool spring morning when you find yourselves driving up the broad gravel driveway of the Manny-Bedfellowes estate. Ahead of you is an immense gothic mansion, which was moved brick by brick from its original site in Sidcup back in the 1970s. The grounds are elegantly landscaped with rolling hills, woodland and a tank firing range on the horizon.

You park your vehicles in the main courtyard, and pass by a baroque fountain of nymphs and satyrs performing a variety of implausible physical acts. Sweeping marble steps lead you into the entrance lobby of the mansion where a smartly dressed butler awaits.

The characters have been hired by Lady Sylvia Manny-Bedfellowes to carry out a job for her. The pay is good

(\$5,000 each) and should take no more than a fortnight. She has invited them to visit her at the estate to discuss the matter further.

The Manny-Bedfellowes estate is a well-appointed Georgian mansion. The building consists of a cellar (used for storage of wines, cheeses and previous husbands), ground floor with main banqueting hall, kitchen, study, drawing room and conservatory, first floor (bedrooms) and attic (servant quarters). All are decorated with sylvan scenes of the Early Penthouse period and the furniture is elegant, if slightly worn.

The butler will lead the party into the study.

You are led along a hall decorated with portraits of many of the Manny-Bedfellowes family from ages past. All share a similar aristocratic disdain for clothing - and several pictures appear to have staple holes in the centre.

You are taken into a well-furnished study. The curtains are closed, the room is lit by a number of desk lamps and all four walls are lined with well-endowed oaken bookcases. A large map of the world dominates one wall, dotted with various coloured pins. In the dim light, you see a figure sitting by a large mahogany desk, smoking a cigar. She is in her early 40s, dressed in tight-fitting herringbone jacket and jodhpurs. Upon the desk sits an old style film projector and a riding whip.

Lady Manny-Bedfellowes will introduce herself and get straight to business. The butler will turn down the lighting, the map will flip over to reveal and projection screen and the film begin. The quality is poor, the images grainy and black and white. Read out the following description.

The scene is of a woodland glade, beside a lake. The camera focuses on two naked figures by the waters edge. You cannot see the couple clearly, as the woman is lying spread-eagled on the grass, feet high up in the air, while the man is on top with his back to the camera. Their performance is amateur, but enthusiastic. After a few moments, the camera begins to close in and the man rolls over with a look of satisfaction. It is then you see him clearly. The sharp nose, side parted black hair and little moustache are unmistakable. Adolf Hitler himself. The film abruptly stops. The lights come on.

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Lady Manny-Bedfellowes confirms the film is authentic, seized at the Berlin bunker in 1945. Hitler had a keen interest in home movies and obviously had an extensive collection for his private viewing. She has discovered an invoice in the Berlin archives that refers to Hitler's collection being put onboard the battleship 'Brunhilde' towards the end of the war. This vessel was sunk off the Greek coast in February 1945.

Lady Manny-Bedfellowes has only a rough idea of the actual location of the wreck. An Athenian businessman has the details, the party is to see him first and get the map off him. She wants the party to head out to the wreck and retrieve any film reels that may be buried there. The one slight problem is that the area is privately owned by a Ms Danniella Meaner.

If any of the characters can make a successful Knowledge (popular culture) check (DC 25), she will remember that Ms Meaner was one of the Vatican's top operatives until she was badly scarred in a horrific Jacuzzi accident. The damage was both physical and mental. She bought the island of Knobbos in the Mediterranean and became a recluse. She is rarely seen, except for a tournament held on her island once every four years. From around the world she invites the greatest warriors and martial artists to her place and,

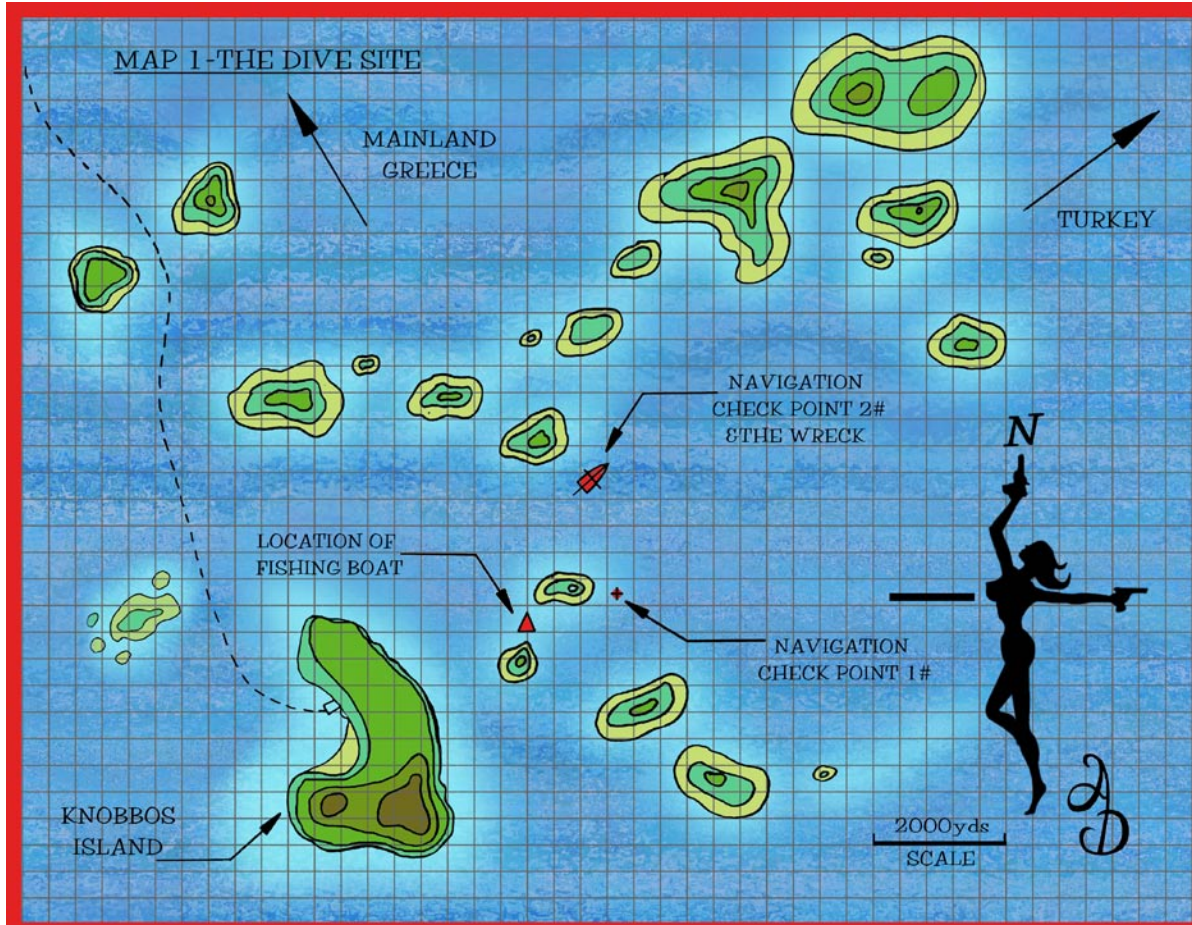
for a week, they compete in a massive mud wrestling competition. The prize is the Brass Monkey statuette, a pre-Dang artefact said to grant its owner long-life, perfect health and an increase in cup-size.

The only way to reach the shipwreck is to enter the tournament, due to start this week. Lady Manny-Bedfellowes has the entrance forms on her desk.

Are the characters in?

SCENE TWO: GEORGIE MICHEALOPOLIS

The party are flown to Athens and put up at the Acropolis Guesthouse. Before they head off to the tournament, they must get the dive site location from Georgie Michealopolis. This gentleman runs a Karaoke bar in central Athens. He is a BIG fan of early 1980s pop music and has had major corrective



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surgery to resemble one of his favourite stars, Andrew Ridgley.

Georgie knows he is sitting on a goldmine, but is not interested in money. He is a man of honour and feels torn between the two offers he has been made. The characters arrive to discover another group is interested in the same material as them. There is only one way this conflict will be settled. With Karaoke!

The 'Georgie Michealopolis Karaoke Emporium & Kebab House' is situated in downtown Athens. Your taxi takes you through the cobbled labyrinth of alleyways, streets and overflowing sewers to reach it late in the evening. A crowd has already formed outside its doors - the place is evidently popular.

Making your way past the bouncers, you enter an underground den, converted from some ancient wine cellar. Lighting is poor and the air is thick with acrid cigarette smoke. At the far end is a giant plasma screen and karaoke machine. A couple of drunken Japanese businessmen are performing a Britney number, tears pouring from their eyes through the raw emotion being expressed.

Moving amongst the tables, meeting and greeting, is a handsome man in a biker's jacket, chin covered in designer stubble. Undoubtedly Georgie Michealopolis.

