

2020

Near Future Fantasy

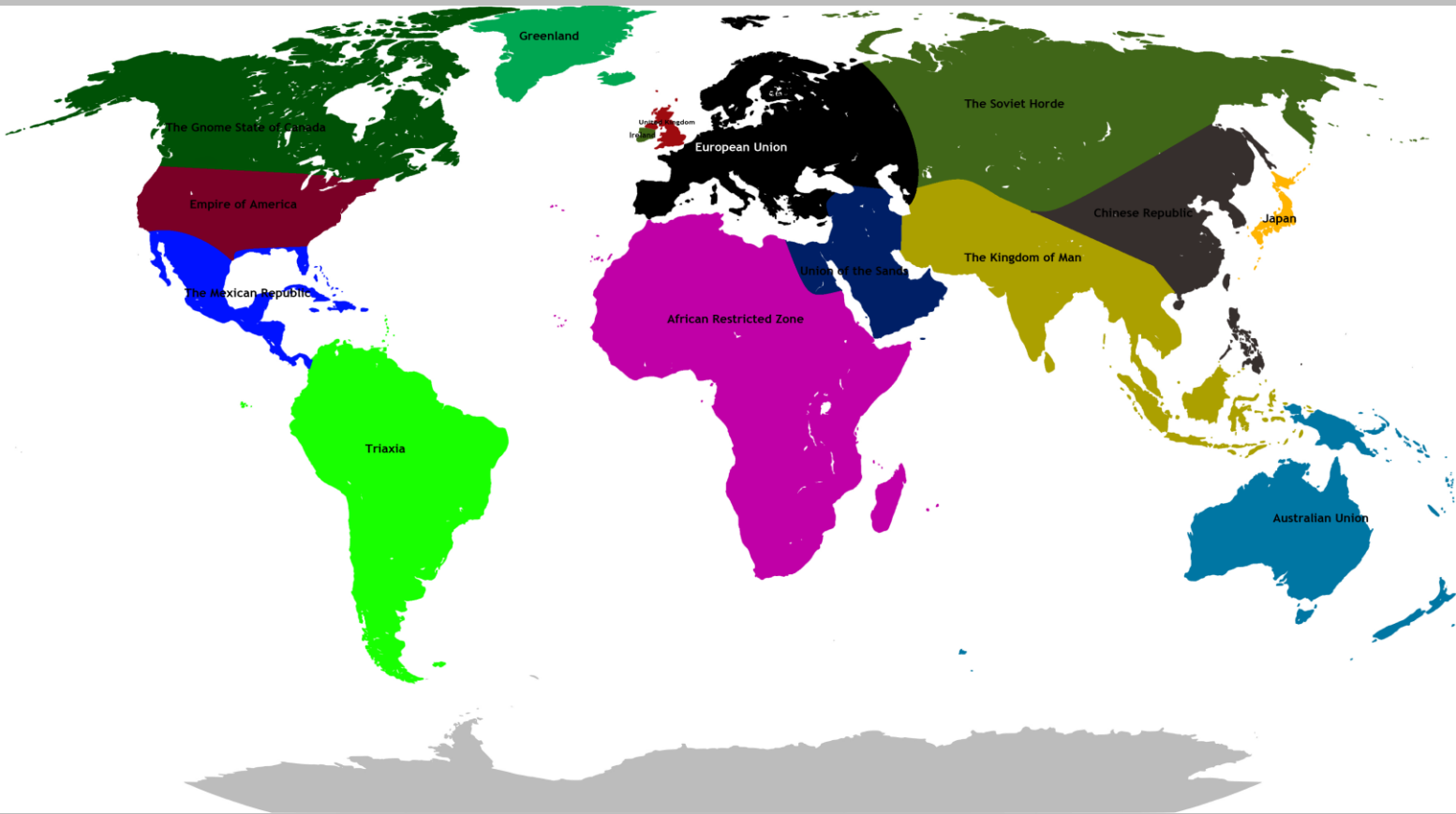


Black Flame Studios

PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

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History



In 1863, America was caught up in a civil war. The war would have lasted 2 more years had the grand gate not opened.

During the Battle of Gettysburg, a gate opened. Both sides were convinced this was an attack from the other side, however when they finally realized they were both firing upon the same target, the gunfire ceased. During the confusion, the gate opened and the strange beasts and creatures came forth. Very few soldiers in Gettysburg survived, and the civil war began to erupt into confusion and disarray. The event was labelled as “The Gate of Gettysburg”.

The USA as it is now in 2020 refuses to release information on the process. From the 1800s up until the early 1900s, the USA had racial tensions between various countries and the races which entered through the gate such as Elves, Orcs, and Dwarves. By the mid-2000s, the USA has evolved into the Empire of America (EOA), the geography remains mostly the same save that Florida and some of the area around the border to Mexico is now in the Republic of Mexico’s control.

Russia has been populated by various species however the most common are; Orcs, Goblins, Hobgoblins, Ogres, and various other monstrous humanoids. Due to the snowy environment and vast uncharted land, many monsters which dwell in snowy regions take residence in Northern Russia.

Most countries remain unchanged geographically, save for one, and that is Australia. After a long conflict with marauders and engaging in a civil war, it was struck by a nuke. This led to half of Australia being uninhabitable from the 1963 Australian Civil War up until now. Those who still live on Australia are stranded gangers and scavengers, fighting to survive in the desert landscape.

Our Earth and 2020 Earth - The Differences

Despite the introduction of magic and many mystical beings, Earth is very similar to what it is for us. Rather, the introduction of these things add onto existing culture and allow for more convenience, variance, and excitement in the world. Magic is used in day-to-day life in order to solve many problems with plague the average person, and it is used in such a way that most people are accustomed to minor things being taken care of by either tech or magic.

Due to the combination of magic and tech together, sports are amped up in their extreme nature. Racing sports tend to be one big contest to see whose car has the most magical enchantments to one-up the other's car while duels have made become a regular sport. Duels to the death are illegal in most countries save for the Empire of America where they are televised just like any other sport, other than duels to the death however there are duels to first blood and duels until unconsciousness. The practice of duels is for the sake of one of two things: preserving honor, or for the enjoyment of the sport and the thrill of combat. Magic duels are also performed, however wide and open fields are required for this and these are only done during world-wide sporting events.

Despite the fact that magic is such a big part of the world, it is limited by ruling government bodies, and this takes the form of bans on particular types of magic or licenses required in order to cast it. Most countries save for Russia and Australia outright ban any use of Necromancy with the Empire of America having 0 bans on magic, however the following restrictions are imposed:

- You must have a license to cast Necromancy.
- You must have a license to summon creatures larger or stronger than a boar.
- You must have a license to cast Evocation spells in public, or any spells which could deal permanent bodily harm to another being.
- You must have a license to cast Illusions in public.
- You must have a license to cast Enchantments in public.
- You must have a license to cast Transmutation on yourself in public.
- You must have a license to cast Transmutation on others in public.

Each license costs 150 GPE, and can be revoked at any time by the EoA for disobeying the law and using magic in a way they do not approve of.

Races

Most races are common on Earth, having spread out from the Gate of Gettysburg. Humans are just as varied as they were prior to the gate incident, and other races have taken on some of the same varied natures known to humans.

