

TRI TAC GAMES

#3066

BUREAU 13

For the d20 System



Classic Horror Role Playing

Tucholka, Poloskey, Reiher, Sheffer & MacDonald



Tritacgames.com

Bureau 13

The history of the human race is filled with evidence of eerie and unexplained happenings. Our myths, legends and fairy tales constantly reaffirm that the supernatural exists

The knowledge of this supernatural has been with mankind since before the dawn of history. Mostly these occurrences were misunderstood and greatly feared by the general populace.

With no organization, it was usually the small mobs of angry peasants who stalked the creatures of the night, and more often than not, exterminated them both good and evil.

Always though, there have been a few who were capable of discerning the passing difference between good and evil.

In the early 1860's the Government of the United States created a secret supernatural investigation agency under the cover of the Civil War. Only a few top officials knew of its existence and it became known simply as 'Bureau 13'.

For the next century the employees of the Bureau went quietly about their 'business' of secretly ferreting out and eliminating the destructive aspects of the supernatural.

So successful were their efforts that the memories of the public dimmed and the fear of the unknown was replaced by awe (and suppressed fear) of the new technologies. Foreign branches of the organization were established in Europe, Africa and Asia.

The years have passed and worldwide memories have faded. The public has come to believe that magic and the supernatural are the stuff of childrens' dreams, Hollywood and nightmares. They are dead wrong.

2013

Bureau 13, now an ultramodern high tech force more secret then before, fights to stem the growth of ancient magic and the supernatural that threaten the innocent.

Wherever the supernatural waits, good or evil, the agents of Bureau 13 will be there but...

Evil is Growing

OPEN
FILES

TOP SECRET



FLATWOOD WVA
*Alien
Encounter*
9/12/1952

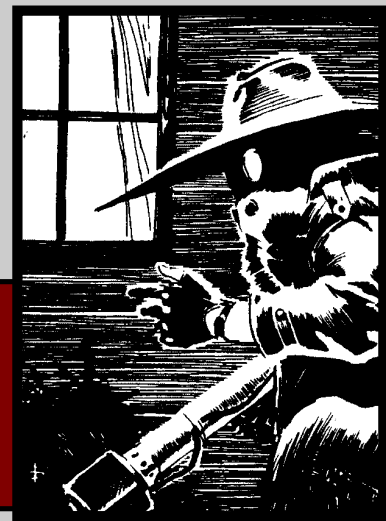


COLUMBUS OH
*Haunted Office
Office 4213
Encounter*
3/20/2010



WASHINGTON DC
*Warning
Manifestation*
12/14/2009

MATTOON IL
*Mad Gasser
Strange Human
Encounter*
8/31/1944



Bureau 13 d20

BUREAU 13

Special Edition Sourcebook for the d20 OGL System

Richard Tucholka

**Bruce Sheffer, John Reiher, Robert Poloskey, Paul MacDonald, Melody Natcher
& the Bureau 13 d20 Design Group**



**Tri Tac Games, Books & Graphics
Michigan Washington Georgia Texas**

GAMES BY RICH TUCHOLKA

Bureau 13

Winner of the Best Fantasy 1991 Gencon

Fringeworthy

Incursion

FTL: 2448

Hardwired Hinterland

The Morrow Project

w/Robert Sadler & Kevin Dockery



BUREAU 13 ON THE WEB

www.TRITACGAMES.com

www.OFFWORLDPRESS.com

www.LANCE-AND-LASER.com

www.BUREAU13.com

Homepage of Rich Tucholka, Creator of Bureau 13

Manufacturer of Bureau 13 T-Shirts

Bureau 13 Miniatures

The Original (and Excellent) Fan Web Site

Be Sure to Check out the *Bureau 13 Message Board* at Yahoo.com

BUREAU 13

For the d20 OGL Game System

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Rich Tucholka & Melody Natcher

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For More Information contact:

www.TriTacGames.com
Tucholka@hotmail.com

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DEDICATION

To those Agents Who Stalk the Night Fantastic

Design Graphics

Melody Natcher

Bureau 13 d20 Modern

INCLUDES ARTWORK & PHOTOGRAPHS BY

Randy Bathurst

Doug Blanchard

Amy K Brown

Larry Dixon

Tom Dow

Jerry Frazee

Andrew Goldhawk

Tom Howell

William Aksel Kuehl

William Levy

Dave Morgan

Mary Peters

Ben Rodriguez

Scott Ruggles

William Wardrop

Robin Wood

Editing

Carol Nickerson

Karen Roe

Weapons Master

Al Yourkonis

Technical Advise

Paige Woelfel

Randy Desrochers

Charles Elton

Additional Graphics

Schlichter Gyorgy

Joey Sanders



PLAYTESTERS & CONTRIBUTORS & MANY THANKS

Chris Callicoa

Edmund Metheny

Sophie Lagace

Laura Mortensen

Mark Walters

Jon Mott

Charles Hurst

Lee Pereda

Jay Moretz

Aleta Pistole

William Travis

Gerald Gentry

Keri Springer

DJ Napier

Anna Moore

Charles Stockton

Jeremy Caufield

Jim Deaton

Eric Spahr

Michelle Poloskey

Linda Whiteside

Dora Heitsch

Jasen Stengel

Michael Andaluz

Tom & Karen Wyatt

Rob Bauer

PC Nyhen

Chris & Sarah Beiting

Beth Sheffer

PC Nyhen

Karl Koenig

Beth Sheffer

Mark Muncy

James Haugh

Sally Gage

Marta Jones

Tony Bacchus

Dale Aden, Jr.

Pat Simmons

Bruce Sheffer

Paul MacDonald

John Reiher

Robert Poloskey

Kevin & Shelly Goodge

Ingred Halvorsen

Brian Roe

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IMPORTANT NOTICE

Bureau 13 is easily playable with the original TRI TAC GAME SYSTEM, WoTC d20 SYSTEMS, GURPS, FUDGE, PALLADIUM or whatever you want to use.

Field Report

4/1/2010

I have a real hunch that my cover has been compromised.

Found this nailed to the door of my apartment today. It is a photo copy of my old Command Card from the 90's.

Not sure what this means beyond the obvious threat so we need to investigate this post haste.

Robert Harrison



Introduction

The introduction to Bureau 13, as written (mostly) by Daniel Robert Stewart, co-leader of Team Candlestick, Michigan regional team for Bureau 13, March 21, 2007:

"I don't regret becoming a Bureau agent.

The world I have seen after my first true encounter with the supernatural, in late 2003, is nothing short of breathtaking, awe-inspiring, and frightening. Doing research into the Bureau's history, I have found out it's origins. This thirteenth Bureau of the Justice Department was created in the heat and madness that was our Civil War. President Lincoln created it to keep at bay all of the new, supernatural threats to the safety and sanctity of the Union which he adored, and later died for.

President Lincoln's secret agency grew over the course of the last century or so. Using science and technology unknown by the average person, we investigate, catalog, and, if necessary, contain or eliminate, all supernatural beings and places and knowledge of their existence to the public. Investigation and disinformation are our first objectives, so the Bureau can then figure out the best course of action."

Someone just paged me, excuse me...."

"Jerry Gentry here, co-leader of Team Candlestick.

Rob forgot to say something-that MAGIC IS REAL! Here's the thing-due to the disinformation the Bureau puts out daily, over the past century or so, magic and the supernatural has been relegated to the back burner, made into popular fiction and myth. But it's real. I use it daily, as the Team's resident mage. The Bureau uses arcane energies to fight the evil entities on their own level, spell versus spell, and they have been since the 1880's. Artifacts of power also aid us in our quest to keep America, and the rest of the world, safe and sound.

The Bureau has spells that enables mages like me to fire different types of energy, distort the senses, and even travel to other places, most of them never seen by mankind. The Bureau catalogs spells from all over and we have magic down to a science. Potions, wands, staves, rings, scrolls, all used by the Bureau to protect our agents. Oh, and a magic sword strapped to your back never hurts either."

"You can't talk about arcane spells being the ONLY type of magic the Bureau uses.

The divine is real, too. I'm Tina Stewart, the Team's healer and resident priestess. Prayers ARE answered, These miracles you hear of- they exist. Healing, blessing, visions, and other acts of faith-the divine aids the Bureau to keep us all safe and sound. Ya think that Jer can heal with a touch, or repel zombies? Nope, but gimme a cigarette and a rosary and look out! You'll be back on your feet, living to fight the forces of darkness again in no time, as those zombies crumble to dust."

The divine manifests in as many forms as there are versions of it. Of course, I prefer the Lord Almighty, the Holy Ghost ya know, the Ukrainian Catholic faith. But we have in the Bureau everything from Buddhist and Franciscan monks to Baptist ministers, from Catholic cardinals to tribal shamans from all over the world. As long as they promote life and peace, we ask them to join the fight to save souls from the forces of darkness."

"Geez, glad I got them outta here! Michele Dixon here, and when you're hip-deep in magical hordes, ya need to know how to take 'em down for the count!

Every team needs a Gunbunny or Combat Monster, that's MY job! Ya get yourself some huge guns and blow large holes in anything that tries to hurt you, your team, or the public. Even if you're outta ammo, the "year in a day" training program at our academy, Bangor, Maine, allows every Bureau agent to take on the evil baddies and survive, even with hand-to-hand combat! Of course, being the total package helps too! You got beauty and moves like I do, the guns can only help."



What is Bureau 13?

Bureau 13 is a roleplaying game where the characters are normal people who have survived supernatural events and attacks, and are later trained by the U.S. Government to secretly protect America and its interests from those threats. Once you are found as acceptable candidates for Bureau training (i.e. surviving that alien abduction intact and relatively sane), you are transported to a place where you stay for a year, and return at the end of the day of which you left!

This is Bangor, Maine, a pocket dimension with a time dilation problem. For every day on Earth, a year passes there. Agents are trained in the best methods, technology, and weapons that America (and its supernatural, alien, and extradimensional allies) has to offer. Agent trainees get six months' worth of physical training, interspersed with six month's worth of training in weapons, Bureau equipment, and protocols in supernatural containment, law pertaining to the world of magic, and Bureau procedure. If you are predisposed to being a wizard, psionic, or healer, the Bureau trains you in those disciplines. Agents return to their lives, a year older and wiser, often more fit, and aware that the world they left behind in the morning has been forever changed.

The new Bureau Agents return to their lives, which are now just covers for their real job—as a Federal Agent of the United States 'Thirteenth Bureau of the Justice Department'. As time goes on, the agents might be designated as regional teams or even "On The Road" teams—teams traveling the continent in an RV unlike any other (The U.S. government has treaties with our neighbors to the north and the south in matters of the supernatural).

Examples of missions the Bureau might undertake: stop a vampire from attacking homeless people, rescue an alien pet from a scientist who wants to show it to the world, or even travel to another dimension to find a rare chemical to stop an epidemic.

Several regional teams are prominent in the current (2010) Bureau roster, including Team Fremont—the Seattle team led by Agent Seth Green, and Team Candlestick, the Detroit team co-led by Gerald Gentry and Daniel Stewart. And then there is team Kamikaze.



CREATING A CHARACTER

To create a character for Bureau 13, you need to be familiar with d20. Create a character as you normally would. Roll your six stats, pick your class, skills, feats, talents and class features, equipment, and then, add something called "Advanced Training". This can be added into the character during initial creation (easier to do, harder to roleplay), or added once the characters become eligible for Bureau Training (do this in between sessions, GMs, and just watch the players' eyes shoot out when they see what they get with this). Just write "...with Advanced Training" after the character's Occupation (i.e. Doctor with Advanced Training).

These new features are added to the character:

- 01 +4 skill points at first level
- 02 +1 skill point per level afterward
- 03 An extra feat at first level (which would make for three plus Simple Weapons Proficiency for a human character)
- 04 An additional feat every fourth level (as well as the one for every third level)
- 05 Two more permanent class skills (in addition to those from your character's occupation, any skill)
- 06 +1 to an ability score every two, not four levels (i.e. add a +1 to your Strength at second, fourth, sixth, and eighth levels, as opposed to just fourth and eighth levels).
- 07 Also, Bureau agents get a +6 added to their Wealth score, due to the resources of the Bureau, as well as not losing Wealth levels if they spend too much (the Bureau can replenish money like nobody's business).

BASIC TIME-LINE OF BUREAU 13

"The history of this organization is nothing short of incredible. You can see just how the Bureau has HAD to change the real history to protect the world from realizing that humanity is not the only major race on this planet, that this universe is not the only universe, and this life is not the only one to live. I don't feel cheated or betrayed by having been raised in a lie for three decades, but thankful that those others living a "normal" life are safe in knowing that there are those who protect them from reality. We stalk the night fantastic and guard against those things that go bump in the night, and you're damn right if you think we'll die trying."

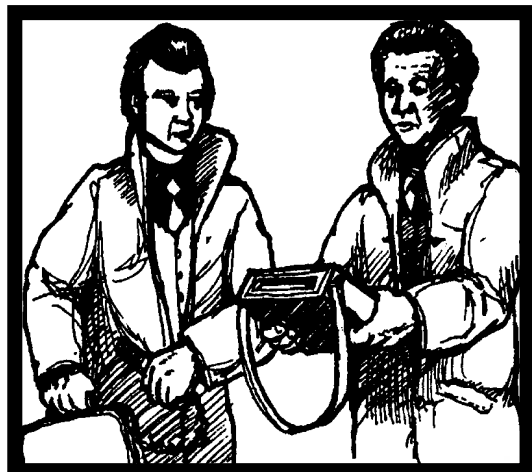
— Robert Poloskey, Bureau Archivist

BUREAU 13's HISTORY

Many events and developments have changed the face of Bureau 13 since its creation in 1862. This is a small time line of the work of the people who Stalk the Night Fantastic.

1862 Bureau 13 is created in utmost secrecy by President Lincoln as a secret branch of Lafayette's C Baker's US Secret Service. This highly secret 13th Bureau of the US Justice Department begins its covert function to track down and destroy supernatural evil.

1869 Destruction of the Windwillow Witch House ends four very bloody decades of murder and hell in a small



Vermont town. This cult would continue to plague the Bureau until the present day.

1875 European immigration brings a host of the "wee folk" to New York City. Many of the old world's paranormal creatures and Mages begin to immigrate to America.

1878 The Western United States become a hotbed of paranormal activity.

1880 Bureau 13 establishes a far Western branch in Carson City, Nevada.

1884 Nest of Goblins makes a war zone out of a small town in Idaho before its removal.

1886 Bureau negotiates first treaty with hostile Indian spirits in Michigan. Lawyers are recruited.

1889 An outlaw named Morrow shot in Kansas. Material found in his hideout begins a technical revolution for the world.

1895 Unusual murders in London and New York City are investigated by Bureau teams.

1910 First motorized 'On the Road' agents begin to travel across the US and Canada.

1929 A High Minister of Hell banished from Wall Street with disastrous results.

1941 A Golem is released from a German submarine causes havoc in Norfolk until captured.

1942 Japanese water demons (Kappa) attack a merchant ship in San Francisco and the Bureau is there. The fight begins to stop the supernatural sabotage of America's full entry into the Second World War.

1943 With French Resistance help the Bureau destroys German OVERMAN' experiments to create a genetically superior human race. On the West Coast, first use of friendly Magic to stop Japanese Terror Balloons.

1945 Bureau 13 battles Nazi Germany's last attempts to unleash powerful paranormal horrors in America and England.

1948 Elves return to the Appalachian Mountains and raise havoc until the Bureau intervenes and establishes a balance.

1950 The new followers and spawn of Great Goshnar are liquidated by Bureau 13.

1951 Unicorn captured in Cleveland, Ohio and shipped west to Yellowstone National Park.

1954 Nest of giant ants exterminated in New Mexico.

1957 Hitler's young clone captured in Skokie, Ill.

1958 Scientist named Morrow, claiming the world will end in 31 years, escapes Bureau 13 investigation team.

1959 Mutant dog monster from crashed Soviet satellite terrorizes the Louisiana backwoods.

1961 A quiet and uneventful year other than the Cuban missile crisis is shattered by the discovery of flying reindeer.

1962 Vampire surrenders in New York City after raiding 5 blood banks. Bureau is faced with problem of what to do with paranormal prisoners. Establishment of Lockup and special storage facilities in several locations.

1963 Psionic mind shifter neutralized in Texas.

1965 North Vietnam unleashes supernatural horrors in Saigon that accidentally find their way to Baltimore, Chicago, and Atlanta.

1967 Gateway to Hell sealed by Bureau in Alexandria, Indiana.

1968 Demon of Hatred banished back to hell.

1974 Agents sink the yacht of the religious leader Sun Yen Yen off the coast of Florida.

1975 Spawn of Goshnar infest zoo in Iowa. The Bureau, having other problems, disposes of them quickly.

1977 All out attack on Bureau 13, by unknown forces, leaves the Washington Office in flames and 61 of the 86 operating agents missing or dead. This dark event became known as the "Massacre of '77".

1981 A new and reorganized Bureau 13 is born and begins operations in the US, Canada, and Europe.

1985 Alien abductions stritting an all time high.

1989 Fall of Communism and a flood of paranormal problems heading to the West.

1996 Millennium fever begins as cults and paranormal happenings are on the rise.

2000 The Millennium comes with an insane year of prophecy and paranormal happenings. Business

as usual on Monday.

2001 Brutal attacks on America trigger a war on Terror that changes the nation forever. Bureau shifts operations to help other agencies involved in counter terrorism.

2003 With America's primary enemies crushed the war against the US and Britain takes a sinister direction. Nations who despise what America stands for and former European friends look for paranormal solutions to put America in its place.

2004 President of the United States assassinated by unknown parties in the guise of Islamic Fundamentalists. Clone is substituted with disastrous results for the next 4 years. The US government has turned into a mass of political backbiting and bickering under a President now out of touch with reality.

2012 Now

BUREAU REGULATIONS

Rules for the teams are simple and direct. There are no guidelines for methods of operation or books of procedure. Each Bureau agent knows there are 6 basic rules to be followed at all times.

BUREAU 13 BASICS

- RULE 1 Don't get Caught
- RULE 2 Don't Leave Evidence
- RULE 3 Use Violence Only if Necessary
- RULE 4 Cover Your Tracks
- RULE 5 Make Civillians Believe a Rational Explanation for the Fantastic
- RULE 6 Nobody Gets Left Behind

BUREAU 13 AGENT BASICS

- RULE 1 Lots of Cash Works Wonders
- RULE 2 Backup is Your Friend
- RULE 3 Don't Depend on Magic

IF YOU'RE CAUGHT

The Bureau will always assist an agent in jail - unless doing so would jeopardize the Organization. Then agents are out in the cold.

After the bloody Massacre of '77, the offices of Bureau 13 went deep underground. Even today's agents do not know where many of the headquarters facilities are located anymore. *It is assumed that Bureau Offices are still located in the Washington DC area.)* Field teams have knowledge of facilities in Bangor Maine and Maryland.

However, when in desperate trouble, an agent can use the emergency phone number: (248) 334-4191. Contact will be immediate and may not be what an agent expects.

LIMITATIONS

While this is a covert organization, Bureau 13 is also a duly authorized sub-division of the Justice Department.

Which means that B13 agents have no authority to leave the confines of America unless in the direct pursuit of a known felon. *(Although the Royal Canadian Mounted Police are often willing to ignore this if serves the course of justice and the paperwork checks out.* On the other hand, the Mexican Federal Police are well known to be real sticklers about the finer details of the law and often carry automatic weapons and high explosives. Bureau agents rarely have the desire to encounter the agents of the Policía Secreto Mexicano (Mexican Secret Police) without enough cash for bribes.

NOTE

If a Bureau 13 agent should leave the country for any other reason they are under the laws of those other sovereign nations. This is when they may need assistance from other Paranormal Agencies. *(see: Friends, Neutrals, Enemies and Supernatural Agencies).* Many of these agencies are considered friends of Bureau 13 but some may be extremely hostile to Americans. Getting Americans out of Foreign Jails is problematical and even difficult for the Bureau but not impossible.



Robert Harrison

Sci-Fi Writer and Senior Agent of Bureau 13

At 42 years of age Robert Harrison is a well known Science fiction writer. Not quite in the ranks of Heinlein, Lacky or Watt-Evans he is recognized for his 'Pookon of Mars' novels and a grosse of good short stories.