Also in the bar is a genetically engineered Teutonic uberbabe, Frau Innzerbuff, member of a secret neo-nazi organization. She, too, is here to obtain the map of the wreck. Unfortunately, she did not count on the characters turning up. Georgie will be charming, but evasive. An opposed Sense Motive check against his Bluff skill will reveal he is hiding something. If confronted he will admit that he has been made a counter-offer for the wreck map and will at this point introduce Innzerbuff, 6'2" and 38DD of icy blonde carnage. She is wearing knee-high leather jackboots, tanned miniskirt, T-shirt and a black leather greatcoat, military chic from start to finish. Her demeanour is not friendly.

However, Georgie realises he had a deal with Lady Manny-Bedfellowes. He suggests that the matter be settled in a civilised manner, and points to the Karaoke machine.

There are three ways to play this scene. The first is that one party member rolls her Perform (singing) opposed by Frau Innzerbuff's roll. This could work

to their advantage, as Frau Innzerbuff has no singing ability. While this is an appropriate way to settle the issue, it is the most boring.

Alternatively, you could get the player to actually role-play the situation for real. This requires additional preparation on your part. Check out a pop-website and download the words to any suitable (preferably as potentially embarrassing as possible) tune. Get the player to sing it. If he (and it will invariably be a he) gets all the way through the song, the map is his. As simple as that!

If you have access to a camcorder, this may be a moment to use it.

The final, traditional way to settle this problem is through violence. Georgie has the map on him and is a lover, not a fighter, so will surrender it fairly quickly if threatened. Frau Innzerbuff is a fighter, but not stupid. She is outnumbered, so will not risk getting into an all-out gunfight with the characters. She will fight it out until she has lost half her hit points. She will then use innocent bystanders as cover to escape if necessary. Make sure she does, as she will be reappear in Scene Four.

Unless the party really balls it up, they will leave the bar with the map. The last scene will be Frau Innzerbuff scowling and promising them this matter is not settled, before storming out. The party has made themselves a dangerous enemy.

Scene Three: The Docks

The party will have several days to make their plan, and Lady Manny-Bedfellowes will provide the necessary equipment at half price (refunded on return, undamaged). Here are a few concerns:

† Ms Meaner is very safety conscious. Each attendee is permitted toiletries and bikinis. No weapons, tools, computers, scuba gear, radios, vehicles, weapons or servants. Did you note the part about NO WEAPONS? Basically, they arrive with one holdall and it will be x-rayed on arrival.

† Lady Manny-Bedfellowes has friends amongst the fishermen who operate nearby. She will have a boat with diving gear stationed every night between 12am - 2am a mile offshore. The boat will be manned by

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two fishermen, with full tanks for each party member, spear-guns and torches.

† Once a week, the Acme catering company delivers foodstuffs to the island by boat. It is rumoured that occasionally they will try to smuggle men onto the island, but they are never seen again.

† The waters around the island are, of course, shark infested.

The party is positively encouraged to be as sneaky as possible in optimising the possibility of success on this operation. As the Games Master, do not be lenient, if they forget something, or cannot arrange for it to be smuggled to them. Hard luck!

Read the following aloud to the players:

You spend a few days exploring the euro-slum that is Athens before you get the call. So, bright and early on Saturday morning you find yourselves in the marina.

Amongst the rickety looking fishing boats is a sleek, multi-million dollar white yacht. Its lines speak of the latest Miami technology, a small radar dish no doubt accesses all the best channels and the engines purr gently like sleeping tigers. The crew, handsome young men in sailor's hats and white thongs complete the nautical image. A slim Chinese woman approaches you, wearing a dress embroidered with a red dragon. She bows, introducing herself as Lei Mee.

Lei Mee is Ms Meaner's right hand woman. She is awaiting the characters and a few others for the trip to Knobbos. She leads the party onboard and introduces them to the other passengers. The yacht is crewed by six toned, tanned and very available sailors.

† The Babylon Organization of Overseas Broadcasting television crew. Lead by the glamorous Dillon Doe, they have the exclusive broadcasting rights for the tournament. Dillon (Dill to her friends) is busy arranging a satellite link-up as the party arrives and she will leap on them for interviews.

Dillon is onboard with four others from BOOB TV.

† The Vatican University Legalised Violence Association. Lead by Sister Dyke van Dick, this is Pope Joan's elite wrestling team. They are, like the party, entering the tournament as a cover to try to retrieve the film reels from the Brunhilde wreck. Their natural inclination would be to give the characters a

wide birth, but Sister Dyke is an aggressive, volatile fanatic likely to blow (that is, lose her temper) at the smallest thing.

Sister Dyke's team comprises of three other nuns.

† Queen Kong. Six foot four of solid muscle, Queen Kong is the reigning mud wrestling champion from the last tournament. Since then, her steroid intake has only increased and consequently she has developed almost as much body hair as her namesake. She is monosyllabic; it is her manager Pinky Floyd who does the talking for her. Pinky is a wizened dirty old man in a tweed jacket, trilby hat with a cigarette permanently hanging from his yellow stained teeth. If any of the characters look like good beefy prospects (say, Strength 16+), Pinky may offer them his services as manager, perhaps setting up a wrestling tour across America after the Tournament.

Once the party is onboard, the engines rev up and the yacht storms out of the marina, drenching the other smaller boats. The journey takes a couple of hours, allowing the party to mingle with the Non Player Characters. The weather is hot and sunny, so everyone is in bikinis, including the nuns. Pinky wanders around in an illegally small pair of leopard print trunks and string vest.

SCENE FOUR: KNOBBOS

The island of Knobbos is a natural fortress. There is only one accessible beach; all other approaches are protected by cliffs. There are a large number of underwater reefs, all waiting to trap the unwary boat, and currents are swift. Refer to Map 2.

† The Docks and Beach. There is a single dock, guarded by a tower. The tower is constantly manned by two soldiers, who are linked to the main barracks by radio. There are no cars on the island; all transport is either by bicycle, or motorised buggies (identical to golf carts, maximum speed of 10mph). There are usually two or three buggies parked by the docks at any particular time. There are always 1d4 speedboats docked here. This may be useful if the party wants to escape in a hurry later on.

† The Guest Houses. All the contestants will be led to the array of villas near the centre of the island, about two miles from the docks. There is a guesthouse



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Following the incident at the Karaoke bar, Frau Innzerbuff will give the party a wide berth. She plans to settle the matter with them in her own way.

The party is unlikely to need all the other contestants' names, but here are a few details regarding the other competitors:

Guesthouse Number One - Scary Mary. Half woman, half bison. She is the biggest threat to Queen Kong, and she knows it. Her hobbies include wrestling gorillas. Personality wise she is docile most of the time but becomes an enraged berserker if she hears any New Romantic music from the 1980s (Games Master decide). In her apartment, she has a number of weights and guidebooks on self-improvement through meditation.

Guesthouse Number Two - The Turbo Twins. Fast, and shiny. These two are actually sex-changed men. They are still taking sex hormone drugs to keep up appearances. If discovered, they will be disqualified. One of them takes a fancy to one of the party and will spend all his/her free time trying to seduce her. Exploring their apartment will reveal a tube of sex-hormone pills; this requires a successful Search check (DC 25).

Guesthouse Number Three - Lizzie Lecher. Winner of the Big Mother competition several years ago, this is her last ditch attempt to remain in the public eye and so she will attach herself to Dillon like a limpet. She is gullible, and will do practically anything for publicity. She has a full DVD collection of every single hour of her time in the Big Mother house, all 3024 hours of it.

Guesthouse Number Four. This is the guesthouse assigned to the characters.

Guesthouse Number Five - The German Team. Frau Innzerbuff and her crew have smuggled firearms into the island. Just do not ask how. Each is a full clip of ammunition and an H&K MP5 hidden under the floorboards. A Search check (DC 28) will reveal some loose boards under the beds.

Guesthouse Number Six - The Vatican Team. It will only take a few minutes for Sister Van Dyke to install the candles, crucifixes and portraits of Mother Mary, Pope Joan and Cher upon the walls.

for each team, twelve in total. Each guesthouse is identical, beds for up to six contestants, bathroom and kitchen. Unless they are invited to the Mansion, this is where the contestants will be expected to remain after dark.

The villas are arranged around a central courtyard, which contains a swimming pool, deck chairs and two Jacuzzis. As the characters arrive, there are already a number of athletic looking women in bikinis making the most of the facilities. One group particularly catches their attention; the German Team, lead by Heidi Innzerbuff.

Read the following aloud:

As you approach the compound, you can see a large swimming pool dominating the central courtyard. A dozen other contestants are busy at work and play, their lean, powerful bodies glazed by the sparkling blue water. One group, though, exercises in a rigid military style; four blonde uberbabes lead by their drill sergeant. She watches you with calculating, cold blue eyes. Her mouth is twisted into an arrogant sneer as she counts out the pushups in harsh sounding German.

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The rest of the contestants are divided into the remaining six guesthouses. Dillon and her crew are staying at the mansion.