Dwarves

Taking up refuge in the South and Western EOA and Mexico, Dwarves enjoy a lifestyle suited to their craftsmanship, being employed various jobs; gunsmithing, creating vehicles, and creating armor. While Dwarves still find comfort in the mountains, most have made homes in or near factories where they mass produce Dwarven-quality goods.

Duergar live beneath Mexico currently, and are at a standstill with the Dwarves, both sides being unable to push the other back any farther.

Elves

Elves commonly live in the Empire of America, the United Kingdom, and Japan. The Elves in America commonly take two kinds of jobs: agriculture, or teachers. Those who work in agriculture were nature-focused Elves to begin with and their love of nature allowed them to become excellent farmers. Those who become teachers take hundreds of years to study and reflect on their subjects.

Half-Elves and Half-Orcs enjoy newfound acceptance due to the Half-Breed Acceptance Act of 1952, treating all different types of Half-Humans as proper humanoids for the purposes of voting. Outside of America, Elves and Half-Elves are typically regarded well.

Gnome

Gnomes found their home in Canada, the idea of running a country being a wonderful and zany idea to the Gnomes long ago. Intermingling with Canadians after the Gate of Gettysburg, Gnomes gradually became the dominant race as people moved from Canada (presumably to get away from the Gnomes). Canada is currently the leading producers of strange arcane implements, some with barely any function at all other than being pretty to look at. Whatever the case, modern technology has allowed the Gnomish entertainment industry to skyrocket with movies and TV shows made by Gnomes being star hitters time and time again. This is only hindered by Gnomish humor being hard to understand for those who are unfamiliar or unamused.

Halfling

At first confused with humans suffering from dwarfism, Halflings make their home in the UK, Ireland, and parts of the EU most commonly. Due to Halfling homesteads being so important, a few lucky Halflings have made a business for cozy homesteads, making sure their brethren are comfortable. Other Halflings are known to take up work in academia, espionage, and even as assassins.

New Skills

The following are new skills which can be incorporated into the game that can't use previous skill checks. The skills are up to the GM to allow in their game, as not all are useful in certain games.

Computer Use (Intelligence)

Check: Most normal computer operations don't require a Computer Use check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal Computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a sites functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds or even several minutes, for especially large amounts of information to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round. One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash Computer	10	1 minute
Destroy Programming	15	10 minutes
Damage Programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it +5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset Parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum Security	-5	—
Exceptional Security	+10	—
Maximum Security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Drive (Dexterity)

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time).

Try again: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20.

Time: A Drive check is a move action.

Linguistics

The following are additional languages that are added to the Linguistics choices.

- **Algic:** Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
- **Armenian:** Armenian
- **Athabasan:** Apache, Chipewyan, Navaho.
- **Attic:** Ancient Greek*, Greek.
- **Baltic:** Latvian, Lithuanian.
- **Celtic:** Gaelic (Irish), Gaelic (Scots), Welsh.
- **Chinese:** Cantonese, Mandarin.
- **Finno-Lappic:** Estonian, Finnish, Lapp.
- **Germanic:** Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
- **Hamo-Semitic:** Coptic*, Middle Egyptian*.
- **Indic:** Hindi, Punjabi, Sanskrit*, Urdu.
- **Iranian:** Farsi, Pashto.
- **Japanese:** Japanese.
- **Korean:** Korean.
- **Romance:** French, Italian, Latin*, Portuguese, Romanian, Spanish.
- **Semitic:** Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.
- **Slavic:** Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
- **Tibeto-Burman:** Burmese, Sherpa, Tibetan.
- **Turkic:** Azerbaijani, Turkish, Uzbek.
- **Ugric:** Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

All classes are considered trained in the two new skills *Drive* and *Computer Use* except the Barbarian who isn't proficient with *Computer Use*.

Feats

The feats presented here are commonly seen on Earth, especially with the advents of technology.

Tech Specialist (General)

Your understanding of technology gives you bonuses when operating and manipulating it.

Prerequisite(s): None

Benefit: You gain a +2 bonus on all Drive and Use Computers checks. If you have 10 or more ranks in these skills, the bonus increases to a +4 for those skills.

EOA Combat Training (Combat)

You were trained by the Empire of America's police, military, or secret service.

Prerequisite(s): Base Attack Bonus +1

Benefit: When making attacks with an unarmed strike or firearm, you can choose to deal damage lethally or nonlethally with no penalty. Choose one (unarmed strikes or firearms), when attacking with that type of weapon lethally you deal an additional +4 points of damage, and while attacking with the other type of weapon nonlethally you deal an additional +4 points of damage.

Roaring Energy (Combat)

In order to fuel your body, you must reach far into your soul and tap into the inner-workings.

Prerequisite(s): Base Attack Bonus +8 or Monk level 8

Benefit: By meditating for a full-round action (standing or prone, character's choice) you allow your spirit's energy to surround you and benefit you, crackling energy in all directions. The downside to this is, attacks against you will be all the more effective now.

While "Roaring Energy" is activated you gain a pool of your 'Spirit HP' equal to half your total HP. If you've lost any HP before activating this, it isn't factored into the 'Spirit HP'. This pool of 'Spirit HP' functions as normal HP and replaces your normal HP while 'Roaring Energy' is active. Your Spirit HP (or SHP) is unable to be healed by healing spells which affect the body (the "Cure" line of spells) however it can be harmed by the Inflict line of spells (or the Cure line of spells if you heal by negative energy). Negative (or Positive if applicable) Energy Damage deals double damage to your Spirit HP.

Roaring Energy gives you a bonus on all d20 rolls equal to half your level (minimum +4) for 1 minute. In addition to this, weapon damage is boosted by one size category in this time. When you're reduced to ½ SHP, you gain an additional +4 to all d20 rolls.

Equipment and Gear

Much of the equipment in the modern world differs from medieval equipment, and even the equipment of the 18th century when the Gate Event originally happened. Modern firearms are powerful, modern armor does well to block firearms but not physical blows as much, and equipment is now modified by both technology *and* magic.

Firearms

Rate of Fire: Single Shot (Single), Semi-Auto (S), Auto (A)

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

- *Single Shot:* A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.
- *Semiautomatic (S):* Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack, allowing the wielder to perform a full-round attack with a semiautomatic weapon.
- *Automatic (A):* This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

GPE? What's this?

GPE stands for "Gold Piece Equivalent" and serves as a way to calculate regular gold pieces and equipment into the 2020 setting.

It also removes the potential confusion of different kinds of currency (US Dollar vs. Peso, etc.)