With a bachelors degree in English Literature and Anthropology from Brown University in Rhode Island, Harrison is a full time writer who tinkers with old cars, brews his own beer, and travels to Science Fiction Conventions for fun, profit and a free dinner. He is a great crowd pleaser and the Sci-Fi fans really like him.

But Harrison has another side. His involvement with a Bureau 13 team at the 1993 World Science Fiction Convention in Detroit saved a number of lives as he crushed the skull of a Werewolf with his silver plated Hugo Award for best short story. While the fans thought it was a great skit Harrison knew otherwise and found himself shadowed by a covert organization.

To his amazement the supernatural was real, and a Government Agency called Bureau 13 was out to liquidate its more malignant aspects. For nearly a century and a half, this group had been funded as a necessary arm of the US Secret Service, the real Secret Service created by Lafayette C. Baker for President Lincoln in the early 1860's.

Due to a disastrous confrontation in 1977 the agency had lost nearly all of its operatives. Now the agency was desperate for imaginative and competent personnel who could accept the paranormal and deal with it effectively. In Harrison, the Bureau saw an extreme asset, a person who could adapt to the strange, a writer, and a good person.

Harrison was given the chance to join the agency and keep quiet about it or face the wrath of an IRS audit. Realizing he could never survive the horrors of a tax audit, he joined without a moments hesitation.

In the years that followed his life was forever changed as he learned more about the organization and the paranormal horrors that quietly hid on the fringes of society. Robert Harrison did not just adapt, he excelled.



Robert Harrison PHYSICAL DESCRIPTION

Smart Hero: CR 5

Medium Sized Human

HD 4d4 -4/1d8 -1 **HP:** 17

Mas 08 **Int** +0 **Spd** 30 ft.

Defence 12 **Touch** 12 **Flat Footed** 12

BAB +3 **Grappling** +3

Atk +3 **Melee** (weapon), or

+3 **Ranged** (Damage by Weapon Type)

FS 5ft. by 5ft.

Skills:

See Below

Feats:

See Below

SV Fort +0 **Ref** +2 **Will** +2

AP 8 **Rep** +3

Str 11 **Dex** 11 **Con** 08 **Int** 14 **Wis** 10 **Cha** 11

Occupation: Creative (Bluff, Computer Use, Craft [writing])

Skills: Bluff +5, Computer Use +7, Craft (pharmaceutical) +3, Craft (writing) +16, Decipher Script +11, Disable Device +3, Forgery +6, Gather Information +3, Investigate +7, Knowledge (Arcane Lore) +5, Knowledge (Business) +5, Knowledge (Civics) +4, Knowledge (Current Events) +4, Knowledge (Earth and Life Sciences) +5, Knowledge (History) +4, Knowledge (Physical Sciences) +4, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +4, Knowledge (Tactics) +3, Knowledge (Technology) +4, Knowledge (Theology and Philosophy) +4, Move Silently +2, Navigate +4, Perform +2, Profession +1, Read/Write Language +2 (English, Arabic), Repair +4, Research +7, Search +4, Speak Language +2 (English, Arabic), Spot +2

Feats: Bureau Agent, Combat Expertise, Combat Martial Arts, Creative (Craft [writing], Perform), Personal Firearms Proficiency, Simple Weapons Proficiency, Studious

Talents (Smart Hero): Savant (Craft [writing]), Plan

Talents (Bureau 13 Agent): Supernatural Sensitivity, Create Background.

Possessions: Weapon 56 Chevy

BUREAU 13 ADVANCED and PRESTIGE CLASSES

BUREAU 13 AGENT

Bureau 13 Agents are recruited from all walks of life: soldiers, police officers, schoolteachers, science fiction writers, and even street mimes. But all of these people have two things in common: They have each survived a paranormal encounter (of some sort), and they have made it through Bureau training with their sanity intact.

The Agents of Bureau 13 investigate rumors of supernatural activities and determine if any threat exists. If a creature is harmless, it is left in peace. If it is hostile, then the agents handle the situation appropriately. Whether a situation calls for a stern lecture, or a tactical air-strike, is decided solely by the agents involved.

Requirements to join:

Feats: Bureau Agent (see Feats section below)

Class information:

Hit Die: d8

Action Points: The Bureau Agent gains a number of action points equal to 6 + 1/2 their character level, rounded down, each time they gain a new level in this class.

Skill Points Per Level: 6+ Int Modifier

Class Skills

Bluff; Cha, Computer Use; Int, Concentration; Con, Diplomacy; Cha, Decipher Script; Int, Gather Information; Cha, Hide; Dex, investigate; Int, Knowledge (Arcane Lore, Tactics, Behavior Sciences, Civics, and History); Int, Listen; Wis, Move Silently; Dex, Research; Int, Search; Int, Sense Motive; Wis, Spot; Wis.

<i>Lvl</i>	<i>BAB</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Def</i>	<i>Rep</i>	<i>Special Abilities</i>
01	+1	+0	+1	+1	+1	+1	†Supernatural Sensitivity, Create Background
02	+1	+0	+2	+2	+1	+1	Bonus Feat
03	+2	+1	+2	+2	+2	+2	†Evidence Dispersal
04	+3	+1	+3	+3	+2	+2	†Supernatural Resistance
05	+3	+2	+3	+3	+3	+3	†Bonus Feat
06	+4	+2	+4	+4	+3	+3	†Paranoid Reaction
07	+5	+3	+4	+4	+4	+4	†Equipment Upgrade (another +5 to the Agents business-only Wealth rating)
08	+5	+3	+5	+5	+4	+4	†Bonus Feat
09	+6/+1	+4	+5	+5	+5	+5	†Read Between the Lines
10	+7/+2	+4	+6	+6	+5	+5	†Know Weaknesses

Special Abilities

Supernatural Sensitivity (also a bonus feat for Bureau 13 agent prestige class)

Can be taken by any character and/or creature. At first level, this feature gives the Agent the ability to automatically Spot, or hear supernatural occurrences. Agent gets automatic Spot, Listen or Search roll when going within 10 feet of supernatural occurrence. Angels, Devils, Dragons, Masons, and other beings of great occult power should be assumed to have this feat.

Create Background

Bureau Agents are trained in creating false backgrounds for use as a cover. The quality of these backgrounds depends on their Class level and how much time they take to craft the necessary documents, cover story and background elements. The DC of an agent created background is DC 15 + Class level.

If the agent has either Forgery or Craft (Writing) as a skill, he can increase the background's DC by a +2 synergy bonus for each skill he possesses.

If the agent takes a day or more to create the background story, the DC is increased by +1.

This DC is used by the GM to determine if the background story can be broken by a NPC during an adventure. This is either a Forgery or Research skill check whichever is greater.

Bonus Feat:

At 2nd, 5th, and 8th level, an agent may choose a bonus feat from the following list, provided the agent meets all prerequisites for the feat. (such as: nobody with a Dex of 1 gets a firearm.) Armor Proficiency (Light), Attentive, Blind-Fight, Combat Martial Arts, Combat Reflexes, Confident, Deceptive, Focused, Heroic Surge, Improved Initiative, Meticulous, Personal Firearms Proficiency, Studious, Toughness, or Trustworthy.

Evidence Dispersal (Class Feature)

At third level, when attempting a Bluff, Hide, or Diplomacy check that involves covering up occult activity, the agent receives a bonus equal to $\frac{1}{2}$ their Bureau 13 class levels. (Also highly useful in high-stakes poker games in Vegas.)

Supernatural Resistance (Class Feature)

At fourth level, when dealing with a known supernatural entity, the agent can attempt a Knowledge Arcane Lore check (DC 15). If the agent succeeds in the check, they gain a bonus equal to $\frac{1}{2}$ their Bureau 13 class levels to all Saves against abilities, spells, or powers of that specific supernatural opponent, or group for the duration of the encounter.

Paranoid Reaction (Class Feature)

Living under the constant shadow of danger, the Agent develops faster reflexes by sixth level and as a result gains a +2 competence bonus to Initiative rolls. This is a basic sixth-sense when dealing with the paranormal. Unfortunately this has the potential to create problems in mundane settings where the agent may react to something harmless with swift and decisive action. These inappropriate actions, like pulling a .357 in the face of a Psychic can create less than ideal social situations.



Equipment Upgrade (class feature)

By seventh level, the Agent has more buying power. His Wealth rating gets a +5 bonus, in addition to the +6 the Agent got upon his induction to the Bureau (now a +11).

Read Between the Lines

At ninth level, when making a Gather Information or Sense Motive checks that involve supernatural or paranormal entities, the Agent receives a bonus equal to ½ his Bureau 13 class levels.

Know Weaknesses (class feature)

By tenth level, the agent has mastered the skills of the trade and can easily deal with known Supernatural and Paranormal threats. The Agent can make an Arcane Lore check (DC 18), and choose one of the following effects: the Agent may increase their Defense vs. a known threat by 4, or the Agent can increase their Critical range vs. the threat by 2, or an Agent can make the check more than once, but may only gain each benefit once per encounter.

NEW PRESTIGE CLASSES**Combat Cleric**

This is somebody who has eschewed the pastoral life of most priests. Instead, the Combat Cleric seeks to be a holy warrior, to bless or banish, as divinely directed. In Bureau 13, the Combat Cleric's abilities are primarily directed toward neutralizing, cleansing, and banishing the supernatural.

Unlike the Acolyte, the Combat Cleric seeks primarily to know the enemy and thus be better prepared to scourge the Earth of this menace. Although no less studious than the Acolyte, the Combat Cleric seeks practical knowledge.

But don't let this pastoral Origin fool you into thinking the Cleric can not be one tough individual.

"What is Father Beiting doing with that Flamethrower?"

Robert Harrison

Requirements to Join:

Base attack bonus + 2

Skills: Knowledge (Arcane Lore) at 4, (Theology/Philosophy) at 2, Sense motive at 4

Feats: Medium Armor, as well as Light Armor, Proficiency, Piety Feat (see New Feats.

Allegiance: The Combat Cleric has the same class requirements of Allegiance and Holy Symbol as the Acolyte advanced class. (see Acolyte prestige class in d20 modern rulebook)

Class Information

Hit Dice: d8, applying any constitution bonus

Action Points: 6 + ½ character level when each level is chosen.

Skill Points per Level: 5 + Int Modifier

Skill Points at Each Level: 5 + Int modifier.

Class Skills:

Concentration; Con, Decipher Script; Int, Diplomacy; Cha, Intimidate; Cha, Knowledge (Behavioral Sciences, Current Events, History, Streetwise, Tactics, Theology & Philosophy); Int, PSI craft; Int, read/Write Language; NA, research; Int, Sense Motive; Wis, Speak Language; NA, Treat Injury; Wis, Spellcraft; Int.

	BAB	Fort Save	Ref Save	Will Save	Def	Rep	Special Abilities
1	+1	+2	+0	+2	+1	+2	Create Holy Water, Turn/rebuke Undead, Smite
2	+2	+3	+0	+3	+1	+2	Consecrate Area, Bless, Bonus Feat
3	+3	+3	+1	+3	+2	+2	Extra Turning, Healing, Put at rest
4	+3	+4	+1	+4	+2	+3	Close portal, Resistance
5	+4	+4	+1	+4	+3	+3	Cleanse Area, Dispel supernatural effect, Bonus Feat
6	+5	+5	+2	+5	+3	+3	Extra Turning, Prevent Supernatural Manifestation
7	+6/+1	+5	+2	+5	+4	+4	Favored Enemy
8	+7/+2	+6	+2	+6	+4	+4	Spell Resistance, Bonus Feat
9	+7/+2	+6	+3	+6	+5	+4	Expunge, Extra Turning
10	+8/+3	+7	+3	+7	+5	+5	Area of Protection

Special Abilities

The combat cleric gains the ability of Divine Manifestations through the application of positive or negative energy (depending on if you're a Good Cleric, or an Evil Cleric). Turning of undead is only one of their many abilities. Similar to Acolytes, Combat Clerics initially gain # of turning attempts = 3 + Charisma Modifier.

Bonus Feats

At 2nd, 5th, and 8th level, the cleric gains a bonus feat. This feat may be selected from any feat.

Create Holy Water

Turning check indicates # of gallons endowed.

Turn undead, magical creatures, constructs, and outsiders

See D20 Modern, Ch. 9, Urban Arcana, Acolyte section, Turn and Rebuke Undead listing for description.

Bless

Bless to give bonuses to attack and defense (reverse to enemies of his faith) (+1 sacred bonus per 3 cleric levels, # of people affected = max hit dice of check)

Smite

of damage points added to any one attack by cleric = cleric level. Performed with an attack action.

Put At Rest

Any troubled spirit that has no desire for vengeance or is under the control of another. This is commonly performed at burial services.

Extra Turning

Add four extra times the Combat Cleric can turn undead per day, per each time this class feature is gained.

Close Portal

Use turning check for Max Hit Die based on the kind of creature that could come forth. Succeed and the portal closes.

Resistance

Grants 1 point of protection per cleric level against magical damage for # of rounds based on turning check. It is applied after normal damage reduction due to saving throws and special items.

Consecrate Area

Giving +3 bonus to all turning checks for rounds = turning check. If an altar exists, this bonus is permanent as long as the altar remains and the bonus is doubled.

Healing

Heals # of points of damage based on turning check.

Cleanse area

Clear an area of manifestations of incorporeal (ghostly) creatures. Can be used on a whole house.

Dispel Supernatural Effect:

Removes magic/psionic/divine power from victims, items, altars, and casters – requires touch attack. Check against caster level. If successful, turning damage equals # of charges, or casting levels lost (always the highest power first). If an item is brought to 0 or below, another successful turn attempt will destroy the supernatural aspects of the item.

Prevent Supernatural Manifestations for # of Hours Equal to Level of Cleric.

This does not keep supernatural creatures from being in the area, but they cannot use any supernatural ability while in that area. Once outside, they can manifest their abilities normally. This cannot be done in an area with an active portal or if the area has been consecrated with opposing divine energy.

Favored Enemy

As per the Shadow Enemy class feature for the Shadow Slayer advanced class in d20. Only one favored enemy, and +1 per class level (+3 to favored enemy by level 10 of this class).

Spell Resistance

The Combat Cleric gains spell resistance equal to 5+Combat Cleric class level.

Expunge

Force any creature to return to its original reality (failure allows attack of opportunity) where it cannot return unless summoned. This requires a full minute for the attempt. However, during that time the creature cannot perform a physically damaging attack (magic or otherwise) on the cleric or anyone else, nor can it or the cleric travel of their own volition from their current locations. However, it can still direct its personnel.

Area of Protection:

This ability produces a hard as diamond, immaterial, dome hemisphere impervious to attack or passage by anything supernatural, excluding the cleric. This includes mages, Psis, magic items, etc, whether friend or foe. Movement within the hemisphere is unimpeded. Mundane creatures and objects can pass through without hindrance unless magically pro-

pelled. This area of protection lasts for a number of hours equal to the cleric's level. It can be dismissed. It can be used to contain a magical creature, construct, or outsider, but the cleric must remain inside with the creature. Required an action point as well as a Turning Check. All divine effects are limited to a 60' radius initially, but those affected can move outside that area afterwards if not warded. Radius can be reduced as desired when initially manifesting the divine power.



X-Team Agent

X-Team Agents are recruited from within the ranks of experienced Bureau teams. When a field team encounters a threat that they cannot handle alone, they call on the X-Teams (such as Team Coldfire) to come and deal harshly with these threats. The equivalent of Special Forces for the Bureau, the X-teams have to be ready to act within 2 minutes of an alert and are often called upon to make the truly hard decisions. X-Team assistance is subject to authorization by the Bureau, but most team leaders know when it's time to call in the assault troops and so most requests for X-team intervention are approved.

X-teams are not mobile like field teams, they spend most of their time in their own isolated training camps where they hone their skills. As a result of the intense training and drills the X-Team agents undergo, they work together like a well-oiled machine, and are capable of becoming far more than the sum of their parts when the waste product hits the oscillating air-redirection unit. X-Teams are usually composed of at least 1 Mage, 1 Psi, and 1 Combat Cleric in addition to the gun-bunnies and sword-saints. X-team levels are considered Bureau class levels when calculating abilities that depend on Bureau class levels.

Requirements to join:

Base Attack Bonus: 5+

Skills: Tactics 5+, Arcane Lore 4+

Feats: Bureau Agent, Dodge and one of the following; Personal Firearms Proficiency, Combat Martial Arts, or Exotic Melee Weapons Proficiency

Special: Supernatural Resistance class feature.

Class information:

Hit die: d10

Action Points: The X-Team Agent gains a number of action points equal to 6+ 1/2 his character level, rounded down, each time he gains a new level in this class.

Skill points per level: 4+ Int Modifier

Class Skills

Balance
Bluff
Concentration
Demolitions
Intimidate
Jump

Key Ability

Dex
Cha
Con
Int
Cha
Str

Class Skill

Knowledge*
Search
Spot
Treat Injury
Tumble

Key Ability

Int
Int
Wis
Wis
Dex

***Knowledge skills** for X-Team Agents are: Arcane Lore, Tactics, and Behavioral Sciences

Lvl	BAB	Fort Save	Ref Save	Will Save	Def	Rep	Special Abilities
1	+1	+1	+2	+0	+1	+0	Teamwork
2	+2	+1	+3	+1	+2	+1	Duck and Cover
3	+3	+2	+3	+1	+2	+2	Take The Bullet
4	+4	+2	+4	+1	+3	+2	Supernatural Foe
5	+5	+3	+4	+2	+4	+3	Bane Strike

Teamwork

When 2 or more X-Team agents work together against an opponent, the agents involved each receive a synergy bonus to all attacks and to their own Defense equal to the number of agents involved. So if 3 agents are all actively attacking a Vampire, the agents gain +3 to all attacks and +3 to each agent's defense due to their ability to enhance and defend one another. The maximum bonus an X-Team agent can receive is equal to his X-Team level.

Duck & Cover

Once per day the agent can make a Reflex Save (DC 20) to turn a successful attack on himself into an automatic miss, the Duck & Cover attempt must be announced after the attack roll is successful, but before any critical threats are resolved or the damage roll is made.

Take The Bullet

In combat an X-Team agent reacts first and thinks second in order to save the life of a comrade. Whenever an attack is declared on a teammate but before the attack roll is made, an X-team agent with this ability may choose to intercept the attack. To do so the agent must make a Reflex Save (DC 10+ 1 per foot of distance separating the agent from the target he wishes to defend) to throw himself into the path of the attack. If the save is successful, the agent forfeits his next action and becomes the new target of the attack. The attack is then resolved normally. Note that the regardless of the check results, no agent can move more than his normal movement in order to Take The Bullet.

Supernatural Foe

The X-team agent chooses a type of foe (as per the Shadow Slayer in d20) whom he has studied and trained against. Against foes of this type the agent gains a +2 competence bonus to both attack and damage rolls.

Bane Strike

When dealing with enemies with natural resistances or damage reduction the X-Team the agent can make an Arcane Lore check against a



DC 20, if successful the agent's next attack bypasses the supernatural defense of the creature. If the agent should make a critical hit, then the follow up check is automatically successful. Committing to a Bane Strike is a full round action that can be used a number of times per day equal to 3 + the agents Wisdom Modifier.

Disposals & Eliminations Agent ("Cleaners")

Normally, a Bureau Field Team is expected to be able to handle the aspects of Bureau life outside of combat and investigation, especially when it comes to making sure the Bureau's hand in affairs (or even the Bureau's very existence) remains a secret. However, there are times when a Bureau Field Team or X-Team must take extreme measures to neutralize a threat, and in the aftermath, the Disposals & Eliminations Agent (D&E Agent) is called upon.

Referred to as the "Cleaners" by Field Agents, the D&E Agents are recruited from existing Bureau Teams and specialize in large-scale evidence disposal, information containment and manipulation, and most importantly making sure the general public remains blissfully unaware of the Bureau or the supernatural or extraterrestrial threats that they deal with regularly.

Although most Cleaners are sent in after the bullets and spells stop flying, Bureau Field Teams find their expertise in scientific skills and information manipulation can be invaluable in the course of regular Field Team investigations. They are the Bureau's public relations experts for an agency that cannot have public relations under any circumstances. When information spreads fast on the Internet, the Cleaner's skills are extremely valuable. Levels in this class count as Bureau Class levels.

