

MGP
1400

MACHO WOMEN WITH GUNS



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The world as we know it is gone, swept away by the tide of history and the rash actions of pride stricken men. Washed away, the simple joys of celebrity worshipping magazines, daytime TV and chocolate. In other words, the world as we know it has been turned into Hell on Earth.

Early in the 21st century things went horribly wrong. The world was ripped apart as a great war rent great nations asunder. Meanwhile, a horrific, man-eating plague and devastating economic collapse sapped the very essence of those the war had spared. Temperatures rose as the long-term effects of global warming were finally realised and millions of square kilometres around the equator now lie in blasted ruin. Even as the world looked set to rebuild itself after the traumas it had suffered, a powerful earthquake levelled most of the major cities already weakened by the terrors of global conflict.

Now women have taken their place as the dominant gender, controlling the remnants of the civilised world and oppressing men under their stiletto heels. Call it 21st century empowerment, call it exploitation if you like, it is a fact, deal with it. In this cut-throat world of the post-apocalyptic horror every girl is out for herself, getting whatever she can by whatever means necessary.

Those men who survived the effects of the man-eating plague are enslaved and subjugated by barbaric cultures in which men are treated as second-class citizens or mere property, precious but inferior.

The world of Macho Women with Guns is a complex, clashing, mishmash of different styles and periods. Almost every Science Fiction and Fantasy cliché you can think of exists here. The world of today is populated with every size, description and type of woman from Renegade Nuns hunting down the Bat-Winged Bimbos of the Devil on the streets of Les Diablos to the members of Alice Capone's gang stalking the clubs and dens of Chicago.

With a machine gun in each hand and a whole lot of attitude Macho Women with Guns is a light-hearted jaunt into a world of mindless violence, destruction and high heels.

Let's bust some balls!

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Foreword

In these times of great turmoil, failing international relations and warmongering it is good to sit back and take stock of the finer things in the world, those small pleasures that make life worth living and getting out of bed in the morning a joy.

Food is great; yes, I like food. TV is getting better of late; more science fiction and fantasy programming has certainly broken up the endless tedium of twenty-four-hour-a-day shopping channels. Summer is here, ice-cream, sunburn and beach holidays abound. What else...?

Oh yes...

Guns and women!

Guns, with their clean lines and obsessive functionality, engineered to deal death and yet so full of life. Guns, so sexy, so dangerous; like a mistress. Guns with their oil, their phallic symbolism, spitting death instead of life. A worthy substitute for the inadequate and the self-conscious, a reassuring weight in the palm, instant confidence, instant courage!

Women, with their clean lines and obsessive functionality, engineered to deal death and yet so full of life. Women, so sexy, so dangerous. Women with their oil (if you are lucky), destroying male confidence with a single glance. A worthy and yet so distant goal for the inadequate and self-conscious, a reassuring presence when on the arm, instant confidence, instant courage!

But... what if the two could, somehow, be combined? That would be almost too perfect.

What fiendish madman could do such a thing? Who could bring such a monster to life? Women and guns brought together in a cocktail of impending disaster, both brimming with destructive fury, secreted behind a finely crafted exterior. Someone has, someone did.

A long time ago on a continent far, far away, Macho Women with Guns blasted its way into the world of roleplaying. In August 1988, perpetuated by a culture of loose morals and fashion mistakes, one man escaped the infamous Blacksburg Tactical Research Centre and went underground. This poor character, known only as Greg Porter turned his hand to the publishing of subversive and cheaply produced propaganda in the hope of changing the world.

His plan failed.

Burdened beneath the weight of mounting utilities bills Porter was forced to conform to the world that so greatly troubled him and created Macho Women with Guns. These thin volumes became a cult hit, disappearing from gaming stores everywhere, their demand fuelled primarily by three very important factors; it was as cheap as dirt, it had loads of pictures of scantily clad women and it had lots of guns.

Macho Women with Guns hit the roleplaying demographic head on (adolescent, sexually frustrated, socially inept) and was a game and as such it did not qualify as pornography, thus allowing adolescent gamers the world over to buy the next best thing.

History has travelled full-circle and those adolescents have grown up, grown cynical and remained true to their demographic. Those fans will find old favourites in this book as well as new material to excite the jaded gamer palette.

Wonder at the roleplaying system spawned from a hex-based combat game!

Thrill to the d20 mechanics!

Ogle the pictures of beautiful women with guns!

The time for Macho Women with Guns has come again. Renegade Nuns have donned their habits once more and greased their rosaries while Batwinged Bimbos have fixed their make-up and sharpened their talons, ready to take their battle into a new era.

It is time to remember what made roleplaying great.

James 'Grim' Desborough
Spring 2003

A Word From the Creator

For those who cannot remember the late 1980's, it was a time of blatant gender-based pandering in the game industry. It was more openly gratuitous than today's wimpy 'mature subject matter' roleplaying games. The target audience for 90% of game products was apparently desperate, hormone-drenched teenage boys who didn't have enough money for both games *and* a subscription to Playboy. This was evidenced by products like the G.I. Jane Calendar by Victory Games, notable for both its subtle phallic imagery and the fact that its African-American pinup models were simply colour-altered Caucasians, and game supplements like Black Widow Squadron for Battletech (FASA), notable for its cover illustration of a *male* tech in neck-to-ankle coveralls and a *female* mech pilot in high heels and torn fishnet stockings.

Looking at these and other products that stores couldn't keep on the shelves, I said to myself 'there's a game in there somewhere'. Or maybe I said 'how can I cash in on this?' *I'm not sure any more.* My car lacked a radio at that time, so I used the silence to think about the concept on the way to and from my day job each day for about a week. At the end of the week, I sat down at the computer and typed in the entire original Macho Women with Guns in one sitting of about two hours. I playtested it *once*, which resulting in changing *one* rule. It is *still* a better game system than some I've seen...

Then, I found a local art student named Darrell Midgette to put together some over-the-top artwork for it, printed about 250 copies and took it to the Origins game convention. Despite having no advertising, no glitz and a black and white cover, I sold about 120 copies, and distributors bought the rest. I went home with no games and a wad of cash.

Tasteless humour, scantily-clad women and rewarding players for pointless violence. The universal formula for gaming success. *You doubt it?* In the past 15 years, Macho Women has had three editions, several supplements, five licensed translations (Finnish, German, Italian, Portuguese, French), a Gamer's Choice award, a line of miniatures and now, a d20 version. *More proof?*

You're reading this, aren't you?

Macho Women with Guns is the game that will not die, or at least not die quietly. I now spend years designing lovingly crafted, elegant game systems with computer modelling and an international crew of playtesters, but people still go 'hey, you're the guy who did Macho Women with Guns!' *And I cringe.* All the way to the bank.

I have created a monster, but unlike Frankenstein, mine is easy on the eyes and knows how to earn its keep. I hope Mongoose Publishing can use this opportunity to corrupt the minds of a new generation of gamers and that you enjoy playing d20 Macho Women with Guns as much as you do reading it, and vice versa.

Greg Porter
Spring 2003



Introduction

The world as we know it is gone, swept away by the tsunami-like tide of history and the rash actions of pride stricken men. Washed away, the simple joys of celebrity worshipping magazines, daytime TV and chocolate. In other words, the world as we know it has been turned into Hell on Earth.

Early in the 21st century things changed, things went horribly wrong. The world was ripped apart as a great war tore once-great nations asunder. Meanwhile, a horrific plague and devastating economic collapse sapped the very essence of those the war had spared. Temperatures rose as the long-term effects of global warming were finally realised. Millions of square kilometres around the equator now lie in blasted ruin, rainforests reduced to skeletal wastelands while barren desert has claimed the remainder. As the world looked set to rebuild itself after the traumas it had suffered, a powerful Earthquake levelled most of the major cities already weakened by the terrors of global conflict. Some of the more pious survivors surmised that God's wrath had finally been visited on his subjects, as the horrors described in the pages of Revelations manifested themselves across His creation.

So what went wrong?

Towards the end of the 20th Century, fuelled by a culture of obesity and crash dieting, the population of the West toiled under the weight of their own enhanced proportions. The exponential increase of the planet's waistlines was curbed only by the occasional publication of the latest celebrity diet in the glossy magazines that littered the news-stands of the time. Threats of contractual agreements with doctors and increased taxation on food did little to dissuade people from their unhealthy lifestyles.

With Western governmental resources stretched to breaking point desperate measures were required. While some insisted that their condition was due to big bones, water retention and deep-seated psychological problems stemming from a troubled upbringing, the West could no longer endure the drain on their health systems' coffers. Deaths from heart disease rose due to overly-furred arteries and road traffic accidents suffered an increase as people waddled into the road but were unable to clear the distance before being hit by oncoming vehicles. To combat this growing problem government agents

were placed into the population armed only with a copy of the Catkin's Diet.

By January of 2000 these same agents had uncovered the true cause of the excessive weight gain.

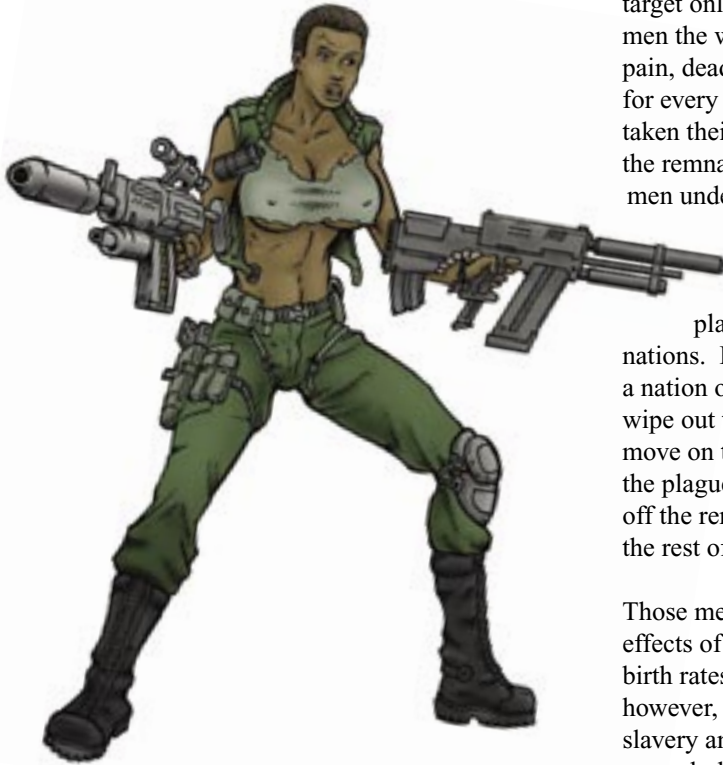
For decades, Western foodstuffs had been imported from around the world. Countries that had long suffered the gradual expansion of the West and its insidious culture were now the primary suppliers of Western sustenance. Farmers and manufacturers across the globe had been forced to produce ever-increasing quantities of food for foreign markets at an ever-decreasing income for years. Never had it been considered by the West that these same countries might also have been intelligent enough to develop a means with which to strike back at their distant oppressors. With the advent of genetic modification struggling governments were able to engineer their crops to incorporate unhealthy levels of cholesterol, salt and sugar. Incorporating the addictive qualities of opiates also ensured a constant demand for their produce and allowed these countries to fix their prices, no matter how extortionate. This was deemed a clear and present danger to international security.

Well, that is what the F.B.I. said, so it must be true. Right?

On 10th March 2000, motivated and armed with this irrefutable evidence Henry W. Walsh, President of the United States, addressed representatives of both the United Nations and the European Union. By 4th June, after months of wrangling with the international community at such austere venues as Brussels and Geneva and in the face of stiff opposition from many European nations, President Walsh stamped his feet, cried briefly and screamed for his mommy before leaving the meeting. Concerns were raised as to the mental health of Walsh and the following day's tabloids were alive with speculation about the US premier's state of mind and the likelihood of his being the subject of an alien abduction. State department officials were quick to respond, however, assuring international journalists that the president was fit and healthy, but disappointed by the narrow-minded and near-sighted decisions of the international community.

At 07:20 on 16th June President Walsh addressed the United States. The exact words of his address are lost in the annals of time but the basic tenets survived in a single quote; 'Let's stomp those <<Static>> right now!'

Introduction



Having stabbed a pin into a map to decide where exactly the U.S. would strike first, the entire world descended on North Africa to either back their American allies, fight desperately against them or just get the best seats for the impending hostilities. The war killed millions of men from around the globe but governments continued to rally their troops and military might to enter the fray. After the fifth consecutive year of warfare, conscription became commonplace as political powers, desperate to ensure their own supremacy, poured seemingly endless resources into the conflict.

Man brought about his own destruction as the war went from nuclear to biological and the world was turned into a bad road warrior movie. None of those sent to war ever returned.

Perhaps they died. Perhaps their ability to read a map was as limited as their knowledge of geography. Perhaps they feared the type of homecoming that Vietnam veterans suffered. Whatever the truth, they are gone and are not mourned. Many women who remember the time before the war would say 'Good riddance'.

The war was not the end of the world's troubles. In the closing years of the war a terrible plague swept over the Earth, carried far and wide by increasingly chaotic weather patterns. The plague seemed to

target only the Y-chromosome and left those few men the war had spared, after hours of excruciating pain, dead. Men are scarce now, maybe one male for every ten females. Women have, as a result, taken their place as the dominant gender, controlling the remnants of the civilised world and oppressing men under their stiletto heels.

Several theories explain the occurrence of the plague. One such theory is that the plague was unleashed by one of the European nations. Lusting after beautiful American women, a nation of Mediterranean heartthrobs decided to wipe out the male population of the U.S. and make a move on their lady folk. If this was indeed the case the plague was a little too much of a success, killing off the remaining male populace and spreading to the rest of the globe.

Those men who now remain seem immune to the effects of the plague by some freak of birth. The birth rates of male children are undeniably low, however, leading to the rise of barbaric cultures of slavery and subjugation in which men are treated as second-class citizens or mere property, precious but inferior.

Global warming was not helped by the war; the simultaneous detonation of multiple nuclear weapons gave rise to a heat wave of truly epic proportions, the temperature having risen to such a degree that, outside of the extreme north, it is bikini weather most of the time. The radiation from the sun, power plants and nuclear fallout has produced hideous mutations which now threaten the land.

The economic collapse following the war and the plague led to a wholesale collapse of capitalism. Forced to fend for themselves, rather than rely on government handouts, many died, unable to cope with this drastic change to their lifestyles. Others starved to death as pizza deliveries failed and burger joints closed. Besieged by the starving and unemployed, the owners of stores across the land packed up their goods and fled. They now band together for self-protection against the vast numbers of unemployed, having created a new homeland.

Then the Earthquake struck. Its destructive power confirming what many had suspected all along. The San Andreas Fault was torn asunder opening the Earth to the core and revealing a gateway to Hell. Some felt that an opening to Hell underneath southern California would explain an awful lot about that part of the country. This gateway had lain dormant since time immemorial. As a result the



Introduction



West Coast of the United States has been rent into a little more than a series of islands. These islands carry on much as before, churning out pornography, movies and pornographic movies, which are then traded for the goods they need. These islands are also one of the few refuges of mankind. San Francisco, now an island of its own, escaped the horrific effects of the plague; its high population of homosexuals and those of alternative sexuality were busy swapping make-up tips and having manicures as the crippling plague swept overhead desperately seeking testosterone.

The demons of the netherworld now populate California (no change there then). Unemployed succubi, sent to the over-world to make themselves useful, are forced to mix with record executives and movie producers who seem unable to accept the world has changed and carry on their lives regardless. This, in turn, has infuriated some of the older gods; jealous, they now walk the Earth, eating people and generally being troublesome to all concerned.

In the wake of such monumental destruction and the sudden proof of the existence of The Devil, church attendance skyrocketed. Religion is back with a vengeance and this time it means business! Dark times call for strong measures. To combat the threat and help restore order the Vatican has exercised its new found popularity and staggering wealth by

sending The Sisters Of Our Lady Of The Sacred Chopper to help restore order to the world and to combat the demonic menace.

It is into this world that you now step, mighty heroines for a new generation. Scantily clad, armed to the teeth and overloaded with attitude.

Let's bust some balls!

Disclaimer

This game is a work of humour and fiction. It openly aims itself at the lowest common denominator. That means you, since you obviously bought this book. If you have bought this book in order to experience a new and exciting form of roleplaying then you have chosen well. If you have bought this book to experience a serious insight into the female mindset and discover a balanced viewpoint on the world and its politics then you have not. Stop reading now and give this book to someone who will value it for what it truly is!

If you have bought this book to be offended, then you are an idiot and we laugh as we take your money!

If you have come to a game called Macho Women with Guns expecting politically correct attitudes, feminism, character development and highbrow humour then you will be disappointed.

Introduction

Justification

If caught playing Macho Women with Guns, especially by a partner, you are probably going to need justification. This is also called 'an excuse'. These can be hard to come up with on the spur of the moment, but some suggested justifications follow...

- † 'It's about female empowerment! The world is run by women.'
- † 'I'm playing it in a post modern ironic sense.'
- † 'I used to play it as a kid, it's only nostalgia.'
- † 'I'm a woman trapped in a man's body, this is my only outlet.'
- † 'They (point finger at random friend) made me play it! I wanted to play Nobilis!'

In short, any problems you have with this game are your own, not ours. We accept that it is puerile nonsense and little more than a good excuse to fill a book with pinups. If this worries you, give the book to someone else. Then, when you lose your good sense and decide to play it anyway, you will have to buy another copy...

What You Need To Play

To begin playing the Macho Women with Guns roleplaying game, all you need are the following:

- † One or more friends of loose morals with whom to play (for some this will prove problematic).
- † A character sheet (Found at the back of this book).
- † A pencil, eraser and spare paper.
- † A full set of dice including d4, d6, d8, d10, d12 and d20.
- † A copy of the *d20 Modern Roleplaying Game*, available from Wizards of the Coast.
- † Justification.

Things That Are Useful But Not Necessary

- † Alcoholic beverages
- † Some form of food like corn chips that can be used to represent enemy figures (edible foes!)

The Macho Women with Guns Rulebook

This book will give you everything you need to create and play characters within the world of Macho Women with Guns, as well as giving the Games Master enough information to portray this setting. Such as it is.

Macho Women with Guns is presented as follows;

Chapter 1: Introduction: For those of you who have not yet realised, this is the Introduction.

Chapter 2: Characters in Macho Women with Guns: A complete guide to creating characters for use in the game, from Macho Women to Bat-winged Bimbos and Renegade Nuns.

Chapter 3: Macho Skills: A complete breakdown of all the skills featured in Macho Women with Guns.

Chapter 4: Feminine Feats: Feats are special talents that may be acquired over time, permitting a player to truly customise their character.

Chapter 5: Heinous Drawbacks: A new concept added to the system. Drawbacks are like negative feats, aspects of your character that may hinder, but ultimately give it extra depth.

Chapter 6: Equipment in Macho Women with Guns: A huge range of equipment and weapons to outfit your character with.

Chapter 7: Mucho Macho Magic: A feat-based magic system, giving access to all the spells you could ever need. Especially useful in zapping your way through the post-apocalyptic nightmare that is Macho Women with Guns.

Chapter 8: Fighting Like a Girl: Full rules for the art of combat, allowing characters to fight with fists, guns or vehicles.

Chapter 9: Advanced Classes: Specialist classes for your character to progress into. Should you ever play the game that much...

Chapter 10: Games Mastering Macho Women with Guns: How to run a game of Macho Women with Guns without looking too much of an idiot.

Chapter 11: The World Of Macho Women with Guns: A complete world adapted from the limited material presented in the original games.

Chapter 11: Cannon Fodder: New enemies for your character to kill and loot.

Chapter 12: Sample Adventure: An adventure and the obligatory designer's notes.



Introduction

New To Macho Women with Guns

Do not worry, most people who pick this game up will not have heard of the original Macho Women with Guns. It is fifteen years old after all. There are a few old jokes for those who do have or remember the original books and the likelihood of missing anything crucial in a game as simple as this would be unlikely, primarily due to the fact there is little truly crucial in the first place.

Just remember to be irreverent, base, crass and to take the game for what it is. A beer and pretzels game about girls and guns. A sad indictment of gaming, gamers and commercialism.

New to the d20 System

You might be finding the sight of a pair of two-hundred page hardback books a little daunting. Do not worry. Do not panic. You do not need to read everything before you start playing.

To play Macho Women with Guns, all you need to review in *d20 Modern Roleplaying Game* are the following sections; Abilities, Classes, Occupations, Skills and Skill Descriptions, Feats and Feat Descriptions and Combat.

After reading these pages you will know all you need to about the d20 system that forms the basis of Macho Women with Guns. There will be times you need to refer back to *d20 Modern roleplaying game* during character creation and play. Such instances will, however, be indicated within the rulebook.

You are now ready to begin generating your characters.

The basic rule to remember is that any check made in the d20 system, whether it is a Search roll to find something to wear or a ranged attack check for your M60, is made by rolling one twenty-sided dice. The result of this roll is then added to the appropriate modifier found on your character sheet. For Search checks, you simply add your Search skill bonus. For ranged attacks, you add your Dexterity modifier and so on. The total of this roll is made against a target number, usually called a Difficulty Class (DC). If the total of the roll is equal to or better than this number, your character has succeeded in the action being attempted.

That, in a D-cup, is what the d20 system is all about.

Veteran Players

Those of you familiar with the *d20 Modern Roleplaying Game* will find few changes to these rules, most notable of these are the skills and feats designed specifically for this game. Also new to Macho Women with Guns is the Drawback system, which allows for even more customisation of your character and a totally new magic system using Feats and 'Mana points'.

What makes Macho Women with Guns different is the attitude. Macho Women with Guns is a 'beer and pretzels' game. Such games are designed to be simple, their plots and characters sloppily thrown together at a moment's notice to enjoy an evening of slaughter, crude jokes and poring over the pretty pictures in the main book.

That is it.

No clever character portrayals, no development of dramatic themes, just uncomplicated, raw, testosterone-fuelled fun.

That said, it is possible to play Macho Women with Guns as a serious game; expansive campaigns that span the terrible world left in the wake of the great war can be great fun. However you choose to utilise the information and ideas presented here, remember; have fun.

Those of you who used to play Macho Women with Guns in its previous incarnations may be shocked by the size of this book and its quality. This version of Macho Women with Guns is not a combat board game with delusions of grandeur and pretensions of roleplaying, but rather the other way around. You could play an old school game of Macho Women with Guns since the d20 system lends itself to miniatures-based play. However, you should dive in and actually try roleplaying, given the setting it will not be that taxing an experience.

This new incarnation of Macho Women with Guns is as true to the original as our legal team would let it be, littered as it is with crude political and social satire and created with the same devil-may-care attitude to offence. As such, we hope it pleases you, if not too bad, we already spent your money on liquor and cheap whores and I refer you to the disclaimer above.

Characters in Macho Women with Guns

Characters in Macho Women with Guns

The world after The Dang is a complex, clashing mishmash of different styles and periods. Almost every Sci-Fi and Fantasy cliché you can think of exists here. The world of Macho Women with Guns is populated with every size, description and type of woman from road warriors, clad in sweat-inducing leatherette and cyberpunk chic, to sword-wielding Sonia's, in their chainmail bikinis.

Women dominate the world after The Dang and all characters in Macho Women with Guns are female without exception. Call it 21st century empowerment, call it exploitation if you like, it is a fact, deal with it. In this cut-throat world of the post-apocalyptic horror every girl is out for herself, getting whatever she can by whatever means necessary; and quite a few that are not necessary at all.

Predominantly this means the wilful destruction of other people's property and the pilfering of their stuff.

Your choice of character class creates a broad outline for the sort of character you will be playing. This outline is then further defined by your choice of occupation and any advanced classes that your character develops into. Each class is focussed around differing abilities and has access to different specialities and skills, which affect the way in which you play and impact on the game. Alternatively how good you are at kicking butt and taking names, if you prefer.

Macho Women with Guns is a game unconcerned by characterisation, deep and meaningful background or quality and realistic portrayal of a 'part'. The aim here is simply to kill things, ogle the illustrations and have fun with automatic weapons and hot chicks in bikinis.

So get set to create yourself a machine-gun-wielding nymphette.

Creating A Character

Full and complete details and guidelines on how to create a character are covered in the Characters chapter of the *d20 Modern Roleplaying Game*. However, a few changes have been made to reflect the requirements of Macho Women with Guns and its characters. These are as follows;

- † Be aware of the changes to the Basic Classes that are shown here. You might miss out on some cool feats if you do not check!
- † Use the occupations presented here rather than those presented in the *d20 Modern Roleplaying Game*. While some may look the same, they have been altered to suit the world of Macho Women with Guns.
- † Wealth is replaced by the money system presented here.
- † Heinous Drawbacks have been added and allow for as much fine-tuning as any character in Macho Women with Guns could need. As such do not forget this extra step in your character's creation.

Character Creation Checklist

Presented, in order, are the steps that should be followed to create your character.

- † **Conceptualise:** Come up with an idea for your character. Who is she and what does she do?
- † **Visualise:** Think what your character looks like. If lacking inspiration you could use the Internet to find pictures of suitable women. This can also be used as a great excuse when caught by partners or parents when looking at things you should not.
- † **Name:** Pick a suitably cheesy name for your character. Unlike many other games on the market we actually encourage the use of cheesy names, this also serves as good excuse to surf the Internet for inspiration.
- † **Roll Abilities:** Determine your Ability Scores.
- † **Choose a Class:** Pick one of the basic character classes for your character. Strong, Fast, Tough, Smart, Dedicated or Charismatic.
- † **Choose an Occupation:** Pick one of the occupation templates to apply to your character.



Characters in Macho Women with Guns

- † **Spend Skill Points:** Spend your skill points to determine your character's key talents.
- † **Choose Feats:** Choose the feats with which you will start the game.
- † **Choose Heinous Drawbacks:** Pick all the Heinous Drawbacks you think you can live with. Then use the points gained from these to enhance your character.
- † **Roll Hit Points:** Roll your hit points as determined by your class.
- † **Calculate Vital Statistics:** Work out your Action Points, your measurements and your money.
- † **Buy Equipment:** Kit yourself out with the biggest guns and skimpiest armour you can afford.
- † **Rampage:** Kill everything and take its stuff!

Classes

A class is a fairly open description of the type of Macho Woman you will be playing.

- † Is she a brawny Amazonian Queen with rippling muscles, enhanced by an addiction to horse steroids and a harem of weedy man-slaves?
- † Is she a slim, fast, ninja catwalk model in a skin-tight body suit?
- † Is she a hard-as-nails bouncer from a biker bar with instructive tattoos at to what exactly you should do with yourself in interesting places?
- † Is she a devastatingly intelligent and beautiful hacker in a skinny-rib T-shirt emblazoned with a suitably political message like 'save the bomb' or 'ban the whales'?
- † Is she a hard-boiled and incorruptible detective in the Los Diablos Demonic Enforcement Division?
- † Is she a pneumatic-chested, Unhollywood starlet with her own TV show that saps the soul of its viewers?
- † Perhaps she is a super spy, scouting the remnants of the world for the Federal Government and reporting back to her superiors deep within the presidential bunker?

Your choice of Class will affect everything else about your character and, though you can multiclass and mix two or more together, it is the most important choice you can make, second only to your wardrobe.

Basic Class

Descriptions

Every class is described, detailing its strengths and weaknesses, in vivid Specticolour. There are a few changes for Macho Women with Guns, which are set out in the description for each class. Anything not changed or detailed within this section is as it appears in the *d20 Modern Roleplaying Game* without change, including such details as save bonuses and talents..

Mana Die

This is an additional statistic used in Macho Women with Guns that determines how much magical and spiritual energy your character has available to use for spells, mutant powers and demonic gifts. It determines the die type used by characters of that class to determine the number of Mana Points gained at each level.

One die of the given type is rolled each time their character gains a level, reflecting the growth in the spiritual power of their Macho Woman. The character's Wisdom modifier is applied to this roll and the final result is added to the character's Mana point total. This process is repeated at every level until it reaches truly ungodly levels of power, at which point a Macho Woman may annihilate whole states with a wave of her hand. The character always gains at least 1 Mana point, even if the modified roll would give a result of less than one.

A first level character will always start the game with the maximum number of Mana points possible for her type. Wisdom modifiers are still applied as normal in much the same way as hit points.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level (2nd, 4th, 6th and so on). These bonus feats are awarded in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

Bonus feats give characters access to even more powerful abilities, allowing them to smite their

Characters in Macho Women with Guns

enemies without ever breaking a sweat. The Basic Classes in Macho Women with Guns have access to some additional feats, so check the lists presented here rather than those presented in *d20 Modern Roleplaying Game* to be sure you do not miss out on any goodies.

A Strong Heroine cracks walnuts between her thighs and squeezes oranges with her biceps. She is likely to be fond of unnecessarily smearing herself in baby oil and may have certain secondary male characteristics like five-o'clock shadow or a tendency to fart loudly in public, undoubtedly the result of years of steroid abuse.

The Strong Heroine

The Strong Heroine uses her incredible strength and might to force her way through her enemies, cleaving skulls, breaking bones and crashing through everything in sight. Strong Heroines excel in hand-to-hand combat, though tend to be unsubtle and brash. This, however, is not always the case.

A Strong Heroine could be anything from a swordfighter to an axe murderer, construction worker to body builder or just plain big, butch and mean.

Mana Die

The Strong Heroine's tight focus on the body and physical supremacy results in a rather weak Mana. As such the Strong Heroine gains only 1d4 Mana points per level.

Bonus Feats

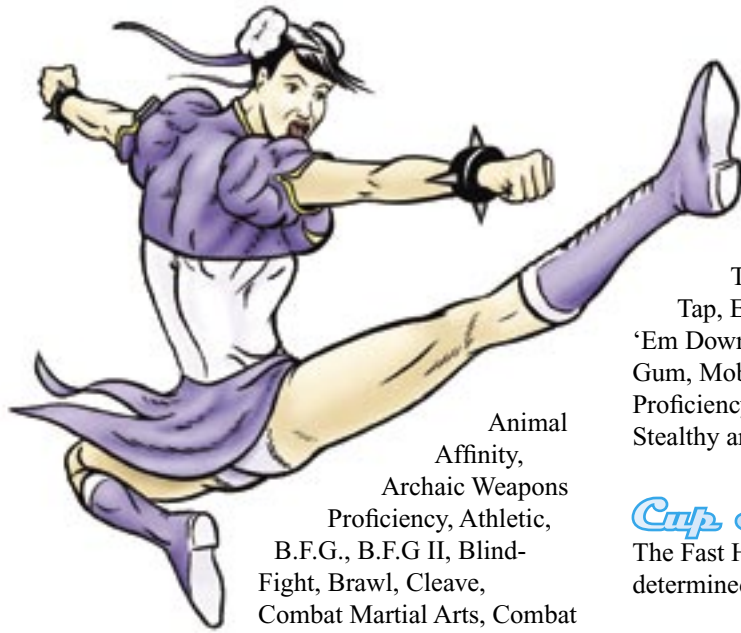
At 2nd, 4th, 6th, 8th and 10th level, the Strong Heroine gains a bonus feat. This feat must be selected from the following list and the Strong Heroine must meet any prerequisites in order to gain the feat.

Level	Strong Heroine Base Attack Bonus	Fast, Tough & Dedicated Heroine Base Attack Bonus	Smart & Charismatic Heroine Base Attack Bonus	Low Save Bonuses	High Save Bonuses	Class Features	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks
1	+1	+0	+0	+0	+1	Talent	0	4	2
2	+2	+1	+1	+0	+2	Bonus Feat	1,000	5	2 ½
3	+3	+2	+1	+1	+2	Talent	3,000	6	3
4	+4	+3	+2	+1	+2	Bonus Feat	6,000	7	3 ½
5	+5	+3	+2	+1	+3	Talent	10,000	8	4
6	+6/+1	+4	+3	+2	+3	Bonus Feat	15,000	9	4 ½
7	+7/+2	+5	+3	+2	+4	Talent	21,000	10	5
8	+8/+3	+6/+1	+4	+2	+4	Bonus Feat	28,000	11	5 ½
9	+9/+4	+6/+1	+4	+3	+4	Talent	36,000	12	6
10	+10/+5	+7/+2	+5	+3	+5	Bonus Feat	45,000	13	6 ½

Level	Strong Heroine		Fast Heroine		Tough Heroine		Smart Heroine		Dedicated Heroine		Charismatic Heroine	
	Defence Bonus	Rep	Defence Bonus	Rep	Defence Bonus	Rep	Defence Bonus	Rep	Defence Bonus	Rep	Defence Bonus	Rep
1	+1	+0	+3	+0	+1	+0	+0	+1	+1	+1	+0	+2
2	+2	+0	+4	+0	+2	+0	+1	+1	+2	+1	+1	+2
3	+2	+0	+4	+1	+2	+1	+1	+1	+2	+1	+1	+2
4	+3	+0	+5	+1	+3	+1	+1	+2	+3	+2	+1	+3
5	+3	+1	+5	+1	+3	+1	+2	+2	+3	+2	+2	+3
6	+3	+1	+6	+2	+3	+2	+2	+2	+3	+2	+2	+3
7	+4	+1	+6	+2	+4	+2	+2	+3	+4	+3	+2	+4
8	+4	+1	+7	+2	+4	+2	+3	+3	+4	+3	+3	+4
9	+5	+2	+7	+3	+5	+3	+3	+3	+5	+3	+3	+4
10	+5	+2	+8	+3	+5	+3	+3	+4	+5	+4	+3	+5



Characters in Macho Women with Guns



Animal Affinity, Archaic Weapons Proficiency, Athletic, B.F.G., B.F.G II, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave,

Improved Brawl, Improved Combat Martial Arts, Macho, Power Attack, Swearing and Weapon Focus.

Cup Size

The Strong Heroine's starting cup size is A and is determined by her Strength ability.

The Fast Heroine

The Fast Heroine uses her amazing speed and accuracy to avoid problems and strike first. Fast Heroines excel in ranged combat and martial arts. As a result they tend to be restrained, but twitchy, characters.

A Fast Heroine could be a ninja, a gunfighter, an acrobat, a stripper or just plain lithe and wiry (as well as being unbearably slim. Bitch!). A Fast Heroine's bum rarely looks big in anything.

A Fast Heroine can do a hundred metres in ten seconds, complex Yoga moves without screaming in agony and can cross her ankles behind her neck with a smile on her face. Combine all these features and it is easy to see why she is so popular at parties.

Mana Die

The Fast Heroine's adaptability extends to her spiritual power, while not a master of harnessing the spirit of being to her will, she is more competent than some. The Fast Heroine gains 1d6 Mana points every level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Fast Heroine gains a bonus feat. This feat must be selected from the following list and the Fast Heroine must meet any prerequisites in order to gain the feat.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focussed, Greater Mow 'Em Down, Improved Disarm, Kick Ass and Chew Gum, Mobility, Mow 'Em Down, Personal Firearms Proficiency, Point Blank Shot, Run In High Heels, Stealthy and Weapon Finesse.

Cup Size

The Fast Heroine's starting cup size is B and is determined by her Dexterity ability.

The Tough Heroine

The Tough Heroine uses her incredible toughness and resilience to weather adversity and take punishment. Tough Heroines excel in dealing with tricky situations with a tendency for being quiet but friendly, though this is by no means always true.

A Tough Heroine could be a docker, wrestler, an athlete, a mother or just plain tough.

A Tough Heroine can take a punch, then nail you right back, give birth without drugs and is invariably stocky and broad hipped. The Tough Heroine is the epitome of the statement 'The bitch is back and this time she means business!'

Mana Die

The Tough Heroine's focus on the physical means that, like the Strong Heroine, her control over the realm of spiritualism is less than complete. The Tough Heroine gains 1d4 Mana points per level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Tough Heroine gains a bonus feat. This feat must be selected from the following list and the Tough Heroine must meet any prerequisites in order to acquire the feat.

Alertness, Athletic, Brawl, Confident, Endurance, Extra Life, Great Fortitude, Hard Drinking, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Macho, Power Attack, Street Fighting, Swearing, Teflon Skin, Toughness and Vehicle Expert.

Characters in Macho Women with Guns

Cup Size

The Tough Heroine's starting cup size is C and is determined by her Constitution ability.

The Smart Heroine

The Smart Heroine uses her devastating intelligence and wits to overcome opponents and to generally succeed in life. Such an approach does, however, lead to her being picked on and beaten up by those who are, invariably, dumber and more muscular. Smart Heroines excel in dealing with puzzles and complex problems, tending to be quiet and reserved though strong-willed.

A Smart Heroine could be a hacker, techie, librarian, rocket scientist or just too smart for her own good.

Smart Heroines have a knack for being condescending, devastating others with their sarcastic, dry wit. They also have the ability to perform highly dextrous tasks, like fitting an air filter, filing or typing a thousand words per minute without breaking a nail.

The Smart Heroine is one of the few character classes available that is able to hold protracted and involved conversations about subjects other than soap operas.

Mana Die

The Smart Heroine's natural intelligence and ability to understand even the most complicated things gives her a more developed grasp of the concept of spiritualism. The Smart Heroine gains 1d8 Mana points per level.

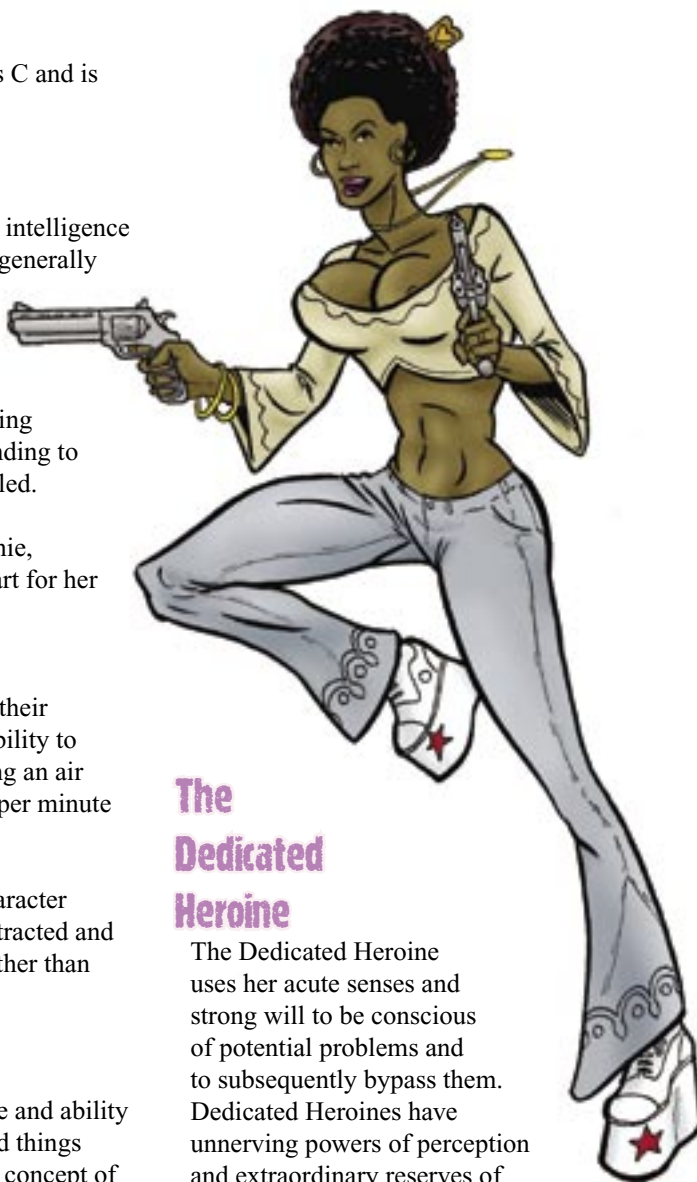
Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Smart Heroine gains a bonus feat. This feat must be selected from the following list and the Smart Heroine must meet any prerequisites in order to gain the feat.

Backstabbing Bitch, Builder, Cautious, Combat Expertise, Dodge Responsibility, Educated, Gear Head, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert and Weapon Focus.

Cup Size

The SmartHeroine's starting cup size is B and is determined by her Intelligence ability.



The Dedicated Heroine

The Dedicated Heroine uses her acute senses and strong will to be conscious of potential problems and to subsequently bypass them. Dedicated Heroines have unnerving powers of perception and extraordinary reserves of willpower, giving rise to a calm, confident and intelligent personality.

A Dedicated Heroine could be a freedom fighter, a zealot, a scientist or a policewoman.

Dedicated Heroines are hard to deter once a course of action has been decided, seeing little reason to sway from their plan. It is rare for a Dedicated Heroine to ask for another's opinion and even if asked, it will be only to confirm that this opinion is wrong before continuing as they had planned to. Disagreeing with a Dedicated Heroine only confirms in their eyes that you are clearly stupid and worthy only of contempt.

Mana Die

The Dedicated Heroines focussed and powerful will grants her extraordinary control of her own innate

Characters in Macho Women with Guns

power. The Dedicated Heroine gains 1d10 Mana points per level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Dedicated Heroine gains a bonus feat. This feat must be from the following list and the Dedicated Heroine must meet any prerequisites in order to gain the feat.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Blow Your Way To The Top, Deceptive, Educated, Far Shot, Iron Will, Look Good In Uniform, Medical Expert, Meticulous, Surgery, Track and Weapon Focus

Cup Size

The Dedicated Heroine's starting cup size is C and is determined by her Wisdom ability.

The Charismatic Heroine

The Charismatic Heroine uses her charm and feminine wiles to smile, flatter, jiggle and flirt her way through all barriers to her progress. Charismatic Heroines excel in interpersonal dealings, from intimate problems to international diplomacy. As such they must be outgoing, charming and observant.

A Charismatic Heroine could be an actress, porn star, political leader, reporter or a model.

Charismatic Heroines can addle the minds of men, inspire great jealousy and hatred in other women and earn a great deal of money for doing very little. Being blond and buxom only serves to exaggerates this, though they can rarely see their own feet.

Mana Die

The Charismatic Heroine is at ease with most things, including the unnamed horrors of the unknown. The Charismatic Heroine gains 1d8 Mana points per level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Charismatic Heroine gains a bonus feat. This feat must be selected from the following list and the Charismatic Heroine must meet any usual prerequisites in order to gain the feat.

Agile Riposte, Blow Your Way To The Top, Creative, Deceptive, Dodge, Dodge Responsibility,

Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Media Darling, Point Blank Shot, Renown, Trustworthy and Windfall.

Cup Size

The Strong Heroine's starting cup size is D and is determined by her Charisma ability.

Languages

All Macho Women start with their native tongue.

This can be Algonquin, Apache, Arapaho, Blackfoot, Cantonese, Cheyenne, Chipewyan, English, Hindi, Italian, Japanese, Korean, Mandarin, Navaho, Punjabi, Russian, Shawnee, Spanish, Urdu or Yiddish. While remnants of other cultures and societies also remain in the Post-Dang era many have become isolated making cultural exchanges difficult in the extreme. Everyone is thought to understand enough English to say 'yes' and 'no' and ask their way to the bar and if this fails then shouting usually has the desired results. Eventually.

Characters are best taking English. Anything else just complicates matters. Just like in the real world.

Other languages worth noting are Latin, used by the church and demons and Bthulan sigils, used by the Elder Gods in their hideous tomes such as the Pneucoketic Manuscripts.

Equipment and Money

All Macho Women begin play with 1d4 x \$1,000 worth of equipment, ammunition and trading goods. This total is modified by the character's occupation. The almighty dollar is only recognised in Los Diablos, Texas and other areas that have weathered The Dang well. Elsewhere, bartering is commonplace though in some areas less reputable methods of payment have been developed.

Occupations

Every Macho Woman gets to pick an occupation. This helps to further define precisely what kind of heroine your Macho Woman is. These occupations also serve to provide additional class skills, feats and other special abilities. An occupation can also go some way towards determining your character's past, though not necessarily what she will be in the future. Occupations should not restrict the future development of your character in any way.

Characters in Macho Women with Guns

Adventurer

Adventurers include professional daredevils, big-game hunters, relic hunters, explorers, extreme sports enthusiasts, field scientists, thrill-seekers and girls who go out in short skirts with no panties on. Adventurers face danger for a variety of reasons, but chiefly for cheap thrills and the narcotic-like buzz of adrenaline surging through their veins as they put their lives (and finely-shaped asses) on the line.

Prerequisites

Adventurers must be aged 15 or over and be possessed of near suicidal recklessness.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim and Treat Injury.

Bonus Feats

Select one of the following;

Archaic Weapons Proficiency, Brawl, Personal Firearms Proficiency, Extra Life, Kick Ass and Chew Gum or Lucky Cow.

Special

Daredevil: Adventurers start the game with an extra Action Point and gain an additional one at every level.

Brand Recognition: Adventurers are often famous and well known; they may even have a successful series of computer games named after them. They gain an additional point of reputation.

Adventuring Kit: Adventurers start the game with two pistol weapons with three clips of ammunition each, a pair of tight shorts, fifty feet of rope, a torch and a map with a clue to the location of some great treasure. Details of the treasure and any clues should be discussed with the Games Master.

Special Tricks: Adventurers tend to have a lot of special talents and knowledge. When they gain a level they can choose to take an additional feat instead of their allotted action points.

Money

Adventurers start play with an extra \$1,000 in savings.

Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, oil wrestlers, foxy boxers, martial artists, swimmers, skaters, wrestlers and those who engage in any type of competitive sport. Before The Dang many athletes were gym instructors, horrendously overpaid by world governments in an attempt to combat obesity. So large were their salaries, however, that a number of countries found their economies completely drained meaning that nobody except other athletes could afford to go and watch them.

Prerequisites

Athletes must have a Strength or Dexterity of 13 or higher.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Balance, Climb, Drive, Jump, Ride, Swim and Tumble.

Bonus Feats

Select one of the following;

Acrobatic, Archaic Weapons Proficiency, Athletic, Brawl, Lucky Cow or Macho

Special

Fit for a Fumble: Athletes gain an extra point in Constitution at the start of the game to reflect their healthy bodies and lifestyle.

Sporting Chance: Athletes gain four ranks in Profession (sport), appropriate to their particular shtick.

Sponsorship: Athletes start with all the kit they need to perform their chosen sport for free.

Aren't You...: Athletes are still widely known; even after the Dang, sport is popular. Athletes gain an additional point of reputation.

Money

Athletes start play with an extra \$500 in savings, usually used to support their drug habit.



Characters in Macho Women with Guns

Batwinged Bimbos

Bat-winged Bimbos are unemployed Succubi who have nothing to do in the hierarchy of Hell any more. The Prince of Darkness, fed up with them cluttering up the place like a bunch of delinquent teenagers has sent them forth to restore order in the world. Hell, for the first time in its history, is struggling to fill places as the population of Earth is so busy scraping a living from the devastated world that it has no time for the serious business of sinning. Emerging from the demonic rift near Los Diablos, the Bat-winged Bimbos were just as likely to fall into the same trap as many other hopefuls reaching that city. Many end up with menial, low-wage jobs or appear in pornography while they wait for their 'big break'.

Prerequisites

None. Being a Bat-winged Bimbo, really is that easy.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Balance, Bluff, Intimidate, Nookie and Pilot.

Bonus Feats

Select one of the following;

Acrobatic, Crack of Doom, Demonic Giggle, Distort Reality, Evil Powers, Flame Touch, Flame Retardant Soul, Hotline to Satan, Press on Claws.

Special

Horny Devil: Bat-winged Bimbos have a pair of cute but functional horns protruding from their forehead, which can be used to attack for 1d3 of piercing damage. This counts as an unarmed attack.

Pure Evil: Bat-winged Bimbos gain the Demonic Taint and Bat Wings feats for free.

Demonic Commission: Bat-winged Bimbos can gain additional experience points by acting as saleswomen for demonic pacts.

Money

Satan is not known for his generosity. Bat-winged Bimbos start with no extra money.

Beautician

With so many women in the world all vying to be top bitch and to impress, snare or club the man, woman or humanoid mutation of their dreams, the demands on the time of beauticians has grown inordinately. Couple that with the rigours of life after The Dang and you get a group of hard-nosed beauticians with chips on their shoulder the size of France and access to hot curling tongs.

Prerequisites

Beauticians must have a Dexterity or Charisma of 13 or higher.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bluff, Craft (cosmetics), Craft (hairstylist), Craft (manicure/pedicure), Craft (tanning), Disguise and Gather Information.

Bonus Feats

Select one of the following;

Attentive, Creative, Improvise, Me, Me, Me, Run In High Heels and Weapon Finesse

Special

Tonsorial Tough: Beauty equipment used by beauticians as an improvised weapon can be used as a club at no penalty.



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Armed for Bear: Beauticians start with \$500 of beauty products for free.

In Demand: Any inter-female encounters which involve characters believing they could get access to the beautician's skills are considered to be one grade friendlier than normal towards the beautician.

Beauty School: Beauticians start the game with four additional ranks in the Craft (cosmetics) skill.

Money

Beauticians are in demand and can charge an arm and a leg (sometimes literally) for their services. They start with an extra \$1,000 in savings.

Bookworm

Bookworms include librarians, archaeologists, scholars, professors, teachers and other education professionals who somehow manage to make glasses and tied-back hair look sexy. Bookworms often have an innocent nervousness to their disposition, which belies the torrent of pent-up passion and fire lurking just beneath their all-too-perfect surface.

Prerequisites

Bookworms must be at least 21 years of age.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (any knowledge skill), Research, Read/Write Language and Speak Language.

Bonus Feats

Select one of the following;

Educated, Low Profile, Meticulous or Studious.

Special

Sudden Transformation: By spending an action point a bookworm can take off her glasses and shake out her hair, increasing her Charisma by two for the next hour.

Hardcover: A Bookworm may use a large and heavy book as an improvised club without penalty.

I Read It Somewhere: By spending an Action Point

Roll d10	Book
1	A Teen Witch's Bumper Book Of Spells
2	The Delvings & Dingos Player's Guide
3	The Internal Kindergarten
4	Microwave Cooking Made Easy
5	The Pneucoketic Manuscripts
6	Pulses & Prana
7	Shit Happens – Predictions for the coming age
8	The Book Of Going Forth For Brunch
9	The Insane Ramblings Of Pope Joan
10	The Necrocsmeticon

a bookworm can add a +4 competence bonus to her Knowledge, Research or Gather Information skill for a single check.

Forbidden Lore: A bookworm starts with a random tome of forbidden lore taken from the following table. See page 85 for more information on these terrible tomes.

Money

Bookworms start with an extra \$1,500.

Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actresses, entertainers of all types, newscasters, radio and television personalities and more fall under this starting occupation. A celebrity knows how to exploit her fame to her best personal advantage and can be cruel and manipulative in order to get what she wants from life.

Prerequisites

A celebrity has no requirements. Before The Dang anyone could become a celebrity at any age and for any reason at all. That attitude persists, even now.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bluff, Craft (visual art or writing), Diplomacy, Disguise and Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).



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Bonus Feats

Select one of the following;

Blow Your Way To The Top, Confident, Creative, Iron Will, Me, Me, Me, Media Darling, Plastic Surgeon On Retainer or Scriptwriter Stooge.

Special

Familiar Face: Being well known for one reason or another grants the celebrity a bonus of +1 to her reputation.

Aura Of Celebrity: Celebrities gain a bonus of +2 circumstance bonus to their Bluff checks since so few people feel they can say 'no' to someone who is famous.

Celebrity Endorsement: Thanks to the plugging of products while accomplishing missions, dogged everywhere they go by paparazzi, celebrities gain an additional \$500 every time they increase in level thanks to lucrative product placement deals.

Stylish: Celebrities gain an extra \$1,000 at the start of play, which must be spent on clothes and accessories. Any remainder not spent on such things is lost down the back of the couch.

Money

Celebrities start with an extra \$2,000 from whoring themselves before the cameras and cavorting for the entertainment of tabloids.

Criminal

This illicit occupation reveals a background from the wrong side of the law. This includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers and other types of career criminals with a well-manicured finger in several felonious pies. Being a criminal is exciting, glamorous and dangerous. All fun and games until you get caught.

Prerequisites

Criminals must be aged 12 years and over.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently and Sleight of Hand.

Bonus Feats

Select one of the following;

Backstabbing Bitch, Brawl, Dodge Responsibility, Personal Firearms Proficiency or Swearing.

Special

Dirty Deals: By spending an Action Point the criminal can 'See a man about a dog' trading any loot the group has already found for equipment she might need during the game. The value of equipment she sells is about 50% that listed in the book with the Games Master providing final arbitration of what she gets in return. The materials she 'purchases' costs about 50% extra on top of the price listed in the book. The dodgy contacts do not deal directly in money, only in barter and any 'change' stays with them.

Friend of Presidents: By offering cash incentives the criminal can overcome most people's reservations and concerns. By spending cash the criminal can boost her Bluff checks. \$100 gives a +1 circumstance bonus, \$1,000 a +2 and \$10,000 a +3. The money disappears even if the check fails or the recipient is killed. She spends it that fast.

Personal Security: It is a hard life on the wrong side of the tracks. A criminal starts with a pistol weapon of her choice and three clips of ammunition.

Respect: The criminal gains a +1 bonus to reputation as a criminal.

Money

A criminal starts with an extra \$1,000 in savings.

Dominatrix

The Dominatrix is a professional purveyor of bondage, pain and humiliation. The flow of perverts and Japanese businessmen has, however, dried up as a result of The Dang. Given the collapse in their customer base, many have now taken to administering pain on a wider scale; now, rather than whipping their clients into a frenzy for fun they find employment as torturers, interrogators and as arm candy for the occasional male warlord who has a thing for spanking.

Prerequisites

A Dominatrix must have the Sadist Heinous Drawback.

Skills

Choose three of the following skills as permanent

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class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bluff, Escape Artist, Intimidate, Sense Motive and Treat Injury

Special

Whiplash: A Dominatrix deals double damage with all non-lethal weapons.

Suited & Booted: A Dominatrix starts play with a leather cat-suit and thigh-high boots as well as a non-lethal weapon of her choice.

Well Stocked Dungeon: A Dominatrix starts play with \$1,000 of 'interesting devices'.

Slave Boys: A Dominatrix starts play with a single gimp and gains one additional gimp at every level. These are totally obedient and will do absolutely everything she says.

Money

A Dominatrix starts with an extra \$1,000.

Hard Boiled Detective

There are a number of forms of employment that can use the skills of this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents and others who use their skills to gather evidence and analyse clues. The hard boiled detective is a very noir stereotype, all trouser suits, brimmed hats, whiskey and lighting cigars under lampposts in the rain.

Prerequisites

A hard boiled detective must be aged 21 and over.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioural sciences, civics, Earth and life sciences, or streetwise), Research, Search and Sense Motive.

Bonus Feats

Select one of the following;

Gimp

Gimps usually have two arms, two legs and one head, unless they are the subject of hideous mutations or experimentation. Gimps have no supernatural or extraordinary abilities but are seriously disturbed individuals, revelling in their own oppression and pain.

Gimps follow the same guidelines as Medium-size Humanoid Creatures as described in the *d20 Modern Roleplaying Game* with the following changes.

Hit Dice: 1d4.

Good Saving Throws: Will.

Feats: As described, but feats must be drawn from the following list; Endurance, Iron Will, Run or Toughness.

Keen Sight (Ex): Gimps are accustomed to a life of darkness. This peculiar trait is born either from a life in a gimp mask or from being chained up in darkened dungeons for 21 hours a day.



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Alertness, Brawl, Hard Drinking, Macho, Personal Firearms Proficiency, Swearing.

Special

Clueless: Hard Boiled Detectives can spend an Action Point to get a clue from the Games Master about what the hell is going on. If the Games Master does not want to give them a clue they learn nothing but do not lose the Action Point.

Packing Heat: Detectives start play with a free pistol weapon of their choice and three clips of ammunition.

Interrogation: Detectives gain +2 competence bonus to their Intimidate checks. Extensive training has turned you into a living, breathing good cop/bad cop routine.

Detective Badge: Whether a PI licence, police badge or library card, flashing ID with an aura of authority gets things done. Hard Boiled Detectives gain a +2 circumstance bonus to Bluff checks when any form of ID can be displayed.

Money

Hard Boiled Detectives start with an extra \$1,000 in savings.

Helloooo Nurse

A nurse is a healing professional with a sassy white uniform. The kind of person who makes the prospect of having to be sponge-bathed less daunting. Nurses might be paramedics, hospital nurses, doctors or evil biogenetic mutation-spawning scientists with the ethics of Hitler and the comics of Eastman and Laird as inspiration.

Prerequisites

A Nurse must be aged 18 and over.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Bluff, Craft (pharmaceuticals), Knowledge (biology), Research and Treat Injury.

Bonus Feats

Select one of the following;

Attentive, Educated, Endurance, Look Good in Uniform, Meticulous or Trustworthy.

Special

Play Doctor: Nurses gain an additional +1 Charisma bonus to all Charisma-related skill checks when wearing their Nurse's uniform.

Healing Touch: Nurses are able to heal one additional hit point when using their Treat Injury skill.

Medicine Cabinet: Nurses start play with \$1,000 of medical supplies and first aid kits.

Fastidious: Nurses gain a special +1 bonus to Fortitude saving throws against disease due to their obsessive cleanliness.

Money

Nurses start with an extra \$500 of savings.

Minx

The Minx is a butt-kicking, hell-raising, gun-toting bitch with an attitude as big as King Kong. Nothing stands in a Minx's way without being shot, beaten or stabbed. Stronger than She-Hulk, rougher than sandpaper, more guns than Nikita and with more balls than a Sulaco full of Ripleys, the Minx is not to be trifled with.

Prerequisites

The Minx has no prerequisites.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Climb, Demolitions, Jump, Knowledge (firearms) and Survival.

Bonus Feats

Select one of the following;

Armour Proficiency (light), B.F.G I, Brawl, Mow 'Em Down, Personal Firearms Proficiency or Toughness.

Special

Tough As Nails: The Minx receives one additional hit point at every level including the first.

Hard As Steel: The Minx gains an additional point of damage reduction and the Macho feat for free.

Characters in Macho Women with Guns



anything and armed with the knowledge that she can get away with murder nothing can stop her.

Prerequisites

Schoolgirls must be aged between 12 and 21.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Computer Use, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, Earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments) and Research.

Bonus Feats

Select one of the following;

Educated, Look Good In Uniform, Low Profile, Studious or Trustworthy.

Special

Angelic Look: By spending an Action Point the Schoolgirl can put on a sweet and innocent look that dissuades enemies from directly attacking her for the duration of the round.

Daddy's Little Cutie: The Schoolgirl starts play with a school uniform.

Pigtails Of Doom: The Schoolgirl can use her pigtails or braids when making an Attack of Opportunity. Such an attack does not require any proficiency and uses the same statistics as those of a whip.

Gratuitous Panty Shot: With a flip of her plaid skirt the Naughty Schoolgirl can stun her enemies, blinding them with a flash of her brilliant white cotton panties. By spending an Action Point she makes her attack and all enemies in line of sight must make a Reflex save against a DC of 10 plus the Naughty Schoolgirl's level or be stunned for one round.

Money

Naughty Schoolgirls start with no extra money.

Pick Up The Slack: The Minx ignores the normal penalties for a medium loads and treat all heavier loads as one category lighter than they actually are. The Minx can still only carry items that are portable.

Money

Minxes start with \$500 in extra savings.

Naughty Schoolgirl

A schoolgirl can be in high school, college, or graduate school, a seminary, a military school, or a private institution. A Naughty Schoolgirl of college-age should also pick a major field of study. Behind the uniform, lollipop and sweet, innocent attitude there lurks a precocious and evil being capable of



Characters in Macho Women with Guns

Pinup Geek

Scientists, hackers and engineers of all types fit within the scope of the Pinup Geek but, unlike many others who engage in these occupations, these girls are *hot*. They inspire worship and envy from all other geeks and often up fronting video games programmes on the TV or discussing the finer points of robotics with plump losers.

Prerequisites

Pinup Geeks must have an Intelligence and Dexterity of 13.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, Earth and life sciences, physical sciences, or technology), Repair and Research.

Bonus Feats

Select one of the following;

Alertness, Confident, Educated, Focussed, Gear head or Studious.

Special

Heyyyyy: Pinup Geeks can enact 'The Fonz Effect' by hitting a computer or machine and spending an Action Point. This restores it to working order with half of its original hit points if any.

Magnificent Tool: Pinup Geeks start play with \$500 of tools, amongst which is a free giant spanner, which may be used as a metal baton with an additional point of damage.

Techno Tinker: Pinup Geeks gain a +2 competence bonus to any Repair or Computer Use checks they make.

Blood Sweat and Tears: Pinup Geeks can sacrifice their own hit points to restore the hit points of objects or vehicles.

Money

Pinup Geeks start with an extra \$1,500 in savings.

Police Chick

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, sheriffs and military police. Police Chicks can be involved in anything that vaguely resembles law enforcement in the world after The Dang, including rent-a-cops and private security guards. Uniforms and big phallic sticks come with the territory, so too does a penchant for brutality, coffee and doughnuts.

Prerequisites

Police Chicks must be aged 20 years and over.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, Earth and life sciences, streetwise, or tactics) and Listen.

Bonus Feats

Select one of the following;

Combat Martial Arts, Hard Drinking, Light Armour Proficiency, Look Good in Uniform, Macho, Personal Firearms Proficiency or Swearing

Special

Commanding Presence: By spending an Action Point and yelling an order the Police Chick can force a target with three or more Intelligence to 'Respect her authority'. The Police Chick makes an Intimidation check, the result of which is used as the DC of the target's Will save. If failed the target will obey, within reason, any order they are given. Obviously this should be such things as 'Freeze!' or 'Drop your weapon!' as commands such as 'Shoot yourself in the head!' or 'Dive into the pool of toxic waste!' will be ignored and any respect for the Police Chick will be lost. The ordered individual will not do anything that will immediately place themselves in obvious mortal danger.

Standard Issue: Police Chicks start with a police uniform, pepper spray, a tonfa, a 12-gauge pump-action shotgun with thirty-six rounds and a .38 revolver with eighteen rounds.

Immune To Arrest: Police Chicks can do pretty much what they like and get away with it. Nobody questions their authority. Police Chicks are immune

Characters in Macho Women with Guns

to anyone else's use of Commanding Presence and if jailed or contained by any legitimate authority (rather than bandits or kidnappers) will be released within twenty-four hours.

Fall Down The Stairs: Police Chicks are intimidating and experts at interrogation gaining +2 competence bonus to their Bluff and Intimidation checks.

Money

Police Chicks start with an additional \$500 in savings.

Renegade Nun

Pope Joan has sent the Renegade Nuns of Our Sisters Of The Sacred Chopper out into what remains of the world to fight evil and help restore order to the troubled land. The full weight of The Vatican is behind these avatars of papal might as they take their crusade to the masses. The life of a Renegade Nun is not an easy one, as Satan is also trying to restore civilisation. Eternal souls are so much easier to come by when they have less to complain to God about.

Prerequisites

Renegade Nuns have no prerequisites.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Drive, Intimidate, Gather Information, Knowledge (theology), Repair and Survival.

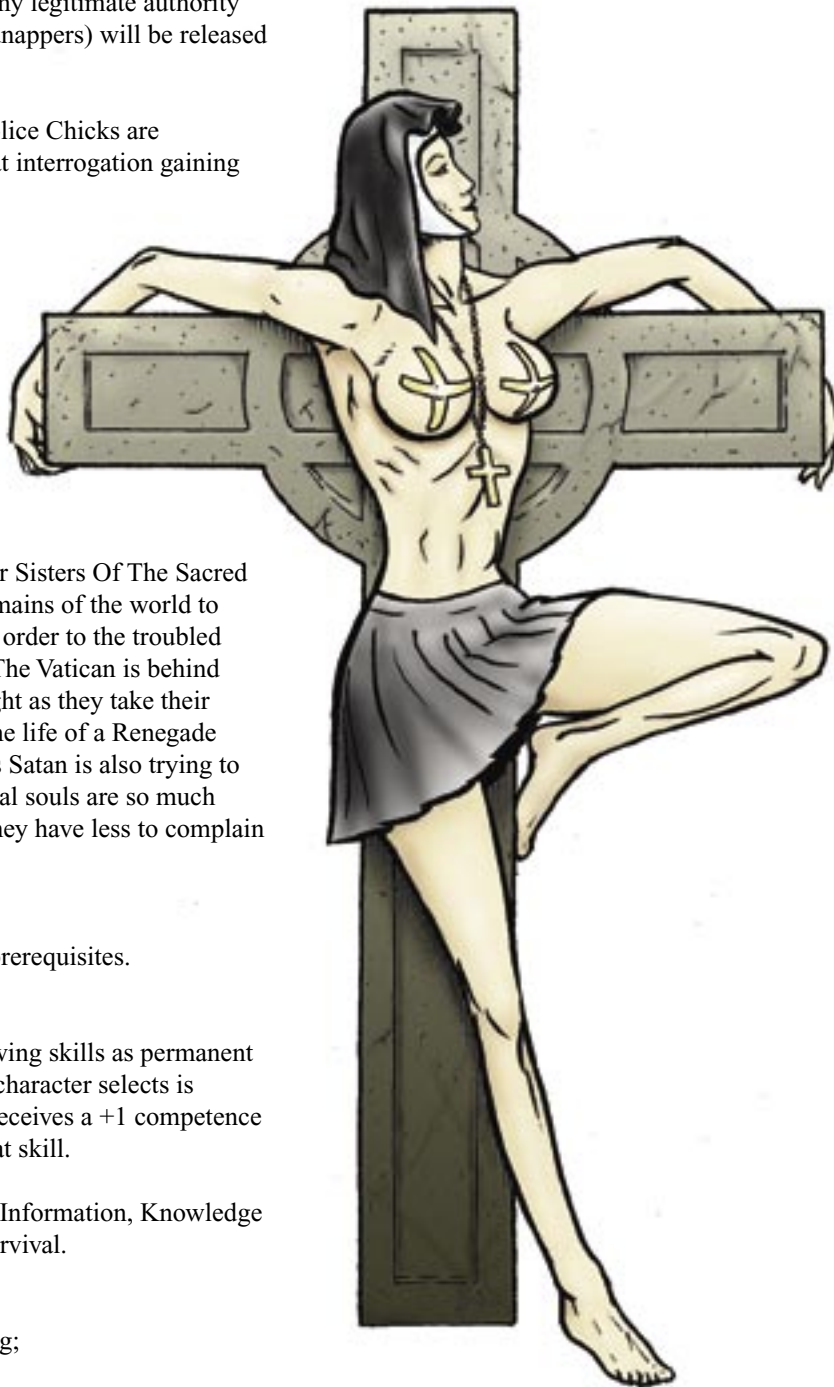
Bonus Feats

Select one of the following;

Cell Phone to God, Combat Genuflection, Drive-By Attack, Look Good in Uniform, Macho, Personal Firearms Proficiency, Pray like Hell or Pure of Heart

Special

Sainted Aunt: Renegade Nuns begin the game with the Holiness feat even if they do not meet the prerequisites for this feat. Renegade Nuns may also Turn Undead as detailed in the *d20 Modern Roleplaying Game*.



Kick Ass for the Lord: Renegade Nuns may take either the Brawl or Combat Martial Arts feat for free.

Rolling Thunder: Renegade Nuns start with a nun's outfit, a motorcycle, a holy symbol and a shotgun, pistol or submachine gun of their choice with enough ammunition to reload it three times.

Faith: Renegade Nuns gain a permanent +1 bonus to their Will save.

Characters in Macho Women with Guns

Money

Funded by the Vatican, Renegade Nuns start the game with \$1,000 of extra savings.

Witch

Witches can be an anime style princess, an evil sorceress or any other magic-wielding lovely who can point at someone, say 'Abracadabra!' and reduce them to a pile of ash. Before The Dang witchcraft had become pretty fashionable, perpetuated by Goth culture and bad TV shows. As a result there are now caches of cheap and shoddy books of mumbo jumbo dotted all over the world, all the Witch needs to do is find them.

Prerequisites

A Witch must have a Wisdom of 13 or higher.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Concentration, Investigative, Knowledge (magic), Read/Write (language), Research and Spellcraft.

Bonus Feats

Select one of the following;

Animal Affinity, Frightful Presence, Iron Will or Mana Battery.

Special

Sparkly: Witches start the game with the Magical feat for free, they must, however, still meet all of its prerequisites.

Things man was not meant to know: Are fine for women. Witches gain an extra skill point each level, this point must be used only to increase either the Witch's Spellcraft or Knowledge (magic) skill.

Mana Boost: The Witch gains an additional Mana point at each level, including the first.

Money

Magical Girls start with no extra savings.

Skills

Skills are listed here for easy reference. Their definitions can be found in the *d20 Modern Roleplaying Game* or within this book. The only new skill is Nookie, which is described in the skills section.

Listing

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Craft (Int), Craft (chemical) (Int), Craft (electronic) (Int), Craft (mechanical) (Int), Craft (pharmaceutical) (Int), Craft (structural) (Int), Craft (visual art) (Int), Craft (writing) (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Nookie (Dex/Con), Perform (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (None), Repair (Int), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis) and Tumble (Dex).