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

- *Box:* A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.
- *Cylinder:* A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.
- *Internal:* Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.
- *Linked:* Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Name	Price	Damage	Critical	Weight	Range	Type	RoF	Ammo	Ammo Type
One-Handed Firearms									
Beretta 92F	35 GPE	2d6	x3	3 lbs.	40 ft.	B & P	S	15 box	9mm
Beretta 93R	60 GPE	2d6	x3	3 lbs.	30 ft.	B & P	S,A	20 box	9mm
Colt Double Eagle	35 GPE	2d6	x3	3 lbs.	30 ft.	B & P	S	9 box	10mm
Colt M1911	25 GPE	2d6	x3	3 lbs.	30 ft.	B & P	S	7 box	.45
Colt Python	25 GPE	2d6	x3	3 lbs.	40 ft.	B & P	S	6 cyl.	.357
Derringer	15 GPE	2d6	x3	1 lbs.	10 ft.	B & P	Single	2 int.	.45
Desert Eagle	60 GPE	2d8	x4	4 lbs.	40 ft.	B & P	S	8 box	.50AE
Glock 17	60 GPE	2d6	x3	2 lbs.	30 ft.	B & P	S	17 box	9mm
Glock 20	60 GPE	2d6	x3	3 lbs.	40 ft.	B & P	S	15 box	10mm
MAC Ingram M10	25 GPE	2d6	x3	6 lbs.	40 ft.	B & P	S,A	30 box	.45
Pathfinder	15 GPE	2d4	18-20/x2	1 lbs.	20 ft.	B & P	S	6 cyl.	.22
Ruger Service-Six	15 GPE	2d6	x3	2 lbs.	30 ft.	B & P	S	6 cyl.	.38S
S&W M29	25 GPE	2d8	x4	3 lbs.	30 ft.	B & P	S	6 cyl.	.44
SITES M9	25 GPE	2d6	x3	2 lbs.	30 ft.	B & P	S	8 box	9mm
Skorpion	45 GPE	2d4	18-20/x2	4 lbs.	40 ft.	B & P	S,A	20 box	.32
TEC-9	15 GPE	2d6	x3	4 lbs.	40 ft.	B & P	S or A	32 box	9mm
Walther PPK	25 GPE	2d4	18-20/x2	1 lbs.	30 ft.	B & P	S	7 box	.32
Two-Handed Firearms									
AKM/AK-47	25 GPE	2d8	x4	10 lbs.	70 ft.	B & P	S,A	30 box	7.62mmR
Barrett Light Fifty	175 GPE	2d12	x5	35 lbs.	120 ft.	B & P	S	11 box	.50
Benelli 121 M1	45 GPE	2d8	x4	8 lbs.	40 ft. ¹	B & P	S	7 int.	12ga
Beretta M3P	35 GPE	2d8	x4	9 lbs.	30 ft.	B & P	S	5 box	12ga
Browning BPS	35 GPE	2d10	x5	11 lbs.	30 ft. ¹	B & P	Single	5 int.	10ga
HK G3	75 GPE	2d10	x5	11 lbs.	90 ft.	B & P	S,A	20 box	7.62mm
HK MP51	100 GPE	2d6	19-20/x3	7 lbs.	50 ft.	B & P	S,A	30 box	9mm
HK MP5K	75 GPE	2d6	x3	5 lbs.	40 ft.	B & P	S,A	15 box	9mm
HK PSG11	175 GPE	2d10	x5	16 lbs.	90 ft.	B & P	S	5 box	7.62mm
M16A2	35 GPE	2d8	x4	8 lbs.	80 ft.	B & P	S,A	30 box	5.56mm
M4 Carbine	35 GPE	2d8	x4	7 lbs.	60 ft.	B & P	S,A	30 box	5.56mm
M-60	135 GPE	2d10	x5	22 lbs.	100 ft.	B & P	A	Linked	7.62mm
Mossberg	25 GPE	2d8	x4	7 lbs.	30 ft. ¹	B & P	Single	6 int.	12ga
Remington 700	45 GPE	2d10	x5	8 lbs.	80 ft.	B & P	Single	5 int.	7.62mm
Sawed-off shotgun	25 GPE	2d8	x4	4 lbs.	10 ft. ¹	B & P	S	2 int.	12ga
Steyr AUG	75 GPE	2d8	x4	9 lbs.	80 ft.	B & P	S,A	30 box	5.56mm
Uzi	60 GPE	2d6	19-20/x3	8 lbs.	40 ft.	B & P	S,A	20 box	9mm
Winchester 94	25 GPE	2d10	x5	7 lbs.	90 ft.	B & P	S	6 int.	.444
Two-Handed Firearms (Heavy Weaponry)									
M2HB	175 GPE	2d12	x6	75 lbs.	110 ft.	B & P	A	Linked	.50
M72A3 LAW	25 GPE	10d6	x2	5 lbs.	150 ft.	F	1	1 int.	Missile
M79	17 GPE	Varies	x2	7 lbs.	70 ft.	Varies	1	1 int.	Grenade

1 - Shotguns can fire in a cone or as a single shot (single shot requires slugs)

Name	Price	Damage	Critical	Weight	Range	Type	RoF	Ammo	Ammo Type
Flamethrower	25 GPE	4d6	—	50 lbs.	Special ¹	F	1	10 int.	Gas Tank
Pepper Spray	2 GPE	Special ²	—	0.5 lbs.	5 ft.	—	1	1 int.	Pepper Gas
Taser	2 GPE	1d4 ³	x2	2 lbs.	15 ft.	E	1	—	None

1 - Flamethrowers fire in a 30 ft. cone.

2 - Pepper Spray deals no damage, but requires a DC 15 Fort save not to be blinded for 1d4+1 rounds.

3 - Taser deals damage, and in addition requires a DC 15 Fort save not to be paralyzed for 1d4+1 rounds.

Grenades and Thrown Weapons

Name	Price	Damage	Critical	Weight	Range	Burst Radius	Type	Agility DC
40mm Frag	35 GPE	3d6	x2	1 lbs.	—	10 ft.	S	15
C4/Semtex	10 GPE	4d6	x2	1 lbs.	—	10 ft.	B	18
Det Cord	4 GPE	2d6	x2	2 lbs.	—	See text ¹	F	12
Dynamite	10 GPE	2d6	x2	1 lbs.	10 ft.	5 ft.	B	15
Frag Grenade	25 GPE	4d6	x2	1 lbs.	10 ft.	20 ft.	S	15
Smoke Grenade	6 GPE	—	x2	2 lbs.	10 ft.	15 ft.	—	—
Tear Gas Grenade	10 GPE	—	x2	2 lbs.	10 ft.	15 ft.	—	—
Thermite Grenade	45 GPE	6d6	x2	2 lbs.	10 ft.	5 ft.	F	12
White Phosphorus	25 GPE	2d6	x2	2 lbs.	10 ft.	20 ft.	F	12
Molotov Cocktail	1 GPE	1d6	x2	1 lbs.	10 ft.	—	F	—

1 - Det Cord comes in a set of 50 ft. rope which can be spread across ten 5 ft. squares. It can be doubled up for +4 damage to the square it's doubled up on.

Melee Weapons

Most of these weapons exist in other sources, but are listed here due to being common melee weapons in modern settings.

Name	Price	Damage	Critical	Weight	Type	Proficiency	Special
Knife	2 GPE	1d4	19-20/x2	1 lbs.	S or P	Simple	Thrown (10 ft.)
Brass Knuckles	1 GPE	1d3	x2	1 lbs.	B	Simple	Monk
Cleaver	2 GPE	1d6	x2	2 lbs.	S	Simple	—
Bat	—	1d6	x2	4 lbs.	B	Simple	—
Stun Gun	2 GPE	1d4	x2	1 lbs.	E	Simple	Nonlethal
Metal Baton	4 GPE	1d8	19-20/x2	2 lbs.	B	Martial	—
Sap	1 GPE	1d6	x2	3 lbs.	B	Martial	Nonlethal
Kukri	8 GPE	1d4	18-20/x2	1 lbs.	S	Martial	—
Tonfa	1 GPE	1d6	x2	2 lbs.	B	Martial	Blocking, Monk
Machete	10 GPE	1d6	19-20/x2	2 lbs.	S	Martial	—
Chainsaw	150 GPE	3d6	18-20/x2	10 lbs.	S & P	Exotic	Deadly, Distracting
Katana	50 GPE	1d8	18-20/x2	6 lbs.	S	Exotic	Deadly

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F: The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R: This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle: Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911: This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python: The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a masterwork weapon. As such, it grants a +1 bonus on attack rolls.