Requirements to join:

Skills: Bluff (6 Ranks), Computer Use (5 ranks), and 4 ranks of either Diplomacy or Intimidate

Feats: Bureau Agent, plus one of the following: Meticulous, Trustworthy, or Deceptive

Special: Evidence Dispersal class feature, Reputation cannot be above 5

Class Information:

Hit Die: d6

Action Points: The Cleaner gains a number of Action Points equal to 6 + ½ her character level (rounded down) each time she gains a level in this class.

Skill Points per Level: 6 + Int Modifier

<i>Class Skills</i>	<i>Key Ability</i>	<i>Class Skills</i>	<i>Key Ability</i>
Bluff	Cha	Handle Animal	Cha
Computer Use	Int	Hide	Dex
Demolitions	Int	Intimidate	Cha
Diplomacy	Cha	Knowledge*	Int
Disguise	Cha	Repair	Int
Forgery	Int	Sleight Of Hand	Dex
Knowledge skills for Cleaners are: Arcane Lore, Civics, Earth and Life Sciences, Physical Sciences, Streetwise, Technology			

Lvl	BAB	Fort Save	Ref Save	Will Save	Def	Rep	Special Abilities
1	+0	+0	+1	+1	+0	+0	Nothing To See Here
2	+1	+1	+1	+2	+1	+0	Cover Up + 2
3	+1	+1	+2	+2	+1	+0	Bonus Feat
4	+2	+2	+2	+3	+2	+1	Cover Up + 4
5	+2	+2	+3	+4	+2	+1	Disinformation Campaign

Nothing To See Here

When a Cleaner is trying to make a Bluff, Hide, Intimidate, or Diplomacy check to conceal evidence of supernatural or paranormal activity from a particular individual, the Cleaner may make a separate check (DC 15) in the appropriate skill. If successful, the Cleaner gains a +1 skill bonus for every Cleaner Level she has in any future Bluff, Hide, Intimidate, or Diplomacy checks made against that individual for the rest of the session. This ability can be used once per session per Cleaner Level. This ability stacks with the Bureau Agent's Evidence Dispersal ability.

Cover Up

At level 2 and again at level 4, the Cleaner gains a bonus to Computer Use, Knowledge, and Research checks involving efforts to manipulate information used to conceal Bureau activities, such as altering public records, removing information on the Net, alibi establishment, etc. The bonus at level 2 is +2 to these skills when used for evidence dispersal purposes, and another +2 bonus is gained at level 4 for a total of +4.

Bonus Feat

At level 3 the Cleaner can choose a Bonus Feat from the following feats, provided the Cleaner meets the requirements for the feat: Attentive, Deceptive, Low Profile, Meticulous, Studious, or Trustworthy.

Disinformation Campaign

At level 5 the Cleaner can undertake a major effort to cover up evidence of the Bureau's activities even after the most violent conflict. The Disinformation Campaign represents the sum total of all the Cleaner's abilities in leading would-be investigators away from the Bureau. The Cleaner can once per week spend 8 hours of time and effort and add her total Bureau levels to the DC of any checks made to discover the truth behind a supernatural or paranormal event and the Bureau's involvement in the event. The net result is that anyone who would have made the check without the Cleaner's clever efforts instead discovers an ironclad explanation that explains the event completely, and is none the wiser about the information being cleverly planted.

Psi

Can be used to replace the D20 Modern Telepath and Battle Mind advanced classes. For the personnel of Bureau 13, psionic talents are a dangerous reality. Known to exist for many centuries, these powers of the mind are showing up in increasing numbers in the general population. While the Bureau employs many Psionics, others have been recruited for less than good. Often the user of these gifts is mentally unstable or heading in that direction. Like magic, psionics is power, but that is where all similarity ends.

Magic and psionics are separate and distinct. A magician cannot use psionic power points for spells, and a psionic cannot tap into magical sources for needed energy. Psionics is a natural energy that is channeled by the mind.

Who has Psionics?

The talent for psionics is either inherited or induced. Inheritance gives the best method for developing a talent without vicious side effects. Drug or technologically induced psionics often radically changes the mind and gives a chance of dangerous talents, if it does not simply kill the victim.

Requirements

To qualify to become a Psi, a character must fulfill the following criteria.

Skills: Dependent on Talent pool chosen, but all require Concentration at 6 ranks.

Body Talent pool: Balance at 6 ranks, Climb at 6 ranks.

Mind Talent pool: Bluff at 6 ranks, Sense Motive at 6 ranks.

TK talent pool: Move Silently at 6 ranks, Sleight of Hand at 6 ranks.

Wild Power Talent pool: only the Concentration skill at 6 ranks.

Feat: One of the following feats: Psionic Ability, Wild Talent, or Wild Power.

Class Information

Psi's have the following game statistics:

Hit Die: The Psi gains 1d6 hit points per level. The character's Constitution modifier applies.

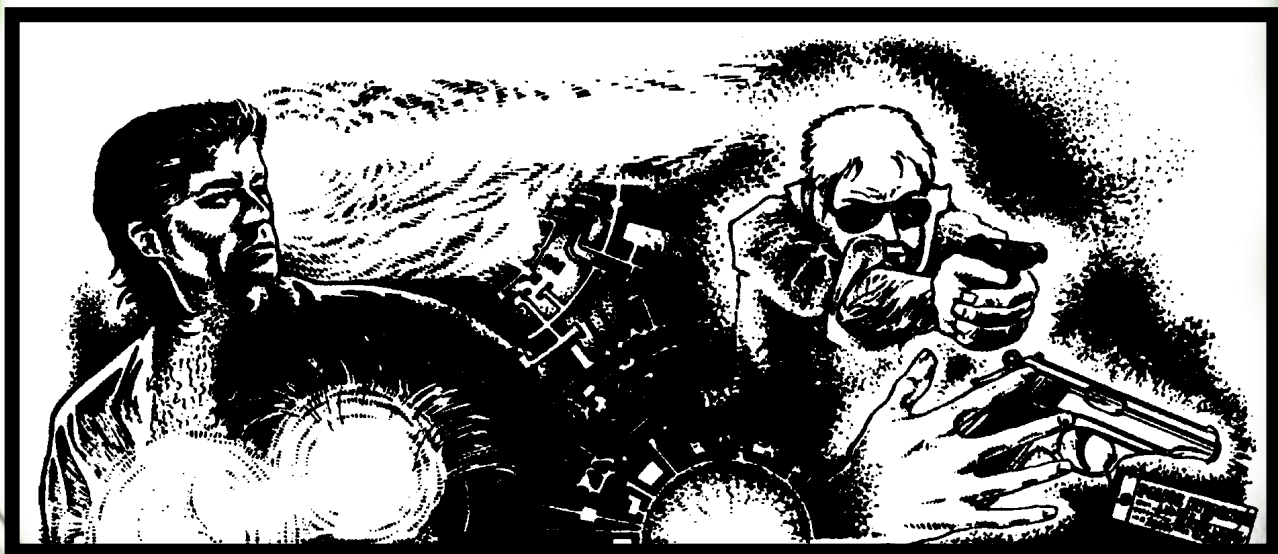
Action Points: The Psi gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Psi's class skills are:

<i>Class Skills</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Bluff	Cha	Listen	Wis
Concentration	Con	Profession	Wis
Gather Information	Cha	Search	Int
Intuit Direction	Wis	Sense Motive	Wis
Knowledge (Any)	Int	Spot	Wis

Skill Points at Each Level: 5 + Int mod.



Psi Class Progression

Lvl	BAB	Fort Save	Ref Save	Will Save	Def.	Rep.	Special Abilities	Power Points*
1	+0	+0	+0	+2	+1	+1	Psionic Skills, Psionic Talent pool, Wildsense**	2
2	+1	+0	+0	+3	+2	+1	Harden Skin +1, Inertia +1, Influence Memory +2/-2, Psi Dumping, Snap Use†	5
3	+2	+1	+1	+3	+2	+1	Feat	9
4	+3	+1	+1	+4	+2	+2	Psi Linking	14
5	+3	+1	+1	+4	+3	+2	Harden Skin +2, Inertia +2, Influence Memory +4/-4, Snap Use†	20
6	+4	+2	+2	+5	+3	+2	Feat	25
7	+5	+2	+2	+5	+4	+3	Psi Fu	31
8	+6/+1	+2	+2	+6	+4	+3	Harden Skin +3, Inertia +3, Influence Memory +6/-6, Snap Use†	38
9	+6/+1	+3	+3	+6	+4	+3	Feat	46
10	+7/+2	+3	+3	+7	+5	+4	I am the Power	55

*Additional power points are acquired each level based on the psionic's Intelligence Ability score see Bonus Points below.

** Wild Power feat required.

† Cannot be taken with Wild Power feat.

Class Features

All of the following are class features of the Psi advance class.

Psionic Skills

Detect Psi Power (Int)

Use this skill to detect whether or not a person, object or area has any Psionic power points.

Check: The Detect Psi Power skill to detect the aura of psionic power emanating from a person, object or area. When you make your Detect Psi Power check, the GM will tell you if sense "A little", "Some", "Lots", or "Oh-My-God" amounts of psionic power points.

Sense Rating	Power Point Range
A Little	1 to 5 Power Points
Some	6 to 20 Power Points
Lots	21 to 100 Power Points
Oh My God	101 and up

The Detect Psi Power check is modified by a - 1 for every 20 feet of distance between you and the character, object or area you are scanning. The check carries a further -5 penalty if you are in the midst of activity (a combat scene, a crowded street, a bustling airport, and so forth.) Psi's with the Telepath power Psi Shield can resist the scan by making a check to see if they blocked the scan.

Try Again? You can make a Detect Psi Power check every time you have the opportunity to

scan for Psionic power points. This takes a full-round action to perform.

Special You can take 10 or take 20 when making a Detect Psi Power check. A character with the Alertness feat gets a +2 bonus on all Detect Psi Power checks.

Time A Detect Psi Power check is a full-round action as you actively take time to scan for power points.

Note Characters with the Wild Power feat use the Wildsense class feature instead of Psionic Skill.

Concentration (Con)

As per d20 Campaign Models

Psicraft (Int)

As per d20 Campaign Models

Psi Tapping (Con) Trained only.

This is the ability to tap into another Psi's power points or to tap ambient power pools in objects or areas.

Check Tapping power points requires that you either know that the target has power points to tap, or you make a successful Detect Psi Power check. Tapping a target with no power points wastes an Attack action. You must touch the object or creature you are going to Tap. To tap a region, you only need to be within its area.

DC	Task
10	Tapping a willing living subject.
15	Tapping an inanimate object.
20	Tapping a region.
Special	Tapping an unwilling subject.

Tapping an unwilling subject is an Opposed Check. Psi Tapping can be opposed by the Psi Shield skill or by the target's Constitution. A DC check that fails by 10 or more results in a loss of up to 5 power points by the Psi. If the Psi has less than 5, the Psi loses a single point of Constitution in addition to the remainder of his power points.

A successful Tapping draws 5 power points/rank an Attack action till you either drain the object, break off, or fill max out your Tapping potential.

You can Tap up to 5 times your daily available power points. For example: A 3rd level Psi can tap up to 20 power points (4 pts/day x 5 = 20 power points.)

Try Again? You can try to Tap as many times as you wish, as long as you are touching the target.

Psionic Powers

The Psi's primary ability is the power to manifest psionic powers from a Psionic Talent pool. A Psionic Talent pool is collection of various related psionic powers. A psionic power is the manifestation of pure mental power in the form of a psionic effect. Unlike Bureau Mages, Psi's do not learn their powers from eldritch tomes nor do they have to collect spell components in preparation to use the psionic power. Psionic powers are fueled by power points that the Psi generates from within or taps into from the environment. Armor does not have any affect on them, and they can wear armor when using their powers.

The Psi must pick a single Psionic Talent pool to draw his various psionic powers from. The following table lists the different talent pools:

Psionic Talent Pool Description

Body Powers	Allows manifester to control how his body functions, to heal others by touch.
Mind Powers	The ability to mentally control others, to scan and read minds, to read emotions, to view the past, present, and future.
TK Powers	The ability to mentally lift and control objects. Manifester can create regions of cold on the target. Manifester can create regions of heat on the target. Manifester can create light and light effects.
Wild Power	The uncontrolled use of psionic powers. Can only be taken by characters with the Wild Power feat.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Psi's key ability modifier.

A Psi can manifest a certain number of powers from a Psionic Talent pool based on his Psi level. A 1st level Psi can manifest 3 0th-level psionic powers from his talent pool and 1 1st-level psionic power. At each level the Psi manifests one or more psionic powers of the same level or from a higher level.

Psionic Powers Available by Level

Psi Level	Pts/Day	0	1	2	3	4	5
1st	3	3	1	—	—	—	—
2nd	4	3	2	—	—	—	—
3rd	5	3	3	—	—	—	—
4th	8	4	3	1	—	—	—
5th	12	4	3	2	—	—	—
6th	16	4	4	2	1	—	—
7th	22	5	4	3	2	—	—
8th	30	5	4	3	2	1	—
9th	37	5	4	3	3	2	—
10th	45	6	5	4	3	2	1

Note: A Psi with the Wild Power feat gains 1 new Wild Power pool power every 2 levels of Psi. So at 2nd Level, the Wild Power Psi gains one 1st level power, 4th level gains one 2nd level power, 6th level gains one 3rd level power, 8th level gains one 4th level power, and 10th gains one 5th level power.

Additionally, the Psi can gain extra power points based on his INT score:

INT Score	Bonus Power Points/Day
12-13	1
14-15	3
16-17	5
18-19	7
20-21	9
22-23	11
24-25	13
26-27	15
28-29	17

Psi Linking

At 2nd level the Psi gains the ability to link a Psionic power and share power points with two or more Psi's and operate as one. The blending of Psionic powers and power points can create a virtual Psi who is far more powerful than any one individual. The Psi with the highest key ability among all linked characters, as well as the highest class level of all linked psis, controls the manifestation of the power.

For Psi Linking to work, each Psi must be able to touch at least one other Psi participating in the linking.

If the link is broken, the Psis involved must make a Will check (DC 20) or lose all their power points and become stunned for 1d4 rounds. The check is further modified by +1 for each Psi participating in the link.

Psi Dumping

The Psi can store excess power points in an object. The amount of power points that can be stored in an object depends on its material and quality.

Power Points Stored	Material	Cost DC
2	Quartz	10
5	Natural Crystal	20
10	Artificial Diamond	30
15	Diamond	35
20	Meteoric Iron	40

It takes the Psi 24 hours to condition the material so that it can receive and hold the power points. The object will have 1 power point stored in it after it is conditioned. Recharging takes 10 minutes of meditation on the object per power point stored in the object.

The Psi can make as many storage objects as he wants, but he can only have one on his person at one time. In addition, he cannot store charged objects together; otherwise they will discharge each other in a matter of minutes. They must be stored in their own containers, preferably lead-lined.

Snap Use

The Psi gains the ability at 2nd, 5th, and 8th level to instantly manifest a psionic power from his Psionic Talent pool at no power point cost. At each level, the Psi can choose one 3rd-level or lower psionic power from his Psionic Talent pool that he can manifest with this talent.

To use this talent, you must make an ability check to see if you can manifest the power at no cost. If you fail the check, you must pay full power point cost for the power. If you do not have the necessary power points you lose CON equal to the level of the psionic power. The DC for the ability check is DC 10 plus twice the level of the power.

Note: This class feature is not available to Psi's with the Wild Power Feat.

Bonus Feat

At 3rd, 6th, and 9th levels the Psi has the option of taking a bonus feat from the following list: Confident, Educated, Focused, Heroic Surge, Iron Will, Low Profile, Meticulous, or Trustworthy

For descriptions of these feats refer to d20 Feats

Psi Fu

At 7th level, you have become one with your powers, and can manifest one during combat. Psi Fu grants you a +4 bonus on Concentration checks to defensively manifest a power.

I am the Power

At tenth level, a Psi can manifest one psionic power per day from his Psionic Talent pool to a higher than normal level. All variable numeric effects are at their maximum values when the Psi manifests this talent. Damage is at maximum value. The Psi has the choice to increase the damage dealt by the psionic power, increase the duration of the psionic power, or use the psionic power multiple times.

If the Psi chooses to increase damage, for every 4 extra power points expended, the damage done by this psionic power is increased by 50%.

If the Psi chooses to increase the duration, for every 2 extra power points expended, increase the duration by 25%. If the psionic power does not have a duration, it gains a round per 2 power points expended instead.

If the Psi chooses to gain multiple uses of the psionic power, for every 4 extra power points expended, he gains an extra use. Each use of the psionic power has a normal duration. However, this talent does not have its downside. After using this talent, the Psi must make a Fort save at -5, with an additional -1 for each increase, extra duration or use. When manifesting this power, a glowing aura and the occasional crackle and flicker of electricity surrounds the Psi.

Body Power Psi Talent

Harden Skin

From 2nd level, the Body Psi gains the ability for her skin to resist assault by making a DC 10 check against Concentration. When this ability is activated, she gains a +1 natural armor bonus to defense. This bonus increases to +2 at 5th level, and +3 at 8th level. The bonus stacks with any existing natural armor bonus. Note that this bonus does not change the Egoist's defense score against touch attacks.

Mind Power Psi Talent

Influence Memory

From 2nd level, the Mind Power Psi gains the ability to use subtle telepathy to increase or decrease the chance of being recognized by making a DC 10 check against Concentration. When this ability is activated, anyone making an intelligence check to identify the telepath by reputation gains a +2 bonus on the check (if success would provide a bonus on the telepath's skill checks) or a -2 penalty on the check (if success would provide a penalty on the telepath's skill checks). From 5th level, the bonus/penalty is +4/-4, and from 8th level, the bonus is +6/-6.

TK Power Psi Talent

Inertia

From 2nd level, the TK Psi gains the ability to increase the impact of weapons he wields by making a DC 10 check against Concentration. This ability lasts a number of round equal to his Psi level. While the ability is enabled, he gains a +1 to the damage of the first attack he makes each round. If the first attack misses, the TK Psi gains no benefit this round. At 5th level, the bonus is +2, and at 8th level, the bonus is +3. This bonus applies only to melee damage or to ranged damage if the target is within 30 feet of the TK Psi.

Wild Power Psi Talent

Wildsense

At 1st level, the Wild Power Psi can open his mind to psychic energies and can detect the use of any psionic powers in the vicinity through one of his five senses. He can use Wildsense a number of times a day equal to his Psi level. The sense that becomes attuned to Psi powers is determined randomly and for the duration of this power the Psi cannot use this sense normally, i.e. if the Psi's sight is altered he can only see psionic energies and is blind to the normal spectrum.

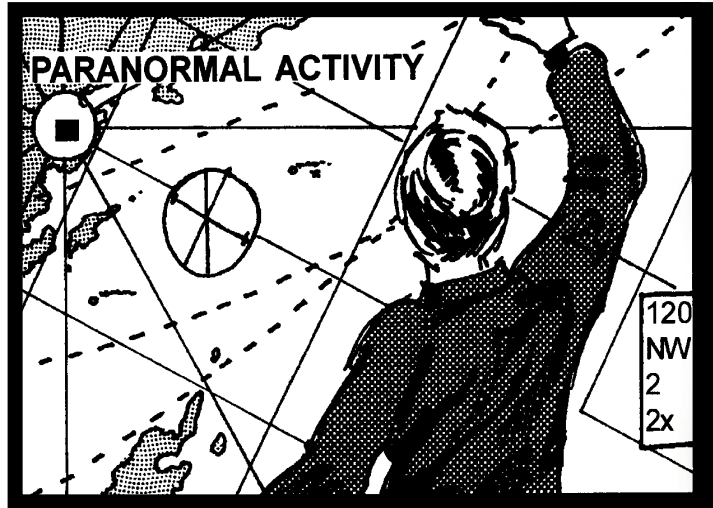
To determine the altered sense roll 1d8 and use one of the following

Die roll	Sense Altered
1 – 2	Sight
3 – 4	Hearing
5 – 6	Touch
7	Smell
8	Taste

The distance the Wild Power Psi can detect psionic power is 20 feet per Psi level, and the duration of this ability is a number of minutes equal to 1 minute per Psi level.

Magical Scene Investigator (MSI)(Prestige Class)

The Magical Scene Investigator relentlessly pursues the truth, no matter how strange it may be or how uncomfortable it makes her fellow team members. She knows there are things in this world that most people cannot see or simply choose to ignore. She has an urge to dig into mysteries, and piles of steaming goo, to discover their deeper meaning. She is happy to be examining the eldritch remains of magical beings, swabbing gobs of ectoplasm, or delving deep in the steaming droppings left behind by legendary beasts. The Magical Scene Investigator doggedly tries to solve cases ordinary Bureau Agents cannot fathom or stomach.