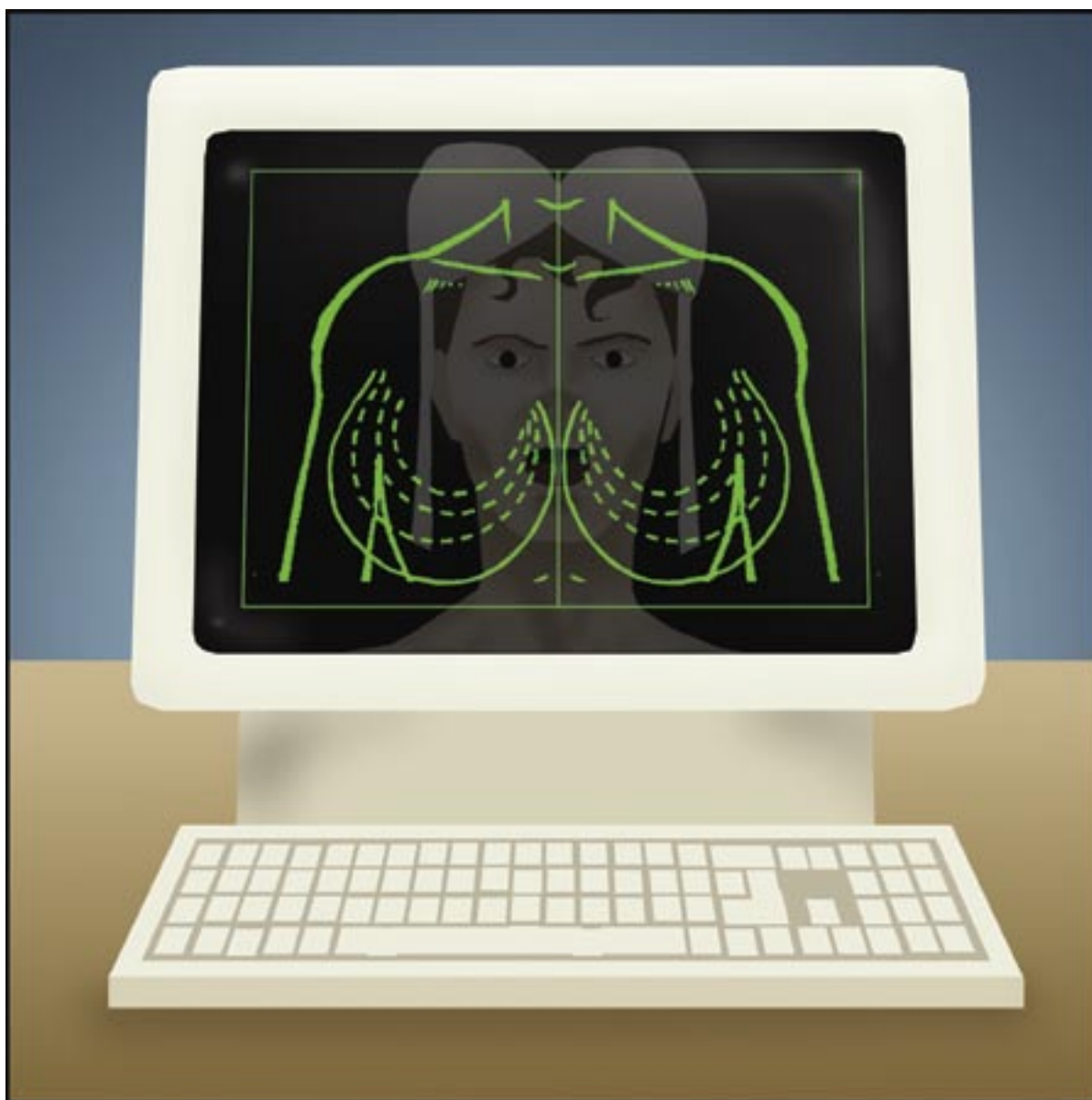
Feats

Feats are listed here for easy reference but the new and modified ones are described in more detail on page 28. New and modified feats are marked with a *.

General Feats

Acrobatic, Advanced Combat Martial Arts, Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Agile Riposte, Aircraft Operation, Alertness, Animal Affinity, Archaic Weapons Proficiency, Armour Proficiency (heavy), Armour Proficiency (light), Armour Proficiency (medium), Athletic, Attentive, Backstabbing Bitch*, Bat Wings*, Bat out of Hell, B.F.G. Proficiency *, Blind-Fight, Blow your way to the Top*, Brawl, Builder, Burst Fire, Cautious, Cell Phone to God*, Cleave, Combat Expertise, Combat Genuflection*, Combat Martial Arts, Combat Reflexes, Combat Throw, Confident, Crack of Doom*, Creative, Dead Aim, Deceptive, Defensive Martial Arts, Demon Taint*, Demonic Giggle*, Dimensional Bust*, Direct Line to God, Distort Reality*, Dodge, Dodge Responsibility*, Double Tap, Drive-By Attack, Educated, Elusive Target, Endless Ammo*, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Extra Life*, Far Shot, Flame Touch*, Flame-Retardant Soul*, Focussed, Force Stop, Frightful Presence, Gear head, Great

Characters in Macho Women with Guns



Cleave, Great Fortitude, Guide, Hard Drinking*, Heroic Surge, Holiness*, Hotline to Satan*, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Disarm, Improved Feint, Improved Initiative, Improved Knockout Punch, Improved Trip, Improved Two-Weapon Fighting, Improvise*, Iron Will, Kick Ass and Chew Gum*, Knockout Punch, Legs up to your Armpits*, Lightning Reflexes, Look Good in Armour*, Look Good in Uniform*, Low Profile, Lucky Cow*, Macho*, Mana Battery*, Magical*, Me, Me, Me*, Media Darling*, Medical Expert, Mega B.F.G. Proficiency *, Meticulous, Mistress*, Mobility, Mow 'Em Down*, Mow 'Em Down, Greater*, Mutant Ability*, Nimble,

Personal Firearms Proficiency, Pet*, Plastic Surgeon on Retainer*, Point Blank Shot, Power Attack, Pray like Hell*, Precise Shot, Press on Claws*, Promiscuous*, Pure of Heart*, Quick Draw, Quick Reload, Renown, Run, Run in High Heels*, Sainthood*, Scriptwriter Stodge*, Shot on the Run, Simple Weapons Proficiency, Skip Shot, Spring Attack, Stealthy, Strafe, Street Fighting, Studios, Sunder, Surface Vehicle Operation, Surgery, Swearing*, Teflon Skin*, Toughness, Track, Trustworthy, Two-Weapon Fighting, Unbalance Opponent, Vehicle Dodge, Vehicle Expert, Weapon Finesse, Weapon Focus, Whirlwind Attack, Windfall* and Winged Wimple*.



Characters in Macho Women with Guns

Magical Feats

Brew Potion*, Heal I*, Heal II*, Heal III*, Protect I*, Protect II*, Protect III*, Ritual Enchant I*, Ritual Enchant II*, Ritual Enchant III*, Ritual Summon I*, Ritual Summon II*, Ritual Summon III*, Scribe Scroll*, Zap I*, Zap II* and Zap III*.

Vital Statistics

Vital statistics are the spit and polish of a character. The last few things that help define them and which you should be aware of at all times. Do you have enough Action Points to pull off a crazy stunt? Does your bum look big in this outfit? Will this band of Noblins have heard of Helga the Crazy?

Important questions

Action Points

Action Points allow you to pull off stupidly heroic moves that would otherwise be suicidal. Saved for precisely the right moment Action Points can mean the difference between life and death, success and failure, ice cream or cereal.

Action Points are gained at every level. Everything you need to know about Action Points is explained in the *d20 Modern Roleplaying Game*.

Reputation

Reputation is fame and recognition in the world at large. A famous or infamous character in Macho Woman with Guns may have a reputation that can strike fear into the hearts of her enemies or cause them to melt like ice cubes on her firm, tight flesh.

Reputation is detailed in the *d20 Modern Roleplaying Game* and has not been altered for use in Macho Women with Guns.

Height & Weight

You can determine your character's height and weight by referring to the *d20 Modern Roleplaying Game*. Obviously you only use the female rows to calculate your figures (unless you used to be a man, you freak!).

Boobs, Belly & Butt

This section is largely pointless and involves maths.

In Macho Woman with Guns a character's breast size is calculated as follows.

Firstly multiply your character's Charisma score by three. The result is then further modified as follows.

Extreme musculature tends to flatten out the breast even though the muscle underneath grows firm and large. Therefore a character's Strength modifier, if positive, is *taken away* from the overall breast size. If the character's Strength modifier is negative then it is added to the overall bust size to indicate flabbiness.

A Macho Woman's Constitution bonus indicates their voluptuousness, a positive modifier in this ability indicates more, soft flab and so adds to the overall bust measurement. Any negative modifier subtracted from the total breast size.

A high Dexterity indicates a lean fast figure. As such any positive Dexterity modifier is subtracted from the resultant bust so far, while any penalties are added.

Cup sizes are determined by taking the ability assigned by your character class and modified thus; For every two points of positive ability modifier your cup size is increased by one category. If your character has more than three letters in their cup size they move up to the next.

Cup sizes are rated as follows; A, B, BB, C, CC, D, DD, DDD, E, EE, EEE, F, FF, FFF, G, GG, GGG, HELLO!!!!

A Macho Woman's waist size is calculated by taking her Charisma score and modifying it as follows.

Strength and Constitution bonuses or penalties are either added or subtracted from the Charisma score, respectively, whilst positive Dexterity modifiers are subtracted and negative ones added. This result is then multiplied by three and finally divided by two for the ultimate waist measurement.

A Macho Woman's hips are calculated by once again taking her Charisma and modifying it as follows.

Strength and Constitution bonuses or penalties are either added or subtracted from the Charisma score, respectively, whilst positive Dexterity modifiers are subtracted and negative ones added. This result is

Characters in Macho Women with Guns

then multiplied by three before subtracting a third of the total to give a final hip measurement.

It is possible for some of these numbers to be ridiculous; but then, that is half the fun!

Example

Greg's character 'Tanya' is a Fast heroine who has a Strength of 12, a Dexterity of 16, a Constitution of 12 and a Charisma of 11.

Tanya's boobs are calculated thus; (CHA x 3) 33 (STR modifier +1) -1 (CON modifier +1) -1 (Dexterity modifier +3) -3 = 30 inches. Her cup size begins as a B, once Tanya's Dexterity modifier is added to them, however, they leap to a pert and shapely BB.

Tanya's waist is calculated thus; (CHA) 11 (STR modifier +1) +1 (CON modifier +1) +1 (DEX modifier +3) -3 = 10. $10 \times 3 = 30$. $30/2 = 15$ inches.

Finally Tanya's butt is calculated as follows; (CHA) 11 (STR modifier +1) +1 (CON modifier +1) +1 (DEX modifier +3) -3 = 10. $10 \times 3 = 30$. $30 - 10 = 20$ inches.

If you're actually working this out then you have far too much time on your hands...

Heinous Drawbacks

Heinous Drawbacks are described in detail on page 43 but a list of the values of these drawbacks is presented here for convenience.

A Heinous Drawback in short is an 'anti-feat' that disables or debilitates your character in some way. These in turn, however, give your character extra points to purchase more goodies.

You may take no more than ten points in Heinous Drawbacks unless your Games Master is a fool - given the game they have chosen to referee, this is a distinct possibility...

Spending Heinous Drawback Points

Once you know how many Heinous Drawback points you have you can spend them to increase your various statistics using the table below.

Addiction	1/2/4	Irritating Laugh	1
Allergies	1/2/4	Kinky	1
Always-Late	1	Magazine Based Sexuality	1
Bad Luck	1/2/3	Moon Pig	2
Bad To The Bone	1	Motor mouth	1
Balancing Priorities	2	Nightmares	1
Big Green Monster	1	Outlaw	2
Bimbo	2	Phobia	1/2/4
Bitch	1	Sadist	4
Buck Toothed Hick	1	Secret Love	1
Bunny Boiler	1	Selective Hearing	1
Butch	1	Spectacled	1
Chafing	2	Status Conscious	1
Conservative Dresser	4	Sticky-Fingered	1
Damn Hippie	2	Top-heavy	1
Debt	1/2/4	Used to be a Man	2
Enemy	1/2/4	Vengeful	1
Fairness	1	Vow of Violence	1
Gold-digger	1		

Yes! We know we have opened whole new avenues of power gaming so don't bother writing in. Get over yourself and just have fun!

Multiclass Characters

A character may add new classes as she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities, which can lead to some truly fantastic and staggering levels of power and abilities.

Multiclass characters are covered in detail in the *d20 Modern Roleplaying Game*.

Character Alteration	Cost
Alter boobs, belly or butt (up or down)	1 per 3"
+1 to an Ability score	10
+1 Action Point	2
One extra feat	10
+1 Hit Point	1
+1 Mana Point	1
+1 to either Fortitude, Will or Reflex Saves	5
+1 Skill point	2



Macho Skills

A skill represents an investment of time, effort and training, learning how to better oneself and accomplish an endeavour. Some skills can be attempted by anyone; others require specific or special training before being attempted.

Skills help define your character by rounding out their experiences and enhancing backgrounds or simply by giving all the necessary methods of becoming the killing machine of doom your character really is. The dimensions of a character can be defined by their skills, from a cardboard cut-out to a finely-crafted, multi-dimensional persona that screams with characterisation.

This is Macho Women with Guns, however; where stereotypical, two-dimensional characters and mass slaughter are positively encouraged. In this sense, skills are just the means to an end, usually messy and preferably someone else's.

Not everything needs a skill or a skill check. You do not need a 'walking across the room' skill for example and while eating fish can be a choking hazard there is no 'eat food' skill. Although for some bimbos, especially top heavy ones, both of these tasks are pushing it, and walking and chewing bubble gum at the same time may be asking too much of them. Even tasks that do have skills associated with them, such as driving, do not always require a check to be made. Under normal circumstances you can cruise along on your motorcycle without too much difficulty. Only when fate places a sixteen-wheeler truck on the wrong side of the Interstate when you are travelling at over a hundred miles per hour is a check needed.

Skills are fully described in the *d20 Modern Roleplaying Game* however some of them have extra aspects or additional modifiers that are relevant (and perhaps only ever relevant) in Macho Women with Guns.

Skill Descriptions

Skills are presented in alphabetical order. Entries that do not apply to a particular skill are omitted in that skill's description.

Note

Only those skills that have been changed or which have had factors added to their descriptions have been detailed here. All others can be found, unaltered, in the *d20 Modern Roleplaying Game*.

Balance (Dex)

Armour Penalty

You have the ability to retain your balance in adverse circumstances, such as running in spike-heeled, PVC boots through the spilled viscera of your enemies while firing your Mac-10.

Check

A character with the Balance skill can walk on a precarious or slippery surface. A successful check allows a character to move at half her speed along such a surface as a move equivalent action without falling on her ass. A failure results in the character spending her move-equivalent action wobbling back and forth, trying to keep their balance. Doing so takes all her effort as she does not otherwise move. Observers may lose an action laughing and making fun of said character's antics. Failure of a check by five or more indicates that the character falls, possibly to a messy death, much to the delight and amusement of any enemies in the area. The difficulty of this check varies with the conditions of the surface.

Narrow Surface	DC	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20	Impractical shoes (i.e. 4 inch stiletto heels)	+5

Add the appropriate modifiers to the DC for the width if the surface is slippery or angled; add +20 if it is both slippery and angled. Add an additional +5 if the character is wearing impractical footwear such as spike heels or fetish boots.

Being Attacked While Balancing

While balancing, the character is flat-footed (the character loses her Dexterity bonus to Defence, if she has one), unless the character has 5 or more ranks in Balance. If the character takes damage, she must make a Balance check again to remain standing.

Accelerated Movement

A character can try to cross a precarious surface more quickly than normal. Doing so means the character can move at full speed but doing so confers a -5 penalty on her Balance check. (Moving twice the character's speed in a round requires two

Macho Skills

checks, one for each move-equivalent action). Top-heavy characters must move at an accelerated pace across a precarious surface due to the demands of momentum and gravity on their weighty fun bags and inability to see their feet.

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a -5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special

A character may Take 10 when making a Balance check but may not Take 20.

A character with the Focussed feat gains a +2 bonus on all Balance checks. A character with the Top-heavy drawback incurs a -2 penalty on all Balance Checks. A character with Bat Wings or Winged Wimple need not worry about falling as they may extend these appendages to aid their balance attempt, granting a further +2 bonus. Characters with the Run in High Heels feat ignore any footwear-based penalty.

Time

Balancing while moving at one-half the character's speed is a move-equivalent action. Accelerated movement, allowing the character to balance while moving at full speed, is also a move-equivalent action.

Bluff (Cha)

You are able to lie, cheat, con, fast-talk, misdirect and deceive, either by use of your natural manipulative powers or by thrusting out your cleavage and batting your eyelashes.

In addition to the uses presented in the *d20 Modern Roleplaying Game* you gain the following ability.

Seduction

A character may use the Bluff skill to seduce a target. This takes at least a minute of uninterrupted access to the target. This is an opposed Bluff check against the target's Will save. If the target is not of a sexual proclivity that would be interested in the character making the seduction attempt or of entirely the wrong species (you sick people) their roll is subject to a -20 penalty. If the target is someone the character would never, ever be attracted to (negative Charisma modifier or wrong gender) there is an additional -2 penalty.

Try Again?

Generally, a failed Bluff check makes the target too suspicious of the character for them to try another Bluff check in the same circumstances. Feinting in combat may, however, be tried again freely. Additional seduction attempts may only be allowed if the target is drunk.

Special

A character can Take 10 when making a Bluff check, but cannot Take 20. This does not apply, however, when for feinting in combat.

A character with the Deceptive, Demon Taint or Holiness feat gains an additional +2 bonus to all Bluff checks.

But, lets face it folks. How hard is it to seduce a man, anyway?

Craft (cosmetics) (Int)

This skill allows you to apply powders, colour, lipstick and other materials in order for that someone to attempt to look their best and maximise their Charisma.

Check

A Cosmetics check is made and compared to the following table to determine the result. This result remains in effect until such time as the make-up is removed or a full 24 hours has passed. Removing cosmetics takes twice the time it does to apply them.

DC Achieved	Result
Botch	-1 Charisma
Fail	No discernable effect
15	+1 Charisma
20	+2 Charisma
25	+3 Charisma
Critical	+5 Charisma

Try again?

Given time a character may remove any cosmetics and start again.

Special

Anyone may attempt to use cosmetics, however, taking 10 or 20 is only available to those characters who have been properly trained in the art of their application.

Characters with five or more ranks in Disguise gain a +2 synergy bonus to their Craft (cosmetics) skill.



Macho Skills

Time

Applying cosmetics take half-an-hour, regardless of how much your friends or companions are in a hurry. Any attempt to hurry the application of make-up incurs a -10 penalty to the skill check. Removal of make-up takes a full hour and not even God himself can hurry a character in the act of conditioning and exfoliating.

Of course, messing up make-up only takes a few moments, and doing something that makes a woman spend an hour-and-a-half removing and reapplying a perfect make-up job is likely to get you killed.

Jump (Str)

Armour Penalty

This skill illustrates a character's ability to leap heroically up into, down from and across things without clubbing herself unconscious with her breasts.

Check

The DC and the distance a character can cover vary according to the type of jump the character is attempting.

The character's Jump check is modified by her speed. The DCs specified below assume an average speed of 30-ft. (the speed of a typical human). If the character's speed is less than 30-ft. a penalty of -3 per 5-ft. of speed, or fraction thereof, less than 30. If a character's speed is greater than 30-ft. they gain a +2 enhancement bonus for every 5-ft. of speed over the base requirement of 30-ft.

If a character succeeds at a Jump skill check, she lands on her feet and may move as far as her remaining movement allows. If the character attempts an untrained Jump check she lands in a prone position unless she exceeds the check's DC by 5 or more. Standing from a prone position is a move-equivalent action.

Distance moved by jumping is counted against a character's maximum movement in a round. A character may start a jump at the end of one round, completing the jump at the beginning of the next.

Special

A character with Bat Wings or Winged Wimple may either double the distance she can jump, both vertically and horizontally or halve the difficulty of any Jump check.

A character with the Top-Heavy heinous drawback always takes one point of bludgeoning damage after a Jump check, whether successful or not, as the character clubs herself in the face with her ample appendages.

Time

Using the Jump skill is either a move-equivalent action or a full-round action, depending on whether the character starts and completes the jump as either a single move action or a full-round action.

Nookie (Dex/Con)

A character with this skill is recognised as being good at giving carnal pleasure and likely has a reputation as 'a bit of a goer'.

Check

Nookie is the ability to give someone a good time while dancing the mattress mambo or playing hide-the-sausage. The base DC for fulfilling a partner's natural urges is 15. Your check is modified by your Dexterity or Constitution depending on which approach to bumping uglies you are taking. Further modifiers are listed in the following table;

Circumstance	Modifier
Indulging a kink	+2
Lots of foreplay	+2
Quickie	-2
Synergy - Concentration 5+	+2
Synergy - Escape Artist 5+	+2
Synergy - Handle Animal 5+	+2
Synergy - Ride 5+	+2
Synergy - Tumble 5+	+2
You are drunk (female)	+1
You are drunk (male)	+2
You are male	-5
You are too drunk (male)	-2
You have romanced your partner	+2

Try again?

Each retry represents a new position or burst of energy and requires a Fortitude save against a DC of 12 to continue. Male participants suffer a cumulative +2 penalty to the base DC with each new attempt to try again.

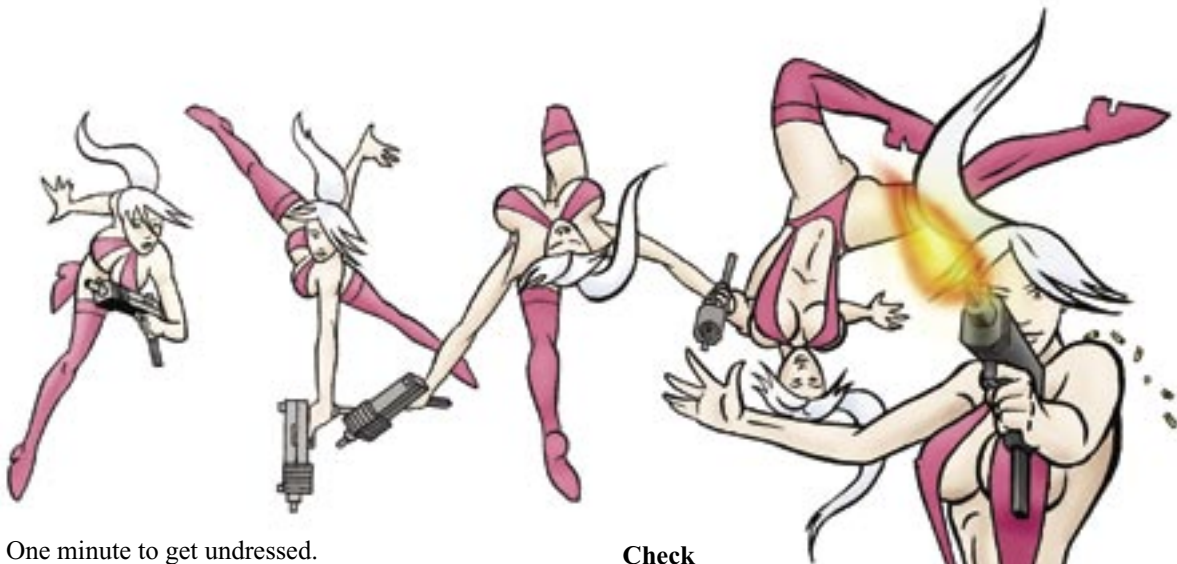
Special

Characters may Take 10, though this is usually enough to put her off, while making him wait increases the likelihood of him falling asleep or misfiring. As such it is not recommended, especially if a character is hoping to impress. Take 20? You must be joking!

Time

A quickie takes ten minutes, broken down as follows;

Macho Skills



One minute to get undressed.
 Two minutes to ensure correct positioning of equipment.
 Four minutes actually doing it.
 Three minutes for a post-coital cigarette.

A normal session takes half-an-hour with retries and additional checks adding an extra half hour per check.

Check
 A character can identify spells and magical effects. Additionally, certain spells allow a character to gain information about the type of magic used to cast it.

Time
 Unless otherwise indicated, use of the Spellcraft skill is a move-equivalent action.

Spellcraft (Int) Trained only.

Characters may use this skill to identify spells as they are cast or those already in place. This skill also allows for the identification of magical items and spell books. Characters trained in the arts of Spellcraft can also recognise the auras of other casters and identify their works. Though the author of the Pneucoketic Manuscripts is fairly obvious from the little tentacle-written autograph in the signed editions.

DC	Task
10 + 5 per spell rank	To identify the rank of a spell (I, II or III) being cast against a character. Spells without listed ranks or those being cast from books are identified as rank I spells. No retry.
10 + 5 per spell rank	To recite a spell from a spell book successfully. Spell ranks, their Mana cost and their effect are listed in the entry for the book. It is possible to try again provided you have not been eaten by otherworldly entities in the interim.
15 + 5 per spell rank	To identify a spell that is already in place. No Retry.
25	To identify a magical item and its function. No Retry
30	To understand a strange or unique magical effect. No Retry.

Swim (Str)

Anyone can doggy paddle but with this skill a character can perform the freestyle stroke that has given countless women careers in lifeguard TV shows.

Special
 After two hours in the water characters become all wrinkly and gross. This temporarily reduces their Charisma bonus by one. Swimming removes all cosmetics and any bonuses derived from their use unless the make-up used was waterproof.

Top-heavy characters find Swimming harder going and suffer a -1 penalty to their swimming checks. Top-heavy characters suffer from excess drag and can swim at only half their normal rate per round.

Tumble (Dex) Trained Only

You can roll about dramatically on the floor making kung-fu noises and land without hurting yourself too badly.

Special
 A character with the Top-Heavy Heinous Drawback suffers one point of subdual damage when attempting these manoeuvres as her ample assets attempt to beat her to death.



Feminine Feats

A feat is a talent, special ability or party trick that enables a character to stand out from the crowd or reflect enhancements to their abilities. In the world of Macho Women with Guns these talents are more likely to be used to grant horrendous bonuses to a character's combat abilities until they are an unstoppable killing machine that would make Ted Bundy throw up his hands and say 'Whoa, chill'.

Feats are a great way of personalising a character, individualising and customising them, after all, not every ninth level schoolgirl is the same. Besides the feats presented here there are many, many other feats scattered throughout other *d20* products that can be cannibalised and integrated into Macho Women with Guns (with a big enough hammer).

New and Modified Feats

The feats that follow are special and unique to Macho Women with Guns and should be treasured, nurtured and used for good, not evil. Unless you are playing a Bat-winged Bimbo, in which case knock yourself out.

Backstabbing Bitch (General)

Skilled in the art of bad-mouthing and two-facedness you may appear all sweetness and light to someone's face but the moment their back is turned you change into an evil harpy, quite at ease with the idea of plunging a dagger (metaphorical or physical) between their shoulder blades.

Prerequisites

You must have at least five ranks in both Bluff and Move Silently skills.

Benefits

You gain an additional +2 competence bonus to your Bluff checks when defaming the character of an opponent. This feat also allows you to physically attack such an opponent. If you are able to sneak up on a target without their being aware of your approach you gain an additional 1d6 damage to your attack.

Bat out of Hell (Magic)

You have the ability to generate a burst of speed to escape your enemies.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo in order to choose this feat.

Benefits

By spending your Mana points you can save any unused movement from your current combat round and use it on your next round. A character using this ability spends five Mana points, storing her move-equivalent actions for that round. Characters may store up to five rounds' worth of move-equivalent actions but must declare their intention to use this ability before proceeding. The character may then use her stored movements in one round. she must expend all of her stored move-equivalent actions in one round.

For example; Tawney, bimbo-about-town, is set upon by mutated midgets in the mall. Taking cover behind a table she keeps still, firing at them with her pistol and feeling pained as she hits an ice-cream stand by accident. Conscious of her impending peril she enables her Evil Powers. Two rounds later as the evil midgets close in she spends ten Mana points, five for each round of move-equivalent actions stored, before flapping her wings and springing into the air, moving a colossal distance in a straight line and clear out of the mall, leaving a pair of very confused midgets in her wake.

Bat Wings (Magic)

A pair of bat-like wings protrudes from your back. These wings are fully functional and are available in a wide range of colours including red, black, blue or green, all sharing that pleasant leathery texture.

Prerequisites

This feat may only be selected by a Bat-winged Bimbos or characters with the Demonic Taint feat.

Benefits

Bat Wings allow you to fly at a speed of 60-ft. with a maximum ceiling of 100-ft. They also aid you in Jump and Balance attempts.

Feminine Feats



Special

You can choose the Bat Wings feat more than once. Each additional time you take the Bat Wings feat your base speed while flying is increased by 5-ft. and increase your maximum ceiling increases by 100-ft.

B.F.G. Proficiency (General)

Anyone can carry a Small or Medium weapon in one hand and fire it successfully. You, however, are able to heft weapons that would make a Jesse Ventura weep.

Prerequisites

A character wishing to choose this feat must have a Strength of 16 or higher and the Personal Firearms Proficiency feat.

Benefits

You may wield Large weapons in one hand as if they were one size category smaller than their actual size. As such Large weapons may be used one-handed as though they were Medium-size weapons and Medium-size weapons as though they were Small weapons.

Mega B.F.G. Proficiency (General)

Carrying Large weapons is for school children. You prefer to wield weapons that would make a T1000 gasp.

Prerequisites

A character wishing to choose this feat must have a Strength of 18 or higher and the B.F.G. Proficiency feat.

Benefits

You may wield Huge weapons in one hand as if they were one size category smaller than their actual size. As such both Huge and Large weapons may be used one-handed as though they were Medium-size weapons, Small weapons, however, are far too fiddly for your big hands, as such you are incapable of using any weapon smaller than Medium-size.

Blow Your Way to the Top (General)

You have gained a high position in your chosen field through questionable methods.

Prerequisites

You must have at least five ranks in the Nookie skill.

Benefits

You gain an extra level in reputation, a windfall of \$1,000 and a +1 competence bonus to seduction attempts (seduction is detailed in the Macho Skills chapter starting on page 28).

Combat Genreflection (General)

You have been trained to brandish your crucifix while laying low your enemies.

Prerequisites

You must have the Holiness feat or have taken the Renegade Nun occupation in order to take this feat.

Benefits

Your ability to Turn Undead no longer uses one of your attack actions leaving you free to dispatch such creatures back into the infernal pit from whence they came while still firing your shotgun.



Feminine Feats

Special

Brandishing your holy symbol in your off hand counts as a Small weapon for the purposes of two-weapon combat.

Crack of Doom (Magic)

No, no, no! Not *that* you filthy-minded perverts. You are able to create a deep, grinding crevasse in the ground.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo in order to take this feat.

Benefits

By spending an Action Point and twenty Mana you can cause the Earth to split asunder before you. A 10-ft. wide, 20-ft. deep crevasse opens in the Earth in a straight line ahead of you for (1d6-1) x5 feet. Anything in the area of the crevasse must make a Reflex save against a DC of 10 + your level or fall into the pit taking 2d6 damage. At the end of the following round the crevasse slams shut. Anyone not attempting to get out of the crevasse by making a Climb check against a DC of 10 + your level takes an additional 2d10 damage as the Earth slams shut, crushing them and expelling their smashed bodies from the ground.

Demon Taint (Magic)

After a holiday in Los Diablos you have been tainted by the evil leaking from the cavernous fault line. Or maybe it was the incubi or succubi, you don't remember much after the third cocktail though.

Prerequisites

Any Evil alignment.

Benefits

You may now take a whole host of feats that are otherwise only available to Bat-winged Bimbos. Additionally your body is an infernal weapon conferring an additional 1d6 points of damage whenever you use it to hit anything aligned with goodness or holiness.

Demonic Giggle (Magic)

This feat allows you to produce a horrid, semi-sentient warbling tone, which any intelligent creature will find offensive and irritating. Needless

to say that creatures will do almost anything to make you stop.

Prerequisites

To take this feat a character must have the Demon Taint feat or the Irritating Laugh Heinous Drawback.

Benefits

Having this feat enables you to make an Intimidation check against intelligent (Intelligence 3+) creatures exposed to your high-pitched tittering. Targets must make a Fortitude save against your Intimidation check to suffer pain, fear and loathing. Creatures subjected to such a sonic attack must be able to hear in order for this ability to work. If successful, the creature will do anything to make you stop, granting you a favour if you will just quit laughing. If the check fails the creature instantly attacks, regardless of its stance towards you before that point.

Any favour granted is determined by the amount you succeed.

Check Succeeded By	Favour
Bang on	Very small
1-2	Small
3-4	Medium
5-6	Big
7-8	Really big
9+	Incredible

Dimensional Bust (Magic)

Your cavernous cleavage acts as a cosmic container, storing items in some kind of dimensional rift.

Prerequisites

Must be a C-cup or larger

Benefits

You may conceal up to 50 lbs. of equipment in your cleavage. Retrieving anything from your cleavage is a move equivalent action.

Special

You may take this feat multiple times increasing the maximum load of equipment that can be stored by 10 lbs. each time.

Feminine Feats

Direct Line to God (Magic)

Your crucifix has been fitted with a cell phone with a direct line to God Almighty.

Prerequisites

You must have taken the Holiness feat and be a Renegade Nun in order to choose this feat.

Benefits

Once per session and by spending an Action Point and five Mana points you are able to phone God. This is a full-round action. When you call him up roll on the following table.

Roll	Result
1-4	The call is re-routed to another deity who, impressed by your piety couriers you \$50 of equipment.
5-9	'Hi, this is God. I'm in the shower and can't get to the phone right now. This is why bad things happen to good people. However, if cleanliness is next to godliness I'd better be scrubbed pink. Please leave a message after the archangel's trump.'
10-14	God is away on business but his secretary takes the call. She has some of God's powers while he is away and agrees to either heal you for 1d6 hit points or smite one of the caller's enemies. This attack deals 1d6 damage which ignores any damage reduction or resistances of the target. She takes a message for God and faithfully promises she will get him to ring you back.
15-19	The Lord is in a forgiving, New Testament frame of mind. After a quick chat about the health of the holy trinity He offers to heal 1d10 hit points or fix your vehicle for nothing. 'After all, I am a forgiving God.' He says.
20	Yahweh answers in a vengeful, Old Testament kind of mood. After a bit of a grumble about the mistakes in the Bible he gives you a lightning bolt on credit. This incinerates a 5-ft. radius around the caller, dealing 2d10 damage which ignores any damage reduction or resistances of the target and if not used by the end of the game it dissipates

Distort Reality (Magic)

This is a deliberate and practical application of the saying 'What you do not know cannot hurt you'.

Prerequisites

In order to choose the Distort Reality feat you must have the Demon Taint feat and have an Intelligence of seven or lower.

Benefits

You can render yourself near invulnerable by calling on the power of your inner blond and denying the existence of that which would harm you, by spending an Action Point and making an Intelligence check against a DC of 10. For this check any Intelligence modifier is inverted, as such bonuses become penalties and vice versa. The amount you succeed this check by then acts as your damage reduction for the whole round.

Dodge Responsibility (General)

You have Teflon shoulders. Orders, demands and responsibilities that would normally fall to you are deftly side-stepped to hit some other poor sap.

Prerequisites

In order to take this feat a character's Wisdom or Charisma must be 12 or higher.

Benefits

A Bluff check may be made with the result being the target for an opponents Will Save. A successful roll can cause their opponents' demand or order, to pass to someone else nearby. This ability can also be applied to any mind affecting powers that creatures might use to impress their commands on you. It is especially useful for making someone else take watch while camping at night and can also be used to dodge blame.

Endless Ammo (General)

Like all larger-than-life heroines your weapons never run out of ammunition.

Prerequisites

You must have a base attack of five or greater to choose this feat.



Feminine Feats



Benefits

All of your weapons are considered to be fully loaded at the start of each round.

Special

This feat does not apply to weapons such as grenades. Supplies of ammunition for more primitive weapons such as bullets for slings and arrows and bolts, however, are endless.

Extra Life (General)

You only *thought* you were dead. Someone high up or low down likes you. They press your spiritual 'continue' button, insert another quarter and allow you keep on playing.

Benefits

Regardless of the causes you escape death, you are restored to life with full hit points and ready to fight the good (or bad) fight. Once this feat is used it is crossed off your character sheet.

Special

You may take this feat multiple times. Each time you purchase it, it grants you an extra life.

Flame Touch (Magic)

You are able to ignite your hands and punch people with your flaming fist of death causing them to need hospital treatment and skin grafts.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo to choose this feat.

Benefits

Your flaming fist of death costs one Mana point to activate for a round and means you do an additional 1d4 points of flame damage in hand-to-hand combat.

Special

You can take this feat multiple times. Each time increases the cost and the number of dice rolled by one. When you take the feat for the second time you can shoot the flames up to five feet from you to hit someone standing a short distance away.

Flame-Retardant Soul (Magic)

Your time in proximity to the fires of Hades has made you immune to the effects of heat and flame.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo in order to take this feat.

Benefits

You gain five points of fire resistance.

Special

You may take this feat multiple times. Each additional pick adds a further five points of fire resistance.

Hard Drinking (General)

You are fond of a tippie and are able to hold your booze remarkably well, regularly drinking members of the team under the table.

Prerequisites

In order to take the Hard Drinking feat you must have a Constitution of 14 or higher.

Benefits

You gain a +4 inherent bonus to your Fortitude save against alcohol and poisons with similar effects.

Holiness (Magic)

You have been touched by the divine. You just better hope you are not carrying the new messiah.

Feminine Feats

Prerequisites

Lawful Good Alignment.

Benefits

You gain access to a host of feats and abilities otherwise restricted to Renegade Nuns including the ability to Turn Undead as detailed in the *d20 Modern Roleplaying Game*.

Hotline to Satan (Magic)

You have The Devil himself on your speed dial.

Prerequisite

In order to have a Hotline to Satan you must have the Demon Taint feat or be a Bat-winged Bimbo.

Benefits

Once per session and by spending an Action Point and five Mana points you are able to phone The Devil. This takes a full-round action. When you call him up roll on the following table.

Roll	Result
1-4	The call is re-routed to another Beelzebub who, impressed by your evil nature couriers you \$50 of equipment.
5-9	'Hi, this is Satan. I'm flaying souls and can't get to the phone right now. Please leave a message after the tortured scream.'
10-14	The Devil is away on business but his wife takes the call. She accuses you of having an affair with her husband and screams abuse at you until you hang up.
15-19	Satan is in a particularly unpleasant mood and heals 1d10 hit points and sends you back to work. 'And don't you forget it!' He says.
20	The Devil has taken a shine to you. After a bit of a grumble about the state of his marriage he immediately causes a ring of fire to erupt around you. This fire incinerates a 5-ft. radius around the caller, dealing 2d10 damage which ignores any damage reduction or resistances of the target.

Improvise (General)

You are very good at using anything that comes to hand as a lethal weapon of doom. This ability draws on the female's primal urge to hurl crockery.

Prerequisites

A character must have a base attack of +3 or greater to take this feat.

Benefits

You take no penalty for using improvised weapons.

Kick Ass and Chew Gum (General)

You do not let a little thing like combat get in the way of what you are doing. It is not worth the distraction.

Prerequisites

In order to Kick Ass and Chew Gum you must have the Combat Martial Arts feat.

Benefits

So long as you have at least one limb free you can perform a non-combat action without losing any of your normal combat actions. This could be picking a lock, disarming a bomb or hacking a computer.

Legs Up To Your Armpits (General)

Your legs go on and on and on and on.

Prerequisites

In order to take this feat a character must have a Charisma of 13 or higher.

Benefits

You gain a +2 inherent bonus to Seduction checks using Bluff and increase your walking speed by five feet per round.

Look Good in Armour (General)

You know how to make this stuff look good.

Benefits

You take no penalties to your Charisma from the armour you wear. Somehow you manage to make shapeless masses of Kevlar look good.

Special

You may only ignore the Charisma penalties for armour you are proficient in. All other armour still reduces your Charisma.



Feminine Feats



Look Good in Uniform (General)

Uniforms almost always look good anyway but something about you in a uniform is even more spectacular.

Benefits

When you are wearing a uniform you gain an additional +1 bonus to your Charisma Modifier.

Lucky Cow (General)

Things just seem to go your way. Lottery tickets, poker, Russian Roulette...

Benefits

You gain an additional Action Point to use every session. This Action Point must be used by the end of the session, not doing so causes it to disappear.

Macho (General)

You are tough, hard, possessed of grit, the right stuff, what it takes. Nothing and nobody stops you. You chew nails and spit bullets.

Prerequisites

In order to gain the Macho feat a character must have a Constitution of 13 or higher and at least three ranks in the Intimidation skill.

Benefits

Macho characters gain a +1 inherent bonus to their Fortitude and Will saves and roll an extra Hit Dice when they gain this feat.

Mana Battery (Magic)

Your personal Mana is supercharged, enabling you to hurl magic and special powers with barely a care in the world.

Benefits

You automatically gain the maximum number of Mana points on your Mana Die at every level.

Magical (Magic)

Thanks to flowing robes, herbs, a stuffed crocodile and a heady mix of cheap wine, feminism and crystals you have gained access to magical powers. Enjoy!

Prerequisites

In order to become Magical a character must have a Wisdom of 13 or higher and at least four ranks in the Spellcraft skill *or* be a Witch.

Benefits

You can now buy feats marked as Magical.

Me, Me, Me (General)

You are totally selfish and completely self-serving and self absorbed. No, this is not necessarily a bad thing.

Benefits

You gain a +2 inherent to any check, skill or save that would help you resist doing anything to help anyone else or do anything against your own self interest.

Media Darling (General)

The camera loves you. The papers love you. The TV loves you. The people love you. You can do

Feminine Feats

just about anything you want and get away with it, all on live prime-time.

Prerequisites

In order to become a Media Darling a character must have a Charisma of 13 or higher.

Benefits

Lucrative sponsorship and endorsement contracts deals gain you \$500 at every level. You also gain a one off +1 to your reputation.

Special

You may take this feat multiple times. The effects stack. This feat also stacks with the bonuses gained by taking the Celebrity occupation.

Mistress (General)

You are the secret lover of a wealthy or powerful patron (male, female or miscellaneous) and they always make sure to look out for their snookie-ookums.

Prerequisites

In order to take this feat a character must have a Charisma of 16 or higher and at least five ranks in both the Nookie and Bluff skills.

Benefits

You gain \$100 every session as a gift from your lover and can spend an Action Point to gain another \$1,000. On the down side the Games Master can elect to have you receive a phone call from your lover at the most inconvenient of times during the game.

Mow 'Em Down (General)

You think you are Chow Yun Fat when it comes to gunfights, firing wildly and gunning people down left and right.

Prerequisites

In order to take this feat a character must have a Dexterity of 13 or higher and a base attack of +2.

Benefits

If you deal an opponent enough damage to make them drop (from massive damage or by reducing his hit points below zero) you immediately get another attack against an opponent directly adjacent to you.

You may make an additional five-foot step before making this attack if you wish. This extra attack must be made with the same weapon and at the same attack bonus as the original attack. You can use this ability once per round

Mutant Ability (General)

You have a peculiar, radiation-engendered ability to do something unusual.

Benefits

Roll randomly on the table below each time you take this feat.

Roll	Mutant Ability
1-2	You are a hideous, mutated thing of ick! Lose two points of Charisma and gain a face for radio.
3-4	You have a tail, which besides looking cute gives you a +1 inherent bonus to Balance checks.
5-6	You are all covered in fur, receiving a cold resistance of two.
7-8	You can fly, swim, teleport or burrow at your normal movement rate. Your choice. Using this mode of movement costs two Mana points.
9-10	You gain damage reduction one as your flesh turns to metal, stone or some other resistant substance.
11-12	Your defence increases by one due to a force field, camouflage skin or some other funky ability.
13-14	You can fire stun rays from your hands! These are fired as a ranged touch attack and do 1d8 non-lethal damage. This costs three Mana points to use.
15-16	You can fire laser beams from your eyes! These are fired as a ranged touch attack and do 1d6 energy damage. This costs two Mana points to use.
17-18	Your fists become as tough as iron with big bony knuckles enabling you to do 1d6 non-lethal damage in hand-to-hand combat.
19-20	Your hands grow cool claws enabling you to do 1d4 slashing damage in hand-to-hand combat.



Feminine Feats

Special

You may take this feat multiple times with all results stacking.

Mow 'Em Down, Greater (General)

You are even more proficient at mowing down huge swathes of enemies with firearms.

Prerequisites

In order to take this feat a character must have a Dexterity of 16 or higher, the Mow 'Em Down feat and a base attack of +4.

Benefits

As Mow 'Em Down except there is no limit on the number of adjacent targets you can gun down per round unless you run out of ammunition.

Pet (General)

A cuddly bear or a cute tiger accompanies you into battle and *everywhere* else.

Prerequisites

To take this feat a character must have at least three ranks in the Handle Animal skill.

Benefits

You have a bear or tiger (Other animals with the Games Master's permission), which follows you everywhere and fights alongside you. You have complete control over the animal and it will do whatever you want it to, even stupid things like putting its head into a trap.

Special

If your bear or tiger is killed you can spend 100 experience points to get a new one through mail order in time for the next session. You may take this feat multiple times to have multiple pets.

Plastic Surgeon on Retainer (General)

You know a very good doctor who can correct any slight physical imperfections and keep you looking good.

Benefits

You heal an additional point of damage every night as your doctor tends to you. He also negates any permanent penalties to your Charisma if you expend 200 experience points per point of Charisma lost.

Pray Like Hell (General)

This is the ability to focus and pray while getting the spot stamped out of you.

Prerequisites

In order to take this feat you must have the Holiness feat or be a Renegade Nun.

Benefits

By taking a full-round to pray while in combat, leaving yourself flat-footed and open to attacks, you can focus and centre yourself, ready for the following round. At the start of the following round the character makes a Will save. If successful, half of this result is then added to any skill or attack during your round.

This check is modified as follows.

Events Of The Round	
Character has taken no damage	-3
Character has taken less than 12 hit points of damage.	+0
Character has taken 12+ hit points of damage.	+3

Press on Claws (General)

These are fashionable, glue-on talons that are available at fine demonic stores in Los Diablos.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo in order to gain this feat. They also cost \$25.

Benefits

Press on talons do 1d4 points of slashing damage and count as an armed attack.

Special

Press on Talons come in many colours and some are even patterned. They are self-cleaning, the ichor and blood smeared on them from killing bad things wipes straight off.

Feminine Feats



Promiscuous (General)

To say you have 'been around' is an understatement. If pleasure can be wrought from it you have had it.

Prerequisites

In order to take the Promiscuous feat a character must have at least six ranks in the Nookie skill.

Benefits

You gain a +2 competence bonus to any use of the Nookie skill. Spending an Action Point enables you to designate an intelligent opponent as an ex-lover, either helping you negotiate with them or having them shuffle away from combat in an embarrassed blushing heap of self-consciousness.

A creature you designate to be friendly will suffer a -4 penalty to any opposed checks against you as you wheel and deal with them and can be considered to be friendly to you in a roundabout sort of fashion. Such an opponent will not attack unless

attacked first. An opponent suffering from mortal embarrassment will move away from you at walking pace with its head hung low and, again, will not attack unless attacked first.

The Games Master may find it amusing to have ex-lovers of yours turn up at the most unlikely places or as the most disgusting and reprehensible of creatures, just to mess with you.

Pure of Heart (Magic)

Your soul is squeaky clean and smells of antiseptic.

Prerequisites

You must have the Holiness feat or be a Renegade Nun in order to gain this feat.

Benefits

You are so pure and holy that your body counts as a holy weapon scoring extra damage against demons and the undead. Holy weapons strike beings aligned with evil, demonic or undead creatures for an additional 1d6 points of damage.

Run in High Heels (General)

High heels may look good but you cannot move very fast without causing an accident while wearing them. With this feat you are practised in running in impractical footwear.

Benefits

With this feat you negate any movement penalties for wearing high heels but any other penalties for wearing them still apply.

Sainthood (Magic)

You are possessed of a holy power, the righteous gift of divinity. The ability to distort space and time around you enabling you to move strangely and cause confusion in your enemies.

Prerequisites

You must have the Holiness feat or be a Renegade Nun in order to take this feat.

Benefits

By spending five Mana points you can save any unused movement from your current combat round and use it in your next round. This can carry over several rounds.

For Example; Sister Revelation, Vespa-riding hellion, is set upon by zombie mailmen in a small Mexican church. Taking cover behind the altar she keeps still, firing at them with her pistol and feeling



Feminine Feats

pained as she hits a Triptych of The Holy Madonna. Two rounds later as the zombie mailmen close in she spends ten Mana points, storing up her movement for those rounds before leaping astride her moped and roaring out of the church, moving a colossal distance in a straight line and leaving a pair of very confused zombies in her wake.

Scriptwriter's Stoupe (General)

The mug that writes your fantastic adventures is besotted with you and will occasionally rewrite whole scenes to make you look better.

Prerequisites

A character's Charisma must be 14 or higher in order to take this feat.

Benefits

By spending an Action Point you can rewind an entire round and cause it to be played out again although everyone has to live with the results this time around.

Special

The Games Master has the perfect right to tell you 'No!' if rewinding the round would be a massive hassle to all concerned. Using this feat just to make everyone go through everything all over again is bad.

When a round is rewind only hit points are restored to those involved. Mana, Action Points, ammunition or anything else for that matter remain unchanged.

Sweating (General)

You have a powerful command of invective, four-letter words and profanities.

Prerequisites

You must have at least four ranks in the Intimidation skill to take this feat.

Benefits

You get a +2 competence bonus to any check where the ability to unleash a blue streak is advantageous. This bonus increases to +4 where the player can demonstrate a particularly good bout of abuse and +8 if the stream of insults causes someone to snarf their drink or be genuinely shocked.

Teflon Skin (General)

Things just seem to slide right off you. Which is good when we are talking about bullets or ichor, but bad when we are talking about clothing.

Benefits

The character receives an inherent +1 bonus to her Defence permanently. Any attacks that try to stick to or grapple the character suffer a -1 penalty due to her slippery non-stick sheen.

Windfall (General)

One of your relatives shuffles off this mortal coil, or you sell a lot of shares, or your mine taps into a new vein of gold. Regardless of the cause your finances receive a sudden boost.

Benefits

The character's bank balance increases by a whopping \$3,000. This feat confers a +1 bonus to your character's reputation.

Special

A character can select this feat multiple times. Each time, both of its effects stack.

Winged Wimple (General)

Your habit can unfurl like Batman's wings.

Prerequisites

You must be a Renegade Nun to get this feat.

Benefits

Winged Wimple allow you to fly at a speed of 60-ft. with a maximum ceiling of 100-ft. They also aid you in Jump and Balance attempts.

Special

You can choose the Winged Wimple feat more than once. Each additional time you take the Winged Wimple feat your base speed while flying is increased by 5-ft. and your maximum ceiling increases



Heinous Drawbacks

Heinous Drawbacks

A Heinous Drawback is the antithesis of a feat. Rather than being a special ability that puts you ahead of the pack, a Heinous Drawback is something that sets you behind everyone else, makes you vulnerable or otherwise stands in the way of your success.

Heinous Drawbacks do give you points with which to buy extra feats, skills or abilities but you should resist the temptation to load up on as many drawbacks as you can because once you get into play they are bound to come up and bite you on the ass. Your character can become completely unplayable with too many flaws and other than providing amusement for your fellow players as you crash and burn spectacularly your carefully crafted character will be about as much use as a chocolate fireguard.

A few carefully chosen Heinous Drawbacks can round out a character and give them a little background as well as adding a little spice and variation to encounters in which your various weaknesses come into play.

Heinous drawbacks can *only* be taken at character creation although a particularly nasty Games Master may inflict some on you during the course of play. This does not mean you get any benefits for them though.

Heinous Drawbacks Description

Heinous Drawbacks are defined in a common way. Entries that do not apply to a particular drawback are omitted in that drawback's description. Otherwise they are presented as follows;

Drawback's Name

Buy Off

If this is present then the drawback can be bought off with experience points. The cost is 1,000 experience points per point of the original drawback. Bracketed after this will be any extra conditions that need to be met before the drawback can be bought off. If the drawback exists at several levels then it may be bought off bit by bit by spending the difference between the levels. E.g. Sadist Sadie has a pathological (four point) phobia of mice. After extensive therapy she spends 2,000 experience points and reduces her phobia to mid level.

Permanent

If this descriptor is present then the drawback cannot be bought off at all and can only be removed by Games Master fiat.

Points

This section details how many points you get for taking this particular Heinous Drawback and in the case of those that can be bought off also gives a guide to how expensive it will be to get rid of.

Effect

This section details what effect the drawback has on play in terms of both rules and roleplay, any modifiers that apply should be noted down on your character sheet.

Special

This section indicates any other special rules that apply to the drawback.

Addiction

Buy Off (Will save 6+)

You are addicted to a substance or activity that adversely affects your bank balance, sanity and health. This could be almost anything; chocolate, shopping, marijuana, crack, sex or the Internet.

Points

Addiction provides you with one, two or four points depending on the severity of the addiction you suffer from.

Effect

At one point your addiction is a vague hankering that you must indulge once per day. Characters unable to sate their vice suffer a -1 morale penalty to all checks, attack rolls and saves until they manage to get their fix.

At two points you must indulge your addiction four times per day. Characters unable to sate their vice suffer a cumulative -2 morale penalty to all checks, attack rolls and saves every time they are prevented from indulging. These penalties continue to accumulate and remain in effect until the character manages to get their fix.

At four points you must constantly indulge your addiction, partaking of it once every hour. Characters unable to sate their vice suffer a cumulative -1 morale penalty to all checks, attack rolls and saves for every hour they are prevented



Heinous Drawbacks

from indulging in their passion. These penalties continue to accumulate and remain in effect until the character manages to get their fix. If the character is prevented from partaking in their addiction for 12 hours or more they lose all control, flying into a blind rage, attacking anybody who prevents them from finding an outlet for their addiction.

Special

For every time period of your addiction you go without indulging (including sleep time) you gain a penalty as described above.

Example; Sister Beatrice has a bit of a problem with the communion wine. She is a habitual alcoholic with a pickled liver and a permanent speech impediment. Sister Beatrice needs to drink every hour and so, after an eight-hour period of sleep, she wakes up with a screaming urge for booze and a -8 penalty to everything she does.

Allergies 1/2/4

Permanent

You have a powerful allergy to some sort of substance and react badly in its presence.

Points

Having an allergy is a one, two or four-point drawback depending on the severity of the allergy.

Effect

You are allergic to a highly uncommon substance such as lead, public transport systems or people called Geoff. With a one-point allergy you get a bugged up and itchy feeling when within twenty feet of the substance you have an allergy to. This causes you a -1 penalty to any actions and to your defence while around it.

You are allergic to a fairly common substance such as cats, dust mites or pollen. With a two-point allergy you suffer the above effects and also suffer a sneezing fit. You may make no action save a five-foot step while within twenty feet of the substance you are allergic to.

You are allergic to a very common substance such as oxygen, sunlight or electricity. With a four-point allergy you suffer the above effects and take one point of damage every round you are within twenty feet of the substance as it brings you out in nasty hives.

Special

The substance you are allergic to can be chosen by the Games Master or, alternatively, rolled on the creature weakness table in *d20 Modern Roleplaying Game*.

Always Late

Permanent

You are never on time for anything. You were late for your own birth and are likely to arrive at your own funeral after all the speeches are finished and all the food at the wake has been eaten.

Points

Being Always Late is worth one point.

Effect

You should roleplay always being late for meetings, appointments and so on, usually by a fashionable quarter or one-half hour. In combat you always roll your Initiative twice and take the worst result.

Bad Luck 1/2/3

Permanent

You are just naturally unlucky. You are the person who always rolls snake eyes, if your car breaks down it's guaranteed to be on a day when the repair men are on holiday on Mars.

Points

Having bad luck is worth one, two or three points depending on the severity you decide to take.

Effect

The Games Master or another player can call for you to re-roll a successful check in the hope of making you fail. The level of Bad Luck you possess determines the number of times you can be called upon to re-roll a successful check. At level one the roll must be made again, at level two this roll must be re-rolled twice and at level three it must be re-rolled three times.

Bad to the Bone

Permanent

You are rotten, nasty and unspeakably evil. Bad you.

Points

This Heinous Drawback is worth a single point.

Effect

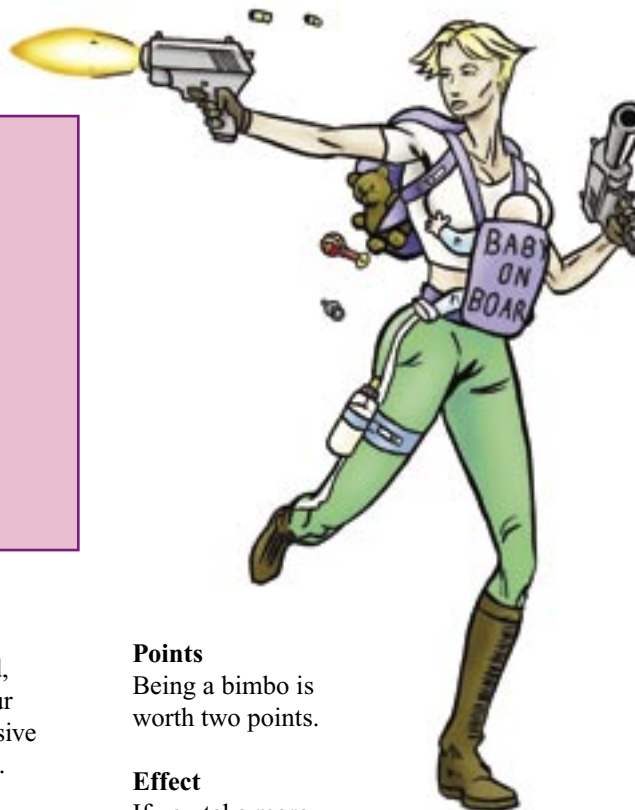
You are so evil that holy weapons, including Renegade Nuns themselves, deal double damage when they hit you.

Heinous Drawbacks

Special

You cannot take this Heinous Drawback unless one of your allegiances is to Evil.

'Take that, you ichor dripping scum! Eat hot lead!'
BRAKKA BRAKKA BRAKKA!
'Yeah, who's laughing now tentacle head?'
Rrrrinnngggg, rrrrinnnnngggg.
'Yeah, hello?'
'Mommy? My tummy hurts an' I was sick.'
'Mommy will be right there honey!'



Balancing Priorities Permanent

You have other commitments either to a child, partner, job or tutoring crippled orphans. Your commitments are something that make excessive demands on your time and cannot be avoided.

Points

Balancing Priorities is worth two points.

Effect

1d10 rounds into each combat (determined by the Games Master) you receive a call in regard to your other commitments and have to dash off and deal with it until the combat ends.

Big Green Monster Buy Off (Will 6+)

You are a simmering pressure cooker of resentment and jealousy just waiting to explode.

Points

Being a Big Green Monster is worth one point.

Effect

Similar to Status Conscious, you care a great deal about what other people have and how they are better than you. You suffer a -2 penalty to social interactions with anyone who has an ability score higher than yours and will not help anyone with a higher base Charisma score.

Bimbo

Buy Off (Intelligence 12+)

Yes, being a bimbo is a disadvantage; aside from the obvious personality problems there is the obsession with personal appearance and girlie screaming.

Points

Being a bimbo is worth two points.

Effect

If you take more than half your Constitution in damage from a single strike you are stunned for the following round, spending that time shrieking about your dishevelled hair or a broken nail.

Bitch

Buy Off (Charisma 14+)

You are a bitch. You talk behind people's backs and cuss them to their face. You consider yourself superior to all other forms of life and are not afraid to let them know it.

Points

Being a total bitch is worth one point.

Effect

You suffer a -2 penalty on any social interactions with anyone and creatures are one degree more hostile to your presence.

Buck-Toothed Dick Permanent

You are the result of cousins marrying. While you might possess a certain hick charm and look good in a lumberjack shirt you are ultimately backward as a result of your genetic lineage.



Heinous Drawbacks

Points

Being a Buck-Toothed Hick is worth a single point.

Effect

You suffer a penalty of -1 to your Intelligence and Charisma but gain a +1 inherent bonus to your Fortitude save and Weapon Focus (shotgun) for free.

Bunny Boiler

Permanent

You hate pets and cute fuzzy things of all kind with the blazing intensity of a thousand white-hot supernovae.

Points

Being a Bunny Boiler is worth one point.

Effect

Outside of combat situations you must always try to kill or slay anything of Small (or smaller) size that is furry. In combat if you have multiple opponents you must try to kill the small fuzzy ones first.

Butch

Permanent

You are a living stereotype, a dungaree wearing, buzzcutted, humourless feminist who personifies every lame joke about these type of people.

Points

Being Butch is worth one point.

Effect

Being Butch gives you a penalty of -2 to all social interactions with anyone of a different sexuality to yours and a +1 inherent bonus to any Intimidation checks.

Special

You find feminine clothing repulsive, preferring the rugged utilitarianism of more practical garments.

Chafing

Buy Off (Fortitude 6+)

The character is unable to wear too much armour because of delicate skin.

Points

The Chafing drawback is worth two points.

Effect

Any armour that provides more than three points of defence is uncomfortable and may not be worn. Doing so causes an unsightly rash to cover the

character's body. While thus affected the character suffers two points of Constitution damage. This damage will only be healed after forgoing all forms of armour for one week.

Conservative Dresser

Permanent

You shun thigh boots, triple pierced ears, elbow gloves, leather and any other outlandish garments as they make you look bloated.

Points

Being a Conservative Dresser is worth a staggering four points.

Effect

You may not wear any armour, nor may you wear any clothing that provides you with a Charisma bonus.

Damn Hippie

Buy Off (Base Attack 6+)

You are a hippie. You reek of essential oils, practice yoga and believe fervently in the power of crystal healing. You know harming others will damage your karma and so you try not to hurt anything.

Points

Being a Damn Hippie is worth two points.

Effect

You will not harm another living creature. You can only make non-lethal attacks against enemies until you are reduced below half your hit points at which point your principles take a back seat and you can kill, kill, kill!

Special

After a killing spree you will feel very guilty and should indulge in some comfort eating. Organic ice cream with guaranteed ethical trading practices would be a good idea.

Debt 1/2/4

Buy Off (With money)

You owe money to someone with the power and clout to get it back in some very painful ways. You could owe money to anyone, a government, the church, the military or a powerful loan shark. You had better pay it off as soon as possible.

Points

Being indebted is worth one, two or four points depending on the severity of the debt.

Heinous Drawbacks

Effect

You owe \$5,000, \$10,000 or \$20,000 depending on the level of debt you take. This does not affect your starting money and you cannot buy it off with your starting cash. The debt may increase game by game if you fail to make the repayments to the organisation you owe. Interest is 10%, 20% or 40% depending in the level of debt you have taken. Better pay it off quick! The organisation will come after their money if they do not receive their regular payments.

Enemy 1/2/4

Buy Off (Defeating them)

You have an arch nemesis who attempts to thwart your every move.

Points

An enemy is worth one, two or four points depending on the level of drawback you take.

Effect

The level you take this at determines the level of your enemy. At one point they are the same level as you. At two points they are five levels above you. At four points they are ten levels above you. Enemies have minions as well as themselves and should interfere at least every other game in some fashion.

Fairness

Permanent

You have a strict 'heroines code' that you do not deviate from even when your friends are screaming at you to finish off the bad guy.

Points

Being honourable to a fault is worth a single point.

Effect

You will not attack someone who is down, unarmed or out of ammo, or someone running away. You will not sneak up on anyone or cheat at gambling. You can still lie if you want.

Gold-Digger

Buy Off (Will 6+)

You are a money-hungry little bitch who will stop at nothing, nothing, to get your hands on as much money as you can. Murder, extortion, blackmail, marrying dying billionaires, it is all within the scope of your lax morals if it financially benefits you.

Points

Being a Gold-Digger is worth one point.

Effect

You must always put money higher than any other concerns. If you kill an enemy in combat you must rifle their body for money before moving on to attack another enemy. You will not share any money you possess with others and the very idea is likely to make you hiss and clutch your purse. So long as money is involved you find it very hard to resist temptation. Where bribery is involved you are at -2 to resist any attempt to blackmail or coerce your wealth from you.

Irritating Laugh

Permanent

Your laugh is a grating, irritating, snorting sound that sounds something like a pig getting intimately acquainted with a hillbilly or a boxer practicing on a sack of ferrets.

Points

Having an Irritating Laugh is worth one point.

Effect

You suffer a -2 to any social checks where you might conceivably have to show good humour or laugh.

Special

You gain a +1 inherent bonus to the use of Demonic Giggle should you have that feat.

Kinky

Permanent

You have, and are known to have, peculiar or obscure tastes in the bedroom. You are compelled to try and indulge your kink, which is not only taboo but beyond all commonly accepted boundaries of taste and decency. People also nod and wink behind your back.

Points

Being Kinky is worth a single point.

Effect

Your reputation increases by one as news of your particular proclivities precedes you. Aside from being a laughing stock you must also try to indulge your particular passion at least once a game. If you pass up an opportunity to do so the Games Master my dock you a number of experience points equal to one-hundred multiplied by your character level.



Heinous Drawbacks

Magazine-Based

Sexuality

Buy Off (Will 6+)

You are a weak-willed media junkie with no free will of your own unable to make decisions on anything, even the most fundamental and basic things about yourself without consulting the world of fashion.

Points

Magazine-Based Sexuality is worth one point.

Effect

Whether you like girls, boys, both or none is entirely dependent on what the magazines say that month. Every game roll on the following table and act accordingly.

Roll d4	Sexuality
1	Gay
2	Straight
3	Celibate
4	Bi

Sticky-Fingered

Buy Off (Will 6+)

You love things that other people have, especially lovers, partners or admirers. You love them so much you have to take them for yourself.

Points

Being a kleptomaniac is worth one point.

Effect

If any of the other characters successfully seduce anyone or otherwise have a romantic involvement with anyone you must do everything within your power to steal them for yourselves.

Moon Pig

Buy Off (condition); Permanent

You are one ugly momma. While your body might be that of an angel's, your face presents an aspect not unlike a demonic stool sample. Still, you probably have a nice personality.

Points

Having a face like a bulldog chewing a wasp is worth two points.

Effect

Your Charisma score is counted as being five points lower than it actually is when involved in all social interactions.

Special

Anyone suddenly surprised by the site of your face must make a Will save against a DC of 12, success allows them to choke back their own vomit, failure, however, causes them to faint, as they drop to the floor unconscious for 1d4 rounds.

Motor Mouth

Buy Off (Will 6+)

You are always, always talking and chattering away. Your mouth never stops moving and you even talk in your sleep.

Points

Being a non-stop blabbermouth is worth one point.

Effect

Your Hide and Move Silently skills are penalised by -2 whenever you check them as you are keeping up a steady monologue with yourself. Conversely, making your self heard in difficult circumstances like high winds or the heat of battle is at a +2 inherent bonus.

Special

When interrogated or tortured you are at -2 to resist as you really would like to tell them everything.

Nightmares

Buy Off (Will 6+)

You find it very hard to sleep as you keep having terrible nightmares. You once dreamt you were back in the 1970's and were wearing silver spandex!

Points

Having mind-numbing night terrors every time you close your eyes is worth one point.

Effect

You regain only half as many Mana and hit points as normal when resting.

Outlaw

Buy Off (Special Adventure)

Normally the authorities leave Macho Women pretty much alone. You, however, have committed some criminal act so heinous that they take an unhealthy interest in you.

Points

Being an Outlaw is worth two points.

Effect

Any police or military-like authorities will attack when you are recognised by them. You also tend to attract the attention of bounty hunters.

Heinous Drawbacks

Phobia 1/2/4

Buy Off (Will 2/5/8+)

Even though you are big, tough and macho, the little girl inside is still afraid of something illogical. This might be mice, spiders, snakes, heights or anything else that people are typically afraid of.

Points

Having a phobia is worth one, two or four points depending on the level you take.

Effect

When confronted by the object of your fear you must make a Will save against a DC of 10, 15 or 20 determined by the level of phobia you have. If you fail you are stunned and unable to act for that round. This check must be made at the start of every round to try and break free from the terror that grips you or remain frozen by fear.

Sadist

Buy Off (Will 8+)

You are a cruel deviant who gets off on other people's pain. A job in welfare or technical support would seem a likely career move.

Points

Being a sadist is worth a lip-smacking four points.

Effect

Whenever you strike in combat roll twice for damage, using the lowest result. You may never

actually heal anyone other than yourself; you can, however, stabilise them.

Secret Love

Buy Off (condition); Permanent

You find certain kinds of creature really cute and fluffy and find it hard to contemplate harming them.

Points

Having a Secret Love is worth one point as a Heinous Drawback.

Effect

You must make a Will save against a DC of 10 in order to attack any of the creatures you are smitten by. If you roll the same creature type twice that DC is 15, three times 20. To find out which critters you find adorable roll on the table below.