Derringer: This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle: Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17: The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Name	Price
5.56mm (20)	1 GPE
7.62mm (20)	1 GPE
7.62mmR (20)	1 GPE
.444 caliber (20)	2 GPE
.50 caliber (20)	2 GPE
9mm (50)	1 GPE
10mm (50)	1 GPE
.22 caliber (50)	1 GPE
.32 caliber (50)	1 GPE
.38 special (50)	1 GPE
.357 caliber (50)	1 GPE
.44 caliber (50)	1 GPE
.45 caliber (50)	1 GPE
.50AE caliber (50)	2 GPE
10-gauge buckshot (10)	1 GPE
12-gauge buckshot (10)	1 GPE

Due to its high quality of manufacture, the Glock 17 is always considered a masterwork weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20: This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a masterwork weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10: No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder: The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six: This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29: The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver: The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion: The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9: The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK: The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

AKM/AK-47: This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty: The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli 121 M1: The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P: Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS: This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3: The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5: The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a masterwork weapon. As such, it grants a +1 bonus on attack rolls.

HK MP5K: A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a masterwork weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

HK PSG1: This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a masterwork weapon. As such, it grants a +1 bonus on attack rolls.

M16A2: Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

M4 Carbine: This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60: Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg: The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700: A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun: This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long.

Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but it deals 3d8 instead of 2d8 with a successful hit. Attacking this way uses both shotgun shells.

Steyr AUG: An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

Uzi: Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94: The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under Exotic Firearms Proficiency (Heavy Weaponry). Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

M2HB: This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world.

M72A3 LAW: The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

M79: This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

Miscellaneous Ranged Weapons

Operating these weapons is simple (making them simple weapons), and acquiring them isn't so difficult (except in regards to the flamethrower).

Flamethrower: A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has an AC equal to 10 + the wearer's Dexterity modifier + the wearer's dodge bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Pepper Spray: A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Taser: A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Thrown Weapons

40mm Fragmentation Grenade: This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. These come in boxes of 6. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

C4/Semtex: So-called “plastic” explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Disable Device check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The price given represents a package of 4 blocks. C4/Semtex requires a detonator to set off.

Det Cord: Det cord is an explosive in a ropelike form. Technically, det cord doesn’t explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes. It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6. Det cord requires a detonator to set it off.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). Dynamite is sold in boxes of 12 sticks. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame).

The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate.

Fragmentation Grenade: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. These come in boxes of 6.

Smoke Grenade: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. These come in boxes of 6.

Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Tear Gas Grenade: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. These come in boxes of 6.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thermite Grenade: Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. These come in boxes of 6.

White Phosphorus Grenade: White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. These come in boxes of 6. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

Molotov Cocktail: A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Modern Armor

Modern Armor, rather than just protecting against physical attacks, are made to defend against firearms. This is due to the prevalence of firearms in the modern world. All of the armors listed here grant a bonus to Touch AC vs. firearms along with the regular bonus to AC it grants.

Name	Price	AC Bonus	Max Dex	ACP	Spell Fail	Move Speed		Weight
						30 ft.	20 ft.	
Light Armor								
Leather Jacket	5 GPE	+1	+8	0	0%	30 ft.	20 ft.	4 lbs.
Light Undercover Shirt	10 GPE	+2	+6	0	10%	30 ft.	20 ft.	2 lbs.
Pull-Up Pouch Vest	10 GPE	+3	+5	-1	15%	30 ft.	20 ft.	2 lbs.
Undercover Vest	15 GPE	+4	+4	-2	20%	30 ft.	20 ft.	3 lbs.
Medium Armor								
Concealable Vest	25 GPE	+5	+4	-3	20%	20 ft.	15 ft.	4 lbs.
Light-Duty Vest	35 GPE	+6	+3	-4	30%	20 ft.	15 ft.	8 lbs.
Tactical Vest	45 GPE	+7	+2	-5	35%	20 ft.	15 ft.	10 lbs.
Heavy Armor								
Special Response Vest	60 GPE	+8	+1	-6	40%	20 ft.	15 ft.	15 lbs.
Forced Entry Suit	75 GPE	+9	+1	-8	50%	20 ft.	15 ft.	20 lbs.
Shields								
Riot Shield	5 GPE	+2	—	-2	15%	—	—	10 lbs.
Ballistic Shield	10 GPE	+4	—	-4	25%	—	—	20 lbs.

Alternate Rule: Armor Sacrifice

Spending a standard action, the wearer of their armor can make a *Total Defense* action (not to be confused with a *Full Defense* action). The character doubles the armor and/or shield bonus to AC for 1d4 rounds. After taking the 1d4 rounds are up, the character rolls a 1d8 and subtracts this bonus from their armor or shield's bonus to AC. If a piece of armor is brought to a +0 AC Bonus, the armor breaks and falls apart.

Characters with magic armor only roll a 1d4 and subtract this bonus from the magic armor or shield to a minimum equal to the enhancement bonus granted to AC with a maximum of +5 (meaning the armor cannot break through this method).

To repair armor broken or damaged by this method, the character must either succeed at a DC 15 Craft (Armor) check, cast a successful *Mend* spell on the armor, or pay an armorer to repair the armor for them which costs 4 GPE per bonus to AC that's missing.

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket: This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no circumstance bonus (and has no armor penalty or maximum Dexterity bonus) when not deployed.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor

Medium armor provides protection at the expense of speed and maneuverability.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Light-Duty Vest: A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, and the worst maneuverability too.