Select this advanced class if you want your hero to dedicate herself to solving mysteries and crimes committed by the supernatural, or the deluded mortal playing with forces beyond their ken.

The fastest path to this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a Magical Scene Investigator, a character must fulfill the following basic criteria.

Skills: Investigate 12 ranks, Knowledge (arcane lore) 12 ranks, Knowledge (theology and philosophy) 12 ranks, Sense Motive 12 ranks, Spot 12 ranks.

Feat: Track, Iron Will

Class Information

The following information pertains to the Magical Scene Investigator advanced class.

Hit Die: The Magical Scene Investigator gains 1d8 hit points per level. The character's Constitution

modifier applies.

Action Points: The Magical Scene Investigator gains a number of action points equal to 7 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Magical Scene Investigator's class skills are as follows.

Bluff (Cha), Craft (Chemical, visual art, writing) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Magical Scene Investigator advanced class.

Target Bonus

The Magical Scene Investigator, as a full-round action, may designate an individual as a target. She spends 1 action point to select a target and thereafter gains a competence bonus on certain actions involving that particular target. The Magical Scene Investigator does not need to know the target personally and may know him only through his actions or description ("The zombie that robbed the liquor store on 12th Street," or "The photographer who took the UFO photo that's in today's newspaper" will do, as will a picture or a dossier). The Magical Scene Investigator may not select a target while she or the target is in combat, and once she chooses a target she must wait 24 hours before choosing another.

The Magical Scene Investigator gains a +2 target bonus per class level in the MSI class on attacks against that target, as well as when using the following skills directly against the target, or in tracking a target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot. The target bonus applies to a single individual and lasts until the Magical Scene Investigator chooses a new target.

Spellcraft

At 1st level, the Magical Scene Investigator gains the Spellcraft class skill, as described under the Mage advanced class in Chapter 9 of the d20 Modern Roleplaying Game.

Use Magic Device

At 1st level, the Magical Scene Investigator gains the Use Magic Device class skill, as described under the Occultist advanced class in Chapter 9 of the d20 Modern Roleplaying Game.

Personal Demon

At 2nd level, the Magical Scene Investigator gains a special insight into the behavior patterns, tactics, and weaknesses of a specific type of supernatural creature.

The Magical Scene Investigator may select a type of creature from among those given on the Magical Scene Investigator's Personal Demons table. Due to her extensive study of her chosen type of foe and training in proper techniques for combating such creatures, the Magical Scene Investigator gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +3 bonus on damage rolls against such creatures.

At 3rd level, and again at 4th level, the Magical Scene Investigator may select an additional personal demon from those given on the table. Alternatively, instead of choosing a new personal demon, the Magical Scene Investigator may choose to increase the bonus she gets against one personal demon by +2. For example, a 3rd-level Magical Scene Investigator may have two personal demons (each at +3 to the appropriate rolls) or only one (at +5).

A 4th-level Magical Scene Investigator may have three personal demons (all at +3), two

Bureau 13 d20

personal demons (one at +5, the other at +3), or only one (at +7 to all appropriate rolls).
Magical Scene Investigator's Personal Demons.

Type (Subtype)

Aberration
Construct
Dragon
Elemental
Fey / Dryad
Giant
Humanoid (aquatic)
Humanoid (forest dwelling)
Humanoid (lycanthrope)
Humanoid (nomadic)
Humanoid (reptilian)
Humanoid (underground)
Magical Beast
Monstrous Humanoid
Ooze
Outsider (good/evil)
Outsider (law/chaos)
Plant
Undead
Vermin

Examples

Otyugh
Flesh Golem, Robot
Small Red Dragon, Chinese Dragon
Invisible Stalker
Fairy, Shoe Brownie, Pixie
Ogre, Troll, Small Giant
Merfolk
Elf, Gnome, Halfling
Werewolf, Werebeast
Goblin, Orc
Kobold, Troglodyte
Dwarf, Gnome
Gargoyle, Unicorn
Minotaur, Skunk Ape, Pro Wrestler
Terrestrial Effluvium
Celestial, Fiend
Demon, Efreeti
Monstrous Flytrap
Mummy, Zombie
Monstrous Spider, Rat, Pigeon

Swift Track

At 3rd level, the Magical Scene Investigator may move at normal speed while using Track without taking the -5 penalty.

Detect Magical Aura

At 5th level, the Magical Scene Investigator gains the spell-like ability to detect magical aura. The Magical Scene Investigator may use this effect up to 4 times per day, and each use lasts for 20 minutes.



Scene Investigator

Class Progression

CLA	BAB	FOR	REF	WIL	DEF	REP	SPECIAL
1st	+0	+0	+1	+2	+1	+0	Target Bonus, New Skills
2nd	+1	+0	+2	+3	+1	+0	Personal Demon
3rd	+1	+1	+2	+3	+2	+1	Swift track, Personal Demon
4th	+2	+1	+2	+4	+2	+1	Personal Demon
5th	+2	+1	+3	+4	+3	+1	Detect Magical Aura

CLS = Class Level

BAB = Base Attack Bonus

FOR = Fort Save

REF = Ref Save

WIL = Will Save

DEF = Defense Bonus

REP = Reputation Bonus

NEW SKILLS

Piety (Wis) (Untrained)

This is the skill of invoking higher powers, spirits, or even the zeitgeist of the world to come to your aid. If you successfully invoke the aid of these powers, you gain a temporary circumstance bonus for your next skill use.

Check The base DC for invocation is 20, though it can go up if you are invoking aid for a trivial purpose. If you succeed your roll, you gain a +2 bonus, and on a natural 20, you gain a +4 bonus. If you are using this skill to seek aid against someone who has an allegiance in opposition to your own allegiance, you gain a +2 to your Piety roll. You can Take 10 and Take 20 using this skill.

Try Again? Yes, but each time you try invoking higher powers after being turned down the base DC increases by +2.

Time A move action or a quick "Hail Mary!" before making a skill check. Taking 10 is a full round action, and Take 20 is a full minute.

Gather Information (Cha)

Check By succeeding at a skill check (DC 10) and spending 1d4+1 hours, on the phone, in internet chats, e-mailing requests, and even passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood, about a person or an organization. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary. Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

Try Again Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special An Agent can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

Time A Gather Information check takes 1d4+1 hours.



NEW FEATS

Bureau Agent (general feat)

This feat is for those people who don't wish to have levels in the Bureau 13 Agent advanced class, yet are still Bureau 13 personnel- field scientists, support personnel, etc. This feat is, however, a prerequisite for several of the advanced and prestige classes available to Bureau agents.

Prerequisites Two of the following skills at 4+ ranks each: Concentration, Gather Information, Investigate, Profession, Sense Motive, Spot. Also, to either have been born supernatural or must have survived a supernatural experience relatively intact and pass the Bureau final exam with a satisfactory grade.

Benefit Gain Bureau 13 as an Allegiance (see Allegiances in D20 Modern, chapter 1), +2 to all Charisma and Charisma-based skills to those with Bureau 13, U.S. Government, or Law as an Allegiance, and a +6 to the new agent's Wealth rating.

Note This feat can be given to characters at any time, whenever the GM deems them worthy to join the Bureau-not just when the characters are ready for a feat (for example, can receive feat at 5th level, if the GM says so).

Improved Autofire Feat

You can lay down a far more effective barrage of Autofire with great precision.

Prerequisite Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit When you use autofire or high volume autofire, the DC for the Reflex Save is increased by 5.

Pious (General Feat-free for Acolytes)

Prerequisite Must have some deific or religious Allegiance (God, Christianity, Hinduism, etc.)

Benefit Once per day, in a critical situation, the character with this feat can call upon divine forces to get himself out of that situation. The player gets to reroll the saving throw or skill check, but MUST take the second roll, good or bad.

Superior Spell Knowledge (magical feat)

Prerequisite Mage, Intelligence 12+

You possess more spell knowledge than normal spell casters.

Benefit: The character gains bonus spells known as if their Intelligence is 4 points higher than its' actual rating. This feat may be taken more than once.

Superior Divine Caster (divine feat)

Prerequisite Combat Cleric or Acolyte, Wisdom 12+

You possess more spell ability than normal spell casters.

Benefit The character gains bonus spells per day as if their Wisdom is 4 points higher than its' actual rating. This feat may be taken more than once.

New Psionic Feats

Mental Might (psionic feat)

Prerequisite Wild Talent Feat or Psionic Ability Feat, ability to use a third-level psionic power

Benefit The Psi gains additional bonus Power Points per day based upon either their Wisdom or Charisma score. †This feat may be taken twice, once for each ability.

Psionic Ability [psionic]

You can manifest one Psionic Talent Pool's 0-level powers.

Requirements You must have a minimum Intelligence of 10 to take this feat.

Benefit Select one Psionic power. You can manifest this power up to three times in a 24-hour period as long as your character has the 0-level power's key ability's score at 10 or more. There is no power point cost for using these powers.

For example Reggie has Int of 10 and Con of 12. He can use TK 0-level power Chill.

Normal Characters without Psionic Ability may not purchase psionic powers or psionics-related feats.

Note This feat can be used in place of the FX feat Wild Talent from d20 Modern, Chapter 10, FX Abilities.

Psionic Expertise [Psionic]

Prerequisite: Feat: Psionic Ability or Wild Talent

Benefit Choose a Psionic Talent Pool (such as TK or Body), all DC Saves and power resistance checks are increased by +3 against Psionic powers from this Psionic Talent Pool. This feat may be taken more than once, choosing a different pool to each time. The Wild Power Pool may not be selected.

Wild Power [Psionic]

Prerequisite: None.

Benefit The Wild Power feat is the most versatile and yet the most dangerous of all the psionic feats for one to possess and is taken instead of the Psionic Ability or Wild Talent feat. The psionic may not take any other feats. While an experienced wild psionic can partially control his powers and sometimes focus the manifestations, an untrained wild psionic is a danger to himself and everyone around him. Uncontrolled Wild Power manifestations may never be enhanced by feats, nor may any Wild Power psionic power be used with the Snap use ability.

People with Wild Power who do not take a Psionic class still gain power points as they advance in levels in other classes. Every time a Wild Power psionic gains a level that is not in a psionic class, he gains 1 psionic power points plus an additional number of points equal to his Charisma Modifier.

Example A Wild Power psionic who advances a level in Bureau Agent and has a 14 Charisma score gains 3 psionic power points.

Uncontrolled Manifestations Uncontrolled manifestations are triggered by an emotional state. When this talent is taken the player should roll 1d10 to discover the source of his or her uncontrolled manifestations.

Manifestation Triggers

<i>Roll</i>	<i>Emotion</i>	<i>Roll</i>	<i>Emotion</i>
1	Anger	6	Revulsion/Hatred
2	Fear	7	Psychological Stress
3	Anxiety/Worry	8	Excitement
4	Lust	9	Specific Phobia
5	Pain	10	Roll twice on this table



Any time the Wild Power psionic is under the effect of his triggering state he will have to make a Will Save with a DC determined by the GM, failure means that an uncontrolled manifestation occurs, the level should correspond to the intensity of the trigger state.

Suggested DC's:

Type	DC
Insignificant	DC 5
Mild	DC 10
Intense	DC 15
Major	DC 20
Extreme	DC 25
Unbearable	DC 30

Wild Talent Triggers

1d10	Trigger
01	Very Rare
02-03	Rare
04-07	Uncommon
08	Common
09	Very Common
10	Day to Day Common

TRIGGERS

If the psionic is subjected to the triggering state and fails the Will Save, but does not have the necessary Psionic power points to activate the uncontrolled manifestation, he loses a number of hit points equal to the needed Psionic power points, if this would reduce him to 0 hit points or less, he passes out instead.

The actual result of an uncontrolled manifestation is up to the GM, however it is suggested that certain guidelines be used to insure fairness. To find the Talent Pool being mimicked by the wild talent, roll 1d6 and compare the roll to the following then choose a suitable power to manifest:

During an uncontrolled manifestation, the Wild Power psionic will focus on the object or person that triggered the manifestation. Depending on the power being manifested, he may use the power defensively or offensively.

The Manifestation

Depending on the severity of the encounter and emotional state of the PSI this Manifestation can be humorous, active or devastating. From a Psionic Slap to a Fireball --this is the decision of the Psi and the whim of the GM.

HARRISON & FRIENDS

Agent Corry Shostak, 3rd level Wild Power psionic whose trigger is arachnophobia has been cornered in the Allied Chemical Warehouse by giant mutant spiders.

The GM decides that this is an **Unbearable Intensity** and the psionic fails her Will Save with a roll of 5. The GM rolls 5 on a d6, and picks the TK Talent pool.

Since Corry is deathly afraid of spiders, the Player tries to manifest power to freeze the monsters. The GM picks the TK power Fire Bolt. The psionic has 6 power points, so the GM lets her use the power twice to attack the spiders.

The resulting explosion blows out the windows and doors, setting fire to several tons of plastic packaging and wood pallets

Harrison drags the Agent out of the inferno and marvels at a lot of well cooked spider carcasses.



Controlled Manifestations

The Wild Power Psionic may attempt to control his power only if he or she has the Psicraft Skill. With the Psicraft skill an untrained Wild Power Psionic can use the 0th level power Controlled manifestation from the Wild Power pool.

BASIC WEAPONS & EQUIPMENT

WEAPONS:

Weapons carried are the player's choice. An Agent can purchase their own, or make a requisition from the General Supply, or Bureau 13 Services (if it's a unusual weapon request, such as a case of AA-12 Shotguns.)

Bureau Weapons

Weapon	Damage	Crit.	Damage Type	Range Incr.	ROF	Mag.	Size	Weight	PDC	RES
Browning BPS	2d8	20	Ballistic	30 ft.	S	06	Md	7.0 lbs	15	Lic (+1)
FN Model 5 7	2d6	20	Ballistic	40 ft.	S	15	Sm	2.5 lbs.	16	Lic (+1)
HK UMP	2d8	20	Ballistic	80 ft.	S A	20	Lar	5.0 lbs.	17	Lic (+2)
Colt 1911	2d6	20	Ballistic	30 ft.	S	32	Sm	4.0 lbs.	16	Lic (+1)
FN-P9	2d6	20	Ballistic	40 ft	S A	14	Sm	2.0 lbs.	17	Lic (+1)
AA-12 Shotgun	2d8	20	Ballistic	40 ft	S A	16	Lar	12 lbs.	17	Lic (+2)
Pocket Pen	Special	-	-	5 ft.	1	1 int.	Dim	.025 lb.	13	Res(+1)
Pocket Pen Gun	1d6	-	+Special	5 ft.	1	1 int.	Dim	.025 lb.	14	Res(+1)
Umbrella gun	2d4	20	Ballistic	20 ft.	1	6	Md	1.5 lbs.	17	Res (+2)
Taser Pistol	1d4 +Special	-	Electricity	5 ft.	1	2 int.	Sm	2.0 lbs.	9	-
Taser Other	1d4 +Special	-	Electricity	5 ft.	1	1 int.	Sm	1.0 lbs.	12	Res (+1)
Grapnel Gun	1d6	-	Bludgeon	12 ft.	1	1 int.	Md	5.0 lbs.	18	Lic (+1)
RV Rockets	10d6	-	Ballistic	250 ft.	1 or 8	8 int	Md	75 lbs.	30	Mil (+3) RV
Missile	10d6	-	Ballistic	250 ft.	1 or 4	4 int.	Md	100 lb	32	Mil (+3) Paintball
Mic	1d4-2	-	Non-lethal	5 ft	1	1 int.	Dim	0.25 lb	14	-
Paintball Pistol	1d4-1	-	Non-lethal	10 ft.	1	10 int	Sm	4.0 lbs.	10	-
Paintball Rifle	1d4	-	Non-lethal	20 ft.	1 or 3	200	Md	8.0 lbs.	16	-

Remember:

- A civilian found in possession of a firearm without a permit will face serious charges and/or jail time.
- Automatic weapons and explosives are illegal to possess in most areas of the United States.
- The use of Military weapons is a Federal offense.
- Foreign laws are often far more severe in dealing with weapons and explosive possession, especially when Americans are caught.
- In post 911 America police will often search a suspicious person, or a strange vehicle, with the simple justification of crime or terrorism prevention.
- Impounded cars are always searched.
- Have a believable excuse when pulled over and be nice to the Officer.
- Homeland Security has absolutely no known sense of humor.
- The Transportation Security Administration guards the airports of our nation with fanatical but sloppy devotion. No Federal Agent can bring a weapon on board a commercial flight.
- Private Flights or a little Magic can help.

AA12 Shotgun

Made of stainless steel and high-impact plastics; it fires fully automatic, burst, or single-shot (without selector switch) from the open bolt at a rate of 6 rounds a second or 360 rounds per minute using a box of (8) or drum of (20/32) This 12 gauge shotgun has a barrel length of 19" that incorporates a positive feed and a counter recoil mechanism. This is an ideal weapon when you need to put a lot of firepower into an area or stop a large number of targets. Weighs 11lbs loaded with 8-round magazine or 14 lbs. loaded with a 20 or 32 round drum.

This shotgun has been called a tactical life saver by Agents.

Rounds 08/20/32
Damage 2d8



FN Model Five Seven

Appears Large and bulky but surprisingly light when you pick it up (it is, again, mostly plastic). Fairly well balanced. Same round. 20-round detachable box magazines fit flush with the bottom of the grip. Very little recoil, only about 15% less velocity and penetration than it gets coming out of the 10" barrel of the SMG. Rather businesslike and "modern" looking. The rail on the bottom of the dust cover in front of the trigger guard is for mounting a flashlight and/

Rounds	Damage
15	2d6

**HK UMP**

As an alternative, the HK UMP ("Universal Machine Pistol") SMG has become a favorite in the field. The UMP is made mostly plastic construction and weighs about half of what a WWII stamped sheetmetal SMG would, Very convention and reliable. They come in 9mm, .40, and .45 caliber.

The .45 round is very popular where you have to 'hard' stop a target.

Rounds	Damage
20	2d8

FN P9

The FN P90 is billed as a 'personal defense weapon' and is thusly designated as a submachine gun. This weapon is engineered to a unique type of design philosophy, featuring a see-through, swiveling case over the top of the weapon containing the ammunition (the individual cartridges rest at 90 degree angles to the main system receiver - each round is faced automatically before chambered).

Ejection of spent shell casings is downwards, out of the pistol grip itself. The cocking handle is accessible from both sides of the weapon system, allowing for ambidextrous use with no modification.

The FN P90 is also engineered to fire the specialized 5.7x28mm round, which is held as an acceptably impressive man-stopping round. The pistol grip, optical sight (for low light or daylight) and trigger guard are all built into the base design and the overall system can be field stripped to just four basic working elements.

With the pistol grip being so forward in the design, the weapon system is ideal for firing from the hip for added suppression accuracy. The oversized buttstock also assists the firer with improved stability when firing from the shoulder. The weapon is also reported to have very little recoil.

A silencer has been known to be optional (along with subsonic ammunition) as well as single shot or full automatic firing modes. The TR rail system can be applied to adapt to a variety of configurations. Laser target designators can also be integrated, either in infrared or different laser colors.



Rounds	Damage
16	2d6

POCKET PENS

These are fountain pen-sized spray cans that can be loaded with a wide range of chemicals and liquids. Range is 6 feet, and can be used for 6 sprays. The pens can be used continuously in a one shot dump with triple the damage or effect.

Standard items include: drugs, holy water, garlic juice, and tear gas. (Use the tear gas rules in the D20 Modern. Other combinations of spray are possible. Equipment in the Colorado RV allows filling of spray pens, taking about 3 minutes per refill. Please note that, in every jurisdiction of the United States, these are illegal to own or use, even for Federal agents.

PEN LOADS

01	Holy Water	06	Vinegar
02	Garlic Juice	07	Acid
03	Tear Gas	08	Chemical
04	Pepper Gas	09	Drug
05	Salt Water	10	Odor

PEN DIAGRAM

- Refill Pressure Switch
- Filler Tank
- Trigger



POCKET PEN GUN

Originally an invention of the KGB this is a fountain pen that contains a single .22 round. Once the safety cap is removed, the pen fires upon a hard impact on the nib, firing a .22 round. Assassins have recommend stabbing the pen into the ear or back of the head of the victim, making a easy target. This refined weapon has a range of about 12 feet with little accuracy.