The rest of the island has the following features:

† **The Woods.** This area contains a number of secluded grottos and many old, crumbled ruins from the Greek Classical period. The contestants are free to explore this during the day, but it is out of bounds at night.

† **The Mansion.** This is the D. Meaner's home and headquarters. It is also where the mud wrestling competition will be held, starting tomorrow. The mansion will be more fully detailed in Scene Nine.

† **The Barracks.** In total, the island is protected by 50 soldiers. There is one captain as well as five troop leaders each in command of nine soldiers. All are based here. The soldiers all wear camouflage swimming trunks and are armed with various martial art weapons. They have no firearms

† **Cliff to dive site.** This is the point the player-characters must reach in Scene Six. From here, they will have to climb down the cliff to reach the fishing boat waiting a mile off shore for them.

SCENE FIVE: THE PARTY

On the night of their arrival, Ms Meaner throws a welcoming pool party. The arena has been filled with water, tables float upon its waters with drinks and snacks. Everyone is given a chance to mingle, make friends and size up the opposition.

In total, there are 32 contestants. Rather than detail them all, here is a selection of a few interesting ones for the characters to interact with. If the Games Master has opponents available from an existing campaign, now would be a good time to reintroduce them, or perhaps use this event as an opportunity to foreshadow future adventures.

Matilda 'Iron-thighs' McMahon, well-known Australian Scot wrestler.

Pamela Starbutz, Texan good-time gal.

Chez Dave, hairdresser to the stars. One of the few men on the island, he is Ms Meaner's personal stylist.

He knows a lot of gossip and is willing to spill the beans if approached delicately. He has seen the Turbo Twins and while he is not usually attracted to the fairer sex, there is something about those two that just makes him horny. If the characters are able to arrange an introduction, he will be more open about the following, though the characters will need to make a successful opposed Bluff Check against his Sense Motive.

† BOOB TV is here to make an exclusive deal with Meaner regarding some old film reel of historical significance.

† Ms Meaner is terrified of the smell and texture of Vaseline, he suspects it is tied up with the Jacuzzi incident or some childhood trauma. If any character is wearing any, D. Meaner suffers a -2 circumstance penalty on all rolls while within 10-feet of that character.

† The German team has been trying to hire diving gear from the locals, with little success.

Ivana Cumova-Mylipps, a communist spy, hoping to gain the Hitler film for the Alaskan government. She is aware of the party and their deal with Manny-Bedfellows. She may try to ingratiate herself with them and will definitely help them against the German team.

Half way through the evening, the characters are finally introduced to Ms Meaner.

Horns and trumpets sound from hidden speakers and lights blaze along the main steps leading to the mansion. Coming down the steps towards you are three figures, half-hidden in shadow. The first you recognise from the morning, Lei Mee. She is elegantly attired in a white silk chang-sa, with a golden dragon embroidered across it. A pair of steel chopsticks hold her raven black hair in a complex knot.

The second is a man. He has a loose fitting black karate outfit on. He is stocky, with thick muscular arms and a bald bullet-like head. He wears thick-lensed spectacles and you notice both of his palms are coated in spiky fur. He is the infamous Master Wan Kin, adept of the Hairy Palm Technique.

Finally, you see a tall, elegant woman. She wears a dark red Chinese suit of the Communist Chairman Mao style, high collared and buttoned. On her feet, she has a pair of black Kung-fu slippers and her hands are encased in leather gloves, firmly pressed to her sides. You are startled by her face. She wears



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a delicate white china mask, with dim holes for eyes, and an expressionless visage.

Ms D. Meaner raises her hands in greeting, then speaks.

'Fellow warriors, it does my heart good to see amongst you some of the greatest fighters of the Post Dang world. I bid you all welcome.

I look forward to a display of exceptional skill and bravery in the mud-pits and I am sure the woman that emerges victorious will be granted immortal glory like the gladiators of old! So, drink, eat, enjoy! Tomorrow we fight!'

This is greeted with loud cheering by all. Meaner then joins in the festivities, but does not enter the water herself. Wan Kin stays by her side throughout.

If the characters approach Ms Meaner, play the scene as you would in a Bond film, when Bond confronts the main villain in a casino. The banter is filled with innuendo, nothing is stated explicitly but everything is hinted at. She knows you know. She knows you know she knows. She wants you to know she knows you know she knows. You get the idea.

Wan Kin is mute, as befitting a henchman. He is immune to any feminine wiles, unfriendly to everyone, but would give his life for Ms Meaner. Lei Mee is friendly (in fact, she can be VERY, VERY FRIENDLY if you know what I mean) but will not betray the trust Ms Meaner has in her. She will try to seduce any character with a cup-size of D or greater. She was bottle fed as a child and has unresolved maternity issues.

The party will go into the small hours, plenty of time for all sorts of activities. One such activity could be to explore the mansion. Try to prevent the party (subtly of course) from doing this, as the mansion plays a greater role in Scene Seven. Alternatively, if they are insistent, let them get half way through exploring the mansion, but do not let them get into the dojo or museum.

Mid way through the party, the band will start playing Prince Charming, an Adam Ant track from 1981. Unfortunately this will be one of the tracks that sends Scary Mary into a rampage. Let the party make a Sense Motive check (DC 20) to realise her madness is being brought on by the tune. Otherwise, have her attack them!

SCENE SIX: The TOURNAMENT

The following morning the party are to attend the games. Now it is likely that not all the characters are qualified in any real sense at mud wrestling. That is fine. They can pretend to be the stylist, beautician, personal trainer, medic, team psychologist, corporate lawyer, PR or any number of backup characters all highly successful athletes have as part of their entourage. However, the same dress code applies: bikinis.

The arena is now filled with six inches of warm synthetic mud. As an additional challenge, there are powerful jets located around the arena, submerged under the participants. They will go off in a random sequence. The Games Master rolls a 1d6 per round, on a 1, a jet has fired in the character's vicinity. Both the character and her opponent must make a Reflex Save (DC 25) to avoid being knocked over and hurled 1d10 feet away. If they fail by 10 or more, the jet has torn off a piece of their clothing. If that makes them naked, they are out.

The morning sun is blazing down from a clear blue sky as you make your way with the other competitors to the arena. A large throne has been erected on a raised dais overlooking the action. Wooden stools line the perimeter for the other competitors and audience to watch the day's mighty battles.

Meaner sits upon her throne, in a white silk kimono, her mask still firmly fixed in place. A nubile male servant feeds her peeled grapes, and Master Wan Kin stands besides her, keeping an eagle eye out for possible threats.

A judge approaches you with a list, and tells you of your first opponent...

There is room enough for several fights at once in the arena. The competition is pure elimination. There are 32 competitors to begin with in the first round, then 16 in the second, and so on. The competition goes thus:

Each character entering the games first rolls on the Tournament Opponents table. This details their First Round Opponent. If they win, they then roll on the

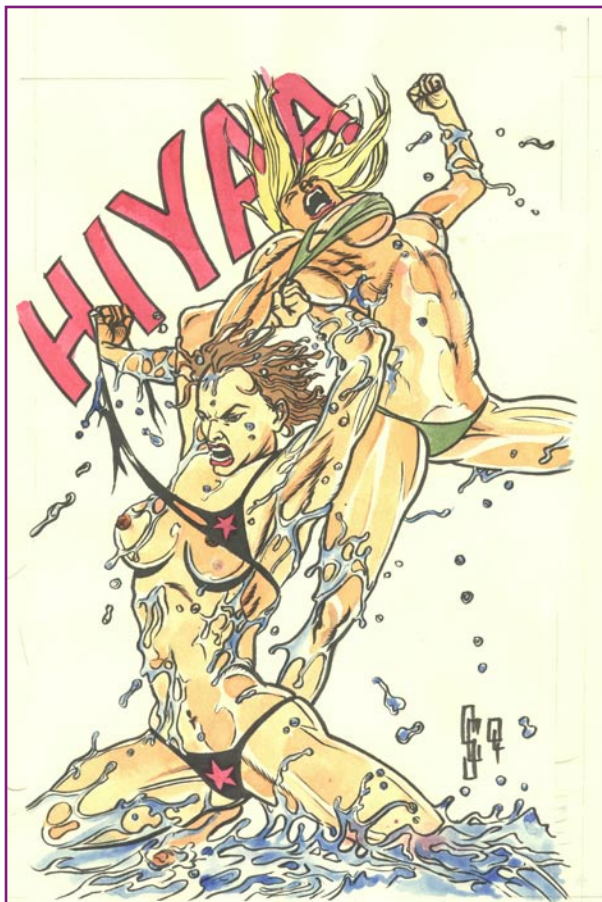
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table again, but with a +5 modifier. If they win once more, the modifier is +10, etc. If they get the same opponent as they did on an earlier roll, merely bump them up the table to the next (and more powerful) opponent. Alternatively, you could replace this repeat opponent with an opposing character, assuming more than one has entered the competition.