Special Response Vest: Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

General Equipment

Name	Weight	Price	Name	Weight	Price
Bags and Boxes			Surveillance Gear		
Aluminum Travel Case (10 lbs.)	5 lbs.	6 GPE	Black Box	—	1 GPE
Aluminum Travel Case (40 lbs.)	10 lbs.	8 GPE	Cellular Interceptor	1 lbs.	250 GPE
Aluminum Travel Case (75 lbs.)	15 lbs.	10 GPE	Metal Detector	2 lbs.	8 GPE
Briefcase	2 lbs.	3 GPE	Night vision Goggles	3 lbs.	45 GPE
Contractor's Field Bag	2 lbs.	2 GPE	Tap Detector	1 lbs.	3 GPE
Day Pack	2 lbs.	2 GPE	Phone Line Tap	—	14 GPE
Handbag	1 lbs.	1 GPE	Phone Receiver Tap	—	1 GPE
Range Pack (Standard)	2 lbs.	3 GPE	Phone Line Tracer	5 lbs.	250 GPE
Range Pack (Oversized)	3 lbs.	5 GPE	Professional Equipment		
Range Pack (Patrol Box)	4 lbs.	5 GPE	Bolt Cutter	5 lbs.	2 GPE
Clothing and Outfits			Caltrops (25)	2 lbs.	2 GPE
Business Outfit	3 lbs.	10 GPE	Chemical Kit	6 lbs.	33 GPE
Casual Outfit	2 lbs.	3 GPE	Demolitions Kit	5 lbs.	14 GPE
Formal Outfit	3 lbs.	25 GPE	Disguise Kit	5 lbs.	10 GPE
Fatigues	3 lbs.	4 GPE	Duct Tape	1 lbs.	1 GPE
Uniform	2 lbs.	4 GPE	Electrical Tool Kit	12 lbs.	18 GPE
Ghillie Suit	5 lbs.	2 GPE	Evidence Kit	6 lbs.	3 GPE
Coat	2 lbs.	3 GPE	Fake ID	—	<i>See text</i>
Fatigue Jacket	2 lbs.	3 GPE	First Aid Kit	3 lbs.	2 GPE
Overcoat	3 lbs.	4 GPE	Forgery Kit	3 lbs.	10 GPE
Parka	3 lbs.	4 GPE	Steel Handcuffs	1 lbs.	3 GPE
Photojournalist's Vest	1 lbs.	4 GPE	Zip Tie Handcuffs (25)	—	2 GPE
Windbreaker	1 lbs.	2 GPE	Mechanical Tool Kit	22 lbs.	14 GPE
Toolbelt	2 lbs.	4 GPE	Medical Kit	5 lbs.	25 GPE
Computers and Consumer Electronics			Multipurpose Tool	—	5 GPE
35mm Camera	2 lbs.	45 GPE	Pharmacist Kit	6 lbs.	45 GPE
Digital Camera	—	18 GPE	Search & Rescue Kit	7 lbs.	10 GPE
Disposable Camera	—	1 GPE	Spike Strip	22 lbs.	14 GPE
Film Camera	—	1 GPE	Surgery Kit	5 lbs.	33 GPE
Smartphone	—	4 GPE	Survival Gear		
Desktop Computer	10 lbs.	250 GPE	Binoculars	2 lbs.	3 GPE
Laptop	5 lbs.	175 GPE	Climbing Gear	10 lbs.	8 GPE
Digital Audio Recorder	1 lbs.	6 GPE	Compass	—	2 GPE
Broadband Modem	1 lbs.	4 GPE	Fire Extinguisher	3 lbs.	4 GPE
Standard Modem	1 lbs.	2 GPE	Flashlight	1 lbs.	1 GPE
PDA	—	33 GPE	Gas Mask	5 lbs.	14 GPE
Printer	3 lbs.	10 GPE	GPS Receiver	1 lbs.	25 GPE
Basic Walkie-Talkie	1 lbs.	3 GPE	Map	1 lbs.	1 GPE
Professional Walkie-Talkie	1 lbs.	25 GPE	Mesh Vest	7 lbs.	4 GPE

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case: A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase: A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag: A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack: This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag: Handbags provide another way to carry 2 pounds of equipment.

Range Pack: This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box: Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Name	Weight	Price
Weapon Accessories		
Box Magazine	—	1 GPE
Blasting Cap Detonator	—	1 GPE
Radio Detonator	—	6 GPE
Timed Detonator	—	3 GPE
Wired Detonator	1 lbs.	2 GPE
Hip Holster	1 lbs.	2 GPE
Concealed Holster	—	2 GPE
Illuminator	—	3 GPE
Laser Sight	—	25 GPE
Standard Scope	—	8 GPE
Electro-optical Scope	—	60 GPE
Speed Loader	—	1 GPE
Suppressor (Handguns)	1 lbs.	10 GPE
Suppressor (Longarms)	4 lbs.	18 GPE

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Clothing Outfit: An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well-groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have prices much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on stealth checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Ghillie Suit: The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on stealth checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except stealth), and melee attack rolls.

Outerwear: In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying.

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 circumstance bonus on Fortitude saves made to resist the effects of cold weather.

Photojournalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants a +4 bonus to sleight of hand when used to conceal small objects.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt: This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers and hacking appear under the Computer Use skill.

Camera: Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Smartphone: A digital communications device that is almost like a mini-computer, a cell phone uses a battery that lasts 24 hours while turned on before it must be recharged. It works in any area covered by cellular service.

Computer: Whether a desktop or laptop model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, and the latest processor. A character needs a computer to make Computer Use checks and to make checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Laptop: Slim, lightweight, and portable, laptop computers have most of the functions available on desktop computers.

Upgrade: A character can upgrade a desktop or laptop computer's processor to provide a +1 circumstance bonus on Computer Use checks.

Digital Audio Recorder: These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem: A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line.

Broadband: Cable modems and fiber services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing checks involving the Internet to be made in half the normal time.

Standard: A standard modem allows a character to connect her computer to the Internet, yet it isn't as fast as the high end cable or fiber internet services. Checks involving the internet take the standard time.

PDA: Personal data assistants are handy tools for storing data. They can be linked to a laptop or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks. These aren't too common anymore.

Portable Video Cameras: Portable video cameras use some format of videotape to record activity, most of the time being saved on SD cards.

Printer: The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Walkie-Talkie: This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Black Box: This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Cellular Interceptor: About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Metal Detector: This handheld device provides a +10 circumstance bonus on all Perception checks involving metal objects.

Night Vision Goggles: Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called Darkvision (range 60 ft.) but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Perception made by someone wearing them. Characters who already have Darkvision increase their Darkvision by 30 ft.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector: Plug this into a phone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of phone tap used; see below). With a success, the tap detector indicates that a tap is present.

Phone Tap: These devices allow a character to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box. It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap: This item can be easily slipped into a phone handset. It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Phone Line Tracer: A line tracer hooked to a phone line can trace phone calls made to that line. All it takes is time. Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details.

Note that some skills, by their nature, require a piece of equipment to utilize.

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops: Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

Chemical Kit: A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit: This kit contains everything needed to use the Disable Device skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit: This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires. This small kit allows a character to make Craft (electronic) checks to electrical or electronic devices without penalty.

A masterwork kit includes all of the normal gear, plus of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 circumstance bonus on Craft (electronic) checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits: Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to collecting and gathering evidence. A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

A masterwork kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 circumstance bonus on skill checks under appropriate circumstances. The masterwork kit costs an additional 100 GPE.

Fake ID: Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Linguistics skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Linguistics check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The price of a fake ID is 100 multiplied the forger's ranks in the Linguistics skill.

First Aid Kit: Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Heal check (DC 15). A first aid kit can be used only once.

Forgery Kit: This kit contains everything needed to use the Linguistics skill to prepare forgeries. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs: Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools. This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

The masterwork kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 circumstance bonus on Craft (mechanical) checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty. The masterwork kit costs an additional 100 GPE.

Medical Kit: About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Heal skill).

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit: A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip: This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 1d6 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Heal check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Binoculars: Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Climbing Gear: All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. This grants its wearer a +2 circumstance bonus on Climb checks.

Compass: A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 circumstance bonus on Navigate checks.

Fire Extinguisher: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flashlight: Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas. This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 circumstance bonus on Knowledge (Geography) checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map: While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there. Road atlases are available for the entire Empire of America, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Mesh Vest: This is a lightweight vest with a series of pockets for various items, allowing it to hold up to 40 pounds of equipment. A mesh vest provides a +2 circumstance bonus to Strength for the purpose of determining carrying capacity.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine: For weapons that use box magazines, a character can purchase extras.

Detonator: A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Disable Device check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device with a Disable Device check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Disable Device check (DC 10).

Holster: Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator: An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight: This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 circumstance bonus on all attack rolls made against targets no farther than 30 feet away.

Scope: A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. Sniper Rifles come with a standard scope.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5).

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the Darkvision ability granted by night vision goggles.