PAINTBALL PISTOL

A professionally made Paintball Pistol, this weapon holds 10 paintballs in a cylinder on top of the barrel. Semi-automatic in operation, the gas powered pistol is fairly accurate out to 100 feet. Maximum effective range is 200 feet.



PAINTBALL RIFLE

A high end weapon, the Paintball Rifle looks like an assault rifle and can hold up to 200 paintballs in a hopper. The rifle is full auto and can fire 15 paintballs in one second. Maximum effective range is 120 feet. Balls can be fired like artillery out to 300 feet.



UMBRELLA GUN

The Russian KGB created a six-shot, .22 caliber revolver-styled Umbrella Gun in 1959. While appearing a normal umbrella, it could be folded, cocked, and fired as fast as the trigger on the handle release could be pressed. This weapon has 6 shots and is little more accurate than the Pen Gun.

TASERS

The Bureau issues multiple types of tasers: One that works upon contact, and the other two that launch a pair of tiny barbs attached to the main unit by hair-thin wires. When the barbs make contact with the target, the wires deliver to the barb a massive electrical charge. This usually stuns the target.

The Bureau 13 Taser can come as a standard high tech gun design, disguised as a pen, flashlight, cell phone, or thumb drive (all of which use a tiny charge to fire the barbs). 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 +2 rounds. Maximum range is 12 feet for the Flashlight, Cell Phone, and Thumb Drive, and 30 feet for the Taser Pistol. Reloading a taser is a full-combat round action that provokes attacks of opportunity.



GRAPNEL GUN:

This is a nearly silent, shotgun-like, device that can fire a grappling hook up to 500 feet, the length of the attached cable. Once anchored, the gun becomes a compact winch that can pull 700 pounds up a solid surface at a relatively slow rate. Using the winch will give you a +2 equipment bonus to your Climb skill checks.

To successfully anchor the grappling hook, you must first hit your target area and then make a DC 15 Climb skill check is made by the GM to see if you set the hook. If you fail the check by 10 or more, the hook seems to be set, but will fail on a DC 10 Climb check every ten feet you climb. You can make another DC15 Climb skill check to verify that the hook is set if you're paranoid. If you miss, you can reel in the line, load a new charge and try again.



The line can also be removed from the winch and then anchored with a small explosive charge. In the same fashion, the line from the gun can be paid out, the grapnel hook anchored, and then the line is reeled out slowly to give agents a safe descent down a sheer surface or as a trip wire across a road. Agents with the Climb skill can disengage the motor and use a hand brake to rappel down sheer walls.

Agents still get the +2 equipment bonus when used this way. It can also be used as a weapon.

RV ROCKET:

An unguided solid fueled rocket, the RV Rocket can be fired singly or in a massive volley fire. It explodes like a grenade for 10d6 blast damage, with a blast radius of 15 ft. (Reflex save DC 15 half damage.)

RV MISSILE:

Laser guided solid fueled missile, an operator guides the RV Missile to the target by means of a laser designator. It can be fired singly or all at once. It has a burst damage of 15d6, with a blast radius of 20 ft. (Reflex save DC 15 half damage.) As long as you keep the laser designator on target, DC 15 for a slow moving target, 30 M.P.H. or less, DC20 for a faster moving target, the gunner receives a +4 to hit.

BUREAU SPECIAL EXPLOSIVES

<i>Weapon</i>	<i>DAM</i>	<i>Crit.</i>	<i>Type</i>	<i>Burst Radius</i>	<i>Ref DC</i>	<i>Range Incr.</i>
Tennis Shoes	5d6	-	Concussion	20 ft.	18	-
Cigarette Lighter	3d6	-	Concussion / Slashing	5 ft. / 10 ft.	15	-
Laptop charge	4d6	-	Slashing	20 ft.	15	10 ft.
Field Agent Bag	6d6	-	Concussion	5 ft.	12	-

<i>Weapon</i>	<i>Size</i>	<i>WTE</i>	<i>Purchase DC</i>	<i>RES</i>
Tennis Shoes	Sm	2.00 lb.	15	Mil (+3)
Cigarette Lighter	Dim	0.25 lb	15	Mil (+3)
Laptop charge	Med	3.00 lb.	22	Res (+2)
Field Agent Bag	Med	5.00 lb.	24	Res (+2)

BUREAU TENNIS SHOES:

While many were disturbed at the concept, the Bureau Tennis Shoe have proved their worth time and time again. These standard athletic shoes can be set to detonate with use of the wrist PDA, standard cigarette pack detonator or by lighting the built in fuse with a high intensity flame. Resulting blast is 5d6 per shoe or 10d6 combined, with a 20-foot burst radius. The tennis shoe can not be detonated by weapons fire, electrical discharge or impact. See Cigarette Pack Explosive detonator. Detonation Timer: 5 Seconds to 24 hours



CIGARETTE LIGHTER:

This appears to be a common butane lighter, but as with most Bureau 13 inventions, it is multi function. The lighter can also be used as a miniature welding torch, or a 3d6 point explosive device. It can be used as a grenade if you tape nails, gravel or coins, to the outside. Without shrapnel, it has a 8-foot blast radius. With shrapnel, it has a 20 foot blast radius.

The lighter can weld 10 inches of quarter inch metal plate in about 10 minutes or it can cut a 12-inch length gash through a quarter inch steel plate in about 10 minutes. If used as a weapon, it ignores 5 points of hardness and inflicts 2d6 burn per round for up to 10 rounds. Welding requires the use of a welding rod and flux. Comes in assorted colors. These functions have about 10 minutes of charge before the gas is expended.

BUREAU EQUIPMENT

Object	Size	Weight	DC	<small>Purchase</small> Restriction
3-D CAD Stereo-lithographic Designer	Med	1,800 lbs	30	-
Photosensitive Resin	40 gal.	300 lbs.	14	-
Document Designer	Med	15 lbs.	17	-
Cameras				
Mini-Cam (5 in. by 3 in.)	Tiny	0.5	17	-
Micro-Cam (1 in. by 0.25 in.)	Dim	-	19	-
Nano-Cam (Quarter size)	Fine	-	23	-
Nikon 35mm Chemical Film Camera	Small	1.2 lbs	15	-
Camera Attachments				
Rat Bot (Fits all size Cameras)	Small	1.0 lbs	15	-
Repeater Unit (20 miles)	Tiny	2.0 lbs	14	-
Motorized 360° Swivel (Fits all Cameras)	Dim	0.5 lbs	15	-
Motion Sensor (20 ft range)	Dim	-	10	-
Command Card	Dim	-	Issued	-
Communication Implant	Fine	-	24	-
Wrist PDA	Dim	n/a	15	-
Bureau Handheld Computer	Small	0.5 lb.	15	-
Bureau Notebook Computer	Med	3.0 lb.	22	-
RV Computer	Med	22 lb.	48	-
Environmental Suit	Medium	70 lb.	42	-
Field Agent's Bag	Medium	1.0 lb.	20	-
13th Pocket	Small	0.2 lbs	44	-
Field Pack	Small	1.0 lb	22	-
Field Agent's Vest	Medium	1.5 lbs.	22	-
Hand Scanner	Dim	0.3 lbs	12	-
Advanced Kirilian Detector	Tiny	2 lbs	36	-
Kirilian Sunglasses	Dim	-	22	-

3-D CAD STEREO-LITHOGRAPHIC DESIGNER

Any three-dimensional object successfully scanned can be duplicated in soft latex or hard plastic. A stereo-lithography machine uses a computer-controlled laser to cure a photosensitive resin, layer by layer, to create a 3-D duplicate. The Bureau has also developed a special photosensitive latex resin for creating masks and other cosmetic applications. The Stereo-lithograph is 3 ft. wide by 3 ft. deep by 4 ft. high, requires 5 gallons of photosensitive resin and can create objects up to 10 in. by 10 in. by 10 in. in standard resolution mode, or 5 in. by 5 in. by 10 in. in high resolution mode. The items are then microwaved to cure them.

It takes 20 minutes per inch of height to make the part, assuming that the part occupies an area 10 inches wide by 10 inches deep at standard resolution, or 5 inches wide by 5 inches deep at high resolution. This device cannot create color, or a single object with moving parts. The parts have to be made individually, and then assembled. The hard plastic component can be trimmed and painted, although its structural strength is limited.

This unit has had exceptional success creating latex face applications to help in disguises. Using the 3-D CAD to create false faces gives the Disguise skill a +2 equipment bonus, however, the agent preparing the mask must have a relatively good skill in makeup and a kit to create hair and details.

Masks are quite fragile and prone to deterioration after 12 hours of use.

CAMERAS

The Bureau has both a Mini and Micro camera in its inventory. They vary in size from a soda can/video camera, to a tiny module the size/thickness of a quarter. The larger camera can either store 200 hours worth of video on removable memory units, or like the smaller camera, transmit its video to a remote receiver, or repeater unit. Without a repeater unit, the range of the camera's transmitter is 300 feet. All cameras include a microphone, although the microphone on the Nano-Cam requires a DC 15 Listen skill check to understand any conversation that is recorded.

The Mini-Cam and Micro-Cam both come with either IR, or Light Amplification filters, as an optional part. The Nano-Cam comes in Normal light, Low light, or IR versions. The RatBot body gives the camera far more mobility. The RatBot can be operated remotely, or operate semi-autonomously, navigating with their cameras and GPS units along a pre-programmed course. Motion Sensors allow cameras to operate automatically if someone is within range (40 feet). The smallest moving object the sensors can detect is Small.

CLASSIC CIGARETTE PACK

Twenty cigarettes, each with a different function and a small number near the filter. Will not pass an Airport Security Scan. Drugs in packs can be pre chosen by the agent.

- 01 Real Cigarette
- 02 Garrote Wire
- 03 Radiation Counter
- 04 Drug Dart Launcher
- 05 Darts for Launcher
- 06 Explosive Plastic (C-4)
- 07 Timer Detonator
- 08 Homing Device
- 09 Sound Amplifier
- 10 Micro Receiver and Bug
- 11 Tube Glue / Plastic Filler
- 12 Flashlight
- 13 Drug Ampoules (4)
- 14 Fine Wire 50 feet
- 15 Screwdriver / Knife
- 16 Lock Pick Set
- 17 Filter Straw
- 18 Nose Filters
- 19 Flare
- 20 Ear Plugs

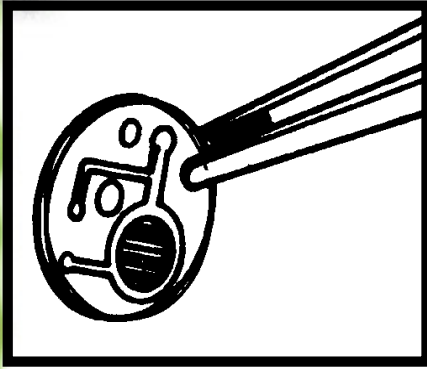


**Cigarette Pack and a
Bureau Lighter in a
Popular Brand Wrapper**

COMMAND CARD

This device is a simple plastic Gift Card for a restaurant that does not exist. It has an encoded chip that allows an agent to open Facilities, Supply Dumps, Bolt Holes, and to operate Bureau 13 vehicles. It has an embedded saw tooth edge and can be used as a scraper. If the card is lost or stolen it can be tracked by GPS and send a command that destroys it. The card simply melts and then ignites. Breaking the card in half will also trigger the destruct and can serve as a handy fire starter.

Other odd uses have included jamming doors, scraping ice off windshields and laughing at the agents imbedded ID image.

**COMMUNICATION IMPLANT**

A dime-sized disk surgically placed under the skin behind the ear. This allows a private two-way communication if gently pressed. The disk has a range of 5000 feet in the open, 2000 feet in a city, and 700 feet inside a modern building. This device can be computer monitored to link specific individuals, or to listen in on conversation. It can be networked by a RV Mainframe or PDA or Bureau Laptop.

A heavy burst of EMP can destroy this device and it can be jammed by mictowaves.

COMPUTER - HANDHELD:

Bureau 13 field agents have access to a Handheld Computer. It provides a wireless connection to the RV Computer and other wireless networks. The Handheld Computer can accept all forms of storage media, and has plug-in ports for most computer peripherals. It is extremely tough and uses natural language processing and voice recognition for hands free use. It gives a +2 equipment bonus on Computer Use checks. The batteries last for 40 hours before needing a recharge that takes 1.5 hours.

COMPUTER - LAPTOP

This is a slim-line notebook computer with 100 Gigs of Ram and a 90 Terabyte hard drive. The Notebook can connect to both wireless networks, along with more traditional ones. This device also has a satellite cell modem for when you're out in the middle of nowhere. The same as the Handheld, this system has natural language processing and voice recognition. It can be operated through a wireless remote keyboard/mouse, as well as by normal keyboard and mouse.

Due to it superb design and expert systems built into its operating system, it gives a +4 equipment bonus on Computer Use checks. Its fuel cell battery will last 80 hours before it has to be recharged. Recharging takes 1 hour. The notebook can also be set to explode upon voice command yielding 8d6 damage.

**COMPUTER - RV MAINFRAME**

This semi-legendary near AI Computer is a marvel of Engineering that is less then a square foot in diameter and has access to the entire Library of Congress, Patent Office, and Justice Department files.

As with all Bureau computers, the RV Mainframe has full natural language processing, voice recognition and translation. The RV computer can translate spoken and written language including multiple dead languages.

Remember that both the Notebook and the Handheld can wirelessly connect to this Mainframe. This miniature Mainframe can interface with any of the display screens onboard the RV, or if the machine is installed in your base of operations. Up to six people can use the RV computer at the same time.

Every Colorado RV comes with a Mainframe. On a coded voice-command to be established by the operating agents, all data will be permanently purged from the memory of the RV computer. If stolen any attempt to access or hack the computer the system will burn itself out with a carefully controlled electrical overload.

COMPUTER - ADDITIONAL: HACKING

See D20 Modern rules, Skills, Computer Use for Computer Hacking. However, using Bureau computers can gain you bonuses to hack into some sites, though some sites are harder to access than others. Assume that any computer systems outside of the United States of America are as least as sophisticated.

System	Base DC	Bureau Bonus
Airlines	35	0
Bank Computers	35	0
CIA	35	+5
City Computers	25	+2
Credit Card Companies	35	+0
Department Motor Vehicles	25	+1
Department Stores	25	+2
Home Computers	20	+4
Library of Congress	25	+2
Interpol	35	+0
IRS	30	+0
FBI	05	+2
Homeland Security	25	+0
NASA	35	+2
NSA	40	+0
Oil Companies	35	+2
Organized Crime	35	+0
Pentagon	40	+0
Police Computers	25	+0
Smithsonian	25	+2
Software Makers	40	+0
Telephone Companies	40	+0
Utility Companies	35	+1
World Wire Services	35	+3



ENVIRONMENTAL SUIT

The Environmental Suit is a lightweight vacuum-proof suit with the tensile strength of woven ballistic fabric. The E-Suit provides complete protection from biological and chemical agents, and partial protection from radiation. It uses a lightweight rebreather unit that gives the wearer 10 hours of breathable air at normal exertion. At high levels of exertion, the wearer will only have 3 hours of air. The suit has a clear "fish-bowl" polycarbonate helmet that provides complete vision in all directions and seals separately from the rest of the suit.

The Environmental Suit can be made usable for underwater activities by adjusting the fit of the suit to be as tight as possible. If this is not done the suit will float like cork. This occurs because the suit operates at positive pressure. When adjusted properly, the suit will have neutral buoyancy. Adjusting the suit for underwater use is a DC 15 check. When used underwater, the suit allows the wearer the ability to dive down to depths of 150 feet. The rebreather will be able to supply 1 hour in this mode. If you go below 150 feet, the suit must make a seal check by rolling 10 or better on a 1d20, with a modifier of +1 for every 10 feet below 150 feet underwater. The helmet seal is more robust, and will only have to pass a seal check of 5 or better, with

a +1 per 10 feet below 150 feet underwater. When a seal blows, that portion of the suit will flood with water. If the main seals fail, the suit loses all neutral buoyancy and will sink like a rock. If the helmet seal fails, the wearer has two Full-round actions before the water level rises high enough to block the mouth and nose. The rebreather has a small air tank to refresh the recycled air, and this tank can be opened all the way to force the water out of the helmet. This over-pressuring of the helmet will last 5 minutes. Standard suit colors are white or yellow. They can be ordered in forest camouflage, red, blue or black. Suits are self-sealing for minor punctures. Comes with an outer suit for Radiation Protection.

Type: Tactical Equipment

Bonus: +6/+3*

Nonproficiency Bonus: +2/0*

Maximum Dex Bonus: +0/-2*

Armor Penalty: -8/-10*

Speed (30 ft.): 20/15*

*The first value is when the suit is used normally, the second when used underwater.

FIELD AGENT BAG & FIELD PACK

This is a simple black nylon bag with a comfortable shoulder strap, the kind that is seen everywhere throughout the civilized world. Field Agent's Bag has twelve compartments of various sizes, (six exterior, six interior), and one secret 13th* compartment. The shoulder strap is reinforced inside with steel bands to make it impossible for a thief to cut through, and on the bottom of the main compartment is a well-concealed flap which gives internal access to The 13th Pocket.

The 13th Pocket

This small extra-dimensional space is actually a temperature-controlled pouch hidden beneath the reinforced padded bottom of The Bag. It has no outside access, and it does not show any sign of bulging, and is undetectable by mundane scanning equipment (such as airport X-ray scans), even by a hand search, or trained dogs. Only authorized B13 personnel have access to the Pocket, and each Field Agent Bag is DNA coded to their respective team. This means only the Agent or Team Members assigned the Bag can open it.



The 13th pocket can only be reached through the inside of the Bag. The pocket can contain up to 5 cubic feet of material, or 50 lbs., and even when filled to maximum capacity, the pouch will weigh no more than 3 lbs. Regardless of the number of items contained within, whatever item the Agent reaches for will always be on top, provided it existed in the bag previously. If an enemy manages to access the 13th Pocket without authorization, the entire Bag will automatically disintegrate, along with all its contents causing 4d6 damage.

FIELD PACK

In addition to your Bureau 13 Command card, and weapon, an agent is also offered a handy assortment of top-of-the-line spy technology. These items are the Agents choice. We won't cover a lot of that here as there are excellent references out there on the Internet as well as in d20 Modern and other related 'Spy' themed products.

BUREAU UTILITY VEST

The Utility Vest hangs smooth and gives no indication of its hidden contents, comes in a wide variety of colors and patterns to match your wardrobe, and the rear of the Utility Vest is composed of ballistic cloth for a small modicum of additional protection.

HAND SCANNER

This is a small, hand-held wand that serves as a direct link to a computer, and can store up to 50,000 pages of material in a removable memory module.

CLASSIC KIRILIAN DETECTOR

This is complex and costly scanner that detects the presence of living biofields, EMF and magical auras.

Roughly the size of a calculator, the scanner also detects radiation, ionization, magnetism, and IR. It has a wireless computer connection, for additional data processing and tracking electromagnetic and radio disturbances.

This is not a visual scanner, it simply scans a region six feet square in front of the unit, up to 10 feet away and displays the result of that scan as data on the strengths of the various fields being measured. The device can attach to a portable computer module, wrist PDA or to your Bureau 13 sunglasses, for visible detection, and tracking electromagnetic disturbances. Using a Kirlian detector requires a Computer Use skill check to garner basic aura information, and can in many cases be enhanced by making a Knowledge: Arcane Lore check.



KIRILIAN SUNGLASSES:

In appearance, they appear to be a standard pair of dark sunglasses. But these provide enhanced Night Vision, Infrared, Ultra-violet, 100x power magnification and limited Kirlian aura detection.

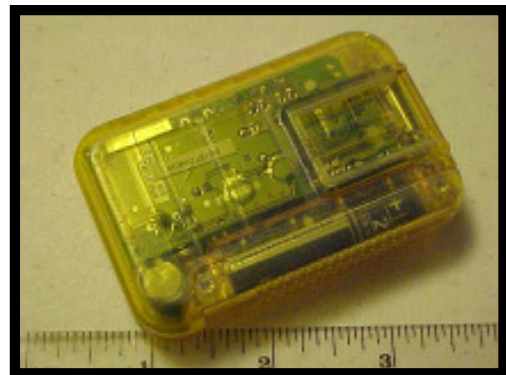
The inside of the lens is a thin film LCD screen. In between the two layers is microcircuitry that makes the Kirlian glasses work or link to a detector.