Selective Hearing

Buy Off (Listen 6+)

You suffer from selective hearing. The only voice you can hear is your own.

Points

Being 'deaf' is worth one point.

Effect

You may pay no heed to anyone else's suggestions, warnings or comments during the game. As far as you are concerned the only ideas worth hearing are your own. You may spend an Action Point to overcome this for one encounter.

Roll d20	Monster Type	Reason
1	Aberration	'I know it has tentacles. I happen to think they're cute.'
2-3	Animal	'Oh, look at his big brown eyes. Can we keep him?'
4	Construct	'Wow, it's just like those things in the kids' films!'
5	Dragon	'I'm sure it's a good dragon. If I just wake it up and hug it. You never know he might give us three wishes!'
6	Elemental	'Ooh, shiny. It looks all glittery.'
7-8	Fey	'It's the tooth fairy! You can't kill the tooth fairy. Give it some quarters.'
9	Giant	'Wow, you're like, totally tall. Do you play basketball?'
10	Non-Human Humanoid	'He's such a hunk and that fur is soft as silk.'
11-12	Magical Beast	'It might be a Unicorn! Well, OK, it has sharp teeth, but still.'
13	Monstrous Humanoid	'No, really, I think the tusks are very dignified.'
14	Ooze	'It's like silly putty! Here, you have a feel.'
15	Outsider	'You're foreign? That is a sexy accent.'
16-17	Plant	'Oh come on, I'll keep it in a pot and water it every day!'
18	Undead	'Look at that polished skull, it gleams really nicely, ivory looks so elegant don't you think?'
19-20	Vermin	'What cute little whiskers! What a cute, little, twitchy nose!'



Heinous Drawbacks

Spectacled

Permanent

You have enormous, thick glasses that can be used as the focussing arrays for interstellar telescopes. No, you cannot wear contact lenses; your eyelids would never close over the huge slabs of plastic stuck to your eyeballs.

Points

Having four eyes is worth one point.

Effect

Your eyes look enormous behind your gigantic glasses reducing your Charisma bonus by one.

Special

If your glasses are knocked off or otherwise lost you count as being blind.

Status Conscious

Buy Off (Will 6+)

You will not allow yourself be upstaged by anyone. You want to have the best clothes, the best toys and be the most highly regarded member of the group.

Points

The Status Conscious Heinous Drawback is worth one point.

Effect

During character creation you buy your equipment last. You must try to have the single most expensive gun, armour and set of clothing in the group. If more than one player in the group has this flaw, roll to see who has to buy their equipment first. If anyone has any equipment that is more expensive than yours you must adopt a sulk that causes you to suffer a -2 penalty on any social interactions with that character and should roleplay your displeasure at their ability to upstage you.

Top-Heavy

Buy Off (Breast reduction surgery)

Your assets are huge, enormous and truly gigantic. So large is your bust that it has its own poles and climate.

Points

Being Top-Heavy is worth one point.

Effect

Your bust is more of a hindrance than a help, adversely affecting you in several ways. Bat-winged Bimbos with this drawback must make a Strength check against a DC of 10 to even attempt to fly. All Top-Heavy characters add six inches to their overall bust size, suffer -2 on Balance checks and take

one point of damage from Jump or Tumble checks, whether successful or not. Additionally your Speed is reduced by 5-ft., moving any faster causes dangerous vibrations.

Used To Be A Man

Buy Off (condition); Permanent cannot be bought off.

It is a woman's world these days and some have always felt they were women trapped in men's bodies. Operations are still available to turn strapping lads into less than convincing females.

Points

Large, hairy-handed, post-op transexuality is worth two points.

Effect

Your Charisma bonus is reduced by one as a result of your slightly masculine appearance.

Special

Trying to find clothing in your size is nearly impossible, especially lingerie. All clothing and armour costs an additional 20% for you.

Vengeful

Buy Off (condition); Permanent

You just want to kill something, anything. The slightest insult or affront to you must be repaid in blood.

Points

Being a vengeance-obsessed nutcase is worth one point.

Effect

If you take damage from an enemy you must pursue them and only them in the aim of killing them. You will not stop until either you are dead or they are. If you are bested in some other way you should roleplay trying to get back at whoever bested you in some way.

Vow of Violence

Permanent

You have taken holy orders that require you to kill, kill and kill again.

Points

A Vow of Violence is worth one point.

Effect

You gain double experience points for combat encounters but are not awarded experience for any other kind of challenge.

Equipment for Macho Women with Guns

Equipment for Macho Women with Guns

They say that ‘Clothes make the man’, but in the world of Macho Women with Guns nobody cares what the men are wearing. If this is true, however, then ‘Clothes, a large calibre machinegun, thigh-high boots and a surface-to-air missile make the woman’. The equipment your character is carrying determines a large part of who they are and what they are capable of, after all, what is a barbarian without a chainmail bikini? Other than being naked; nothing. Where would Dirty Harriet be without her magnum revolver? Other than dead; nowhere. Good equipment can save your life or end someone else’s. The right outfit on the right body can look good, on the wrong body, however, it is an instrument of terror. In short; make sure your character is dressed to kill and thrill.

In this chapter you will find all new weapons, armour, vehicles and miscellaneous equipment for even the most discerning Macho Women. Take your money and hit the mall, it is shopping time!

Genres

The background we have created for the world after ‘The Dang’ is extremely handy in that it contains every single different type of genre in some way. Fantasy, Science Fiction and Modern-day all coexist within one crazy, mixed up world. You can use Macho Women with Guns in your own worlds and settings though, so we have divided up the equipment into sections appropriate for the most common genres.

This does not mean you cannot mix elements, however. A sawn-off shotgun makes a good substitute for a flintlock if you fiddle the statistics a bit and with a little tweaking, you have everything needed to create adventure on the high seas. Even in fantasy worlds science and technology can exist, either supplementing or substituting magic and in science fiction settings magical devices can be made acceptable by making the technology that fuels them so complex and ancient that it is otherwise unexplainable.

Cost

For a quick and dirty conversion between the almighty dollar, the glint of gold and the ubiquitous credit for use in more futuristic games use the following conversion;

A gold piece is worth ten dollars. Dollars and credits are worth the same (credits are shinier, however, in true space-age style).

Weapons

Everyone needs weapons, especially Macho Women. Guns, swords, axes, lasers, flame-throwers and crossbows, everything you could need for taking on the forces of evil and reducing them to worm food.

This section lists some new weapons for you to use in the bloody and mindless execution of monsters as well as types of ammunition and their effect. Many more weapons are featured in the *d20 Modern Roleplaying Game*, everything from a .22 purse gun to the fearsome .50 calibre revolver of the penis-challenged armchair soldier.

Ammunition

All those lovely weapons need things to be fired out of them and this where ammunition comes in. Things are kept simplistic in Macho Women with Guns. The prices for all your ammunition needs are listed below.

Ammo	Cost	Weight (lbs)
Arrows (20, in quiver)	\$20	3
Bolts (10, in holder)	\$10	1
Flame-thrower canister (single)	\$50	2
Grenades for grenade launchers (single)	\$50	0.5
Pistol energy cell (single)	\$500	0.2
Pistol/SMG ammunition (50, in magazines)	\$50	5
Rifle energy cell (single)	\$750	0.2
Rifle/MG ammunition (20, in magazines/belt)	\$50	2
Shotgun ammunition (10 in box)	\$25	0.5
Slings bullets (10, in bag)	\$15	5



Equipment for Macho Women with Guns

Armour

Once you have worked out how you are going to harm your enemy you have to figure out how you are going to protect yourself. Armour is usually a chunk of metal or other dense material strapped or hung over the body in an attempt to protect weak, inferior human organs from being ruptured, punctured, crushed or otherwise mangled. The inherent problem for armoured Macho Women is that armour prevents friends and enemies from appreciating your figure and unnatural reserves of comeliness. Different types of armour impose a penalty to Charisma reflecting just how unflattering they are.

Lifestyle Accessories

Guns and blades are not the only things a Macho Woman needs to be successful. What is the point of being a famous and dangerous celebrity if you cannot stay in the classiest hotels, drink champagne and have underlings killed on a whim? Different areas offer types of lifestyle and for different amounts of money. You have to learn to lower your expectations in some places and to raise them in others. Throwing animal bones over your shoulder will not fly in a posh hotel and equally you will be looked at in a strange way if you ask for a soup spoon at a tribal gathering.

Vehicles

Getting from 'A' to 'B' can be very tedious if the only option you have is to walk. Hitchhiking may work but public transportation is all but non-existent in the post Dang world. What you need is a vehicle of some kind, something that can get you around. Horses are included as vehicles, albeit stubborn and evil ones with even more noxious exhausts than 18-wheeled diesel monsters.

Miscellaneous Equipment

In all times and places there is a plethora of assorted equipment which just does not seem to fit the other areas that adventurous types are interested in but is nevertheless important enough to note and buy lots of. These items are described in this final section on equipment.

Archaic and Fantasy Armaments

Guns are not the only way to destroy your enemies. Sometimes there is nothing more satisfying than the wet 'thunk' of a weapon striking bare flesh in

close combat. Not everywhere is technologically advanced after The Dang and many of the survivors have been forced to reacquaint themselves with bows and arrows, swords and shields or even tree branches in order to defend themselves. Whole swathes of land live in a feudal, monster-besieged society reminiscent of a classic fantasy roleplaying cliché. Here, then, are the weapons for those areas and those sorts of characters.

Simple Melee Weapons

Club: In its most advanced form a baseball bat with a nail stuck through it. Elsewhere a tree branch or a thigh bone. Something of about the right size to lend a little leverage to an uncomplicated thump.

Dagger: The knife or dagger is a small, bladed weapon often strapped to the leg to look sexy.

Mace: A slight complication along the same lines as a club, the mace is a shaft of metal with a weight on the end used to thump people.

Morningstar: A haft, a chain and a heavy spiked ball. The Morningstar is swung around and around and then crashed into the opponent with some force. Difficult to use, the Morningstar may well end up putting you into the hospital before your opponent.

Quarterstaff: The quarterstaff is basically two clubs joined together and can be used to strike twice, once with each end.

Spear: It can be thrown at people, which makes it quite useful.

Simple Ranged Weapons

Crossbow: A large, crank-wound, crossbow that can hurl a bolt a very respectable distance.

Sling: About the simplest ranged weapon in existence, the sling is little more than a piece of cloth or leather, swung around the head and used to hurl rocks. Bras and panties also make excellent improvised slings.

Archaic Melee Weapons

Battleaxe: A wicked axe as used by dwarves in a million different fantasy games. The battleaxe is also useful for chopping wood.

Equipment for Macho Women with Guns

Weapon	Damage	Critical	Type	Range (feet)	Size	Weight (lbs)	Cost
Simple Melee							
Club	1d6	20	Bludgeoning	10	Md	3	-
Mace	1d8	20	Bludgeoning	-	Md	12	\$100
Dagger	1d4	19-20	Slashing	10	Tny	1	\$25
Morningstar	1d8	20	Bludgeoning & Piercing	-	Md	8	\$150
Quarterstaff	1d6/1d6	20	Bludgeoning	-	Lg	4	-
Spear	1d8	20/x3	Piercing	-	Lg	5	\$10
Simple Ranged							
Crossbow	1d10	19-20	Piercing	120	Md	9	\$400
Sling	1d4	20	Bludgeoning	50	Sm	0.1	-
Archaic Melee							
Battleaxe	1d8	20/x3	Slashing	-	Md	7	\$150
Falchion	2d4	18-20	Slashing	-	Lg	16	\$200
Glaive	1d10	20/x3	Slashing	-	Lg	15	\$100
Greatsword	2d6	19-20	Slashing	-	Lg	15	\$350
Longsword	1d8	19-20	Slashing	-	Md	4	\$150
Shortsword	1d6	19-20	Piercing	-	Sm	3	\$100
Warhammer	1d8	20/x3	Bludgeoning	-	Md	8	\$120
Archaic Ranged							
Longbow	1d8	20/x3	Piercing	100	Lg	3	\$100
Shortbow	1d6	20/x3	Piercing	60	Md	2	\$50



Falchion: A large, curved sword used by curly-sandled harem guards and turban wearers with elaborate moustaches.

Glaive: A large, bladed spear that can be used to strike targets up to ten feet away but cannot be used against adjacent opponents.

Greatsword: The greatsword is a huge, two-handed blade providing great power to those who wield it and spraying gore over a large area when they hit.

Longsword: A long, sharp, bladed piece of metal that can be wielded one-handed.

Shortsword: As used by the Romans to great effect against their largely spear-wielding enemies. The shortsword allows you to get inside your enemies' defences and then stab them up.

Warhammer: A big metal club with a heavier-than-usual lump on the end used for clubbing poor unsuspecting people into oblivion.

Archaic Ranged Weapons

Bows: Bows are made from a strung piece of springy wood and can hurl small sharp pieces of wood a fair distance.

Whip: While not strictly speaking a ranged weapon, a whip can strike at a distance but cannot strike any further than its base range. Whips are also kinky and sexy, which adds to their appeal for those who like leather and rubber.



Equipment for Macho Women with Guns

Fantasy and Archaic Armour

The realm of fantasy offers much in the way of armour to the Macho Woman, chainmail bikinis, moulded breastplates and leather pads ready to be strapped to their bare flesh. Much of this armour, however, is cumbersome, heavy and not especially flattering; well, not without extensive modification that is. Chainmail rings can also pinch sensitive

areas and are renowned for snagging long hair. Ouch.

Archaic Light Armour

Padded cloth: Heavy layers of padded cloth, stuffed with cloth or hay. Padded cloth is bulky and not especially flattering but if shoulder pads ever make an 80s style comeback you will be well set.

Armour	Defence	Nonprof. Defence	Max Dex Bonus	Armour Penalty	Cha Penalty	Speed (30 ft)	Weight (lbs)	Cost
Light Armour								
Padded cloth	+1	+1	+8	-0	-1	30	10	\$20
Leather	+2	+1	+6	-0	-1	30	15	\$150
Studded leather	+3	+1	+5	-1	-2	30	20	\$250
Chain shirt	+4	+2	+4	-2	-1	30	25	\$200
Chain mail bikini	+1	+0	+8	-0	+1	30	2	\$300
Medium Armour								
Animal hide	+3	+1	+4	-3	-3	20	25	\$25
Scale mail	+4	+2	+3	-4	-3	20	30	\$300
Chain mail	+5	+2	+2	-5	-2	20	40	\$500
Breast-plate	+5	+2	+3	-4	-4	20	30	\$400
Heavy Armour								
Splint mail	+6	+3	+0	-7	-4	20	45	\$600
Banded mail	+6	+3	+1	-6	-5	20	35	\$750
Half-plate	+7	+3	+0	-7	-6	20	50	\$1,500
Plate mail	+8	+3	+1	-6	-7	20	50	\$2,000
Shields								
Buckler	+1	+1	-	-1	-	-	5	\$50
Small shield	+1	+1	-	-1	-	-	6	\$100
Large shield	+2	+1	-	-2	-	-	15	\$200

Equipment for Macho Women with Guns

Leather: Bulky leather armour is more protective but not as flattering as a leather catsuit or jacket. Leather armour is always a good compromise for aspiring warrior princesses and those who prize the ability to move quickly.

Studded leather: Bulkier still and even less flattering than standard leather armour. Its fairly kinky appearance makes it highly appealing to dominatrixes and perverts the world over. The spread of studs on the armour's surface forces it to take a certain shape, this shape rarely figure hugging, though not as unflattering as half a dead animal strapped to your body.

Chain shirt: This is a shirt of linked chain loops. These loops have an unpleasant knack of pinching the sensitive body beneath but can be fairly flattering in a retro-chic kind of way.

Chainmail bikini: Make sure you are waxed and shaved or you are going to be in for some hair-pulling pain. Looks damn sexy though.

Archaic Medium Armour

Animal hide: Tanned layers of dead animal hide form layers of protection rivalled only by sanitary products. While attractive to those who like the rugged and unshaven cave-girl look, animal hides are not as flattering and are often accompanied by a lingering odour of wet dogs.

Scale mail: Overlapping pieces of metal like the scales of a fish. What woman wants to look like a fish? (Paul: Mermaids?) (Rich: Okay, other than mermaids?)

Chainmail: A heavier suit of armour made from interlinking metal rings, very heavy on the shoulders and not as flattering as the chain shirt. It can lead to sloping shoulders and lower back problems in later life.

Breastplate: Despite the name, this heavy lump of metal does little to enhance breasts unless specially fitted and shaped like a jelly mould.

Archaic Heavy Armour

Splint mail: Scrappy pieces of metal are riveted to a heavy leather backing creating an armour that combines the unflattering shape of metal armour

with the thrift-store look of being cobbled together from leftover junk. (Mmm, attractive).

Banded mail: Overlapping strips of metal make you look like a vast, armoured slinky spring.

Half-plate: A mix of metal and chain forms a hodge-podge of various armour types. Half-plate appears as if it is slung together in an attempt to give the protection of full plate, without all the weight. Half-plate can look very messy, unless it has been highly polished.

Plate mail: Full on, complete, heavy, very protective metal that completely covers you up and prevents anyone from harming you (unless they are armed with a can opener).

Archaic Shields

Buckler: A buckler is a small shield that straps to the forearm. It leaves your hands free and lets you use two-handed weapons with no problems. Off hand weapons suffer a -1 penalty to hit, due to the additional weight.

Small shield: A small shield is not too heavy or cumbersome. You are able to carry objects in the same hand but cannot wield them in combat.

Large shield: While carrying a large shield you cannot carry anything else in that hand. Painting a nice design on your shield can make it look a bit sexier.

Fantasy Lifestyles Accessories

The fantasy world offers blazing hearths and hearty meals of meat and stew. What it does not offer is hairdressers, pizza delivery and other modern amenities. Macho Women will have to make do with what they can get here and may have to put up with fuzzy legs and armpits.

Food, Drink, & Lodging

Banquet (per person): A grand meal of many courses and of many types of food such as might be served to guests by a noble at a party.

Chunk of meat: A nice big hunk of flesh, probably still on the bone.

Common inn (night): A room in a reasonable inn with a stuffed mattress and a bowl of tepid water to hand.



Equipment for Macho Women with Guns

Item	Cha bonus	Cost	Weight (lbs)
Food, Drink, & lodging			
Banquet (per person)		\$100	-
Chunk of meat		\$5	0.5
Common inn (night)		\$20	
Good inn (night)		\$50	
Hunk of cheese		\$2	0.5
Mug of ale		\$2	1
Poor inn (night)		\$10	
Trail rations (per day)		\$5	1
Wine (bottle)		\$3	1.5
Wine (common)		\$2	6
Buildings			
Castle		\$1 million	-
Huge castle		\$2 million	-
Keep		\$1 million	-
Moat with bridge		\$250k	-
Tower		\$250k	-
Clothing			
Fur bikini	+2	\$50	0.5
Harem outfit	+2	\$250	0.5
Hessian sack	-1	\$1	1
Noble's clothing	-0	\$500	1
Travel clothing	-1	\$100	2
Worker's clothing	-1	\$25	2

Good inn (night): A room in a quality inn with sheets and a proper bed.

Hunk of cheese: A large-sized lump of cheese that can be grasped in the fist and have chunks bitten out of it.

Mug of ale: A great big tankard of frothy, fortifying ale that will curdle your stomach and can lead to spontaneous beard growth.

Poor inn (night): A space on the floor in a communal room in a flea-infested rat hole.

Trail rations (per day): Preserved meats and pickles along with heavy bread the texture and flavour of baked clay.

Wine (bottle): A bottle of wine from a noble's

estate, sometimes spiced but always of reasonable quality.

Wine (common): Cheaper wine that may have been made from almost any kind of fruit, plums, damsons or blackberries.

Buildings

Castle: A great big, defensible, stone edifice with battlements, towers, arrow slits, thick walls and other assorted defences.

Huge castle: A much larger version of the above with several wings (NO! It does not fly).

Keep: A keep would normally form the central and final redoubt of a castle but can be built by itself as a small fort.

Moat with bridge: An extra level of protection for a castle, a moat prevents men in armour and horses from approaching close to the castle walls. Crocodiles or piranhas cost extra.

Tower: A free-standing tower as approved by the Evil Wizards & Viziers Union. (Rapunzel not included.)

Clothing

Fur bikini: The classic barbarian outfit. The fur bikini looks deceptively nice and warm; it is not, it is itchy in all the wrong places, has a whiff of wet dogs about it and leaves a little too much exposed to the elements to be practical. However, it does come with knee-high fur booties as standard.

Harem outfit: Layers of diaphanous silks that look transparent. Layered correctly ensures an opacity guaranteed to protect your modesty, though little else. The harem outfit is supplied with a small top and a veil. Humming the theme to 'I Dream of Genie' while wearing it is entirely optional.

Hessian sack: A simple sack with three holes gnawed through it by helpful vermin. This fashion faux pas is supplied with a piece of coarse rope or twine to bind it around the waist. While it shows off your legs it cannot even be considered flattering and inevitably causes you to smell of whatever occupied the sack before you.

Equipment for Macho Women with Guns

Vehicle	Cost
Cart	\$200
Donkey or mule	\$100
Heavy horse	\$250
Heavy warhorse	\$750
Light horse	\$200
Light warhorse	\$500
Oar galley	\$10,000
Pony	\$150
Rowboat	\$100
Sailing ship	\$8,000
Sled	\$100
Wagon	\$300
Warpony	\$250
Warship	\$25,000

Noble's clothing: What passes for rich fabric amongst primitive notables is sewn together in a vaguely complimentary manner and carefully kept free of the dung, mud and other infestations common to pseudo-medieval settings.

Travel clothing: Several layers of warm, crude cloth and a heavy woollen cloak to help keep out the cold.

Worker's clothing: Rough, hard wearing fabrics and sturdy but cheap boots stuffed with straw. Often mended and handed down over several generations.

Fantasy Transportation

There are no real fantasy vehicles as such. There are horses, things pulled by horses and ships. That is about it. Still, fuel goes in one end, smelly pollution comes out of the other and it only gets you where you need to go in about half the time it would take you to walk.

Women, especially Macho Women have always had an affinity with horses and riding that makes men very suspicious and leads to all sorts of peculiar fantasies and slang.

Vehicle

Cart: A crude, open-topped cart, used in a medieval setting by the same sorts of people who own pick-up trucks in modern times. The cart is two squares wide and four squares long and provides half cover to its occupants.

Donkey or mule: Even more stubborn and recalcitrant than normal horses, donkeys and mules can carry more and are a lot tougher. This toughness, however, comes with a mean streak a mile wide. The donkey is one square wide and two squares long and provides no cover to its rider.

Heavy horse: A big, weighty, horse, such as a carthorse, used to haul heavy burdens. The heavy horse is one square wide and two squares long and provides no cover to its rider.

Heavy warhorse: A large horse trained for battle and unflinching in the face of the enemy. The heavy warhorse is one square wide and two squares long and provides no cover to its rider.

Light horse: A smaller horse used for riding, racing and lighter burden duties. The light horse is one square wide and two squares long and provides no cover to its rider.

Light warhorse: A lighter, faster warhorse trained to the same degree as its larger cousin. The light warhorse is one square wide and two squares long and provides no cover to its rider.

Oar galley: A long, low-slung ship whose primary source of propulsion is slaves or prisoners. The oar galley is three squares wide and six squares long and provides total cover for the oarsmen and one-quarter cover for those on deck.

Pony: A pony is a small equine of a better temperament than a mule or horse but with less carrying capacity. The pony is one square wide and two squares long and provides no cover to its rider.

Rowboat: A small, oar-driven craft that can carry up to four passengers, one of whom must do all the hard work (and is probably quite angry about it too). The rowboat is two squares wide and two squares long and provides no cover to its occupants.

Sailing ship: A ship, typically a merchant or fishing vessel, whose chief means of propulsion is catching the wind in its sails. The sailing ship is three squares wide and six squares long and provides total cover for those below decks and one-quarter cover for those on deck.

Sled: Flat-bottomed or on runners, the sled is pulled by dogs, horses (or reindeer) usually across the snow. The sled is one square wide and two squares long and provides no cover for its occupants.



Equipment for Macho Women with Guns

Wagon: A cart with a top and four wheels instead of two. The wagon is two squares wide and four squares long providing total cover for those in the back and no cover to those driving.

Warpony: A pony trained to warhorse standards for unknown reasons since, comparatively, it is not going to be much use in a fight. The warpony is one square wide and two squares long and provides no cover for its rider.

Warship: A heavy and reinforced vessel with ballistae, cannon and other offensive devices mounted along its length. The warship is three squares wide and six squares long and provides total cover for those below decks and half cover for those on deck.

Miscellaneous Fantasy Equipment

Acid: A flask of volatile acid created by an alchemist. Useful for horribly disfiguring anyone prettier than you.

Bedroll: The primitive version of a sleeping bag, a bedroll is a thin, mattress-like affair that can make almost any surface just barely comfortable enough to sleep on.

Blanket: A warm woollen blanket that can double as a frumpy, improvised cloak.

Candle: A stick of wax with a wick in it. Evil people render candles from the fat of babies, but beeswax is known to work just as well.

Chain: A length of iron chain,. What you do with it is up to you.

Firewood: A bundle of firewood, enough to last for a day.

Fishing net: A portable fishing net which can be used to help supplement your rations if you go anywhere near a river or lake.

Flint and steel: Two essential items for starting a fire, the others being patience and gasoline.

Greek fire: A flask of self-igniting chemicals fresh from the alchemist's laboratory.

Hemp rope: Heavy rope made from the stems of

Object	Size	Weight	Cost
Acid (flask)	Tny	0.2	\$50
Bedroll	Md	5	\$50
Blanket	Md	3	\$20
Candle	Dim	0.1	\$1
Chain (10 ft.)	Sm	2	\$40
Firewood (1 day)	Lg	20	\$2
Fishing net 25 sq. ft.	Lg	5	\$50
Flint & Steel	Dim	0.1	\$20
Greek fire (flask)	Tny	0.2	\$50
Hemp rope – 50 ft.	Md	10	\$5
Oil flask	Sm	1	\$5
Oil lamp	Sm	1	\$15
Pole – 10 ft.	Lg	2	\$5
Silk rope – 50 ft.	Md	5	\$10
Torch	Sm	1	\$1
Waterskin	Sm	4	\$10
Whetstone	Dim	0.1	\$50

marijuana plants. (No, you cannot smoke it.)

Oil flask: Flasks of oil such as might be used to, say, refill oil lamps.

Oil lamp: A standard oil-burning lamp that hangs by a hoop handle and casts a reasonable light around the bearer.

Pole: A ten-foot pole. Standard equipment in fantasy games though its exact use remains shrouded in mystery.

Silk rope: Lighter, stronger and more expensive than hemp rope. Smooth against your skin as well.

Torch: A rather uncomplicated light source. A torch is a simple stick, bound in cloth and dipped in tar.

Waterskin: A big, floppy water bag that can carry up to half a gallon of water.

Whetstone: A small stone used to sharpen knives and other bladed weapons to a keen edge. Of vital importance if you have been cleaving things all day long.

Equipment for Macho Women with Guns

Weapon	Dmg	Crit	Type	Range (ft)	R.O.F.	Mag	Size	Wt (lbs)	Cost
Pistols									
Browning HP M3S	2d6	20	Ballistic	30	S	13 box	Sm	2	\$150
IMI Desert Eagle .357	2d6	20	Ballistic	40	S	10 box	Md	4	\$600
IMI Desert Eagle .44	2d8	20	Ballistic	40	S	9 box	Md	4	\$700
IMI Desert Eagle .50	2d8	20	Ballistic	50	S	8 box	Md	4	\$1,000
H&K 0.45 Mk 23 Mod 0 USSOCOM	2d6	20	Ballistic	30	S	12 box	Sm	3	\$700
H&K 0.45 Mk 23 Mod 0 USSOCOM (Silenced)	2d6-1	20	Ballistic	30	S	12 box	Sm	4	\$700
S&W Model 500	2d10	20	Ballistic	40	S	5 cyl	Md	5	\$1,200
Model 500 S&W Magnum Hunter	2d10	20	Ballistic	60	S	5 cyl	Md	5	\$1,200
Sig-Sauer P-232	2d4	20	Ballistic	20	S	7 box	Sm	2	\$350
Submachine Guns									
Calico M950	2d6	20	Ballistic	50	S, A	50 box	Md	3	\$1,000
FN P90	2d6	20	Ballistic	100	S, A	50 box	Md	6	\$1,500
MP-40	2d6	20	Ballistic	40	A	32 box	Lg	9	\$750
Thompson M1927	2d6	20	Ballistic	50	A	100 drm	Lg	11	\$2,000
Assault Rifles									
Colt Car-15	2d8	20	Ballistic	80	S, A	30 box	Lg	7	\$1,500
Colt Commando Mod 733	2d8	20	Ballistic	70	S, A	30 box	Lg	6	\$1,650
FAMAS G2	2d8	20	Ballistic	45	S, A	30 box	Lg	8	\$1,750
FN FAL 50.62	2d8	20	Ballistic	100	S, A	20 box	Lg	10	\$1,500
H&K G-11	2d8	20	Ballistic	80	S, A	50 box	Lg	8	\$2,500
IMI Galil MAR 5.56mm (Micro-Galil)	2d8	20	Ballistic	70	S, A	35 box	Lg	9	\$1,650
L85A2	2d8	20	Ballistic	80	S, A	30 box	Lg	11	\$1,400
Speargun	1d6	20	Piercing	10	Single	1	Md	5	\$200



Equipment for Macho Women with Guns

Sniper Rifles									
Dragunov SVD	2d8	20	Ballistic	60	S	10 box	Lg	10	\$2,000
Shotguns									
Double Barrel Shotgun	2d8	20	Ballistic	30	S	2 int	Lg	7	\$400
H&K CAWS	2d8	20	Ballistic	20	S, A	10 box	Lg	10	\$2,500
Ithaca 37 (Sawn-off)	2d8	20	Ballistic	10	S	4 int	Md	6	\$250
Pancor Jackhammer Mk3A1	2d8	20	Ballistic	50	S, A	10 drm	Lg	10	\$2,750
Franchi SPAS-15	2d8	20	Ballistic	40	S	6 box	Lg	9	\$1,200
Striker Shotgun	2d8	20	Ballistic	30	S, A	12 drm	Lg	9	\$1,500
Heavy Weapons									
20mm Oerlikon Cannon	8d6	20	Ballistic	150	A	100 blt	Hg	480	\$5,000
30mm Auto-GL	2d6	20	Slashing	70, 10 radius, DC 15	S, A	20 drm	Hg	150	\$8,000
Browning .50 Heathen-Hoser	2d12	20	Ballistic	120	A	100 blt	Hg	50	\$4,000
Flamethrower	3d6	-	Fire	-	1	5 int	Lg	50	\$2,000
FN Mk.46 Mod 0	2d8	20	Ballistic	90	A	200 blt / box	Hg	30	\$5,000
Holy Napalm Sprinkler	3d8	-	Fire	-	1	10 int	Hg	100	\$4,000
RPG-7	10d6	-	-	150	1	1 rckt	Hg	12	\$700
Close Combat									
Cattle Prod	1d10	20	Electrical, DC 20 or paralysed	-	-	-	Md	5	\$200
Switchblade	1d4	18+	Slashing	-	-	-	Tny	1	\$20

Modern Armaments

Modern weapons are largely slug-throwing firearms designed to hurl a small piece of metal through people's flesh at several times the speed of sound. There are also modern melee weapons, such as the humble chainsaw, that should not be overlooked when considering how best to lay low your foes. Help yourself to the goodies; assault rifles are in aisle three.

Pistols

Browning High Power Mark 3S: Bruce Willis' John Smith kicks serious bottom with a pair of these in *Last Man Standing*. This pistol was used widely during WWII.

IMI Desert Eagle .357/.44/.50AE: The Desert Eagle comes in several different incarnations suitable for all occasions. The most ridiculous calibre is the .50 Action Express, a cut down

Equipment for Macho Women with Guns

when firing. This makes it the perfect weapon for neatness freaks.

IMI Galil MAR 5.56mm (Micro-Galil): The Galil is the assault rifle of the Israeli army and is almost as rugged and unbreakable as the AK47. You will have seen these on the news being used to return fire against slingshots.

L85A2: The standard issue rifle of the British armed forces, the L85A2 and its predecessor the SA80 are jokes. When first released it would shatter if knocked, seize up at the slightest sign of dust, melt when fired in automatic mode and is better used as a club than a long arm. The expenditure of vast amounts of money was supposed to have corrected these faults but the gun is still nicknamed 'The Civil Servant' by British troops. You cannot make it work and you cannot fire it. When exposed to dust, water or any other contaminant there is a 50% chance that the L85A2 will give up the ghost and refuse to fire until fixed. Fixing the L85A2 requires a Repair check of DC20.

Speargun: This weapon uses compressed air to fire a spear. Usually used by scuba divers for spiking fish, but serves equally well when spiking people.

Sniper Rifles

Dragunov SVD: An evil Rooskie sniper rifle that can fire semi-automatic.

Shotguns

Double Barrel Shotgun: Your standard, sporting, break-action shotgun as modelled so well by Vinnie Jones in *Lock, Stock & Two Smoking Barrels*.

H&K CAWS: A fully automatic shotgun that looks like a bulky, overgrown assault rifle, very effective and very intimidating. You get a special +2 equipment bonus to Intimidation checks when using this gun.

Ithaca 37: A sawn-off, single-barrelled, pump-action shotgun used in hold-ups everywhere.

Pancor Jackhammer Mk3A1: Another fully automatic shotgun that may or may not see the light of day in the real world but your characters get to play with it! It did make a brief appearance in the computer game, *Max Payne*. You get a special +1 equipment bonus to Intimidation checks when using this gun.

Franchi SPAS-15: Successor to the SPAS-12, so named perhaps because of the convulsions that people make when you shoot them with it.

Striker Shotgun: A fully automatic shotgun whose drum ammo feed mechanism runs on clockwork. Yes, clockwork.

Heavy Weapons

20mm Oerlikon Cannon: A nice, big 20 mm cannon issued by the Vatican to the Renegade Nuns for mounting on their larger vehicles.

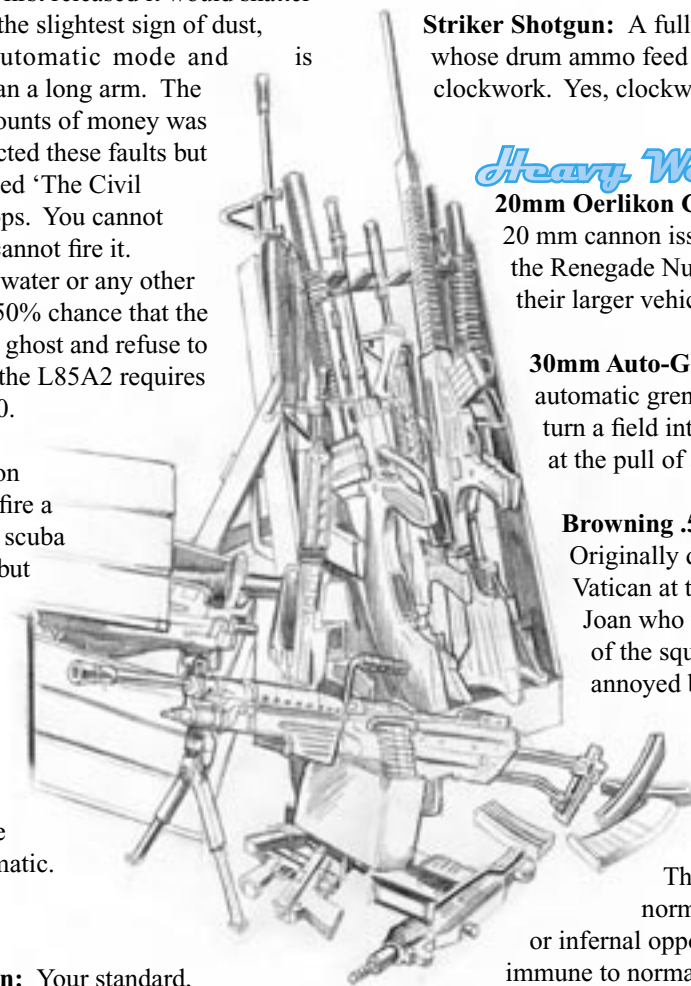
30mm Auto-GL: A hefty-sized automatic grenade launcher that can turn a field into a cloud of shrapnel at the pull of a trigger.

Browning .50 Heathen-Hoser:

Originally developed by the Vatican at the behest of Pope Joan who wanted a clear view of the square and was being annoyed by all the cheering people. The .50 Heathen-Hoser now finds use as a vehicle-mounted heavy machinegun.

The Heathen-Hoser does normal damage to undead or infernal opponents even if they are immune to normal weapons.

Flame-thrower: This is a backpack-mounted weapon that shoots a big plume of burning material and incinerates people. It is a messy and nasty way to die and wearing a flame-thrower pack makes you an instant target. Critical hits against you have a 25% chance of hitting the flame-thrower's backpack. Exploding flame-throwers deal 4d6 fire damage to everyone in a 5-ft. radius. Characters may make a Reflex save (DC 12) to clear the area, characters trying to remove the flame-thrower backpack must make a Reflex save (DC 20) or fry.



Equipment for Macho Women with Guns

FN Mk.46 Mod 0: A brutal looking device, fed with belted ammunition from an underslung box. You get a special +4 equipment bonus to Intimidation checks when using this gun.

Holy Napalm Sprinkler: The Vatican armoury produces this incendiary weapon commonly mounted on vehicles used by its Renegade Nuns allowing them to cleanse with flame while still travelling fairly fast down what remains of the freeway. Critical hits against the vehicle have a 25% chance of hitting the flame-thrower's ammunition. Exploding Flame-throwers deal 6d6 fire damage to every one in a 10-ft. radius. Characters may make a Reflex save (DC 12) to clear the area, characters trying to escape the vehicle must make a Reflex save (DC 20) or fry.

RPG-7: A big, bulky and primitive unguided rocket launcher mass-produced by the Soviet Union and still in widespread use today. As with most Soviet technology it is 25% bigger and 25% less reliable than the comparable American or European technology.

Close Combat Weapons

Cattle Prod: A very big and powerful taser used to get cows to do what you want. Against humans it is likely to cause heart palpitations and bowel evacuation.

Switchblade: A spring-loaded, fold-out blade used by young, knife wielding gang members to show off. The blade tends to break if used for anything except flicking about. It does look impressive and is fairly intimidating. You get a special +1 equipment bonus to Intimidation checks when using this weapon.

Modern Armour

Modern armour is made of Kevlar and ceramics and is mostly aimed at blocking bullets, although the material is generally fairly good at stopping blades and other weaponry as well. Modern armour has the advantage of being lightweight and fairly concealable but is generally fairly dowdy and uninspired.

Armour	Defence	Nonprof. Defence	Max Dex Bonus	Armour Penalty	Cha Penalty	Speed (30 ft)	Weight (lbs)	Cost
Light Armour								
Biker Jacket	+1	+1	+8	-0	-0	30	4	\$100
Leather Cat suit	+1	+1	+7	-0	+1	30	4	\$200
Undercover shirt	+2	+1	+7	-0	-0	30	2	\$150
Pull up pouch vest	+2	+1	+5	-1	-0/-4	30	2	\$200
Undercover vest	+3	+1	+5	-2	-1	30	3	\$250
Medium Armour								
Concealable vest	+4	+2	+4	-3	-2	25	4	\$300
Light duty vest	+5	+2	+3	-4	-2	25	8	\$400
Tactical vest	+6	+2	+2	-5	-3	25	10	\$500
Heavy Armour								
Special Response vest	+7	+3	+1	-6	-3	20	15	\$750
Forced Entry unit	+9	+3	+0	-8	-4	20	20	\$1,500



Equipment for Macho Women with Guns

Item	Cost	Weight (lbs)
Food, drink & lodging		
Alcopops	\$3	0.2
Average food supply	\$50	10
Beer (glass)	\$3	0.2
Bourbon (glass)	\$3	0.1
Cinema snacks	\$500	0.2
Fast food meal	\$5	0.5
Fresh, posh food	\$100	10
Meal at excellent restaurant	\$50	-
Meal at mediocre restaurant	\$20	-
Military ration packs	\$5	1
Noodles (1 week)	\$10	1.5
Normal wine (bottle)	\$5	1
Peculiar looking cocktail	\$5	0.2
Plonk (bottle)	\$3	1
Room at a cheap motel	\$30	-
Room at a classy hotel	\$250	-
Room at an expensive motel	\$75	-
Room at the Los Diablos Hilton	\$500 + soul	-
Room at a mediocre motel	\$50	-
Room at a no questions flophouse	\$20	-
Room at a normal hotel	\$60	-
Take away pizza	\$20	1.5
Vintage wine (bottle)	\$15	1
Whisky (glass)	\$4	0.1
Buildings		
Luxury apartment	\$200k	-
Luxury house	\$500k	-
Mansion	\$1 million	-
Normal apartment	\$100k	-
One room apartment	\$60k	-
Skyscraper	\$5 million	-
Small house	\$100k	-
Spacious Apartment	\$100k	-
Spacious house	\$150k	-
Sturdy cardboard box	\$2	-

Item	Cha bonus	Cost	Weight (lbs)
Clothing			
Ball gown	+2	\$1,000	1
Big black covering	-2	\$100	2
Bikini	+3	\$50	0.5
Body condom	+4	\$250	0.5
Cat suit	+2	\$100	1
Combat fatigues	-1	\$50	1.5
Expensive trenchcoat	-0	\$250	2
Gothic chic	+1	\$150	1
High heels	+1	\$40	0.2
Jeans & T-shirt	-0	\$50	2
Killer business suit	-0	\$500	2
Kinky looking boots	+1	\$100	2
Lacy underwear	+2	\$75	0.1
Little black dress	+1	\$200	0.5
Maid's uniform	+1	\$100	1
Nurse's uniform	+1	\$100	1
One-piece swimsuit	+1	\$40	0.5
Policeman's uniform	+0	\$100	1
Schoolgirl outfit	+1	\$100	1
Skater outfit	+0	\$100	2
Spiked heels	+2	\$75	0.2
Sports underwear	-1	\$40	0.1
Stockings & suspenders	+1	\$35	0.2
Luxuries			
Large tattoo		\$250	-
Make-up kit		\$100	1
Medium tattoo		\$100	-
Piercings		\$15	-
Small tattoo		\$50	-

Equipment for Macho Women with Guns

Light Armour

Biker Jacket: The heavy biker jacket is the mainstay of road warrior types. It provides limited protection while not necessarily being unflattering, as many bike magazines adorned with women sprawling naked on chromed bikes wearing only biker jackets amply demonstrate.

Leather Cat Suit: Not only does the leather cat suit provide protection from minor bumps and scrapes, but it also looks good, accentuating your looks rather than hiding them. If you are already ugly and suffer a Charisma penalty then this will, of course, only make things worse.

Undercover Shirt: This light shirt only protects the lower part of your body which leaves the boobs vulnerable but also means that your body shape remains defined and not obscured by the armour.

Pull up pouch vest: This looks like a bum-bag, but when trouble starts you can use a move-equivalent action to pull out the bib-like armour and attach it to your neck. Fortunately this armour only looks stupid while deployed.

Undercover vest: Reasonably concealable (+2 circumstance bonus to spot checks) the undercover vest does cover the upper torso but also conceals some of your body shape.

Medium Armour

Concealable vest: This is a heavier version of the undercover vest. However, it can only be concealed under a jacket (+4 circumstance bonus to spot checks). It is fairly comfortable though and can be worn all day without too much chafing.

Light duty vest: Worn while forces are on alert, in riots or in other potentially dangerous situations, this armour is blatant and ruins your otherwise stylish appearance, but is comfier than other, heavier armour.

Tactical vest: Full on, no frills protection as used by SWAT teams. Not very fetching though.

Heavy Armour

Special Response Vest: Even heavier tactical armour with ceramic inserts and protection for the neck and groin. You do start to look like a Dalek in all that heavy protection though.

Forced Entry unit: The forced entry unit is amongst the heaviest versions of modern armour. It includes full body, neck and groin guards, and helmet, arm and leg protection. This is only worn when expecting the heaviest and most dangerous of confrontations, doubtless because it is so horribly, horribly functional.

Modern Lifestyle Accessories

The modern world offers all the amenities one could need without getting into the gadget-festooned tomfoolery of the future. Few places outside of Los Diablos still offer these sorts of modern luxuries items and so they tend to be very pricey.

Food, drink and lodging

Alcopops: Luridly coloured and fruity flavoured drinks designed to help people of questionable morals get young girls drunk and pliant. While they might taste good you will not realise you have been drinking alcohol until you start vomiting all the colours of the rainbow.

Average food supply (1 week): This is a week's worth of food shopping for a single person containing carefully budgeted selections and a few impulse purchases like chocolate.

Beer (glass): A tall glass of frosty, urine coloured, fizzy beer which is reminiscent of two people making love in a canoe.

Bourbon (glass): A glass of sour-mash whiskey poured over ice.

Cinema snacks: Popcorn, a large soda and perhaps a hot-dog or a tray of nachos. Enough for one person to eat by half way through the film and still feel hungry.

Fast food meal: A calorific masterpiece of fat and mechanically recovered animal by-product, loosely called meat, all served up in a bun similar in texture to polystyrene.

Fresh, posh food (1 week): A week's supply of fresh food for one person and expensive luxuries like quails' eggs and caviar.

Meal at excellent restaurant: A decent feed at a restaurant where you will be waited on hand and foot and fed meals of small size and great expense but exquisite taste and presentation.



Equipment for Macho Women with Guns

Meal at mediocre restaurant: A hearty meal at a cheap and cheerful family-owned restaurant.

Military ration packs (1 day): A meal built into a tray containing everything the body needs to last an entire day. Except flavour.

Noodles (1 week): The student diet of necessity. These cheap, flavoured noodles have aided many an academic through university and have also led to their malnourished and pinched-looking bodies.

Normal wine (bottle): An average supermarket-bought bottle of wine of no particular consequence.

Peculiar looking cocktail: It comes in a hollowed out melon half, festooned with peculiar plastic 'things' and a funky paper umbrella. After a couple you are unlikely to care what is in it though.

Plonk (bottle): Extremely cheap wine suited only for cooking or to lift stains from carpets.

Room at a classy hotel: A fairly nice hotel with a balcony, a proper shower, a maid service and complimentary toiletries to make your stay more comfortable.

Room at a cheap motel: The mattress may be stained and the shower little more than a trickle but they have porn on the TV, so it is all good.

Room at an expensive motel: The room may be small and you may only be staying for one night but the motel has facilities, like a pool. Ooh!

Room at the Los Diablos Hilton: The classiest hotel in the Los Diablos archipelago. The Los Diablos Hilton is the epitome of excess, the TV in the room only shows porn, the bed encourages sloth, the wine bar is free and stocked to the roof, showers are hot and every room has a hot tub. An incubus or succubus is often included in the hefty price tag associated with the room. The facilities are endless. Of course, you have to sign the visitors book in blood but where is the harm in that?

Room at a medium motel: Not too bad, a decent bed to crash out on and a TV. What more do you need when your only other option is to sleep in the back of the car?

Room at a no questions flophouse: There's something crawling in the mattress, the TV does not work and those look suspiciously like bloodstains

on that wall, but they will not turn you over to the police and do not care what you do in your room.

Room at a normal hotel: A fair sized room with a window, a working shower, TV and coffee making facilities. Not too bad, not too good.

Take away pizza: Thin or thick crust with a variety of toppings, delivered to your door early enough to ensure you have to pay for it but late enough to be cold.

Vintage wine (bottle): A wine with a bit of history, which justifies the expense even if it is still just rotten grape juice.

Whisky (glass): A glass of proper Scottish malt whisky with no ice or mixers.

Buildings

Luxury apartment: An enormous apartment with large open spaces, gigantic windows, a fully fitted kitchen, a luxurious bathroom and enough room to throw a party.

Luxury house: A big, two-storey house with a great many rooms that can be dedicated to a variety of purposes, set apart from other houses and surrounded by a fence making it all your very own.

Mansion: A truly enormous dwelling that can be very lonely for one person. It takes a half an hour just to get from your bed to the breakfast room, let alone to explore all the other rooms. A pool and an enormous garden are included as standard.

Normal apartment: A couple of bedrooms, a bathroom and a communal room/kitchen. Nothing special, nothing bad.

One room apartment: Little more than an upmarket prison cell. One room doubles as the bedroom/living room with a hole in the wall known as a kitchen featuring a hot plate all of which is unhealthily close to another hole or toilet.

Skyscraper: An enormous cloud-tipped spire of your very own with room for many apartments and a whole business.

Small house: A little house separated from the others around it by a scrappy patch of brown grass, it has a couple of bedrooms, a kitchen, a common area and a small bathroom.

Equipment for Macho Women with Guns

Spacious Apartment: The same as a normal apartment save with a whole separate kitchen and larger rooms.

Spacious house: The same as a small house, save with an extra spare room and generally larger rooms.

Sturdy cardboard box: The sort of box that a washing machine may have been delivered in, lined with plastic for waterproofing and filled with bits of newspaper and old dog blankets for added warmth.

Clothing

Ball gown: A full-length creation of overly-expensive fabric with a plunging back and ample cleavage displayed for maximum effect.

Big black covering: As modelled by Islamic women around the world the big-black-bag completely covers everything apart from the eyes, making any flirting or seduction something of a gamble on the part of the interested party.

Bikini: A tiny bikini top with accompanying butt-floss. This outfit leaves very little to the imagination and available in a variety of eye-catching, faux-animal skin designs.

Body condom: The result of an accident in a latex factory. This skin-tight bodysuit leaves absolutely nothing to the imagination, clinging to the body with such tightness that deaf people may think you are talking to them as you walk.

Cat suit: A one-piece bodysuit in leather, rubber or PVC allowing maximum freedom of movement while still looking decidedly sexy.

Combat fatigues: Baggy and rough fabric fatigues are not the best choice for someone who wants to be seen. The wearer does, however, gain a +1 equipment bonus to Hide rolls in whatever terrain the fatigues are designed to replicate.

Expensive trenchcoat: Heavy cloth or leather with plenty of room for hiding guns and other death-dealing devices.

Gothic chic: A mess of leather, lace, rubber and PVC all piled together with heavy make-up and a disdainful attitude. These outfits are carefully calculated to cause a pulse to race even in those who consider themselves to be the undead.

High heels: High-heeled shoes lend an elegant curve to the leg and a bit more of a pronounced sway to the hips. Your movement when wearing this impractical footwear is reduced by five feet and you may not sprint.

Jeans & T-shirt: Standard slob wear for just about everyone. Having some sort of sexy slogan plastered across your breasts can spice it up.

Killer business suit: An expensive and stylish business suit creates an efficient attitude in the wearer and anyone else watching. This gains the wearer a +1 equipment bonus to any used of the Profession skill. Looks pretty snappy too.

Kinky boots: These could be a variety of things, from knee- or thigh-high boots to those clunky orthopaedic monstrosities favoured by goths and rockers.. Either way they look a bit risqué.

Lacy underwear: A fine, web-like mesh of lacy underwear that is akin to wearing nothing at all.

Little black dress: The classic tight black dress that shows off plenty of leg and still attracts attention at cocktail parties after all these years.

Maid's uniform: Either a real one or one made out of PVC, the maid's uniform should be familiar to just about anyone who gets off on servitude.

Nurse's uniform: The nurse's uniform is also available in wipe-clean PVC which is handy for arterial spray.

One-piece swimsuit: Once relegated only to bookish brunettes, the one-piece suit got a new lease of life thanks to its use by female lifeguards and is now acceptable for all women once again.

Policeman's uniform: Lending a touch of authority to the wearer, the police uniform is synonymous with receiving a sound beating. This alone gains the wearer a +1 equipment bonus to any use of the Intimidation skill while wearing it.

Schoolgirl outfit: The school uniform consists of a blouse, short plaid skirt, knee socks and tie. It lends an air of innocence and gains the wearer a +1 equipment bonus to their use of the Bluff skill.

Skater outfit: The enormous jeans and baggy hoodie hide almost all secondary gender characteristics making romance between skaters a dangerous and risky endeavour.



Equipment for Macho Women with Guns

Spiked heels: Even higher and narrower than high heels, spiked heels reduce your movement by ten feet and mean that you are restricted to walking pace only.

Sports underwear: Sports bras and panties are not at all sexy but they will prevent the damage taken by those with the Top-Heavy drawback attempting acrobatics.

Stockings & suspenders: These are stockings held up with a garter belt and little strappy things. Quite why they are considered so sexy nobody knows.

Luxuries

Large tattoo: A back or chest piece of pain-induced artistry.

Make-up kit: A plastic, zip-lock bag containing all the things you might need to 'put your face on'. The bag is considered to have infinite volume for cosmetics.

Medium tattoo: Thigh, calf or arm skin art of reasonable size.

Piercings: A piece of metal stabbed through your anatomy in either a very public or a very private place.

Small tattoo: A small piece of ink work somewhere discrete on your body, like a butterfly or a cutesy devil.

Wig: Blondes have more fun and brunettes are taken more seriously. Worry no more, with a wig you can be either!

Modern Vehicles

Modern vehicles are very 'sexy' with lots of chrome and big, throbbing, grumbling engines. The Vatican has a few specialist vehicles that are available only to Renegade Nuns (and thieves) and there are certain vehicles that roaming bandits and other ne'er-dowells prefer to use. Fuel is hard to get in a lot of places though, so be sure to have a full tank of gas.

Vehicles

APC: The armoured personnel carrier is usually armed with a heavy machinegun and is designed to deposit troops at the front of the battlefield having given them protection from incoming fire until they have reached their objective. Painting it cherry red and attaching a furry tail to the radio antenna tends

to draw attention. The APC is three squares wide and four squares long providing full cover for the occupants.

Armoured Car: The armoured car is of the type used by security companies to take large amounts of money from point 'A' to point 'B' while resisting or delaying attempts by robbers to abscond with the contents. The armoured car is two squares wide and four squares long, providing nine-tenths cover for its occupants.

Bus: The bus is a standard, typical, single-decker bus used to commute students, old people and poorer commuters to their destination. The bus is two squares wide and eight squares long, providing three-quarter cover for its occupants.

Combat unicycle: Even though gyroscopically balanced, riding this powered unicycle is, still, largely a matter of faith, which is why the Vatican armoury is about the only force to deploy them. The combat unicycle is one square wide and one square long and provides no cover for its rider.

Corporate jet: The corporate jet is a typical twin-engined company jet design with a few seats and a curtain separating the pilots from the passengers. Not seen so much since The Dang. The corporate jet has a wingspan of ten squares, though its fuselage is only two squares wide and twelve squares long. Occupants of such a vehicle are considered to be in full cover unless they have a window seat, in which case they are deemed to have only nine-tenths cover.

Coupe: The coupe is a two-seater sports car used for showing off and cruising at much less than its maximum speed in order to impress people. Strictly for attention seekers and male hairdressers and while targeted at young people most cannot afford one until they reach their early mid-life. The coupe is two squares wide and four squares long, providing three-quarter cover for its occupants.

Tryke: A big, squat, ugly-looking motorised tricycle that takes up as much of the road as a car but without the protection or sleek lines a car gives. The tryke is two squares wide and four squares long, it provides no cover for its rider and passengers.

Helicopter: A typical civilian or police model helicopter as used for traffic reports and corporate ferrying. The helicopter is three squares wide and seven squares long, providing three-quarter cover for its occupants.

Equipment for Macho Women with Guns

Name	Crew/ Pass	Cargo (lbs)	Init.	Man	Speed	Def	Hrd	HP	Size	Cost
APC	2/10	300	-3	-2	70/7	7	12	55	H	\$100,000
Armoured Car	2/0	3,500	-2	-2	175/17	8	10	35	H	\$50,000
Bus	1/40	-	-4	-4	120/12	6	5	50	G	\$10,000
Combat unicycle	1/0	-	+0	-2	80/8	10	5	15	M	\$2,000
Corporate jet	2/10	500	-4	-4	1,100/ 110	6	5	45	G	\$100,000
Coupe	1/1	150	-1	+1	350/35	8	5	35	H	\$20,000
Dyke trike	1/1	50	-2	-1	240/24	9	6	30	L	\$4,000
Helicopter	1/4	250	-4	-4	250/25	6	5	30	G	\$25,000
Holy roller	1/5	500	-4	-4	215	6	8	40	G	\$12,000
Humvee	1/3	1,000	-2	-2	140/14	8	8	40	H	\$10,000
Jet ski	1/1	60	-1	+1	100/10	9	5	22	L	\$1,000
Killer cycle	1/1	-	-2	-0	165/16	9	6	30	L	\$4,000
Limo	1/7	425	-4	-4	200/20	6	5	40	G	\$15,000
Motor Yacht	1/3	2,000	-4	-4	80	6	5	40	G	\$30,000
Pentateuch	1/3	200	-3	-3	230/23	8	6	40	H	\$8,000
Phat Hog	1/1	-	-1	+1	275/27	9	5	25	L	\$3,000
Pickup truck	1/2	1,500	-2	-2	175/17	8	5	25	H	\$6,000
Quad pod	1/2	150	-2	-2	235/23	8	6	35	H	\$9,000
Race bike	1/0	-	+0	+3	350/35	10	5	20	M	\$3,000
Sedan	1/4	400	-2	-1	200/20	8	5	35	H	\$9,000
Tank	4/0	425	-4	-4	80/8	6	20	65	G	\$250,000

Holy Roller: The Vatican armoury contains several of these light APCs. The Holy Roller features firing ports on both sides and six, large, off-road wheels which are as effective in rural conditions as they are in rolling over adversaries. The Holy Roller carries a complement of one driver and four passengers (an average ecclesiastical fire team). The holy roller is two squares wide and four squares long providing nine-tenths cover to its occupants.

Humvee: A very wide, wheel-based utility vehicle as used by the military and also available in civilian models before The Dang. Favoured by survivalist nutcases with more money than sense for its ability to mount a machinegun on the roof. The humvee is three squares wide and five squares long and provides three-quarter cover for its occupants.

Jet ski: A little motorbike type thing that fires its rider across the water at a fair rate of knots. It is perfect for extroverts but can ruin a swimsuit when it crashes. The Jet ski is one square wide and two squares long and provides no cover for its rider.

Killer cycle: An armoured motorcycle used by the Renegade Nuns, the killer cycle has wide leg protection panels at the front affording the nun half cover when taking fire from the front arc. These panels are usually decorated with scenes and scripture from the Bible. The killer cycle is one square wide and two squares long and provides no cover to its rider other than that described above.

Limo: An enormous and luxuriant car with enough room for a small party, a drinks cabinet and some wild goings on. Very much favoured by executives and demons in Unhollywood, the limousine is two squares wide and six squares long, it provides three-quarter cover for those in the front and total cover for those in the back.

Motor Yacht: A fairly large motor boat with some small cabins and a large deck, perfect for hosting parties, or fishing from, or just tying up in the bay and living on. The motor yacht is three squares wide and six squares long. It provides three-quarter



Equipment for Macho Women with Guns

cover for those on the bridge, total cover for those below decks and zero cover for those on the deck.

Pentateuch: A five-wheeled cycle whose symbolism is considered powerful by the Vatican. Pentateuch bikes are often issued to small Renegade Nun units as a means of travel. The Pentateuch is two squares wide and four squares long and provides no cover for its occupants.

Phat Hog: One of many kinds of monster bike favoured by Hell's Angels, the phat hog is not as manoeuvrable as many other types of bike, however, what it lacks in manoeuvrability it makes up in style. The phat hog is one square wide and two squares long and provides no cover for its rider.

Pickup truck: As used by rednecks, tow drivers and Klan members since their conception. Alarmingly impractical for the vast majority of owners, the pickup truck is two squares wide and four squares long and provides three-quarter cover to its occupants.

Quad pod: A four-wheeled buggy very popular just before The Dang hit as an economical people mover for broken families. The quad pod is two squares wide and four squares long and provides three-quarter cover for its occupants.

Race bike: One of many types of high-speed race bikes; fast, manoeuvrable but fragile as hell as they smash to pieces at the slightest jolt. The race bike is one square wide and two squares long and provides no cover for its occupants.

Sedan: A standard four-door car as driven by the vast majority of people. Boring. The sedan is two squares wide and four squares long and provides three-quarter cover to its occupants.

Tank: All the good tanks were dispatched to other countries to blow each other to pieces during the war. What remains are old fashioned and light armoured artillery pieces whose guns fire as though they were LAW rockets. Many are rather beaten up and in need of repair. The tank is four squares wide and six squares long and provides total cover for its occupants.

Miscellaneous Modern Equipment

Modern equipment is generally robust, practical and often comes with special gadgets to distract yuppies and make them part with their money more readily.

Object	Size	Weight	Cost
Beauty kit	Md	8	\$100
Binoculars	Sm	2	\$250
Briefcase	Md	2	\$100
Camera (digital)	Tny	0.5	\$100
Camera (film)	Sm	2	\$250
Camping stove	Tny	1	\$25
Cell phone	Dim	0.1	\$100
Climbing gear	Lg	10	\$200
Desktop computer	Lg	10	\$2,000
Field bag	Md	2	\$25
Fire extinguisher	Md	3	\$50
Flashlight	Tny	1	\$20
Gas mask	Sm	5	\$50
Gun holster	Tny	1	\$50
Handbag (fashion)	Tny	0.5	\$150
Handbag (practical)	Sm	1	\$25
Handcuffs (furry)	Tny	1	\$25
Handcuffs (steel)	Tny	1	\$20
Hiker's backpack	Lg	4	\$100
Laptop computer	Md	5	\$2,000
Laser sight	Tny	0.5	\$100
Lockpicks	Tny	1	\$250
Medical kit	Md	5	\$100
Metal detector	Sm	2	\$100
Night vision goggles	Sm	3	\$500
Palmtop computer	Sm	0.5	\$100
Printer	Md	3	\$100
Rope (50 ft.)	Lg	8	\$25
Scanner	Md	3	\$50
Scope	Tny	0.5	\$150
Sleeping bag	Md	4	\$50
Small backpack	Md	2	\$25
Suppressor (pistol)	Tny	1	\$100
Suppressor (rifle)	Sm	4	\$250
Tent (4 people)	Md	7	\$100
Tool kit	Hg	45	\$500
Travel case (40 lb capacity)	Lg	10	\$100
Video camera	Sm	2	\$500
Walkie talkie	Tny	1	\$50

Equipment for Macho Women with Guns

Equipment

Beauty Kit: This small, suitcase-sized kit contains everything a girl might need to make herself beautiful. Hairdryer, curling tongs, curlers, hair dyes, a full make-up kit and all the other arcane and painful-looking devices of the beautician's art.

Binoculars: Binoculars are magnifying devices pressed to the eyes and used to see at great distances, for comedic effect rub boot polish around the eyepieces. Binoculars are good for standing on ridges and surveying the surrounding terrain dramatically.

Briefcase: A reasonable-sized, mock-leather briefcase with numerical code lock.

Camera (digital): A dinky digital camera that can store up to fifty high-quality images or take small stretches of video footage.

Camera (film): A half-decent 35mm camera as used by professional photographers. It comes with the basic accessories like a flash and a tripod.

Camping stove: A small, bottle-fed gas stove used to forcibly excite the bacteria in various rations so they are more likely to cause food poisoning.

Cell phone: One of the newest generations of small cell phones with picture messaging and hundred of other tricks and gadgets you will likely never use. These only work in the cities now and any strenuous or athletic activity requires a reflex save or the phone flies free of your grip or its pocket and tumbles to a shattered end.

Climbing gear: Pitons, crampons hooks and other special gear. All useful things for climbing big steep rocks.

Desktop computer: A nice, powerful box of electronic tricks, that will inevitably crash at exactly the wrong moment, losing you all your work.

Field bag: A laptop bag with extra space for tools, cell phones, pens and other such assorted gubbins.

Fire extinguisher: A portable CO² fire extinguisher such as is carried in military vehicles and by the paranoid.

Weapon	Damage	Crit	Type	Range (ft)	Ammo	Size	Weight (lbs)	Cost
Pistols								
Laser Pistol	2d6	20	Energy	40	50	Sm	2	\$2,000
Plasma Pistol	3d6	20	Fire	30	10	Md	3	\$3,000
Neematron Mk I	2d6	20	Non lethal / energy	40	30	Tny	0.5	\$2,500
Neematron Mk 2	2d6	20	Non lethal / Energy	40	50	Sm	1	\$3,000
Rifles								
Laser Rifle	2d8	20	Energy	80	50	Lg	4	\$4,000
Plasma Rifle	3d8	20	Fore	60	20	Lg	6	\$6,000
Neematron Mk 3	2d8	20	Non lethal / Energy	80	100	Lg	2	\$4,000
Farce Lance	2d6	20	Energy	50	50	Sm/ Lg	4	\$4,500
Ripley Rifle	2d8/3d6	20	Ballistic / Concussion	70	100/5	Lg	10	\$5,000
Exotic Melee Weapons								
Lawsuit Proof Laser Sword	3d8	19+/ x3	Energy	-	-	Md	2	\$2,000
Monowhip	3d10	20	Slashing	10	-	Tny	0.5	\$2,000
Electronailz	1d6	20	Electrical	-	-	Tny	0.1	\$1,500
Vibro-Blade	+1d6	-	Slashing	-	-	-	+1	+\$2,000



Equipment for Macho Women with Guns

Flashlight: A standard battery-powered flashlight.

Gas mask: Covers your whole face and can cause a sweat rash, otherwise it prevents you from inhaling noxious fumes.

Gun holster: Hip, armpit or belt holsters for pistol-sized guns and submachine guns. Low slung looks sexiest.

Handbag (fashion): A very tiny handbag of ostentatious designer branding with just enough room for a cell phone and maybe a tissue.

Handbag (practical): A more practical handbag of seemingly bottomless proportions easily able to hold a make-up kit, tissues, a cell phone, a pistol and some ammunition.

Handcuffs (furry): Day-glo pink fuzzy handcuffs which are not much use as serious restraints since they have a safety button allowing them to be removed in emergencies.

Handcuffs (steel): Real police handcuffs used by people who are serious, rather than kinky, about restraint.

Hiker's backpack: A large, framed backpack used for carrying lots of heavy things like tents, sleeping bags, food and cooking gear from place to place.

Laptop computer: A small laptop with a cellular modem, somewhere towards the top end of current technology.

Laser sight: A small, clip-on, dot projector that provides a +1 equipment bonus to hit within a 30-ft. range.

Lock picks: A set of picks in a folding cloth used for picking locks of all kinds, save electronic.

Medical kit: A small box with a clasp containing bandages and basic drugs and painkillers for the treatment of minor injuries and the stabilisation of people with more serious injuries while they await proper medical care. It does not include a cute nurse's cap.

Metal detector: A handheld, wand-type metal detector such as is currently employed to check suspicious people with beards for weapons at airports.

Night vision goggles: Strap-on goggles with sticky-out binocular-looking bits that pick up ambient light and magnify it allowing you to see at night in a hazy green glow.

Palmtop computer: The palmtop computer is small and handy with data input via a stylus. However, they regularly run out of power and wipe all of your data.

Printer: A full colour printer that can reproduce images at near photo quality.

Rope (50 ft.): Modern, nylon-mix climbing rope in a variety of colourful patterns.

Scanner: A flat-bed scanner able to scan images to a fairly high resolution.

Scope: A magnification scope for use on rifles. In effect this increases the range band for shoulder arms by 50%.

Sleeping bag: A thermal sleeping bag that can never be crammed back into the sack it came in but can be carried in a backpack.

Small backpack: A small backpack as used for day trips or carried around by tourists and students.

Suppressor (pistol/rifle): Suppressors slow down the passage of bullets and muffle the sound so that the only real noise is that of the action of the gun. This makes them useful for stealthy work.

Tent (4 people): A foldable tent with room for up to four people to sleep in, albeit a bit close.

Tool kit: A large and heavy tool kit contained in a couple of oily metal boxes suitable for most mechanical work short of spot welding.

Travel case (40 lb capacity): A large travel case with wheels, useful for dragging around airports, leaving in people's way and disposing of severed body parts..

Video camera: A compact video camera used for making home movies, filming police brutality and other misdemeanours that will later be relied on in court.

Walkie talkie: A small, two-way, portable radio with a range of a few kilometres in a following wind and sat at the top of a Californian redwood with the radio held above you.

Equipment for Macho Women with Guns

Futuristic Weapons

The annals of science fiction are filled with star ships, obscure vehicles and really powerful weapons. At first glance this would not seem to have a place in the world after The Dang. With UFOs taking more interest in Earth now that it is so much easier to conquer and the technological advancements that war engenders there are science fiction-style weapons and items all over the place.

Futuristic Pistols

Laser Pistol: The laser pistol is an elegant piece of design resembling a hairdryer with a silver barrel surrounded by concentric rings protruding from the end. It fires a beam of coherent light to strike the target, which can be almost any colour! The laser pistol is most often found in the hands of aliens who hope that the bright colours and superior design will impress Earth women.