The Tournament Opponents

Roll	Opponent
1-5	Pam Starbutz
6-10	Lizzie Lecher
11-15	Turbo-Twin #1
16-20	Turbo-Twin #2
21-25	Sister Dyke
26-30	Frau Innzerbuff
31-35	Scary Mary
36-40	Queen Kong

Remember to add the +3 Charisma bonus to the character statistics for the purposes of the mud wrestling, which uses the Cat-fighting rules on p.93 of the *Macho Women with Guns* rulebook.



Rounds One to Three will be played out today. The semi-final round and the final are tomorrow. It is possible (likely, actually) that the characters will not get very far. No matter, this is not the main reason for their presence.

SCENE SEVEN: The Dive

Now to the nitty-gritty. It is dark; there is a sliver of a moon peeking through the clouds, the perfect night for a secret mission. The party is expected at the dive boat by midnight, but they have to get there first. The operation will be divided into these steps.

Sneaking out of the compound

There are guards patrolling every ten minutes or so. If the party monitor the movements of the guards, making a Knowledge (tactics) check (DC 20), they can make their escape easier. The trip to the cliff will take 10 minutes, and they will cross two patrols. They will meet the patrols on a 1 on a 1d6 normally, or on a 1 on 1d10 if they made the Knowledge check.

There is plenty of cover, the island is covered in foliage and so avoiding the guards should be pretty easy. Make an opposed Hide roll against the guards Spot skill. If they are uncovered and captured, they will have a lot of explaining to do. At the very worst, they will be put in the cells in the Mansion House basement until the tournament is over, then sent back to the mainland.

Getting down the Cliff

The cliff is climbable, but it is not so easy in the dark, in a bikini, without climbing gear. The cliff is 60-foot high and Climb check (DC 25) is required. Impose a -4 circumstance penalty for lack of proper equipment and poor lighting. Any character falling can try and half the damage by converting the fall into a dive, make a Swim check (DC 30), so rather than crashing into the waves below, they will neatly slip into the black waters.

Reaching the Dive Boat

The boat is a mile from the cliff; the characters have no option but to swim. The waters are warm and calm, however. The swim will take about 20 minutes; roll once on the Sea Encounters table below:



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Sea Encounters

Roll	Encounter
1-10	None
11-16	Fisherman
17-19	Another dive team
20	A shark

If the encounter is another dive team, there is a 50% chance it is Sister Dyke and two colleagues, or Ivana Cumova-Mylipps.

Once they reach the dive boat, the two fishermen will help them on board and prepare them for their dive. Any character with any ranks in the Swim skill is assumed to have basic diving training. If a character has no ranks, they can still dive, but have a -4 penalty on all physical actions underwater and will consume twice the normal rate of air (see below). Each diver is given a single tank with depth gauge, pressure gauge, breather, buoyancy vest, mask with snorkel, compass, fins, knife, spear gun with 5 projectiles and a powerful underwater torch. They are also given a plastic slate and a pencil. Remind the characters that they will be underwater, so no talking. The only way they can communicate will be through hand signals and by writing on the board. This should be acted out by the players, force them to write their messages or make hand gestures at each other.

Scene Eight: The Wreck

The characters enter the dark waters. Now would be a good time to introduce the players to these new Diving Rules. Simply put, the deeper you go, the more air you consume out of your tank. Experience and slow, deep breaths can extend the length of a dive, but there are standard safety limits to how long someone can remain underwater. There are two main dangers, Nitrogen Narcolepsy, the diver feels drunk and carefree, and the Bends, nitrogen gets into the blood and bubbles as the diver surfaces too quickly. Finally, of course, immersion in salt water can induce the terrible condition known as Bad Hair.

Diving Rules

Each character begins with 2,000 units of air in her tank. She consumes $100+1d10 \times 10$ units per 10 minutes of the dive, per 30-feet of depth. Once they

are at 1,000 units, she should stop whatever they are doing and start making their way back. Refer to the Air Consumption table below for a breakdown.

Characters can opt to take an extra tank, but its cumbersome to carry, it slows the character down by 2-foot per round, and imposes a -2 on all physical actions. If dropped, there is a 70% chance it will be lost (the visibility in the waters is very low, no more than 30-foot, especially as it is night-time).

Air Consumption

Depth	Consumption per 10 minutes
0-10m	$100 + 1d10 \times 10$ units
11-20m	$200 + 1d10 \times 20$ units
21-30m	$300 + 1d10 \times 30$ units, Narcolepsy Check (Will save DC 15)
31-40m	$400 + 1d10 \times 40$ units, Narcolepsy Check (Will save DC 20)

It is possible to reduce the consumption with breath control. Each diver with 5 or more ranks in the Swim skill makes a Fortitude save (DC 15) every 10 minutes. If she succeeds, reduce consumption by 50%.

Once they get beyond 60-feet of depth, they will begin to be affected by Nitrogen Narcolepsy. Anyone failing the Will save will suffer a -2 penalty on all rolls until they return to a shallower depth.

This method may seem time consuming and the Games Master is free to ignore it. However, it is useful in giving the players a feeling of being in a foreign environment and places valuable emphasis on air time.

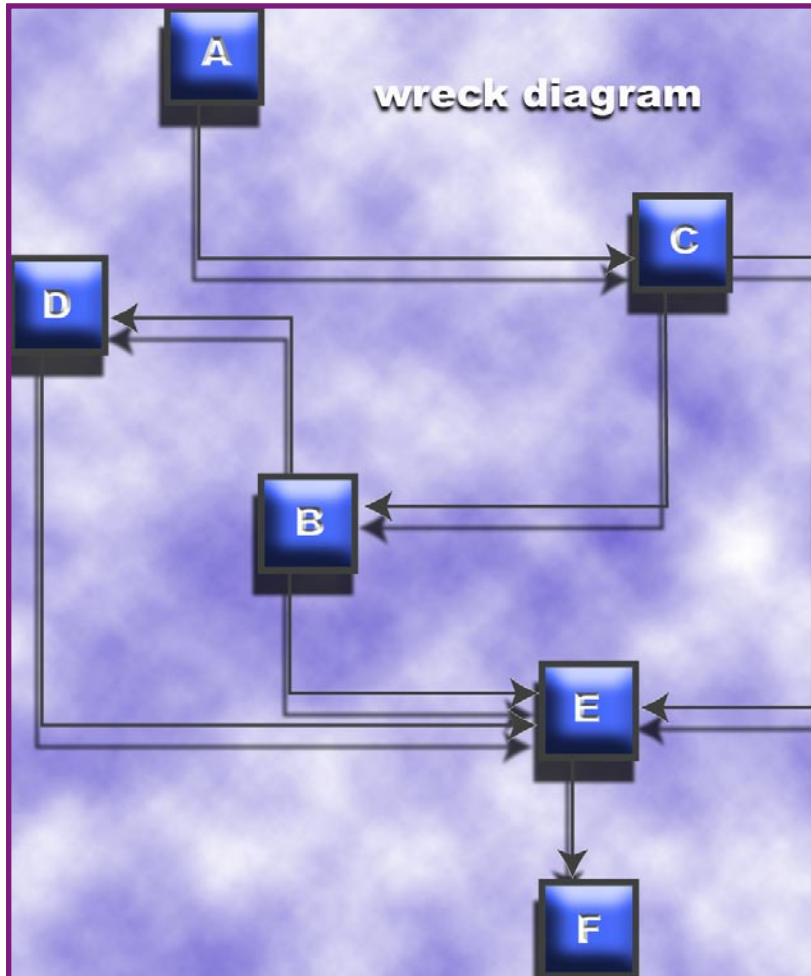
Based on the wreck flow diagram, the journey is divided into these stages:

Navigation Checkpoint 1

The party can swim this using their snorkels, thus air consumption at this stage is zero. They now begin their descent to 36-feet depth, to avoid any patrol boats. They must make their first Consumption Roll ($200 + 1d10 \times 20$ units). They then precede 1,500 feet, another 10 minutes worth of consumption.

Navigation Checkpoint 2

They should now be above the wreck. Each character must make a Navigate check (DC 15). If they all fail, they are lost, and must spend 10 minutes reorienting themselves and this time they will succeed automatically (it counts as them Taking 10). All this



There are two ways to explore this wreck. The first would be to painstakingly map every single room, itemise every piece of equipment and describe every piece of furniture. Frankly, there is no point. The characters will not be interested in checking every room; and even if they did, it would take weeks. We will instead use a more abstract style of exploration. Below is a network of directions. The party start at A, and then can just follow the arrows around the chart until they reach their destination, or give up. Assume moving from one Boxed Encounter to the other takes 1d6 minutes.

Swimming through the tight enclosed space is dangerous even for professional divers. The ship is old, badly damaged, and corroded through and through. Walls could collapse at any moment, trapping the characters to await an unpleasant death. Get them to make occasional Escape Artist checks as they move further into the ship's core. The Difficulty Class will be 10+1d20. There is

while they would have been consuming air.

The wreck is at a depth of 84 – 100 feet. The Games Master must keep a check on the time it takes to explore and how low the air supply gets.