As an option, you can plug the Kirlian sunglasses into a Bureau PDA or laptop and used as a camera. In this mode the glasses run off the power supplied by the device they are plugged into.

E JAMMER

The basic design of this nasty item is a common beeper. It tells time, serves as a radiation detector and gives GPS data. The Jammer can also serve as a bug detector that can locate and jam Audio and Video sources. A final command turns this device into a compact EMP bomb that will destroy even hardened electronics and magnetic memory in a 20 foot circle. This can also be deadly to medical equipment, pacemakers and human implanted electronics.

After use the electronics of the jammer are fried and it appears as just another dead beeper.



WRIST PDA

The standard Bureau Wrist PDA is an amazing technical device that has saved the lives of agents. It is the most sophisticated piece of equipment an Agent will carry. These are coded to the user and team.

Features

Cell Phone

Wireless earbud and mini-clip on microphone can be linked into the Agent's PDA. The earbud can be eliminated if the Agent has a Communications Implant.

MP3 Player

1000 songs, 1000 noises and sound effects. Can also record and edit sounds.

Text Messaging

800 characters. Text entry is either through wireless folding keyboard, on-screen keyboard, or voice-command.

Wireless Web Browser

Wi-Fi pickup and booster, Email, mini USB

Environmental

Temperature, radiation, electrical

Remote control of WAP controllable Devices

Encrypted Bluetooth connectivity.

RV Computer Link

Links to any Bureau Computer or other PDA

GPS

Global positioning device. Built in locator beacon

2-Way Video

High resolution. Thirty minutes of video storage
Onboard or can be linked to sunglasses or computer..

Digital Camera

Can hard store 1500 high res images.

Security

Works like an electronic key. Water Resistant
down to 500-foot depth.

EMP Blast Shielded:

Hardened for EMP.

Shock Proof

Up to a fall from 1,000 feet.

Jammer

Can disrupt radio, microwave, TV or generate white noise.

High Explosive Charge

Eighth stick of C-4, Detonator Timer 5 Seconds to 24 Hours.

Wire Saw

A wire saw that pulls out 17 inches from the clasp. Can cut steel like a high quality hacksaw.

Mini Tools

A mini handcuff key, screwdriver, stripper, knife and punch are hidden in the band links.

Atomic Clock Synchronization

Tells time, can be set for alarm and synced with other PDA's, face lights for night use.

Remote Starter and Door Unlock

For Bureau RV or most common car brands. Can start or disable vehicles with 'Digital Ignition' or turn off car alarms and jamms low jack functions.

Brand Recognition

Looks like a cheap Korean digital watch so its less likely to be stolen.



CELL PHONE

The Bureau 13 cell phone is a marvel of engineering that does virtually nothing sophisticated. It interfaces with any close network without charge. Like most cell phones it can take and transmit pictures to a Bureau PDA or mainframe or hold them on the internet.

The battery in the phone lasts an astonishing 240 hours before a 30 minute recharge. The B13 Cell has unlimited minutes and can function in an emergency as a grenade with 2d10 blast or a hard EMP burst of 10 feet. Comes with Blue Tooth connectivity to those silly ear clips.



FLASHER

Micro flash light that shines brightly with LEDs. Lasts 24 hours in flashlight mode or 1 hour as an ultrabright land/sea/air signal flare.

An additional function gives Agents a 3 shot FLASH weapon that virtually blinds a victim for 1d10 +2 minutes at 6+ feet. Closer then 6 feet doubles the flashes effect. Agents must cover their eyes to avoid this or wear Kirilian Sun-glasses. The flasher can be set with an internal timer or triggered by the Wrist PDA or cell phone remotely with a range of 1000 feet.

Like most Bureau 13 gadgets, it can be set to detonate with a flash and bang that stun for 1d10 +2 minutes or an explosive charge that does 2d6 damage and fragmentation.

FOCUS on Maxwell's Mechanical Rats

Mechanical Rats are a microminiaturized system designed for covert observation and planting sensors. Used with a simple computer inteface and joystick these realistic robots have a battery life of 44 hours and can be set to self destruct with the equivalency a quarter block of C-4. The rat is waterproof and shockproof. Natural rat colors available.

EYES	Color vision up to 10 power magnification, IR and night vision.
EARS	Sound, broadcast jammer, radiation counter.
MOUTH	Wire cutter, Sample collector for 4 samples.
WHISKERS	Temperature, voltage, radiation, humidity
BODY	Paws grip 5 pounds making them excellent climbers with their sharp claws, push or drag 1 pound, moves 3 mph., can implant 12 bugs and 6 nano cams
TAIL	Diamond drill tool .25, shock tool.
OTHER:	GPS locator, drug injector, waterproof, shockproof



Bureau Glue Stick

The Glue Stick is a recent addition to the high tech inventory available to Bureau Agents.

This seemingly innocent white paste stick can be used to glue paper or with the application of a little alcohol, create an epoxy like cement that can hold up to 1000 pounds.

The basic paste can be spread in a strip and ignited with a high intensity flame to create a thermite effect that can burn through quarter inch plate steel.

There is enough of this paste to take off 4 hinges, or burn a 6 foot strip along steel. The entire stick, if ignited, will burn through 4 inches of armor plate and create a 3 inch mousehole. Once cured it is not washable from clothes.



Document Designer II

A new generation of technology that can create flawless identifications, passports, ID cards, letters, Credit Cards and more then 50,000 foreign and domestic documents. Resembling a common Tough Book computer, this can be linked to a Bureau Mainframe.

It comes with built in color printer and laminator as well as a seperate case of uncommon, official paper stocks.

This device can also scan new IDs and documents as well as create smart chips.

Mini, Micro and Nano Cams

These are the basic Bureau Cameras used in the field and a few attachments. Shown are the Micro and Nano Cam. They can be attached to surfaces with tacks, glue strips or velcro patches.

Camera Basic

Anti-Camera Jammer
Mini-Cam
Micro Cam
Nano Cam
Sony 35mm Digital Cam
Nikon 35mm Film Cam
Rat Bot For Micro Cam
Repeater 20 Mi.
Motorized Swivel

Weight: 0.20 lbs.
Weight: 0.50 lbs.
Weight: 0.10 lbs.
Weight: 0.01 lbs.
Weight: 1.20 lbs.
Weight: 1.20 lbs.
Weight: 2.00 lbs.
Weight: 2.00 lbs.
Weight: 0.50 lbs.

Size of a Beeper
Size of a Pack of Cigarettes
Size of a Quarter
Size of a Dime
Standard 35mm Camera Size
Size of a Pack of Cigarettes
Size of a Rat
Size of a Cell Phone
Adjustable



BANE DELIVERY SYSTEM

This is a Bureau 13 field kit, and comes in a convenient canvas-carrying bag. It consists of a sawed-off, double-barrel, cut down Browning BPS-SV 12-gauge shotgun, a Info booklet, and a rather heavy vest composed of 60 small pockets, each set of three pockets containing 12 gauge cartridges packed with a particular bane as a load. Also included is a simple reloading kit, so that you can make your own Bane loads.

Object: Mixed Bane Pack

Size: Medium

Weight: 5 lbs

Purchase DC: 30



Rounds	Damage
06	2d8

Note that not all creatures are affected by banes in the same way. You can make generalizations, but many individuals might lack an expected reaction to a bane due to natural immunity, allergy, or special planning.

Bane Ideas

Acid	Garlic
Alcohol	Gemstone
Amonia	Gesture
Animal	Glass
Apathy	Gold
Artifact	Good Magic
Artificial Sweetner	Greed
Base	Hate
Belief	Holly
Birds	Holy Book
Blessed Item	Holy Item Bit
Blessed Weapon	Holy Place
Blood	Holy Symbol
Brass	Holy Water
Candles	Iron
Carbon	Laser
Chemical	Lead
Chlorine	Light
Cold Iron	Love
Copper	Lust
Darkness	Maser
Death	Meat
Disbelief	Meteoric Iron
Disease	Microwave
Earth	Moon Rock
Electricity	Moondust
Empathy	Moonlight
Evil Magic	Music
Fear	Perfume
Flower Specific	Piety

Effects of Bane

01	No Effect
02	Slows a Little d6 Minutes
03	Slows Moderately 1d10 +1 Minutes
04	Slows a Lot 1d10 +10 Minutes
05	Freezes Motion for 1d10 +2 Minutes
06	Wards Off or Turns Attack
07	Damages Lightly
08	Damages Moderately
09	Damages Critically
10	Kills Outright

Poison	Spice
PSI	Stone
Psychology	Strong Emotion
Pure Water	Sunlight
Radiation	Task Completion
Reason	Tears
Reflection	True Name
Ritual	Understanding
Running water	Unholy Book
Salt	Unholy Symbol
Sand	Unholy Water
Silicon	Vacuum
Silver	Vegetable
Sound	Wolvesbane
Special Book	Wood
Special Weapon	Word of Power
Specific Food	Words
Specific Metal	

BUREAU SPECIALTY DRUGS

A real boon to Bureau 13 was Truth, Memory, and short term Amnesia drugs created to help the victims of nasty supernatural occurrences. While it is Bureau Policy to limit use of illegal substances whenever possible, they do use a wide variety of drugs to combat the effects of the supernatural.

Drug Administration

Drug administration can be from simple injectors or pills to more exotic methods like sprays, paintballs, gas, ingestion of liquid, candy or gum. In some cases a short hospitalization at a secure facility is needed when dealing with psychological issues.

AMNESIA DRUGS

This is a moderately dangerous drug codenamed: **Backstep**, that is used in special cases to erase short-term memory. For each successive dose applied in a 30-minute period, roll d100 below for the result.

This drug comes in Ampuoles for injection. Can be added to hot or cold drinks, food or sprayed. Each dose after the first works with a cumulative +5 to the d100 roll.

MEMORY EFFECT

- 01-05 Drug fails to work.
- 06-50 Victim forgets last 2d10 hours.
- 51-75 Victim forgets last 1d10 days.
- 76-85 Victim forgets last 1d10 +2 days.
- 86-95 Victim forgets last 1d10 weeks.
- 96-98 Victim forgets last 1d10 months.
- 99 Victim brain-wiped of d100% of all Feats (roll on each separately) and 1d10 +2 months of memory. Subject loses 1d4 levels.
- 00 Victim convulses, dies. Resuscitation has a 30% Failure Rate

ANTI LYCANTHROPE

There are any number of drugs and herbal remedies have the chance of stabilizing the ravages of Lycanthropy. Bureau 13 makes extensive uses of vaccines created in the labs at Paw Paw Michigan by Dr Wolfe. Use of these drugs between 1 and 6 hours before a change occurs grants a Fortitude Save with a DC 30, success will negate the change and keep the character human for the night (or other triggering event).

If the drug is administered before the victim has undergone the initial transformation, the victim receives a bonus of +15 to the Fortitude Save. After the initial change, they use the following modifiers to resist further changes. If the victim makes 3 successful dice rolls in a three day period without succumbing to the lycanthrope, they are cured. This drug comes in injector packs only and is highly sensitive to extremes of temperature.

Modifiers to the DC Check After the 1st Change

<i>Length of Time Since Original Onset of Lycanthropy</i>	<i>DC modifier</i>
1 week or less	+10*
1 month or less	+7*
1 to 6 months	+1
6 months to 1 year	+0
1 year or more	-1 per year

* Three successful saves in a three-day/night period cures the victim

Family Based Modifiers on Lycanthropy:**Family Type****DC Modifier**

01	None, they are the only member in past 3 generations to have	
02	contracted the disease.	+5
03	Few, a latent hereditary infection such as great-grandparent.	+1
04	Immediate, passed down from a grandparent and cannot be fully cured.	-3
05	Extended, passed down from a parent or both grandparents and cannot be fully cured.	
06	Extensive, passed down from both parents and cannot be fully cured.	-10

PLAYER WERES

To be honest, the running of a character with a Were form is asking for serious trouble. Aside from the 'fetch the stick' jokes and a lot of clothing bills, chances are that such abilities will turn against friends or have torch carrying townspeople after the Individual. No matter what Were-form the character takes, roll on the table below to find out how much of their intelligence and personality remains after the change. After that, check for the cycle of Were-form and the chance the were form could be a bit different than expected.

Were Mind

01-75 MINDLESS

The character takes the mind of the creature they Were into with no sign of their original personality.

76-85 NEAR MINDLESS

After the change the individual will remember a few faces but for all practical purpose, is mindless.

86-95 JUST STUPID

The Were form has a small amount of memory to use but absolutely no common sense. The animal form is the predominant personality with some limited flashes of basic rudimentary intelligence.

96-97 MINIMAL MEMORIES

The Were has a great deal of personal memories and is clever. Unfortunately the animal side is still in control a majority of the time leaving it destructive.

98-99 MEMORIES

In control of it's memories, the animal side still dominates. May be housebroken.

00 FULL CONTROL

Character has full intelligence in the Were form.

HARRISON & FRIENDS

As the Were-hound lunged at the defenseless Robert Harrison it knew the human was a sure and easy victim.

Thinking fast, Harrison took the rolled up newspaper he carried and brought it down with an earth shattering crack across the monster's nose.

"Down! Bad! Bad!" he yelled as the Were-hound folded into a small quivering heap. "Now what the hell do I do?" he muttered to himself as the monster whimpered pitifully and licked his shoes.



Cycle of the Were

01-95 MOON CYCLE

Three days of change per every 28 day full moon cycle. The change lasts from moonrise to dawn.

96-97 FULL MOON / STRESS

As a Moon Cycle with a 20% chance of a change during critical stress at night

98 FULL MOON / STRESS / DAY

As a Full Moon / Stress cycle, but able to change during the daytime if there is critical stress.

99 MINIMAL STRESS

Any serious stress triggers the change, day or night.

00 CONTROLLABLE

A Moon Cycle change, but at any other time the were is in full control of the ability to change.

Were Forms

01-95 WHAT BIT / Choice of WHO CURSED YOU

96-98 SOMETHING CLOSE

Instead of what bit you, something different. This may range to generally close species. A Were wolf bite could trigger a Were hound, bear, ape or panther. This is the GM's decision.

99 SOMETHING UNCOMMON

A more uncommon Were form, that might be reptilian, avian, or a quadruped.

00 SOMETHING ODD

These forms are both rare and generally useless. They range from kangaroos to giant slugs and insects. Most often they keep the body mass of the character.

SPECIAL DANGERS

of PLAYER SUPERNATURAL

Regardless of how the character acts and what you do, you are still a supernatural being. You are subject to all the limitations of that type of being, as well as the banes. There may even be a few more surprises that can make existence difficult.

STALKING THE STALKERS

As a supernatural being, you become a target for any self-styled monster hunters, who know you're evil even if you're not. They have the conviction and the narrow minded determination to stalk and dispose of you. Player Supernatural, and also users of magic, should roll on the following tables once per game year.

STALKERS

01-50 SAFE

51-75 MINOR BRUSH

Somebody notices that the character is just a little out of the ordinary. A simple lie or explanation will usually keep this nosy neighbor in their place.

76-85 MAJOR BRUSH

Somebody's Rumanian neighbor or an observant individual discovers what you are. They can be generally dealt with through clever inspiration, intimidation, or just cold cash.

86-90 PARANORMAL INVESTIGATOR

A paranormal investigator discovers you and makes your life a living hell until you deal with him or her as in #76. There is a 25% chance they will attempt to kill.

91-95 PARANORMAL INVESTIGATING GROUP As #86, with d4 +1 individuals.

96-98 PARANORMAL HUNTER

As #86, but this individual has a 'holy' mission to destroy the 'evil' he or she has unearthed.

99-00 PARANORMAL HUNTER GROUP

As #86, but this is a group of individuals that have a strong dedication to destroy supernatural evil.



Robert Harrison and Angus the Werehound have cornered Clarence the Weresquirrel in Spudinofskies Nut Emporium.

ANTI-SHOCK

This includes any of a number of drugs that stabilize the heart preventing a person from going into shock and dying. Administered after excessive trauma, it grants a bonus of +4 to Fortitude Saves to stabilize the patient. This drug comes in pre-set plastic injectors.

HEALING

This is an arcane compound crafted by Bureau Pharmacist/Alchemists. A compound of rare drugs, and herbs that promote the body's rapid regeneration. Returns 1d10 +2 CON per day when used. This drug comes in pre-set plastic injector packs.

PSI DEADENING

This is a mind altering drug called R-416. While standard, illegal narcotics, and plain old, alcohol, will slow or stop a PSI's ability, the process is slow, cumbersome, and can accidentally trigger a horrific Wild Talent episode. Within 1d10 minutes of being injected with R-416, the PSI user can not use their abilities for 1d10 +10 hours. Extensive use can lead to a minor addiction. This drug comes in pre-set plastic injectors.

PSI BOOSTING

The only drug that has been known to boost PSI is R-418, Within 1d10 minutes, the telepath will have their mental powers (Power points) doubled. They now also have a 5% chance of death of a d100 roll. A double dose of MCD will raise their power points x4 as well as double the maximum result of all rolls and variables, such as: range, area of effect, and duration. All concentration limitations are negated, and always results in collapse and Coma for the PSI. The coma lasts for 2d10 +2 days. There are few telepaths who do this, and even fewer situations to warrant such a sacrifice.

At the present, R-418 is being issued to Bureau 13 team only in time of great necessity, and even then, on a strictly case-by-case basis. This drug comes in a small glass vial containing three doses. No PSI has ever used a 3rd dose.

MEMORY DRUG

This is a new drug codenamed: **Recall**. This is designed to help memory recall, and the ability to remember specific details much the same as hypnotism. If combined with a trained hypnotist, or licensed psychologist, the effect is doubled. This drug comes in pre-set plastic injectors.

Memory Recall

01-50	Outstandingly Accurate.
51-75	Result is Mostly Accurate.
76-85	Result is Fairly Accurate
86-95	Result is Not Very.
96-98	Fails to Work
99-00	False Memories Generated.

Truth Result

01-50	Victim Tells the Truth
51-75	Victim Embellishes the Truth
76-85	Victim Tells Half the Truth
86-95	Victim Lies
96-98	Just Does Not Work
99-00	Victim falls unconscious.

TRUTH DRUGS

This is any of a number of older or modified drugs that, create a sense of well-being, and makes the user lose inhibition while being questioned. While these drugs are effective, they do not always give the expected results. A small overdose will make the user fantasize.



ANTI MAGIC

A concoction of drugs have been found to slow the use of Magic when it is being cast by hostile Mages. This is a simple combination of a psychoactive drug THC*, a relaxant, DMSO**, and a hellish shot of caffeine. It causes confusion on contact and will stop a spell that is being cast. Preferred application is by paintball. A triple paintball hit of this has been known to knock a Mage flat on his butt and cause heart arrhythmia. A trained medical professional is advised to be handy for complications if the Mage is worth saving.

* THC Delta-9-Tetrahydrocannabinol
* DMSO Dimethyl Sulfoxide

Primary ingrediant in Marajuana
A Drug that speeds absorbtion through the skin.

IMMUNE BOOSTER

Rare south american flower that is processed into a miracle cure for Bacterial Infections. This wonder drug absolutely stops fast growing bacteria and related diseases. Only a dozen doses of this drug are processed a year due to complexity and time needed. *Fiore Dolce Sconosciuto*



REGEN

Even rarer then the Immune Booster is a drug that stimulates the regeneration of organs and limbs. With an average regeneration of 1d10 inches a week, a hand or arm can be replaced. Side effects of this drug include excessive pain for the user, fatigue and extreme irritability. Made from a deep sea fish, only 6 doses are created by Bureau Pharmacists/Alchemists per year. In it's natural state this fish is extremely

toxic when handled or ingested. *Species: Pesci Ugly Del Mare Profondo*

CARDIO T

Created from flowers that grow at 3 temples in Tibet, this miracle drug can regenerate heart tissue and function. It can improve a weak or damaged heart in 2d10 +2 days. Knowledge of this plant is out in the real world and a very pricey item. For this reason the Temples are guarded constantly by a special force of Martial Artists. Attempts to grow the flowers have failed and Bureau Mages believe these flowers are linked to their holy sites by magic.

In recent years Bureau 13 has helped the Monks who guard the temples and have secured a limited supply of the flower to treat Agents or civilians who are critical to it's operations. The bureau recieves 6 flowers a year and that can create 18 doses of Cardio T.