Speed Loader: A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, turning it into a swift action to reload it.

Suppressor: A suppressor fits on the end of a firearm, eliminating the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Perception check DC 15 to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Perception check (DC 15) to locate the source of the gunfire.

A suppressor can be attached or removed as a move action. Suppressors purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition. When crafting a Suppressor (a DC 10 Craft (Firearms) check), the DC of the Perception check can be increased. For every 5 the crafter gets over the DC 10 Craft check, the Perception DC is increased by 2.

Gadgets and Enhancements

The gadgets listed here are available in the 2020 setting. Each gadget will list the name, its price, and the effects. In addition, some only affect certain types of gear.

Alternate Weapon

This gadget allows the weapon to serve as two different types of weapons at once. This can allow for a sword and a rifle to be combined together, or other manners of useful combinations.

Restrictions: Weapon only.

Price: 250 GPE (not including the price of both weapons)

Automatic Setting

This setting allows for semiautomatic firearms to be switched as a swift action to automatic, and be used as an automatic weapon.

Restrictions: Semiautomatic Firearms only.

Price: 400 GPE

Autoloader Module

Applied to firearms which uses box ammo or to laser weaponry's power cells. This module stores another back-up box/power cell and automatically reloads the firearm as a free action with the press of a single button. Reloading the autoloader module with a new magazine takes a move action, and reloading both the firearm and the autoloader module at the same time takes a full-round action.

Restrictions: Firearms using box ammunition or power cells.

Price: 800 GPE

Collapsible

This enhancement allows for a weapon to be separated into parts and assembled together, making some weapons such as sniper rifles not only easy to carry, but also hard to recognize. A weapon that is disassembled must be assembled as a full-round action. While disassembled, a DC 17 Knowledge (Engineering) check is required to identify the weapon for what it really is.

Restrictions: None.

Price: 500 GPE

Environmental Seal

Allowing those who wear this armor to survive in a designated climate (such as extreme cold, or swamps), Environmental Seals include standard equipment for dealing with the environment in question. Sealed helmets, body gloves, and emergency air tanks are included in the Environmental Seal though do not need to be worn.

Restrictions: Medium and Heavy Armor only.

Price: 500 GPE

Expanded Magazine

This gadget allows for the potential ammunition for a firearm to be increased, making reloading in the middle of combat less of a necessity. The first time this gadget is taken, the ammo capacity for a firearm is doubled. This can be taken up to a total of 5 times. Every time after the first increases the ammo capacity by 10.

Restrictions: Firearms only.

Price: 400 GPE (doubled for 800 GPE when it's first taken)

Ultralight Composition

By using lighter yet cheap alloys, the armor worn can be made less restrictive for the wearer. This can only be taken once, and when taken it reduces the armor's ACP by 1, and increases the armor's speed limitation by +5 ft. For example, a breastplate which is made using ultralight composition would have an ACP of -3 and a max speed of 25 ft.

Restrictions: Armor only.

Price: 250 GPE

New Technology

New advances in technology have brought more equipment to the markets. This gear is normally restricted by militaries and organizations, yet some people can still acquire them through the black market or other such services. To own this restricted gear legally, an owner must purchase a license first and await the approval from the legal seller. This license costs 500 GPE.

Note: Power Cells, Arc Batteries, and similar types of “battery” ammunition are bought with individual types of weapons in mind. For example, one can’t use a Laser Rifle Power Cell on a Laser Pistol, and vice versa. If these weapons contain an extended magazine or similar perk, they just buy a larger capacity battery. Power cells, once bought, can be recharged and thus don’t need to be replaced unless they are destroyed or made obsolete in some way.

Name	Price	Damage	Critical	Type	Range	RoF	Weight	Ammo	Ammo Type
One-Handed Firearms									
Laser Pistol T-1	50 GPE	2d8	x3	F	40 ft.	S	3 lbs.	25 Charges	Power Cell
Laser Pistol T-2	80 GPE	2d8	x3	F	40 ft.	S, A	3 lbs.	50 Charges	Power Cell
Laser “Sawed Off”	120 GPE	2d8	18-20/x2	F	30 ft.*	Single	5 lbs.	10 Charges	Power Cell
Two-Handed Firearms									
Laser Rifle	100 GPE	3d8	x4	F	80 ft.	S, A	8 lbs.	80 Charges	Power Cell
Laser Sniper Rifle	150 GPE	3d8	x5	F	120 ft.	Single	14 lbs.	20 Charges	Power Cell
Pulse Launcher	500 GPE	10d6	x3	E, F	40 ft.	Single	20 lbs.	5 Charges	Arc Battery

Name	Price
Arc Battery	5 GPE
Power Cell	4 GPE

Laser Pistol T-1

This laser pistol is of a standard design, resembling modern firearms in their shape and structure. The color of the beams may vary (countries and factions prefer to arm their men with similar-colored beams), however the strength of the beam isn’t amplified by this cosmetic change. T-1 stands for “Type-1”, and despite offering less, it is cheaper than the newer Type-2 models.

Type-2 (or T-2) Laser Pistols offer a bit more, giving their wielder a larger amount of charges, and having an option for full-auto. Otherwise, T-2 models are very similar to their T-1 brethren. In addition, T-2 models possess a “full blast” mode in which one can expend all of the ammunition for a single, high-powered blast. Double damage for this blast. On a critical hit, damage is multiplied by 5 instead of being doubled.

Laser Sawed-Off

Looking very similar to a sawed-off shotgun (without the legal troubles associated), Laser Sawed-Offs fire multiple laser beams in a cone as if it were a shotgun. The range of the cone is 30 ft. however a single target option can be chosen, using the same range. Those within 5-10 ft. of the cone take an additional +50% damage.

Laser Rifle

Laser Rifles are the longarm variant of the Laser Pistol T-2, the physical design of the Laser Rifle can be customized to resemble any pre-existing longarm, or a few select original designs. Laser Rifles are common among militaries as their main weapon with a Laser Pistol T-2 as a sidearm. A Laser Rifle has a special switch that turns the damage into nonlethal damage without taking a -4 penalty to attack.

Laser Sniper Rifle

Illegal in most civilized countries, these massive variants of the Laser Rifle boast a scope and a tripod. These Laser Snipers are single shot only, however the shots from it are powerful. Laser Sniper Rifles are always considered masterwork.

Pulse Launcher

These extremely dangerous and high-tech heavy weapons use Arc Batteries manufactured by the Empire of America. These “Arc Batteries” allow the Pulse Launcher to make a blast that has the potential to disintegrate those it kills. Anyone brought to 0 HP from the Pulse Launcher is disintegrated (killed), including their equipment. Pulse Launchers are always considered masterwork.

Name	AC Bonus	Max Dex	ACP	Spell Fail	Move Speed		Weight
					30 ft.	20 ft.	
Light Armor							
Scout Armor	+2	+6	-1	15%	30 ft.	20 ft.	6 lbs.
EOA Light Combat Suit	+3	+4	-3	20%	30 ft.	20 ft.	10 lbs.
Medium Armor							
EOA Medium Combat Suit	+5	+2	-4	35%	20 ft.	15 ft.	14 lbs.
Heavy Armor							
EOA Heavy Combat Suit	+10	+0	-7	40%	20 ft.	15 ft.	30 lbs.