There are a number of entry points into the wreck of the Brunhilde, hatches from the deck, or through one of the torpedo holes in the side.

A giant black ghostly shape looms into the torchlight. You can make out the grey mass of a rusty, barnacle-encrusted battleship ahead of you. Its steel plates are corroded and pockmarked, with signs of burns all along one side. A number of plates have been ripped apart by torpedoes, the metal is deformed and jagged here, but beyond you can see the innards of the ship, an uninviting black abyss.

The guns still stand, but are now home to a family of slick black eels that squirm through the barrels, and out the main hatch.

a -4 penalty for the oxygen tanks. These can be taken off, passed through, then put back on, all the while keeping the breather firmly fixed between one's lips. To carry out this manoeuvre, the diver must make a Swim check (DC 10).

Box A. Entering the ghost ship

Read the following:

Peering in, you can see that the ship's interior has been badly distorted when it sank. Broken pipes jut out at all angles, many of the doors have become so deformed that the only way through is with an acetylene torch. But by careful searching, you can make your way through the gaps and openings, both intentional and not, into the bowels of the ship.



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Box B. The Cabins

The characters are now within the hull. Visibility is limited to their torches, the area is cramped and the steel occasionally groans due to currents. Read out the following:

You are swimming through the narrow crew quarters midway into the ship. The bunk beds are packed closely side by side, and a few still have their blankets wrapped around them. Suddenly, you notice movement from beneath some sheets.

Actually, it is only a lobster making its home here. It scuttles out from the bunk, and quickly hides itself in a hole in the wall.

Box C. The Bridge

This room has a grim atmosphere to it. The first things the divers notice this there is still someone by the wheel. The captain of the ship got his cufflinks caught and was not able to free himself as the ship went down. All that remains now is a skeleton in the uniform of a German Naval Officer.

Box D. The Engine Room

This is the heart of the ship and one of the most badly damaged areas. Pipes, beams and blasted metal fill this area, making it exceedingly difficult to cross. Each diver must make an Escape Artist check (DC 25). Anyone failing by 10 or more has damaged their tank and is losing air at a rapid rate. Assume all consumption is doubled for this character from now on.

Box E. The Descent

The party are faced with a downward dive into the bowels of the ship. The route is along an old torpedo tube, but the end of the tube is half blocked. It will require a Strength check (DC 20) to free up. Otherwise, the party will have to backtrack, adding another 2d6 minutes to their dive time.

Box F. The Strong Room

The party must now defeat the final guardians of the wreck, 10 underwater nazi zombies. They are the remains of the original crew, sworn to defend the Fuhrer's film from beyond the grave.

Read the following:

The door in front collapses, bubbles surging all around you. Silently gliding out of the darkness come twisted, deformed, grotesque figures, dressed in the tattered remains of old nazi uniforms. Their skin is puckered and pale, loose bits of flesh hang from their gleaming white bones.

Puss-filled eyes glow with hellish malevolence, and they grin at you through cracked yellowed teeth trapped within wrinkled black gums. Thick swollen tongues flick eagerly from side to side. Their jagged fingernails screech upon the metal as they claw their way hungrily towards you...

Normally, the party would make mincemeat of this encounter. However, the party are not in their natural environment, therefore there are the following problems:

† **Visibility:** Lit only by their ever-moving torches, keeping track of their opponents will be difficult. The best way to disorientate the players is to feed them unreliable information. Do not let them keep track of numbers. There are actually only 10 zombies, but do not let the players know that. Tell the characters, 'You see six rapidly approaching you' then in the next round say 'Only one appears to be visible' followed by 'The chamber seems to be full of them!'

† **Confined Space:** Battleships are not known for their roomy, spacious interiors. Combat should be difficult. Daggers and spear guns are the most suitable weapons here. Piercing weapons are unmodified. Slashing attacks suffer a -2 penalty to hit and damage. Bludgeoning attacks suffer from a -4 penalty to hit and damage. Firearms obviously do not work underwater.

If the party defeat the zombies, they still have to open the strongbox. This requires a Disable Device check (DC 20). Once open, read out the paragraph below:

As you heave the door open, a puff of powder drifts out of the strong box. A few loose leaves of paper drift around you. Clearing them out of the way, you can see something glimmering within. The torchlight then falls on a single ivory mask sitting in the centre of the box. There is nothing else within.

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It is one of D. Meaner's masks. She has beaten them to it. In fact, she has had the film for about a week now. Her plan is to negotiate a deal with BOOB TV that will make her a very rich woman.

What will the party do now?

Once the group have returned to the surface, the fishing boat will approach. What they do not realise is that Innzerbuff and her team of neo-nazis have hijacked the boat. As the party come within sight of the fishermen, each must make a Sense Motive Check (DC 20). If she succeeds, the character notices the fisherman is looking particularly nervous. A successful Search check (DC 25) will reveal the reflection of one of the German team members, hiding with a small machine pistol in her fist.

Innzerbuff has incorrectly deduced that the party have the reel. When climbing into a boat without steps, the fishing boat for example, it is usual for the divers to pass their heavy equipment up to the crew, and then climb in themselves. Innzerbuff will have no reason to suspect the party will do otherwise. To climb in fully loaded with gear requires a Climb check (DC 30). Without gear, it is DC 15. Once the gear is onboard, the German Team will accelerate the boat away, with two members firing on the party. If a character gets onboard first, the German Team will have to risk losing the reel when they fire. Cunning characters may be able to negotiate, threatening to drop the reel back into the depths unless the German Team desists.

One way or the other, the party have to make their way back to Knobos. Their mission is nowhere near completion, and their reputations are at stake.

Scene Nine: The Grand Melee

The party have no choice but to return to the island. It is clear that Meaner is now in the possession of the reel, and if the characters want to retain their reputation as Macho Women, they must steal it from her. They have little time, since the tournament is to finish today, then they will all be escorted back to the mainland. The most likely event is that they will try to break into the main mansion.

How they time the break-in is entirely up to them. Whatever time it occurs though, conspire to have the Non Player Characters interfere as much as possible! Be flexible in timing the break-in. The party will probably want to do it during the tournament, when everyone's attention will be distracted away from the mansion itself.

A few general notes regarding illegal exploration of the mansion:

Every 10 minutes, roll for a patrol. On a roll of 1 on 1d6, 1d2 guards happen to wander by. The party may be forewarned of their arrival if they succeed at a Spot check (DC 20) or a Listen check (DC 15), giving them a round or two to act before the patrol arrives. If exploring at night, there will be plenty of shadows to hide in, but if doing it during the day, the best they can hope for is a large cupboard. Each guard has a martial art weapon and a whistle. Each time a patrol passes, the party must make an opposed Hide and/or Move Silently roll against the patrol's Spot and/or Listen roll.

Now consider the situation. Sooner or later, the party will meet a group of guards. Each round of combat risks bringing more guards into the fray. For EVERY round of combat after the first, roll 1d6. On a 1, another 1d2 guards appear. The party may be able to finish off their opponents quickly, or they may not. Once at least 10 guards have arrived, it is safe to assume the entire compound is aware of their activities and they will eventually be overcome, and then thrown in the cells. If this happens, play it by ear. Logically, this would be the end of the adventure, but there is nothing logical about *Macho Women with Guns*. Perhaps one of the party challenges D. Meaner. Perhaps they trick the guards into opening the door. Perhaps Lei Me has fallen in love with one of the party and decides to rescue her lover. It is up to you, and your group. Just do not let the first plan (pretending to be ill) work. Let them sweat!

All the outside doors and windows are alarmed. Disable Device (DC 30) to bypass.