INDEPENDENT FINDS

Home Alchemists and Kitchen Witches sometimes create very unusual compounds that Bureau 13 may find interesting. Agents are encouraged to collect data and samples whenever possible.



ORDERING EQUIPMENT FROM BUREAU 13

Bureau 13 agents can order equipment from Bureau 13 by phone or computer without giving an explanation. The response will either be a computer response message that the material is unavailable, or a confirmation coded data dump of location/time where it will be delivered.

GENERAL HOURS TO ORDER TYPE DELIVERY

Easy to get Item	1d10 +1	Rare Magical Item	4d10 +2
Hard to get Item	2d10 +2	Expert Individual	2d10 +2
Special Electronic Package	3d10 +3	Phone/Electrical/Water Engineers	1d10 +1
Special Mechanical Package	2d10 +3	Medical Experts	2d10 +2
Special Vehicle	4d10 +4	Heavy Construction Equipment	2d10 +2
Special Biochemical or Bane	2d10 +2	Building Supplies	1d10 +1
Heavy Weapon	1d10 +3	Large Chemical Shipments	3d10 +3
Special Data/Research	1d10 +2	Special Cages	2d10 +2
Chemical Analysis	3d10 +3	Special Aircraft	1d10 +4
DNA Analysis	2d10 +2		



DELIVERY

Equipment arrives by any of a number of methods depending on size, and the critical need of the item by the team. These general guidelines for method of delivery are varied. United States Post Office overnight is often used for low priority small items.

- 01-50 **ARRANGED DROP POINT**
No personnel involved
- 51-75 **COURIER RENDEZVOUS**
Bureau 13 personnel
- 76-98 **FAST TRUCKING**
A Bureau driver brings this cargo to the Agents.
- 99 **ARRANGED AIR DROP**
Delivery at airport or other airborne means.
- 00 **GATE**
For critical material the Bureau occasionally uses a Transmat Gate or a magical means to move cargo.



DESIGNING EQUIPMENT

The standard Bureau equipment can be simple, or very sophisticated. Many agents take the initiative to design their own special equipment. This will take $2d10 + 1$ weeks for complex weapons and vehicle modifications.

WHERE CAN I FIND EQUIPMENT?

Bureau 13 has built a lot of Storage Dumps over the decades. These range from a cache of buried supplies to fill installations underground. Most of these are in out of the way places and old buildings.

Field Teams will have a small file of listings for locating these places, along with the necessary methods to gain access. However, during the Massacre of '77, many records of Supply Dumps were lost, or fragmented. Some of them will be filled with out-of-date equipment, only partially stocked or forgotten.

CONDITION OF SUPPLY DUMP

01-50 AS EXPECTED

Very well stocked, as expected.

51-75 ALMOST AS EXPECTED

As you expected but a little understocked.

76-85 MOSTLY EMPTY

There will only be a few items left on dusty shelves.

86-90 EMPTY

An abandoned storage dump.

86-90 OUT OF DATE

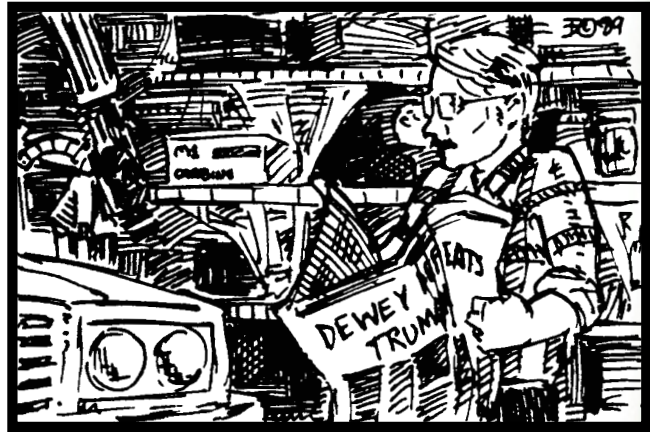
Well stocked, but $3d10 + 3$ years old. Canned goods may not be edible anymore, batteries exhausted, fuel evaporated and weapons will be rusty or chemically inert.

96-99 SERIOUSLY OUT OF DATE

These facilities are over 50 years old

00 CLASSICALLY OUT OF DATE

Dating back to 1890s, these storage dumps are at best filled with antiques.



91-95 DAMAGED

Flooded, looted, or aged, this Storage Dump is at best useless.



More than just a simple Country Cabin. This is an example of a basic Bureau 13 Supply Dump.

THE AVERAGE SUPPLY DUMP

Bekleys Auto Parts appears to be just another small shop on Detroit's south side. With its crumbling facade and dirty windows, few people gave the store more than a passing glance.

Many of the people in the neighborhood wondered how elderly Tom and Rose Bekley could support them selves with the meager few customers who wander in. Their parts are overpriced and most items you are looking for are out of stock. However, Tom and Rose secretly work for Bureau 13. A slot in the back of the empty garage allows the insertion of a Bureau 13 command card.

The wall slides back to reveal a hidden passage that leads to a small elevator that drops Agents 100 feet down into the sub-basement Supply Dump.

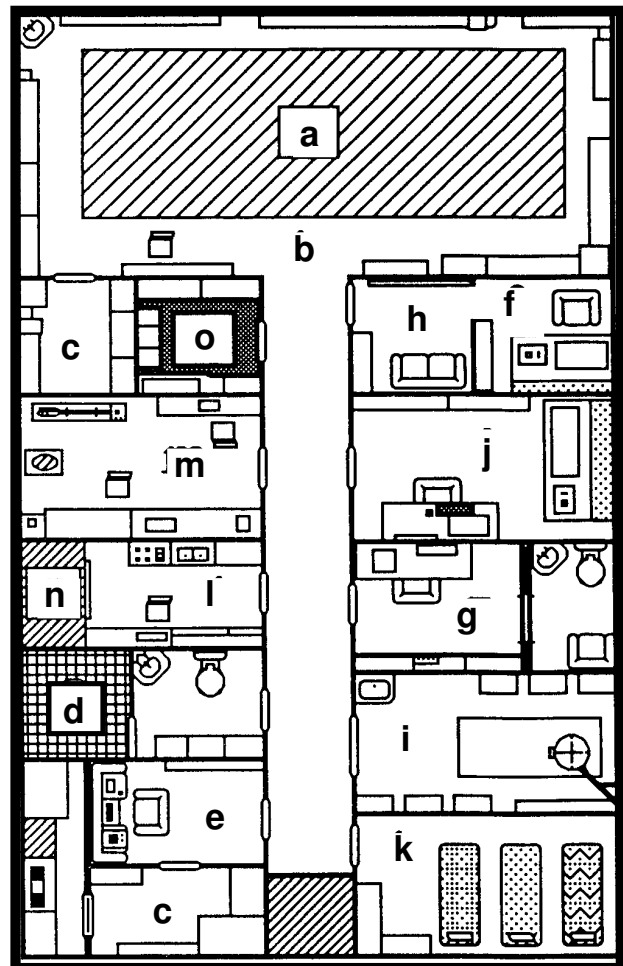
This particular dump is unusual in that it has Bureau personnel who watch over it. Most dumps are fully automated and have no need for caretakers.

SUPPLY DUMP DESIGN

Supply dump #42 is a standard example of storage facilities maintained by Bureau 13. The first of these were built in 1960 and estimates tell that there are at least 80 more of them scattered across the US and Canada. Due to damaged records, only 32 are known, with another 4 destroyed by natural causes or discovery. The center floor of the warehouse has a small elevator capable of moving a 6'x 6 x 8' cargo. Below are the three basic work areas.

- a **Vehicle Elevator/Small Elevator**
Sized for a Standard Bureau RV or any SUV, Truck or Auto.
- b **Vehicle Storage and Repair Area**
Tools, Welder, Cutters and Basic Stocks of Parts
- c **Equipment & Parts Stores**
Basic Electrical and Small Parts
- d **Shower & Decontamination**
Bath and Decontamination Facility
- e **Office, Computer Work Station**
Computer Station
- f **Office, Communications and Computer**
Office for Secure Communication
- g **Security & Holding Cell**
Security Office & Holding Cell
- h **Lounge**
Lounge and Wide Screen TV
- i **Trauma Center / Medical**
Fully Equipped Surgical / Medical Center
- j **Fabrication Tank**
Parts Fabrication Tank
- k **Sleeping**
Three Bed Facility
- l **Kitchen Dining**
Kitchen with fold out tables.
- m **Electronics Fabrication**
Electronics and Computer Parts & Repair
- n **Freezer**
Sub Zero Food and Specimen Freezer
- o **Supply & Incinerator**
Supply and an industrial Incinerator.

REMEMBER
It Might be
Outdated
But it will
Probably
Work.



ACCESS

To enter a Supply Dump requires a Command Card or the approved entry sequence. Before the 1940's many of these dumps had a brass plate that required a number sequence to be properly set or a sequence of small levers that had to be pulled in order.

BOLT HOLES

Hidden across the US and Canada are small survival bases used for major emergencies. Locations range from: inside a cave to the top of a mesa.

A hidden door, or a 3' x 3' elevator, leads to these small redoubts that contain a shower, bunk and radio or computer terminal that may or may not be current technology.

Wall shelves are lined with sealed boxes of standard ammunition types, MRE military food packs, some serviceable clothing and a limited amount of general day-to-day equipment. These shelters can be set to incinerate their contents with a thermite self-destruct package that burns with 10 d10 damage.

CHANCE ITEMS IN STOCK

Laptop Computer	25%
Wristwatch PDA	20%
Outdated Electronics	30%
\$2K Cash Pack	50%
S&W .357 Magnum Revolver with 200 Rounds	80%
Grenades (d4)	40%
Clothes	50%
Cold Weather Gear	20%
GPS Pack	25%
Bane Kit (varied)	20%
MRE Ration Packs (d10 weeks)	80%
Radios or Communications Equipment	65%
Tools	75%
C4 Explosives & Timers	45%
Ballistic Armor	25%
Shotgun or Rifle with 200 Rounds	30%
Other Hand Guns	50%
The Ammunition You are Looking For	70%
M79 Launcher with 20 Rounds of 40mm Shells	10%
Sword	05%
Knives	55%
General Medical Kit	75%
Anti-Toxin Kit	50%
Field Surgery Kit	40%
Disguise Kit	65%
Doctors Emergency Medical Kit	75%
Oil Lanterns	80%
Chemical Stove	80%
Water (Bottled Case of 24)	70%



UNUSUAL ITEMS

Gasoline (5 gal.)	40%
Were Bane Kit	10%
Shotgun Reloader	10%
Pet Food	10%
NASA Jet pack	05%
Bureau Backpack	35%
Scuba Gear	15%
Toilet Paper	85%
Small Electrical Generator	35%
500 Feet Wire 12-2 w/g	35%
Video Drone Pack	10%
Mini HD-TV	05%
Film Camera (Instant Film)	10%
Radiation Suit	10%
EMP Mine	15%
Document Designer	20%
Fuel Cell Recharge Kit	15%

GM OPTIONS

The Game Master always has the option to kick in a few very odd items or ringers in the varied stocks the Bolt Hole contains.



BUREAU VIDEO DRONES

Radio controlled flyers that vary in size from a small bird, to a small aircraft. The drones come in two basic models: Hovering and Fixed-wing. Hovering models use a lot of power to stay aloft and thus have a short service life. Fixed-wings are more efficient, and can stay aloft for a longer time so Agents are able to scan a much larger area.

BUREAU DRONES

<i>Drone</i>	<i>Cargo</i>	<i>Init</i>	<i>Man</i>	<i>Speed</i>	<i>Def</i>	<i>Hard</i>	<i>Hpt</i>	<i>Size</i>	<i>Purchase DC</i>	<i>Restriction</i>
Butterfly	-	0	0	10(1)	6	0	1	Dim	10	-
Dragonfly	-	0	0	10(1)	8	0	2	Dim	15	-
Falcon	-	0	-1	30(3)	10	0	3	Med	20	-
UFO	-	0	0	20(2)	12	1	7	Med	30	-

To control one of these small aircraft, you can either use the controller that's provided, or you can use the RV Mainframe. It still requires the use of the Pilot skill to fly and control any of these video drones.

The Butterfly

This is the smallest video drones, barely 4 inches wide and 3 inches long and weighs under an ounce. It has one Nano-Cam for the pilot, and a second Nano-Cam aimed at the ground to help the observer guide its flight. Capable of flying at 1,000 feet altitude, it can stay aloft for nearly an hour at speeds of 10 miles an hour. Maximum range is two miles from the controller.

The Dragonfly

This is a Hover model of the Butterfly and is a tube 3 inches in diameter and 4 inches tall. It has counter-rotating propellers and can reach altitudes of 1,000 feet. Top speed is 10 miles an hour, but duration is limited to 1 hour. Like the Butterfly, its maximum range is two miles from the controller.

Falcon

This winged model looks like a high-flying falcon when in use, providing excellent camouflage when used either in the country or in the city. The wingspan of the Falcon is 2 feet, by 2 foot long. It can stay aloft for nearly ten hours to an altitude of 10,000 feet. Top speed is thirty miles an hour. Maximum range is 20 miles from the controller. A Nano-Cam is setup for the pilot, but the observer camera is a Micro-Cam with a telescopic lens up to 200x power.

UFO

This is a Hover model made from transparent, matte finish, plastic. It is shaped like a globe with the top and bottom cut off, 4 foot in diameter. Except for the metal parts of the motor and the electronics, which are incased in non reflective clear plastic for day use and black plastic for night use, the UFO is virtually invisible at high altitudes. It can stay aloft for five hours at an altitude of 5,000 feet. The pilot camera is still the Mini-Cam, but it can support up to three Micro-Cams, or other items that weigh just as much as three Micro-Cams (such as a small explosive device that can be dropped.)



Bureau 13 d20

BUREAU VEHICLES

Vehicle	Crew	Pass	Cargo	Init	Man	Top Speed
Colorado RV	01	12	6,000 lbs.	-2	+2	085 (08)
Citi Mini	01	01	90 lbs.	-1	-1	065 (08)
Econobox	01	03	400 lbs.	-1	-1	085 (08)
Urbana SUV	02	04	900 lbs	-1	-1	085 (08)
Aspen RX10	01	01	300 lbs	-2	+1	220 (22)
Sierra S-12	01	22	4500 lbs	-2	-2	130 (13)
Econoville 440	01	07	1700 lbs	-4	-4	110 (11)
Delivery Truck	01	10	5600 lbs	-2	-2	075 (08)
Nippon Night Ninja	01	01	250 lbs	+0	+2	140 (14)
Harley Road King	01	01	90 lbs	-1	+1	160 (16)
Jet Pack	01	-	-	+0	+0	100 (10)
Powered Hang Glider	01	-	60 lbs	-3	-2	050 (05)

Vehicle	Def	Hard	Hpt	Size	Purchase DC	Restriction
Colorado RV	06	15	60	Giant	42	Res (+3)
Citi Mini	07	05	25	Large	25	Lic (+1)
Econobox	08	06	30	Large	30	Lic (+1)
Urbana SUV	09	08	40	Large	30	Lic (+1)
Aspen RX10	08	07	35	Huge	34	Lic (+1)
Delivery Truck	06	10	45	Giant	30	Lic (+1)
Sierra S-12	08	09	40	Giant	34	Lic (+1)
Econoville	08	08	30	Giant	32	Lic (+1)
Nippon Night Ninja	10	05	15	Medium	19	Lic (+1)
Harley Road King	09	25	35	Large	23	Lic (+1)
Jet Pack	08	02	10	Med	30	Lic (+2)
Powered Hang Glider	06	01	10	Large	24	Lic (+1)

VEHICLES - INDIVIDUAL AGENTS

This is a list for smaller Bureau 13 vehicles that can be easily obtained from the agency Motor Pool (*shipping and dealer prep is extra. Your mileage may vary.*)

MICRO CAR

“Citi Mini”

LENGTH: 09 ft.
WIDTH: 05 ft.
HEIGHT: 05 ft.

TANK: 10 gal
MPG: 50
RANGE 490 mi.

WEIGHT: 1600 lbs.
CARGO: 300 lbs.
Or 01 Passengers

Special Bureau
Additions
[cc, cp, cs, lb, ss, ts](#)

ECONOMY CAR

“Econobox”

LENGTH: 12 ft.
WIDTH: 05 ft.
HEIGHT: 04 ft.

TANK: 16 gal
MPG: 30
RANGE 450 mi.

WEIGHT: 2100 lbs.
CARGO: 300 lbs.
Or 03 Passengers

Special Bureau
Additions
[cc, cp, cr, cs, lb, sp, ss, st, ts](#)

COMMON SUV

“Urbana SUV”

LENGTH: 14 ft.
WIDTH: 06 ft.
HEIGHT: 06 ft.

TANK: 27 gal
MPG: 20
RANGE 320 mi.

WEIGHT: 1600 lbs.
CARGO: 900 lbs.
Or 04 Passengers

Special Bureau
Additions
[at, be, cc, cp, cr, cs, ct, lb, sh, sp, sf, ss, st, ts, ws](#)

SPORTS CAR

"Aspen RX 10"

LENGTH: 14 ft.	TANK: 16 gal	WEIGHT: 2100 lbs.
WIDTH: 06 ft.	MPG: 20	CARGO: 300 lbs.
HEIGHT: 04 ft.	RANGE 320 mi.	Or 01 Passenger

Special Bureau Additions

at,cc,ck,cp,dj,rc,se
sh,ss,st,tf,wm,ws

HEAVY PICKUP TRUCK

"Montana F-12"

LENGTH: 14 ft.	TANK: 16 gal	WEIGHT: 2200 lbs.
WIDTH: 06 ft.	MPG: 25	CARGO: 600 lbs.
HEIGHT: 06 ft.	RANGE 400 mi.	Or 05 Passengers

Special Bureau Additions

at,ba,be,cc,cp,cr,cs,cx
mm,se,sh,ss,tf we,wo
wz,zp

COMMERCIAL TRUCK

"Delivery Star"

LENGTH: 21 ft.	TANK: 65	WEIGHT: 5000 lbs.
WIDTH: 7.5 ft.	MPG: 18	CARGO: 05 tons
HEIGHT: 10 ft.	RANGE n/a	Or 16 Passengers

Special Bureau Additions

Any

VAN

"Econnoville"

LENGTH: 15 ft.	TANK: 40 gal	WEIGHT: 3100 lbs.
WIDTH: 07 ft.	MPG: 25	CARGO: 5 tons.
HEIGHT: 07 ft.	RANGE 1000 mi.	Or 11 Passengers

Special Bureau Additions

at,ba,be,cc,ce,cp,cr,cs,
cx,gp,mm,se,sh,sk,ss,
tf, we,wm,wo,wz,zp

DIRT BIKE

"Nippon Night Ninja"

LENGTH: 07 ft.	TANK: 05 gal	WEIGHT: 540 lbs.
WIDTH: 2.5 ft.	MPG: 55	CARGO: 50 lbs.
HEIGHT: 2.5 ft.	RANGE 275 mi.	Or 01 Passengers

Special Bureau Additions

at,cc,ck,cp,djcp,dj,st,
sh,wo

STREET BIKE

"Harley Tourin Hog"

LENGTH: 07 ft.	TANK: 05 gal	WEIGHT: 750 lbs.
WIDTH: 2.5 ft.	MPG: 55	CARGO: 150 lbs.
HEIGHT: 2.5 ft.	RANGE 275 mi.	Or 01 Passengers

Special Bureau Additions

at,cc,ck,cp,djcp,dj,ms,
sh,st,wo

Street Bikes are still very popular with Bureau 13 Agents.

While dangerous, they can be outfitted with a limited number of modifications including an emergency impact system, a one shot Magical Rune that lessens the driver and passengers trauma by 50%. This is a one shot modification that comes with the bikes Bureau modification.