Scout Armor

This armor is made of light yet tough reinforced fibers and is outfitted with camouflage options. This armor can be used to camouflage one in various situations and environments. Switching the camouflage to a specific environment (as seen on the Ranger’s Favored Terrain list) takes a move action, and grants the wearer a +4 circumstance bonus on stealth checks while wearing the armor.

EOA Combat Suit

This product line of combat armor is an advanced version of the bullet proof vest. These models of combat armor utilize Kevlar and metal plates for protection. These sets of armor come in three different models: Light, Medium, and Heavy. The light combat suit is often used in missions which require the wearer to be agile. The medium suit is the standard issue model and the most commonly worn set. Finally, the heavy combat suit is typically worn by bomb disposal officers.

The medium and heavy armor come with a helmet while the light armor forgoes one.

Magic Items

Magic items in the modern age are readily available, many modern accessories and equipment has been mildly enhanced by magic. Many things can be enhanced with the advent of technology, including cars and other vehicles.

Magic Armor

One of the most important things in the modern world is to keep oneself protected, this being done typically through use of armor. Some of the following magic armor special abilities presented here are common in the modern world.

Magic Armor	Magic Armor Bonus
Laser Reflecting	+2
Kinetic Reflecting	+3
Auto-Repair	+4

Laser Reflecting

In order to combat the growing potential of laser weaponry, some armor can be outfitted with mirrors in order to reflect some of the deadly lasers fired at the wearer of this armor. While wearing this type of armor, they gain a +2 Deflection bonus to AC vs. weapons, spells, and other effects with the word "Laser" in it.

Magic Armor Bonus: +2 (4,000 GPE), *CL:* 8th, *Construction Requirements:* Craft Magic Arms and Armor, Resist Energy; *Cost:* +2 bonus (4,000 GPE)

Kinetic Reflecting

Used to combat heavy barrages of gunfire, Kinetic Reflecting armor is the perfect solution to those pesky machineguns which just never seem to run out of ammo! While wearing this type of armor, they gain DR 10/Adamantine vs. firearms which deal Bludgeoning and/or Piercing damage, but not firearms which deal fire damage or shoot grenades.

Magic Armor Bonus: +3 (9,000 GPE), *CL:* 8th, *Construction Requirements:* Craft Magic Arms and Armor, Bullet Shield or Barkskin; *Cost:* +2 bonus (4,000 GPE)

Auto-Repair

Infused into this armor are tiny nanites with healing potions and various magic to recuperate its wearer. 14 times per day the wearer can activate these nanites as an immediate action, acting as Cure Light Wounds as cast by a 12th level Cleric. 4 uses can be consumed to cast Cure Moderate Wounds, 8 can be consumed to cast Cure Serious Wounds, and all uses can be expended at once to cast Cure Critical Wounds.

Magic Armor Bonus: +4 (16,000 GPE), *CL:* 12th, *Construction Requirements:* Craft Magic Arms and Armor, Cure Light Wounds, Cure Moderate Wounds, Cure Serious Wounds, Cure Critical Wounds; *Cost:* +4 bonus (16,000 GPE)

Magic Weapon

Weapons, due to the advancements in technology by 2020, are incredibly more potent and readily available. Along with the standard enchantments that were put on weapons prior, the following weapon enchantments were discovered later.

Magic Weapon	Magic Weapon Bonus
Accuracy	+1
True Silencer	+3
Greater Accuracy	+4

Accuracy

Applied to firearms in order to give people the edge they need in combat, firearms with accuracy tend to cause their target more pain due to the strike being aimed just right. This allows a character who uses this weapon enchantment to gain $\frac{1}{2}$ their Dexterity bonus (minimum of 0) as a bonus on damage with firearms. If a character has the “Gun Training” enchantment or similar class abilities they instead use 1.5 times their Dexterity bonus instead of their straight Dexterity bonus. This can only be applied to firearms and heavy weapons which deal bludgeoning and/or piercing damage.

Magic Armor Bonus: +1 (2,000 GPE), *CL:* 6th, *Construction Requirements:* Craft Magic Arms and Armor, Magic Weapon; *Cost:* +2 bonus (2,000 GPE)

True Silencer

This weapon emits very little sound when fired, requiring people within the firearm’s range to make a Perception check (DC 28) to notice that there was a shot from the firearm fired. If a gun with this enchantment also possesses a silencer, the firearm emits no sound when fired and offers no check. In addition, weapons with this enchantment and a silencer take no penalty to damage from their silencer. This enchantment can only be placed on firearms, and cannot be placed on Heavy Weapons.

Magic Armor Bonus: +3 (18,000 GPE), *CL:* 8th, *Construction Requirements:* Craft Magic Arms and Armor, Silence; *Cost:* +3 bonus (18,000 GPE)

Greater Accuracy

Similar to the bonuses granted by the *Accuracy* weapon enchantment, the *Greater Accuracy* enchantment is used for an insane edge when it comes to combat with a firearm. Firearms with this enchantment allow the wielder to add their Dexterity bonus (minimum of 0) to damage, and characters with “Gun Training” or similar class abilities add double their Dexterity bonus to damage instead. This can only be applied to firearms and heavy weapons which deal bludgeoning and/or piercing damage.

Magic Armor Bonus: +4 (32,000 GPE), *CL:* 12th, *Construction Requirements:* Craft Magic Arms and Armor, Greater Magic Weapon; *Cost:* +4 bonus (32,000 GPE)

Virtual Reality

One major advancement in technology was how intricate and life-like videogames have become. By the year 2018 VR games were made incredibly popular with a sub-genre being developed by big game companies, this sub-genre of VR games was known as a 'life-like simulation'. These games are popular due to the immense amount of creative control is put in the hands of the player (being allowed to come up with an almost perfect persona with no trouble, the only limit being their imagination), however they're also popular with the 'hardcore' crowd. Some games known as 'Intense Sims' are made with very dark themes in mind.

Some people play 'Intense Sims' in order to experience death, being eaten, or other manners of negative and traumatizing experiences. Some do this to get cheap thrills while others use it as an outlet for their problems. Intense Sims are sometimes as simple as instilling a great fear into someone, and is even used in the military to help their soldiers from experiencing fear beyond the most brutal and savage experiences.

Standard VR games are sold for 5 GPE, and Intense Sims are sold for 20 GPE.

After playing an Intense Sim, the character who plays it chooses a single bonus and they can call upon this bonus once per day. They can only benefit from an Intense Sim once per day as well.

- +2 to a single attack roll made during the day
- +4 bonus versus fear effects.
- +5 temporary HP.

Vehicles & Vehicle Weapons

One of the most important things during the modern times is transportation. No longer are people hindered by the restrictions of a horse and wagon: cars, planes, helicopters, and various different kinds of boats have made travel from one destination to another easier. Along with magic, transportation has been made incredibly easy. Travel to the moon has been made easy thanks to interstellar teleportation, however venturing beyond has been something every country has been fearful of, afraid of venturing too far or what other risks may be present for them.

The prices presented here are for completely buying a vehicle and owning it straight from the get-go. Most characters won't have that money starting off at early levels. Instead, you can choose to pay 10% of the cost every in-game month in order to rent the car (damaging/destroying the car will yield the company demanding you pay the full price as payment).

You cannot pay rent on military vehicles.