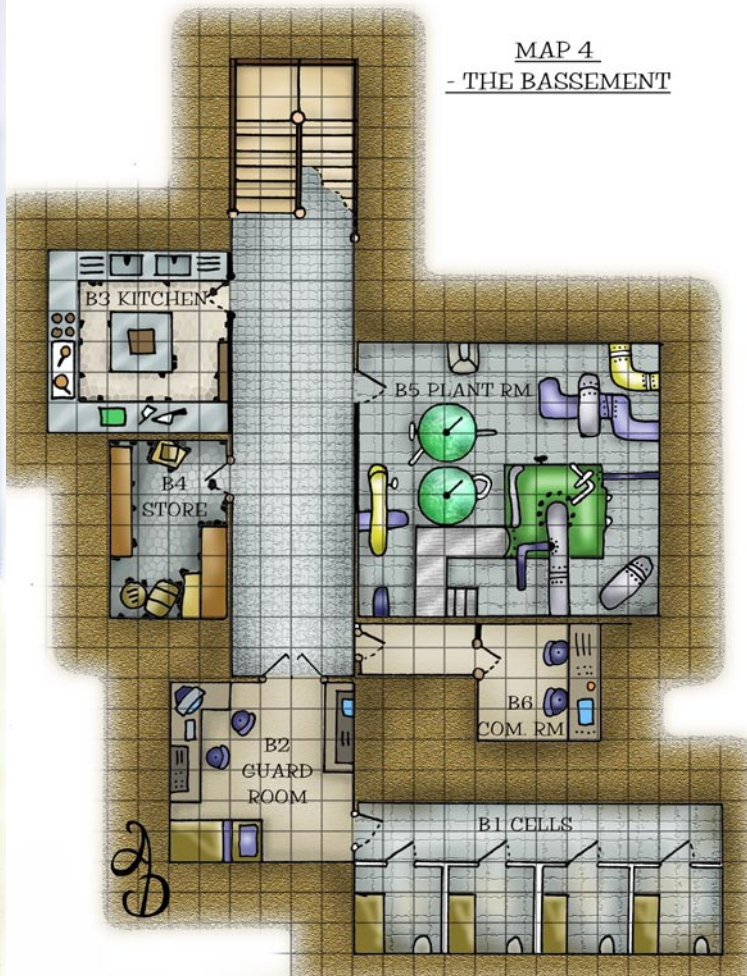
Basement Level

B1: Cells. This area contains several prisoners; mainly local men who have tried to get on the island illegally. The cell doors are heavy oak and have locks that require a Disable Device check (DC 25) to open. It is possible that Ivana Cumova-Mylipps or the Vatican Team will be in here. Assume they were captured by the guards last night, while returning from their



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MAP 4
- THE BASSEMENT



† It is not that big. The further away from the plant room you get, the smaller it becomes. The heroine within the ductwork will have to make an Escape Artist check (DC 15) increasing by five every 30-feet. Assume the ductwork reaches all rooms. For added inconvenience, apply a -2 penalty for every cup-size greater than B.

† The ductwork is only very loosely hung from the ceiling. It can take the weight of a person, but will wobble badly. To move undetected, roll Move Silently (DC 28). This must be repeated every 60-feet.

† Getting out of the ductwork anywhere except the plant room is not easy. Unless the character wants to smash a hole, it will be an Escape Artist check (DC 30) to wriggle out.

B6: The Communications Room. There is usually one person operating this. On a roll of 1-5 on a 1d6, they are surfing the Internet. On a roll of 6 they are actually working. The radio equipment requires Craft (electronic) check (DC 15) to use. If the party has rescued Sister van Dick, she will be able to call on a waiting Vatican boat squadron to attack the docks, and facilitate an escape.

(unsuccessful) dives. If freed, they will help create a diversion, start a riot in the tournament and distract the guards from the mansion.

B2: The guardroom. There will be two guards in here and they have the keys for the cells. Each guard is armed with a martial art weapon.

B3: The Kitchens. There will be 1d6 staff in here at any particular time.

B4: Food Store. This is where the barrels of food are delivered weekly and from where the empties are removed. If anything has been smuggled in by locals, this is where they would have most likely left the items

B5: The Plant Room. This area contacts the main ventilation plant for the building. In true hero fashion, no doubt some character will suggest creeping through the building via the ductwork. Fine, let them, but bear in mind the following:

Ground Floor

G1: The Main Entrance. The doors are locked at night, a Disable Device check (DC 30) is required to open them.

G2: The Dojo. This training hall of polished oaken floorboards is where D. Meaner trains with her henchman, Master Wan Kin. There is a wooden Kung-fu dummy in one corner, various punching boards and a rack of weaponry (including whichever ones any of the party may be proficient in). As the party enter, they will face Master Wan Kin. To progress any further, he must be defeated. He will prevent any guards from interfering if he is challenged one to one.

G3: The Museum. This hall is dimly lit, and lined with six figures in various styles of Western and Oriental Armour. Each holds in its hands a number of deadly weapons. At the far end of the hall is the Brass

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Monkey. He sits on a pedestal. Within the pedestal is a secret compartment containing the Hitler film. The compartment is trapped (Search DC 30 to identify the trap, a deadly cobra is coiled upon the film tin). If the cobra is not spotted, it will get a free hit on the character that sticks her hand in the pedestal.

It is customary that the arch-villain be present at this point. She is. However, so are another five versions of her.

Read out the following:

The hall is dimly lit by small spotlights high above. There are six figures standing in the dense shadows all the walls of this museum, three on either side. The first wears a suit of period Italian plate armour, then next a classic samurai garb, katana held aloft. Beyond you see a figure in Indian Mail, punch-dagger tucked into its sash. This room contains armour and weaponry from around the world, covering Classical Greek to the late Edo Period.

Then you here a voice, echoing through the darkness.

'You have done well to reach this place. Your skills are exemplary. You are indeed most worthy opponents. I had planned to offer you positions in my organization, but I now see that would be folly. There is only one way to resolve this situation, by combat!'

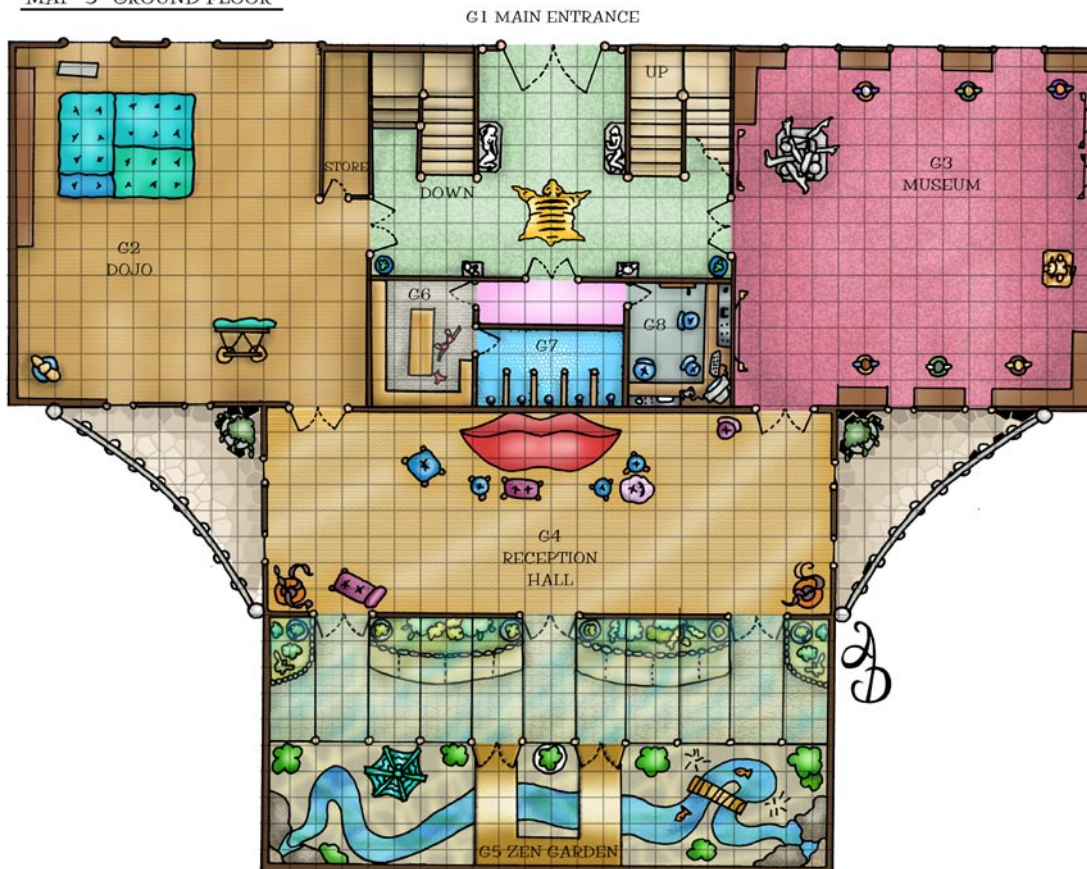
Then, slowly, each figure steps off from its platform, and assumes a combat ready position. Each wears upon its face, a still, expressionless, ivory mask.

This is it, the face off with D.Meaner. It is impossible to tell which is the true D. Meaner, not that it matters particularly. Rather than risk a player 'accidentally' reading this scenario and picking her out, the Games Master is to select the true D. Meaner. The rest of the group of five are her personal bodyguard, refer to the Appendix for details.

If she is defeated, the remaining guards will flee.