Plasma Pistol: The plasma pistol is a heavy handgun whose magazine is a magnetic bottle of barely contained plasma. When fired the plasma is launched from the gun in a forward facing stream, eliminating anything in its path. Flammable targets hit with plasma ignite and burn for 1d4 rounds and take an additional 1d6 points of damage every round until the flames are extinguished.

Neematron Mk I: During the war many government scientists were put to work creating new and terrible weapons for the their nations' troops. Having seen one too many Gene Roddenberry shows, one of the first weapons they designed was the Neematron, a variety of weapons on the same theme. President Walsh was reported to not be best pleased by the result and is credited with saying 'What's the darn point of a stun setting, y'all?'

As a result, the fruits of this endeavour were dumped, only to be resurrected by the private sector. They are still hideously expensive and less effective than many other weapons but geeks love them.

The Mk I is a small device resembling a car's central locking control key-fob, which has led to a rise in re-sprays.

Neematron Mk 2: The Neematron Mk 2 is the same size as a handheld torch and is credited with an increased call for skin grafts in the immediate aftermath of a power cut.

Futuristic Rifles

Laser Rifle: The laser rifle is simply a two-handed version of the laser pistol. All shiny chrome and 1950s styling.

Plasma Rifle: The plasma rifle is a larger version of the plasma pistol, sporting greater range and an enlarged ammunition capacity. Flammable targets hit with plasma ignite and burn 1d6 rounds and take an additional 2d4 points of damage every round until the flames are extinguished.

Neematron Mk 3: The Neematron Mk 3 is the rifle version of the Neematron and the only one to resemble a normal firearm. Its two-handed design means it can fire further more accurately and that helps gun nuts feel less embarrassed about firing one.

Farce Lance: This rather suggestively shaped weapon has been designed to double as a melee weapon. When popped out it becomes Large size and may also be used as a quarterstaff. If you can stop sniggering that is.

Ripley Rifle: A squat, brutal, ugly-looking assault rifle with a high rate of fire and an integral under-slung, pump-action grenade launcher. Very good for splattering aliens into goo.

Futuristic Melee Weapons

Lawsuit Proof Laser Sword: The lawsuit proof laser sword focuses a beam of energy onto a point about the same length as a sword blade from the hilt. Since it makes no reference to any unique intellectual property it gains a +1 circumstance bonus to hit and do damage against lawyers.

Monowhip: This awful weapon consists of a strand of monomolecular wire with a weighted tip, which can be lashed out and can cut through just about anything. It is very difficult to use and a roll of one or two indicates that the incompetent user has cut themselves.

Electronailz: Press-on nails with a high-voltage caress. Remember to switch them off before shaking hands.

Vibro-Blade: The vibro-blade is an option which can be added to any slashing weapon. It vibrates the blade at a high rate, which helps it carve its way through flesh and bone. The vibration can be set to



Equipment for Macho Women with Guns

cleave or to a pleasant, soothing vibration that can be used to help muscles relax.

damage in a sigle attack it is ruptured, spelling imminent doom!

Futuristic Armour

Science fiction brings us force fields, power armour and interesting, discrete little devices that ward off bullets or energy. Unfortunately for Macho Women such devices are extremely rare and hard to find, meaning they are very expensive. If you want to be protected while still looking hot you cannot get much better than a force field though...

Light Armour

Bullet-deflect bangles: Shiny golden wrist bracelets with the uncanny ability, in the right hands, to deflect sword blows, arrows, even bullets! Go well with a tiara and an 'old glory' outfit.

Light force field: A funky-looking belt buckle projects a bubble of force around you letting you claim a little bit of protection while still posing in little more than your birthday suit. The projector can also be worn as a broach and can be worn with any other kind of armour.

Light space suit: The light space suit is more form fitting than the heavy space suit, which means it, can flatter a suitably ample figure but is still a functional item. If the suit takes more than four points of

Medium Armour

Medium force field: The medium force field provides more protection but cannot be worn with metal armour. Its intense magnetism will also wreck watches and other delicate equipment if activated while these items are worn.

Medium space suit: The medium space suit is a shapeless mass of armoured fabric, pipes and valves. It is punctured if it takes more than eight points of damage in a single hit.

Heavy Armour

Bitchfest power armour: Bitchfest power armour is an all-enclosing suit of laminates, composites, metals and pneumatics. Big and clunky, it is the ultimate form of protection with a twelve-hour power supply and three hours of internal air. The suit is punctured if it takes more than 16 points of damage from a single attack.

Shields

Laser shield: It is a shield! Adding the word 'laser' to it allows the manufacturer to mark up the price considerably.

Armour	Defence	Nonprof. Defence	Max Dex Bonus	Armour Penalty	Cha Penalty	Speed (30 ft)	Weight (lbs)	Cost
Light Armour								
Bullet-deflecting bangles	+Dex again	None	+8	-0	-0	30	0.5	\$3,000
Light force field	+1	+1	-	-0	-0	30	1	\$5,000
Light space suit	+2	+1	+7	-0	-1	30	12	\$2,000
Medium Armour								
Medium force field	+2	+1	+8	-0	-0	30	2	\$10,000
Medium space suit	+4	+2	+6	-2	-3	25	15	\$4,000
Heavy Armour								
Bitchfest Power Armour	+8	+4	+6	-4	-4	30	75/0	\$50,000
Shields								
Laser shield	+2	+1	-	-	-	-	16	\$1,000

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Futuristic Lifestyle Accessories

High technology offers innovations in all fields; new fabrics, new ways to live, new foods and many others. Science fiction technology is fairly scarce after The Dang, but what there is available is listed below for your perusal.

Food, drink & lodging

Food pills: Wonders of futuristic technology, the food pill contains everything you need from a whole day's meals in one tiny pill. Unfortunately since it does not fill up your stomach you still feel hungry, so you had best fill up on the free bread rolls.

Cryogenic storage: This cost covers a single day of storage in a cryogenic chamber. You do not come out actually feeling rested but it is a good way to wait for something interesting to come along without ageing a day.

Space Hotel room: The Space Hotel is fairly basic but has fantastic views. Using the space toilet is a real experience.

Generic Beverage: Generic beverage is a faintly bluish drink that is served in a frosted glass. At the touch of a dial on the side of the glass you can transform the flavour of the drink into anything you feel like having at that moment.

Buildings

Suite at the Space Hotel: The very wealthy can afford to purchase themselves a permanent suite at the Space Hotel to occupy whenever they want, provided they can get there.

Moon unit: Moonbase Zappa has been known to sell its small, underground accommodation units to those wanting them. Snug but small, the low gravity has some interesting possibilities.

Space Station: If you resent paying those gougers at the Space Hotel you can always have your own space station constructed, provided you are a multi-billionaire, of course.

Clothing

Plasti-cloth outfit: This high-tech fabric is tinted but completely transparent. It is thought that in the future people will have looser morals and not so many hang-ups about the beauty of the human body.

Item	Cost	Weight (lbs)
Food, Drink, & lodging		
Food pills (100)	\$1,000	1
Cryogenic storage	\$50/day	-
Space Hotel room.	\$1,000/day	-
Generic Beverage	\$10	0.5
Buildings		
Suite at the Space Hotel	\$1 million	
Moon unit	\$500k	

Item	Cha bonus	Cost	Weight (lbs)
Clothing			
Plasti-cloth outfit	+3	\$1,000	0.5
Babe-a-rella mini dress	+2	\$750	1
High-tech jumpsuit	+1	\$250	1

That being the case why would they wear clothes at all? In any case, you may want to wear something underneath the plasti-cloth.

Babe-a-rella mini dress: A flared dress made up of hoops of material and decked out in fabric and accessories the Babe-a-rella dress simply screams 'futuristic' and comes with hot pink moon boots.

High-tech jumpsuit: Standard dress on many science fiction shows, the clingy jumpsuit has become the outfit of choice at the Space Hotel and Moonbase Zappa. Available in a variety of colours including metallic, its clingy nature makes it not so much dowdy as kitsch.

Futuristic Vehicles

Science fiction vehicles are in short supply but enough examples exist between crashed UFOs, rocket ships and moon buggies that they are worth detailing. Science fiction vehicles have sleek lines and compact power sources; they do, however, lack the soul that more conventional vehicles have. Perhaps some advertising with half-naked people sprawling across them will rectify the problem.



Equipment for Macho Women with Guns

Name	Crew/Pass	Cargo (lbs)	Init	Man	Speed	Def	Hrd	HP	Size	Cost
Hover bike	1/1	-	-0	+1	300/30	8	5	15	M	\$10,000
Hover car	1/4	250	-1	-0	200/20	6	5	30	H	\$25,000
Hover tank	3/-	500	-2	-2	100/10	6	15	60	G	\$500,000
Large UFO	4/16	2,000	-4	-1	2,000/200	6	10	80	G	\$5 million
Medium UFO	2/8	1,000	-2	-0	2,500/250	7	10	40	H	\$2 million
Moon buggy	1/1	200	-4	-4	80/8	6	5	15	L	\$10,000
Rocket ship	2/10	1,000	-4	-4	2,500/250	6	10	75	G	\$500,000
Small UFO	1/4	500	-1	+1	3,000/300	8	10	20	L	\$1 million

Vehicles

Hover bike: The hover bike has a smooth, almost phallic design with its controllers protruding on a strut from the front. Its 100% genuine alien-hide seat is extremely comfortable and it comes with a full heads-up display on a holographic control panel. The hover bike is available in hot pink, neon green or electric blue. The hover bike is one square wide and two squares long and provides no cover for its rider.

Hover car: The hover car zooms about using anti-gravity to keep it hovering between three and twenty feet from the ground. Smooth and rounded, the hover car comes with tinted windows, full holographic display and MP9 player. The hover car is available in white, black or metallic silver. The hover car is two squares wide and four squares long and provides three-quarter cover for its occupants.

Hover tank: The hover tank rides on a cushion of air and is armed with a recoilless plasma cannon, which acts in all ways exactly the same as a LAW rocket, which is very handy for rules lawyers. The hover tank is three squares wide and six squares long and provides total cover for its occupants.

Large UFO: This gigantic, cigar-shaped UFO houses many horny grey aliens intent on ravishing the women of Earth with their probing devices. Only a few of these have been captured and have been left in such a state by the alien bachelors within that they have been rendered unusable. The large UFO can have up to three small UFOs attached to it. The large UFO is six squares wide and six squares long and provides total cover for its occupants.

Medium UFO: Medium UFOs act as observation and forward scouts for the main alien task forces, scouting out the best bars and highest concentrations of Earth women. The medium UFO is four squares

wide and four squares long and provides total cover for its occupants.

Moon buggy: This is a bare bones aluminium car made for traversing the surface of the moon in an extremely bumpy manner. The moon buggy is two squares wide and four squares long and provides no cover for its occupants.

Rocket Ship: Modern rocket ships look like those that were drawn in the 1950s with sleek lines, fins and bubble cockpits along with portholes to give everyone a nice view. The rocket ship is six squares wide and ten squares long, providing full cover for its occupants unless they have window seats which provide only nine-tenths cover.

Small UFO: Small UFOs are the equivalent of sports coupes and are driven by alien teenagers at high speeds while drunk, which is why they crash land so often. The small UFO is two squares wide by two squares long and provides total cover for its occupants.

Miscellaneous Futuristic Equipment

High technology brings with it all sorts of extra gubbins, widgets and dooberrys to make life easier and provide the same age-old problems in new and interesting ways. Lasers, wormholes and dimensional storage technologies may be dangerous but they are convenient.

Object

Dimensional storage bag: A small, zippered bag with a shoulder strap which can contain an infinite number of objects provided they are no bigger in cross section than twelve inches by twelve inches. These objects are held in warp space until they are summoned again with a voice command and a reach into the bag.

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Object	Size	Weight	Cost
Dimensional storage bag	Sm	1	\$5,000
Force shelter	Tny	2	\$2,500
Fusion stove	Sm	2	\$500
Holocam	Sm	2	\$1,000
Monocord (1000m)	Tny	1	\$100
Nanomeal	Dim	0.1	\$10
Nanopill	Dim	0.2	+\$5,000
Toothpick torch x20	Dim	0.1	\$500
Water replicator	Sm	0.2	\$2,000

Force shelter: This tiny device projects a weak force field around the character, enough to keep out sand, rain and other environmental problems. At the touch of a button it can be made opaque which makes it a useful portable changing room.

Fusion stove: A tiny stove which fuses hydrogen and oxygen to produce heat, which cooks things really quickly and can double as a portable campfire.

Holocam: This device can take stills or movie shots in full 3D as well as being capable of projecting them at a later date.

Monocord: A monomolecular diamond line with special tools for cutting, knotting and gripping onto it so it can be used to tie things, to climb, or as a fetching hip-belt.

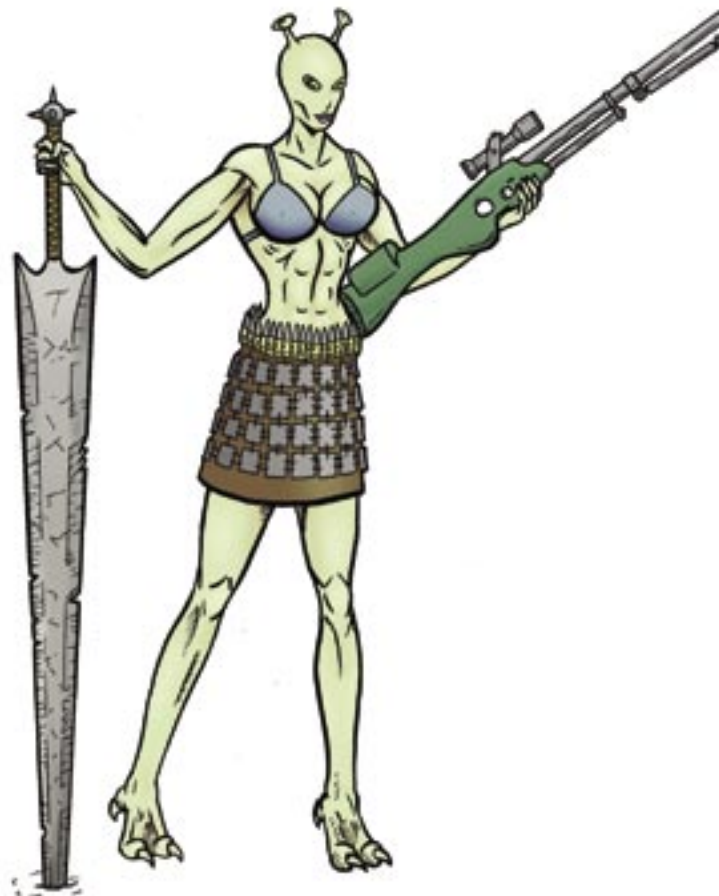
Nanomeal: Press this pill into the ground and watch as the amazing nanobots break up the atomic structure of the dirt and mould it into a tasty treat you can eat! Caution. Do not swallow pills!

Nanopill: This pill is a little larger than the nanomeal but the encoded nanobots will break down a much larger area of rock and dirt and use it to construct almost any item! The time it takes the nanobots to construct the item is determined from the table below.

Object size	Time
Fine	3 seconds
Diminutive	15 seconds
Tiny	2 minutes
Small	30 minutes
Medium-size	3 hours
Large	1 day
Huge	1 week
Gargantuan	2 months
Colossal	6 months

Toothpick torch: Minute toothpick-sized torches, each with the power of a full size flashlight.

Water replicator: This device pulls ambient moisture from the atmosphere to produce 1d6 cups of water per day. In humid environments this roll gains a +2 circumstance modifier, in arid environments, however, this roll incurs a -2 circumstance penalty. Without this device desert nomads would be unable to hold wet t-shirt competitions.



Mucho Macho Magic

Mucho Macho Magic

The power of magic is great and impressive. Barely dressed sorceresses hurling bolts of flame or stirring cauldrons while peculiar lights dapple over their half-naked bodies are staple fare for most fantasy settings. Most magic systems in games are fairly complicated and long winded when all you really want to do is hurl fire bolts and cast the occasional useful spell so you are not a complete burden to the rest of the party. In Macho Women with Guns the magic system has been stripped down to the bare essentials. No more, endless hours scouring hundreds of pages of several books in order to play.

Mana

All magic requires the expenditure of mystical energy called 'Mana' that comes from the Earth, crystals, all things in the universe or whatever other tree-hugging hippie mumbo-jumbo floats your gaming group's particular boat. Without Mana you cannot cast magic or use supernatural powers of most sorts. Mana is a natural source of energy that restores itself at a rate of one point per hour or two points per hour of rest. Any spell that is cast requires the use of Mana, the more powerful the spell, the more Mana is needed to create its effects. You can cast a spell as many times as you want so long as you have the Magical feat required and enough Mana points. In Macho Women with Guns there is no requirement for characters to memorise their spells. Any spells that fall outside the feat system must be cast from the appropriate tomes of arcane shenanigans, which have the details of the spells within them and all require a ritual of some kind as well as Mana expenditure.

Feat Based Magic

How does feat based magic work then? Well, firstly, before you can even think about casting any spells you have to have the Magical feat, once you have that you must then take the various feats that build the type of spells that you want, each one having its own requirements to learn and cast. Once you know the spell you can always cast it provided you have enough Mana to power it.

New spells are learned by 'powering up' spell types you already know, or by magical research, poring over occult tomes and coughing up fifty dollars for a tarot reading. Ritual and special use spells tend to

be unique and are a lot more complicated and, like any complicated recipe, substitution and making do does not always result in what you were aiming for, as such they must be cast from the books that they are written in.

Magical Feats

At first glance the spell list here does not appear to be very long, but do not be misled. Each spell feat has multiple uses and is not just used for one thing. Protection can be used to create magical armour or to ward against different types of attack or creature. Zap spells can be bolts of fire, ice, electricity or anything else the caster can imagine. The Games Master is left with the hard job of interpreting the results although most of the time that is simply going to be damage, however it is caused.

Listing

Brew Potion, Heal I, Heal II, Heal III, Protect I, Protect II, Protect III, Ritual Enchant I, Ritual Enchant II, Ritual Enchant III, Ritual Summon I, Ritual Summon II, Ritual Summon III, Scribe Scroll, Zap I, Zap II and Zap III.

Magical Feat Descriptions

Each spell feat is listed here by name with all the details needed to learn and cast it, along with the spell's effects.

Brew Potion

This spell feat allows you to create potions to recreate the effects of other spell feats your character possesses. When combined with healing magic it is possible to create healing potions, while with zap spells you can create magical grenades that explode with the force of the original spell. Protection spells in potion form can administer their effects when ingested or shattered on the ground and summon spells release the creature otherwise bound when the bottle is smashed.

Healing potions tend to be pastel in colour with an appetising odour. They are often fairly viscous in texture, like an industrial strength thickshake but are filled with warming and wholesome goodness.

Zap potions bubble and effervesce, barely able to contain the energy within them. They are bright primary colours and smell of ozone or acid. If accidentally ingested they taste like battery acid, just before they blow your face off.

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Potion	Difficulty (Spellcraft)	Time	Cost of ingredients
Acid	10	30 minutes	\$20
Greek Fire	10	30 minutes	\$15
Level I spell	10	30 minutes	\$100
Level II spell	15	1 hour	\$250
Level III spell	20	2 hours	\$500
Stink bomb	10	10 minutes	\$5

Protection potions are neutral tones, black, white, grey or clear. They are thin, like water and have a vaguely metallic taste.

Enchantment potions are swirling masses of multicolour containing pinpoints of light that move around within them. They taste tangy and fruity, like unsweetened grapefruit juice.

Mana cost

Creating a potion costs no Mana unless you are bottling a spell, in which case the cost is the same as if you were casting that spell.

Prerequisites

In order to choose the Brew Potion feat you must already have the Magical feat and at least four ranks in the Spellcraft skill.

Effect

Anyone who has the Brew Potion feat can create simple potions. Knowledge of other magic also enables a character to bottle the essence of that magic into liquid form to be used later.

The difficulty to create potions of various kinds is listed below. Every five points you exceed the difficulty of creating the potion by creates an additional dose of the potion.

To use a potion on someone else you need to either throw it and hit them or have them drink it. Throwing it is a ranged attack check with a range increment of ten-feet and splashes over a five-foot radius.

Stink bombs explode in a ten-foot radius and a Fortitude save against a DC of 10 must be made or those within the radius suffer a -2 penalty to all their actions while coughing and gagging from the stench.

Example

Lileeta fancies herself as something of a potion creator. With half an hour to spare gets some

ingredients from her bag and mixes them up, trying to create a flask of acid. Lileeta has a Spellcraft skill of four and a Wisdom bonus of +2, she rolls her d20 and gets eleven, which with her bonuses makes seventeen. Lileeta has managed to make two small vials of acid.

Heal 1

The healing arts have many different levels to their capabilities but they all start here.

This spell heals minor wounds such as cuts, grazes and headaches in a benign bluish glow.

Mana cost

Casting Heal I costs five Mana points.

Casting time

Casting Heal I takes one action.

Prerequisites

In order to learn this spell you must have the Magical feat.

Effect

Heal I heals 2d6 hit points from the subject of the spell but cannot take them over their maximum allotment of hit points. You must be within five-feet of the subject to heal them and casting the spell causes a faint blue light to emanate from your hands and light up the wounds of the subject.

Heal 2

This more advanced level of healing magic helps stop bleeding from deep cuts, knits bone and leaves you feeling fresh, rested and ready to start your day. Coffee for the soul.

Mana cost

Casting Heal II costs ten Mana points.

Casting time

Casting Heal II takes one action.

Prerequisites

In order to learn this spell you must have Heal I and Wisdom +14 or higher.

Effect

Heal II heals 2d8 hit points from the subject of the spell but cannot take them over their normal allotment of hit points. Heal II counts as stabilisation of people reduced to negative hit points. You must be within five-feet of the subject



Mucho Macho Magic

to cast this spell which causes a strong blue glow to emanate from your hands and heart, lighting up the wounds of the subject.

Alternatively, Heal II can be used to cure poison damage to abilities, restoring one point of temporary ability score damage each casting. This causes the toxin to leak from the body and settle as a filthy puddle on the ground.

Heal 3

Heal III is the ultimate in healing magic able to regenerate limbs and even restore people to life!

Mana cost

Casting Heal III costs twenty Mana points.

Casting time

Casting Heal III takes one action.

Prerequisites

In order to learn this spell you must have Heal II and Wisdom 16 or higher.

Effect

Heal III heals 2d10 hit points from the subject of the spell but cannot take them over their normal allotment of hit points. Heal III counts as stabilisation of people reduced to negative hit points. You must be within five-feet of the subject to cast this spell upon them, doing so causes both caster and subject to be surrounded by rays of bright blue light.

Alternatively Heal III can be used to cure poison damage to abilities, restoring a number of points of temporary ability score damage equal to the caster's Wisdom modifier each casting. This causes the poison to sweat out of the subject's skin and to collect in a foul smelling puddle on the ground.

If used to raise someone from the dead, Heal III reduces their level by one and removes all class abilities gained from that level, resetting them to the minimum experience points needed to gain that lower level. Coming back from the dead is an unsettling and life-changing experience for many people but for most Macho Women it is merely an opportunity to seek revenge.

Protect 1

Protection spells can defend or ward against various effects or creatures and are good for bolstering defences of all sorts.

Mana cost

Casting Protect I costs five Mana points.

Casting Time

Casting Protect I takes one whole round.

Prerequisites

In order to learn Protect I you must have the Magical feat.

Effect

Protect I can be used in one of several ways. Firstly you can cast it to increase your own Defence. Using the spell in such a way increases your Defence by +2 and lasts for one whole combat. Casting the spell in this way causes a slight golden glow to appear around your body.

Secondly, Protect I may be cast to protect you against a certain type of damage, fire, for example. If used in such a way the caster gains five points of damage reduction against the specified damage type. This lasts for one hour of game time. Casting the spell in this way causes a slight, appropriately coloured glow to appear around your body.

Thirdly, Protect I may be cast to ward an area against a certain thing, like a monster type (Elemental, Dragon and so on) or a certain material or allegiance (no nylon may enter this area, or no republicans). A ward of this kind requires a Will save against a DC of 10 to bypass. Such a ward lasts for one hour of game time and protects a ten-foot diameter area around the caster. Casting the spell in this way causes a slight golden glow to suffuse the area.

Protect 2

Protect II is a more powerful version of Protect I.

Mana Cost

Casting Protect II costs ten Mana points.

Casting Time

Casting Protect II takes one whole round.

Prerequisites

In order to learn Protect II you must have Protect I and Wisdom 14 or higher.

Effect

Protect II can be used in one of several ways. Firstly you can cast it to increase your Defence. Using the spell in such a way increases your Defence by +4 and lasts for one whole combat. Casting the spell

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in this way causes a strong golden glow to appear around your body.

Secondly, Protect II may be cast to protect you against a certain type of damage, say fire. If used in such a way it gives you ten points of damage reduction against such sources of damage. This lasts for two hours of game time. If you so choose you can split the ten points of protection into five points of protection against two different types of damage, say fire and ice. Casting the spell in this way causes a strong, appropriately coloured glow to appear around your body.

Thirdly, Protect II may be cast to ward an area against a certain type of thing, like a monster type (Elemental, Dragon and so on) or a certain material or allegiance (no polyester may enter this area, or no democrats). A ward of this kind requires a Will save against a DC of 15 to bypass. Such a ward lasts for two hours of game time and protects an area up to fifteen-feet in diameter. Casting the spell in this way causes a strong golden glow to suffuse the area.

Protect 3

This is the ultimate incarnation of the Protect spell.

Mana Cost

Casting Protect III costs twenty Mana points.

Casting Time

Casting Protect III takes one whole round.

Prerequisites

In order to learn Protect III you must have Protect II and Wisdom 16 or higher.

Effect

Protect III can be used in one of several ways. Firstly you can cast it to increase your Defence. Using the spell in such a way increases your Defence by +8 and lasts for one whole combat. Casting the spell in this way causes a blinding golden glow to appear around your body.

Secondly, Protect III may be cast to protect you against a certain type of damage, say fire. If used in such a way it gives you twenty points of damage reduction against such sources of damage. This lasts for four hours of game time. If you so choose you can split the twenty points of protection into ten points of protection against two different types of damage, or five points of protection against four types of damage, say fire, ice, electricity and

sonic attacks. Casting the spell in this way causes a blinding, appropriately coloured glow to appear around your body.

Thirdly, Protect III may be cast to ward an area against a certain type of thing, like a monster type (Elemental, Dragon, etc.) or a certain material or allegiance (no gold may enter this area, or no feminists). A ward of this kind requires a Will save against a DC of 20 to bypass. Such a ward lasts for four hours of game time and protects an area up to twenty feet in diameter. Casting the spell in this way causes a powerful golden glow to suffuse the area.

Ritual Enchant 1

Enchantments provide bonuses to various checks and also allow the enchantment of items with effects from other spells to create wands and other mystical gubbins.

Mana Cost

Casting Enchant I costs five Mana points.

Casting Time

Casting Enchant I takes one whole round.

Prerequisites

In order to learn Enchant I you must have the Magical feat.

Effect

Enchant I allows you to confer a +1 magical bonus upon the subject. This can be to their attack or damage rolls, a specific saving throw type or the use of a specific skill. You can also use the Enchant I spell in reverse to create a penalty for an enemy by cursing them. They must succeed in a Will save against a DC of 10, plus your character level to resist this curse, enchantment lasts for one hour. Enchanted items gain a slight, glittery, silver glow about them.

Ritual Enchant 2

This is the next most powerful type of enchantment available allowing a more powerful effect.

Mana Cost

Casting Enchant II costs ten Mana points.

Casting Time

Casting Enchant II takes one whole minute.



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Prerequisites

In order to learn Enchant II you must have Enchant I and Wisdom 14 or higher.

Effect

Enchant II allows you to confer a +2 magical bonus upon the subject. This can be to their attack or damage rolls, a specific saving throw type or the use of a specific skill. You can also use the Enchant II spell in reverse to create a penalty for an enemy by cursing them. To resist they get a Will save against a DC of 10, plus your character level, the enchantment lasts for one hour. Something enchanted in this way gains a strong, glittery, silver glow about it.

Ritual Enchant 3

This is the ultimate power level of the Enchant spell feat.

Mana Cost

Casting Enchant III costs twenty Mana points.

Casting Time

Casting Enchant III takes five whole minutes.

Prerequisites

In order to learn Enchant III you must have Enchant II and Wisdom 16 or higher.

Effect

Enchant III allows you to confer a +3 magical bonus upon the subject. This can be to their attack or damage rolls, a specific saving throw type or the use of a specific skill. You can also use the Enchant III spell in reverse to create a penalty for an enemy by cursing them. To resist they get a Will save against a DC of 10, plus your character level, the enchantment lasts for one hour. Something enchanted in this way gains a powerful glittery silver glow about it casting light into the surrounding area.

Ritual Summon 1

Summoning rituals summon and bind monsters of some kind into your service. The more powerful the summons, the more powerful the creature that can be summoned. When you summon a creature you have to make an opposed Will save against them to ensure that they are bound into your service. If you fail they are free to eat your head.

Mana Cost

Casting Summon I costs five Mana points.

Creating Magical Items

The enchant spell, in conjunction with other spells, allows you to create magical items such as magic swords, wands of exploding death and other items of mass destruction.

To enchant an item you must have the Enchant spell feat at the same level as the spell you wish to confer upon the item and must cast both Enchant at the appropriate level and the spell or spells you are conferring to the item. You must also spend your experience points to permanently implant the spell. The cost is 500 XP for a level I spell, 1,000 XP for a level II spell and 2,000 XP for a level III spell.

Enchanting an item takes ten times as long to perform as the normal spell for each spell cast upon them and items that cast spells must be bound to a magic word to activate them. Anyone can then use a magical item, provided they know the item's activation word.

Items capable of casting spells like fireballs or healing must also be charged with Mana points. Any number of Mana points may be used to charge an item up to a maximum of 100 Mana points. The item uses up the Mana points as normal when casting the spell the item is enchanted with and can only be recharged by another magician from their own Mana pool.

Example one: Faye the Enchantress is creating a magic sword for her friend Bertha the Barbarian. She is making a sword that adds +3 to both the weapon's attack roll and the weapon's damage. Faye therefore has to cast Enchant III three times. Once to enchant the weapon, once for the +3 to attack rolls and again for the +3 to the weapon's damage rolls. This costs Faye sixty Mana points, 20 for each enchantment and 4,000 experience points to make the effects of those enchantments permanent. Creating the sword therefore takes two-and-a-half hours of work and it requires no magic word.

Example two: Nina the kinky sorceress is creating a wand of fiery doom with Zap I enchanted into it. So she has to cast Enchant I and Zap I. This costs her ten Mana points and 500 experience points, she then charges it with a further twenty magic points, enabling it to cast four Zap I spells. It takes one minute and twenty seconds to create the wand and she chooses the word 'spleen' to activate it.

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Casting Time

Casting Summon I takes one whole round.

Prerequisites

In order to learn Summon I you must have the Magical feat.

Effect

When you cast Summon I a hole is torn into another dimension and a creature pops through to serve you (or eat your head). Roll randomly on the following table to see what manner of creature comes to obey you. The summoned creature remains for one hour of game time. Casting the ritual causes a glowing, magical, red circle to appear on the ground from which the summoned creature springs, ready to battle on your behalf.

d6	Creature
1	Noblin
2	Dip Ones
3	Hellkitten
4	Puppy Of Tindalos
5	Nork
6	Small creature of the Games Master's choice.

See the Cannon Fodder Chapter for fetails of these creatures.

Ritual Summon 2

As lesser ritual summons bind into your service monsters of some kind. More powerful summoning magic can call more powerful creatures. Summoning a creature requires an opposed Will save against them to ensure that they are bound into your service. If you fail things can get messy.

Mana Cost

Casting Summon II costs ten Mana points.

Casting Time

Casting Summon II takes one whole minute.

Prerequisites

In order to cast Summon II you must have Summon I and Wisdom 14 or higher.

Effect

When you cast Summon II a hole is torn into another dimension and a creature pops out to serve you (or eat your head). Roll randomly on the following table to see what manner of creature comes to serve you. The summoned creature remains for one hour of game time. Casting the ritual causes a brightly glowing, red circle to appear

in the area from which the summoned creature arrives ready to battle on your behalf.

d6	Creature
1	Cupid
2	Bambo
3	Mental Midget
4	Congressional Subcommittee
5	Shoddygoth
6	Medium creature of the Games Master's choice

See the Cannon Fodder Chapter for fetails of these creatures.

Ritual Summon 3

A Summoner able to cast mcalling spells of this level is a dangerous foe indeed. Summoning a creature still requires the caster to make an opposed Will save against them to ensure that they are bound into your service. Failure at this level is almost always terminal, you have been warned!

Mana Cost

Casting Summon III costs twenty Mana points.

Casting Time

Casting Summon III takes five whole minutes.

Prerequisites

In order to learn Summon III you must have Summon II and Wisdom 16 or higher.

Effect

When you cast Summon III a hole is torn into another dimension and a creature pops out to serve you (or eat your head). Roll randomly on the following table to see what manner of creature comes to serve you. The summoned creature remains for one hour of game time. Casting the ritual causes everyone to stand around like fools for five minutes while the summoned creature goes through a lengthy but impressive cinematographic entrance, something like the cosmological equivalent of wrestlers entering the ring.

d6	Creature
1	Bthulu
2	Gnarlyhotep
3	Isaac Azathoth
4	Yoko Uggoth
5	ZsaZsathoth
6	Large creature of the Games Master's choice

See the Cannon Fodder Chapter for fetails of these creatures.



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Scribe scroll

The Scribe scroll feat allows you to inscribe magical spells onto parchment, vellum or computer print-out so they can be read and cast at a later date. Only those with the Spellcraft skill may successfully read scrolls and discharge their effects.

Mana Cost

Scribing a scroll costs five Mana points in addition to the normal cost for the spell. Additionally it costs ten, twenty-five or fifty dollars depending on the level of the spell being written into the scroll, this is because spell scrolls require rare and expensive ingredients (or the Games Master just wants to steal all the cash he gave you back).

Casting Time

Scribing a scroll takes ten minutes in addition to the time taken to cast the spell being put into the scroll.

Prerequisites

In order to learn Scribe scroll you must have the Magical feat and at least six ranks in the

Spellcraft skill.

You must know both Scribe scroll and the spell you wish to put into the scroll to create a scroll.

Effect

This creates a scroll, which can then be read as a full-round action to cast the spell embedded within it. This destroys the scroll and casts the spell as normal. Some yuppie magicians from Los Diablos create 'Spell-o-faxes' with tab indexes so they can quickly cast whatever they need without recourse to their own personal Mana pools. Whether modern or not, spell scrolls need special paper or vellum and expensive ink made from fish nipples, monkey fins and snake legs and those are just the easy-to-come-by ingredients. Spell scrolls often do not smell so good and the runic inscriptions upon them are painful to look at for anyone who is not a magic user causing headaches, nausea and vomiting.

Zap 1

Zap I creates a small bolt of energy or matter of some kind and hurtles it towards the target with the intent of causing them harm. This can be a bolt of fire, a sharp piece of ice, a ball of static, a small swarm of bugs or a bolt of 'evil chi'. The net effect is the same regardless.

Mana Cost

Casting Zap I costs five Mana points.

Casting Time

Casting Zap I takes one action.

Prerequisites

In order to learn Zap I you must have the Magical feat.

Effect

The bolt of energy must be directed to the target with a ranged attack check. If it strikes it does a 1d6 of damage. It can hit anything within the casters line of sight.

Zap 2

Zap II creates a stream of energy or matter of some kind and blasts the target with it. This can be a stream of fire, a spray of ice, a bolt of electricity, an

engulfing swarm of bugs or similar. The net effect is the same regardless.

Mana Cost

Casting Zap II costs ten Mana.

Casting Time

Casting Zap II takes one action.

Prerequisites

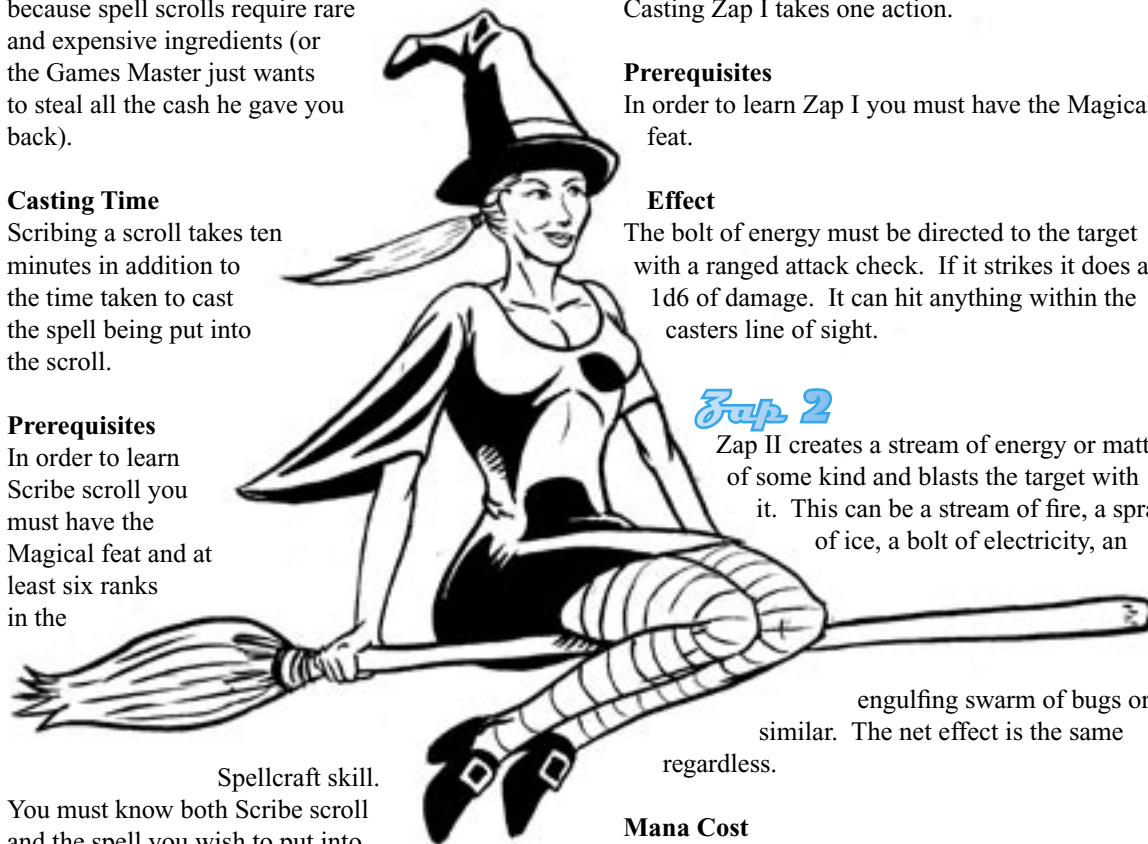
In order to cast Zap II you must have Zap I and Wisdom 14 or higher.

Effect

The bolt of energy must be directed to the target with a ranged attack check. If it strikes it does 2d8 of damage.

Zap 3

Zap III creates a small explosion of energy or matter of some kind and blasts the target with it. This can



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be a blast of fire, a pillar of ice, an electrical storm, a huge swarm of flesh-eating bugs or similar. The net effect is the same regardless.

Mana Cost

Zap III costs twenty Mana points to cast.

Casting Time

Zap III takes a whole round to cast.

Prerequisites

In order to learn Zap III you must have Zap II and Wisdom 16 or higher.

Effect

The blast of energy must be directed to the target with a ranged attack check. If it strikes it does 3d10 of damage to the target and to everything within a five-foot radius unless it makes a Reflex save against a DC of 20.

Forbidden Tomes

Scattered across the blasted, post-apocalyptic lands are many eldritch tomes of great mystical significance, containing within them a great many spells and rituals that can be used to perform acts of great good or great evil. These rituals have their own rules, as do some of the books. Those books and the lore contained within them are detailed below. Anyone can cast spells from these forbidden tomes provided they have the Spellcraft skill, can make a successful check and spend the required Mana points. They must have physical possession of the book in order to cast the spells from it. They cannot be learned by themselves.

A Teen Witch's Bumper Book of Spells

This paperback book of new age witchery was published just before The Dang though various occult happenings have now scattered it throughout the ages. Sponsored by The Wicca Improvement Trust, the book, a nice friendly pastel shade and full of cartoons, was targeted at the disaffected teenagers of the world. The book managed to excise all the things that its targeted demographic might actually have interested such girls, magic, black clothing, skulls, bats and other dubious symbols and because of this it suffered from a lack of commercial success.

Catch a boy

This minor ritual in the book has a DC of 15; a Mana cost of five and can be resisted by a Will save

against the same DC. It takes one whole round to cast. The target of the spell finds themselves unable to flee and is overcome with the effects of puppy love for the caster that lasts one hour, plus the caster's Charisma modifier. It can only be cast against male creatures.

Banish acne

This recitation was originally intended to help wipe a person's face clear of acne. Unfortunately the spell took its imprint from those who cast the spell the most and whose faces were almost entirely made up of acne. Now it does not so much remove the acne as remove the face.

This ritual has a DC of 15; a Mana cost of ten and can be resisted with a Fortitude save against the same DC. It takes one whole minute to cast. The target of the spell finds their Charisma reduced to one for one hour.

Divine exam results

This ritual can be used to determine the correct answers to academic or formal questions. The spell provides one additional answer for every five points rolled over the base DC of 10. This costs five Mana points and takes ten minutes to prepare and cast. It lasts until all the correct answers have been used up.

Cutesy familiar

Every witch needs a familiar, though the authors of this book tried to get away from the stereotype of bats or black cats, toads and other evil-looking animals by encouraging the teenage wannabe witches to choose something more socially acceptable. Unfortunately the books, good intentions and the expectations of the world about familiars combined produced a horde of cute but evil familiars.

This ritual requires a cute, fluffy animal such as a guinea pig or hamster be procured and then the ritual is cast over the animal. The animal is then possessed by evil spirits, granting it the ability to talk (it usually has a filthy mouth and a mean streak a mile wide) along with other bonuses. The ritual takes half an hour and twenty Mana points with a DC of 20. Failed attempts cause the animal to explode.

A cute but evil familiar gains +2 to Strength, Dexterity, Constitution and Intelligence and does damage with its natural weapons as though it were a creature one size category larger. A spell caster may only have one familiar at a time.



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Delvings & Dings Player's Guide

The Delvings & Dings Player's Guide is dismissed by most scholars as nothing more than a game book from before The Dang but many magicians have attempted to use its magic and have met with some success. It seems that the collective paranoia and fear of the religious right wing caused by the book might actually have had some founding.

This book contains the normal spells found in other *d20* games, which can be cast as rituals from this book. The Mana cost and DC to cast is five per level of the spell and otherwise the effects are exactly the same as those in these books. The Games Master is encouraged to mess up any powerful or particularly useful spells by having someone 'improve' them with 'house rules' notes in the margin, causing the spells to do something totally unexpected.

Internal Kindergatten

A mystical self-help, book The Internal Kindergarten is the last word in schmaltzy, hippie, self-congratulatory toss, however, its pages contain power. The exercises in this book help assiduous spellcasters to 'actualise their inner child' and 'enact the fullness of their self' upon the world. Ownership and casting the magic from the book incurs a penalty of -2 to Wisdom as the practioners becomes completely self-absorbed.

Hugging one's inner self

By spending a good quarter-of-an-hour meditating on oneself and making up some kind of childhood trauma to agonise over the caster can assign blame for all their current troubles on their parents. The DC for this ritual is 15 and for every point rolled over that DC they regain a hit point, which costs five Mana points to enact.

Personal empowerment

Staring into a mirror for ten minutes while reassuring oneself that one is a success may make you look crazy. In truth you probably are, but if you follow the process laid out in the book to the letter you will find yourself gaining a +1 magical bonus to any skill checks that you make for the whole of the day. This is a DC 10 ritual requiring ten Mana points that must be cast in the morning.

Me time

Casting this ritual requires a good half-hour which must be spent in the bath with scented candles and lots of bubbles. It costs twenty Mana points and has a DC of 20. If successfully cast the number

of points over the DC is the number of rounds the character can declare during the rest of the adventure to be 'Me time'. While in 'Me time' the character is completely immune to any attacks, damage or effects upon them. They are, however, unable to interact with their surroundings being so withdrawn into themselves and their own thoughts. It can only be cast or attempted once per day.

Re-evaluating 'success'

Through impressive self-delusion a character is able to reclassify even the most abject failure as a success. In game terms this means that with proper preparation, ten Mana points and a check against a DC of 15, the character can turn a failed check into a success. This can only be cast once per day and can be done for one additional check per five points achieved over the DC.

Microwave Cooking Made Easy

A more arcane art is unknown in the world today. Microwaving is really only good for reheating something that has already been cooked. This book, however, contains the secrets of radioactive magic and the ins and outs of making it work for you.

Instant meal

This ritual takes ten minutes, five Mana and has a DC of 10. The caster must have a microwave to cast this or any other of the book's rituals. Food is crammed into the microwave until it is filled to bursting, then the microwave is turned to full power and activated for thirty seconds. When the door is opened a grand feast, enough for four people spills out.

Perfect re-heating

By carefully sealing a meal in Tupperware to be reheated later the character can preserve magical energy, ready to be unleashed at a later point. This ritual takes ten minutes, five Mana and has a DC of 10. Later, after casting another spell they can pop open their preserved meal and activate the magic as a full round action immediately recasting the same spell with exactly the same rolls and effect as its predecessor.

Mutation nation

By exposing a creature or character to carefully modulated microwave radiation you are able to induce mutation. This takes one hour and has a DC of 20 and a costs twenty Mana. If successful, the creature gains a power as though it had the Mutant power feat, if it fails it gains a Mutant disadvantage Heinous drawback.

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Pneucoketic Manuscripts

The Pneucoketic Manuscripts contain several spells developed from the power of the Dweeb-lands and Cat-death. The pantheon of Bthulu and cousins is responsible for its existence and it is written in their ugly, octopus-having-a-fit handwriting. Ownership reduces a character's Will save by one but gives them access to the following rituals.

Astral keg

By the incantation of several potent brand names over a whole round, this ritual causes a squat, ethereal cylinder with odd protuberances to appear within 25-feet of the caster. This automatically draws the attention of any male creature with an Intelligence of five or higher, who moves towards it until they touch it, at which point they are immolated.

This ritual has a DC of 20, a cost of twenty Mana and takes a whole round to cast. It lasts until five creatures have been immolated or ten rounds have passed.

Pneucoketic elixir

The manuscripts contain a variety of secret formulae and bizarre, unnatural substances that, when combined, create a potent healing elixir. This concoction takes half-an-hour to brew and results in 2d6 cans of Pneucoke being created. Each can heals 1d12 hit points. The ritual is DC 15 and costs ten Mana to cast. It requires special ingredients worth \$500 or the body parts of five creatures of the Bthulu mythos.

Ruby slippers

This ritual requires body parts from three different creatures of the Bthulu mythos. These parts must be ground into a gooey paste and coated onto the feet. After the preparation is completed a ten-second incantation is performed; once this is complete the character returns to their home by means of teleportation. Their feet retain a foul odour for 1d10 days after the transportation is complete.

This ritual takes ten minutes to prepare, ten seconds to cast and has a DC of 10, costing ten Mana to complete.

Summon survivalist

This spell requires a large amount of pornography to be present. Either a stack of magazines, ten videos or a high-speed connection to the Internet will suffice. Standing over the collection a series

of irrational political statements must be made for a total of ten seconds. At the end of that period a survivalist, carrying \$5,000 worth of weaponry, appears and will serve the caster for one hour before wandering off in search of commies.

This ritual takes ten seconds to cast, has a DC of 15 and costs twenty Mana to complete.

Yellow submarine

This spell must be cast near the ocean. It requires a full rendition of the appropriate song and if there is instrumental accompaniment then there is a circumstance bonus of +5 to the Spellcraft check. After the song is completed and a check is made against a DC of 20, along with the expenditure of twenty Mana points, a large yellow submersible surfaces and comes up to the shore. When it hits the beach four gaudily dressed men emerge and head inland. If attacked they turn into eight mental midgets and fight back. Otherwise the characters can enter the submarine and hijack it, using it to take them wherever they want to go.

Pulses & Prana

Amazingly enough this tome of magic used to be given away. Unfortunately most of those books then ended up in the trash or burned for fuel. This book of spells contains powerfully unholy vegetarian cookery tips and recipes which, when properly harnessed, can have a tremendous effect.

Bombay doors

The effect of a purely vegetarian diet on the human digestive system is a wondrous, but terrifying thing. With ten minutes of spare time and a secluded spot in which to 'do the business' the caster can 'pitch a loaf' of such weight and density as to be akin to steel. This adamantine stool is impervious to damage and can be used as a heavy mace.

Casting this ritual requires ten minutes, a check against a DC of 10 and five Mana points.

Iron stomach

Nothing but broccoli and lentils gives the digestive tract of the magician a truly amazing fortitude against harm. After a slap-up meal of chickpeas and spinach the caster is able to gain a bonus to their hit points and fortitude. 1d6 hit points over their normal maximum for the day and a +2 magical bonus to their Fortitude saves.

Casting this ritual requires a big meal, half an hour, a check against a DC of 15 and ten Mana points.



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Lack of iron & protein gives wisdom

Living in defiance of the natural order as they do, vegetarians suffer for their principles, becoming weak and weedy but gaining spiritual enlightenment through their hallucinations and fainting spells. This ritual costs twenty Mana points and takes a week to cast with a DC of 10. At the end of that period the character permanently loses one point each from Strength, Dexterity and Constitution but gains two permanent points of Wisdom.

Xen flatulence

Beans are good for one thing and one thing only. With a light meal of the musical vegetable the character is able to store up a colossal bowel eruption for later on.

Casting the ritual requires a small meal and fifteen minutes. It costs five Mana points and has a DC of 10. This stores up one colossal gut ripper, which can then be used at any point later in the game. It creates a cloud of gas with a ten-foot radius of the caster (who is unaffected). All within that area must make a Fortitude save against a DC of 15 or are stunned for the round and unable to act.

Shit Happens

The only truly accurate book of predictions for the future was unfortunately written by a near illiterate tramp on torn squares of kitchen towel and is almost totally indecipherable. Those who have managed to gather its pages, or copies thereof, do have a way to predict the future.

Over an hour and with the expenditure of five Mana points and a check against a DC of 20 a character can glean an obscure clue into the adventure as determined by the Games Master, who can substitute a load of insignificant rubbish if they so wish and the player will never be any the wiser.

The Al-Azifthen

A heavy, thick book containing ghastly knowledge and programming tips that woman was not meant to know. Even looking at it is enough to cause sudden and deadly boredom in most mortals and it is a great trial of strength to actually finish reading through it. Upon completion the reader loses 1d4 points of Charisma but gain the same number of ranks in the Computer Use skill.

The Book of Filbin

This eldritch tome is bound in human skin with pages of properly aged vellum. Its pages are carefully encoded in near-forgotten tongues and it is illustrated with fateful and disturbing drawings etched in blood. It is also the biggest load of cobblers ever written, produced as a promotional tool for a horror film. It claims to have many rituals within it which can be determined by the Games Master, but any attempts to cast them fail utterly and causes 1d6 Puppies of Tindalos to appear to savage the silly person doing the casting. While in your possession though you gain a +1 magical bonus to any Bluff checks.

The Book of Going Forth for Brunch

Fashioned by undead yuppie liches, The Book of Going Forth for Brunch contains rituals and spells for helping with business meetings and financing. It embodies the heady spirit of 1980s consumerism and its power has been blamed for the craziness that was the dot.com boom.

Buzzword

Words have power; everyone knows that. Some words have more power than others. Not so long ago words like web, portal and dot-com had the amazing ability to make investors part with their money at an astoundingly foolish rate.

With an hour-long ritual the characters can create a buzzword that has power over others. This costs ten Mana points and requires a check against a DC of 20. The word, once created, can be invoked at any point that day lending a +5 magical bonus to any check and a +10 magical bonus to Bluff or Profession checks in particular.

Downsizing

Through a half-hour ritual of deliberation and money counting the character is able to concoct a small pink slip of paper. Crafting this slip costs twenty Mana points and has a DC of 15. This slip, when activated, halves the number of enemies attacking you. Each slip costs 500 experience points to create in addition to other costs.

Investment

The Book of Going Forth has guides on all sorts of investments. One of particular interest to Macho Women is the health portfolio. By filling out several forms over the course of fifteen minutes, along with the expenditure of ten Mana points and a Spellcraft

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check against a DC of 15, the character can invest several of her hit points. These points are crossed off her sheet as though she has been wounded. However, after her next battle the character receives twice as many hit points as were originally sacrificed as a dividend from her investment.

Lets do lunch

With an investment of half-an-hour, ten Mana points and a check against a DC of 15 the character is able to create a business card, empowered with the full force of her personality and business sense. This card can be given to any intelligent monster as a full-round action and they will then depart the combat with the card, faithfully promising to meet the party later for a meal. When that mealtime rolls around that monster (and any others similarly dismissed) will turn up and attack from the point they left off.

Power nap

With the expenditure of five Mana points and a check against a DC of 10 the character can take a power nap lasting one hour that counts as eight hours rest for the purposes of healing and Mana recovery.

The Insane Ramblings of Pope Joan The First

Pope Joan, the current mouthpiece for God in the Vatican, is certifiably barking but every holy utterance that spills forth from her mouth is faithfully transcribed and sent out to the worthy believers. While blithering and hostile the rantings of Pope Joan have the power to inspire the faithful and cast down evil, sometimes just from the abusive vehemence of the words.

I speak for God

Pope Joan is very insistent that she is the mouthpiece of God and the faithful believe it to their very core. With that kind of faith and Pope Joan's words in your pocket ready to be recited one can strike fear into one's enemies and steel one's heart against the darkness, all while ranting and frothing at the mouth.

Casting this ritual takes a full round to read from the writings of Pope Joan, ten Mana points and a check against a DC of 15. When complete, any evil or malicious creatures within earshot must make a Will save against a DC of 20 or they are stunned and unable to act for 1d6 rounds.

Mysterious ways

Pope Joan was keen on dancing and created a set of principles for entirely random and mysterious dance steps in an attempt to embody the literal interpretation of the saying 'God moves in mysterious ways'. Taking ten minutes to practice, spending ten Mana points and making a check against a DC of 15 will allow the caster to add four to their Defence as they begin moving in a random and unpredictable way. This lasts for ten minutes and also reduces their base attack by two.

Smite the unholy

Pope Joan's particularly frothy rants are reserved for sermons on the unholy menace of demons, mutants, Protestants and other threats to the proper order of the world in her opinion. Many of these sermons are particularly graphic and can be considered instructions on torture and brutality. Practical instructions.

Reading a sermon for five minutes at the cost of five Mana points and making a check against a DC of 10 grants characters of the faith a +1 magical bonus to all their damage rolls for the duration of the combat, if it does not scare them too much to hang around whoever cast the ritual, that is.

The Necrocsmeticon

The Necrocsmeticon was created in ancient Egypt after one of their queens, recently interred, reanimated to kill some over-eager tomb robbers before a successor had been confirmed. Returning to the throne that she held in life, Queen Neverteeny was not happy with her preserved, but desiccated appearance and commissioned the court magicians and beauticians to find ways to make her beautiful again. What they found while trying to make her lurching corpse attractive were the most powerful cosmetic tips known to woman.

Life in death

The make-up of the Necrocsmeticon is so good that even those horribly maimed while wearing it look so beautiful and full of life that they have trouble understanding that they are dead.

With fifteen minutes of make-up application, ten Mana and a check against a DC of 15 a character can be made up in such a way that even if killed they can fight on unaffected for 1d6 rounds before their mascara runs and they finally realise they are dead.



Mucho Macho Magic

Sex bomb

The Egyptians really knew what they were doing with eye make-up and with this special little secret, a character can be given such allure that even the gods themselves might pause and have a gawp.

With fifteen minutes of make-up application, ten Mana points and a check against a DC of 15 a character can be given sexy eye makeup. Any intelligent creature that would be attracted to the character must make a Will save against a DC of 15 when they come within ten feet of the character or immediately be overcome with desire and mob them. This effect lasts all day.

Unmussable

The Egyptians were masters of preservation techniques of all kinds and these practiced skills were applied to the make-up for their undead queen. As the pyramids withstood thousands of years of erosion so her make-up could withstand anything.

With half-an-hour of make-up application, ten Mana points and a check against a DC of 20, a character can be made up in such a way that even an assassin's bullet could not smudge their makeup. In effect this gives them a damage reduction of 1/- on top of any similar bonuses for the day.

The Nerdia Mysterius

The Nerdia Mysterius is another Bthulu mythos tome and, while it contains no rituals it does hold exhaustive information on all the creature of the Dweeb-lands and Cat-death providing a +2 magical bonus to Will saves made to dominate summoned creatures. Learning the information in the book is so

disturbing that the reader suffers a permanent nervous tic that gets stronger around anything nerdy or technological. Cruel Games Masters can insist that the player act this out.

The Unaspreethenictat cealanbriensvchitclchk notptatwund

Also known as The Book Of Death as any attempts to pronounce the title, or any of the contents, requires a Fortitude save against a DC of 20 or the reader chokes to death. Alternately the Games

Master can make them take 5d6 hit points of damage if they are feeling particularly merciful.



Fighting like a Girl

Fighting Like a Girl

Combat can be very math-heavy in the *d20 Modern Roleplaying Game* and the cut and thrust of combat can come down to who has what feats or what level, rather than who uses the most cunning or improvisation. *Macho Women with Guns* requires a change in thought, something more akin to its characters, fast and loose.

To speed things up and simplify them a little a few things have been changed in the combat system presented here. Do not expect realism but do expect a lot of fast, furious and deadly fun.

Combat Overview

Combat flows and moves in cycles. Follow the steps below to complete your combat scenes.

† **Roll Initiative:** Roll a single Initiative check for all enemies of the same type. Combatants in *Macho Women with Guns* are never considered flat-footed unless ambushed, caught by surprise or unable to move.

† **Actions:** Note any changes to hit points or other matters as each action is completed.

† **Attacks of Opportunity:** Resolve any attacks of opportunity.

† **Loop:** Return to step two and repeat until everyone is dead.

Stunts

Stunts are what make cinematic combat exciting. Why settle for 'I take a shot at Thug B' when you can have...

'I leap sideways across the table, guns blazing to shoot out the spirits bottles behind the bar before I

spit out my cigarette and wheel-kick it over into the spilled alcohol setting the entire bar ablaze.'

Stunts make combat fun, get everyone's blood pumping, make them think about what they are doing, make people visualise the scene and get involved. In short, stunts make the game.

What do we mean by a stunt? A stunt is anything wild, daring and unconventional, usually performed during combat, something done with flare, style and panache. Something that makes the whole group laugh and say 'That was cool'. Examples might be such things as swinging from chandeliers, stealing an enemy's weapon, jumping backwards off a motorcycle, back flipping onto a table and kicking an apple into your opponent's mouth.

Stunts should be encouraged, but they are difficult. They are promoted as another way to gain additional Action points. When you pull off a stunt successfully you might just get an Action point back which can make it worthwhile to spend Action points to accomplish the stunt.

Other Actions

There are many other manoeuvres you could do in your round, reloading takes up your move action as does drawing or holstering a weapon. Issuing commands to a friend or ally can take up an action or can be combined with some movement or attacks, decisions on such things are left to the Games Master's discretion. Normally actions like hacking a computer require all of your attention and so you cannot attack in the same round you are attempting such actions. However, the Kick Ass and Chew Gum feat allows you to perform both actions at the same time. Attempting the skill check takes your move action leaving you still able to attack.

Stunt Type	Action points gained on...	Number of Action points gained
Basic: Stunts such as swinging from a chandelier, shooting the belt buckle off an opponent so their trousers fall down or jumping from one moving vehicle to another.	An unmodified roll of 20.	1
Cunning: Stunts such as standing on the back of a motorcycle while firing a weapon, decapitating an enemy then throwing their head at another enemy or shooting out the tyres a car so that it swerves into an enemy.	An unmodified roll of 19-20	1d2
Outrageous: Stunts such as catching fresh ammo clips in your pistols as they are thrown to you, shooting a bullet out of the air or carving a word into an enemy's chest with a sword.	An unmodified roll of 18-20	1d3



Fighting like a Girl

Called Shots

Sometimes simply hitting your enemies is not enough. Sometimes you need to cripple a foe, shoot the gun from their hand, kick them square in the nuts or just unload a shotgun into their face out of pure vindictiveness. In such circumstances you can choose to make a called shot.

Called shots help break the monotony of normal combat in much the same way as stunts do, by helping visualisation and giving the heroines more options in combat.

Called shots are difficult to perform, however. Called shots are made all the more difficult the further away from your target you are. Characters performing called shots against prone opponents, in melee or unarmed combat or at point blank range with ranged weapons should use the melee attack roll modifiers noted below for each type of called shot. Characters attempting called shots with ranged weapons at any range other than point blank should use the ranged attack

roll modifiers noted below for each type of called shot. Ranged attack check penalties for called shots are increased by -2 for each additional range increment above the weapon's standard range.

All called shots are subject to standard attack roll modifiers as described and detailed in the *d20 Modern Roleplaying Game*.

Arm

Ranged Attack check penalty: -8

Melee Attack check penalty: -4

A successful strike to the arm will place an enemy at a severe disadvantage, preventing them from going anyone in a hurry. Called shots to an arm carrying a shield are impossible as the shield covers the arm to such an extent that any weak points on that limb are concealed. Anyone struck in the arm must succeed a Reflex save at DC 20 or they will drop anything held in that hand and will suffer a -4 circumstance penalty to all skill checks, attack rolls and weapon damage rolls



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that require the use of that limb. Returning the arm to full use takes either one week or the application of a Heal II spell.

Eyes

Ranged Attack check penalty: -20

Melee Attack check penalty: -10

Called shots to the eyes are usually performed by poking an opponent, throwing something directly at them or drilling a 9mm hole through their eyeball, causing enough blood to well in the eye from a glancing head wound is equally as effective. Anyone suffering from a successful called shot to the eye suffers a -4 circumstance penalty to all attack rolls and Reflex saves. Characters thus affected also suffer a ten-foot reduction to their base speed due to the damage. If both eyes are rendered useless the blinded character's base speed is reduced to five-feet. Cycloptic characters are obviously instantly restricted to a base speed of five-feet, while characters with more than two eyes suffer the above effects cumulatively, they cannot, however, be reduced to a base speed of less than five-feet. Returning the eye to full use takes either one week or the application of a Heal II spell, if the eye is left to heal naturally characters should roll a Fortitude save against a DC of 15 or lose the sight in that eye permanently.

Groin

Ranged Attack check penalty: -16

Melee Attack check penalty: -8

The lowest of all low blows, women are especially skilled at this form of attack, most likely because they understand the agony it causes, comparable with the pain of childbirth. A victim of a groin shot is stunned and unable to act for 1d6 rounds and loses any Dexterity bonuses to their armour class as well as any losing evasive abilities including supernatural or extraordinary abilities such as the Dodge feat and Evasion ability. The subject of a called shot to the groin is also considered prone by anyone attacking them. A Heal I spell can instantly remove the above penalties.

Head

Ranged Attack check penalty: -12

Melee Attack check penalty: -6

The head, despite the protection of the skull, is a sensitive and vulnerable place in which to be hit, even for those who do not actually use it much. A successful headshot causes any damage dealt to the location to be doubled and if that does not kill them, being stunned and unable to act for 1d4

rounds probably will. A Heal I spell can remove the penalties.

Leg

Ranged Attack check penalty: -12

Melee Attack check penalty: -6

If it is faster than you, especially at running away, then a good smack in the legs will likely sort that out. A successful strike against an opponent's leg will reduce their base speed by half. Additionally all skill checks, attack rolls and damage rolls that require the use of that limb any suffer a -4 circumstance penalty. Returning the leg to full use takes either one week or the application of a Heal II spell.

Catfights and Tussling

Not every combat is lethal, not every fight is to the death or even to unconsciousness. Macho Women often end up in simple catfights for dominance with the winner the last person to be reduced to tears or an unattractive mess by the fight. The aim of these fights is not to break limbs or truly harm an opponent but to humiliate them and prove personal superiority without the need to kill.

A catfight does not make use of weapons as God was gracious enough to provide women with two perfectly serviceable weapons of their own (no, not those you sex-obsessed freak), their hands. Catfights are conducted as normal hand-to-hand combat with the following exceptions;

† Catfight damage is not taken from hit points as would normally be done. Instead, this damage is removed from a character's Charisma, including bonuses for make-up, clothing and other equipment, is the figure that needs to be reduced to win. This does not mean a character becomes any uglier, it is just a measure of how humiliated and how bedragled a character can become before giving up or running off to the powder room to recover.

† The aim of a catfight is not to kill, though actual damage can be inflicted. If a character kills an opponent, however, they are likely to be a seriously unhinged individual who should be avoided from that point on, even by friends. You never know when this bitch is going to snap!

† Any fighter can surrender at any time.



Fighting like a Girl

Catfight Actions

Scratching: A nasty rake with your nails, scratching brings up some ugly red marks and actually hurts! A successful scratch attack causes the loss of one Charisma and deals one hit point of damage plus any Strength modifiers. Characters with press-on talons or other claws substitute this standard damage with that of their own weapons.

Hair pulling: A vicious grab, twist and pull of the hair hurts more than a little, bringing a tear to the eye and ruining any hairstyles. Hair pulling is treated like a grapple and while held by the hair the victim of the attack can do little else but try to pull free. A successful hair pulling attack causes the loss of a single Charisma point and prevents the target from doing anything else bar trying to escape from a grapple. Getting hold of enough hair is tricky, incurring a -2 penalty on this form of attack.

Slapping: An open-handed slap causes nasty scarlet marking in much the same way as scratching does but over a wider area and with a much more interesting sound. If the opponent is grappled or hair-pulled slaps may be administered as free attacks, which automatically hit; this is called 'a spanking'. Successful slaps cause the loss of a single Charisma point.

Tearing: After a successful grapple or hair pull attack, actions can be spent to tear the opponents clothing or otherwise mess it up which removes any Charisma bonus bestowed by the item of clothing under attack. After the grapple a normal attack check is made, followed by a Strength check against a DC dependent on the fabric.

This rends great, strategically placed, holes in the fabric and ruins the outfit until it is replaced.

Cloth type	DC to rip
Lace, silk, other light fabrics.	10
PVC, cotton, other medium fabrics.	15
Leather, rubber, denim and other tougher fabrics.	20

Stunts: You can perform stunts as normal while involved in a catfight, some of these may have special effects, though the actual effect is left to the Games Master's discretion. Splashing your opponent's face with water may well cause hereyliner to run, removing any bonus derived from such cosmetics, for example.

Mud and Oil Wrestling

A catfight or tussle is an informal fight for dominance; occasionally, however, honour must be satisfied in front of witnesses and it is at these times that wrestling in mud, oil or some other gooey substance, such as Bthulu slime, is called for.

In the world of Macho Women with Guns wrestling is accepted as the one true and final way of settling an argument, held in as much esteem as duelling with swords or boxing has been in times gone by.

Grappling in Goo

Conducting a wrestling match is identical to a normal catfight save that both combatants are only allowed to include Cosmetics and underwear bonuses as honour demands that they strip for battle.

A suitable site must be found, a mud bank, a slime pit or a rubber-lined hollow filled with baby oil (Use only oil extracted from artificial babies to prevent offence).

Wrestling in slimy stuff makes both combatants slippery and more difficult to grasp resulting in a -2 penalty to any grapple manoeuvres that are attempted and do not forget those Balance checks for the less-than-stable battlefield.

A few additional moves are available to Macho Women engaged in wrestling.

Face rubbing: After a successful grapple and an opposed Strength check a Macho Woman can rub her opponent's face in the goo removing all the bonuses from any make-up they might be wearing and likely causing a bit of spluttering and coughing. Any further uses of this attack have no additional effects.

Slap it on thick: A defensive action, the Macho Woman spends a round slapping more goo and oil over her body. This reduces her own Charisma by one but increases the difficulty to grapple her by a further -2. This manoeuvre can only be performed twice to create a total penalty of -6 to your opponent's attempts to grapple you.

Stripping: The ultimate goal of a wrestling match is to strip your opponent naked, resulting in a clear win. In order to strip an item of clothing from your opponent you must first successfully grapple them, after which removing an item of clothing requires an opposed Strength check for each of the two rounds

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the opponent must remain grappled. Removing a bra is more difficult and requires three rounds of grappling and three opposed Strength checks.

Even if you have torn an item of clothing you still must remove it in order to win, tearing just creates interesting holes.

When an item is stripped, all Charisma bonuses gained from it go with it.

Combat Complications

Not every battle takes place in a nice, conventional setting with flat terrain and enemies obligingly lining up in neat rows to be slaughtered. Most of the usual complications such as elevation, obscuring smoke and so on are covered in the *d20 Modern Roleplaying Game*. There are a couple of considerations that should be taken into account

when playing in more futuristic settings. In *Macho Women with Guns* there is every chance that characters could find themselves battling in space, if for no other reason than the Games Master has imbibed too much alcohol by this point in the session.