Vehicles

- **Crew:** The amount of people required to drive a vehicle.
- **Passengers:** Additional people who aren't the driver.
- **Cargo Capacity:** How much cargo the vehicle can carry. For every 250 lbs. of unused cargo you can add one additional passenger.
- **Initiative:** This bonus is added to the driver's initiative.
- **Maneuver:** This bonus is added to the driver's drive checks.
- **Speed:** This is the fastest the vehicle can move. Because of how fast vehicles can move, it is recommended to use a 'vehicle scale' for scenes involving vehicles, with one square equaling 25 ft. instead of 5 ft. If a car is moving at its full movement speed for more than 1 round, it gains a +10 dodge bonus to its AC.
- **AC:** This is the vehicle's AC, not including the driver's Dexterity modifier.

Cars

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
Acura 3.2 TL	13,750 GPE	340 HP	H	1	4	300 lbs.	-2	-1	1,325 ft.	8	5
Aston-Martin Vanquish	100,000 GPE	340 HP	H	1	1	175 lbs.	-2	+0	1,675 ft.	8	5
BMW M3	17,500 GPE	320 HP	H	1	4	200 lbs.	-2	+1	1,375 ft.	8	5
Chevrolet Cavalier	6,000 GPE	300 HP	L	1	4	275 lbs.	-1	-1	925 ft.	9	5
Chevrolet Corvette	17,500 GPE	320 HP	H	1	1	250 lbs.	-2	+0	1,550 ft.	8	5
Dodge Neon	6,000 GPE	300 HP	L	1	4	275 lbs.	-1	-1	1,100 ft.	9	5
Ford Crown Victoria	10,000 GPE	340 HP	H	1	5	425 lbs.	-2	-1	925 ft.	8	5
Jaguar XJS	32,500 GPE	340 HP	H	1	4	275 lbs.	-2	-1	1,150 ft.	8	5
Lamborghini Diablo	137,500 GPE	340 HP	H	1	1	100 lbs.	-2	+1	1,800 ft.	8	5
Mercedes E55 AMG	32,500 GPE	340 HP	H	1	4	325 lbs.	-2	+0	1,400 ft.	8	5
Volkswagen Jetta	10,000 GPE	320 HP	H	1	4	275 lbs.	-2	+0	1,150 ft.	8	5

Motorcycles

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
Ducati 998R	7,500 GPE	180 HP	M	1	0	0 lbs.	0	+3	1,850 ft.	10	5
Harley Davidson FLSTF	6,000 GPE	220 HP	L	1	1	0 lbs.	-1	+1	1,375 ft.	9	5
Yamaha YZ250F	2,500 GPE	180 HP	M	1	1	0 lbs.	0	+2	825 ft.	10	5

Trucks

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
AM General Hummer	60,000 GPE	380 HP	H	1	3	1,000 lbs.	-2	-2	700 ft.	8	5
Chevrolet Suburban	17,500 GPE	380 HP	H	1	8	500 lbs.	-2	-2	875 ft.	8	5
Dodge Caravan	10,000 GPE	340 HP	H	1	8	325 lbs.	-2	-2	975 ft.	8	5
Ford Escape XLT	13,750 GPE	320 HP	H	1	4	300 lbs.	-2	-2	1,000 ft.	8	5
Ford F-150 XL	10,000 GPE	360 HP	H	1	2	1,700 lbs.	-2	-2	875 ft.	8	5
Toyota Tacoma Xtracab	7,500 GPE	320 HP	H	1	3	1,600 lbs.	-2	-2	925 ft.	8	5

Aircrafts

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
Bell Jet Ranger	25,000 GPE	280 HP	G	1	4	250 lbs.	-4	-4	1,225 ft.	6	5
Bell Model 212	137,000 GPE	360 HP	G	2	13	5,000 lbs.	-4	-4	1,000 ft.	6	5
Cessna 172 Skyhawk	10,000 GPE	300 HP	G	1	3	120 lbs.	-4	-4	1,050 ft.	6	5
Learjet Model 45	32,000 GPE	440 HP	G	2	10	500 lbs.	-4	-4	5,500 ft.	6	5

Water Crafts

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
Bayliner 1802 Capri	10,000 GPE	280 HP	H	1	5	2,100 lbs.	-2	-2	275 ft.	8	5
Fairline Targa 30	32,500 GPE	400 HP	G	1	3	2,100 lbs.	-4	-4	400 ft.	6	5
Sea-Doo XP	3,250 GPE	220 HP	L	1	1	60 lbs.	-1	+1	525 ft.	9	5

Military Vehicles

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
BMP-2	32,500 GPE	520 HP	H	3	7	250 lbs.	-2	-2	350 ft.	8	10
M1A2 Abrams	250,000 GPE	640 HP	G	4	0	425 lbs.	-4	-4	400 ft.	6	20
M2A2 Bradley	137,500 GPE	580 HP	G	3	7	425 lbs.	-4	-4	350 ft.	6	15
M113A1 Gavin	25,000 GPE	480 HP	H	2	11	200 lbs.	-2	-2	300 ft.	8	10
UH-60 Black Hawk	250,000 GPE	460 HP	G	2	14	9,000 lbs.	-4	-4	1,625 ft.	6	5

Other Vehicles

Name	Price	HP	Size	Crew	Pass	Cargo	Init	Mane	Speed	AC	Hard
Armored Truck	60,000 GPE	360 HP	H	2	0	3,600 lbs.	-2	-2	875 ft.	8	10
Honda TRX400FW	2,500 GPE	220 HP	L	1	0	675 lbs.	-1	+1	475 ft.	9	5
Limousine	100,000 GPE	380 HP	G	1	7	425 lbs.	-4	-4	975 ft.	6	5
Moving Truck	60,000 GPE	440 HP	G	1	2	33,000 lbs.	-4	-4	825 ft.	6	5
NABI Model 40LFW	175,000 GPE	480 HP	G	1	39	0 lbs.	-4	-4	600 ft.	6	5

Vehicle Weapons

All of these are included with the vehicles they're listed with. These are considered "heavy weapons" for proficiency, and adding Dexterity modifier to damage. These can be enchanted with Magic Weapon's enchantment bonuses and special abilities.

Name	Damage	Critical	Type	Range	RoF	Mag
BMP-2 30mm	4d12	x5	B & P	300 ft.	A	Linked
M1A2 Abrams tank cannon	10d12	x8	B & P	400 ft.	Single	1
M2A2 Bradley 25mm cannon	4d12	x5	B & P	350 ft.	A	Linked

Vehicle Magical Enhancements

The following presented here are enhancements which can be placed on a vehicle, using the Magic Armor prices for the Magic Vehicle prices. The enhancement bonus is applied to the vehicle's AC, initiative, and maneuver.

Aircrafts

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger: This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212: This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

Cessna 172 Skyhawk: This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45: This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player.

Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL: The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

Aston-Martin Vanquish: The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

BMW M3: The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier: A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette: The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon: The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

Ford Crown Victoria: The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan: The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

Lamborghini Diablo: The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG: The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta: The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R: This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy: This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F: A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square wide and two squares long.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer: The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires. A Hummer is two squares wide and four squares long.

Chevrolet Suburban: One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan: The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT: The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL: This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab: The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Water Crafts

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri: This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

Fairline Targa 30: This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

Sea-Doo XP: This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section.

Armored Truck: Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW: This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

Limousine: A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck: This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW: This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2: A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M1A2 Abrams: This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

M2A2 Bradley: This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M113A1 Gavin: Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk: Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Credits:

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