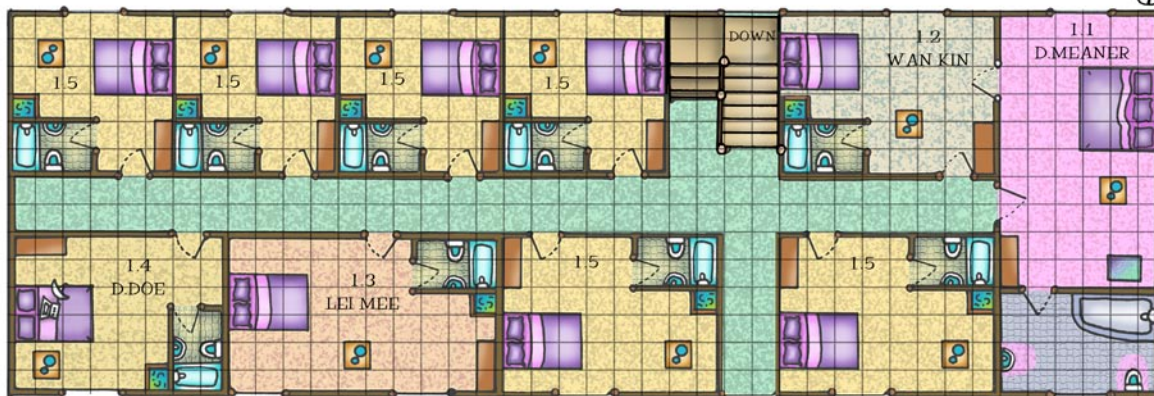
G4: The Reception Hall. This hall is decorated by Tibetan Madalas hanging from exposed wooden rafters. The floor is smoothly polished oak. Incense burns softly from large jars in the corner of the room. A large couch is lined up against a wall, and a few small stools sprinkled around the hall.

MAP 5 -GROUND FLOOR



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MAP 6 - FIRST FLOOR



G5: The Zen Garden. This is where D. Meaner and her close colleagues come after a hard day's training. The pebbles are arranged by a master, and anyone looking at them for over a minute must make a Will Save (DC 20) or be mellowed out for 10 minutes (-2 circumstance penalty on attack rolls).

G6: Changing Rooms. There will be 1d4 guards in here, and a similar number of guard swimsuits.

G7: Showers. Assume there are 1d4 guards in here during the day, at night it will be empty.

G8: Guardroom. The mansion has its own team of guards. There will be 2d6 in here at any one time.

First Floor

There are ten bedrooms, each with en-suites. They are of no real interest, unless Lei Me chooses to bring one of the party here for a discreet liaison. The rooms are each identical, arranged with a double futon, small table, Japanese tea set and a box of Tantric sex toys. Between the hours of midnight and dawn, this is where you will find the following residents:

† D. Meaner's Room. There is a connecting door to Master Wan Kin's chamber.

† Master Wan Kin Room. As well as the usual equipment, he also has handy a year's subscription to Penthouse, to keep his Hairy Palm Technique in perfect order.

† Lei Mee's Room.

† Dillon Doe's Room. Everyone likes a bit of free publicity. Dillon has been able to charm her way into a

room at the mansion. She will be in here with a laptop and satellite link to her headquarters in California.

† Spare Bedroom. Unoccupied.

SCENE TEN: LET'S GET THE F---K OUTTA HERE!

The party still has to escape, probably via the docks. With D. Meaner beaten, a spirit of anarchy descends as if by magic over the island. It is as though everyone, by some primitive instinct, realise that there is no one now in charge. The competition will degenerate into a free-for-all brawl, the Vatican Boat Squadron will invade to finally capture their renegade Renegade Nun and the German team will try once more to demonstrate their Aryan superiority. In this confusion, the party can make their escape.

If all has gone well, the party now have the reel, and have defeated D. Meaner. It is possible, with the help of the Vatican Team, that there is fighting all over the island. Vatican marines have begun landing on the island and the place is in chaos.

The only way off the island is by boat, and there are several vehicles at the docks. To set the scene, read the following:

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As you exit the mansion, you can see in the distance smoke rising from the compound, most of the guesthouses are in flames. Distant gunfire echoes over the hills. All around you there are people fighting. The tournament has degenerated into a mindless melee. Queen Kong stands on top of the pool bar battering her chest, howling for a challenger. Scary Mary holds a pair of guards aloft while Dillon Doe runs from scene to scene, transmitting the carnage direct to a million homes across the world. She appears to be wearing a Dior flak jacket.

Running down the hill towards the mansion you can see a dozen Vatican soldiers, each armed with machine guns.

If stopped by Vatican soldiers, they can try to bluff their way off (Bluff check DC 25). Alternatively, if they rescued Sister Van Dick, they may be able to appeal to her honour (Diplomacy check DC 20); they did after all rescue her.

Otherwise, they must try to sneak out. There are speedboats and jet skis at the docks, and if stealthy, they should be able to get past the Vatican soldiers, and indeed the guards. Make three Move Silently checks (DC 15), and three Hide checks (DC 15). Each time they fail, they must fight 1d3 soldiers or guards.

Once by the boats, there is a chance that a patrol may spot them. If spotted, it will give chase. Assume the Vatican Marines all have two seater Sea Doo XPs (p.125, *core rulebook*) and there are two of them, the passenger is armed with TEC 9 machine pistols.

If the patrol has not apprehended the party within five rounds, they turn around and return to the island.

The adventure ends with the party reaching Athens, where Lady Manny-Bedfellowes has her yacht. She will congratulate the party and pay them their due. She will then bid them goodbye, gently closing the door to her private projection room...

EPISODE

If the party eventually watch the reel, what do they see? Well, it is up to you. The reel is a McGuffin, a mere plot device to hang the adventure on. Either the reel is like the infamous diaries, a fake, or Hitler did have such home films, and to be honest, my imagination does not extend to what Hitler's sex life was like. Actually, it does, but it would be unpalatable to the extreme!

The surviving members of the party should get approximately 4,000 XP, give or take a few hundred depending on how well they role-played their Macho women alter-egos.

APPENDIX A: NON-PLAYER CHARACTERS

Scene One

The Butler

Smart Ordinary 3/Dedicated Ordinary 3, page 281 *core rulebook*.

Lady Sylvia Manny-Bedfellowes

She is the characters patron in this adventure. A well-known part-time actress/model in her youth, she had the good fortune to meet the Earl of Hardwood, Sir Brian Manny-Bedfellowes just before his death. It is said he may not have died peacefully, but certainly happily, at the age of 94.

Since then, Sylvia has recreated herself as the archetypal country gentlewoman. Her stables are well admired for their virile mounts and good riding. The horses are not bad either.

Smart Ordinary 5/Charismatic Ordinary 5, page 282 *core rulebook*.

Replace the Trustworthy feat with Promiscuous.

Scene Two

Georgie Michealopolis

Fast Ordinary 3/Charismatic Ordinary 3, page 279 *core rulebook*.

Heidi Innerbuff

Innerbuff is a member of the Fourth Reich International Teutonic Zodiac, a secret society dedicated to the return of black leather catsuits, armbands and Bavarian folk dancing. There are twelve secret mistresses; she is one of them, codename Leo. She has a small tattoo of a lion's head on her very pert butt (Spot check, DC 25, then Knowledge (occult or secret societies) DC 35 to recognise its significance).



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Her job is the same as the party's, to retrieve the film from the wreck. Unfortunately, her scuba gear has not arrived, so she will wait until either the characters or the Vatican Team have retrieved it and then ambush them. Her advantage is that each team member has smuggled in a machine gun.

Strong 4/Sergeant Rockette 3; CR 7; Str 16 (+3), Dex 13 (+1), Con 16 (+3), Int 10 (+0), Wis 13 (+1), Cha 16* (+3); SV Fort +7, Ref +4, Will +3; Init +1; BAB +6/+1; Defence 16(+1 Dex); Atk +9/+4 Melee (1d4+5, Combat Martial arts), +9/+4 ranged (2d6, H&K MP5); hp 66; Mana Points 10.

Starting Occupation: Minx

Skills: Climb +11, Demolition +6, Knowledge (tactics) +8, Swim +12, Survival +8, Intimidate +8, Spot +6

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Combat Martial Arts, Advanced Firearms Proficiency, Power Attack, Weapon Focus (H&K MP5), Macho (doubled), Endless Ammo, Look Good in Uniform, BFGI.

Talents/Class features: Melee Smash, Improved Melee Smash, DR 1/-

Possessions: Bikini, H&K MP5, full clip of ammunition, black trench coat, black leather miniskirt, black leather boots, tanned shirt.

*Includes Charisma bonus for bikini.

Scene Three

Lei Mee

Fast Ordinary 3/Charismatic Ordinary 3, page 279, *core rulebook*.

Lose the following feats: Personal Firearms Proficiency, Renown, Educated.

Replace with: Promiscuous, Legs Up to Your Armpits, Run in High Heels

Sailors

Tough Ordinary 1/Charismatic Ordinary 1, page 281 *core rulebook*

Dillon Doe

She has an uncanny knack of asking embarrassing questions, but always maintains an air of naive innocence. She is as crafty, without compassion, pity or morality when it comes to gaining ratings. She also knows a surprisingly large amount about the characters' past (especially their Drawbacks). For example:

'So, you must have been pleased to get that murder charge overturned on a technicality. But how does the rest of you family feel about patricide?'

'How many months have you now been out of therapy? Is it true your psychiatrist has taken out an injunction against you?'