Vacuum

Space is very, very big and very, very empty. Anything that goes into space starts to slowly break up and tries to fill that great big enormous space. What this means is that if you go out into space without a special suit your body will immediately start trying to spread itself across all of that space to fill that gap.

If a suit is ruptured the wearer takes 1d6 points of damage every round until the suit is patched or they return to a safe, pressurised area (assuming a deranged computer system lets you

back in, that is).

Anything entering a vacuum without a space suit must make a Fortitude save every round against DC 15 or go pop, scattering a wide area with flash-frozen entrails and proving once and for all that true beauty is *not* on the inside. In addition to this requirement, the fool travelling through space without protection suffers 1d10 points of damage every round until they either explode or learn their lesson and don a spacesuit.

If a pressurised area like a spacecraft or station is punctured the air is sucked into the void. The strength of this suction is determined by the size of the hole through which the atmosphere is escaping. For every square foot the hole incorporates it has a Strength of ten. To prevent being sucked through the hole, out into the cold black infinity that is



Fighting like a Girl

Weapon	Recoil speed	Save DC
Unarmed attack	3 feet per round	5
Tiny weapon	5 feet per round	8
Small weapon	8 feet per round	10
Medium weapon	10 feet per round	13
Large weapon	13 feet per round	15
Huge weapon	15 feet per round	17
Three-round burst	+3 feet per round	+2
Auto fire	+5 feet per round	+5

space, characters must make an opposed Strength check against the suction strength of the hole every round until the hole is safely patched and the area re-pressurised. Failure results in the character being sucked up against the hole, if this is big enough to accommodate the character then they are sucked through it, unless the character can make a Reflex save against a DC of 15. If the hole is smaller than the character they are sucked up to it, plugging the gap for everyone else, if the character is not wearing a spacesuit they take 1d6 points of damage every round as if they were wearing a ruptured suit.

Normal, ballistic weapons do not work in a vacuum if you are being high-minded and scientifically accurate about your setting, which is entirely up to you.

Feto Gravity

Another hazard of space is zero gravity, which can cause far more deadly problems than simply having one's cleavage float free in the middle of a serious conversation.

Moving around in zero, or low, gravity is more difficult than moving around normally and all speeds are halved, as you have to be more careful about everything you do and force yourself not to overreact.

Firing a weapon in zero gravity can be a trial unless it has no recoil; even using a melee weapon can cause you to spin away in the opposite direction. Whenever you make an attack in zero gravity consult the table below.

Spinning away can be countered by making a Reflex save against the DC's described above. Righting oneself and reducing any movement can be achieved by making a move equivalent action to do so. Characters move in the opposite direction to their face if they fail the Reflex save and characters may choose to fail automatically. Making several attacks in the same direction increases your speed by the aforementioned amount and the character travels the total distance described above at the start of every round until they actively cease this.



Advanced Classes

Even a neophyte Macho Woman is a force to be reckoned with, weapon in hand carving a path of blood and bouncing breasts through her enemies. After a time the benefits and abilities of the basic classes can become a little stale and at that point it is time to consider moving on to pastures new. Advanced classes.

Advanced classes are specialist occupations that Macho Women can develop into, each with its own unique abilities and bonuses that allow you to customise your character to a greater degree than normal. Games Masters are advised to review all advanced classes before allowing her players to develop into them. Other advanced classes are available from other *d20 Modern Roleplaying Game* compatible products, again we advise the Games Master reviews these before allowing characters to take them.

Assassin

Female Assassins are staples of fiction and history from ninja geisha girls to naked killers and all things in-between, using her feminine wiles and the sheer surprise of a woman attacking to carry the day. The surprise factor is greatly lessened after *The Dang* but Macho Women still make excellent Assassins.

An Assassin is a trained killer; unlike a soldier or other fighter she is not trained to take and hold land, or to take prisoners. An Assassin is there to get



in, kill someone and get out, looking as stylish as possible the whole time.

An Assassin is a good class to take if you want to sneak around attacking people unfairly from behind and looking good in black.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+2	+0	Sneak attack +1d6	+1	+1
2	+1	+0	+3	+0	Look good in black	+2	+1
3	+2	+1	+3	+1	Sneak attack +2d6	+2	+1
4	+3	+1	+4	+1	Hidden weapons	+3	+2
5	+3	+1	+4	+1	Sneak attack +3d6	+3	+2
6	+4	+2	+5	+2	Amazing dodge	+4	+2
7	+5	+2	+5	+2	Sneak attack +4d6	+4	+3
8	+6	+2	+6	+2	Hidden weapons 2	+5	+3
9	+6	+3	+6	+3	Sneak attack +5d6	+5	+3
10	+7	+3	+7	+3	Amazing dodge 2	+6	+4



Advanced Classes

Requirements: To qualify to become an Assassin, a character must fulfil the following criteria.

Base Attack Bonus: +3 or higher.

Skills: Move Silently 4 ranks, Hide 4 ranks.

Feats: Stealthy.

Class Information: The following information pertains to the Assassin advanced class.

Hit die: The Assassin gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Assassin gains 1d6 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Assassin gains a number of action points equal to 6 + one-half of her character level, rounded down, every time she attains a new level in this class.

Class skills: The Assassin's class skills are as follows.

Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis) and Tumble (Dex).

Skill points at each level: 6 + Int modifier.

Class features: The following features pertain to the Assassin advanced class.

Sneak attack: If an Assassin can strike a target unawares, from ambush or a flanking position, or when they are unable to defend themselves then they gain extra damage as indicated. Ranged attacks must be done within thirty feet to qualify as sneak attacks. Should the Assassin score a critical hit then the sneak attack damage bonus is not doubled. Assassins can only sneak attack living creatures with

discernible anatomy and vulnerabilities. Undead, slimes, oozes, constructs and incorporeal creatures do not take extra damage from sneak attacks.

Look good in black: All Assassins need to look good in her sneaky black outfits. With this ability they gain an additional +1 equipment bonus to Charisma when wearing an all black outfit on top of any other bonuses that the outfit gives them.

Hidden weapons: An Assassin gains the ability to hide different weapons about her person, which cannot be found even with a proper body search. The first level of this ability enables her to hide a Tiny, or smaller weapon. The second allows a Small, or smaller, weapon to be hidden. Just do not ask where it is kept.

Amazing dodge: Assassins need to keep out of trouble as much as they need to get others into it. At first level the Assassin can add her Dexterity bonus to her defence again, at the second level they gain a competence bonus of +2 to her Reflex saves.

Business Bitch

Business Bitches are hard-nosed, aggressive, go get 'em women with a head for business and an eye for profit margins. They are utterly ruthless in her pursuit of profit and make the cast of *Dallas* look like amateurs when it comes to dodgy deals and back-stabbing. The Business Bitch is uncompromising, tough and can come across as inhuman and overconfident.

A Business Bitch is a good class to take if you want to be rolling in money and have people fawning over you for favours as you run your own company and have the ability to crush opposition beneath your spiked heel.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+1	+0	+2	Investment I	+0	+1
2	+1	+2	+0	+3	Tough negotiator	+1	+1
3	+1	+2	+1	+3	Investment II	+1	+2
4	+2	+2	+1	+4	Bonus feat	+1	+2
5	+2	+3	+1	+4	Investment III	+2	+2
6	+3	+3	+2	+5	Scary lady	+2	+3
7	+3	+4	+2	+5	Investment IV	+2	+3
8	+4	+4	+2	+6	Bonus feat	+3	+3
9	+4	+4	+3	+6	Investment V	+3	+3
10	+5	+5	+3	+7	Bonus feat	+3	+4

Advanced Classes

Roll	Money modifier				
	Investment I	Investment II	Investment III	Investment IV	Investment V
<5	-1/2	-1/3	-1/4	-1/5	-1/6
>5	Even	Even	Even	Even	Even
>10	+1/10	+1/5	+1/4	+1/3	+1/2
>15	+1/5	+1/4	+1/3	+1/2	Double
>20	+1/4	+1/3	+1/2	Double	Double
>25	+1/3	+1/2	Double	Double	Triple
>30	+1/2	Double	Double	Triple	Triple
>35	Double	Double	Triple	Triple	Triple
>40	Double	Triple	Triple	Triple	Quadruple

Requirements: To qualify to become a Business Bitch a character must fulfil the following criteria.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Profession (management) 4 ranks and Sense Motive 4 ranks.

Feats: Backstabbing Bitch, Confident and Iron Will.

Class information: The following information pertains to the Business Bitch advanced class.

Hit die: The Business Bitch gains 1d6 hit points per level. The character's Constitution modifier applies.

Mana die: The Business Bitch gains 1d6 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Business Bitch gains a number of action points equal to 6 + one-half of

her character level, rounded down, every time she attains a new level in this class.

Class skills: The Business Bitch's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Profession (Wis) and Sense Motive (Wis).

Skill points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Business Bitch advanced class.

Investment: Before the start of each game, using her remaining savings as a starting base the character can roll to see how well her investments and businesses are doing and how that is reflected



Advanced Classes

in her profits. Make a check on your Profession (management) skill and refer to the table on p99 and see how you do.

Tough Negotiator: Being a hard-nosed ice queen has its benefits. At this level the Business Bitch gains a competence bonus of +2 to all her uses of the Bluff, Diplomacy and Intimidation skills.

Bonus feat: At levels 4, 8 and 10 the Business Bitch gains a bonus feat from the following list. The Business Bitch must fulfil all normal requirements in order to gain the feat.

Attentive, Back-Stabbing Bitch, Blow Your Way To The Top, Confident, Deceptive, Focussed, Frightful Presence, Iron Will, Me, Me, Me, Plastic Surgeon On Retainer and Windfall.

Scary lady: With a harsh word and a nasty look the Business Bitch can strike fear into her opponents. Make an Intimidation check opposed by the target's Will save. If you beat them they are frightened and cowed, unable to act for a round and you gain a +2 circumstance bonus to any use of Bluff, Diplomacy or Intimidation against them for the rest of that day.

Busty Vampire Layer

Busty Vampire Layers come from a long tradition stretching back all the way to the 1990's. Chosen by a higher calling these young, supple, feisty young women become devoted combatants of the undead, seeking them out to do battle and eradicate the threat they pose to ordinary, decent human beings.

Unfortunately many Vampire Layers become enamoured with the evil creatures they battle, forming perverse love/hate relationships with her foes. This inevitably leads to heartbreak, necrophilia and a tabloid feeding frenzy.

A Vampire Layer is a good class to take if you want to beat things up, look good while doing it and have a little soap opera angst to lend some depth to all the high kicks.

Requirements: To qualify to become a Busty Vampire Layer a character must fulfil the following criteria.

Base Attack Bonus: +3 or higher.

Skills: Balance 2 ranks, Climb 2 ranks, Jump 2 ranks and Tumble 2 ranks.

Feats: Acrobatic, Combat Martial Arts and Defensive Martial Arts.



Class information: The following information pertains to the Busty Vampire Layer advanced class.

Hit die: The Busty Vampire Layer gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Busty Vampire Layer gains 1d6 Mana points per level. The character's Wisdom modifier applies.

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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+1	+1	+1	+1	Smite undead	+1	+0
2	+2	+1	+1	+1	Fast as the wind	+2	+0
3	+3	+2	+2	+2	Bonus feat	+2	+0
4	+4	+2	+2	+2	Crush undead	+3	+0
5	+5	+2	+2	+2	Tough as they come	+3	+1
6	+6	+3	+3	+3	Bonus feat	+4	+1
7	+7	+3	+3	+3	Destroy undead	+4	+1
8	+8	+3	+3	+3	Strong as an ox	+5	+2
9	+9	+4	+4	+4	Bonus feat	+5	+2
10	+10	+4	+4	+4	Annihilate undead	+6	+3

Action Points: The Busty Vampire Layer gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class skills: The Busty Vampire Layer's class skills are as follows.

Balance (Dex), Climb (Str), Intimidate (Cha), Investigate (Int), Jump (Str), Listen (Wis), Research (Int), Search (Int), Spot (Wisdom) and Tumble (Dexterity).

Skill points at each level: 4 + Intelligence modifier.

Class features: The following features pertain to the Busty Vampire Layer advanced class.

Smite undead: The Busty Vampire Layer gains an extra 1d6 damage when fighting undead creatures like zombies, vampires, skeletons and other unholy creatures including demons.

Fast as the wind: The Busty Vampire Layer gains a bonus of +1 to her Dexterity.

Bonus feat: At 3rd, 6th and 9th levels the Busty Vampire Layer gains a bonus feat of her choice.

Crush undead: The Busty Vampire Layer gains an extra 1d8 damage when fighting undead creatures like zombies, vampires, skeletons and other unholy creatures including demons.

Tough as they come: The Busty Vampire Layer gains a bonus of +1 to her Constitution.

Destroy undead: The Busty Vampire Layer gains an extra 1d10 of damage when fighting undead creatures like zombies, vampires, skeletons and

other unholy creatures including demons.

Strong as an ox: The Busty Vampire Layer gains a bonus of +1 to her Strength.

Annihilate undead: The Busty Vampire Layer gains an extra 1d12 of damage when fighting undead creatures like zombies, vampires, skeletons and other unholy creatures including demons.

Cat Burglar

Cat Burglars are slinky and slippery characters, they offer her thievery services with a smile and a purr. Asserting her near infinite reserves of luck, beauty and ability to access places that other characters could not reach. Graceful, sneaky and competent, Cat Burglars are in great demand by anyone who desires something but does not necessarily wish to pay the full price for it.

A Cat Burglar is a good class to choose if you want to be sneaky, stealthy and have a role that is not dependent on shooting stuff.

Requirements: To qualify to become a Cat Burglar a character must fulfil the following criteria.

Skills: Balance 4 ranks, Climb 4 ranks, Hide 4 ranks, Move Silently 4 ranks and Tumble 4 ranks.

Class information: The following information pertains to the Cat Burglar advanced class.

Hit die: The Cat Burglar gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Cat Burglar gains 1d6 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Cat Burglar gains a number



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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+2	+0	Kitty paws	+1	+1
2	+1	+0	+3	+0	Kitty ears	+2	+1
3	+1	+1	+3	+1	Bonus feat	+2	+1
4	+2	+1	+4	+1	Kitty claws	+3	+2
5	+2	+1	+4	+1	Kitty whiskers	+4	+2
6	+3	+2	+5	+2	Bonus feat	+4	+2
7	+3	+2	+5	+2	Kitty tail	+5	+3
8	+4	+2	+6	+2	Kitty tumble	+6	+3
9	+4	+3	+6	+3	Bonus feat	+6	+3
10	+5	+3	+7	+3	Kitty lives	+7	+4

of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class skills: The Cat Burglar's class skills are as follows.

Balance (Dex), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis) and Tumble (Dex).

Skill points at each level: 7 + Intelligence modifier.

Class features: The following features pertain to the Cat Burglar advanced class.

Kitty paws: Cats have padded paws that make them extremely stealthy and light in her movements. Cat Burglars gain an inherent +4 bonus to any Move Silently checks.

Kitty ears: Cats have big, furry, directional ears and can aim themselves toward a single spot for hours, usually a fridge. Cat Burglars gain an inherent +4 bonus on any Listen checks.

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

Acrobatic, Alertness, Athletic, Attentive, Backstabbing Bitch, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Kick Ass And Chew Gum, Lightning Reflexes, Meticulous and Stealthy.

Kitty claws: Cats have retractable little claws that help them climb, defend themselves and shred furniture. Cat Burglars gain an inherent +4 bonus to any Climb checks and a bonus of +1 to any unarmed damage.



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Kitty whiskers: Cats have fine whiskers that can sense movement in the air. The Cat Burglar can no longer be flanked or blindsided.

Kitty tail: Cats have mobile and expressive tails, which can be used for balance when performing acrobatic or athletic manoeuvres. The Cat Burglar gains an inherent bonus of +2 on any Balance, Jump or Tumble checks.

Kitty tumble: Cats can twist her bodies and tails so that they always land on her feet. Cat Burglars take half damage from falls and gain a +2 inherent bonus to avoid being tripped or pushed over.

Kitty lives: Cats seem to be able to survive a great many traumas despite her curiosity getting them into lots of trouble. The Cat Burglar can spend five action points to gain the benefits of the Extra Life feat.



Criminal Mastermind

A Criminal Mastermind leads an organisation of goons and lesser criminal minds in an attempt to carve out an empire of greed from the vices of others, usually by highly illegal means. Slave lords, smugglers and crime barons all fall under the auspices of the Criminal Mastermind.

A Criminal Mastermind is a good character class to take if you like having lots of hangers on and people to order around or as a Games Master character class to create dangerous enemies with organisations of toadying lackeys at her beck and call.

Requirements: To qualify to become a Criminal Mastermind a character must fulfil the following criteria.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks and Sense Motive 4 ranks.

Feats: Backstabbing Bitch and Deceptive.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+0	+2	Infallible scheme	+0	+1
2	+0	+0	+0	+2	Mooks	+1	+1
3	+1	+0	+1	+3	Bonus feat	+1	+2
4	+1	+1	+1	+3	Backup plan	+1	+2
5	+1	+1	+1	+4	Thugs	+2	+3
6	+2	+1	+2	+4	Bonus feat	+2	+3
7	+2	+2	+2	+5	Mind like a steel trap	+2	+3
8	+2	+2	+2	+5	Sidekicks	+3	+4
9	+3	+2	+3	+6	Bonus feat	+3	+4
10	+3	+3	+3	+6	Fortress of doom	+3	+4



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Class information: The following information pertains to the Criminal Mastermind prestige class.

Hit die: The Criminal Mastermind gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Criminal Mastermind gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Criminal Mastermind gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Criminal Mastermind's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Forgery (Int), Intimidate (Cha), Profession (Wis), Research (Int) and Sense Motive (Wis).

Skill points at each level: 7 + Intelligence modifier.

Class features: The following features pertain to the Criminal Mastermind advanced class.

Infallible scheme: Criminal Masterminds know how to plan meticulously for every possible eventuality. By spending a period of twenty-four hours researching, planning and scheming the Criminal Mastermind can come up with a plan for a situation that gives anyone enacting the plan a special bonus to all her rolls equal to the Criminal Mastermind's Intelligence bonus or +1, whichever is higher.

Mooks: The Criminal Mastermind gains a number of first level followers of the strong, tough or fast heroine types equal to her level plus her Charisma bonus. This increases with each level they gain. If Mooks are killed they can be replaced at a rate of 1 + Charisma bonus every game session or one a session, whichever is higher.

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

Alertness, Attentive, Blow Your Way To The Top, Cautious, Confident, Educated, Extra Life, Focussed, Iron Will, Look Good In Uniform, Me, Me, Me, Meticulous and Renown.

Backup plan: When the situation turns sour

and the original plan goes to pot the Criminal Mastermind can spend an action point and have her lackeys continue to gain her bonus from Infallible Scheme even though the situation has changed.

Thugs: The maximum number of Mooks the character can employ is now doubled and in addition she gains a number of third level Thugs equal to her level plus her Charisma bonus. This increases with each level they gain. If Thugs are killed they are regained at a rate of 1 + Charisma bonus every game session or one a session, whichever is higher.

Mind like a steel trap: The Criminal Mastermind's Intelligence bonus is doubled in regard to the use of skills, or counted as +1, whichever is higher.

Sidekicks: The maximum number of Mooks and Thugs the character can employ is doubled and in addition she gains a number of level six sidekicks equal to her Charisma bonus +1, or 1, whichever is higher. If sidekicks are killed they are regained at a rate of one per session.

Fortress of doom: The character has now discovered, built or stolen a suitably evil location for the headquarters of her criminal organisation. This might be a skull shaped mountain, a mysterious island or a series of underground bunkers hidden beneath a volcano. This fortress has enough room to house all her followers and is nigh on impregnable.

A Fortress of Doom is considered to be highly inaccessible to anyone but those in the know. Anyone trying to navigate her way to this hideaway must make a Navigate check of DC 25 or be subject to a random encounter designed to dissuade unwanted visitors.

A Fortress of Doom relies on its Mooks and Thugs for most of its defences but the character can add booby traps at the Games Master's discretion. It is often a good idea to keep notes on everything that has been added to the Fortress and even a doodled floor plan can be of great help.

The Fortress allows the Criminal Mastermind to consolidate her position and centralise her assets and criminal enterprises. Every game these nefarious schemes bring in an additional \$2,000 in personal perks for the Criminal Mastermind.

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Destroyer in a Furry Bikini

Where communities have fallen into the primitive ways of prehistory and technology is forgotten, barbarian hordes sweep across the land, killing, maiming, pillaging and generally having a good old time at the expense of honest, normal hardworking peasantry. Amongst these hordes are the raging bags of hormonal anger that are the furry bikini-wearing destroyers, invoking the rage of the sisterhood and being generally unpleasant.

A Destroyer in a Furry Bikini is a good character to play if you like speaking in single-syllable grunts and smiting your way through your enemies with sharp-bladed objects.

Requirements: To qualify to become a Destroyer a character must fulfil the following criteria.

Base Attack Bonus: +4 or higher.

Skills: Climb 4 ranks, Handle Animal 4 ranks and Jump 4 ranks.

Feats: Athletic, Archaic Weapons Proficiency and Macho.

Class information: The following information pertains to the Destroyer advanced class.

Hit die: The Destroyer gains 1d12 hit points per level. The character's Constitution modifier applies.

Mana die: The Destroyer gains 1d4 Mana points per level. The character's Wisdom modifier applies.

Action Points: The

Destroyer gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Destroyer's class skills are as follows.

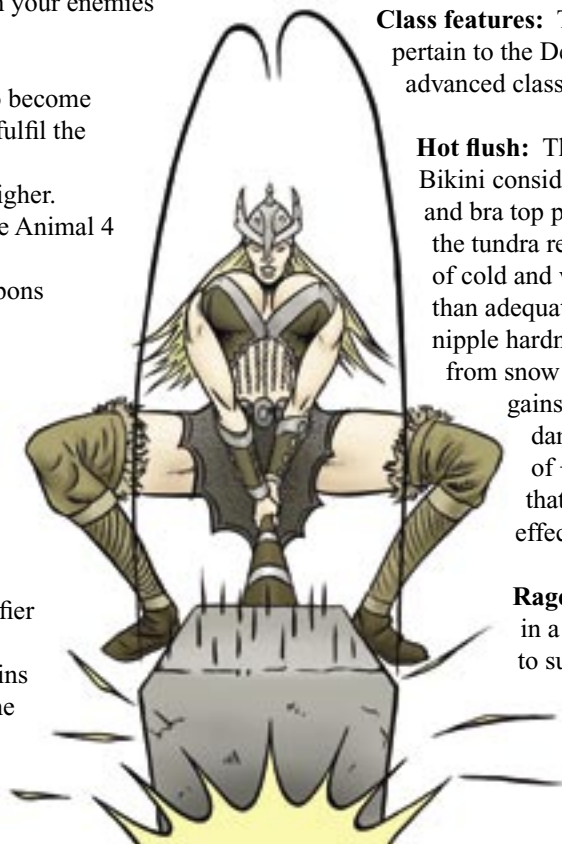
Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill points at each level: 3 + Intelligence modifier.

Class features: The following features pertain to the Destroyer in a Furry Bikini advanced class.

Hot flush: The Destroyer in a Furry Bikini considers her bear-fur g-string and bra top perfectly normal attire for the tundra regions. Hardy to the effects of cold and wearing fur, which more than adequately conceals ice-induced nipple hardness, she has nothing to fear from snow and ice. The Destroyer gains resistance 5 to cold-based damage and an inherent bonus of +1 to any Fortitude save that has anything to do with the effects of cold.

Rage I/II/III: The Destroyer in a Furry Bikini is able to summon the simmering hormonal rage contained within every woman at will, snapping and snarling at anything within range and



Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+1	+2	+1	+0	Hot flush	+1	+0
2	+2	+2	+1	+0	Rage I	+1	+0
3	+3	+3	+1	+0	Bonus feat	+1	+0
4	+4	+3	+2	+1	Tough as old boots	+1	+1
5	+5	+4	+2	+1	Rage II	+2	+1
6	+6	+4	+2	+1	Bonus feat	+2	+1
7	+7	+5	+3	+2	Rock hard	+2	+2
8	+8	+5	+3	+2	Rage III	+2	+2
9	+9	+6	+3	+2	Bonus feat	+3	+2
10	+10	+6	+4	+3	Antimagic	+3	+3

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Rage level	Strength bonus	Constitution bonus	Base attack bonus	Defence penalty	Fatigue period/rounds
1	+2	+2	+2	-4	1d8
2	+4	+4	+4	-6	1d10
3	+6	+6	+6	-8	1d12

gaining a certain degree of viciousness and nastiness that gives her bonuses within combat. This costs an action point to engage and lasts for a number of rounds equal to the Destroyer in a Furry Bikini's class level.

The Destroyer in a Furry Bikini gains the following bonuses while raging and can halve her fatigue time by devouring at least 1 lb. of chocolate immediately following a rage attack.

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

Brawl, Cleave, Endurance, Frightful Presence, Great Cleave, Great Fortitude, Heroic Surge, Improved Brawl, Improved Bull Rush, Improved Damage Threshold Improved, Knockout Punch, Knockout Punch, Power Attack, Streetfighting, Sunder and Toughness.

Tough as old boots: The Destroyer in a Furry Bikini is a tough and hardy individual and gains an inherent bonus of +1 to her Defence and a damage reduction of 1/-, which stacks with any other damage reduction abilities.

Rock hard: The Destroyer in a Furry Bikini is able to weather her way through just about anything short of a direct hit in the head with an axe. She gains a resistance of 5 to any energy-based attacks, be they fire, electricity, cold or anything else. This stacks with the resistance granted by Hot Flush.

Antimagic: Destroyers in Furry Bikinis and magic users are natural antagonists, after being charbroiled by fireballs and lightning strikes for several years the surviving barbarians managed to breed a resistance to magic into her bloodline. When magic is cast that affects a Destroyer in a Furry Bikini she can equal the number of magic points spent to completely cancel the spell. This is a free action done instinctively and does not count towards the total actions for that round.

High Priestess

The High Priestess is an egotistical magic user who uses her power to form a cult of subservient lackeys around herself and then basks in her adoration. Who would not like to be waited on hand and foot by fanatical devotees who believe you to be a goddess?

The High Priestess is a good class to take if you want to lead a pampered existence of luxury occasionally dotted with the sudden and explosive demonstration of magical power.

Requirements: To qualify to become a High Priestess a character must fulfil the following criteria.

Skills: Bluff 4 ranks, Concentration 4 ranks Sense Motive 4 ranks and Spell Craft 4 ranks.

Feats: Iron Will, Magical and at least three Magical feats.

Class information: The following information pertains to the High Priestess advanced class.

Hit die: The High Priestess gains 1d6 hit points per level. The character's Constitution modifier applies.

Mana die: The High Priestess gains 1d12 Mana points per level. The character's Wisdom modifier applies.

Action Points: The High Priestess gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The High Priestess' class skills are as follows.

Bluff (Cha), Concentration (Con), Decipher Script (Int), Intimidate (Cha), Knowledge (Int), Research (Int), Sense Motive (Wis) and Spell Craft (Int).

Skill points at each level: 7 + Intelligence modifier.

Class features: All the following features pertain to the High Priestess advanced class.

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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+0	+2	Venomous accessory	+1	+1
2	+1	+0	+0	+3	Collection plate	+1	+1
3	+1	+1	+1	+3	Bonus feat	+2	+1
4	+2	+1	+1	+4	Followers	+2	+2
5	+2	+1	+1	+4	Charged	+3	+2
6	+3	+2	+2	+5	Bonus feat	+3	+2
7	+3	+2	+2	+5	Priesthood	+4	+3
8	+4	+2	+2	+6	Supercharged	+4	+3
9	+4	+3	+3	+6	Bonus feat	+5	+3
10	+5	+3	+3	+7	Temple	+5	+4

Venomous accessory: The High Priestess gains a special pet that will never bite her and will act in her defence. This is a poisonous animal like a snake, spider or centipede. No, you do not have to be evil to have one. Some Christian churches handle rattlesnakes. If it is killed you can get another one from a pet rescue centre in time for the next game.

Collection plate: Every game the High Priestess can rip off her followers for an amount equal to \$100 multiplied by her class level.

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

Archaic Weapons Proficiency, Backstabbing Bitch, Brew Potion, Extra Life, Heal I, Heal II, Heal III, Mana Battery, Protect I, Protect II, Protect III, Ritual Enchant I, Ritual Enchant II, Ritual Enchant III, Ritual Summon I, Ritual Summon II, Ritual Summon III, Scribe Scroll, Zap I, Zap II and Zap III.

Followers: The High Priestess gains a number of first level followers of any hero type equal to her level plus her Charisma bonus. This increases with each level they gain. If followers are killed they are regained at a rate of 1 + Charisma bonus every game session, or one per session, whichever is higher.

Charged: The High Priestess gains the effects of the Mana Battery feat and in addition recovers Mana twice as fast as normal.

Priesthood: The number of followers the High Priestess has is doubled and in addition she gains a number of third level magic-capable priests equal to

her Charisma bonus +1, or 1, whichever is higher. If members of the priesthood are killed they are regained at a rate of one per session. These should be created as Magical Girl career templates of the Dedicated hero type.

Supercharged: The High Priestess recovers Mana three times as fast as normal.

Temple: The High Priestess gains a temple. This could be a mystical underground grotto, a magic shop or a ramshackle converted barn where people drink strychnine and molest poisonous animals to show her devotion to a doubtless amused God. This temple has enough room to house or seat her followers and priesthood and should be discussed with the Games Master to determine specifics.

The Temple is not necessarily particularly defensible but its followers are fanatical and devoted to its protection. Should the temple itself come under attack then the High Priestess' followers will defend it with a special +1 circumstance bonus to her attack, defence and saving throws.

The collection plate at the temple provides the High Priestess with an extra personal income of \$2,000 per game session.

Holy Roller

The Holy Roller is a paragon of the Renegade Nuns, a modern knight on her charger roaring across the highways and byways of the post Dang world and bringing justice and slaughter, or at least slaughter, to the lands of the unholy.

The Holy Roller is a good character class for Renegade Nuns or anyone who really, really likes motorcycles.



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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+2	+0	+2	Bad habit	+1	+2
2	+1	+3	+0	+3	Dashboard deity	+1	+2
3	+2	+3	+1	+3	Bonus feat	+2	+2
4	+3	+4	+1	+4	Wheels on fire	+2	+3
5	+3	+4	+1	+4	Holy halogens	+3	+3
6	+4	+5	+2	+5	Bonus feat	+3	+3
7	+5	+5	+2	+5	Breath of the divine	+4	+4
8	+6	+6	+2	+6	Jesus wheels	+4	+4
9	+6	+6	+3	+6	Bonus feat	+5	+4
10	+7	+7	+3	+7	Saintly cycle	+5	+5

Requirements: To qualify to become a Holy Roller a character must fulfil the following criteria.

Base Attack Bonus: +2 or higher.

Skills: Drive 6 ranks, Intimidate 3 ranks and Survival 3 ranks.

Feats: Drive By Attack and Holiness.

Class information: The following information pertains to the Holy Roller advanced class.

Hit die: The Holy Roller gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Holy Roller gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Holy Roller gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Holy Roller's class skills are as follows.

Drive (Dex), Gather Information (Cha), Intimidate (Cha), Repair (Int), Sense Motive (Wis) and Survival (Wis).

Skill points at each level: 5 + Intelligence modifier.

Class features: All of the following features pertain to the Holy Roller advanced class.

Bad habit: The bad habit is a custom-designed nuns outfit made of tight motorcycle leather and with a crash helmet built into the wimple. It runs on faith and is very flattering. The Holy Roller cannot wear any other armour or clothing but the bad habit confers a defence and Charisma bonus equal to her class level as it becomes infused with the power of the Lord.

Dashboard deity: A nodding Jesus, picture of the Virgin Mary or a triptych of the three faces of St Elvis, the dashboard deity calls down holy protection upon the driver of the blessed vehicle. One vehicle the Holy Roller owns may be designated to carry the dashboard deity at a time, while within that vehicle a Holy Roller may spend an action point not to increase a roll but to completely re-roll it as many times as she has action points.

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

Advanced Firearms Proficiency, Archaic Weapons Proficiency, B.F.G. I, B.F.G. II, Cell Phone To God, Combat Genuflection, Endless Ammo, Greater Mow 'Em Down, Look Good In Uniform, Mow 'Em Down, Personal Firearms Proficiency, Vehicle Dodge and Vehicle Expert.

Wheels on fire: By spending an action point the Holy Roller can bring the cleansing flames of absolution to the wheels of her motorcycle. Anyone within five feet of her path while riding will take 1d6 points of damage from the flames licking off the wheels and anyone being run down will take an additional 2d6 points of fire damage. This lasts for 1d6 rounds.

Holy halogens: The headlights of the Holy Roller's motorcycle have been blessed by Pope Joan herself and the holy light of truth now shines when the lamps are switched on. By spending an action point the Holy Roller can activate the holy light and use it as a ranged attack doing 1d6 points of damage per level of the character. One action point charges the headlights for a single attack, which only does

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damage to evil, undead or demonic targets and covers a cone-shaped area twenty feet long and ten feet wide at its widest point.

Breath of the divine: Revving her motorcycle and praying for divine assistance, the Holy Roller can infuse her exhaust with the spirit of the Holy Ghost. All allies within fifteen feet regain 1d10 hit points immediately and all evil, undead or demonic creatures within the same area take 1d10 hit points of damage. The cloud remains in place regardless of wind (a miracle!) for 1d4 rounds.

Jesus wheels: These amazing wheels are made from pressed wafers and soused with communion wine during mass so that they literally are the body of Christ and infused with his holy capabilities! By spending an action point the Holy Roller can make the wheels capable of riding over water, hot coals, broken glass, stingers and any other obstacle without coming to harm or the bike sinking in the water. This lasts until the obstacle has been crossed, so it would be possible to ride all the way from America to Europe if your gas tank was that big and the waves were not too bad.

Saintly cycle: Finally, the Holy Roller is in receipt of a blessed vehicle, infused with holiness, blessed by Pope Joan and with a saintly relic hidden in the glove compartment or under the saddle. Such a holy vehicle can carry up to twelve hangers on (regardless of size), increases its Initiative, defence,



hardness and manoeuvre by two, its speed by 10% and doubles its hit points. If the Holy Roller does not already have a suitable vehicle she receives a Phat Hog with these adjustments. If her Saintly Cycle is destroyed she gains a modified Phat Hog at the start of the next session.

Hot Co-ed

The Hot Co-ed is a natural progression from the naughty schoolgirl as she grows up a bit and enters college or university. The Hot Co-ed gets through her classes on her intelligence and a well-practised puppy dog look, making sure to impress the right boy-toys to help her with anything she might conceivably need help with.

The Hot Co-ed is a good character to take if you want to be versatile with lots of feats and skills.

Requirements: To qualify to become a Hot Co-ed a character must fulfil the following criteria.

Skills: 9 ranks total in any Knowledge skills.

Feats: Educated.

Class information: The following information pertains to the Hot Co-ed advanced class.

Hit die: The Hot Co-ed gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Hot Co-ed gains 1d8 hit points per level. The character's Wisdom modifier applies.

Action Points: The Hot Co-ed gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Hot Co-ed's class skills are as follows.

Computer Use (Int), Craft (Int), Knowledge (Int), Read/Write Language (None), Research (Int) and Speak Language (None).

Skill points at each level: 6 + Intelligence modifier.

Class features: The following features pertain to the Hot Co-ed advanced class.

Smart girl I/II/III/IV/V:

At each of these levels the Hot Co-ed can take an additional six ranks of skills from the following list.



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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+1	+1	+0	Smart girl	+0	+0
2	+1	+2	+2	+1	Bonus feat	+1	+0
3	+1	+2	+2	+1	Smart girl II	+1	+1
4	+2	+2	+2	+2	Bonus feat	+1	+1
5	+2	+3	+3	+2	Smart girl III	+2	+1
6	+3	+3	+3	+3	Bonus feat	+2	+2
7	+3	+3	+3	+3	Smart girl IV	+2	+2
8	+4	+4	+4	+4	Bonus feat	+3	+2
9	+4	+4	+4	+4	Smart girl V	+3	+3
10	+5	+4	+4	+5	Bonus feat	+3	+3

Computer Use (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (any) (Wis), Read/Write Language (None) Research (Int) Speak Language (None) and Treat Injury (Wis).

Bonus feats: At 2nd, 4th, 6th, 8th and 10th level the Hot Co-ed gains a bonus feat. The Hot Co-ed must meet all the prerequisites for any feats taken.

Attentive, Creative, Dodge Responsibility, Educated, Legs Up To Your Armpits, Look Good In Uniform, Promiscuous and Studious.

Infernal Mistress

The Infernal Mistress is a true queen of the damned. An ambitious succubi determined to get her former rank in Hell back and leave the festering mud pit of the mortal world behind her. Nothing will get in her way as she scourges the world leaving sin and lust in her wake. Ironically, doing so well in an attempt to curry favour guarantees that even when she has regained her place in Hell she will be sent back to accomplish missions for Satan.

The Infernal Mistress is a natural development of the Bat-winged bimbo and is a good class to play if you want to play something sexy, evil and ambitious.

Requirements: To qualify to become an Infernal Mistress a character must fulfil the following criteria.

Base Attack Bonus: +2 or higher.

Skills: Bluff 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Feats: Backstabbing Bitch and Demon Taint.

Class information: The following information pertains to the Infernal Mistress advanced class.

Hit die: The Infernal Mistress gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Infernal Mistress gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Infernal Mistress gains a number of action points equal to 6 + one-half her current level, rounded down, every time they attain a new level in this class.

Class skills: The Infernal Mistress' class skills are as follows.

Bluff (Cha), Gather Information (Cha), Nookie (Dex/Con) and Sense Motive (Wis).

Skill points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Infernal Mistress advanced class.

Red leather: The red leather cat suit is a custom designed outfit made of tight red leather. It runs on demonic energy and is very flattering. The Infernal Mistress cannot wear any other armour or clothing but the cat suit confers a defence and Charisma bonus equal to her class level as it becomes infused with the power of the devil.

Devil on your shoulder: By spending an action point the Infernal Mistress can strengthen the little devil voice inside people while they are making a decision in order to make them take the most sinful

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choice. This need not be the choice the Infernal Mistress wants them to take, just the most sinful.

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

Bat Wings, Blow Your Way To The Top, Crack Of Doom, Demonic Giggle, Dimensional Bust, Distort Reality, Evil Powers, Exotic Melee Weapon Proficiency (Whip), Flame Touch, Flame-Retardant Soul, Frightful Presence, Hotline To Satan, Mistress, Press On Claws and Promiscuous.

Flaming lash: By spending an action point the Infernal Mistress can summon into being a flaming hell whip. This does 1d6 fire damage in addition to normal whip damage and remains summoned for 1d6 + class level rounds.

Heart's desire: By spending an action point and concentrating upon a person the Infernal Mistress can determine exactly what it is they most desire and then, if she can get it for them they are helpless to resist its appeal unless they make a Will save with a difficulty of 10 + the Infernal Mistress' level.

666 make up: The demonic secrets of hellish make-up are revealed unto the character allowing her to apply cosmetics in such a way that they cannot be removed save by the fires of hell itself. Only fire attacks, lava or other sources of burning can

remove the make-up which means the Infernal Mistress has a fantastic advantage in terms of boosted Charisma and in catfights.

Cloven high heels: As she regains her power the Infernal Mistress' feet warp and shift until they become glossy hooves, not entirely unlike kinky, shiny, platform boots. These hooves give the bonuses of high heels but cannot be removed, rendering the bonus permanent. They cause no penalty to movement and add an extra bonus of +2 damage on kicks.

Demonic condo: Finally, the Infernal Mistress has made it back into the proper hierarchy of Hell and has been issued a luxurious apartment with a fine view of the lake of fire. While resting in this apartment the Infernal Mistress regains Mana at three times the normal rate. By expending an action point the Infernal Mistress can teleport, with a smell of sulphur, to her demonic condo as a full-round action with no other actions allowed.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+2	+0	+2	Red leather	+1	+2
2	+1	+3	+0	+3	Devil on your shoulder	+1	+2
3	+2	+3	+1	+3	Bonus feat	+2	+2
4	+3	+4	+1	+4	Flaming lash	+2	+3
5	+3	+4	+1	+4	Heart's desire	+3	+3
6	+4	+5	+2	+5	Bonus feat	+3	+3
7	+5	+5	+2	+5	666 makeup	+4	+4
8	+6	+6	+2	+6	Cloven high heels	+4	+4
9	+6	+6	+3	+6	Bonus feat	+5	+4
10	+7	+7	+3	+7	Demonic condo	+5	+5



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Jungle Queen

The Jungle Queen is thought by many to be the same as the Destroyer in a Furry Bikini. This would be a tragic oversight. For a start Jungle Queens are often nearly naked, they eschew the use of much more than daggers and rely on her animal friends and mystical jungle abilities to get them through.

The Jungle Queen is a good class to take if you like cute fuzzy animals and being naked in public. Just do not beat your chest when calling the animals. You will only hurt yourself.

Requirements: To qualify to become a Jungle Queen a character must fulfil the following criteria.

Base Attack Bonus: +2 or higher.

Skills: Balance 4 ranks, Climb 4 ranks, Handle Animal 4 ranks, Jump 4 ranks, Ride 4 ranks, Survival 4 ranks and Swim 4 ranks.

Feats: Acrobatic and Athletic.

Class information: The following information pertains to the Jungle Queen advanced class.

Hit die: The Jungle Queen gains 1d10 hit points per level. The character's Constitution modifier applies.

Mana die: The Jungle Queen gains 1d6 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Jungle Queen gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Jungle Queen's class skills are as follows.

Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill points at each level: 3 + Intelligence modifier.

Class features: The following features pertain to the Jungle Queen advanced class.

Swinger: The Jungle Queen is able to move rapidly from vine-to-vine or treetop-to-treetop and in wooded or jungle terrain (or where there are suitable cables hanging from the ceiling) she can move twice as fast as someone on foot but only has one hand free.

Look?: The Jungle Queen is able to sort of speak to animals. Making an Animal Handling check against a DC of 15 allows the Jungle Queen to impart basic instructions to an animal or to understand what they are saying to her. Shakespeare it is not, no matter how many monkeys you talk to.

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

Animal Affinity, Archaic Weapons Proficiency, Brawl, Combat Reflexes, Dodge, Endurance, Great Fortitude, Guide, Knockout Punch, Macho, Run, Toughness and Track.

Animal feature: The Jungle Queen can spend an action point to invoke a totem animal and gain a magical bonus of +2 to any of her Abilities. The strength of a bear, speed of a cheetah and so on.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+1	+2	+1	+0	Swinger	+1	+0
2	+2	+2	+2	+0	Look?	+2	+0
3	+2	+3	+2	+1	Bonus feat	+2	+1
4	+3	+3	+2	+1	Animal feature	+3	+1
5	+3	+3	+3	+2	Animal senses	+3	+2
6	+4	+4	+3	+2	Bonus feat	+4	+2
7	+4	+4	+3	+3	Wealth of the wild	+4	+2
8	+5	+4	+4	+3	Universal howl	+5	+3
9	+5	+5	+4	+4	Bonus feat	+5	+3
10	+6	+5	+4	+4	Terribly fit	+6	+3

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This lasts for a number of rounds equal to her level and cannot be done more than once to each statistic concurrently.

Animal senses: The Jungle Queen becomes attuned to the senses of the animals learning to listen and look like they do. She gains a permanent +3 inherent bonus to Listen, Search and Spot checks.

Wealth of the wild: The Jungle Queen knows which tree grubs are edible, which vines water can be drunk from and not to eat the yellow snow. The Jungle Queen can support a number of people up to half her level a day by foraging and gains a +4 competence bonus to any Survival checks.

Universal howl: By spending an action point the Jungle Queen can let out a piercing cry that reaches throughout the wilds and brings a nice, big, aggressive animal to her aid. The Games Master picks the animal but big cats or elephants are usually a good bet. This animal will fight under the control of the Jungle Queen until the fight is over, eat its fill from the slain and then wander off again for a nap.

Terribly fit: After so much time spent leaping from tree to tree, wrestling crocodiles and lifting rocks the Jungle Queen has honed herself to a fine state of fitness gaining +1 to each of her physical Abilities.

Kung Fu Hotty

The Kung Fu Hotty is a martial artist extraordinaire able to do high kicks in hot pants without so much as tearing a seam. Training hard and using her natural 'talents' to her advantage the Kung Fu Hotty kung fu chops her way through all her problems in badly dubbed, broken English.

The Kung Fu Hotty is a good class to play if you like Hong Kong cinema or anime. There is just something about a chick who can kick your ass.

Requirements: To qualify to become a Kung Fu Hotty a character must fulfil the following criteria.

Base Attack Bonus: +3 or higher.

Skills: Jump 3 ranks.

Feats: Combat Martial Arts, Defensive Martial Arts and Acrobatic.



Class information: The following information pertains to the Kung Fu Hotty advanced class.

Hit die: The Kung Fu Hotty gains 1d8 hit points per level. The character's Constitution modifier applies.

Mana die: The Kung Fu Hotty gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action Points: The Kung Fu Hotty gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Kung Fu Hotty's class skills are as follows.



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Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+1	+0	+2	+0	Fists of fury	+1	+0
2	+2	+0	+3	+0	Gratuitous panty shot	+2	+0
3	+3	+1	+3	+1	Bonus feat	+2	+0
4	+4	+1	+4	+1	Fists of more fury	+3	+0
5	+5	+1	+4	+1	Dimensional mallet	+4	+1
6	+6	+2	+5	+2	Bonus feat	+4	+1
7	+7	+2	+5	+2	Flurry of blows	+5	+1
8	+8	+2	+6	+2	Fists of ultimate fury	+6	+1
9	+9	+3	+6	+3	Bonus feat	+6	+2
10	+10	+3	+7	+3	Chi power up	+7	+2

Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (None), Speak Language (None), Spot (Wis) and Tumble (Dex).

Class features: The following features pertain to the Kung Fu Hotty advanced class.

Fists of fury, Fists of more fury, Fists of ultimate fury: The Kung Fu Hotty trains herself hard learning to do more damage with her unarmed attacks and to use parts of the body other than fists to attack. A Kung Fu Hotty can always make an unarmed attack, regardless how she is armed or equipped and there is no such thing as an offhand unarmed attack for her. At different levels she deals different amount of unarmed damage. First 1d6, then 1d8 and finally 1d10.

Gratuitous panty shot: Making a normal unarmed attack but designating it a high kick the Kung Fu Hotty can spend an action point to flash her panties while making the kick (provided she is in a skirt or dress) stunning male opponents of more than three Intelligence for her whole following round.

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

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Weapon Proficiency, Improved Combat Throw, Kick Ass And Chew

Gum, Scriptwriter and Unbalance Opponent.

Dimensional mallet: The Kung Fu Hotty is able to call on the mystical ability of many Chinese anime style girls to call a Dimensional Mallet into being with which to strike her enemies. This costs ten Mana, remains summoned for a number of rounds equal to her level and deals damage like a light mace with a +1 bonus to hit and do damage.

Flurry of blows: The Kung Fu Hotty gains the ability to strike with a flurry of blows, very much like a more effective slap fight. The Kung Fu Hotty must use unarmed attacks to gain the benefit of this technique. With this ability the Kung Fu Hotty can make an additional attack per action at her full attack bonus although this and all other attacks that round are considered to be at -2.

Chi power up: The Kung Fu Hotty learns to channel her chi force into a crackling corona of energy granting her boosted abilities at the expense of Mana.

Boost	Mana cost
Defence boost +1	5 per round
Physical attribute boost +1	10 per round
Attack boost +1	10 per round

These effects only last for as long as the Kung Fu Hotty can pay for them with Mana.

Leet Haxxor

The Leet Haxxor is a technical whiz, a girl who is not only capable when it comes to computers but is outstandingly knowledgeable. Not only that, she is a pinup for geeks, a goddess of the GUI, a mistress of the motherboards, lady of the LAN.

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The Leet Haxxor class is a good class to take if you want to be arrogant and intelligent and unintelligible.

Requirements: To qualify to become a Leet Haxxor a character must fulfil the following criteria.

Skills: Computer use 6 ranks, Craft (electronics) 6 ranks.

Feats: Lucky Cow, Meticulous.

Class information: The following information pertains to the Leet Haxxor advanced class.

Hit die: The Leet Haxxor gains 1d6 hit points per level. The character's Constitution modifier applies.

Mana die: The Leet Haxxor gains 1d6 Mana points per level. The character's Wisdom modifier applies.

Action points: The Leet Haxxor gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Leet Haxxor's class skills are as follows.

Computer Use (Int), Craft (electronic) (Int), Decipher Script (Int), Disable Device (Int), Gather Information (Cha), Knowledge (Int), Read/Write Language (None), Repair (Int) and Research (Int).

Skill points at each level: 7 + Intelligence modifier.

Class features: The following features pertain to the Leet Haxxor advanced class.

1337 5p3@|<: You are able to speak in a fashion that almost sounds like English but that only other

Leet Haxxors can truly understand and that all others find confusing and distressing. Leet Haxxors can speak this language to each other and only be understood by each other or they can make a Charisma check against a single target's Will save to drive them into a fury so that they charge and attack the Haxxor demanding they speak proper English.

Computer Zen: The Leet Haxxor has a scarily powerful affinity with computers gaining a bonus to use, repair or build them.

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

Attentive, Confident, Educated, Focussed, Kick Ass And Chew Gum, Low Profile, Studios and Swearing.

Phat Box: The Leet Haxxor uses her 'Mad skillz' to construct a dream computer for themselves. This is a top of the range machine and lends a +2 (if a portable laptop) or a +4 (If a desktop box) equipment bonus to any skill checks where they can use her computer.

Master hardware creator: The Leet Haxxor can now create mastercrafted computer and electronic components as per the rules laid out in *d20 Modern Roleplaying Game* for techies.

Master programmer: The Leet Haxxor can now create mastercrafted computer programs. These are created just like programming for robots in the *d20 Modern Roleplaying Game* but mastercrafted ones are considered to have a skill rank one higher than that accounted for.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+0	+2	1337 5p3@ <	+1	+0
2	+1	+0	+0	+3	Computer Zen +2	+1	+0
3	+1	+1	+1	+3	Bonus feat	+2	+1
4	+2	+1	+1	+4	Phat Box	+2	+1
5	+2	+1	+1	+4	Master hardware creator	+3	+1
6	+3	+2	+2	+5	Bonus feat	+3	+2
7	+3	+2	+2	+5	Computer Zen +4	+4	+2
8	+4	+2	+2	+6	Master programmer	+4	+2
9	+4	+3	+3	+6	Bonus feat	+5	+3
10	+5	+3	+3	+7	Truly Leet	+5	+3



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Truly Leet: Hollywood likes to show hackers being capable of all sorts of over the top, scary and completely improbable things. The truly leet are capable of just such acts as these, hacking toasters, electrical devices and things not even remotely hooked up to any kind of network or even with no electronics in them.

Hacking a device with some kind of computer in it has a DC of 10. Hacking an electronic and non-computing device is DC 15. Hacking a mechanical device is DC 20. Hacking a device with no moving parts at all is DC 25.

Librarian Beauty

The Librarian Beauty is the studious, quiet type who knows her way around books better than she knows her way around an M16. She has a great swathe of knowledge however and carries some of the charged sexual atmosphere that often exists in bookshops and libraries with her.

The Librarian Beauty is a good character type to play if you want to be smug and know something about everything while not necessarily having the practical ability to follow through on what you know.

Requirements: To qualify to become a Librarian Beauty a character must fulfil the following criteria.

Skills: Computer Use 4 ranks, Craft (writing) 4 ranks, Decipher Script 4 ranks, Knowledge 4 ranks, Research 4 ranks.

Feats: Educated and Studious.

Class Information: The following information pertains to the Librarian Beauty advanced class.

Hit die: The Librarian Beauty gains 1d6 hit points

per level. The character's Constitution modifier applies.

Mana die: The Librarian Beauty gains 1d10 Mana points per level. The character's Wisdom modifier applies.

Action points: The Librarian Beauty gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Librarian Beauty's class skills are as follows.

Computer Use (Int), Craft (writing) (Int), Decipher Script (Int), Knowledge (Int), Read/Write Language (None), Research (Int) and Speak Language (None).

Skill points at each level: 7 + Intelligence modifier.

Class features: The following features pertain to the Librarian Beauty advanced class.

Dewey decimal domination: The Librarian Beauty is so au fait with the workings and organisation of libraries and books that she gains a bonus to any uses of the Knowledge or Research skills provided she has access to the relevant research materials or the Internet.

Learned scholar: The Librarian Beauty gains a special bonus of 8 skill ranks at these levels which must be spent on Craft, Knowledge, Computer Use or Language skills.

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

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+0	+2	Dewey decimal domination +2	+1	+0
2	+1	+0	+0	+3	Learned scholar	+1	+0
3	+1	+1	+1	+3	Bonus feat	+2	+1
4	+1	+1	+1	+4	Dewey decimal domination +4	+2	+1
5	+2	+1	+1	+4	Dowdy chic	+3	+1
6	+2	+2	+2	+5	Bonus feat	+3	+2
7	+2	+2	+2	+5	Dewey decimal domination +6	+4	+2
8	+3	+2	+2	+6	Paper cut	+4	+2
9	+3	+3	+3	+6	Bonus feat	+5	+3
10	+3	+3	+3	+7	Learned scholar	+5	+3

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Computer Use (Intelligence), Craft (writing) (Intelligence), Decipher Script (Intelligence), Knowledge (Intelligence), Move Silently (Dexterity), Read/Write Language (None), Research (Intelligence), Search (Intelligence) and Speak Language (None).

Dowdy chic: The Librarian Beauty can make any outfit look good somehow, she never suffers any penalty to her Charisma for wearing armour, sackcloth or other less than complimentary outfits.

Paper cut: As her lacerated thumbs and fingertips attest the Librarian Beauty is no stranger to the danger of a thinly-pressed piece of wood pulp. In the Librarian Beauty's hands even the simplest of books can become a painful, if not deadly, weapon. The Librarian Beauty is able to use any piece of paper of at least A5 size as a weapon as though it were a slashing knife.

Media Icon

The Media Icon is a public figure created and hyped by the media. Even in the post apocalyptic wastelands after The Dang people can get famous and the surviving TV, radio and newspapers, along with gossip, create stars of the new age often famous for either very little or absolutely nothing.

The Media Icon is a good class to take if you want to be followed, pampered and to feel very important while annoying the other players.

Requirements: To qualify to become a Media Icon a character must fulfil the following criteria.

Level: A character wishing to become a Media Icon must be of at least 5th level. Anyone can become a Media Icon for almost any reason.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+1	+1	+0	Paparazzi	+0	+2
2	+1	+2	+2	+0	Entourage	+1	+2
3	+1	+2	+2	+1	Bonus feat	+1	+2
4	+2	+2	+2	+1	Celebrity demands	+1	+3
5	+2	+3	+3	+1	Sponsorship deals	+2	+3
6	+3	+3	+3	+2	Bonus feat	+2	+3
7	+3	+4	+4	+2	Immunity from prosecution	+2	+4
8	+4	+4	+4	+2	Trendsetter	+3	+4
9	+4	+4	+4	+3	Bonus feat	+3	+4
10	+5	+5	+5	+3	Actual talent	+3	+5

Class information: The following information pertains to the Media Icon advanced class.

Hit die: The Media Icon gains 1d6 hit points per level. The character's Constitution modifier applies.

Mana die: The Media Icon gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action points: The Media Icon gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Media Icon's class skills are as follows.

Bluff (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Nookie (Dex/Con), Perform (Cha) and Sense Motive (Wis).

Skill points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Media Icon advanced class.

Paparazzi: You are followed everywhere you go by a team of photographers desperate to get shots of you in compromising positions. On the plus side when you are attacked you can spend an action point to have one of these journalistic vultures get in the way and take all the damage for you instead. Nobody will mourn her loss.

Entourage: At all times you are surrounded by a photographer, hairdresser, beautician and stylist all of whom have a skill bonus equal to your level and who can use the skill of her profession for you at



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that level. They do not enter combat and if killed are replaced for the next session.

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

Backstabbing Bitch, Blow Your Way To The Top, Confident, Creative, Deceptive, Demon Taint, Dodge Responsibility, Iron Will, Legs Up To Your Armpits, Look Good In Armour, Look Good In Uniform, Lucky Cow, Me, Me, Me, Media Darling, Plastic Surgeon On Retainer, Promiscuous, Renown and Scriptwriter.

Celebrity demands: Celebrities can make all sorts of unusual demands when they swan into town and the power of celebrity means that they often get them fulfilled. This ability does not work to get mundane items a mug of tea or coffee. However, should the Media Icon find herself in sudden and desperate need of something unusual say, a shrubbery, colour sorted M&Ms or an orang-utan she may spend an action point to have a lackey fetch her one.

Sponsorship deals: With a smile and a strategically placed drink can in the right hand a celebrity can make considerable sums of extra cash. Every session the Media Icon gains \$100 x level in bonus cash for advertising and endorsing certain products.

Immunity from prosecution: Rich, famous people do not go to jail and do not get parking tickets. They are never guilty of murder, gloves be damned. Media Icons can get out of incarceration and be regarded as completely innocent by spending an action point and can wait as late as sentencing before spending it.

Trendsetter: The Media Icon can make things look good and encourage imitation. In mundane terms this can affect headlines for a season or create a run on a certain type of T-shirt, however other times the Media Icon can make a move or action look so good others who imitate cannot help but do well. By spending an action

point while doing an action the Media Icon allows her allies to imitate the action and take the exact same roll on her actions that round.

Actual talent: A reality TV appearance can only take you so far. To have this much staying power you have to have a talent of some kind. Singing, dancing, anything that is photogenic and means you can continue being famous for a bit longer than just for being famous. You may pick such a skill and gain it equal to your level, for free.

Relic Raider

The Relic Raider is a class act, educated, cultured and filled with a daredevil sense of adventure and a desire to run around in tight tops and shorts that makes her beloved by all (except those she is thieving priceless art treasures away from anyway).

The Relic Raider is a good character to play for people who obsess over video game characters a little too much or who like having an edge when it comes to survival.

Requirements: To qualify to become a Relic Raider a character must fulfil the following criteria.

Base Attack Bonus: +2 or higher.

Skills: Balance 2 ranks, Climb 2 ranks, Disable Device 4 ranks, Escape Artist 4 ranks, Investigate 2 ranks, Knowledge (history) 4 ranks, Search 2 ranks



Advanced Classes

Class level	Base attack	Fort save	Ref save	Will save	Special		Reputation bonus
1	+1	+1	+1	+0	Sexy accent	+1	+0
2	+1	+1	+1	+1	Hanging around	+2	+1
3	+2	+2	+2	+1	Bonus feat	+2	+1
4	+2	+2	+2	+2	Action!	+3	+1
5	+3	+2	+2	+2	Jack of all trades	+4	+2
6	+3	+3	+3	+3	Bonus feat	+4	+2
7	+4	+3	+3	+3	Physical prodigy	+5	+2
8	+4	+3	+4	+3	Action!	+6	+3
9	+5	+4	+4	+4	Bonus feat	+6	+3
10	+5	+4	+5	+4	Comeback kid	+7	+3

and Swim 2 ranks.

Feats: Acrobatic and Athletic.

Class information: The following information pertains to the Relic Raider advanced class.

Hit die: The Relic Raider gains 1d10 hit points per level. The character's Constitution modifier applies.

Mana die: The Relic Raider gains 1d8 Mana points per level. The character's Wisdom modifier applies.

Action points: The Relic Raider gains a number of action points equal to 7 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Relic Raider's class skills are as follows.

Balance (Dex), Climb (Str), Disable Device (Int), Escape Artist (Dex), Investigate (Int), Jump (Str), Knowledge (history) (Int), Research (Int), Search (Int), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Relic Raider advanced class.

Sexy accent: You have a brogue, burr or other accent like, say, upper class English that certain people find irresistible. On any Bluff or other checks where your voice might play a part in swaying things you gain a +2 circumstance bonus.

Hanging around: When it comes to ropes, pulleys and other such climbing gear you are an accomplished mistress of knots and cords and not in a bondage way. You gain +2 competence bonus to any Climb or other checks involving the use of such apparatus.

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

Armour Proficiency (light), Combat Reflexes, Dimensional Bust, Dodge, Educated, Elusive Target, Heroic Surge, Kick Ass And Chew Gum, Lucky Cow, Personal Firearms Proficiency, Run and Track.

Action!: Each time you gain the Action! advantage you can spend an additional action point in a round.

Jack of all trades: Due to your vast, but light, levels of knowledge of all things even remotely useful you can attempt even trained only skills you do not have with no penalty.

Physical prodigy: On any Skill check involving any of the physical attributes you gain a special competence bonus of +2 due to your finely-honed physique and advanced training.

Comeback kid: You are hard to kill. Very hard to kill and so may spend three action points to, in effect, activate the Extra Life feat.

Sergeant Rockette

Sergeant Rockette was a famous, or infamous, leader of the female commando team, the Severe Attitude Sisters. Since then the term 'Sergeant Rockette' has been applied to those gun-wielding women whose reserves of grit, determination and devotion to mass destruction on the field of battle have truly epic proportions.

The Sergeant Rockette class is a good class to take if you want to play a character who can give and take a great deal of damage without flinching too much.



Advanced Classes

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+1	+1	+0	Gun happy	+1	+0
2	+1	+2	+2	+0	Grit	+1	+0
3	+2	+2	+2	+1	Bonus feat	+2	+0
4	+3	+2	+2	+1	Inspiring speech	+2	+0
5	+3	+3	+3	+1	Bullet-proof	+3	+1
6	+4	+3	+3	+2	Bonus feat	+3	+1
7	+5	+4	+4	+2	Critical shot	+4	+1
8	+6	+4	+4	+2	Maximum shot	+4	+1
9	+6	+4	+4	+3	Bonus feat	+5	+2
10	+7	+5	+5	+3	True grit	+5	+2

Requirements: To qualify to become a Sergeant Rockette a character must fulfil the following criteria.

Base Attack Bonus: +3 or higher.

Skills: Knowledge (tactics) 3 ranks and Demolitions 3 ranks.

Feats: Personal Firearms Proficiency and Macho.

Class information: The following information pertains to the Sergeant Rockette advanced class.

Hit die: Sergeant Rockettes gain 1d10 hit points per level. The character's Constitution modifier applies.

Mana die: Sergeant Rockettes gain 1d4 Mana points per level. The character's Wisdom modifier applies.

Action points: The Sergeant Rockette gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.

Class skills: The Sergeant Rockette's class skills are as follows.

Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (None), Speak Language (None), Spot (Wis), Survival (Wis) and Swim (Str).

Skills points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Sergeant Rockette advanced class.

Gun happy: Fanatical about guns and with a lifetime subscription to many armament

magazines, the Sergeant Rockette gains a +1 competence bonus to the use of any firearm thanks to her encyclopaedic knowledge of guns.



Advanced Classes

Grit: The Sergeant Rockette is so tough that she is able to carry on regardless. The benefits of her Macho feat are, therefore, doubled.

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

Advanced Firearms Proficiency, Armour Proficiency (heavy), Armour Proficiency (light), Armour Proficiency (medium), B.F.G. I, B.F.G. II, Burst Fire, Combat Reflexes, Dead Aim, Double Tap, Endless Ammo, Exotic Firearms Proficiency, Far Shot, Greater Mow 'Em Down, Look Good In Uniform, Mow 'Em Down, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Shot on the Run and Strafe.

Inspiring speech: One unshakeable heroine is not always enough to get the job done. Sergeant Rockette was noted for her ability to turn a few clichéd statements and a chomp of a cigar into an awe inspiring speech that got the best from her unit. By spending an action point the character may make an inspiring soliloquy, giving a number of people equal to her level a bonus of +1 morale bonus to all her saves and to her attack checks.

Bullet-proof: Daylight charges across minefields into machinegun nests are not usually successful and are most often tragic but Sergeant Rockette made a career out of them with a seemingly mystical ability to avoid being shot. By spending an action point a character may ignore any attempts to shoot them with ranged weapons for an entire round. Things with explosive radii still count.

Critical shot: By spending five Mana points and focussing her inner gun the character is able to ensure a critical shot with her gun, provided it makes a standard roll to hit and succeeds.

Maximum shot: By spending ten Mana points and focussing her inner gun the character is able to ensure a shot that does the maximum possible amount of damage and automatically hits. No roll is made and no critical is possible but the shot will automatically hit unless the target is behind full cover.

True grit: You are able to take a phenomenal amount of damage and keep on going. You roll

an additional die for hit points at this level and in addition you may spend action points to keep going for a round even though you are down or dead. You can even be healed in this time to a point where you will no longer die.

Sword Mistress

The Sword Mistress is an undeniable expert with the blade, using it to cut a swathe through her enemies and remain unbeatable so long as she has a couple of feet of steel protruding from her hand. Sword Mistresses tend to be arrogant, assuming that her blade can get them out of any trouble that her mouth gets them into.

The Sword Mistress is a good class to take if you prefer close combat or if you have seen Red Sonja one too many times.

Requirements: To qualify to become a Sword Mistress a character must fulfil the following criteria.

Base Attack Bonus: +3 or higher.

Skills: Tumble 4 ranks.

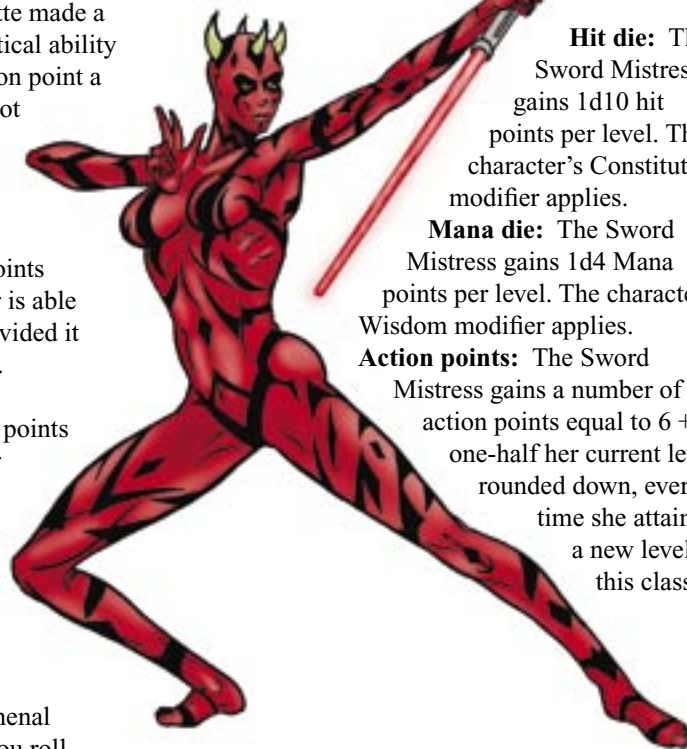
Feats: Archaic Weapons Proficiency and Macho.

Class information: The following information pertains to the Sword Mistress advanced class.

Hit die: The Sword Mistress gains 1d10 hit points per level. The character's Constitution modifier applies.

Mana die: The Sword Mistress gains 1d4 Mana points per level. The character's Wisdom modifier applies.

Action points: The Sword Mistress gains a number of action points equal to 6 + one-half her current level, rounded down, every time she attains a new level in this class.



Advanced Classes

Class skills: The Sword Mistress' class skills are as follows.

Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Ride (Dex), Survival (Wis), Swim (Str) and Tumble (Dex).

Skills points at each level: 5 + Intelligence modifier.

Class features: The following features pertain to the Sword Mistress advanced class.

Blade mastery: Crazy about bladed weapons, the Sword Mistress has a fantastic amount of knowledge about her use and thus gains a special +1 competence bonus to the use of any bladed weapon.

Sure strike: By spending an action point the Sword Mistress can concentrate all her skill into a single blow striking and automatically hitting, bypassing any damage reduction the target might have ,

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

Advanced Two-Weapon Fighting, Agile Riposte, Armour Proficiency (heavy), Armour Proficiency (light), Armour Proficiency (medium), Athletic, Cleave, Dodge, Improved Two-Weapon Fighting, Spring Attack, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus and Whirlwind Attack.

'I am not left handed': Realising you are about to be overcome you can suddenly stop playing to

your weaknesses (everyone needs a challenge) and dramatically change your fighting style to regain the upper hand. By spending an action point you gain an additional +2 circumstance bonus to your melee attack checks for the remainder of the combat but you must have fought at least one round at your normal level first.

Deep cut: The Sword Mistress knows how to make every blow a telling one thereby gaining a special competence bonus of +2 to damage with any bladed weapon.

Ultimate parrying technique: By expending an action point the Sword Mistress surrounds herself with her sword creating an impenetrable wall of steel. This is a full defence action but no melee attack can strike her during that round without being deflected.