Charismatic 4/Business Bitch 3; CR 7; Str 9 (-1), Dex 14 (+2), Con 13 (+1), Int 15 (+2), Wis 13 (+1), Cha 19* (+4); SV Fort +5, Ref +5, Will +7; Init +2; BAB +3; Defence 14 (+2 Dex); Atk +2 Melee (1d4-1, mike acts as club); hp 37; Mana Points 12.

Starting Occupation: Celebrity

Skills: Bluff +19, Diplomacy +21, Gather Information +19, Intimidate +15, Perform (acting) +11, Nookie +9, Knowledge (current affairs) +9, Knowledge (business) +9, Sense Motive +4.

Feats: Simple Weapons Proficiency, Backstabbing Bitch, Iron Will, Confident, Dodge Responsibility, Me, Me, Me, Trustworthy, Blow Your Way to the Top.

Talents/Class features: Charm (wannabes), Fast Talk, Investment I, Tough Negotiator, Investment II

Possessions: Bikini, satellite link to laptop, summer dress, pocket tape recorder.

*Includes Charisma bonus for bikini.

Sister Dyke Van Dick

She is narrow-minded, bigoted, deeply religious with a weakness for chastisement. It makes her a deadly enemy. Even in her Vatican approved bikini, she never removes her wimple.

Tough 6/Dedicated 2; CR 8; Str 13 (+1), Dex 11 (+0), Con 18 (+4), Int 12 (+1), Wis 14 (+2), Cha 13* (+1); SV Fort +11, Ref +2, Will +9; Init +2; BAB +5; Defence 15 (+0 Dex); Atk +6 Melee (1d8+1 non-lethal, Improved Brawl, 1d6+1, crucifix); hp 67; Mana Points 12.

Starting Occupation: Renegade Nun

Skills: Intimidate +14, Investigate +6, Knowledge (theology) +10, Knowledge (tactics) +6, Drive +12, Swim +5.

Feats: Cell Phone to God, Combat Genuflection, Macho, Simple Weapon Proficiency, Improved Brawl, Knockout Punch, Toughness, Great Fortitude, Vehicle Expert, Iron Will, Holiness.

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Talents/Class features: DR 3/-, Skill Emphasis (Intimidate), Faith

Possessions: Bikini, large crucifix, religious paraphernalia.

*Includes Charisma bonus for bikini.

Other nuns

Strong Ordinary 1/Dedicated Ordinary 1, page 272, *core rulebook*

Queen Kong

Strong Ordinary 5/Tough Ordinary 5, page 274, *core rulebook*

Scene Four

Scary Mary

Strong Ordinary 5/Fast Ordinary 5, page 273, *core rulebook*

Turbo Twin No.1

Strong Ordinary 3/Fast Ordinary 3, page 273, *core rulebook*

Turbo Twin No. 2

Strong Ordinary 3/Tough Ordinary 3, page 274, *core rulebook*

Lizzie Lecher

Smart Ordinary 3/Charismatic Ordinary 3, page 282, *core rulebook*

Nazi Uberbabes

Strong Ordinary 1/Fast Ordinary 1, page 272, *core rulebook*

Guard

Strong Ordinary 1/Fast Ordinary 1, page 272, *core rulebook*

Guard Captain

Strong Ordinary 3/Fast Ordinary 3, page 273, *core rulebook*

Scene Five

Master Waan Kin

Wan Kin was brought up in a Shaolin orphanage until he was 20. He then travelled the Earth for several years, doing good deeds, helping defenceless villagers

against bandits, righting wrongs, the usual. Anyway, eventually he ended up in Los Diablos. The pleasures on offer were too much for the young monk, but his will was such that he was able to remain, technically, celibate. However, over time he did start developing hairs on his palms. He has subsequently created a specialised combat technique, when coupled with his knowledge of anatomy, can be used to set up orgasmic vibrations.

Special Attack (this replaces the Flying Kick Class Feature): Vibrating Palm.

On a successful Concentration check (DC 15) Master Waan Kin is able to charge his palms with powerful sexual energy. With his next successful strike, this energy is discharged into his opponent. Rather than inflicting damage, the opponent must make a Will Save (DC 20) or else be stunned for 1d4 rounds as waves of pleasure course through her body. This is cumulative, but Waan Kin can only make one Vibrating Palm strike per round.

Tough 5/Martial Artist 4; CR 9; Str 17 (+3), Dex 12 (+1), Con 18 (+4), Int 10 (+0), Wis 10 (+0), Cha 10 (+0); SV Fort +6, Ref +5, Will +2; Init +1; BAB +7/+2; Defence 18(+1 Dex); Attk +10/+5 Melee (1d6+3, Living Weapon); hp 80; Mana Points 9.

Starting Occupation: Religious

Skills: Concentration +12, Intimidate +8, Spot +8, Jump +7, Climb +7, Move Silently +5.

Feats: Simple Weapon Proficiency, Combat Martial Arts, Improved Combat Martial Arts, Defensive Martial Arts, Unbalance Opponent, Great Fortitude, Alertness.

Talents/Class features: DR 2/-, Living Weapon, Remain Conscious

Possessions: Black Karate gi, large collection of porno magazines.

Daniella Meaner

Once, she was Pope Joan's greatest agent. She was responsible for extracting the infamous Carla the Hyena from her secret lair in Kidlington, the woman responsible for stopping the reign of terror that was Sadie Hussein and uncovering the plot to detonate the Gay Bomb.

However, no one can remain at the top indefinitely. Meaner saw other, younger nuns gaining on her reputation. She thus planned to get out. Unknown



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to the Vatican, she had been swindling her expense account for years, and had amassed a substantial fortune. All she needed was one last big job...

Tracking down the infamous Anderson gang, a team of terrorist accountants seemed the ideal opportunity. Accountants are the lowest of the low, so her usual method of extreme violence would not raise any eyebrows. She had gained entrance to their lair and had terminated all but one of the gang, who at the time was relaxing with two starlets in his Jacuzzi. Disguising herself as a bimbo, she joined the threesome (steady now) in the hot tub. What happened next is unclear, but involves some electrical device that was not as waterproof as suggested in the Manufacturer's handbook. The accountant and the starlets were electrocuted instantly, while Meaner managed to escape only because her Vaseline covered body acted as an insulator. Nevertheless, she was horribly scarred by the incident and soon retired.

Strong 4/Fast 3/Kung Fu Hottie 3; CR 9; Str 15 (+2), Dex 16 (+3), Con 13 (+1), Int 14 (+2), Wis 13 (+1), Cha 6 (-2); SV Fort +6, Ref +9, Will +8; Init +3; BAB +8/+3; Defence 121(+3 Dex); Attk +10/+5 Melee (1d6+4, Fists of Fury, 2d6, katana), +11/+6 ranged (1, shuriken); hp 70; Mana Points 16.

Starting Occupation: Renegade Nun

Skills: Climb +8, Jump +8, Knowledge (tactics) +8, Profession +7, Swim +8, Balance +9, Tumble +9, Move Silently +9, Pilot +6, Knowledge (theology & philosophy) +8, Escape Artist +9, Hide +6.

Feats: Simple Weapon Proficiency, Archaic Weapon Proficiency, Combat Martial Arts, Defensive Martial arts, Personal Firearms Proficiency, Macho, Holiness, Teflon Skin, Acrobatic, Iron Will, Faith, Improvise, Exotic Weapon Proficiency (katana).

Talents/Class features: Melee Smash, Improved Melee Smash, Evasion, Uncanny Dodge 1, Fist of Fury, Gratuitous Panty Shot.

Possessions: Elegant, semi-transparent clothing, ivory masks, mansion with an array of deadly melee weapons.

Drawbacks: Enemy, Fairness, Moon-faced Pig (if her mask is torn off).

Ivana Cumova-Mylipps

Smart Ordinary 3/Dedicated Ordinary 3, page 281, *core rulebook*

Pamela Starbutz

Strong Ordinary 1/Tough Ordinary 1, page 273, *core rulebook*

Matilda

Tough Ordinary 3/Dedicated Ordinary 3, page 280, *core rulebook*

Chez Dave

Dedicated Ordinary 3/Charismatic Ordinary 3, page 283, *core rulebook*

Scene Seven

Shark

Shark, page 256, *core rulebook*

Scene Eight

Nazi Zombie

Human zombie, page 267, *core rulebook*

Scene Nine

Personal Bodyguard

Fast Ordinary 3/Tough Ordinary 3, page 277, *core rulebook*

Amend the statistics as shown below:

No.1 is armed as a samurai, Defence 24, damage 2d6+1 (katana).

No.2 is a Greek hoplite, Defence 25, damage 1d6+1 (spear).

No.3 is dressed as a knight, Defence 26, damage 1d8+1 (longsword).

No.4 wears a suit of Indian armour, Defense 25, damage 1d6+1 (pata sword).

No.5 is a Masai warrior, Defense 21, damage 1d6+1 (spear).

Scene Ten

Vatican Marine

Tough Ordinary 1/Dedicated Ordinary 1, page 280, *core rulebook*

Replace Sleight of Hand with Pilot (jet-ski).

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