Web of death: By expending an action point the Sword Mistress can, as a single normal attack action, hit everyone within reach once with her sword. If she goes for an all out attack every attack action can be applied to everything within reach. You cannot make an exception for allies within that area though.

Beheading blow: The Sword Mistress can cleave through hordes of lesser enemies leaving severed heads in her wake. By expending an action point the Sword Mistress can attempt a beheading blow. This is made as a normal attack and provided it hits the target must make a Fortitude save against the Sword Mistress' level. If they fail they are beheaded and instantly die. The target must have a head or similarly vulnerable part for this to work.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+2	+0	+0	Blade mastery	+1	+0
2	+1	+3	+1	+0	Sure strike	+1	+0
3	+2	+3	+1	+1	Bonus feat	+2	+0
4	+3	+3	+1	+1	'I am not left handed'	+2	+0
5	+3	+4	+2	+1	Deep cut	+3	+1
6	+4	+4	+2	+2	Bonus feat	+3	+1
7	+5	+5	+3	+2	Ultimate parrying technique	+4	+1
8	+6	+5	+3	+2	Web of death	+4	+1
9	+6	+5	+3	+3	Bonus feat	+5	+2
10	+7	+6	+4	+3	Beheading blow	+5	+2

Games Mastering Macho Women with Guns

Games Mastering Macho Women with Guns

There is no job so thankless or so difficult as Games Mastering a roleplaying game. The players get to have all, or at least most, of the fun while the Games Master desperately tries to drag them through the scenario they have created, or bought, without them running off the rails while, simultaneously, maintaining the pretence of free will.

It is the Games Master who slaves away for a week generating monsters, treasure, floor plans and interesting encounters only to have the players send their characters off in entirely the wrong direction right at the very start of the game.

Players, meanwhile are able to concentrate on portraying a single character, giving it all their time and devotion while the poor Games Master has to portray an entire world convincingly, or at least convincingly enough for the purposes of the game.

This largely thankless and mind destroying job still manages to draw weak-willed fools to the task of Games Mastering. Soon after this decision has been made, these same boorish and meek individuals transform themselves into tyrants, megalomaniacs or cruel creatures who take delight in the design of torturous adventures to torment and perplex their players.

Fortunately, for the average Games Master, Macho Women with Guns is a fairly simple game to play. You do not need to worry so much about plot and development (unless you are a masochist) and the basis of most games is simply to have a laugh, kill things and take their stuff.

Running Macho Women with Guns

Every game has its own requirements, its own stories to tell, its own unique needs and its own rules. Macho Women with Guns is no exception.

There are a few simple guidelines you can follow which can help a Macho Women with Guns session run smoothly.

1: The rules are not important

Any rule in any roleplaying game is intended to support the game and the fun, not to get in the way of the fun or the roleplay. Nothing is set in stone and the Games Master should feel free to ignore, improvise or replace any rule at any point if it would make for a funnier or more interesting game. Players who argue or insist that the rules should be followed to the letter should be talked to in private about their behaviour and have the essence of roleplaying politely explained to them (alternatively, there are several hitmen who are known to have quite reasonable rates).

2: Have fun

This should not even need to be printed but some people still seem to forget. The whole reason for playing a game, any game, is entertainment. Everybody wants to have fun and if people are not then why are they playing? Games Mastering should not be about creating inventive ways to kill the players, the players should, however, also be mindful and respectful of the effort the Games Master has put into preparing the game.

If people are not enjoying themselves then change tack and try something a little different. Macho Women with Guns has so many genres to choose from and plenty of room to incorporate others. If players are not enjoying playing their characters there is nothing that prevents them from making up new ones, find an idea that excites them and let them roll with it (within reason).

If it all goes horribly wrong stop, get some snacks and watch a couple of movies instead. You can always pick the game up again later or at the next session after a think.

3: Play regularly

One-off games can be fun but regular games have a lot more going for them. With a regular game with the same players and characters the Games Master can get to know them, how they react and what they are capable of. This will also help Games Masters become familiar with the rules, and the more familiar they are with them, the more comfortable the campaign will feel. This also prevents delays while the Games Master flicks through his reference books. Playing regularly ultimately allows for the development of themes and recurring villains and, most importantly of all, you get in-jokes and war stories.



Games Mastering Macho Women with Guns

After The Dang

The default setting for Macho Women with Guns is a post-apocalyptic wasteland with civilisation still existing here and there, vast swathes of primitive feudal and tribal land and a high tech civilisation in orbit. Which neatly and handily covers many of the different genres the players might want to play in. Throw in the old radiation excuse for all the monsters and you are away.

There are two ways you can play in this setting; you can pick one of the areas we have detailed and confine your game to that area, a sort of mini-setting within a wider world. This can then incorporate other elements of the world of Macho Women with Guns later, as the Games Master and the players become more familiar with it. Alternatively Macho Women with Guns can be run as a globetrotting, genre-spanning epic where every session sees the characters pitted against the challenges of a different genre.

The Dang brings together all the old things that made the original Macho Women with Guns great in a single place. While it might be difficult to have Renegade Nuns and Batwinged Bimbos on the same side, it is not impossible and, in line with the advice above, can certainly be ignored for the sake of a good game.

The Dang is a heavily satirical setting drawing as it does on current affairs and familiar topics that shape our world. Some people may not like that, find it too political or just objectionable to their politics. That is fine, it is intended to be humorous, not evangelical and you can easily turn things around to make the villains the heroes and vice versa, or simply ignore the satire and play it for laughs, all work equally well.

The Dang is a broad world with plenty of room for your own interpretations, additions and twists but there are a few points to keep in mind while playing in this

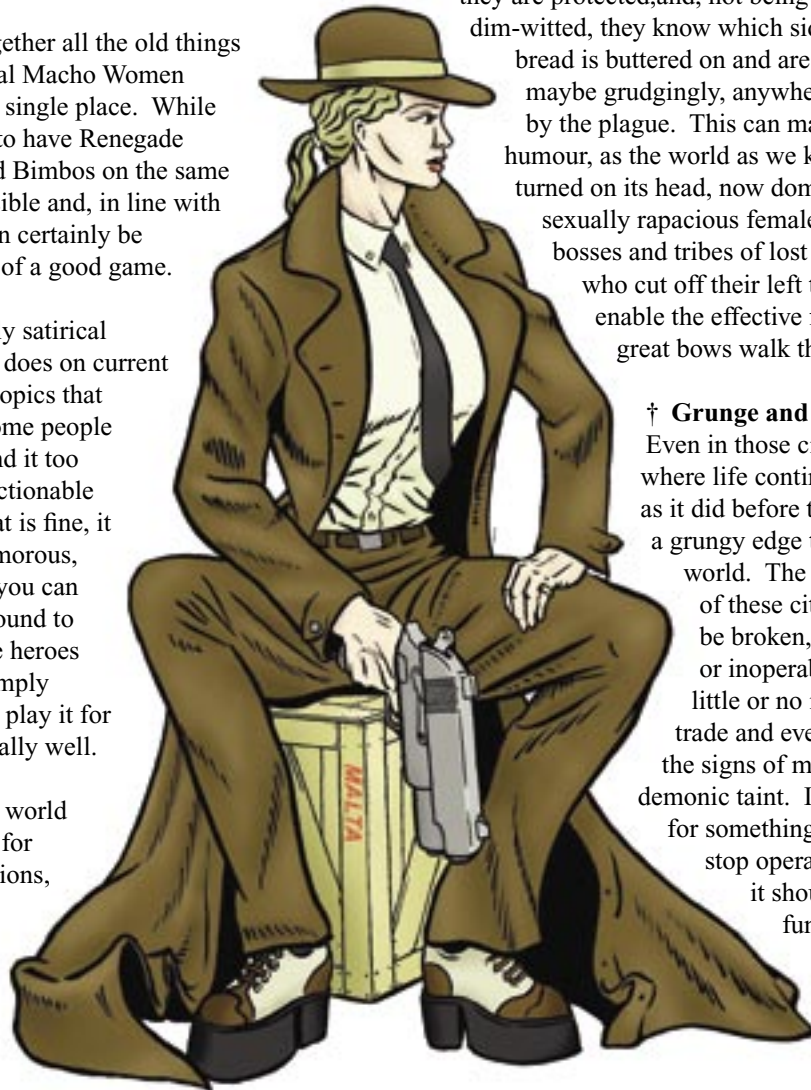
world to help evoke the mood, feel and humour of the setting.

Background information for running a game set in The Dang is littered throughout this book but there are a few simple guidelines to remember that will help you run a better game in this setting.

† **Be topical:** Whether you like the satirical elements of Macho Women with Guns or not, it relies heavily on crude satire and, if you can reference things from the news and current affairs in your games with a post-apocalyptic slant, your players will hopefully pick up the sly wink and may even find it funny.

† **It is a woman's, woman's world:** With a few isolated exceptions the world belongs to women. There are queues for the men's toilets at nightclubs, men are enslaved or wolf-whistled at in the street. Now a rare and 'precious' commodity, they are protected, and, not being particularly dim-witted, they know which side their bread is buttered on and are subservient, maybe grudgingly, anywhere affected by the plague. This can make for great humour, as the world as we know it is turned on its head, now domineering and sexually rapacious female company bosses and tribes of lost Manazons, who cut off their left testicles to enable the effective firing of their great bows walk the Earth.

† **Grunge and mutants:** Even in those city enclaves where life continues much as it did before there is a grungy edge to the world. The landscape of these cities should be broken, run down or inoperable, there is little or no international trade and everywhere are the signs of mutation or demonic taint. If it is funny for something to break or stop operating, maybe it should. If it is funny for you to run a random encounter featuring a six-toed inbred with



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an ear on its forehead, then by all means go ahead. Scatter a few of these delights into your game wherever the players go.

Fantasy

The fantasy genre is a familiar one to most gamers and now, thanks to a recent spate of fantasy films hitting the big screen, a great majority of non-gamers are also familiar with the concepts of sword and sorcery. That genre is as old as time itself, stereotypical and replete with a great many conventions that make for splendid adventures and, with a little imagination, great comedy.

Especially halflings.

A Fantasy game does not necessarily have to be set in a female-dominated world, though that is the standard setting for Macho Women with Guns. Obviously such a setting is unlikely to include the guns and, as I am sure you will agree, Muscular Females with Crossbows just does not have quite the same ring to it. Fantasy worlds have many strong female characters associated with them and playing tough women in a world of lecherous and sexist men can be fun in and of itself. Imagine the wake of broken limbs and broken hearts left in the destructive wake of the characters.

The most obvious forms of fantasy to use and parody are the barbarian fantasies of *Jon Norman's Gor*, *Conan* and other similar works. They are presented as utterly masculine worlds, which can be turned upon their heads for comedy value with male slaves, female barbarian princesses rescuing handsome, foppish princes and then discarding them by the next session after looting their treasures.

More conventional and developed stories are equally ripe for mirth making simply through their familiarity. A particularly immature and 'adult' game could take the 'quest for the one true ring' to spectacularly ribald and sewer-like depths.

Women are already important in many of these games as enchantresses, thieves and other key characters and as such, Macho Women with Guns can be used to simply increase this emphasis. Female characters in this type of setting are likely to be overarching and the most important characters in the whole world, saving it from destruction three times before breaking for lunch.

The gaming stores are full of fantasy gaming material which can be torn apart, plagiarised

and otherwise incorporated and satirised in your stories. Familiar names, faces and spell names can be altered, made into puns or misinterpreted deliberately in new and amusing ways.

When delving into fantasy for your Macho Women with Guns campaigns it is best to play up the stereotypes presented there as much as possible. Dungeoneering, going for daring rescues, killing things and finding piles of gold and magical treasure. The devil and fun, is in the detail, the nature and creation of the dungeons themselves, the types of magical weapons and devices that are uncovered. Ludicrous and risqué traps and creatures all simply add to the fun.

The Rules of Fantasy Genres in Macho Women with Guns

† **Stereotype:** Play up to every single fantasy stereotype there is. Noble elves, gruff dwarves, wizards in towers, dungeons, dragons, demons, deep forests and everything else that goes with the fantasy genre.

† **Mock:** Having established the stereotypes above proceed to mock them mercilessly. Elves being branded as peace loving hippies are then completely vulnerable to attack by weaker but more aggressive goblins. Dungeons that are built for no real reason. Huge and bloated dragons squished into tiny underground chambers because they were raised there. Ten-foot-by-ten-foot rooms with an orc guarding a chest. Peculiar traps and puzzles with explanatory notes saying how and why they were built.

† **Munchkin:** Fantasy games drip with magical treasure and often players come out of their first dungeon laden with the fruits of their raiding and able to tackle a small army. Play up to this and give your players plenty of monsters to scrunch and lots of impressive sounding and hilarious finds, from the +5 Vorpal Sword of Eunuch Creation to the Rear-view Mirror. Your players should come out of their first dungeon able to take on large armies and dragons single-handed.

Adventure Seeds

Here are a few adventure ideas to get you started on fantasy games.

First Class Male

The Sultana Ches'tee Mo'del has lost interest in her harem and craves new and interesting excitements. This is where the adventurers step in of course,



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hired at great expense to travel the world seeking out and enslaving exotic new men for the Sultana. Their travels take them to all sorts of places including other Sultanas' harems, Viking-type cultures and anything else the Games Master thinks funny including semi-mythical men with intriguing attributes who must be hunted down, even non-humans if the group is feeling particularly twisted!

The Dungeon of D'Nerro

Mad Queen Moocho D'Nerro is not called the mad queen for nothing. For the past decade she has had her people toil and work hard creating a mammoth dungeon underneath her country's great capital. Every chamber filled with beasts and devious traps. Many people died during its creation but, finally, it is complete and the Queen has decreed that a grand competition be held with a massive prize to whoever can complete the dungeon. D'Nerro watches with a magical mirror mounted on elephants (Jumbo-tron).

The Remembered Domain

Adventuring as per normal one day the Macho Women fantasy group stumble through a portal into an altogether different mystic land, one where they must take themselves seriously. Needless to say the Macho Women immediately make an impact on this land, as the way they act does not seem to conform to any of the normal stereotypes. Aaarrrgh!!

Hands Off My Norks!

Adventurers love killing monsters, they just love it. But due to over-adventuring in the area there is a fear that many monster species will be wiped out! That means nobody will be able to gain experience points unless they kill each other and that will mean chaos in the streets. In the hope of preventing this catastrophe the farsighted local nobility have decreed a forest that still has a few vicious packs of Norks roaming it to be a royal

hunting ground. The characters are recruited as gamekeepers to help keep the Norks safe, protecting them against the depredations of rampaging adventurers. The Norks, however, are simple creatures and they are hungry. Grub is up!

Modern

Playing in a 'modern' setting covers a lot of ground from historical 19th century ground right the way through to the near future before technology gets too powerful. That is an awful lot to cover but there are a few consistencies. Modern, a lot of times, seems to mean gritty but for Macho Women with Guns to work it really needs to be more cinematic, akin to the films of John Woo. Super spies, Wire-Fu and other ludicrous martial arts, fantastic amounts of gunplay, these are the things that make a good modern setting.

The comedy in a modern setting comes from satire and the familiar. What if the characters were running around in your neighbourhood blowing things up, holding fire fights in the local mall, annihilating cars and houses that are familiar to you? (If you live in the Bronx or Manchester then you will have plenty of experience of this.)

There are too many modern sources to go through really; any TV series, film or comic you can think of can make a good model for a game or series of games. Modern game ideas can mostly be slotted into The Dang setting with ease, which can leave you scope to do other things if the ideas start getting stale.

Modern settings benefit from more lenient stunt decisions on what is possible and the profusion of guns, which makes Macho Women with Guns a true title rather than a guideline. To make the game a success you really need to go completely over the top like the latest action blockbusters with almost non-stop explosions, quips and storming periods of gunplay or kung fu action.



Games Mastering Macho Women with Guns

The Rules of Modern Genres in Macho Women with Guns

† **Topical Inspiration:** In a modern setting it is effective and useful for a Games Master who has trouble coming up with plots to use things he has heard about on the news, in the newspaper or even episodes of TV shows as inspiration. That way he can keep his game up to date as well as always having fresh ideas to use!

† **Over The Top:** The risk with using day-to-day inspiration is that games become too realistic as they are grounded in normal, everyday events. To counter this try to make everything wild and over the top. The explosions bigger, the enemies more exciting, the stunts more fantastic. Car chases and martial arts fights, grand sweeping plots that threaten the whole world and anything else you can think of to liven things up and keep people's interest.

† **Familiarity:** In-jokes are always good for roleplaying groups. Set part of the game in your hometown; use people you know as inspiration for enemies or encounters. When the characters go into a gun shop have the proprietor be a local shopkeeper you know and do an impression of them. Even have him run into themselves if you want to mess with their heads.

Adventure Seeds

The Lord of the Bling

Blaxploitation Tolkien with a feminine twist. Far off in the East Side, Sour Ron, Gangsta lord, quests for his gold jewellery of power. Only a sisterhood of foxy, sword-fighting chicks can take his chains and rings safely to a pawn shop near Sour Ron's 'hood and fence them before he gets them back and gains ultimate power. Yo homeez, wazzup?

The Evils of P.U.S.S.Y!

An alternate 1960s and our heroines are super spies, agents of the Queen's Universal Intelligence Mob and very British. Pitted against them are another all female group, the Peoples United Socialist Saboteurs Youth. P.U.S.S.Y are an evil group of communist teenagers who travel the world under the guise of international gymnasts and ice skaters wreaking havoc in all good democracies. Now they have smuggled a nuclear bomb into the Olympics, disguised as an East German shot putter and it is up to our heroines to prevent a nuclear disaster and win the gold!

The DD-Team

In 1972 a crack commando unit of extremely busty women was sent to prison by a military court for a crime they did not commit. These women promptly escaped from a maximum-security stockade to the Los Angeles underground. Today, still wanted by the government and many adult magazines, they survive as soldiers of fortune. If you have a problem, if no one else can help and if you can find them, maybe you can hire the DD-Team.

Hex-Files

The players are all members of the Feminine Bureau of Investigation, a special unit set up to make best use of feminine intuition to solve unusual crimes and mysteries. They travel around the world solving these mysteries but there are forces working against them, in the form of the mysterious menthol smoking woman. Is she a government agent or something much more sinister?

Science Fiction

Science fiction also has tremendous scope for all kinds of adventures. This time the solar system, the galaxy, the whole universe is your playpen! Certain kinds of science fiction work much better for Macho Women with Guns than others; hard science fiction like that of Arther C' Clarke's *2001: A Space Odyssey* is generally not the way to go. Space opera and action-adventure offer a lot more scope for parodies. Be aware, however, there are only so many times someone can get sucked out of an airlock and explode before it becomes tedious.

That said, the best inspiration can come from more modern science fiction that amount to action films that just happen to be set in space, like *Aliens*. Indeed, if you can somehow fuse *Barbarella* and *Aliens* you are on to a winner. Bubble helmets, see-thru space suits and suggestively shaped ray-guns are all good things to use, as are tentacled and ichor-laden aliens from beyond the X dimension.

Science fiction gives you even more free rein than fantasy when it comes to what you throw into your games. Any monster you like can be an alien of some sort and you can create new ways to have your planets feel and star ships to work. Even so, Macho Women with Guns is, as always, about killing things, taking their stuff and having a laugh so make sure to include lots of nifty weaponry and gunplay, exotic alien monsters and devices.



Games Mastering Macho Women with Guns

The Rules of Science Fiction Genres in Macho Women with Guns

† **Gadgets = Fun:** What is the point of being in the future if you cannot have a neat little tool that does everything? What use is a future without anti-gravity underwear and a motorcycle that travels at light speed? Make sure your game is replete with gadgets, even if they are useless. This will also help keep people's cash levels in check.

† **Balance Realism with Fun:** Every little scientific fact does not have to matter unless it is funny or deadly. Vacuum does not have to kill immediately, spacesuits do not need to be bulky to keep out all the radiation, space ships can make noise in space if they so wish and recoil does not have to make you fly backwards really fast. Unless it is funny.

† **Escalation:** First kill a person, then blow up a village, then destroy a city, then a country, then a planet, then a sun, then a whole system, then a galaxy and then a whole universe! Build things up with progressively sillier gadgets, weapons and amounts of destruction. It is possible for every game to top the previous one, even by just a little bit.

to exist solely to molest and destroy. The characters must turn back this tide of invaders and find out how and why they have invaded our dimension with their rudely shaped and slimy appendages.

Prison Planet

Shot down over the surface of a deadly penal planet the characters must band together to survive. The planet is home to every low-down, mean and psychotic criminal in the galaxy, and they are all women! As the characters fight off rival gangs and mutant beast they must find a way to

storm the governors residence and steal the only space-worthy ship on the planet to make their escape.

Space Babe Round Up

Small grey aliens from the outer rim have a bad time of it at home. The females of their race are bad-tempered and flat-chested and so they much prefer the chestier females of Earth.

Planetary beauty queens and models have been disappearing by the shuttle-load and it is up to the characters as members of the Galactic Star Patrol to track the beauty queens down and rescue them from this ring of thieving alien scum.

Star Whores

On the less than reputable planet of Verykeen a group of adventurers come together to challenge the evil empire of Daft Ada and the Empress. Using the perfectly legal and non-copyright infringing power of the farce as well as star ships, blasters and so on they take on the might of the Empire and it's Breast Star and likely win. Plenty of opportunity for sequels and prequels. (This is great adventure as there is no need to concern yourself with continuity).

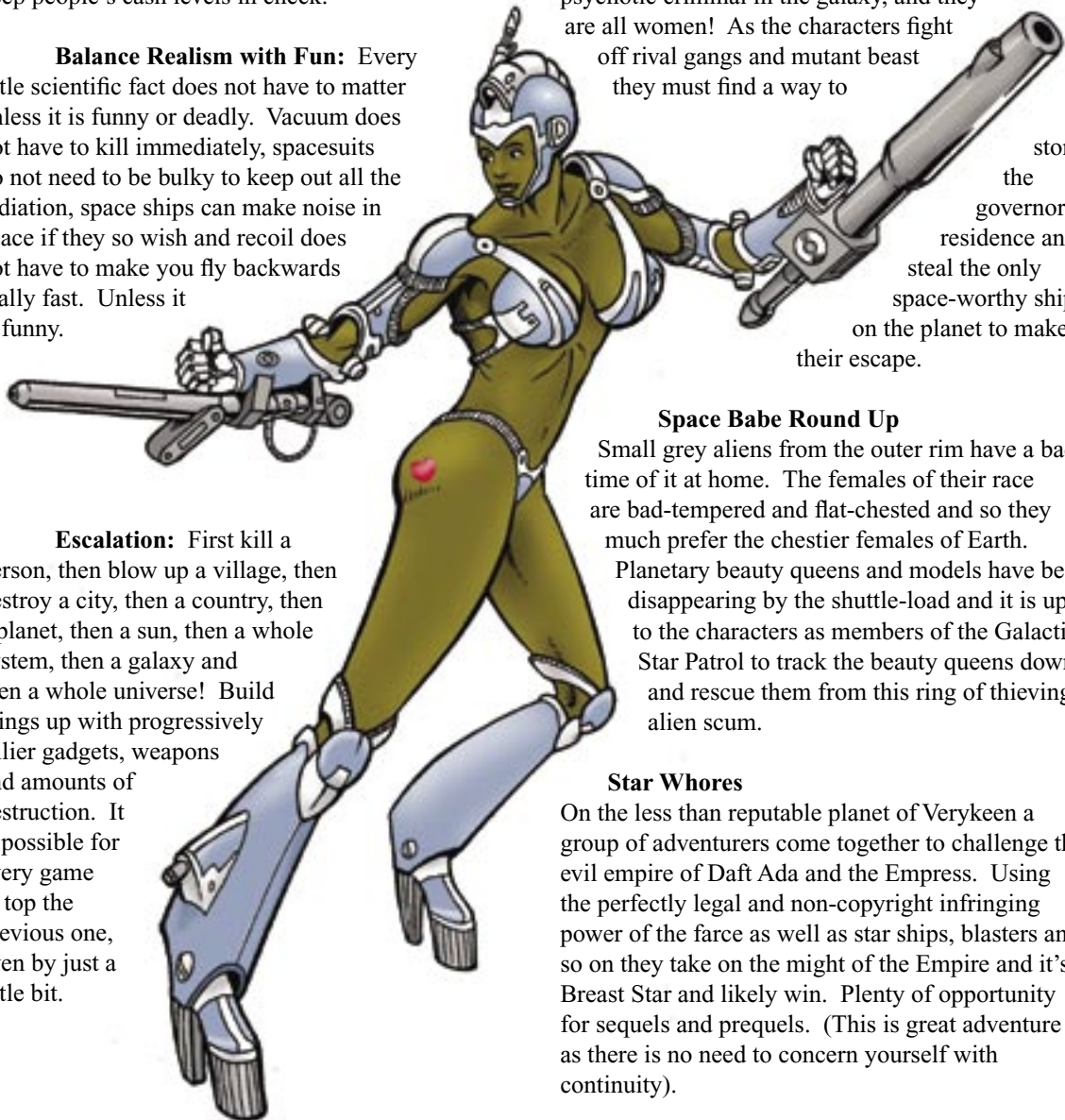
Infestation

Oh no! The characters' ship, space station, city or bedsit is invaded by giant alien bugs whose blood is just acidic enough to burn clothing. This is a straight-up fight, building in ferocity until they reach the alien queen who is happily laying eggs in their engine room, reactor chamber, office or airing cupboard.

Adventure Seeds

Tentacled Beasts From Beyond Dimension X

As any connoisseur of Japanese animation will tell you, tentacles are a great idea and the more the better. The characters' home planet is invaded by alien slimeballs that have come across the dimensional barrier. These tentacled menaces seem



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Horror

Not an easy thing at the best of times, even with the best setting material and the most serious minded group of players. So, when you try to have a horror game using Macho Women with Guns you are likely doomed before you even start.

Forget horror then and aim instead for schlock. Blood spraying everywhere, unlikely monsters, lots of high-pitched screaming, teenagers being killed while they are having sex and lots of undead to shoot and mow down in large numbers.

Horror games usually encourage you to play normal, vulnerable people. That is boring and Macho Women do not do 'vulnerable', even those carefully crafted characters who are designed not to be a killing machine are still going to be fairly tough. Because of this it is often better to play characters who are cleaning up the mess after a catastrophe of some kind.

Suspense and surprise, vital elements to the success of a horror game, are not really going to work since you have to spend a great deal of time describing stuff. The only route left is to be as descriptive as possible but aim at the shocking and gross with maggots, spiders, blood, body fluids, internal organs and any other nastiness you can think of all put together into overwhelming passages of nastiness.

The Rules of Horror Genres in Macho Women with Guns

† **Schlock Works Best:** Blood and lots of it. Crowd pleasers like power tools and kitchenware. Grandstanding monsters or killers. All this sort of thing is far easier to do than actually building a tense atmosphere of true horror and is far better for this sort of game in any case.

† **Be Gratuitous:** Every cut, every tear, every bloodstain, every shock-induced upchucking; every foul and disgusting creature from the pit needs to be described in loathsome and evocative detail. Use a thesaurus if need be to find the words. Prepare in advance if you are no good at this sort of thing but do it. The nastier the better.

† **The Sum Of All Our Fears:** Yes, the characters may well have phobias, fears and psychological hang ups but nothing is quite so amusing or dastardly as describing to an arachnophobe how spiders are crawling all over their character's body, laying eggs and making webs

(lay off before they faint though, otherwise you will find yourself down a player).

Adventure Seeds

Occupying Nasty

As agents of the Medical Investigation Ninja Group Elite the characters are sent to investigate a strange mansion deep in the woods, which seems to be somehow related to a toxic spill and strange murders that have been taking place in the suburbs of Badger City. As it turns out the mansion is merely a front for a research operation conducted by the Parasol Corporation into bio-weapons research which, handily enough, seems to have turned everything in there into monsters. Cue much shooting and progressively harder monsters until the facility is finally self-destructed or similar.

Evening of the Ambulatory Deceased

The dead have risen from the grave all over the country and it is up to our gals to save what remains of the local town, destroying as many zombies as possible and evacuating healthy citizens to the choppers. Just to complicate matters, if you get bitten you are likely to become an undead zombie hell bitch yourself!

Scream if you know it is Halloween the 13th last summer 2: The Book of suburban myths and haunted houses on hills

Called together by a mysterious sponsor to a haunted house in the middle of nowhere, the characters are promised great riches if they can only last the night. Unfortunately, hiding in the mansion, which may also really be haunted, is the cross-dressing zombie mass murderer in a hockey mask whose brutal crimes earned the mansion its reputation in the first place. Can they last the night until the doors unlock?

It Came To Eat Us

It is the 1950s. In a small town in the Arizona desert an atomic bomb test went horribly wrong and mutated some of the local wildlife, mostly insects that have now grown to enormous size. Unfortunately the men folk are all off at a tractor pull or monster truck show and so it is down to the town's ladies to solve the problem of giant man-eating spiders and other ickiness.

Being Funny

Humorous games are not the easiest ones to run or to play. Apart from horror, a good and humorous atmosphere is the most difficult mood to sustain. It



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really helps if you establish a formula to the game and if everyone is actually in the mood to have fun and a laugh. Since people playing around and making jokes is usually the mood killer for every other kind of game this, at least, should not prove too difficult.

Anything that makes people laugh is a good thing, if they laugh once they are likely to laugh again at something similar or identical so make it into a recurring feature. Find out, or think, what makes your players laugh. Is it sick jokes? Crudeness? Make a few notes and try to incorporate those sorts of things into the scenarios.

As you play a few sessions settle into finding what makes your players laugh, what monsters they find amusing, what character types they really like to play and you should also develop a few in-jokes which only have meaning for your group. Everyone likes to know something other people do not and gamer groups are no exception. You may even find yourselves giggling away from the gaming table, even if it does make you look like loons.

Satire

sat'ire *n.* composition in which vice, folly or foolish person is held up in ridicule; use of ridicule or sarcasm to expose vice and folly –**satir'ic(al)** [-ti'ri-] *a.* of nature of satire; sarcastic; bitter –**sat'irist** *n.* –**sat'irize** *vt.* make object of satire; cesus thus

This is the more difficult part of humour to get right but, thankfully, you are not playing to a television audience, just your players so you only need to get it right for them and not for the world at large. Satire can easily slip into stereotyping and even racism so try to be careful to differentiate between making fun of people's attitudes and actually having those attitudes yourself.

Good targets for satire are governments, religions, corporations and anyone who takes themselves too seriously. Current events also make good fodder, especially if you transfer them to a different setting, be it The Dang, the future or a fantasy world. Finding artefacts from the twentieth century such as *Michael Jackson's* nose preserved in amber or *Madonna's* centenary edition of 'Sex' can bring the familiar into a bizarre context and lead to laughs.

Satire is tricky to pull off and you do not have to include it; there are alternatives that are easier to do and more likely to raise a laugh.

Puerile Nonsense

puer'ile [pyoor'-] *a.* childish; foolish; trivial
non'sense *n.* lack of sense; absurd language; adsudity; silly conduct –**nonsen'sical** *a.* ridiculous; meaningless; without sense

Immature, childish nonsense is much easier than well thought out intellectual humour and is far more likely to raise a laugh. Look at the success of *Benny Hill* and the *Carry On* films and gurners like *Jim Carrey*. Dumb things make people laugh, as does smut. Some of the most respected comedians ever got by on little more than crude physical humour, *Charlie Chaplin* and *Laurel & Hardy* being just two examples. Even today such comedians as *Adrian Edmondson* and *Rik Mayall* still trade on physical gags straight out of *Tom & Jerry* cartoons, albeit cruder and nastier.

It is as easy as pie to put bodily functions, sexual innuendo and slapstick into your game. The slapstick will mostly take care of itself with a little nudging from you when characters fail their rolls to make their mistakes suitably funny. For the rest you can encourage that kind of atmosphere from the players, reduce all your Non-Player Characters to leering stereotypes with rude deformities, obsessions or mannerisms, put on silly voices for them and make the gestures.

One example might be a doctor that the characters have to interview. This doctor is responsible for the design of a female android that is terrorising the local town. He is also a fully qualified medical doctor and plastic surgeon and when they finally track him down at his surgery it is only to discover he has a large and rudely shaped nose, speaks mostly in mumbles and is obsessed with giving them a breast examination or correcting any physical abnormalities they might have. Acted out this could prove quite funny.

Slapstick usually comes from player failure, so, where you have set up potentially humorous pitfalls, set the difficulties a little higher or use a Games Master's right to ensure a failure so that someone winds up in whatever it is you have set up. This could be falling into a septic tank, slipping over in dinosaur droppings or being subjected to the amorous attentions of a sausage dog. Whatever tickles your, and your players', fancy.

The World of Macho Women With Guns

The World of Macho Women with Guns

The world of Macho Women with Guns is a different world to that which we know today. Great disasters have reshaped the Earth, both in a physical sense and in how it is naturally ordered. Now the blasted, genre-spanning landscape of Earth is stalked by the strong and macho. Those who have survived these disasters must now forage for the remnants of their own history in a world that humans have altered. From radioactive mountains to mutant-filled valleys, from sea to putrid sea what survives of the human kind copes as best as it can. A civilisation that had become so utterly dependant on the local 24-hour mini-malls, push-up bras and deodorant now struggles daily simply to survive, suddenly cannibalism is not so much a sign of a very disturbed murderer but a menu choice.

The world of Macho Women with Guns is filled with questions. What could have happened to change the world so much? How did these terrible events come to pass? Will Jerry Springer still host a TV show? Why are most of the survivors women? What remains of the old world and what has been made of the new world? Will the U.K. ever win the Eurovision Song Contest? Is there a god and, more importantly, does he care?

The world has been changed so radically that while some countries are plagued by radioactive zombies others fall foul of an invasion of nuns, hell bent on preserving the purity of what is left of the world their God created. The West Coast of America plays host to spawn of the Devil, while Texas is governed by homicidal maniacs with a fixation for firearms who hide their psychopathic tendencies behind the second amendment. Still, it is good to see that some things never change.

Timeline

The historical records of the period before The Dang are sketchy at best, surviving mainly through the inaccurate ramblings of the occasional elderly survivors of those times. What few paper and computer records that escaped use as jewellery or toilet paper by the survivors of the disasters offer a more accurate, albeit focussed view of what has gone before.

The generally accepted account of what occurred is as follows:

BD: Before Dang.

AD: After Dang.

Long BD: President Henry W. Walsh gains a second term as the President of the United States. This achievement is attributed to the distraction of the American people as they proudly observe the destruction of various developing countries. The rest of the world is apparently indifferent to this approach to world politics. Those countries that are concerned summon enough enthusiasm to meet in Europe and bluster. The world goes on as normal, people continue to shop, eat and work, then eat some more.

Sometime BD: The 'discovery' of genetically modified foodstuffs and the march towards war. Western governments, now concerned by the growing levels of obesity that drain their medical resources dispatch agents to enforce strict dietary plans on the general populace. Mass riots ensue and the agents are forced to take a different approach to the problem.

Despite difficulties in discovering any source of the mysterious increases in the waistlines of the Western world, U.S. intelligence officials claim to have discovered links between imported foodstuffs and fat people. Armed with this information they create a report for President Walsh to present to other world leaders. After three hours of scouring the Internet for old university theses and making clippings from comic books the F.B.I. were confident they had presented enough evidence to make anyone follow their lead.

President Walsh begins his tour of foreign heads of state armed with his carefully worded report and the absolute conviction that he needs something to define his tenure as President of the United States. Washington had the constitution, Lincoln had the emancipation proclamation, Nixon had Watergate and Chequers and Walsh didn't fancy being shot. The report was met with more than a degree of scepticism by the rest of the world. Conscious of the lack of support his cause was generating Walsh was forced to take desperate measures.

Walsh returned from the United Kingdom armed with his report, his conviction and some photographs of the British Prime Minister in compromising positions with a selection of common livestock. With the United Kingdom now happy to



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do as they were told Walsh was confident he could now take on the rest of the world.

As Walsh and his British counterpart, Terry Chuckle, begin preparations to launch strikes on sandy countries, the international community grow increasingly concerned. Walsh had yet to name the target of his attack and was still intent on winning the support of other governments, if only to narrow down the list of immediate targets.

Walsh and Chuckle travelled to the centre of international politics, Geneva, to implore the members of the United Nations to sanction their action against those who would meddle with the world's food. If they were capable of this, what else could they do? The United Nations expresses its concerns regarding the Anglo-American plan (if it could be called that). Walsh, at breaking point tells the United Nations to 'Eat my shorts'. They decline.

Walsh and Chuckle meet at the White House to stab pins into a globe to decide where to strike first. Within days the majority of the combined armies of the U.K. and the U.S. are sent to North Africa, where their boots melt, their guns jam and where reserves of toilet paper are running low. Not wishing to lose face the armies are instructed to make their way across the globe until they find somewhere they are happy to fight in. A giant game of Risk ensues, the game lasts far too long and nobody is able to hold Asia.

Shortly BD: The Plague Strikes.

A mysterious virus starts to spread across the world. Believed to have originated in the United States, the plague targets only the male population. Several theories as to the origins of the virus have been aired, some claim it was the work of horny foreigners hell-bent on the acquisition of Western women, others believe it was designed to leave continents free of the aggressive men sent to eradicate them. Unfortunately the designer disease mutated, killing off most of the world's men, regardless of race.

The true origins of the mysterious virus are much more sinister, however.

U.F.Os and extra terrestrials had been visiting Earth for centuries, monitoring its progress and occasionally abducting human specimens to probe in wholly unpleasant ways. Their task had been kept secret until 1957, when two juvenile aliens, drunk and high on illegal substances, decided to take a small spacecraft 'out for a bit of fun'. Six and a half minutes, several thousand feet and two dead aliens later their U.F.O. was discovered in the depths of the Nevada Desert close to the small town of Roswell. While successive U.S. governments publicly denied the existence of aliens or any alien craft being stored in secret research facilities, privately they conducted experiments on the alien corpses and tried desperately to replicate the alien technology.

Why are the aliens so interested in Earth? Their own planet, many millions of light years away, is facing extinction. With every generation fewer and



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fewer females are being born, spawned or hatched (or however baby aliens are created), now these creatures must roam the galaxy seeking out new life and new civilisations, going boldly where no alien has gone before (and drooling over nubile Earth women before abducting them). After some initial teething problems with their plan (namely mistaking common cattle as viable targets of abduction) to enslave Earth women to mate with the aliens returned month after month to collect more Earthlings.

The aliens continued to monitor Earth with growing concern, however, having witnessed several unsuccessful attempts by the Earthlings to replicate their super-technology, the aliens were conscious that it would not be too long before the humans would be turning up on their doorstep and asking to borrow a cup of sugar. The decision was made to prevent the Earthlings from ever reaching beyond their own solar system and alien scientists began developing a weapon to bring Earth to its collective knees.

With their advanced intellect and shiny super-technology they decided not to create a giant

ray gun to blast the planet to space dust (possibly their first mistake). Recognising their own need for Earth women they began to experiment on a number of abductees, developing a virus with which to infect the male populous of Earth, for it was the males who were mostly responsible for the attempted technological recreation (possibly their second mistake). The virus they designed targeted the Y-chromosome and destroyed it, resulting in more women being born and less of those pesky men to steal their ideas and come after the aliens (I thought these guys were supposed to be super smart?).

Just BD: The Beginning of the End. The virus rapidly spreads across the globe as a panicked Walsh launches a nuclear attack on China. No explanation for this attack has ever been given but it is strongly believed to have been the result of a secret F.B.I. report into the re-emergence of Communism. China subsequently retaliates at exactly the same moment as Europe, afraid that Walsh is utterly insane and will take to attacking 'The Frenchies' next, launches its own 'pre-emptive strike' on the United States. The US retaliates with its remaining nuclear arsenal. This is believed to have been the true birth of 'The Dang', which gained its name from a now-famous television interview with President Walsh during which he was informed of the incoming nuclear attack and his subsequent response.

A terrible earthquake wrecks California turning it into an archipelago of islands and leaving a massive crack in the Earth's surface.

Just AD: Surviving 'The Dang'. Spared the ravages of the man-eating virus due to its high population of alternative sexualities and not targeted as a site of major military importance San Francisco is one of the few places on the West Coast of the United States to survive the Dang relatively well. San Francisco is separated from the mainland by the recent earthquake and now rests some three miles off the coast.

The same earthquake that managed to split San Francisco in such a way also opened another ancient divide in the Earth's crust. 'The San Andreas Fault'



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was rent asunder by the force of the natural disaster revealing a gaping maw into the very pit of Hades itself. The forces of Hell spill out onto the Earth, raping, pillaging and destroying everything in their path. With no army and little civilisation to oppose them it is not long before the remnants of California are held completely under the sway of Satan himself (Still it is nice to see that there are always those familiar things to fall back on). Church attendance increases a thousand-fold despite the inability of organised religion to cope with the increased interest, clergyman is now deemed to be one of the most stressful careers and churches, sinagogues, and temples across the world bear witness to scenes similar to those faced by stock market traders as Wall Street crashed. .

Stranded in space, with no ground control to guide them home, Earth's collective astronauts begin working together, linking their space stations and spacecraft together to form a gigantic orbital shantytown. The majority of these astronauts are male and those that are not are spared the horror of any news from Earth (this also means that the horny male astronauts have a captive audience for their attentions). The skeletal beginnings of the Space Hotel are thus formed and what remains of the launch facilities on Earth send everything they have into space to escape the destruction below.

Soon AD: The Dark Times. The world as we know it has been decimated on every level and men have become the rarest of commodities. With the exception of a few areas hardly any cities survived and problems of every sort beset the survivors. Many of those who survive are unable to cope with the change in their circumstances, starving to death in their own houses as cable and pizza delivery services fail. Groups of nerds across the globe are unable to accept the fall of their only friend and try desperately to rebuild the Internet, many of these sad and lonely individuals die trying to patch it back together.

The combination of the ever-mutating man-eater virus and dangerously high levels of radiation give rise to a spate of mutant baby births. These mutations are not confined to humans or animals and many new mothers are horrified as their new-

born babies breath through a pair of gills or wave at them with a slimy tentacle. Many of these deformed creatures die, others are flushed into the local sewer system but many strains become viable and establish themselves in the new ecosystem. It also becomes apparent that human children are mostly female, this being attributed to the effects of the man-eater virus.

On the plus side though, obesity is now almost unknown as the fatter, slower survivors become easy prey for the leaner, fitter survivors.

In Russia, the full extent of the Chernobyl disaster is realised. The radiation, long believed to have been contained and that had previously caused a number of mutations and ecological crises, causes Russia's dead to rise and walk the Earth again. Russia falls into the grip radioactive communist zombies.

During a harsh nuclear winter an ice bridge connects Russia and Alaska. Believing that Russia is in a better state than the United States many American survivors attempt to flee across the ice bridge. Thinking much the same thing and attempting to escape the glowing dead many Russians flee the other way. The two meet in Alaska where they decide that they are better off where they are, together they form a collective based on the old Soviet ideas in order to survive.

Pope Joan I (see Sidebar) ascends to the Papal Throne despite being completely insane. Her proclamations are issued in crayon from her padded cell where her every gibbering is analysed by Vatican experts and issued to her Renegade Nuns as they begin to deploy themselves across the globe to aid in its reconstruction and to fight the forces of evil at work in the world.

At 23:02 on January the 17th, the Internet is restored. At 23:03 PM the first e-mail is sent on the newly restored web offering 'Massive penis enlargement'. 23:04 PM the first website appears on the new web, it is a porn site featuring digitally altered and enhanced pictures of various stars of science fiction film and TV shows.

Pope Joan I

As we all know there has already been one Pope Joan I who ascended the papal throne in the 13th century. However, despite stacks of proof including historical texts and scriptures from the time the Roman Catholic Church still refuses to accept that they failed to notice the fact that their newly appointed head had breasts and sat down to wee. God bless them!

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The Space Hotel is completed and construction is started on a project known only as 'Moonbase Alpha Male'.

Despite the loss of many forms of communication messages travel throughout the orient and it is not long before the Chinese, Koreans and Japanese survivors consolidate their respective homelands to create a new country for themselves. A hundred thousand convenience stores spring up overnight but they soon realise that someone must actually produce something before you can sell it.

Some time AD: The Not So Dark Times (things are still not great though). Pope Joan I finally receives word of the demonic troubles in the United States. It does not take long for her orders to reach her Holy Sisters and they hurry to establish missions throughout the United States. The Sisters establish a base in the shattered atomic remnants of New York. Church attendance continues to rise as Faith becomes popular again, the presence of demons only serving to strengthen people's belief in God. The Vatican continues to multiply its riches allowing it to match the prosperity of even the world's most powerful countries. Within mere months the Holy Sisters of Our Lady of the Sacred Chopper are bringing the word of God back to the land of the pilgrims.

The nuclear winters that had linked the North American and Asian continents recede, only to be replaced with a near global heat wave. Only the

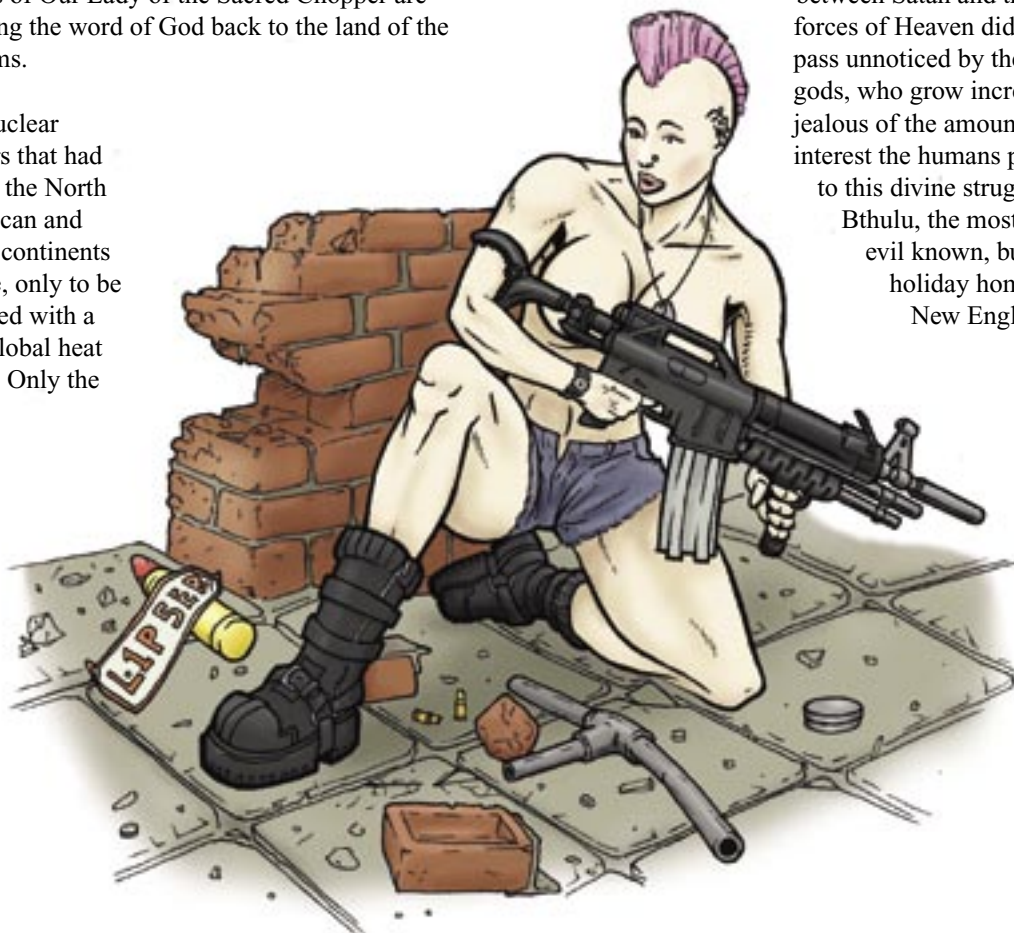
most extreme points nearest the poles retain any form of chilly weather. As much of the world is transformed into scorched desert vast areas around the Equator are reduced to rivers of molten glass. Ice cream is now as sorely missed as chocolate.

As his demonic minions come into conflict with Renegade Nuns for the first time, Satan becomes aware that the flow of souls into hell has slowed to almost a stop. The collapse of civilisation has forced people back to the matters of daily survival and scraping a living from the soil, this has subsequently left them too fatigued to even contemplate sin. In New York, however, where his holy adversaries have re-established some form of civilisation, soul-reaping is on the increase.

Satan begins recalling his troops to rebuild Los Angeles as Los Diablos, an icon of pre-Dang excess staffed by survivors and demons. He sends forth his Bat-winged Bimbos, now largely purposeless Succubi in a world without men, out into the world to help re-establish civilisation and allow them to get back to the business of sinning.

The biblical conflict between Satan and the forces of Heaven did not pass unnoticed by the elder gods, who grow increasingly jealous of the amount of interest the humans pay to this divine struggle.

Bthulu, the most ancient evil known, buys a holiday home in New England



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and soon many of the other elder gods follow suit establishing their own weekend villas. Pockets of cultists and worshippers spring up around these villas and it is not long before the elder gods grow weary of the thronging masses of screaming fans outside their front gates. The elder gods begin working together to bring pop music back; if these idiots had a boy band to swoon over they could get some peace and quiet and get on with ruling the universe.

The arrival of the elder gods inflames Pope Joan I and she orders her Holy Sisters to concentrate all their efforts on these ancient heathens, giving Satan more time to complete Los Diablos.

Long AD: Civilisation begins its recovery. Los Diablos is completed and starts broadcasting powerful and sinful television signals across the globe. However, as very few television sets survived the Dang, Los Diablos soon begins pumping its product out on the Internet and invests a lot of effort, time and money into supporting this medium. Expeditions are also mounted to bring TV to the masses, trade routes into the mutant tribes and settlements are remarkably successful as many of those who remember television are vulnerable to its lure and workforces, no longer tending their farms, soon starve to death. As people give in to slough Satan giggles with glee.

Moonbase Alpha Male is completed and settlers from the orbital Space Hotel begin to collect there, and it is not long before they set their sights on the cosmos (but just as soon get side tracked by making retro-style sexy spacesuits for their female counterparts). During a deep mining expedition the settlers of the moonbase are surprised to have finally confirmed the existence of little green space men, though these critters were not really that little, green or men. These big-breasted space women had lived on the moon for millennia, but until the advent of sexy silver space suits they had always been too afraid to reveal themselves. The settlers of the moonbase had even more cause to celebrate their good fortune as they discovered that their co-habitants were more than happy to be subservient, having been deprived of males for so long they lived to please.

Meanwhile Earthbound scientists, who had managed to protect themselves from the effects of the plague and who were smart enough to avoid the worst effects of decades of apocalyptic destruction make a pilgrimage to Detroit. Detroit had been one of only a few places not to have been targeted in the

European nuclear counterstrike so many years before, primarily due to the fact that it looked like it had been attacked already. The scientists, who plan to use the city's industrial capacity to aid the rebirth of civilisation are soon co-opted into various gangs who, bored with the lack of gang warfare, force these innocent egg-heads to churn out weapons and other destructive devices by the case load.

A Really Long Time AD: Things are on their way to becoming 'normal'. Having confirmed that the human race is no longer in any fit state to oppose them the aliens who have been kidnapping people for sexual thrills for decades now travel to Earth for vacations. After all Earth girls are easy! The increase in interstellar, interspecies holiday flings gives rise to an explosion of illegitimate, alien/human half-breed children. Despite this, male children are still surprisingly rare.

Chicago rises like a phoenix from the flames, having been quietly rebuilt at the direction of a council of gangs who spend as much time bickering and fighting (which inevitably resulted in as much property destruction as reconstruction). Nevertheless the city grows as the gangs try to outdo each other.

The terrifyingly powerful Bisney Corporation, once responsible for harmless children's cartoon feature films and dated live-action nature flicks featuring monotonous voiceovers, reactivates its founder, Bart Bisney, whose head had been stored in liquid nitrogen since his death in the 1930s. The head of Bart Bisney is more than a little pissed off to find only his head had been frozen, especially as he had paid for the whole body package. His staff, terrified of being accused of being communists, begin construction of an animatronic body on which to mount the defrosted head. As a storm gathered over the Bisney Castle just outside Paris and the first bolts of lightning struck its spires a maniacal voice filled the air, screaming 'IT'S ALIVE!' Later the same night a dark figure lurched through the deserted amusement park and finding it looted and bereft of visitors, Bart Bisney, now integrated with his new animatronic body did the only thing a businessman of his calibre could. He went insane.

An expedition of Renegade Nuns arrives in Canada and establishes relations with the local kingdoms.

Frig, the great warrior queen of the northern wastes (and of pretentious titles), unites the northern tribes under her and leads them against the mutant ice giants in the north. The campaign is successful

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but Frig suffers terrible wounds when an ice giant falls on her. Though grievously wounded Queen Frig takes many years to die. During these years great strain is placed on her young daughter, Frig Friggdottir, who must be prepared to take her mother's throne and defend it despite being only five years old.

A Really, Really Long Time AD: Now. Alice Capone unites Chicago under her leadership and, with the help of a baseball bat, an inspiring speech about playing as a team and a couple of smashed skulls Chicago becomes incredibly prosperous. With factories devoted solely to the production of Hooch, speak-easys springing up on every corner and prostitution and protection rackets thriving Capone begins to look outside her borders. Soon Chicago is running alcohol and other less-than-savoury items to the plains tribes and other small towns in the area.

The World at Large

Canada

Pre-Dang Canada was a land of politeness, lakes, trees, moose and maple syrup. Not a lot has changed save the politeness.

To the north lie the Icy Wastes, home to strange legends and even stranger people whilst the remainder of the country is covered by a great forest. Dotted here and there amid the snowdrifts and towering pines are the Nine Kingdoms, each carved from their surroundings in a quilted patchwork across the middle of the country. The Nine Kingdoms have resorted to a feudal form of government and while each individual Kingdom has its own laws to rule its people, all nine fall under the power of the Warrior Queen.

The great forest house villages, bizarre monsters and mutants, some even report that 'elves' live amongst the ancient trees, though these reports have not been confirmed and are widely ridiculed.

Of all the Nine Kingdoms of Canada, Quebec has become the most organised and advanced culture in this Nordic-style nightmare. This advancement has been mostly the result of intervention by Renegade Nuns sent to Canada at the behest of Pope Joan I. The citizens of the Kingdom of Quebec were pleased to incorporate the ideas that the nuns had brought with them and even allowed a large chapter house to be constructed within the city. Once the building was completed the citizens were happier

still to utterly destroy the nuns and move into their newly constructed palace. Pope Joan I has not re-deployed any reinforcements to Quebec since the arrival of the elder gods in New England.

The Icy Wastes

The north of the Canada rests under giant snowdrifts, vast lakes lie under a crust of ice and the entire area is besieged by blizzards. The people of the North are a hardy bunch, inured to the cold they have adapted to the sub-zero temperatures and arctic conditions and they are more than capable of running around in little more than an itchy-bitsy fur bikini.

Life in the North is far from easy. In fact it so far from easy that it is frequently called hard. Few crops are able to grow in the frozen soil and as a result, the Kingdoms of the North survive on a diet of fish, supplemented by whatever they can turn up by hunting and raiding. The people of the Northern Kingdoms often descend on the hapless Southern Kingdoms of the great forest where they set about pillaging, burning, looting and carrying off their men folk and taking them back to their own Kingdoms.

Adventure Hooks

From Bad to Norse

The northern tribes have been raiding the southern Canadian Kingdoms far too often for their liking and offer a shiny reward to anyone willing to help defend their border settlements. The characters are obviously suckers for money and accept (or hit the players with this heavy, hard book until they do!). Arriving at the small village of Jarlsberg, just south of the borders with the northern kingdoms, the characters find the locals suspicious and the attacks much more deadly than expected.

Why are the attacks so persistent and is there any truth in the rumour that Jarlsberg is used to store pre-Dang chocolate?

Ragnarok & Roll

The Ice Giants are having an enormous, giant rock festival. As the literal Monsters of Rock gear up to party hard in the great northern ice fields the surrounding area is being rocked by avalanches and Earthquakes, the aurora borealis is brighter than ever and the lights from the stage, glaring off the snow mean nobody is getting any sleep. Our passing band of characters is press ganged into travelling north into the giants' domain and asking them to turn the music down, thus putting an end to this musical Armageddon.



The World of Mach Women With Guns



The people of the north tend to be tall, hale and hearty, large breasted and muscular with long, pale blond hair and faux-Danish accents. They wield axes and spears with equal skill and sing long, awful ballads about the time before The Dang and their heroic actions since.

Even further north is the domain of the Ice Giants, enormous mutants of great strength and power who have a long-running feud with the northern tribes, although no-one can really remember how it started. Some of the tribal legends speak of the loan of a hairdryer that was never returned but stories are unclear and the Ice Giants care little for any excuses, telling the ambassadors of the northern tribes to

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'talk to the hand' before making them 'talk to the boulder'.

The northern tribes were united under their great Queen Frig. It was Queen Frig who led many successful expeditions into the far north and the domain of the Ice Giants. These campaigns yielded new land and untold riches but exacted a terrible toll. Many Northerners died during the long-running campaign, the most notable being Queen Frig herself. During the battle of Swan's Pass, deep in the domain of the Ice Giants, a force of the aforementioned giants ambushed Queen Frig and her army. Though Frig and her followers fought hard against their terrible foes Frig was laid low when one of the slain Giants tumbled to the ground like an avalanche and flattened the Warrior Queen beneath its ample backside. Frig did not die instantly, despite her grievous wounds, instead living for several years in a specially constructed iron lung, the design of which was adapted from a waffle iron plundered from the Chapter House of the Renegade Nuns situated in Quebec

When Queen Frig eventually died her daughter, Frig Frigdottir, ascended to her mother's throne where she struggles to hold the Nine Kingdoms of Canada together in the wake of her mother's death. Despite her age, just five years old, Queen Frig the Second, Warrior Queen of the Nine Kingdoms and mistress of the northern winds (and the incredibly modest) manages to fend off her critics.

The Great Forest

A massive green and brown belt cuts across the middle of Canada as the country's great forest has recovered well over the last fifty years. The great forest now covers almost all the signs of pre-Dang civilisation, growing over it and reducing it to mysterious ruins in the middle of fresh growth. Where society has survived they have cleared areas of the forest, each its own little Kingdom ruled by a King.

The forest people are a simple folk, in every sense of the word. Anywhere but the largest settlements is a haven for inbreeding, as a result the inhabitants of the small villages are truly ugly and many suffer from mutations inherent when cousins marry, including extra fingers, stunted growth, webbed toes and a mysterious ability to play the banjo.

If not for the dense, evergreen foliage that surrounds them, the forest Kingdoms would be easy prey for their northern aggressors. The northern tribes, the

Glorious People's Republic and even Quebec can all be seen as enemies and have all razed smaller forest Kingdoms, taking what they have and leaving the survivors with nothing.

The nobles of the forest kingdoms are a breed apart from the common inbreds. Cleanliness and a good tailor all help raise them above the masses and a preponderance of French blood gives them the natural arrogance needed to rule effectively. The Queens of the forests run the whole gamut from dangerously insane to fluffily insane. For example, Queen Artemis' particular obsession is uniting the Kingdoms under her banner and bringing the ideas of chivalry and courtly behaviour to the entire country. Artemis' knights travel all over the land bringing news of her wonderfulness, ideas and more often than not getting strung up or tortured for their trouble.

Quebec

Quebec is the most civilised and modern area in all of Canada, not that this says all that much really. Quebec owes its current success almost entirely due

Adventure Hooks

Beware the Gibbercluck my girl...

A terrible beast in the forest is devouring whole villages at a time and leaving giant monster patties that make areas of the forest uninhabitable for many years after its passing. Its cries are heard in the walled capitals of the forest kingdoms and the people of the pines live in fear. It is said that nobody can gaze upon the beast without laughing themselves to death. Even those who have caught but the merest glimpse of the mysterious creature fall foul of the terminal giggles the creature inspires. Experts and madmen surmise that the Gibbercluck is some form of gigantic mutated chicken. It is down to the characters to save the Kingdom from the Gibbercluck and the bandits that follow in its wake.

Knights of the Round Cake Stand

Queen Artemis seeks worthy heroines to join her band of Knights. However, since all the worthy ones have already been killed and put on display by other Kingdoms she has been forced to consider less worthy candidates. Enter the characters. Pleading, appealing and finally bribery is used to secure the characters' services before they are sent forth like Jehovah's witnesses in plate-mail to spread the words of Queen Artemis to as many other Kingdoms as possible (Oh, and a grail would be nice if they happen to see one).



The World of Mack Women With Guns

Adventure Seeds

One for All and All for Fun!

Desperate to protect himself against the increasingly open attacks of Cardinal Maria, Price Rupert hires the characters to protect him. The characters must form a loyal cadre of elite warriors designated to protect him from any and all attacks. A great swashbuckling campaign of romance, espionage and dresses that show lots of cleavage.

Breaking the Habit

The Vatican has grown suspicious of Cardinal Maria's actions in Quebec and has assigned the characters to investigate the goings on at the Cardinal's mansion in the Kingdom. Will they uncover the truth or become part of the Cardinal's machinations and what sort of unholy shenanigans will they discover?

to the arrival of the Renegade Nuns. A large Papal mission was established in Quebec to bring the word and fear of God to the region as well as slowly returning the fruits of civilisation to the north.

Things were going swimmingly as the local Queen, Fifi, allowed the Renegade Nuns to construct the mission before deciding that she needed a new palace and exterminated the nuns, moving into their freshly painted headquarters. Pope Joan I, busy trying to stem the flow of evil from both the Hell Gate in California and the arrival of the elder gods in New England, has not sent any more of her Holy Sisters to Canada.

That was some time ago and now Queen Fifi is ageing, senile and wracked with the ravages of age Quebec faces the ascendance of her son, Prince Rupert, her pride and joy, to the throne despite being as thick as two short planks. Into this power vacuum steps Cardinal Maria, working to her own agenda and without the knowledge or consent of Pope Joan I, Maria has inserted herself like a greased polecat into the hierarchy of Quebec. Now Cardinal Maria pulls the strings and does everything she can to make her time in this 'primitive' hellhole as pleasant as possible, up to and including usurping the local monarchy!

Yes, Cardinal Maria is as corrupt as they come. Having formed a private militia from the local army whom she arms with more modern weapons than those available to the rest of the Kingdom, arms that would otherwise have been destined for use by other Renegade Nuns. Soon she will be in position to take over and, with the power of Quebec, she could

dominate the whole of Canada and split from the Vatican!

The United States

The once-great United States is now a confusing and convenient mish-mash of old and new, fantasy and futuristic, supernatural and conspiracy. The state of each area depends greatly on how badly they were affected by the various disasters that surround The Dang. All manner of strange societies have come into being, from the Glorious People's Republic of Alaska to the bizarre and bloody theme park of Bisneyland.

America is now an unknown land again, ripe for the taking by those with an entrepreneurial spirit and mercenary attitude. Like an exposed boob, all you have to do is reach out and grasp it.

The following is a very brief, shallow and rough guide to the major powers and areas of the post-Dang United States.

The Glorious People's Republic of Alaska

When American refugees fled north to try and cross the ice bridge that had formed between Alaska and Russia during the nuclear winters that followed the Dang they encountered as many Russian refugees fleeing south to the land of liberty and opportunity. It soon became apparent that no matter where you ran to and no matter how fast you ran there the world was just as screwed up. As the two ancient rivals came together in Alaska they decided to cut their losses and settle where they were. Anchorage was subsequently renamed Anchorgrad.

The hard life of the north and the Russian influence soon led them to adopt a Soviet lifestyle. Communism was back and this time it meant business (in a way that involves sharing everything they had in an egalitarian manner until human nature shone through and some became more equal than others).

Taking full advantage of Alaska's natural resources and completely heedless of any environmental damage they might cause, the Glorious People's Republic of Alaska became an industrial powerhouse. Now its factories churn out war material for its ever-growing army, fuelling its incursions into the surrounding area in search of more land and more power.

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Adventure Seeds

Whojanikabollockov?

When the Russians came across the ice bridge they brought many relics with them. Foremost amongst these were the remains of Lenin's body, liberated during the Dang. Time and tide have not been easy on the remains of the former premier, bit by bit they have been destroyed. Now only one of Lenin's testicles remains intact and this preserved flesh has been manipulated to produce a cloned army. Now these troops are set to move against Satan. Hired by the lord of darkness himself, the characters must stop this evil menace. Needless to say many difficulties stand in their way, not least of which the 'Soul' clause in their contracts.

The Perils of Porn

Los Diablos is raining filthy western propaganda upon the Glorious People's Republic and even transmitting their filthy pornography and shopping channels into the republic, overriding the state television signal and making the people discontent. Why should they want DVD players and personal hygiene products when they have the joy of an honest day's work? It must be stopped! Now, Agents of P.U.S.S.Y., your country needs you! Find and destroy the decadent satanic transmitter at all costs.

'Auntie' Josephine Stalinski, the current and ruthless head of Alaska's leadership, has spearheaded this new expansionist agenda. Josephine rose to prominence as a result of her distinguished career in the People's Undercover Socialist Security Youth; a junior intelligence division which rapidly outstripped the adult division in terms of arrests, torture and political ambition, taking their inspiration from the Young Conservatives of 1980s Britain.

Her P.U.S.S.Y. background has ensured Josephine a reputation to be feared, this and her ability to manipulate power like no-one else stood her in good stead as she took leadership of the Glorious People's Republic of Alaska. Her militaristic attitude ensures that it will not be long before she brings her own special brand of Communism to the rest of the world. As 'Auntie' looks around her for her first

target she concentrates on the likes of Canada, a weak and easy victim for her forces. Los Diablos, however, is a much tougher nut to crack which has lead to espionage and a 'cold war' of sorts with the former city of angels.

Not everyone in the Glorious People's Republic of Alaska is happy with the current situation. Standing against the 'Auntie' is The Old Bear, a revolutionary who embodies the true spirit of the freedom and revolution. Little is known about this mysterious individual and it is not even known whether they are a lone crusader or an organised band of freedom fighters. The Old Bear does what it can to expose the 'Auntie's' evil and dismantle the military machine before it can strike out against the world.



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Los Diablos

California may have suffered the most as a result of the Dang but it has also been subject to the largest rebuilding effort, with supernatural assistance, anywhere on the Earth. Los Diablos, formerly Los Angeles, is now once again the modern day Sodom and Gomorrah it once was.

Skyscrapers reach to the heavens, high above the sulphurous streets. Demons rub elbow with yuppies over a double-decaff mochachino while souls are processed and sent to their appropriate level of Hell.

Huge billboards advertise holidays on the shore of The Lake of Fire as well as the latest beauty products and hypnotic TV programs. The lure of the islands is massive, almost gravitic, pulling in bright young souls from across globe before crushing or corrupting them.

Satan himself, the ultimate corporate overlord rules the city, consigning souls to oblivion with a flourish of his signature or the thump of a rubberstamp. Sin is his business and business is good.

Los Diablos exists on the backs of the surrounding territories, however. The demonic products it churns out are highly priced and the towns and villages to the west pay vast sums of money, bankrupting themselves and starving, simply to see the latest pay-per-view event. If ever the residents and corporate demons of Los Diablos developed a conscience they might actually feel bad about the life of luxury they lead at the expense of others' sweat and toil.

In many ways Los Diablos is a holdover from the old American dream, with its warm sun, pneumatic babes and high population of demons. The Californian archipelago survived the plague quite well escaping the full extent of the man-eater virus. Now it sits surrounded by sparkling sea blissfully unaware, for the most part, of the outside world.

Los Diablos, despite its island status is not without its problems. Satan is aware of the threat posed by Communist Alaska to the north, the atheistic and aggressive tendencies coupled with their anti-consumerism ideals make them a clear and present danger to Satan's schemes. While the most likely threat of the church is the last thing on his mind as it is the church which is hell-bent on civilising people and putting the idea of sin back into their addled heads.

Adventure Seeds

Agents of Q.U.I.M.

The Quorum is brought in to investigate Communist terrorism in Los Diablos itself. The various companies that make up Q.U.I.M. all want the glory for bagging the bad guy for themselves though and the character are forced to work against each other as they each try to achieve their sponsors objectives. Will the characters beat the Alaskan menace despite their differences or will they fall foul of their own agendas?

Market Research

The corporations of Los Diablos send teams into the surrounding area to seek out new towns and settlements that might be viable new markets for their demonic products. The characters are recruited into one of these capitalism caravans, given a truckload of stuff to pawn off the yokels and sent out to realise some assets. As they travel from place to place what will it take to convince the locals to buy their stuff and what scrapes will they get into?

To counter the threat of Communist Alaska Satan has created the Quorum of United Interests Mercantile. This group of espionage, wet-works and black ops specialists is funded by Los Diablos' biggest companies as they fight the agents of Alaskan Communism with high-tech gadgets and infernal magic.

Motot City Detroit

Detroit is one of the other, rare, centres of civilisation to have weathered the Dang well, due largely to its resemblance to a bombed-out crater already. An influx of scientists after The Dang gave the city a new lease of life as gangs kidnapped the well-meaning nerds and had them rapidly developing new technology before they could say 'Einstein'. Detroit has, as a result of this, moved ahead of the pack, certainly technologically speaking, though their improvements are mostly centred around the destruction of rival gangs rather than anything that might be more useful.

Detroit is now a cyberpunk nightmare, filled with smoke and neon. Gangs of cybernetic freaks who still think Mohawks patrol the streets of Detroit and bin-liner dresses are chic. The constant war between rival gangs ensures the continued development of technology and the modifications get more and more extreme as time passes.

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Adventure Seeds

Bumper Cars

The characters join other members of a slaving crew organised by one of the larger Detroit gangs. Kitted out with cars, bikes, guns and gadgets they are to travel into the wilderness and capture as many slaves as possible. Of course, other gangs have the same idea, some towns have organised defences and there may be mutant tribes out there...

Cybersex

Dr Alban is one of the top researchers for the Viscera gang and is not so much a slave these days as an honoured guest. He also has certain... appetites. The characters are cybered up with all the best sexual enhancements money can buy, with concealed weapons of course. Their mission? To kidnap the good doctor if possible and to kill him if not. Let the pornographic penetration of the perpetrators' penitentiary commence!

Gangs of road warriors stream out of Detroit scouring the surrounding area for people to enslave for work in the steel mills, drug factories and electronics shops, turning out the things they need to defend the city and to continue their wars with other gangs.

The gangs frequently work together, but these alliances are fragile and rarely last long. While the gangs find themselves in a state of balance, for now, the slightest thing could tip them over the edge.

Chicago

The city of Chicago was left a husk after the Dang, deserted, empty, desolate and destroyed. Settlers eventually ventured there, sheltering in the buildings and scavenging the broken shop fronts for panties and painkillers. More and more came to settle and to scavenge the ruins and eventually the city began to rebuild itself. Brick by brick, piece by piece, the city of Chicago slowly returned itself to its former glory, all under the careful supervision and protection of mob-style gangs.

After a time these gangs began to adopt the style of the prohibition era mobs of Chicago's heyday. A glamorous sense of community founded around the old ways came into being and with the increased wealth and technology the gangs each saw an opportunity to rule the roost and began to in-fight.

As each gang vied for power within the windy city their competitions became more and more deadly

Adventure Seeds

Brewskis & Bazongas

The Renegade Nuns are doing their best to civilise the plains tribes, one of the things they are trying to do is to eliminate the booze trade between Chicago and the tribes. Without the booze the tribespeople will stay sober for more than five minutes at a time. This cordon of religious intolerance has made smuggling a requirement and so, our heroines, equipped with special booze-carrying bras, are to make their way through the patrols into the tribal lands to strike a deal.

Alice, what's the matter?

Alice Capone is in a foul mood and many of her lieutenants are feeling the wrong end of her baseball bat. Things are getting broken and the running of the city is being neglected. What is the problem? Alice's birthday is coming up and she is feeling her age. Alice's right-hand woman handpicks the characters to prepare a humdinger of a birthday party to make Alice feel better. If she can survive an assassination attempt by her worried underlings and other complications, that is...

until the hard work of the new settlers was in peril. While one gang shot up another's speak-easy yet more would firebomb a restaurant in retaliation, Chicago was on the verge of being brought to its knees all over again.

Then Alice Capone and her gang burst onto the scene with their Tommyguns rattling.

Capone, motivated by greed and little more, realised that it is very difficult to be a successful mob boss when the city you operate out of is falling apart. Alice set about forging the gangs together by ruthlessly monopolising their booze rackets, selling firewater to the plains tribes and using their wealth and useful, if drunk, friends to gain control of the entire infrastructure of the city. Eventually her reputation as a ruthless and efficient businesswoman paid off and she was able to call the heads of the other gangs to a meeting where, after a motivational speech about teamwork and ruining a perfectly serviceable baseball bat, Alice Capone brought the gangs of Chicago to heel.

Now Alice runs the whole show from City Hall, a pinstripe mafia mayor with the city held beneath that viciously spiked heel.



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New York Mission

New York was utterly destroyed in the various cataclysms of The Dang. Almost nothing was left and it was a mutant-filled hellhole until the Vatican arrived in Manhattan, co-opting it for their beachhead into the Americas.

In time their forward camp became a town, then a city of sorts, built up as a symbol of papal authority in the new world. The city now serves as the chapterhouse for the Renegade Nuns and a storage depot for their equipment. Around the chapterhouse lies the rest of the city, a gathering of hawkers, penitents and sinners all looking for something from

Adventure Seeds

Slim and Nun

Someone has started a gambling ring in slums that surround the New York chapterhouse. Gambling, especially on Sunday, is a sin as everyone knows. The miscreants are about to find out that the odds are always stacked in favour of the house, especially in the house of God. Who is behind this nefarious, sinful scheme? Gangsters? Demons? Bored people looking for a bit of fun? Whoever they are they must feel the wrath of God!

Bad Habits

Cardinal Maria of Quebec is as corrupt a church official as you can get, but there are those who support her evil ambitions. Knowingly or not it is these supporters that are keeping her supplied with civilised goods and modern munitions. However, the Cardinal's naughtiness has finally come to the attention of the Mother Superior who has chosen and blessed the characters to root out this corruption and put an end to it. Can they tell friend from foe?

the church, even if it is just a clean set of clothes or a wafer of communion bread.

Nuns patrol the streets astride their glorious war bikes, going forth to bring God to the heathen masses, whether they want religion or not.

N'Orleans

The swamps that reclaimed the greater part of New Orleans now they teem with viscous flies and mutated alligators. The plague killed many people here and those that survived were drowned in the flooding and if the plague and the flooding did not get them then the alligators did. The

swamps are littered with the bones of the dead, still bedecked in their silly Mardi Gras beads.

In the nature of Macho Women with Guns, however, even this was not enough to stop the hardy folk of New Orleans. When the gateway to Hell sprang open in California something strange happened in New Orleans, many of the dead sprang to life to continue the Mardi Gras and eat what remained of the living residents. Some clever so-and-so's managed to control the undead hordes and it is these practitioners of voodoo that now dwell within New Orleans, always on the look out for fresher, tougher servants.

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Adventure Seeds

Voodoo something to me

Baroness Mecredi has issued a magical summons to our intrepid heroines, drawing them unwillingly inside her house of bones. She does not wish to leave her citadel but has heard tell of a great bone, hidden in the remnants of a burlesque house out in the swamps. She will reward the characters with wealth and their freedom if they retrieve this thing, this 'massive boner' from this place for her. The perils of the swamps await from buck-toothed hicks to mutant alligators and whatever lurks defending the bone.

It Isn't Easy Being Green

The characters wake up and oh no, they are zombies! The spell has not quite taken properly and though shambling and breakable they retain their free will, not that their evil mistress knows this. Can they stay undercover long enough to find a cure to get them out of their zombie state, before someone breaks something?

Baroness Mecredi now rules the roost, organising other witches in the area into one gigantic coven. Little more is known about the area as few are brave enough to venture into the haunted swamps, when it comes to these witchy bitches, few mortals dare to enter New Orleans, day or night. The alligators, zombies and zombie alligators see to that.

Texas

While the cities were annihilated Texas fared pretty well compared to much of the world and had enough gun-toting xenophobia to stave off other hungry survivors and mutant tribes throughout the aftermath of The Dang.

Texas is now a militaristic patriarchy of Stetson-wearing chauvinists, horrified by the feminine takeover in the rest of the world. Texas Rangers and National Guard patrol the border and a great concrete wall is being erected around the old border of this once-great state.

Texas controls the vast majority of the remaining oil in the U.S. and fights hard to protect these supplies. Texas has now returned to a state run by martial law and cowboys wander the tumbleweed streets, just like the legendary cowboys of the old movies, horses and spittoons included.

Texas squats at the belly of the old U.S. like a bow-legged, Stetson-wearing, wife-beating paranoid, wary of the surrounding matriarchies. It desperately



Adventure Seeds

The Ten-Gallon Twat

There is a new sheriff in town. Texas has decided that one of the towns on its border actually falls within its border and has assigned one of its best Rangers and a group of men to secure that town for the lone star state. One of the women of the town has escaped and, tired and hungry, brings word to the characters of a terrible state of affairs. Enforced marriage, women chained up in the kitchens while men sit on the porches with shotguns and cool beers reading pornography. This slavery must be stopped. The Ranger is an experienced man though and a tough nut to crack.

Alpha, Lambda, Epsilon.

Texas has several universities and the campus culture upon them helps maintain the Texan attitude of chauvinism and sexism. The fraternities especially like to sink a few brewskis and go out into the greater world to cause trouble and bring new brothers into the fraternity. Now a fresh group of drunken frat boys is on a road trip devastating the towns in their wake and someone must track them down and stop them before anyone else falls victim to their drunken loutishness and projectile vomiting.



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seeks to 'Put them dern wimmin in dare place.' This view is most staunchly endorsed by the groups of good 'ole boys from within Texas who like to get beered up and go marauding outside the confines of the state. As we all know beer and testosterone are never an especially good mix.

Mount Rushmore

Word of the incoming nuclear attacks from Europe had just reached President Henry W. Walsh and the words 'Aww Dang' had barely left his lips when he was whisked away from the White House. The Presidential guards moved swiftly to shuttle the U.S. premier to the safety of a massive bunker complex underneath Mount Rushmore. Here the political elite and the remnants of the US military huddled to wait out the attack before returning to the world above.

Things did not go entirely according to plan.

Adventure Seeds

Greasing Palms

Walsh needs oil like a junkie needs a fix, like a zombie needs brains and like a geek needs a life. Supplies are running low and there is neither the time nor the fuel to send a conventional raid into any of the post-Dang settlements so a covert operation is called for. The characters are recruited and equipped as an elite commando unit to go out into the world and secure a few drums of oil before the prez succumbs to the depredations of his freakish demands and falls into the death-like state of 'Tarpaulin'. The congressional medal for sucking up could be theirs if they succeed.

Eurotrash

Not being complete slackers, the Europeans surmised that Walsh might escape the holocaust he caused and prepared for the eventuality. An elite all-female team chosen for their beauty, skill and promiscuity are dispatched to corrupt Walsh. The records of infidelity by a string of U.S. presidents are well documented and the elite team were cryogenically frozen before being fired into the US, their missiles each equipped with special monitoring equipment to scan for any sign of Walsh's emergence. This they have now detected and the Multinational Eurotrash Strike Squad (M.E.S.S.) is now being thawed out ready to assassinate Walsh on behalf of all the people who died in The Dang. Each has her own fruity accent and their own specialist skills (as well as an overly tight jump suit). Welcome to the future.

Made in Taiwan, the complex proved to be less than airtight. Leaks of radiation and mutagens into the bunker network served to enhance the politicians' already erratic natures. Susceptible to change at the slightest provocation, many of the politicians' began to mutate, becoming all manner of peculiar-looking creatures. Their hold over the military remained strong, however, and they were kept alive and protected by well-meaning patriots. The bunker was well stocked with food, water, toilet paper and even porn; however, hidden amongst the stores of supplies was an evil so great and terrible that it had been stored in the bunker to prevent it ever escaping. What horror could be so great? A copy of the Wampire: The Masked Ball roleplaying game!

With little to do until they could leave the bunker the cowering officials took to playing the evil game. Their bodies already ravaged by the affects of the radiation seeping into their supposed safe haven, it was not long before this will-sapping game of personal horror had driven the remaining members of the United States government insane.

Even the President himself was not immune to the affects of the bunker and as the years drew on and the door remained locked, Walsh believed he had been transformed into a creaking Wampire. His newly altered body no longer needed to consume food or water, instead only one thing could sustain the irradiated head of state; oil. Oil, not blood, now drove the psychologically unhinged Walsh who is now immortal, as long as he can garner enough oil to keep his veins full, that is.

Now, finally, with the radiation levels are dropping and their supplies of oil and food dwindling. The government of the old U.S. wants to reassert its authority over the surface world, however, they refuse to venture out into the daylight world and insist on wearing sunglasses at night and leather trench coats. Now spies and expeditionary forces are dispatched from the Rushmore bunker to discover what has happened to the world since their departure and secure fresh supplies of oil for 'The Chief' as well as 'Killing off a few of them thar mutant bastiches' under orders from the prez.

New England

It is here that dread Bthulu has brought R'aleigh, determined to be a player in the new world order. The city has been brought across from the Dweeblands and established in the real world as Bthulu's weekend holiday cottage.

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Adventure Seeds

Cult TV

Bthulian gods are not without a sense of humour and they love to make strange demands of their cults, even laying bets in what passes for money in the Dweeb-lands as to whether their loyal cultists will follow their requests. In this instance the players, members of a Bthulian cult, are ordered by their dark god to travel to Los Diablos with an evil videotape they have concocted and to get it played over the Los Diablos television network. When it turns out that the tape is merely *I Love Lucy* repeats the elder gods will get to laugh their tentacles off and the characters will be left looking extremely silly. Really, it is a wonder anyone worships them.

More Power!

Bringing R'aleigh to the real world was a bit of a strain on Bthulu's powers and other than visiting the city on the weekend he is not strong enough to remain in this world for long and certainly not powerful enough to stride the world destroying everything like he really wants to. To this end various of the Bthulian cults are devoted to giving Bthulu more power so he can properly manifest on this plane. The characters catch wind of the cults' latest plans, to sacrifice a group of nuns at an old Indian burial ground and move to stop them. When it all goes wrong for the cult Bthulu manifests long enough to sigh 'Always with the heroes...' disappointedly before fading away again.

R'aleigh is a bustling city of squalid activity, reple with loathsome inhabitants the least of which are the Dip Ones. R'aleigh is a city of strange angles and bizarre architecture looking as though it was designed by an architect suffering from a painkille overdose and food poisoning after some particular bad shellfish. The whole place smells like the tide line after sewage has been washed ashore and everything drips with ever-present grey slime. Flocks of unwholesome birds, shedding their oily feathers, squat atop these buildings, looking down upon anyone who dares enter and quoting Edgar Allen Poe at them until they go insane.

It is much like Newark but the air does not smell so bad.

Bthulu is not the only great old one to settle here; I set a trend and now the full pantheon of the Dweeb lands can be found here on weekends, taking in the pallid sunshine at the beach and torturing humans for fun.



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R'aleigh has a few places of interest, Bthulu's house, the library (where the quest for new words to describe 'writhing' and 'slimy' continues) and the civic centre are all taken in on the celebrity tour.

Outside of R'aleigh squat, dank and unwelcoming human towns and villages nestle, their people fish-eyed, pallid and full of dark stories about the denizens of R'aleigh. Bthulian cults abound in this area and across the whole continent.

The Plains

Those areas of the world that have not been reduced to desert have instead reverted to plains and those plains are inhabited not only by strange mutants and giant buffalo but also by tribes living as the Native Americans once did. These tribes range all over the plains, following the buffalo and living off them as best as they can, occasionally running afoul of the Chicago booze runners.

The plains tribes are simple people conforming to stereotype almost entirely since stereotype is about all they have to go on themselves. Clad in doeskin and with feathers in their hair they do indeed run around patting their mouths and going 'Woo, woo, woo' and living in tepees. Practicality and common sense has overcome some of this conformity to stereotype though and now they travel the plains armed to the teeth and are generally pretty wary of 'The White Woman' except when they can get them to gamble, when they clean house.

Adventure Seeds

Firewater Scramble

The Vatican is concerned that the Chicago gangs are corrupting the heathen-but-innocent plains tribes with their plying of alcohol. The characters are a coalition of Renegade Nuns and plains warriors brought together to fight the menace of alcohol in any way they can, intercepting shipments and destroying them as well as punishing those who run the evil liquor.

Counting Coup

An incursion by a Texan hunter-impregnator has left many of the tribe with a bun in the oven. Somewhat annoyed by this, the tribe gathers its warriors who are not now pregnant and assigns them the duty of entering dreaded Texas and exacting revenge by humiliating the Texas governor with a massive wedgie.

The Deserts

What is not the plains or the scattered remnants of civilisation is largely radioactive desert populated by mutations and harsh terrain from the glowing death of atomic quicksand to the sudden death of rockfalls or the slow death of being nibbled to death by mutated rat-vultures. Get the emphasis on death yet?

Many strange mutant tribes and families of inbred survivors who have seen *The Hills Have Eyes* one too many times live out here, scraping a living from the rocks, dust and unwary travellers who stumble by looking fleshy and tasty.

The existence out here is brutish and almost stone-age except that unlike reality mutant lizards much like dinosaurs do exist at the same time as the new cave people. A stick is not really that much use against a tyrant lizard, whatever the films say.

Adventure Seeds

There's Chocolate In Them Thar Hills

One of the most sought after substances after The Dang is chocolate. Always coveted by women in any case its scarcity in the modern era makes it a substance people are more than willing to die for. When word reaches the characters of a pre-Dang supply that still exists in a cool chamber beneath the shifting sands of the desert it should prove impossible to resist even if they have to brave hillbilly mutants and dinosaurs to uncover the silky brown loot.

Hillbilly Cull

Inbred yokels simply do not appreciate the finer things that civilisation has to offer and even Satan can lose his patience with cannibal murderers when they eat one too many of his expeditionary sales forces. Finally snapping, he gathers the characters and weighs them down with weapons, ordering them to go forth and to slay the banjo-playing menace with a reward for every redneck retard they manage to bring down.

Hulla-Bulloo

Off the coast of America lies a tropical paradise that is now completely without men. Not one, not even a slave. Grecian style architecture mixes with tribal across what was once Hawaii but is now Hulla-Bulloo, island of the lesbian amazons.

These statuesque ladies see no need for men aside from the whole inconvenience of having babies for

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which purpose they occasionally capture sailors or raid the mainland. At least they die happy.

Hulla-Bulloo is bitterly divided between two tribes, the Slaags and the Slappers, each of whom regard the other as abominations to the true Hulla-Bulloo way of life only coming together in peace for the annual festival of Mug-Runch where, traditionally, their differences are set aside for a few days.

Hulla-Bulloo is isolated and introverted, a place as self-obsessed as a coke-snorting supermodel at her own birthday party. The outside world means little or nothing to these island-dwelling women and their Queen, Diana, could not give a tinkers cuss for the affairs of any wider community than the island.

Adventure Seeds

Mating Time

The time has come to replenish the tribes. The characters are amongst those chosen to raid the mainland in search of males worthy enough to contribute their genes to the island of Hulla-Bulloo. Procuring them may prove to be a bit of a problem but fine catches will be well rewarded by the queen.

Invaders from The Sea!

Hulla-Bulloo is under attack! Mutant fish-men have emerged from the sea armed with long pointy sticks and snickering to each other that they 'Know what you need' and that 'We'll fix you'. What champions can stand forth against the fishy sexist menace?

The Seven and Eleven Empire

When the Japanese, Korean and Chinese survivors came together they settled and formed their own community, a sprawling mass of shops as far as the eye could see. In the early days of the empire many of its citizens starved as there was nothing but shops and nothing to put in them.

Vicious clan wars erupted until, finally, an alliance between the Seven and Eleven clans placed their own shogun in charge and bent the other clans to their will. Now the Seven and Eleven clans control the merchant business while the other clans are reduced to farming and crafting, all the while coveting the Seven and Eleven's spot as top dog.

The clans constantly scheme against each other and build up their armies of samurai and ninja, preparing for the day when they might make their move upon the shogunate. The most likely candidate to take on the Seven and Elevens is the Qwiksave clan who frequently challenge the authority of the shogun.

Adventure Seeds

Hentai Rampage

Someone, or something, apparently with tentacles, is terrorising the local prefecture. The magistrate seeks inexpensive ronin to investigate this matter in exchange for a little coin with a bonus reward should the beast be stopped. Is it a mutant? Is it a trader from Los Diablos? Will it ravage the characters as well as poor innocent schoolgirls? Only you can find out.

Night of A Bazillion Ninja

The Qwiksave clan are making their move against the Seven and Eleven shogunate. They have unleashed their terrible army of pyjama clad ninja in an effort to annihilate the nobility of the Seven and Eleven clans and only the characters, loyal or bought retainers of the ruling clans, stand in the way of total annihilation and utter chaos. Keep count of the ninjas, you have a lot to kill!

Imperial society is governed by extremely complex and confusing rules of etiquette which seem to be in place only to grant the shogunate officials the right to cut people's heads off at the drop of a hat, or indeed anything else, even testing a sword is considered a valid excuse for slicing someone up.

Despite the obsession with swords, samurai, ninjas, kung fu and the other aspects of feudal society, the Seven and Eleven Empire is quite modern and a major clearing house of trade with Los Diablos. Such an arrangement brings a whole new meaning to 'Western Devils', not that either side cares much, so long as trade continues.

Mexico

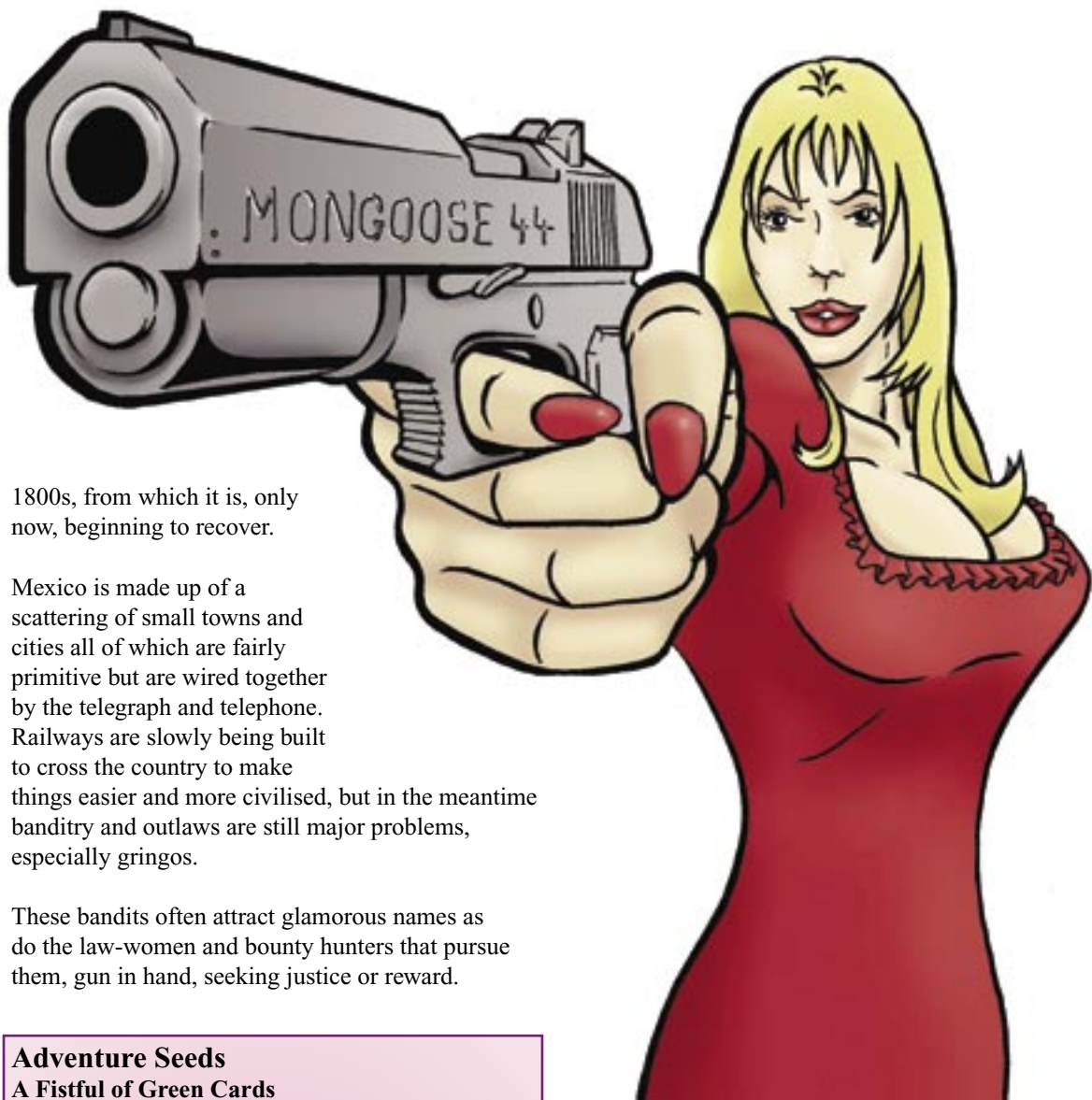
Apart from the plague and a tide of demons from Los Diablos, Mexico fared reasonably well during the Dang. It was not targeted by any missiles, escaped the worst of the fall out and found itself in the peculiar position of being better off than America for once. Once the dust had settled Mexico found itself in the even more peculiar position of facing waves of American immigrants fleeing the shattered States for a better life in Mexico.

The Mexicans tried to protect their border with the troops they had left after the plague but they were overwhelmed and Mexico was soon full of gringos all trying to live the life of Riley at the expense of the decent, hardworking Mexicans.

The economy and social order collapsed and Mexico sank back to the level it found itself in during the



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1800s, from which it is, only now, beginning to recover.

Mexico is made up of a scattering of small towns and cities all of which are fairly primitive but are wired together by the telegraph and telephone. Railways are slowly being built to cross the country to make things easier and more civilised, but in the meantime banditry and outlaws are still major problems, especially gringos.

These bandits often attract glamorous names as do the law-women and bounty hunters that pursue them, gun in hand, seeking justice or reward.

Adventure Seeds

A Fistful of Green Cards

A drought has struck the southern settlements in the United States and they look enviously across the border to Mexico where conditions are just that little bit better. Scraping together what little they have they are prepared to offer it to any desperadoes who can sneak them across the border into Mexico and help them set up new lives there.

Rail Baroness

Fajita Hernandez is a rich and powerful railway baroness whose company is striving to cut a road of iron from coast to coast and to secure a monopoly on such travel. Nothing can be allowed to stand in her way, gangs of bandits, mutant tribes or even towns full of hard working, farming gringos. Fajita will pay mucho pesos to rough and tumble bounty hunters who will help her clear problems out of the way.

South America

South America has been reclaimed swiftly by the jungle, growing up through the concrete and steel of the cities, covering the mines and returning the land to its primordial state of thick growth and wild animals, many of which are now mutated.

Only small villages remain within the jungle with a few larger settlements at its edge living from the bounty of the forest and trading where they can, swapping stories of the strange jungle women and the forgotten temples and buildings of the forest.

The jungle itself is thick and almost impenetrable, full of strange spirits and stranger animals, mutant tribes and strange priestesses who follow the old and bloody ways of the Aztecs, all the while posing around naked except for a few feathers.

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Bisneyland Paris

Bart Bisney was a great man, a visionary; he said so and took great pleasure in telling everyone else at any opportunity. An old-fashioned kind of guy he had very staunch views concerning the American dream and the perfect society. It was these views that he expressed in a series of theme parks, cartoons and films. Bisney films became a byword for cinematic excess, so sickeningly superficial and overwhelmingly sweet that they would rot the teeth right out of your head just from watching the trailers.

Bart Bisney's life was not without its struggles. Back in the 1950s Bart was believed to have been a little too close to the kids he made his films for. Fleeing the scandal, he faked his death from cancer of the colon and had his body frozen and stored in a secret chamber deep beneath Bisneyland Paris.

Time passed and just prior to the Dang Bisneyland Paris, suffering from falling

numbers of visitors, installed an experimental, artificial intelligence system, based on one of Bart's cartoon designs, to oversee the giant park. Despite an annoying voice, the cartoon mouse AI was a complete success. Then the Dang came and the strain of having a park with no visitors other than corpses and raiding mutants drove it insane. Rampaging through the park the animatronic mouse found Bart's frozen body on an inventory list and set about defrosting him. Cryogenic technology was not at its best when Bart was frozen, the body had not been well maintained and all that was recoverable was his head. Forced to improvise, the AI installed Bart's head on an animatronic body and when Bart awoke it was to the screaming insanity of being swindled out of the rest of his body.

Bart went as insane as the AI before him but his creations all flocked to follow him. The park began to churn out new animatronic robots, terrifying

Adventure Seeds

The Lost Temple

Deep in the forest in one of the old temples lays an artefact of Pre-Dang technology. The Brazilians had been working on solar energy and the focussing array for one of their last projects was a flawless crystal. This crystal was thought lost, but evidence has revealed that it still exists within the jungle. Since the gem can be used as a death ray as well as a power source it is guarded by vicious mutants and desperately sought after by the Nazis. Who will get to it first?

A trip into the jungle is guaranteed to be an exciting thrill-fuelled affair, even if it might prove short-lived.



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Adventure Seeds

Morning Cartoon Hour

Out of the night they came, singing songs and bringing death and destruction to your town. Plucking your loved ones from the wreckage of the houses with bloody white gloves and carrying them off into the dark towards the fell citadel of Bart's insanity. You will get your loved ones back. You have emptied the town's armoury in preparation and think only of revenge. You will free your friends.

Magic Time

The characters were once proud heroines of the post-Dang world but now, captured by the insane Bisney, they are prisoners in his magical death camp. Can they survive and engineer an escape from the animatronic cartoon menace? What mysteries lie in Cosmic Mountain or the other areas of the park and could they even remove the threat of Bisney himself?

creations which will bring Bart's cutesy vision to the world whether they want it or not, reinterpreting their stories and very bodies into a marketable musical with big eyes and vibrant colours.

Bisneyland itself is now a horrifyingly cutesy death camp for those who will not conform to Bart's views. The twisted bodies of the defiant litter the park, each spray-painted and mutilated until they look more akin to the Bisney cartoons. This ghoulish parade is then dragged through the park every night accompanied by fireworks.

The Eighth Reich

After the Dang most of Europe fell under the sway of Brussels and was co-opted into a new German super-state. After a few early attempts at integration it was the Eighth that finally succeeded. The legacy of the Nazis swept across Europe and, in the face of the post-Dang destruction, many actually looked upon it as almost a good thing.

Adventure Seeds

Where Xenophobic Racist S&M Freaks Dare

Our heroines are found in the service of the leather-clad lovelies of the fuehrer. It turns out that one of the Mexican railroad baronesses is a connoisseur of Nazi memorabilia and has managed to create quite a collection at her home in the mountains. The characters are assigned by their commandant to infiltrate the compound and to return with the memorabilia. Simple enough, apart from the distance, the hired guards and the traps.

themselves away and so they came forth from their homes and hidden bunkers meeting deep in the ruins of Brussels to construct a new Europe in their own image.

Now a continent of blond-haired, blue-eyed crazy people has grown up deep in the ruins of many European cities, a people made up largely of strapping girls with a penchant for black leather, whips and saluting. They salvage what they can from their surroundings and prepare to move against North America.

The Internet

Why on Earth is the Internet still up and running after all the disasters that have hit the Earth? Surely it would have broken down under the strain and damage?

Indeed it did, but it is a tough old bird, the net. When it did go down as the first atomic blast struck, disrupting and blowing up so many computers, a million distraught voices cried out as one in anguish and horror as their access was cut off.

First they fixed the machines and rebooted them.

Then they checked the cables.

Then they checked the modems.

Then they tried to call the ISPs. No reply, they were alone.

As their connection to bustybabescoveredinber.com was disconnected and when numerous attempts to reconnect failed many died of shock and sensory deprivation immediately. Those who refused to accept that their only friend was dying then began to desperately seek a solution, paying little heed to the screaming, dying, disease or violence around them.

It was not until the Devil himself realised that the Earth needed to be civilised that things really picked up. Los Diablos focussed all of its resources at the Internet and put a great deal of effort into making it more robust until live streaming porn was once again a possibility.

Now, with infernal broadband (infinite speed access wherever you are, that doesn't cost the

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Earth (just your soul) available, even remote communities are once again getting hooked up to the Internet, all thanks to the efforts of Los Diablos and a few heroic geeks. Still, the majority cannot get onto the web and spreading it is a priority for the corporations of Los Diablos.

Space

The final frontier and a place all but lost to those who remain on Earth. The orbital stations and the Space Hotel are almost entirely autonomous now, thanks to the existence of Moonbase Alpha Male and its ample supply of raw materials along with its hydroponic farms.

The people of space are living a high-tech, science-fiction lifestyle, right down to the ray guns and aliens. What little high technology is available on Earth originated in space, delivered by the occasional capsule or U.F.O. and traded by licensed resale merchants.

The people on the platforms and most especially on Moonbase Alpha Male are obsessed with 20th century science-fiction and dress and equip themselves to match the expectations of that era.

Bright colours, lots of metallic jumpsuits and needless ornamentation are everywhere. Even lava lamps are an apparently vital component for spaceship operation.

Amongst all this glitz and glamour the space colonies are also engaged in the very serious business of space exploration and have found many interesting artefacts. Alien hulks infested with killer beings, a moon infested with subservient alien females that would make James T. Kirk swoon and fleets of U.F.O.s manned by killer aliens. On Mars they were sent packing by hitherto unnoticed communist Martians and the whole effort is likely to be written off as a disaster very soon.

The Space Stations

The two stations in orbit are Laika and Freedom, both expanded way beyond their original specifications. Both are habitats for a couple of hundred people and act as waystations, refuelling points and trading posts for orbital traffic. Besides the two major stations there are small, private concerns hollowed out of asteroids or made from lunar rock and there are also a couple



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of Grey-owned stations filled with abducted humans who are used to stock the perverse alien brothels where zammalamaning is not unknown, much to the shock of the civilised worlds.

The Space Hotel

A private enterprise before The Dang, the Space Hotel has continued in the same vein. Now called home by wealthy patrons from Earth and beyond. The Space Hotel caters only to the absurdly wealthy, providing them anything and everything they could desire. The Space Hotel is responsible for most of the orbital traffic as the philanthropists of Earth head up to the orbital

retreat and crack teams of culinary space marines land to hunt for fresh fruit, vegetables and meat to replace their stocks. Space Hotel towels alone sell for thousands of dollars on the black market though stealing anything and getting it down to Earth is more than a little tricky.

Moonbase Alpha Male

Moonbase Alpha Male is a triumph of reconstructed 20th century science-fiction kitsch, kitted out in a manner reminiscent of a collision between *Flash Gordon* and *Barbarella*. There is enough gold lame on the moon to keep wrestlers in cycling shorts for a hundred years. Moonbase

settlers are almost exclusively male, but take immense pride in their cheap and cheerful appearance, their knowledge of obscure science fiction and their liberated sexuality. Their smiles are also broadened by the fact that their base has direct access to a civilisation of subservient alien females.



Cannon Fodder

So, you have created your characters, you have selected all your equipment and you are ready to head out into the big wide world for some fully automatic action. All you need now are some things to shoot.

Any attempt to provide a full list of all the mutations, enemies and satirical creatures in the Macho Women with Guns world would be an exercise in futility so here are a few new ones and the creatures from the original Macho Women with Guns booklets. As with anything else you can use any d20 system creatures or come up with your own as you wish.

Fantasy Enemies

Not every Macho Women with Guns campaign is set in the world we have provided. You may want to make use of a fantasy-themed world, and some of the monsters and enemies from the normal Macho Women with Guns setting work as fantasy adversaries.

Fantasy adversaries are either primitive or available in any setting or magical in some way. Thus the old one, Great Bthulu, and a giant buffalo can both be described as fantasy enemies. Though I would not describe them as similar in earshot of Bthulu, if I were you.

Bthulu

Bthulu is a tentacle-faced bastard from beyond space-time, a giant extradimensional entity who hates being made fun of in silly games. Enormous in size and armoured with thick, rubbery skin, Bthulu has been asleep for a thousand years and has definitely gotten out of bed on the wrong side. A crusty film of extradimensional sleep ickies covers his mouth and fangs (he is a mouth breather and snores) and he awakens with the worst breath imaginable.

Species Traits:

Darkvision (Ex): 60 ft.

Spells (Sp): Bthulu may cast any spell

Breath weapon (Su): Bthulu's death breath costs him twenty Mana and he may make no other Attack that round. It does 12d6 damage within a 60 ft cone. The reflex save to avoid it has a DC of 35

Damage reduction (Su): Bthulu reduces damage



from all non-magical Atk by 5

Improved Grab(Ex): To use this ability Bthulu must hit with a claw attack. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Invulnerable (Ex): If Bthulu is reduced to zero hit points he phases out and returns to his throne at R'aleigh to sulk until he regains his hit points

Bthulu: CR 18; Colossal Outsider; HD 32d8+288; hp 432; Mana Dice 32d8+96; Mana Points 240; Massive Damage Threshold 31; Init +4; Spd 150-ft. Despite having wings Bthulu cannot fly; Defence 16 (-8 Size, Natural Armour +14); BAB +16/+11/+6/+1; Grap +33; Atks Fist/Foot smash +33 2d6 +17, Tentacle grab +33 2d8+17; FS 30-ft. x 30-ft.; Reach 15-ft.; SV Fort +24, Ref +11, Will +24; AP 0; Rep +19; Str 44 (+17), Dex 10 (+0), Con 28 (+9), Int 19 (+4), Wis 17 (+3), Cha 17 (+3).

Skills: Bluff +12, Concentration +10, Craft (mucus) +10, Decipher Script +10, Intimidate +12, Knowledge (the unknowable) +12, Listen +12, Sense Motive +9, Spot +12, Swim +18.

Feats: Alertness, Confident, Deceptive, Educated, Great Fort, Improved Damage Threshold, Improved



Cannon Fodder

Init, Iron Will, Power Attack, Cleave, Great Cleave, Renown, Simple Weapons Proficiency,

Advancement: None, it is Bthulu himself!

Notes: Bthulu is typically found at gaming conventions, other dimensions and New England, where he will usually be accompanied by a horde of Dip Ones or other horrors and is a rare and powerful encounter.

Countess Dracula

The Countess is old and immortal, existing from long before The Dang. The collapse of society has favoured her greatly, allowing her to operate in the open just like she did in the 'good old days'. The Countess is a dark-haired, pale-skinned woman with a cheesy eurotrash accent and a penchant for wearing black, flowing garments and see-thru tops with a bat motif.

Species Traits:

Darkvision (Ex): 60 feet.

Immunities (Ex): Immune to poison, sleep, paralysis, stunning, disease, necromantic effects and mind influencing effects. Not subject to critical hits, non lethal damage, ability damage, ability drain, energy drain or the effects of massive damage, or any effect requiring a Fort save unless the effect works on objects or is harmless

Blood drain, Create Spawn, Domination, Energy Drain, Alternate Form, Children Of The Night, Damage Reduction (silver, wood), Fast Healing, Gaseous Form, Cold Resistance, Electricity Resistance, Spider Climb, Turn Resistance and Weaknesses (Various): All described in *d20*

Modern Roleplaying Game

Countess Dracula: CR 14; Medium-size humanoid (Charismatic 6/Personality 6); HD 12d12; hp 78; Mana Dice 12d12; Mana Points 78; Init +8 (Improved Init); Spd 35-ft.; Defence 22 (+6 natural armour, +4 Defence Bonus, +4 Dex); BAB +6; Grap +5; Atk Slam +11 1d6+5 damage, Claws +11 1d8+5 damage, Bite +11 1d4+5 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +6, Ref +10, Will +7; AP 20; Rep +5; Str 20 (+5), Dex 18 (+4), Int 16 (+3), Wis 16 (+3), Cha 22 (+6).

Skills: Balance +16, Bluff +22, Climb +15, Concentration +13, Diplomacy +21, Gamble +13, Hide +14, Intimidate +21, Investigate +13, Jump +15, Knowledge (history) +13, Listen +13, Move

Silently +19, Ride +14, Search +13, Sense Motive +16, Spot +18.

Feats: Alertness, Combat Ref, Demonic Giggle, Demon Taint, Dodge, Evil Powers, Extra Life, Improved Initiative, Legs Up To Your Armpits, Lightning Ref, Me, Me, Me, Run In High Heels, Simple Weapons Proficiency.

Talents: Charm (males), Co-ordinate, Inspiration, Royalty, Unlimited Access, Winning Smile.

Advancement: The Countess might increase in level if used as a recurring villain.

Notes: The Countess prefers to live in the isolated and more primitive areas of the country where she does not have to contend with modern inventions like flame-throwers on a daily basis. Three lesser vampires, usually male, and a number of mind-influenced minions usually accompany the Countess.

Cupid

Demons spill from Hell to infest the real world, disaster strikes, plague spreads and the full expectation of many is that this was, finally, the apocalypse. Then God lets the side down by not sounding the last trump and going all revelations on everybody's ass. Smarting a little from people's disappointment, the good Lord heard their prayers and selected an appropriate response to deal with people's suffering. Unfortunately, due to heavenly budget cuts in the manifestation department all that could be spared were Cupids.

Cupid is a nasty little cherubic jerk armed with a mystical bow and arrows complete with heart tipped



Cannon Fodder

heads. The Cupids deeply resent being sent to Earth to spread love and harmony when a flaming sword would, in their view, be a far more appropriate response. Thus they fly about causing the most vindictive love matches they can to teach people a lesson.

Species Traits:

Love arrows: Anyone hit by Cupid's mystical bow of love who takes damage from it must immediately make a Will save against a DC of 15 or fall madly in love with another intelligent humanoid creature of Cupid's choice. The smitten individual cannot attempt to attack or in any other way harm their beloved and must protect them. If shot again Cupid determines their new love, otherwise they can attempt their save again after a week and each week after that.

Cupid: CR 2; Small Outsider; HD ½ d8; hp 4; Mana Dice d8; Mana Points 7; Massive Damage Threshold 10; Init +5 (+4 Improved Init); Spd 25-ft.; Defence 12 (+1 Size, +1 Dex); BAB +2; Grap -4; Atk Short bow +3 1d6 damage plus special love arrows, Flying Slam +2 1d4 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +2, Ref +3, Will +4; AP 0; Rep +6; Str 10 (+0), Dex 13 (+1), Con 10 (+0), Int 14 (+2), Wis 14 (+2), Cha 18 (+4).

Skills: Hide +6, Knowledge (Theology) +6, Tumble +6

Feats: Archaic Weapons Proficiency, Improved Initiative.

Advancement: None.

Notes: Cherubic Cupids may be found anywhere and typically operate alone.

Dip Ones

The Dip Ones are a servitor race of Bthulu and other elder gods of his ilk. A fishlike throwback to a bygone age when the Not-So-Great ones ruled the Earth. The Dip Ones have improved brain capacity but at the cost of their physical form. Appearing normal until puberty they suddenly develop a pallor, gills, a fear of sunlight, poor eyesight and an affinity for cool places and machines. Slain Dip Ones dissolve into a pool of foul-smelling ichor leaving only their pocket protectors and poorly repaired glasses as any proof that they were there.

Species Traits:

Darkvision (Ex): 60 ft.

Amphibious: Dip Ones can breathe underwater or on land.

Harmed by Sunlight: Dip Ones take one hit points every turn they are exposed to Sunlight.

Dip Ones: CR ½; Medium-size monstrous humanoid; HD 1d8; hp 9; Mana Dice 1d8; Mana Points 7, Massive Damage Threshold 8; Init +0; Spd 25-ft.; Defence 12 (Natural armour +2); BAB +1; Grap -1; Atk Slam +0 1d3-1; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort -1, Ref +2, Will +1; AP 0; Rep +0; Str 8 (-1), Dex 10 (+0), Con 8 (-1), Int 12 (+1), Wis 8 (-1), Cha 8 (-1).

Skills: Computer Use +5, Craft (electronics) +5, Decipher Script +7, Hide +4, Knowledge (Not-So-Great Ones) +7, Research +7

Feats: Educated, Simple Weapons Proficiency, Studious

Advancement: Dip Ones advance by character class.

Notes: Dip Ones are found in swamps, lakes, seas, coastal towns and anywhere they can stalk pretty girls. Dip Ones can be encountered singly, in pairs, in groups of 2d6 or in entire settlements of their kind.

Giant Buffalo

All over the Great Plains these massive animals gather in herds and move around, eating all the grass they can find. The plains tribes are almost entirely dependent on them. The meat of the giant buffalo feeds the tribes, their milk quenches their thirst and their enormous patties, when dried, make passable roofs for mud-brick dwellings. Of particular note is that these stinking, yet magnificent, beasts do not stampede so much as 'gang up'.

Species Traits:

Scent (Ex): This ability allows a giant buffalo to detect approaching enemies, sniff out hidden foes and track by sense of spell. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Giant Buffalo: CR 3; Huge animal; HD 4d8; hp 38; Mana Dice 0; Man Points 0; Init +0; Spd 40-ft.; Defence 14 (Dex -1, -2 size, +7 natural); BAB +3;



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Grap +16; Atk Slam +11 1d6+8 damage; FS 15-ft. x 15-ft.; Reach 10-ft.; SV Fort +9, Ref +3, Will +1; AP 0; Rep +0; Str 26 (+8), Dex 8 (-1), Con 20 (+5), Int 2 (-4), Wis 11 (+0), Cha 4 (-3).

Skills: Listen +5, Spot +5

Feats: None.

Advancement: None.

Notes: Typically encountered wandering temperate plains, either alone or in small herds of between six and 30.

Gnarlyhotep: The surfer with a thousand toes

Gnarlyhotep is one of The Fun Guys from Yuggoth, an entity of the pantheon of the Not-So-Great Ones. He is the surfer of a thousand toes, the beast that surfs at midnight as seen in the hit movie *Dude, where's my soul?* Gnarlyhotep stands a few feet taller than a normal human, his face hidden behind black wrap-around shades and a mass of tentacles instead of a mouth. His skin is greenish tinged and blotched with pink, usually also daubed with sun cream. About his waist is drawn a pair of surf jams, so lurid, their pattern so indescribable as to drive humans mad. He is never without his surfboard which he also wields as a weapon. His battle cry of 'Duuuuuuuuuddddddeeee!' strikes fear into many, as does his insatiable appetite for young women.

Species Traits:

Darkvision (Ex): 60-ft.

Damage Reduction (Su): Gnarlyhotep is unEarthly and tough beyond mortal ken enabling him to reduce all incoming damage by 3/-.

Invulnerable (Ex): If Gnarlyhotep is reduced to zero hit points he phases out only to return to physical life at a later date, with a grudge.

Gnarlyhotep: CR 7; Large Outsider; HD 5d8; hp 53; Mana Dice 5d8; Mana Points 28; Massive Damage Threshold 16; Init +1; Spd 35-ft.; Defence 12 (+1 Dex, +2 natural armour, -1 Size); BAB +4; Grap +9; Atk Punch +9 1d4+5 damage, Surfboard +9 1d8+5 damage; FS 10-ft. x 10-ft.; Reach 10-ft.; SV Fort +7, Ref +5, Will +5; AP 5; Rep +5; Str 20 (+5), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 12 (+1), Cha 12 (+1).



Skills: Jump +9, Knowledge (Not-So-Great-Ones) +8, Knowledge (surf trivia) +8, Profession (surfing) +9, Swim +11, Tumble +9.

Feats: Acrobatic, Athletic, Simple Weapons Proficiency.

Advancement: None.

Notes: Gnarlyhotep can be encountered wherever there is water and waves and is either by himself or with 1d12 Dip Ones, all worshipping his cool.

Hellkittens

Fuzzy little infernal lumps of demonic fury, hellkittens leap onto their target and their red-hot little bodies burn inward, helped by their venomous claws. Hellkittens come from the fiery reaches of Hell and were brought into the world as cute pets by Bat-winged Bimbos detailed to work in the over-world. Once here they got free and bred and now hellkittens are found ranging all over North America.

Species Traits:

Scent (Ex): This ability allows a hellkitten to detect approaching enemies, sniff out hidden foes and track by sense of smell. Full Details for this ability can be found in *d20 Modern Roleplaying Game*.

Cling: Any successful bite or claw attack made by the hellkitten is considered to latch the kitten onto its target and a Grapple roll must be made to tear them off.

Burning: Every time a hellkitten is touched with bare flesh the creature in contact with the hellkitten takes 1d6 damage from the unholy flames. If the hellkitten is clinging to someone they take that

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damage every turn until they dislodge the kitten.

Hellkittens CR ½; Tiny Magical Beast; HD ¼ d10; hp 3; Mana Dice 1d10; Mana Points 10; Massive Damage Threshold 10; Init +4; Spd 40-ft.; Defence 16 (+4 Dex, +2 size); BAB +3; Grap -12; Atk Claws +7 1d2-4, Bite +7 1d3-4; FS 2-ft. x 2-ft.; Reach 0-ft.; SV Fort +2, Ref +6, Will +2; AP 0; Rep +0; Str 3 (-4), Dex 19 (+4), Con 10 (+0), Int 2 (-4), Wis 14 (+2), Cha 14 (+2).

Skills: Jump +2, Hide +6, Move Silently +6, Listen +8, Spot +4, Climb +2

Feats: Alertness, Weapon Finesse (natural weapons)

Advancement: By size.

Notes: Hellkittens can be found anywhere one might find domesticated or wild cats and are usually encountered singly or in big groups of strays numbering between three and 18.

Isaac Azathoth

An extra-dimensional being from the pages of arcane and strange fiction, Isaac Azathoth is the keeper of records for the Not-So-Great Ones. Isaac Azathoth also churns out unnatural books and tomes of lore by the ton, leaving them in piles wherever he dwells for even the shortest amount of time. Colossal and musty, his spectacles reflect the light of the world in an unnatural and unsettling fashion and his huge, shaggy, white mutton chops strike horror into many.

Species Traits:

Darkvision (Ex): 60-ft.

Teleportation (Sp): Isaac can teleport at will as his action, leaving the space he previously occupied filled with stack upon stack of popular literature.

The stacks have a DC of 15 to climb over or escape from and can absorb 30 hit points of damage before breaking up. The books are of little to no use for information and give off a damp, foul-smelling smoke if burned.

Damage reduction (Su): Isaac reduces damage from all non-magical Atk by 5.

Invulnerable (Ex): If Isaac is reduced to zero hit points he phases out and returns to his library at R'aleigh to sulk and write new stories until he regains his hit points.

Magic (Sp): Isaac Azathoth can cast any of the spells in the magic chapter.

Isaac Azathoth: CR 16; Colossal Outsider; HD 32d8+297; hp 441; Mana Dice 32d8+64; Mana Points 208; Massive Damage Threshold 31; Init -2; Spd Isaac Azathoth does not move under normal circumstances; Defence 14 (-2 Dex, -8 size, Natural armour +14); BAB +24/+19/+14/+9/+4; Grap +31; Atk Book Bash +39 4d8+15; FS 30-ft. x 30-ft.; Reach 15-ft.; SV Fort +31, Ref +18, Will +24; AP 0; Rep +10; Str 40 (+15), Dex 6 (-2), Con 28 (+9), Int 14 (+2), Wis 14 (+2), Cha 8 (-1).

Skills: Bluff +9, Craft (writing) +15, Knowledge (Not-So-Great Ones) +16, Knowledge (science fiction) +16, Listen +7, Research +14, Search +7, Spot +7.

Feats: Educated, Great Fort, Improved Damage Threshold, Iron Will, Power Attack, Toughness x3, Studious, Simple Weapons Proficiency.

Advancement: None, there is only one Isaac Azathoth.

Notes: Isaac can be encountered almost anywhere but prefers bookstores, libraries and conventions. Isaac will usually be swamped by fans, some of whom may be Dip Ones or Salivating Sexists. These are encountered in the usual numbers for their type.

Mental Midgets

Pint-sized psychics with a deep resentment of anyone taller than them their psychic supremacy makes them believe that their genetic offshoots should be the natural rulers of the world. That they are not causes them to go mad with frustration, and seek out and beat about the shins anyone taller than them.



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Species Traits:

Psionic Control: Instead of making an attack, the Mental Midget can expend two Mana points to make a psychic assault on a character. To resolve the assault roll a d20 and add the Midget's Will save to the total and do the same for the character. If the Midget gets higher then the Midget gains control of the character for their following turn and can make them do anything.

Mental Midgets: CR 3; Small humanoids; HD 1d8 +1; hp 9; Mana Dice 1d8 +2; Mana Points 15; Massive Damage Threshold 12; Init +1; Spd 25-ft.; Defence 12 (+1 size, +1 Dex); BAB +1; Grap -4; Atk Baseball bat +1 1d8; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +1, Ref +3, Will +0; AP 0; Rep +0; Str 10 (+0), Dex 12 (+1), Con 12 (+1), Int 14 (+2), Wis 14 (+2), Cha 8 (-1).

Skills: Concentration +6, Hide +9.

Feats: Mana Battery, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Mental Midgets are encountered on the edges of civilisation or hiding in wrecked towns and shelters in the wilderness and are usually found in gangs of between three and 12.

Nobblins

Foul little creatures, noblins are unfortunately one of the most stable and fast breeding mutations to result from The Dang. Short in stature, aggressive and tribal in nature, noblins are mischievous and perverted little creatures. Their name stems from their distinctive appearance, wrinkly skin, a long, dangly, bulbous nose and saggy cheeks not unlike those of a bulldog.

Species Traits:

Scent (Ex): This ability allows a noblin to detect approaching enemies, sniff out hidden foes and track by sense of smell. Full Details for this ability can be found in *d20 Modern Roleplaying Game*.

Darkvision (Ex): 60-ft.



Noblins CR ¼; Small humanoids; HD 1d8; hp 8; Mana Dice 1d4; Mana Points 4; Massive Damage Threshold 11; Init +1; Spd 30-ft.; Defence 13 (Dex +1); BAB +0; Grap -5; Atk Slam +0 1d2-1 damage, Knife +0 1d4-1 damage; FS 5-ft x 5-ft.; Reach 5-ft.; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 8 (-1), Dex 13 (+1), Con 11 (+0), Int 10 (+0), Wis 11 (+0), Cha 8 (-1).

Skills: Hide +11, Listen +3, Move Silently +5, Spot +3

Feats: Alertness, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Noblins can be found just about anywhere and even scavenge on the outskirts of cities. Encountered in pairs, gangs of between two and 12 or tribes of up to 40.

Norks

Norks are another fabulous and stable mutation which has produced another being to plague what passes for decent folk after The Dang. Norks are large, muscular, hairy and extremely crude beings whose sole concerns are the seeking of alcohol, food and the appreciation of breasts. This is peculiar given that norks reproduce asexually by budding off like plants. In spite of this they are fully equipped

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with male genitalia and enjoy a bit of rumpy pumpy as much as the next sentient. Breast fixation is their forte and many have managed to grow their own due to the consumption of great quantities of ale.

Norks: CR ½; Medium humanoid; HD 1d8; hp 8; Mana Dice 1d4; Mana Points 4; Massive Damage Threshold 11; Init +0; Spd 30-ft.; Defence 12; BAB +1; Grap +2; Atk Slam +3 1d4+2 damage or by weapon; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +2, Ref +0, Will -1; AP 0; Rep +0; Str 15 (+2); Dex 10 (+0), Con 11 (+0), Int 9 (-1), Wis 8 (-1), Cha 8 (-1).

Skills: Listen +3, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Norks can be found just about anywhere though they prefer the wilderness to the cities and settlements. Norks usually travel in gangs of two to four or are found in tribes of between 20 and 60.

Oddzilla

Having run out of human sushi this demented and cartoonish monster has crossed the sea with vague thoughts of revenge on Hollywood for besmirching his name and with more thoughts of devouring the Japanese expatriate population in America. Oddzilla has been particularly plaguing the Seven & Eleven Empire though his rampages lead him elsewhere on occasion. This is one big scary lizard, or would be googly eyes did not spoil the effect.

its:

(Su): 6d10 in a 60-ft. long cone. Have to avoid. Using flame breath Oddzilla twenty Mana points.

(X): This ability allows Oddzilla to approaching enemies, sniff out hidden track by sense of spell. Full details ability can be found in *d20 Modern Roleplaying Game*.

Grab(Ex): To use this ability Oddzilla must hit with a claw attack. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Swallow Whole (Ex): This ability allows Oddzilla to swallow any opponent he has already Grappled in his mouth.

Oddzilla: CR 12; Gargantuan Magical Beast; HD 36d10+216; hp 414; Mana Dice 36d4+72; Mana Points 162; Massive Damage Threshold 23; Init +0; Spd 50-ft.; Defence 15 (Natural armour +9, -4 Size); BAB +32/+27/+22/+17/+12/+7/+2; Grap +12; Atk Stomp +45 1d8+13 damage, Bite +45 2d8+13 damage, Claw +45 2d6+13 damage; FS 20-ft. x 20-ft.; Reach 15-ft.; Fort +26, Ref +20, Will +12; AP +0; Rep +8; Str 36 (+13), Dex 10 (+0), Con 23 (+6), Int 2 (-4), Wis 15 (+2), Cha 10 (+0).

Skills: Listen +14, Spot +9



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Feats: Alertness.

Advancement: None, there is only one Oddzilla.

Notes: Oddzilla prefers coastal regions with lots of oriental settlers. Oddzilla is one of a kind and other creatures usually steer clear.

Puppies of Tindalos

Sweet little angular puppies from another dimension, servants and guard dogs of the Not-So-Great Ones. Puppies of Tindalos are disarmingly cute, if drool-covered, and whine constantly wanting to be petted. This whine is attuned to the wavelength of pain and causes damage and mental trauma to all who hear it. Packs of puppies can be extremely dangerous on the eyesight and the mind as their disjointed and cubist form and high-pitched whining combines to dangerous effect. Puppies of Tindalos are the chief ingredient in Meat Tindalo, a curried delicacy much favoured by the Not-So-Great Ones and peddled by their cults through a chain of low-rent takeaways.

Species Traits:

Scent (Ex): This ability allows puppies to detect approaching enemies, sniff out hidden foes and track by sense of smell. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Whine: The puppies' whine is directed as though it were a ranged weapon with a set range of thirty feet. Several puppies can combine their whines. All must be no more than five feet away from another participating puppy. Each additional puppy adds +1 both to hit and to the damage.

Puppies of Tindalos: CR ½; Small animal; HD 1d4; hp 4; Mana Dice 1d8; Mana Points 8; Massive Damage Threshold 11; Init +3; Spd 35-ft.; Defence 14 (+1 size, +3 Dex); BAB +2; Grap -6; Atk Bite +0 1d6-2 damage, Whine +5 1d4 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +2, Ref +2, Will +5; AP 0; Rep +0; Str 7 (-2), Dex 16 (+3), Con 11 (+0), Int 2 (-4), Wis 14 (+2), Cha 6 (-3).

Skills: Hide +10, Listen +6, Spot +5.

Feats: Alertness, Weapon Finesse (Natural weapons).

Advancement: By size.

Notes: Puppies of Tindalos can be found anywhere. They are mostly found where the barriers between

realities are weak, such as political offices or accounts departments of large businesses. Puppies of Tindalos travel alone, in pairs or in packs of between four and 12.

Rat Vultures

All the ugliness of vultures with scaly tails and big teeth. Rat vultures are another successful mutation that is ubiquitous to the world. Wherever there is something to scavenge, they will be there, they have even begun to divide out into separate regional species more suited to their environment, from the white-coated arctic rat vulture to the furless species of Mexico and further south.

Species Traits:

Scent (Ex): This ability allows rat vultures to detect approaching enemies, sniff out hidden foes and track by sense of smell. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Low Light Vision (Ex): Rat vultures can see twice as far as normal in poor light conditions.

Rat Vultures: CR ¼, Tiny animal; HD 1d2; hp 2; Mana Dice None; Mana Points 0; Massive Damage Threshold 10; Init +2; Spd 15-ft., 15-ft., 30-ft. fly, Defence 14 (Size +2, Dex +2); BAB +0; Grap -12; Atk Bite +4 1d3-4; FS 2 ½-ft. x 2 ½-ft.; Reach 0-ft.; SV Fort +3, Ref +4, Will +1; AP 0; Rep +0; Str 2 (-4), Dex 15 (+2), Con 10 (+0), Int 2 (-4), Wis 12 (+1), Cha 2 (-4).

Skills: Balance +10, Climb +10 Hide +10, Listen +10, Move Silently +10, Spot +14.

Feats: Alertness, Weapon Finesse Bite.

Advancement: By size.

Notes: Rat Vultures are found just about anywhere there is carrion or weak, live targets. Some are even kept as pets by misguided individuals who think them cute. Rat Vultures are typically encountered in pairs or as flocks of between two and 20.

Shoddygoths

The favoured young of Bthulu, the Shoddygoths are all that remains of a popular culture resurgence from before The Dang all of which was part of an intricate plot by the Not-So-Great Ones to ready the world for their coming. A mass of smelly, baggy clothes, Marilyn Manson merchandise, clown make-up and orthopaedic clothes the Shoddygoths move in a tidal wave of dross enveloping anything that

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stands in their way, killing them or altering them adversely.

Species Traits

Harmed by sunlight: Shoddygoths take 1d4 points of damage every turn they are exposed to sunlight.

Rapid Gothing: Anyone swallowed and digested by the Shoddygoth loses 1d4 Cha as their hair and clothes are turned black, their skin bleached white and the toxin of the Shoddygoth affects their minds, making them arrogant and pretentious with a predilection towards self important poetry. These points return at the rate of one a month and no more than four points may be removed from their Cha. Those who are already goth in style can pull off the look and lose no points, some even keep captive Shoddygoths as quick-change wardrobes.

Swallow whole: As per *d20 Modern Roleplaying Game*. Shoddygoths can swallow creatures of equal size to themselves.

Immunities: See *d20 Modern Roleplaying Game*.

Blindsight: 60-ft.

Shoddygoths: CR 2; Medium-size ooze; HD 1d10+10; hp 20; Mana Dice 1d10; Mana Points 10; Init +0; Spd 15-ft.; Defence 10; BAB +0; Grap +1; Atk Slam +1 1d6+1 damage, Digest 1d6 per turn; FS 5-ft x 5-ft.; Reach 10-ft; SV Fort +1; Ref +0; Will -1; AP 0; Rep +0; Str 12 (+1), Dex 10 (+0), Con 12 (+1), Wis 8 (-1), Cha 2 (-4).

Advancement: By size. Mature Shoddygoths can meld together to increase their size and potency.

Notes: Shoddygoths prefer cities where they can attend night-clubs and where coffee shops might be open until dawn (when they retreat to their lairs) otherwise they are usually found in suitably 'gothic' locations such as graveyards, churches and dark woods. Shoddygoths are found singly, in pairs or in a gaggle of between three and 12.

The Antichrist(s)

The son of Satan! Herald of the Apocalypse! All that is evil and wrong in the world embodied in a single person who must be fought to avert the end of all existence! Yes, well, between the difficulty in getting an accurate prophecy and the fact that Satan has been putting it about quite a bit since he emerged from the fault line there are not only many genuine Antichrists but also many false Antichrists persecuted by their primitive townships for numerous silly reasons. Often Satan confers upon these people some powers as well, just to have some fun.

Species Traits

Darkvision: 60-ft.

Immunity: Only holy or magical weapons can harm The Antichrist.

The Antichrist(s): CR 5; Medium-size outsider; HD 5d8+5; hp 28; Mana Dice 5d8+20; Mana Points 43; Massive Damage Threshold 13; Init +0; Spd 30-ft.; Defence 10; BAB +5; Grap +2; Atk Slam +7 1d6+2, Claw +7 1d4+2; FS 5-ft x 5-ft.; Reach 5-ft.; SV Fort +5, Ref +4, Will +8; Str 15 (+2), Dex 11



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(+0), Con 13 (+1), Int 18 (+4), Wis 18 (+4), Cha 18 (+4).

Skills: All skills +666

Feats: Demon Taint, Simple Weapon Proficiency.

Advancement: By character level.

Notes: The Antichrist can be anyone, anywhere, even that person next to you! No, don't look! The Antichrist is always encountered singly, though it may be accompanied by Bat-winged Bimbos or other hellish spawn.

Yoko Uggoth

One of Bthulu's cousins, Yoko Uggoth is also known as 'That Which Screams Without A Voice' and is the patron deity of unsuccessful experimental art and music bringing horror to galleries and theatres everywhere. Yoko is almost entirely similar to Bthulu save for long, lank, black hair and her breath which, while still somewhat haddocky, is much better than Bthulu's.

Yoko's statistics are exactly the same as Bthulu's save that in place of the breath attack she can emit an unEarthly scream which attacks all targets in a thirty-foot radius for the same damage as Bthulu's breath. This damage can be avoided with a Fortitude rather than a Reflex save.

Zsazsathoth

Cousin to Bthulu and sister to Isaac Azathoth, this creature is almost identical to Isaac Azathoth save that it has an elderly woman's head instead of a man's. Centuries of cosmetic surgery have failed to maintain Zsazsathoth's looks which are now horrific, in spite of the best supernaturally empowered make-up can do.

Zsazsathoth's statistics are exactly the same as Isaac's save that the writing skill is replaced with cosmetics. Zsazsathoth does not leave piles of books behind her and can only make physical attacks. Her Challenge Rating is two lower and she is always accompanied by at least one Puppy of Tindalos, dyed pink and fluffed up like a pan-dimensional poodle.

Modern Enemies

Modern enemies fill in the space between the fantasy or medieval worlds and the science fiction worlds, covering everything from the first industrial

societies to the near future or cyberpunk worlds. Modern enemies can fire back and many more owe their existence to satire than in the fantasy or science fiction settings. In Macho Women's default setting a great swathe of North America is in a post-apocalyptic setting and the majority of enemies encountered will be from this section.

Ayatollah Klomanie

A vicious old fundamentalist raised from the dead to continue the jihad. Pumped full of PCP and dumped on America at the end of The Dang, this zombie fanatic wanders the deserts of North America spouting half-remembered quotes and destroying the infidels.

Species Traits

Spontaneous Dwarf Emission: When destroyed, Ayatollah Klomanie splits into two fresh and unharmed Mental Midgets armed with knives who continue the fight.

Immunities: See *d20 Modern Roleplaying Game*.

Healing: See *d20 Modern Roleplaying Game*.

Ayatollah Klomanie: CR 6; Medium-size undead; HD 4d12; hp 26; Mana Dice 4d4; Mana Points 10; Init +0; Spd 20-ft.; Defence 10; BAB +1; Grap +2; Atk Slam +3 1d6+2, Big Sword +3 1d10+2; FS 5-ft x 5-ft.; Reach 5-ft.; SV Fort +1; Ref +1; Will +4; AP 10; Rep +5; Str 14 (+2), Dex 10 (+0), Int 3 (-4), Wis 10 (+0), Cha 2 (-4).

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency.

Advancement: None, there is only one.

Notes: Klomanie can be found anywhere in the desert regions of North America. Klomanie is often accompanied by a small group of fanatics or Mental Midgets.

Bambo

People were not the only ones to lose friends and family during and after The Dang. Many animals were killed in their hundreds of thousands because of The Dang, either from the bombs or the hunting that people had to turn to, in order to survive. Fur came back into fashion in a big way after most of the vegetarians died of starvation or were eaten by the fitter carnivores. Even now many animals are killed for their meat and many young animals are left orphaned. Mutation being what it is some of these animals are equipped for revenge. His parents

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Congressional Subcommittee

Left purposeless and unmoving with the collapse of civilisation, some of these have taken on a life of their own wandering the wilderness and cities and seeking out a new meaning to their existence. Slow, shambling mounds of paperwork they seek out and destroy intelligent life.

Species Traits

Swallow whole: As per *d20 Modern Roleplaying Game*. Congressional Subcommittees can swallow creatures of equal size to themselves.

Immunities: See *d20 Modern Roleplaying Game*.

Blindsight: 60-ft.

Smother: Congressional Subcommittees automatically smother any unconscious being they swallow, killing them.

Congressional Subcommittees: CR 2; Medium-size ooze; HD 1d10+10; hp 20; Mana Dice 1d10; Mana Points 10; Massive Damage Threshold 12; Init +0; Spd 15-ft.; Defence 10; BAB +0; Grap +1; Atk Slam +1 1d6+1 damage, Smother 1d4 per turn.; FS 5-ft. x 5-ft.; Reach 10-ft.; SV Fort +1, Ref +0, Will -1; AP 0; Rep +0; Str 12 (+1), Dex 10 (+0), Con 12 (+1), Wis 8 (-1), Cha 2 (-4).

Advancement: By size. Congressional Subcommittees can meld together to increase their size and potency.

Notes: Congressional Subcommittees are found singly, in pairs or in a group of between three and 12 and are typically found in cities and places of political purpose.

Crow with a Machine Gun

A mutated crow with a bad attitude, a cigar, a bowler hat and an M60 machinegun with the will to use it. Bad news in anyone's book.

Crow with a Machine Gun: CR 1; Small monstrous humanoid; HD 1d4; hp 4; Massive Damage Threshold 10; Init +1; Spd 20-ft., 30-ft. fly; Defence 12 (+1 Dex, +1 Size); BAB +1; Atk Claws +2 1d3-3 damage, M60 machinegun +2 2d8 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +0, Ref +3, Will +4; AP 0; Rep +0; Str 5 (-3), Dex 13 (+1), Con 10 (+0), Int 10 (+0), Wis 14 (+2), Cha 6 (-2).

Skills: Knowledge (guns) +5, Knowledge (streetwise) +3 Listen +8, Spot +8

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Weapon Finesse Claws.

Advancement: Character class.

Notes: Crows with machineguns are found all over the Americas though there are regional variations in hats and smoking paraphernalia. Crows with machineguns are encountered singly, in pairs or in colonies of up to twenty.

Hell's Angels

The biggest badasses of the pre-Dang world, the Hell's Angels survived well, keeping away from population centres and becoming bandits on the remaining highways. As civilisation rears its ugly head once again the Hell's Angels come into more and more frequent clashes with others trying to keep what they claimed for themselves during the apocalypse and refusing to submit to bathing or other personal hygiene.

Species Traits

Body Odour of The Gods: Anyone engaging in close combat with a Hell's Angel must make a Fortitude save against a DC of 12 every turn or be unable to attack for all the gagging, choking and fanning of their face.

Hell's Angels: CR 1; Medium-size humanoid; HD 1d8+1 + 1d6+1; hp 10; Mana Dice 2d6; Mana Points 7; Massive Damage Threshold 12; Init +1; Spd 30-ft.; Defence 13 (+1 Dex, +1 leather jacket); BAB +1; Grap +3; Atk Fist +4 1d6+2 non lethal, Tyre iron +4 1d6+2 damage 19/20, Colt M1911 +2 2d6 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +3, Ref +2, Will +0; AP 0; Rep +0; Str 14 (+2), Dex 13 (+1), Con 12 (+1), Int 8 (-1), Wis 10 (+0), Cha 15 (+2).

Skills: Bluff +8, Climb +5. Disable Device +2, Drive +7, Intimidate +8, Jump +5, Knowledge (streetwise) +2, Repair +1.

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Hell's Angels can be found anywhere there are roads, usually in groups of between three and 18 individuals.

Possessions: Phat Hog, sawn off shotgun, leather jacket and tyre iron.

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J. Edgar Hoover

An abiding symbol of federal authority and closet transvestite, Hoover has been cloned and mass produced by the presidential hideaway to restore some authority to the idea of a federal government in the world outside the bunkers. Shambling blobs of bigoted fury, these cloned Hoovers are slow but well-armed and are never short of a party dress.

Species Traits

Fat Ass: Hoover receives +2 to his Defence from his 'winter layer'

Transvestite: Hoover is immune to any effects dependent on gender.

J. Edgar Hoover: CR 10; Medium-size humanoid; HD 5d10+15 + 5d6+15; hp 103; Mana Dice 10d6; Mana Points 35; Massive Damage Threshold 19; Init -1; Spd 20-ft.; Defence 17 (-1 Dex, +2 natural blubber); BAB +4; Grap +8; Atk Fist +10 1d8+2 non lethal, Pistol +6 2d6 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +9, Ref +1, Will +6; AP 10; Rep +3; Str 14 (+2), Dex 8 (-1), Con 16 (+3), Int 10 (+0), Wis 14 (+2), Cha 12 (+1).

Skills: Drive +3, Gather Information +6, Intimidate +6, Investigate +10, Knowledge (FBI procedure) +5, Listen +7, Profession +4, Research +3, Sense Motive +12, Spot +7.

Feats: Attentive, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Advancement: None.

Notes: Hoovers are found wherever President Walsh sends them. Hoovers are found alone or with accompanying soldiers. Hoovers are not allowed to work together as finding two in the same place tends to freak them out.

Possessions: Revolver, suit, dress, string of pearls.

Lawyers

The bane of many an adventurer's life, the lawyer has again become a fixture of modern life. No longer do they chase ambulances, instead preferring to chase people who are likely to cause damage and loss of life that might be actionable, the characters for example. Over time a gang of lawyers will form, trailing after the characters and once a suitably profitable opportunity arises they descend like

hyenas trying to confuse with legalese and make off with as much money and equipment as they can.

Species Traits

Sue: This is the lawyer's main form of attack, after a particularly damaging slaughter or destructive act by the characters the lawyers descend and begin spouting legalese and waving pieces of paper. This is a Knowledge (law) roll which produces the DC of the Will save the characters must make to resist. If they fail they immediately lose 2d6 x \$100 worth of money or items which vanish into the lawyer's briefcase and cannot be recovered. If they cannot pay they lose one hit point for every \$100 owed.

Punitive Damages: Unless a lawyer is killed outright by a blow they are able to sue for damages caused to the tune of \$100 per hit point they have suffered as above.

Lawyer: CR 2; Medium-size human; HD 2d6; hp 7; Mana Dice 2d6; Mana Points 7; Massive Damage Threshold 10; Init +1; Spd 30-ft.; Defence 11 (+1 Dex); BAB +0; Grap -1; Atk None. Actually hitting someone would expose a lawyer to a suit against them; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +1, Ref +2, Will +2; AP 0; Rep +3; Str 8 (-1), Dex 12 (+1), Con 10 (+0), Int 14 (+2), Wis 13 (+1), Cha 15 (+2).

Skills: Bluff +9, Computer Use +9, Diplomacy +7, Investigate +6, Knowledge (law) +11, Knowledge (current events) +11, Knowledge (popular culture) +9, Profession +9, Research +8.

Feats: Educated, Personal Firearms Proficiency, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Lawyers can be found anywhere, even the most unlikely climates. Lawyers are usually encountered singly or in partnerships of two. In extreme circumstances, such as impeaching a President, more may show up.

Mad Bombers

Many causes died with The Dang, Save The Whales, Vegetarianism and the Britney Spears fan club. Amongst those lost to atomic death, starvation and the destruction of history were the violent causes. Some of those causes live on in a few mad individuals to whom the lands of their ancestors mean more than they ever did to their actual ancestors, who, after all, left those places to come to America. Now self-styled IRA, Anarchist, Islamic



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Jihad and other terrorists blow things up without even knowing why they do it any more.

Species Traits

Racial Stereotyping: Every Mad Bomber is a cheesy racial stereotype and gains +2 on any rolls that can be considered to be furthering that stereotyping.

Explode: Mad Bombers explode when engaged in close combat or killed, doing 4d6 damage to everything in a 10-ft. radius unless they can make a Reflex save against a DC of 15 to halve the damage.

Mad Bombers: CR 2; Medium-size humanoid; HD 1d10+2 + 1d6+2; hp 13; Mana Dice 2d6; Mana Points 7; Massive Damage Threshold 14; Init +1; Spd 30-ft.; Defence 12 (+1 Dex); BAB +0; Grap +1; Atk +1 thrown grenade (see grenades table) or explode; FS 5-ft x 5-ft.; Reach 5-ft.; Fort +3, Ref +1, Will +1, AP 0; Rep +1; Str 12 (+1), Dex 13 (+1), Con 14 (+2), Int 15 (+2), Wis 10 (+0), Cha 8 (-1).

Skills: Computer Use +4, Craft (chemical) +6, Craft (electronic) +6, Craft (mechanical) +6, Craft (structural) +6, Demolitions +6, Drive +4, Forgery +4, Knowledge (current events) +5, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (cause) +5, Navigate +4, Profession +2.

Feats: Armour Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Mad Bombers can be found anywhere, but prefer cities or towns where there are more things to destroy for the cause. Mad Bombers always act alone.

Porno Publishers

In a female-dominated world the male enclaves, outside of Los Diablos, often have a hard time finding suitable pornography. A few individuals take it upon themselves to provide for this small but lucrative market by pursuing Macho Women, especially Renegade Nuns, and taking compromising photos of them. Sleazy but wealthy they use x-ray specs, zoom lenses and stealth to try to snap pictures for such magazines as Bazooka Bazoongas, New Talent From Hell and Nuns Unaware.

Species Traits

Reputation Wrecking Porn: To attack the Porno Publisher makes a photography roll against the character's Defence or Hide skill depending on the circumstances. The Publisher then makes a run for it and, if he gets away publishes the photos the next day resulting in a reduction of -1 to the character's Reputation.

Porno Publisher: CR 2; Medium-size humanoid; HD 1d8 + 1d6; hp 8; Mana Dice 2d6+2; Mana Points 9; Massive Damage Threshold 10; Init +2; Spd 30-ft.; Defence 17 (+2 Dex, +2 Light armour shirt); BAB +0; Grap -1; Atk None. Porno Publishers do not fight back, they only seek to flee; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +1, Ref +4, Will +1; AP 0; Rep +3; Str 8 (-1), Dex 14 (+2), Con 10 (+0), Int 13 (+1), Wis 12 (+1), Cha 15 (+2).

Skills: Craft (photography) +6, Drive +5, Hide +7, Move Silently +7.

Feats: Simple Weapons Proficiency.

Advancement: By character class.

Notes: Wherever there are beautiful women Porno Publishers can be found, usually alone but they may bring thugs or backup with them to protect them while they get away.

Possessions: Combat unicycle, photographic gear.

Psychotic Psantas

Christmas almost died with The Dang and for years no letters got to Santa at all. The loneliness drove him crazy and he realised what a bum deal he was getting; crafting toys twenty-four hours a day, seven days a week and all for a few measly mince pies and the odd glass of cheap sherry. He snapped. Now Santa's vengeful spirit enters suitable hosts, donning a hockey mask and taking up a chainsaw to visit terror and bloody dismembering death on an ungrateful and uncaring populace.

Species Traits

Chimney Magic: Psychotic Psantas can turn into a wisp of magic in order to infiltrate buildings via chimneys or vents.

He Knows When You Are Sleeping: When creeping up on a sleeping target the Psychotic Psanta cannot be fooled by fake sleeping and does not need to make a Move Silently roll to avoid waking them. The first they will know is the

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revving and cutting of the chainsaw.

Possession: If the physical host is destroyed the Psanta spirit drifts away to take over another body.

Psychotic Psantas: CR 10; Medium-size humanoid (amply proportioned); HD 5d10+15 + 5d10+15; hp 85; Mana Dice 10d10; Mana Points 55; Massive Damage Threshold 16; Init +1; Spd 30-ft.; Defence 18 (+1 Dex, +1 natural blubber); BAB +8; Grap +10; Atk Punch +12 1d8+2 non lethal, Chainsaw +12 3d6+2 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +9, Ref +3, Will +2; AP 10; Rep +8; Str 15 (+2), Dex 12 (+1), Con 16 (+2), Int 13 (+1), Wis 10 (+0), Cha 8 (-1).

Skills: Climb +8, Craft (toys) +7, Drive (sled) +10, Hide +6, Intimidate +6, Jump +7, Move Silently +6, Spot +6.

Feats: Armour Proficiency (light), Brawl, Improved Brawl, Exotic Weapons Proficiency, Simple Weapons Proficiency.

Advancement: None.

Notes: Psanta maintains a base near the North Pole but can be found anywhere. Psanta normally travels alone but may be found riding his bladed battle sled pulled by seven Bambo.



Richard Tulcholka

A little known Michigan game designer who has survived The Dang, standing in ragged clothes with an overgrown beard and only one shoe, empty-handed and with a bewildered look on his face. This is an in-joke from the first Macho Women with Guns and we have no idea what it is about either. Nostalgia is a powerful force.

Species Traits

Tulcholka Power: Richard Tulcholka cannot be harmed by any known means and wanders randomly getting in the way of fire fights unless lifted up and physically removed from the area.

Salivating Sexists

The sleaziest of the sleazy Salivating Sexists usually operate alone, waiting in bars, parks, malls and night-clubs for their victims to happen by. Upon spotting a suitable target they close in, uttering their cheesy lines and trying to get to as many bases as possible before the effects of their 'charm' wear off. Salivating Sexists flee from any lethal attack.

Salivating Sexist Lines

'What time do you get off? I bet I can get you off early.'

'What time do those legs open?'

'Nice shoes, wanna screw?'

'If I said you had a beautiful body, would you hold it against me?'

'That's a wonderful dress. It would look great on my bedroom floor.'

Species Traits

Opening Line: The Salivating Sexist's first attack is always an opening line. This exercise in pure cheesiness is delivered deadpan and in all seriousness. Resisting the line is a Will save against a DC of 18 and failure causes the target to be stunned, making them susceptible to the pawing of the sleaze attack. The target can reroll their save every turn until they succeed, shaking off the effects.

Sleaze: When a target is stunned by an opening line the Sexist closes in, progressing a 'base' every turn he can press the attack and reducing the poor target's Cha score by one with each successive attack until they are pushed away. After a successful Sleaze attack the Sexist sidles off to share war stories with his friends.



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Salivating Sexist: CR 5; Medium-size humanoid; HD 3d8 + 3d6; hp 24; Mana Dice 6d6+6; Mana Points 27; Massive Damage Threshold 10; Init +6 (Improved Init); Spd 30-ft.; Defence 17 (+2 Dex); BAB +3; Grap +2; Atk Fists +2 1d3-1 non lethal, sleaze, opening line; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +3, Ref +6, Will +3; AP 0; Rep +7; Str 8 (-1), Dex 14 (+2), Con 10 (+0), Int 13 (+1), Wis 12 (+1), Cha 15 (+2).

Skills: Bluff +11, Drive +9, Gamble +8, Profession +5.

Feats: Improved Initiative, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Salivating Sexists are only found in cities or towns with at least one bar. Salivating Sexists operate alone but there may be as many as 6 in a single bar or club.

Three Adjectives and an Animal

Vicious, mutated animals who have taken up arms to fight for their rights much like Bambo. These animals however have mutated enough to have thumbs and lucrative film and comic book deals that help to fund their organisations. The Revolting, Roving, Ronin Rodents and the Groping, Geriatric, Gangrenous Gerbils are but two of these groups and the Adolescent Radioactive Blackbelt Hamsters are perhaps the most notorious of the militant mutant animal groups.

Species Traits

Animal Crackers: Three Adjectives And An Animal receive all the Species Traits of the animals that they are partly like, including claw, bite and gore attacks scaled up to the appropriate size.

Three Adjectives and an Animal: CR ¼; Medium-size monstrous humanoid; HD 1d8+2 + 1d10+2; hp 14; Mana Dice 2d6; Mana Points 7; Massive Damage Threshold 15; Init +1; Spd 30-ft.; Defence 13 (+1 Dex); BAB +1; Grap +3; Atk Melee +4, Ranged +2; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +4; Ref +1; Will +0; AP 0; Rep +0; Str 14 (+2), Dex 12 (+1), Con 15 (+2), Int 13 (+1), Wis 10 (+0), Cha 8 (-1).

Skills: Climb +5, Hide +5, Jump +5, Listen +5, Move Silently +5, Spot +5.

Feats: Brawl, Simple Weapons Proficiency, any other feats required to be proficient with selected weapons.

Advancement: By character class.

Notes: Mutations of the appropriate animal type are found in their natural environment. Three Adjectives and an Animal are almost always found in groups of four, each armed with a distinctive weapon different to thier peers.

TV Evangelists

With the only working TV network operated by Satan, TV Evangelists have been left with no way to con riches out of people other than to go around in person. The elderly ones who have survived and their cosseted offspring react strangely to women, lurching towards them fixated upon their breasts and trying desperately to cling onto them all the while decrying them as 'Whores of Babylon' or 'Filthy Jezebels' and demanding money.

Species Traits

Encumbering Boob Grope: On a successful Grapple attempt the TV Evangelist clings to the target's breasts with frightening tenacity reducing all their rolls by -2 due to the massive encumbrance and the constant kneading and preaching. A maximum of two TV Evangelists can affix themselves to a single target and the effects are cumulative. Pulling them off requires a successful Grapple roll against them.

TV Evangelists: CR 1; Medium-size humanoid; HD 2d6; hp 7; Mana Dice 2d8; Mana points 9; Massive Damage Threshold 10; Init +1; Spd 30-ft; Defence 12 (+1 Dex); BAB +0; Grap -1; Atk TV Evangelists only Grapple with their Boob Grope special attack; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +2, Ref +2, Will +3; AP 0; Rep +3; Str 8 (-1), Dex 12 (+1), Con 10 (+0), Int 13 (+1), Wis 14 (+2), Cha 15 (+2).

Skills: Bluff +8, Knowledge (theology) +7.

Feats: Combat Genuflection, Simple Weapons Proficiency.

Advancement: By character class.

Notes: TV Evangelists are usually found around cities or other sizeable settlements. They are sometimes found in groups of up to six. Some bandits keep captive TV Evangelists to unleash on

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unsuspecting women as a distraction for their own attacks.

Science Fiction Enemies

Science-fiction enemies are the alien and the fantastic brought about not through magic but through science and exploration of the far-flung reaches of space. In *Macho Women With Guns* the source of the science-fiction elements is aliens come to Earth or certain advanced human enclaves. Science-fiction enemies include aliens, cyborgs and robots all turned to new and sinister purpose in the dark future after *The Dang*.

Aliens

Nasty, vicious spiky creatures from another planet, originally pets but abandoned, unwanted on the Earth where they have now bred and are starting to cause problems. These aliens are little more than animals but have a vicious array of claws, talons and teeth that can cause even the most hardened Macho Woman to pause for thought. To add insult to injury they bleed acid when they are shot, which hurts.

Species Traits

Acidic Ickies: Anyone within five feet of an alien that takes any lethal damage must make a Reflex save against a DC of 13 or get splashed with acid for 1d6 damage.

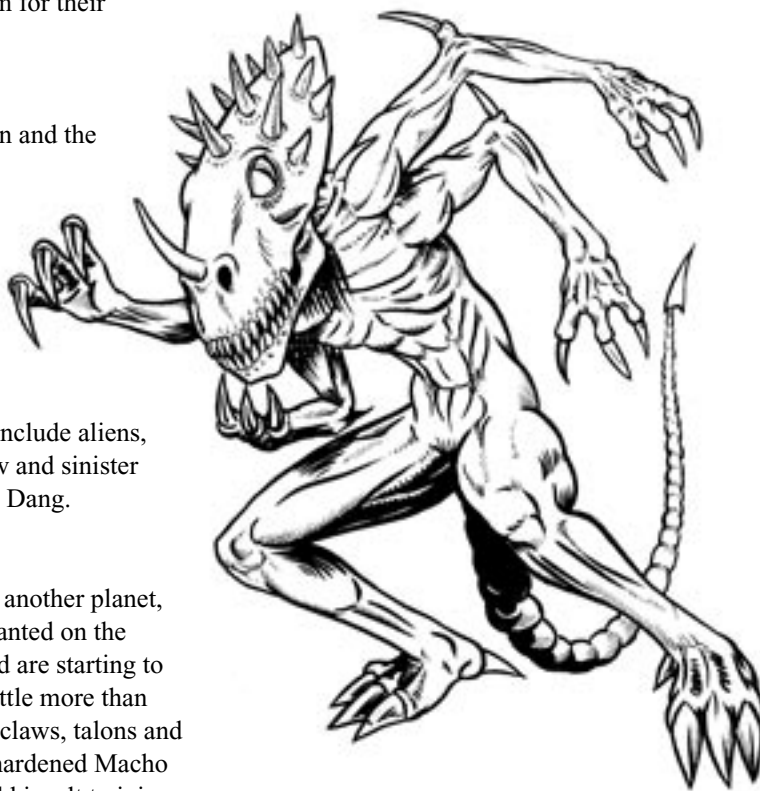
Implant: Immobile or unconscious enemies carried off by the aliens get an egg implanted in their rectum which explodes outwards for 3d6 damage after a couple of days, rapidly growing to become a new alien. This can be resisted with a Fortitude save against a DC of 30. Succeeding crushes the baby alien between rock hard buttocks.

Blindsight: 60-ft.

Aliens: CR 4; Medium-size 'magical' beast; HD 3d10+9; hp 26; Massive Damage Threshold 18; Init +5 (Improved Init); Spd 40-ft.; Defence 13 (+1 Dex, +2 natural armour); BAB +3; Grap +3; Atk Claws +6 1d6+3 damage, Bite +6 1d8+3 damage, Tail +6 1d8+3 damage, Implant; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +6, Ref +4, Will +3; AP +0; Rep +0; Str 16 (+3), Dex 12 (+1), Con 18 (+3), Int 2 (-4), Wis 14 (+2), Cha 2 (-4).

Skills: Climb +6, Jump +6

Feats: Improved Initiative.



Advancement: By size.

Notes: These little bastards can be found anywhere but they prefer abandoned installations and factories near human settlements. They typically live in hives of up to 100 but patrol in packs of four.

Animatronic Robots

Created in the shape of cartoon characters and historical figures by Bart Bisney, these robots prowl his ruined leisure park and have begun to intrude on other areas subjecting them to death, slavery and torture along with musical routines and patronising morality plays. Some new animatronic robots have begun to be created as Bart incorporates stories from captured settlements giving them his own unique twist and 'merchandising' them to death.

Species Traits

Construct: See *d20 Modern Roleplaying Game* for full details of these creatures.

Damage Reduction: 5/electricity.

Animatronic Robots: CR 2; Medium-size constructs; HD 2d10+10; hp 21; Init +0; Spd 30-ft.; Defence 15 (+5 natural armour); BAB +1; Grap +3; Atk Robotic claws +4 1d4+3 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +0, Ref +0, Will +1; AP 0; Rep +3; Str 15 (+2), Dex 11 (+0), Int 5 (-3), Wis 12 (+1), Cha 10 (+0).



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Advancement: By size.

Notes: Most are found around Bisney's camp and in the surrounding swamps and villages. Animatronic robots are usually encountered individually, in pairs or in raiding parties of between three and 18.

Bart Bisney

The great man himself, a frozen head attached to a hulking behemoth of a robotic body. Barely alive and driven by hate, he works tirelessly in the automated factories beneath Bisneyland churning out animatronic robots by the hundred to scour the world and to man his torture park. Bart's deep insanity still has a tiny core of humanity left at the very centre which leads him to hand out balloons to children before he has his robots nail them to the walls of the cinema sphere.

Species Traits

Darkvision: 60-ft. thanks to built in IR and lowlite goggles.

Construct: See *d20 Modern Roleplaying Game* for full details of these creatures.

Damage

Reduction: 10/
electricity.

Bart Bisney:

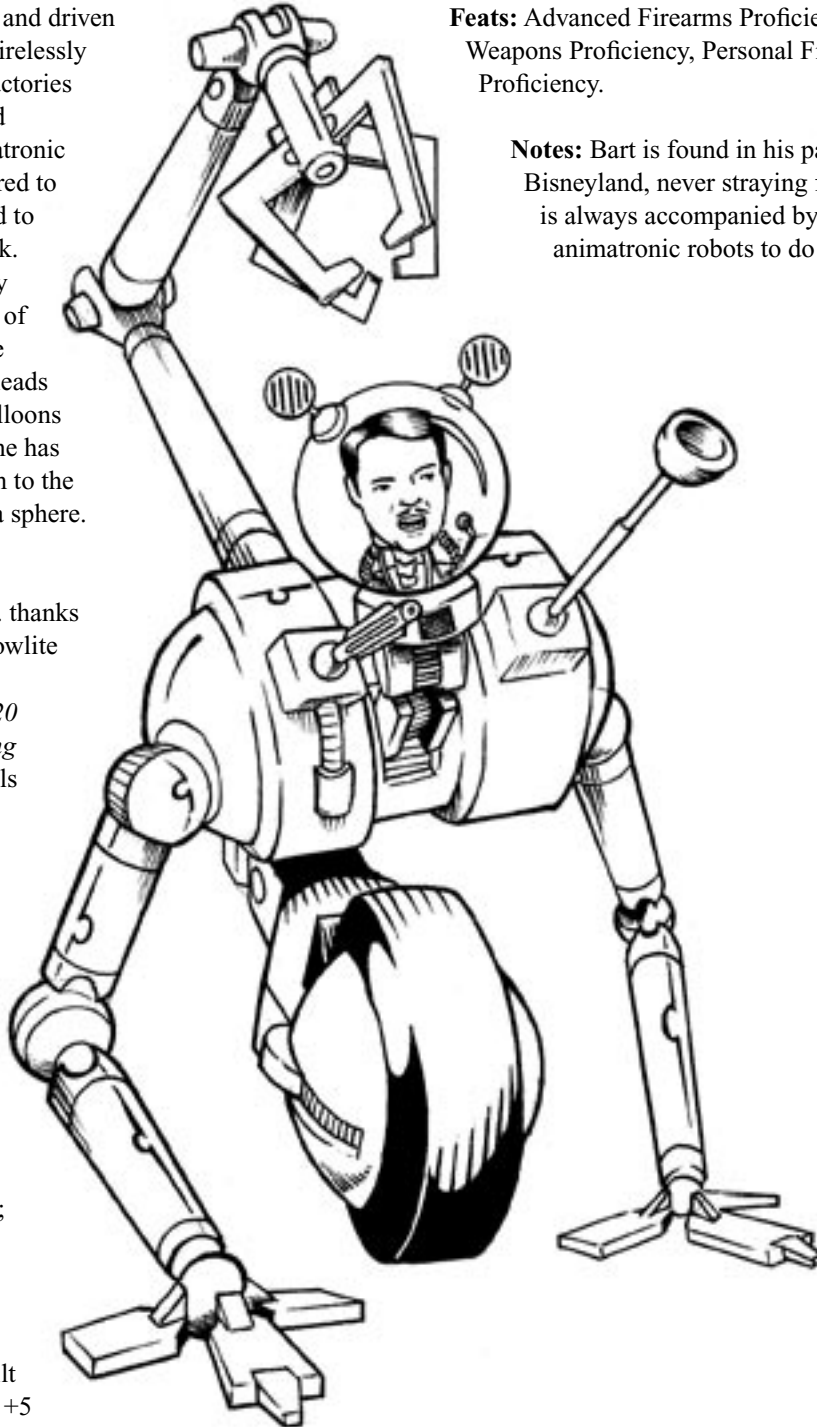
CR 10; Large construct; HD 8d10+20; hp 64; Init -1; Spd 30-ft.; Defence 13 (-1 Dex, -1 size, +5 natural armour); BAB +6/+1; Grap +10; Atk Slam +12 1d8+6 damage, Powerclaws +12 1d6+6 damage, built in machineguns x2 +5 2d8 damage; FS 10-ft. x

10-ft.; Reach 5-ft.; SV Fort +2, Ref +1, Will +3; AP 5; Rep +8; Str 23 (+6), Dex 9 (-1), Int 12 (+1), Wis 12 (+1), Cha 14 (+2).

Skills: Bluff +6, Climb +12, Computer Use +3, Craft (electronic) +9, Craft (mechanical) +9, Craft (structural) +9, Intimidate +6, Jump +10, Knowledge (business) +9, Listen +5, Search +5, Sense Motive +9, Spot +5.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Personal Firearms Proficiency.

Notes: Bart is found in his park, Bisneyland, never straying from it. Bart is always accompanied by at least five animatronic robots to do his bidding.



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Battlewarmechnobots

The very pinnacle of military high-tech just before The Dang, the Battlewarmechnobots were destined to rule the battlefields of Earth until a combination of public fear and the realisation that they were a stupid idea hit their development. The remaining ones had smiley faces painted on them to allay people's fears and were then mothballed. Some of these stores have been found after The Dang and while most find use as walking billboards some have been rearmed and used to rampage and destroy.

Battlewarmechnobots have to be piloted, they have no will of their own.

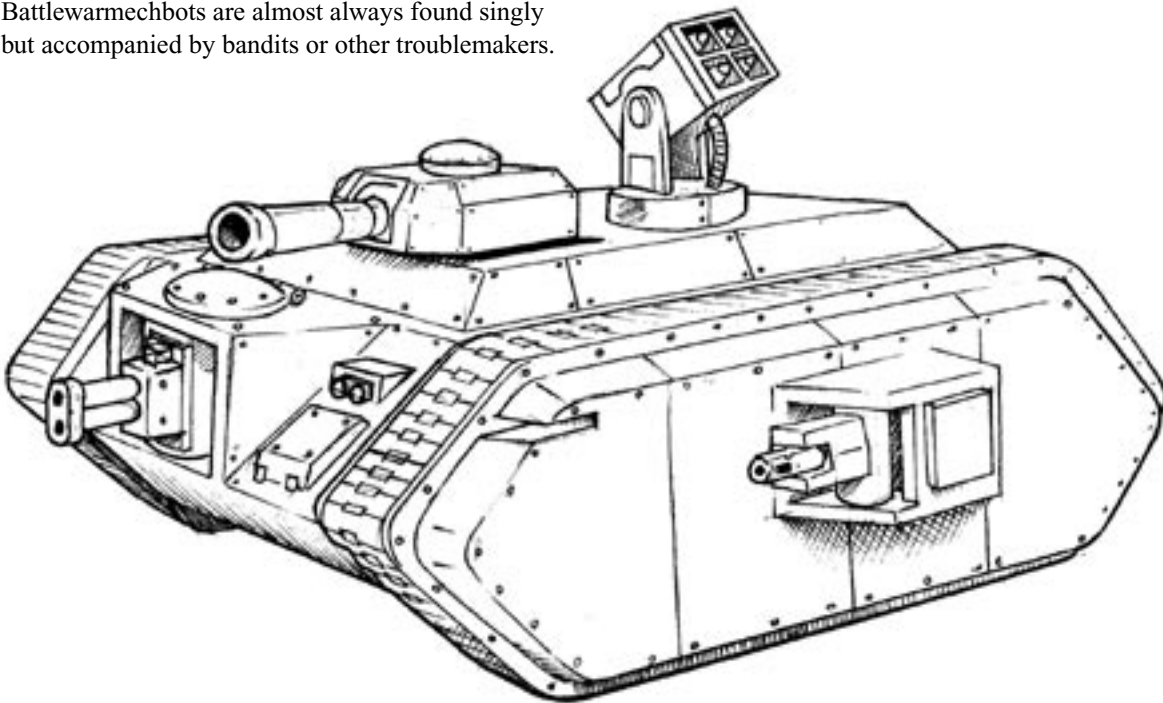
Species Traits

Construct: See *d20 Modern Roleplaying Game* for full details of these creatures.

Damage Reduction: 10/electricity.

Battlewarmechnobots: CR 10; Huge construct; HD 16d10+40; hp 128; Init As pilot -2; Spd 60-ft.; Defence 11 (-2 Size, -2 Dex, +5 natural armour. + Pilot Dex); BAB As pilot -2; Grap +8; Atk Giant claw 2d4+10 damage, 20mm Cannon 8d6 damage; FS 15-ft x 15-ft.; Reach 10-ft.; SV Fort As pilot +5, Ref As pilot -2, Will As pilot; AP As pilot; Rep +0; Str 30 (+10), Dex 6 (-2).

Notes: Battlewarmechnobots are all-terrain-capable vehicles and can be found anywhere there is sufficient technical expertise to keep them going. Battlewarmechnobots are almost always found singly but accompanied by bandits or other troublemakers.



Commies From Mars

Card carrying aliens from the Red Planet trying to subvert governments, devalue the dollar and eliminate faith. Working closely with the Alaskans and shuttling to and fro from Mars, the Commies work tirelessly to bring their brand of extraterrestrial Marxism to the Earth. They must be stopped!

Species Traits

Commie Conversion: Anyone killed by a Commie From Mars rises on the following turn as another Commie From Mars.

Damage Reduction: Inferior human technology finds it hard to hurt the extraterrestrial Reds and they gain a damage reduction of 1/-.

Commies from Mars: CR 2; Medium-size; HD 2d8; hp 9; Mana Dice 2d8; Mana Points 9; Massive Damage Threshold 10; Init +1; Spd 30-ft.; Defence 13 (+1 Dex, +2 natural armour); BAB +2; Grap +0; Atk Fist +2 1d3 non lethal, Laser pistol +3 2d6 damage; FS 5-ft. x 5-ft.; Reach 5-ft.; SV Fort +0, Ref +4, Will +3; AP 0; Rep +1; Str 11 (+0), Dex 12 (+1), Con 10 (+0), Int 10 (+0), Wis 10 (+0), Cha 10 (+0).

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Typically found on



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Mars, or in Alaska. Commies from Mars always travel in pairs and may be accompanied by Alaskan troops.

Helltanks

Enormous cybertanks that were all the rage just before Battlewarmechbots became de rigueur. Incredibly powerful but with the cybernetic brains of a 1980s arcade machine the Helltanks soon went utterly gaga and were mothballed. Years later after The Dang some fool reactivated one, which reactivated the others, and now they cruise around the country blowing up anything they take a dislike to.

Species Traits

Construct: See *d20 Modern Roleplaying Game* for full details of these creatures.

Damage Reduction: 20/electricity.

Radioactive: Anyone within five-feet of a Helltank takes one point of damage a turn from the leaky radioactive pile that powers it.

Helltanks: CR 12; Gargantuan construct; HD 16d10+80; hp 168; Init -2; Spd 40-ft.; Defence 14 (-4 size, +10 natural, -2 Dex); BAB +8/+3; Atk Track crush +23 2d8+15 damage, Big cannon +6 6d10 damage; FS 20-ft. x 40-ft.; Reach 0 ft.; SV Fort +5, Ref +3, Will +5; AP 0; Rep +6; Str 40 (+15), Dex 6 (-2), Int 3 (-4), Wis 10 (+0), Cha 8 (-1).

Notes: Helltanks can be found just about anywhere. Helltanks operate alone, but may be accompanied by other robots or by the scavengers who follow in the wake of their destructive actions.

Hunter Impregnator

The Texans are still a male-dominated society of reasonably high technology and they are looking for ways to tip the balance of nature back towards an even fifty-fifty split in gender so that men can assume what the Texans believe to be their rightful superiority once again. One of the methods they use to try and make this happen are their Hunter Impregnator robots. Armed with metallic tentacles and a reservoir of donated sperm, the Hunter Impregnator scours the deserts around Texas looking for suitable targets and doing its damndest to get them pregnant.

Species Traits

Impregnate: After a successful Grapple the Hunter Impregnator can... well, when a robot and a lady love each other very much... anyway, 9

months later there might be a kid, OK?

Improved Grab (Ex): To use this ability the impregnator must hit with a tentacle attack. Full details for this ability can be found in *d20 Modern Roleplaying Game*.

Darkvision: 60-ft.

Damage Reduction: 5/electricity.

Hunter Impregnator: CR 4; Large construct; HD 4d10+20; hp 42; Init -1; Spd 40-ft.; Defence 13 (-1 size, -1 Dex, +5 natural armour); BAB +2; Grap +10; Atk Grap +10, Impregnate, Tentacle lash +8 1d8+6 damage; FS 10-ft x 10-ft.; Reach 10-ft.; SV Fort +1, Ref +0, Will +2; AP 0; Rep +2; Str 22 (+6), Dex 9 (-1), Int 2 (-4), Wis 12 (+1).

Notes: Hunter Impregnators are found cruising the deserts around Texas. Hunter Impregnators are found in groups of 1-8 units and may be accompanied by Sperminators.

Randy Greys

It seems that Earth has something of a reputation as being the Amsterdam or Bangkok of the universe. A great many small, grey alien tourists come to Earth



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every year knowing that any fool with a stun beam and a probulator can get some jollies from those easy Earth girls.

Species Traits

Spooky: Greys are unsettling to look at and anyone attacking them suffers a -1 to their attack roll. Greys gain a bonus of +1 to their Intimidation checks.

Randy Grey: CR 2; Small humanoid; HD 2d8-2; hp 7; Mana Dice 2d8+6; Mana Points 15; Massive Damage Threshold 8; Init +1; Spd 30-ft.; Defence 12 (+1 Dex, +1 Size); BAB +1; Grap -3; Atk Feeble fist +0 1d2-1 non lethal, Laser pistol +2, 2d6 damage; FS 5-ft. by 5-ft.; Reach 5-ft.; SV Fort -1, Ref +1, Will +6; AP 0; Rep +2; Str 6 (-2), Dex 12 (+1), Con 8 (-1), Int 16 (+3), Wis 16(+3), Cha 10 (+0).

Skills: Intimidate+6, Pilot +6

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency.

Advancement: By character class.

Notes: Greys are found in U.F.O.s, in space or in remote farming communities. Greys are usually found in enough numbers to crew the U.F.O. they arrived in.

Sperminator

Hunter Impregnators are not always effective, more organised communities or tribes are able to gang up and eliminate so obvious a threat. The Texan authorities came up with an idea for a stealth unit that could also do the job, a robot clad in lifelike skin and buff so that it would be popular with the ladies. While dumb as a box of rocks the series was successful and units without their skin are used to back up Hunter Impregnators in other areas.

Species Traits

Construct: See *d20 Modern Roleplaying Game*.

Impregnate: If a Sperminator manages to get a woman into bed, or is taken there, it will attempt to impregnate her. The outcome is up to the Games Master.

Stealth Skin: It is DC20 check to notice a Sperminator in its skin covering is anything other than a big dumb jock.



Sperminator: CR 5; Medium-size construct; HD 6d10+10; hp 43; Init +0; Spd 30-ft.; Defence 15 (+5 natural armour); BAB +4; Grap +0; Atk Metal fists 1d6 or by weapon; FS 5-ft. x 5-ft.; Reach 5-ft.; Str 15 (+2), Dex 10 (+0), Int 3 (-4), Wis 10 (+0), Cha 10 (+0).

Feats: Sperminators are proficient with all firearms and their fists.

Notes: Sperminators are usually found in the deserts around Texas but can be found further afield. Sperminators in stealth mode operate secretly and alone, otherwise they can be found in units of between two and eight.



Sample Adventure

Angels Charlies and The Fuzzy Menace

What is a game without an introductory adventure? This game can be used as a springboard for a whole campaign if you want to inflict that much pain upon yourself and should provide a couple of hours of amusement at the least.

For this adventure you can either use the pre-generated characters or can create your own. The adventure is aimed at a party of three third-level characters but could be played by larger groups of lower level characters. It is intended to be challenging but not too easy. Try to make sure the characters have a good spread of skills.

The players are a group of elite mercenary operatives based out of Los Diablos who work for a mysterious rich benefactor who goes by the codename of 'Angel'. Angel calls our girls up with missions which they then complete and for which they are rewarded with vast amounts of cash and all the toys a girl could ask for.

Our adventure begins with the girls celebrating a recent victory in their island mansion...

Angel

Not that it is ever likely to come up but Angel is a highly ranked Bat-winged Bimbo who used to work for Q.U.I.M. (Quorum of United Interests Mercantile) as a secret agent but has since retired, occasionally taking on the work that Q.U.I.M. considers far too dangerous for their normal operatives. To deal with this Angel has created and trained a group of idiotic dupes who like taking on these dangerous missions, her 'Charlies', in the sense of 'A right bunch of Charlies'.

Angel does not care one jot for the fate of her Charlies but always affects a tone of deep affection on the phone and rewards them well. After all, everything can be reclaimed once they are dead and their lives are heavily insured.

Champagne & Ninjas

1. Read the following text aloud to the players...

Another successful job for Angel, you managed to recover the statue of the leering Buddha from its place in the grand temple of the Seven & Eleven Empire and now it sits peering lewdly at you in the middle of your lounge awaiting pick up by another of Angel's agents. Your money has been wired and it is party time! The champagne flows freely, Angel has laid on some pretty boys to keep you occupied, the music plays and you dance around in your pants, Life is good.

Allow them to roleplay their partying for a while, encourage them to get drunk, fool around and do any of the various silly things they might want to do. Play up the humour, have someone fall in the pool, vomit in the rosebushes or be found trying on strange clothes, establish a mood of frivolity and carefree attitude. As soon as they start to get bored by this...

2. Read the following text aloud to the players...

The phone rings, the special phone that only Angel ever calls on, summoning you all to the lounge, the red light on its face blinking like something from a camp TV show from before the Dang. The room seems to tilt crazily to one side but it must just be the effect of the champagne. Who is going to answer the phone?

Interrupt anyone trying to say that they are answering the phone by shouting 'Ring, ring!' loudly until the players become annoyed, threaten violence or threaten to stop playing, then allow someone to answer the phone.

'Gleetings Char-rees, di' you fink you coul' 'scape the Seven an Ereeven Empire so easiree?'

The phone cuts out, allow the players to react and then...

3. Read the following text aloud to the players...

The windows smash inwards as six nubile young ninja women swing in on wires throwing round, grenade-like objects in all directs. Spinning and landing agilely on their feet they take up martial arts stances, the light seemingly drawn in to their skin-tight black leotards and masks. The grenades explode, showering the room in thick viscous mud and coating everyone within. The boy toys and guests run out, screaming and wiping their eyes, leaving you to deal with the threat, the dreaded Lesbian Mud wrestling Ninja of the Seven & Eleven Empire!

Sample Adventure

This conflict takes place using the mud wrestling and catfight rules laid out in the Fighting like a Girl chapter on page 91. Anyone reduced to zero Charisma is also reduced to tears and is out of the fight. If the ninja win they depart, victorious with the Charlies' clothes as a trophy and the leering Buddha in tow, leaving the Charlies in misery. If the Charlies win they gain experience points and can do with the ninja as they wish. Either way at the end of the muddy conflict the phone rings again. When they answer it...

4. Read the following text aloud to your players...

'Morning Charlies!'

If the players do not immediately respond with 'Morning Angel' dock them a couple of hundred experience points.

'I have another mission for you if you are finished celebrating the success of the last one. Old Scratch himself is taking an interest in this one and it's a matter that concerns all of Los Diablos and our continued prosperity. On the mainland to the north there is a deforestation operation in motion. This logging is vital to Los Diablos' production of pornographic magazines and must not be disrupted. However, someone or something is sabotaging the operation. Already this month's issue of Heaving Jugs has been delayed and there could be more problems. Your mission is to travel to this camp and to investigate and bring to an end the disturbances there. There is more information on the desk next to the phone. Good luck Charlies.'

The information on the desk consists of.

- A report on the sabotage that has been going on which indicates a fairly advanced set of tactics. Tree spiking, the sabotaging of machinery by cutting fuel lines and shorting out electrics and even the assassination of key workers. A Craft (mechanical) check against a DC of 15 will reveal that whoever the saboteurs are they must understand technology as they know how to disable things effectively.
- A map of the logging area taken by a spotter plane showing the docks, the cleared area and the current work area with incidents circled in red pen. A Knowledge (tactics) check against a DC of 15 will reveal that there is no pattern to the attacks and that they are the work of enthusiastic amateurs.
- Transport arrangements to take them to the appropriate place by private motor yacht, which should be arriving already as they finish examining the paperwork...

Lesbian Ninja Mudwrestlers

The Lesbian Ninja Mudwrestlers are of the lipstick lesbian variety and so perhaps not so suited to their choice of mudwrestling as their butcher counterparts. They wear clingy leotards and ninja masks and do their best to wrestle their enemies into submission. Lesbian Ninja Mudwrestlers can also be used as generic low level ninja enemies to be mown down in other scenarios.

Lesbian Ninja Mudwrestlers: Fast heroines level 1; CR 1; Str 13 (+1), Dex 15 (+2), Con 12 (+1), Int 8 (-1), Wis 10 (+0), Cha 14 (+2); SV Fort +1, Ref +3, Will +0; Init +2; BAB +0; Defence: 15 (+2 Dex); Grap +1; Atk Grapple, Ninja sword +2 1d8+2 damage; hp 9; Mana points 6, Total Charisma 16+3 (With ninja leotard).

Skills: Balance +5, Escape Artist +4, Hide +8, Move silently +8, Tumble +5

Feats: Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Weapon Finesse (Ninja sword).

Talents: Evasion.

Possessions: Ninja sword, clingy leotard, mud grenades.

Scratch's Logging Camp

1. Read the following text aloud to the players...

The trip is over the sea and fairly easy in a luxury yacht. The steersman, Gatanga, doesn't say much, just sticks to steering the boat through the bright blue waters while you sunbathe and frolic. The first words he even utters are 'Land ahoy' when the mainland comes into sight. The yacht approaches the docks where empty transport ships are awaiting their cargo of logs, slipping between them and nestling up to the pier where it is lashed with ropes and the boarding plank lowered.

Crossing the boarding plank is a Balance check (DC 10) if anyone rushes or tries to be showy with a humiliating dip into the briny should they fail.

The director of the enterprise awaits you with two large loggers by her side, wringing her hands and looking somewhat distraught and wary.



Sample Adventure

The director, Mz Chesty Larou is a severe-looking taskmistress with scraped back hair and severe black-rimmed glasses. From the way she looks at the nature surrounding her it is clear she is a city woman with a deep distaste for nature. Her accompanying goons are just that - goons. They have no personality and say nothing more than a grunt.

Mz Larou is terse with the Charlies and is trying to cover up the full extent of the problem. She will take them on a quick tour of the facilities showing them the sawmill and the loading docks before finally, grudgingly taking them to the forest where the wood is cut.

Mz Larou knows very little but with proper questioning can reveal the following:

- a) The sabotage has not been going on for very long, only a month or so.
- b) Several of the workers have reported seeing strange, human-sized animals moving in the woods just before or after something goes wrong.
- c) None of this is her fault, it is all someone else's fault and there was no need to bring in outside

The Squirrel Man

All he cares about is getting away for which purpose he will try to run into the forest and then hide. If he does get away though the players will have no clue as to where to go next so make sure he trips on a tree root or something and then explodes if he manages to get away from them.

The Squirrel Man: Fast hero level 3/Charismatic Hero level 3; CR 5; Str 8 (-1), Dex 14 (+2), Con 10 (+0), Int 13 (+1), Wis 12 (+1), Cha 16 (+3); SV Fort +3, Ref +6, Will +3; Init +2; BAB +3; Defence 17 (+2 Dex); Grap +2; Atk Fist +2 1d3-1 non lethal, Pistol +5 2d4 damage; hp 24; Mana points 20.

Skills: Bluff +9, Craft (visual art) +7, Diplomacy +9, Drive +7, Gamble +7, Knowledge (nightlife) +11, Perform (dance) +9, Pilot +7, Profession +4, Ride +4. None of which is much use for fleeing in terror from Macho Women.

Feats: Educated, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Windfall.

Talents: Evasion, Uncanny dodge 1, Coordinate, Inspiration.

Possessions: .22 pistol, squirrel costume, incendiary bombs.

help, she is handling it just fine and who are you people anyway?

2. Read the following to the players as the tour wraps up...

As the tour of the camp comes to an end you come to the swathe of forest that has been torn up and cut down. There are several broken down vehicles around and the remaining workers are looking at the rest of the forest a little nervously, working very slowly. Suddenly you notice a figure, a human-sized furry figure breaking from one of the diggers and dashing towards the woods. The digger explodes behind the figure, showering the area with fragments of burning metal, but it still has a ways to go before he reaches the woods!

Now they can attempt to catch up to the figure which on closer inspection appears to be some sort of giant squirrel. They have three turns before it reaches the tree line which counts as ¼ cover. Once into the trees it will attempt to hide up a tree. The squirrel will not let itself be caught alive and if reduced to zero hit points its remaining explosives, incendiaries, will go up. If captured the squirrel will use a dead-man's trigger to incinerate itself.

Internal Organs Provide Clue

1. Read the following aloud to the players...

With the squirrel menace destroyed perhaps you have some clue as to what is causing the problems; giant, mutant squirrels with bombs. Many avenues of possibility rush through your minds. You could eliminate their nut stockpiles, burn the trees. The site doctor is preparing an autopsy, perhaps some clue can then be found, some weakness that can be exploited. Perhaps timed exploding acorns...

The medical room is not particularly professional, just a tent, a few Formica-topped tables and a lot of plastic sheeting. The doctor, Dr Moebius, is a hunched over, gangrenous little creep who gives every impression of perhaps being a necrophiliac and immediately starts into a long spiel about the body on the slab.

*'A fine example of *Tamiasciurus hudsonicus*, the red squirrel, seemingly mutated by the effects of radiation and the plague into this giant form. Take note the lushness of the fur before it was burned, the large front teeth once used for cracking nuts and now used as formidable weapons. The forepaws have developed thumbs and the feet an interested striation doubtless used for gripping...'*

Sample Adventure

His speech turns into a sort of constant background 'blah, blah, blah', however, the players may pick up certain interesting things themselves.

- a) A Spot check against a DC of 15 will reveal that the doctor is a complete idiot. There is a zipper on the front of what now appears to be a squirrel costume. It also reveals that the paws are in fact sneakers with furry tops over them.
- b) Once the red-faced quack surgically removes the burnt uniform a slightly less burnt human corpse is revealed. It is immediately obvious that this man was 'enjoying' himself in his squirrel costume. What is less apparent is that with a Search check against a DC of 12 he has his wallet on him.
- c) Once his face is uncovered a Knowledge (current affairs) check against a DC of 12 identifies him as a fairly high profile nightclub owner from Sunset Island.

If the players are utterly useless and do not spot any of these things have the misshapen doctor go through the procedure bit by bit in front of them, describing how he removes the outer layer and is surprised to find a second skin underneath with some kind of cloth-like covering over the internalised genitalia. Then tattoos and so on and finally have him surgically remove the wallet and place it in a kidney dish right in front of them.

The man's nightclub will reveal nothing but may give them a good night out if they go there. The staff and those that knew him describe Ivor as a vivacious and outgoing party animal with an eye for the ladies who partied six nights a week and was never seen on Thursdays.

The best lead is The Golden Hamster and railroad them if you must to get them there.

The Contents Of The Wallet

Half a dozen credit cards.
A video club membership card.
\$500 in cash, which one of the characters will likely steal.
One condom, unused.
Owners ID for the Golden Goose lap-dancing club identifying him as Ivor Biggun
Membership card in mock gold for the Golden Hamster club, no address is given but fortunately he has scribbled down directions on a folded piece of paper also in the wallet.

The Sign Of The Golden Hamster

1. Read the following aloud to your players...

On this particular Thursday the Golden Hamster seems to be especially busy and the doormen especially alert. A long cue of the rich and semi-famous of Los Diablos are waiting to get in, each clutching a bag or backpack to them with intense protectiveness. Getting in is not going to be easy.

The Golden Hamster itself is a three-storey building and part of a strip of similar looking clubs, there are no windows above the first floor but air conditioner pipes jut out of the top. A giant golden neon Hamster flicks on and off annoyingly above the queue advertising the club even though they only seem to be letting members in.

There are many ways to get into the club.

- a) Use Ivor's membership card: Not an easy prospect unless you replace the photograph and can pass yourself off as having the name Ivor Biggun. This would require a Forgery check against a DC of 18 to accomplish and would still let only one of them in. Creating new cards from whole cloth requires materials and a Forgery check at a DC of 22. Trying to bluff your way in with the wrong ID is a Bluff check with a DC of 18. Allow them to roleplay this as much as roll for it but nobody gets in without a bag.
- b) They can stealth-ninja their way in through the roof by entering an adjoining club, climbing to the roof, jumping across and then shimmying down through the air conditioning ducts until they are inside. Getting across the gap is a DC 12 Jump check with a three storey fall awaiting the unlucky. Breaking open the aircon without setting off an alarm is a Disable Device check with a DC of 15. Getting into the ducts is easy but very cramped, making it impossible to turn around or manoeuvre.
- c) They can knock unconscious three of the people waiting to go in and steal their memberships and bags. This has a DC of two less than getting through with Ivor's ID. Their targets are low-level Fast/Charismatic Ordinaries from the *d20 Modern Roleplaying Game*.
- d) They can charge the building and try to kill everything in sight while they upend the place looking for clues. There are two doormen outside, two more just inside the door and a further six goons within the building as well as about two-hundred club goers who will panic and try to flee the building at the first sign of trouble. The doormen are mid-



Sample Adventure

level Strong/Tough Ordinaries. This method is not recommended.

2. Inside, the building is plush with deep, shag pile carpets, soft lighting and piped music with the unmistakable thudding beat of bass coming from a dance floor probably on the next level. As people file in they go into two rooms, split by gender. These rooms are changing rooms where the people change into their animal outfits!

If the players have snuck in they will now have to find themselves animal costumes from the people here without being spotted or arousing suspicion. If they stole bags they will find animal outfits in them but they may not fit too well.

Past the changing rooms are the toilets, which are perfect for ambushing people and then the stairs leading up to the next floor. The second floor is the dance floor with pumping techno music blasting and hundreds of people dressed as furry animals gyrating and making out on the sofas. The floor above that appears to be a quieter meeting place.

Origin of the Species

1. As your players reach the third floor read this aloud to them...

The doormen move aside and push the door open for you allowing you to enter this top level. It is soundproofed and the beat from the dance floor can barely be heard. What can be seen is a group of fur-clad individuals wearing armbands with green trees embroidered on them and what can be heard is the ranting of a large man dressed as a Chipmunk addressing the group.

This is Alvin Logan, leader of the F.F.F, the Furry Freedom Fighters. An inspired spokesman for this perverted group who is impossible to take seriously due to his chipmunk outfit.

'My fellow furrries! Ours is a perverted lifestyle, yes, but all perversions are made welcome in Los Diablos, all perversions of the flesh and all pursuits of ultimate pleasure are embraced by the Dark Lord in his great office. Yet there is a threat to our way of life, intolerance for those of us who choose to walk the path of cute and fuzzy gratification! Our romping ground to the north in what was once Oregon, where we could indulge ourselves in the wilderness setting of the animals we pretend to be is threatened. Already the forest is being cut down, destroyed and for what? To make pornography, mainstream pornography! We must

put an end to this now. Already some of our agents have been working against this terrible disaster but their efforts have not been enough. Many of you are amongst the elite of the Los Diablos business community and with your generous donations I have finally managed to create a weapon that will turn this struggle our way, forever!'

A great cheer goes up at this with a standing ovation, then, just at the wrong moment one of the doormen realises our three heroines are impostors and shouts that there is a security breach.

2. The fight needs to be run according to certain rules. Alvin cannot be harmed during this scenario, any shots miss and he runs to the roof where he boards a helicopter and escapes. The F.F.F. followers up here will all dive for cover and not get involved unless you decide the fight is going too easily for the players in which case throw in a couple of brave ones to complicate matters. The doormen are the only ones who will get involved thanks to the soundproofing and no others can hear. When they pursue Alvin to the roof the helicopter is already taking off and cannot be shot down or stopped. He calls mockingly to them...

'You are too late! My project is complete, I go now to unleash terrible death upon the loggers! You cannot stop me, nothing can stop me, we are invincible! Bwahahahahahahaha!'

And with his gloating slowly fading he vanishes into the night in his helicopter.

3. Hopefully any sensible group will now go and ransack the meeting room for clues before the rest of the doormen arrive. Your group may however just take off for the logging camp straight away. If they do not look for clues go to *Retreat Into The Wilderness*, if they do have a clue they might be able to skip straight to *It's A Big Fight*.

The meeting room has leaflets which describe the plight of the forest and the needs of the furrries in heart-rending and sickening detail respectively. There is also an overhead projector with several slides for it. One shows the logging camp, another an underground complex built under some log cabins and the last a terrifying-looking giant beaver. His plan seems apparent...

Sample Adventure

Retreat Into the Wilderness

1. Racing back to the logging camp they will find that nothing has occurred yet. There is still time. Some of the workers saw a helicopter fly over heading into the forest but they thought little of it. It is night now, dark and scary and the forest could hold anything.

The only way to divert the attack is to head into the forest.

2. The forest is large and thick, overgrown and is not easy going at all. The only paths to follow are animal trails that cut across the ground and the problem with animal trails is the presence of animals. You can be as lenient or as nasty as you want with what creatures or animals they run into in the woods depending on how easy the game has been for them so far. Other natural hazards can include bogs, thorny bushes and running into trees

Alvin Logan

Alvin is an insane genius so obsessed with his lifestyle that he has created an army of giant cyberbeavers to wipe out any threat to his beloved wilderness where he indulges his freakish hobby. He is a total loon and when he joins the fray attacks without any regard for personal safety.

Alvin Logan: Smart Hero 5/Dedicated Hero 5; CR 9; Str 8 (-1), Dex 13 (+1), Con 10 (+0), Int 16 (+3), Wis 15 (+2), Cha 12 (+1); SV Fort +4, Ref +5, Will +8; Init +5 (Improved Initiative); BAB +5; Defence 16 (+1 Dex); Grap +4; Atk Fist +4 1d3-1 non lethal, Spanner +4 1d4 damage; hp 35; Mana points 45.

Skills: Computer Use +13, Craft (biological) +15, Craft (cybernetic) +15, Craft (pharmaceutical) +16, Decipher Script +9, Investigate +15, Knowledge (beavers) +14, Knowledge (Earth and life sciences) +13, Knowledge (furry trivia) +9, Profession +11, Research +16, Search +10, Treat Injury +8.

Feats: Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Talents: Savant (cybernetics), Exploit Weakness, Plan, Healing Knack, Healing Touch 1, Healing Touch 2.

Possessions: Big spanner, gang of cloned, giant, cyberbeavers and a chipmunk costume.

Killer Beavers

Fiendish-looking, six-foot beavers with cybernetic implants and frothing mouths that attack frenziedly seeking to gnaw to death all humans and programmed to protect the forest. The ones that are defeated are not the only ones in the pods, it is perfectly possible that some will survive the explosions and escape into the woods or that Alvin kept other caches of the beasts...

Giant Killer Cyberbeavers: CR 2; Str 18 (+4), Dex 15 (+2), Con 19 (+4), Int 2 (-4), Wis 12 (+1), Cha 6 (-2); SV Fort +6, Ref +4, Will +3; Init +2; BAB +1; Defence: 14 (+2 natural armour, +2 Dex.); Grap +5; Atk Cyberbite +5 1d8+4 damage, Cyberclaw +5 1d6+4 damage; hp 12.

Skills: Escape Artist +7, Listen +4, Spot +6

Special Qualities: Darkvision 60-ft., Scent.

Possessions: Myomar muscle weave, reflex enhancement, inbuilt armour, Thermal/lowlite optical replacement, Monomolecular claws, power-assisted jaws.

in the dark. All through the forest you should make them feel that they are being watched by something, up in the trees. Make as many *Predator* references as you can. Finally, however, they will reach their objective, the log cabins.

It's A Big Fight

1. With the exact coordinates of the log cabins the characters can get to the site of the secret F.F.F. base without any trouble. Either that or they have thrashed their way through the woods to get there. Either way, once they arrive read the following aloud to the players...

The log cabins are large and well appointed with large gas tanks on the outside and their own generators. A real home from home and not in any way 'roughing it' in the wilderness. A patch of forest has been cleared and in it sits the helicopter, pinging as the engine cools down. Alvin cannot have been here long.

Both cabins are empty, containing only empty bedrooms and well stocked larders. There are signs someone has just been here in one of them though, fresh mud on the carpets and a general state of disarray. If they leave the cabins let them wander around until they get eaten by bears or get bored.



Sample Adventure



The way forward is in the cabins.

In the cabin with signs of activity there is a big fridge-freezer within which is a prominent tin of unopened spam. When pulled this tin of spam activates the lift mechanism which lowers the whole kitchen into the complex underneath.

2. At the bottom of the lift shaft the wall opens up, splitting into two doors and revealing a cavernous facility filled with sinister-looking pods and lots of dry ice. At the far end, working controls is Alvin along with two of his goons from the club. As soon as he spots the intrusion he commands them to deal with it, sending them forwards while he works the controls. Some of the pods start to hiss open...

The two goons will fight hard and however long it takes for them to drop is the point at which Alvin unleashes his secret weapons.

3. The pods hiss open and now there is Alvin and his army of beavers to contend with. Fortunately not all the pods have opened and there are only six not-fully-mature beavers to contend with, springing from their pods and hurling themselves frenziedly at the characters, foaming at the mouth.

Once the beavers and Alvin are defeated he drags his bleeding body to a self-destruct switch, swearing he will take them with him but you should allow them to *just* get away before the bomb explodes, destroying the cabins and the helicopter in a spectacular fashion and throwing the characters dramatically to the ground.

Fade to black.

Satan Thanks You

1. Read the following aloud to the players...

Another successful mission and another sizeable deposit in your bank accounts, a job well done. Now you are back in your glorious mansion sipping champagne and dancing around in your pants to celebrate. The phone rings...

'Morning Charlies!'

Again, dock experience points if they do not immediately retort 'Morning Angel'.

'Congratulations on a successful mission, your money has been transferred and I'll have more work for you soon. Meanwhile I have someone else on the line who wishes to thank you.'

The phone is passed to someone else, the howling or tortured souls can be heard in the background as Satan himself offers his thanks!

'The thanks of myself and a grateful populace go out to you Charlies. You have saved Los Diablos' pornographic industries and put down a dangerous rebellion. I have my eye on you.'

What higher accolade could there be?

2. The game is now at an end. Clean up your mess, add up the experience points and level up if necessary. You should award an additional five hundred experience points to the player who made the group laugh the most during the game. Each character receives \$12,000 in reward from Angel for their efforts. If you want to extend the game into a campaign it is easy enough to come up with other missions for the group and to develop it into an ongoing campaign with many in-jokes.

Sample Characters

Sample Characters

Suki Wang (3rd Level Fast Heroine, Adventurer)

Suki is a deft and quick Chinese ninja wannabe with a cruel streak. There is nothing she likes better than kicking a man in the balls and then running away laughing. Suki has long dark hair and a short cruel laugh. Suki is the most professional of the team.

Str 8 (-1), Dex 15 (+2), Con 10 (+0), Int 12 (+1), Wis 13(+2), Cha 15 (+2); SV Fort +1, Ref +4, Will +3; Init +2; BAB +2; Defence 17 (+2 Dex, +1 Catsuit.); Grapple +1; Attacks Fist +1 1d4-1 non-lethal, Glocks +4 2d6 damage; Hit points 18; Mana points 20; Action points 20; Reputation +2.

Skills: Balance +6, Disable Device +6, Drive +3, Escape Artist +4, Hide +8, Move Silently +9, Tumble +6.

Feats: Archaic Weapons Proficiency, Combat Martial Arts, Kick Ass and Chew Gum, Lucky Cow, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

Talents: Evasion, Uncanny Dodge 1.

Specials: Daredevil, Brand Recognition, Adventuring Kit, Special Tricks.

Possessions: Two Glock 17s, a pair of tight shorts, fifty feet of rope, a torch, leather catsuit +1.

Norma Snockers (3rd Level Strong Heroine, Macho Woman)

Norma is a muscular, busty girl with curly blond hair, green eyes and a prodigious bust. She has tattoos in several interesting places on her body of small cute things like butterflies and little devils. Norma is very headstrong and straightforward and very much likes hitting things to solve any problems she might have with them. Aggressive, tactless when she does speak and taciturn much of the rest of the time, Norma is nonetheless a valued member of the team, especially when there are jars that need opening.

Str 15 (+2), Dex 12 (+1), Con 13 (+1), Int 8 (-1), Wis 10 (+0), Cha 17 (+3); SV Fort +4, Ref +2, Will

+2; Init +1; BAB +3; Defence 15 (+1 Jacket, +1 Dex); Damage reduction: 1/-; Grapple: +5; Attacks Fist +7 1d8+2 non lethal, .44 Desert Eagle +4 2d8 damage; Hit points 33; Mana points 10; Action Points 17; Reputation +0.

Skills: Climb +6, Jump +6, Repair +2, Swim +5

Feats: Armour Proficiency (light), Brawl, Improved Brawl, Macho, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Teflon Skin, Toughness.

Talents: Extreme Effort, Improved Extreme Effort.

Specials: Tough as Nails, Hard as Steel, True Grit, Pick up the Slack.

Possessions: .44 Desert Eagle, Biker jacket, Cat suit +2, Knee boots +1, Phat Hog, tattoos.

Mary Hinge (3rd Level Smart Heroine, Pinup Geek)

Mary is the nerd of the bunch and feels unattractive despite being as cute as a button. Overcompensating by being far too talkative, she is the techie geek of the gang able to hack a system or make explosives out of chewing gum at the drop of a hat. She also chews her hair.

Str 8 (-1), Dex 12 (+1), Con 10 (+0), Int 15 (+2), Wis 13 (+1), Cha 14 (+2); Fort +0, Ref +1, Will +4; Init +1; BAB +1; Defence: 12 (+1 Dex); Grapple +0; Attacks Fist +0 1d3-1 non lethal, Giant Spanner +0 1d6 damage, shotgun +2 2d8 damage; Hit points 14; Mana points 21; Action points 17; Reputation +1.

Skills: Computer Use +11, Decipher Script +6, Demolitions +6, Disable Device +6, Knowledge (current events, pop culture) +8, Listen +5, Repair +11, Research +7, Search +6, Spot +5.

Feats: Alertness, Educated, Gear Head, Iron Will, Simple Weapons Proficiency.

Talents: Exploit Weakness, Plan.

Specials: Heyyyyyy, Magnificent Tool, Techno Tinker, Blood Sweat & Tears.

Possessions: Toolkit, giant spanner, laptop computer, double barrel shotgun, schoolgirl outfit.



Designers Notes

Macho Women with Guns was not an easy game to write, at all. Firstly there is the subject matter, a bunch of psychotic women blowing things up. Acceptable in the 1970s and even into the 1980s, but with the changes in the way women are portrayed and perceived throughout the 1990s and into the 21st Century I was concerned how it would be received in today's market. There was every likelihood I would be lynched!

The release of the Slayer's Guide to Female Gamers convinced me, however, that enough people had enough of a sense of humour that this might not be such a problem. Just be up front that the game is shameless exploitation and pinup art and all should be well. My fears allayed I put my bullet-proof vest back in the wardrobe and sent my bodyguard home.

Still, it was not an easy project. The original incarnation of Macho Women with Guns was a board game more than anything else where various players would run around a photocopied hexagonal map shooting comedic and satirical creatures as well as each other. There were vague pretensions to a roleplaying game in the form of a light-hearted horror scenario and some flimsy background material but that was it. Here, however, I was being asked to turn those same scant few paragraphs of setting material and the idea of hot chicks killing stuff into a fully-fledged, hardback game for the d20 System!

I started by looking at the original material and the *d20 Modern Roleplaying Game* and trying to bring the two together. System-wise things were not so tough, the original Macho Women with Guns used many of the basics featured in the d20 System, statistics and skills and so on, all that was really missing was a system of feats and drawbacks. Setting-wise though...

The closest thing Macho Women with Guns had to a setting was a smattering of material in *Renegade Nuns on Wheels* which described a post-apocalyptic America, lying in ruin in the wake of the Reagan presidency. There were striking and immediate similarities with the political situations that still dog world politics now, couple that with a post-apocalyptic world where genres clash and anything goes. The die was cast, the setting decided and I went to work.

As I was writing this, war broke out in Iraq and I was forced to re-examine a lot of what I was writing.

The original Macho Women with Guns did not care too much about upsetting anyone, but this incarnation was going to be a higher profile book and I recognise that some people are more sensitive about such things. Was the world of Macho Women with Guns too much for some people? Would the portrayal of the fictional U.S. premier affect American sensibilities and subsequent distribution? The war is over and things have calmed down a little, so I hope fervently that people have regained their sense of humour over such things. Time and hate mail will tell.

Other problems reared their ugly head, everything from financial to family and the world's most bizarre computer crash all conspired against me. This has probably been the hardest book I have ever had to write, but at the end of it all, I think it has been worth it.

This is a game I want to play. A few drinks and a table full of snacks, just kicking back and not having to worry about character depth or anything more than kicking ass and having a few good laughs with some crude puns and even cruder humour.

I hope you want to play it as well.

James 'Grim' Desborough
Spring 2003

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CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 OCCUPATION _____
 PLACE OF ORIGIN _____
 AGE _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

MACHO WOMEN WITH GUNS

Ability Scores

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

Hit Points

MAXIMUM

CURRENT

SUBDUAL DAMAGE

HIT DIE

DAMAGE REDUCTION

REPUTATION ACTION POINTS WEALTH BONUS

	CROSS CLASS	KEY ABILITY	MODIFIERS			
			TOTAL	ABILITY	RANKS	MISC
MAX RANKS = LVL +3 (2)						
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
COMPUTER USE	Y / N	INT				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DEMOLITIONS	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
DRIVE	Y / N	DEX				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GAMBLE	Y / N	WIS				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INVESTIGATE	Y / N	INT				
JUMP ✓	Y / N	STR *				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX *				
NAVIGATE	Y / N	INT				
NOOKIE	Y / N	CON/DEX				
PERFORM ()	Y / N	CHA				
PERFORM ()	Y / N	CHA				
PERFORM ()	Y / N	CHA				
PILOT	Y / N	DEX				
PROFESSION ()	Y / N	WIS				
READ / WRITE ()	Y / N	-				
READ / WRITE ()	Y / N	-				
READ / WRITE ()	Y / N	-				
REPAIR	Y / N	INT				
RESEARCH	Y / N	INT				
RIDE ✓	Y / N	DEX				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SLEIGHT OF HAND	Y / N	DEX				
SPEAK LANG. ()	Y / N	-				
SPEAK LANG. ()	Y / N	-				
SPEAK LANG. ()	Y / N	-				
SPOT ✓	Y / N	WIS				
SURVIVAL	Y / N	WIS				
SWIM ✓	Y / N	STR				
TREAT INJURY	Y / N	WIS				
TUMBLE	Y / N	DEX				

DEFENCE = 10 +

ARMOUR SHIELD DEX WIS SIZE NATURAL MISC

ARMOUR WORN

WEAPON AND ARMOUR PROFICIENCIES

AC WHEN FLAT FOOTED AC VERSUS TOUCH ATTACKS MISS CHANCE MAX DEX BONUS ARMOUR CHECK PENALTY ARCANESPELL FAILURE SPELL RESISTANCE

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
NOTES								
NOTES								
NOTES								
NOTES								

✓ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ✱ -1 PER 5 LBS OF EQUIPMENT

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