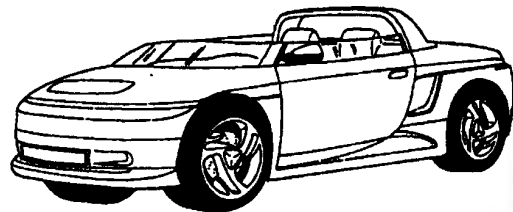
Special Bureau Additions

Stock vehicles may be ordered from Bureau 13 or an Agents favorite personal vehicle. Any vehicle may be spirited off to Bureau 13 Workshops for modifications. This process takes 1d10 +10 days



OPTIONAL FEATURES

at	Auto Window Tints Windows can be Darkened.	st	Theft Deterrent Stuns or Gasses the Thief, Bureau Lojack Locator, Starter Disable
ba	Anchor Break Hard Stops a Vehicle	tc	Tire Cutter
be	Edge Seeking Auto Pilot Allows vehicle to drive itself to emergency stop.	td	Anti Lock/Skid Control Controllable
ca	Communication Array	tf	Auto Flat Fix Function
cc	Color Change Can change the color of the car.	ti	Smart Tires Inflate or deflate depending on the traction required. Extrudable studs in tires
cp	Plate Change Digitally changes the License plate to a different state pattern or number	tj	Internal Jack Can raise the car up to 36 inches
cr	Remote Starter For cold mornings or when Agents are in a REAL hurry to get moving..	tk	Tire Kaltrop Eject
cs	Small Computer Also a Plug in for charging or a Bureau Laptop.	ts	Filled Solid Tire
cx	External Sound System Allows broadcast of Sound Effects and works as a PA.	wc	Chaf Launcher Chafe deployment to deflect tracking of Air to Surface missiles.
ct	Traffic Signal Control Changes Traffic Lights	we	Electrification Exterior or Select Interior
df	Fog Generator Creates a large cloud of thick obscuring smoke.	wl	Laser Adjustable Illumination Cutting
dj	Cell, Radar Jammer	wm	Mini Machine Gun
ds	Flip Up Data Screen	wo	Oil Slick Dispenser Dumps a slick of oil that disapates.
ea	i Pod Dock	ws	Sprayer Flammable, Gas, or Liquid
gp	GPS Heads Up Display World Coverage and Google Maps	wt	Launcher Launches Trackers, Grenades, Banes
hn	Flotation Will float and can be used like a boat.	ws	Stealth Cover Quick Deploy Car cover with Electric paint camo system to blend vehicle into back ground. Scatters a heat reflection.
ho	Watertight Can be submerged.	wx	Microwave Anti-Personnel Projector Raises body temperature suddenly causing victim to faint.
lb	Lights Plus Can flip from Fog Penetrating to Normal, Brights to Ultrabright. Also UV.	wz	Tesla Mine Knocks out another vehicle's electronics.
mm	Mini Missile	zp	Shop Level Power Generation For external equipment and heavy tool use.
ms	Small Missile		
rc	Roll Prevention Stops a car from rolling		
se	Ejection Seat Driver, Passenger or Both Requires Sun Roof		
sf	Fire Supression Internal or External Spray		
sh	Hidden Compartments		
sk	Kevlar Reinforcement		
sp	Stealth Paint Avoids Police Radar and Laser		
sr	Radiation Shield Paint Blocks 300 rads per hour.		
ss	Airbags Built in Roll/Anti-Crush Cage		



VEHICLES - COMMAND

The agents of Bureau 13 can use their personal vehicles on any mission, but most prefer a fully equipped command center called the Colorado RV. This design was created back in the 1970's and refined for the next 40 years. Built from the ground up, this specialized and expensive high tech center always resembles a common RV, a Motor Home you see on the roads of America.

COLORADO RV

The Colorado RV is the ultimate command center and assault vehicle of Bureau 13. This Recreational vehicle is 9 ft. wide and 46 ft. long. It carries a surprising amount of equipment and firepower.

STANDARD EQUIPMENT

The following equipment is part of the standard Colorado RV package. This may be modified by the team given time.

Electric Powertrain

Runs off the Fuel Cell Array that provides the motive power for the RV. Older units ran off diesel or alcohol. Fuel using models are still available on request.

365 Camera Array

A set of eight cameras, one on the front bumper and a second set at driver level, one on each side, one facing the rear. Two facing blind spot areas to allow the RV Driver to see areas that are normally not in their line of sight. The final camera is on a controllable roof swivel that can look up or pan.

GPS Aided Computer Navigation:

Standard computerized map. It also uses standard voice-control to set up destinations and find Bureau facilities or Bolt Holes. Can access the internet for tourist data and local maps. Can print maps or project on the windshield.

LENGTH:	42 ft.	MOTIVE:	Electric	WEIGHT:	14,000 lbs.
WIDTH:	09 ft.	POWER BY:	Fuel Cell	CARGO:	03 tons
HEIGHT:	11 ft.	RANGE:	9000 mi.	and 12 Passengers	

**Special Bureau
Additions**
any

Colorado RV



Hands Free Operation

Because the driver often needs to multi-task, the Colorado RV is designed for limited hands free operation. Through voice recognition and eye motion detection, the driver can operate sensors, weapons and even place a phone call without taking their hands off the wheel.

Sensor Systems

Using a series of sensors throughout the vehicle, a composite picture is created that turns night into day (*no night modifiers*). This picture is projected onto the windshield. This can be used with any of the vehicles cameras. The passenger side windshield can display a different view than the driver's side, allowing two different views to be enabled at once. The sensors can also be used to aid in targeting the weapons, adding small bonus to hit if a lock on can be achieved. These displays can be used at night or during the day. When used in daylight, the cockpit of the RV is darkened to allow the sensors to be seen.

Sensor Types

Amplification

Amplifies light to daytime levels.

Range 1000 feet.

Light

Magnetic Anomaly Detector

Detects masses of metal, ferrous and non-ferrous in Rural Areas. Detects electromagnetic hot spots.

Range 1000 feet

Detects magnetic fields and

MAD

Sonar

Uses sound to create a picture.

Range 1000 feet.

Also useful when the RV is submerged.

Range 1000 feet.

Thermal

Detects heat of various items to paint a picture. Everything has slightly different temperatures, allowing a picture to be created. Up to 2 of these can be combined in the sensor system display at one time.

Range 1200 feet.

Screens

The Colorado RV comes with multiple fold down HD Television screens in the front compartment and rear compartment. May be linked to cameras or used independently.

Satellite Dish

Taps into all cable systems across the planet as well as telecommunications systems and provides high speed computer connectivity.

Kitchen Galley

Has an electric stove, oven and microwave. Also has a standard refrigerator and outdoor grill compartment. Stove can be used as a high temperature incinerator.

Toilet & Shower

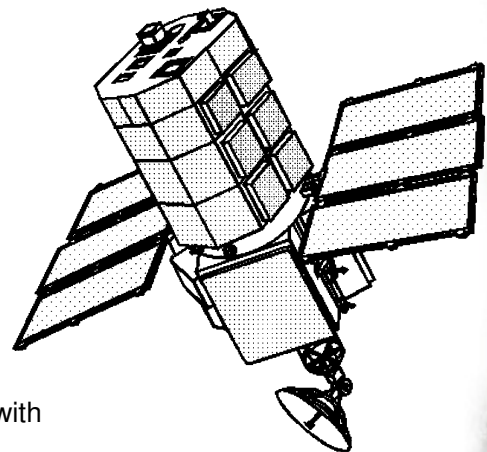
Standard Design. RV has a 50 gal Water Tank and can hold 50 gallons of sewage that can be automatically dumped. Shower can be set for standard or decontamination.

Standard Comforts

Bed and fold out bed, couch and comfortable Pilot and Co-Pilot seats. Vehicle side can extend out 4 feet and lower stability jacks. Air conditioning, climate control, fast air cleaner system. A standard Stereo, Satellite Radio, Passenger Fold Down 40 inch TV Screen/Computer Monitor.

Medical Bay

Bed can fold out into an emergency operating theatre with lights, surgical tools and a hidden stock of drugs and plasma.



RV EXTRAS

The RV can and usually does have all of the items listed on page 57 as well as more complex additions that can be designed by the Team..

Hidden Storage Compartments

Storage compartments in the floor and walls contain the team's arsenal and spare equipment. The functional stovetop flips open to reveal the optional Document Designer. The RV's modest refrigerator has many small, hidden compartments for drugs, forensic samples and firearms.

The rear deck and bunk areas open into equipment storage bins that may contain power tools, food, clothing, cameras, building supplies, special electronic equipment, special medical hardware, test equipment, and general survival supplies.

Weapons Concealment

Most weapons systems are disguised into the frame of the RV in the Bathroom Weapons Locker.

EMP Hardening

The Colorado RV's electronics have been specially shielded to survive an EMP blast.

Tracking Radar

This can be used to spot objects up to 50 miles away in the air, or 20 miles away on the ground. Can also be used to jam other radar units within range, causing all radar within 25 miles to cease picking up anything. This is NOT a stealth feature. All radar affected will register a massive and obvious amount of jamming, though it cannot be traced. Note: the radar system can be detected by commercial radar detectors.

Police / Fire / Military / NASA Scanner

RV Computer scans radio bands for any data and conversation on noncivilian broadcasts. This scanner can even pick up and decipher the new encrypted digital radios used today.

RV Computer

The RV computer is housed deep in the vehicles frame at the rear. This system has an optional ejection system in case the RV is set to self-destruct. The ejection system shuts down the computer and then ejects in an ark away from the side of the RV to a distance of 300 feet. The RV Computer is encased in a titanium shell and will do Light damage on impact. It will also send a homing signal.

Autopilot

The RV Computer can drive the Colorado on freeways for a limited time if necessary.

Watertight Activation

Seals the Colorado RV for surface water travel. It can also allow the RV to be submerged up to a depth of 150 feet of water. The airlock is the RV's Bathroom. There is sufficient air in the RV to supply 12 passengers with air for 12 hours because of CO2 scrubbers. The fewer people there are the longer the air will last, to a maximum of 144 hours for a single person. An optional snorkel can extend this indefinitely. The only problem with this is that the RV, weighing over 15,000 lbs. will sink through the silt or mud at the bottom of any natural body of water. For this an airbag deployment can be activated.

Security System

The only way to unlock the RV is with a Bureau Command Card, an Encrypted Electronic Key or use the Biometric Thumbprint Scanner. The vehicle can be set to allow new personnel at the discretion of the team. If a civilian walks up and tries to open the door, an audible alarm is sounded along with an alert being sent to all agents assigned to the RV. If you are forced to leave the RV in a hostile area gas or an electric stunner can be tied into the security system.

WEAPONS

All weapons can be controlled by the driver, or by the person in the passenger seat. The missiles and machine guns are connected to the heads-up display for targeting. All of these can be voice activated.

Rocket Pod A

Disguised as the forward air conditioner pod, it carries 16 small, all-purpose Mini Missiles and one Buster Class tank killer. The Pod can rotate 360 degrees to fire the unguided rockets solo, or in groups. It can also be pre loaded to fire 50 Micro Missiles and 4 Standard Missiles.

Missile Pod B

This carries 4 laser-guided SAM or Surface to Surface Missiles with a laser designator built into the middle of the pod. It hits with 100% accuracy with a laser designator on target.

Oil Dump

When this is used, the driver of the vehicle following the RV will go out of control unless a skill roll for driving is made. The Oil Dump can be used four times. The oil quickly degrades. As an additional option, the RV can channel the oil to sprayers located on the front, side, or rear of the chassis. This oil can be ignited to create a flaming pool with a chance of burning damage to the target vehicle.

Smoke Screen

Used from the same sprayers, this create a dense smoke screen from any side of the RV. Comes in seven different colors of smoke: Black, White, Grey, Red, Blue, Yellow and Green.

Robotic Arm

From the top of the vehicle a small robotic arm can be extended for limited use. This is good for planting cameras, cutting power lines and peering over walls. Extends to 24 feet but is extremely fragile and requires a trained operator.

Holographic Projector

Projects to the front, sides and rear. Creates a static or moving image. Computer controlled and can be coupled with sound. Several hundred images are available.

40mm Launcher

Pop up launcher that can be loaded with any standard 40mm rounds. Basically a computer controlled 'Thump Gun' with a joystick and heads up display from the driver's or copilots seat. Six rounds can be loaded from a slot on the dash.

Bureau 40mm Specialty Rounds

Beyond the standard military rounds are a small number of specialty Bureau rounds that can be fired from a small pop up mount. It retracts to reload.

CROWD CONTROL

Fires a cluster of soft rubber balls a half inch in diameter. Stings and knocks down humanoids.

FAST BANE

Snap together casing that allows a 2 ounce fill of powder or liquid.

WINDSHIELD BLOCKER

This exploding beanbag coats a windshield with a foaming black sludge that is near impossible to remove with solvent or wipers.

SIGNAL FLARE

For emergency signaling or starting a fire.



Bureau Vehicle Launchable Weapons & Basic Explosives

Weapon	Damage	Crit.	Damage Type	Burst	Reflex DC	Increment
Grenades						
40mm	3d6	-	Slash	15	15	
Frag	4d6	-	Slash	20	15	
Phosphorus	2d6	-	Fire	20	12	
Concusion	1d6	-	Concusion	15		
Smoke	-					
Tear Gas	-					
Explosives						
C-4 Brick	4d6		Concusion	15	18	
Thermite Brick	6d6	-	Fire		12	
Dynamite Civil	2d6		Concusion	10	13	10
Dynamite Mil	3d6		Concusion	10	15	10
Det Cord	1d6		Fire	-	12	-
Claymore	3d6		Slash	20		
Missiles						
Micro Missile	2d6		Concusion	05		
Mini Missile	3d6		Concusion	10		
Missile	4d6		Concusion	15		
Tank Buster	10d6		Concusion	15		

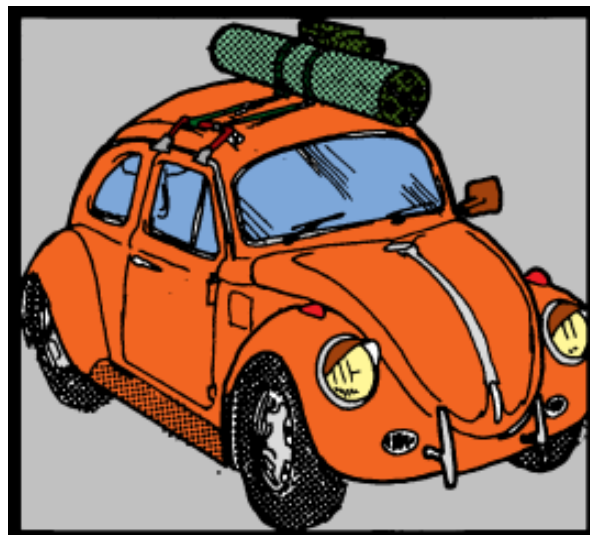
Weapon	Size	Weight	Purchase DC	Restriction
Grenades				
40mm	Tiny	1 lb.	16	Mil (+3)
Frag	Small	1 lb.	15	Mil (+3)
Phosphorus	Small	2 lb.	15	Mil (+3)
Concusion	Small	2 lb.	15	Mil (+3)
Smoke	Small	2 lb.	10	Res (+2)
Tear Gas	Small	2 lb.	12	Res (+3)
Explosives				
C-4	Small	2 lb	12	Mil (+3)
Dynamite	Small	1 lb	13	Mil (+3)
Det Cord	Small ft.		08	Lic (+2)
Claymore	Small	3 lbs	14	Mil (+3)

Missiles	Size	Weight	Purchase DC	Restriction
Micro Missile	Tiny	5 oz.	-	Bur (+2)
Mini Missile	Small	8 oz.	-	Bur (+2)
Missile	Small	1 lb.	-	Bur (+2)
Tank Buster	Small	5 lbs.	-	Bur (+3)

EQUIPMENT PLACEMENT

While the RV and Cargo Truck are ideal for covert operations smaller vehicles may become highly noticable with specialty equipment.

Caution is recommended unless Agents are able to justify equipment to Law Enforcement Agencies who take a dim view of Missiles and heavy Military weapons in civillian areas.



MINE DISPENSERS

This practical device that drops small mines behind the RV. Mines come in several forms. EMP, Tire Shredding Explosives and Tagging. There are six of each in three magazines. The mines can be remote detonated for traffic safety.

EMP Mines

These emit a powerful EMP Burst when detonated that kills the electronics of the vehicle passing over it. EMP hardened vehicles are immune. Any car built before 1970 will not be affected by the EMP burst because they do not have sensitive electronics operating the engine.

Explosive Mines

Mines explode for 2d6 blast damage in a 5 ft. radius. Solid tires are immune. Each flat tire reduces the drivability of a vehicle by 25%. Heavy military vehicles are completely unaffected.

Tagging Mines

These small devices bound into the air when a vehicle passes over them. They stick to the underside and omit a powerful trackable signal.

Gas Jets

This ejects a cloud of variable gas around the RV at a 15-foot radius.

Hidden Machineguns

At the front, center and rear of the RV there are three hidden 7.62mm coaxial machine guns on fold down armatures giving each of them a 120-degree firing arc. These each have 1000 rounds of armor-piercing ammunition.

Critical Anti-Personnel Defense

The RV mounts four Claymore mines along each side and one Claymore at the front and back. These are mounted on solid steel plates to protect the vehicle from the explosion. These can be triggered individually, or in any combination chosen.

The blast blows through easily replaceable panels that add to the shrapnel.

Doors

The doors of the RV are titanium cored, and resistant to 40mm rockets and rated to protect from most common explosives.

Self-Destruct

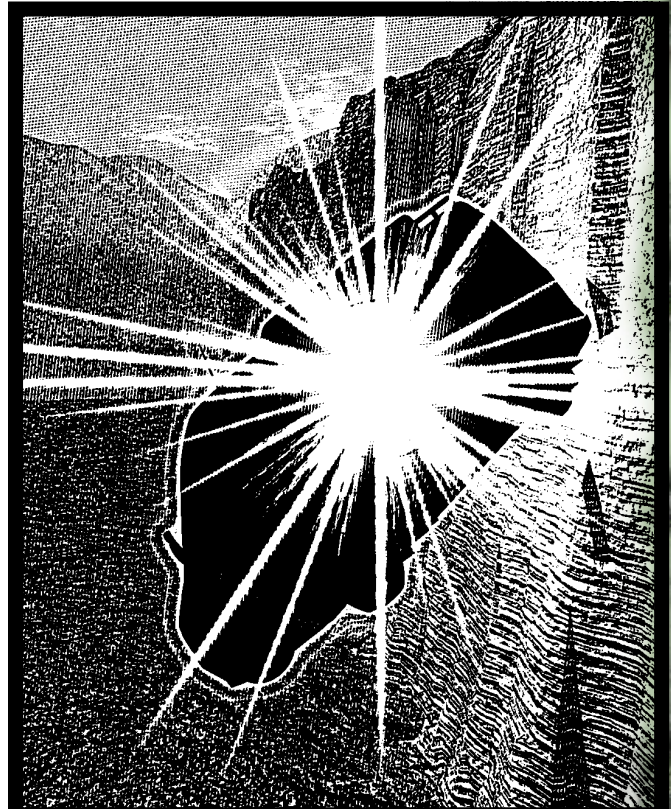
This frame imbedded thermite charge will destroy the vehicle, along with everything inside. Within 30 feet the burst unprotected individuals will take 2d6 Burn Damage, objects will burst into flame and glass will shatter. The RV's aluminum frame will burn to the ground.

Can be set for voice activation. The optional time to self-destruct is 60 seconds to 14 hours.

Vehicle Emergencies

The RV is equipped with a Winch, Jacks, and a Upright system that can 'right' the vehicle if tipped over. One RV can tow another as long as the wheels are intact or tow a trailer.

The RV can be set to decontaminate and spray cleaners over the interior.



Vehicles - Flying

This is a list of light aircraft used by Bureau 13. Most Bureau transport is by commercial flight or by Private Lear Jet and C130 Cargo Aircraft.

Quicksilver

SIZE	Small	WINGSPAN	032
FUEL	0004 g	LENGTH	018
RANGE	0100	SPEED	055
CARGO	2x2x2	CREW	001
IN USE	28	or PASS	n/a

Advanced ultralight for environ travel. Short range and very easy to fly. Easy to pack down as a secondary exploration craft. Good fuel Economy.



Piper Air Explorer

SIZE	Small	WINGSPAN	035
FUEL	040 g	LENGTH	023
RANGE	0600	SPEED	100
CARGO	3x3x3	CREW	001
IN USE	15	or PASS	003

Used for the back woods and short hops across the US, Mexico and Canada. Not a lot of cargo space but a rugged and dependable aircraft.

Weapons and Special Items

It is notoriously difficult to modify aircraft with weapons and special items though the Bureau has added a few features to each of these. Use the additions on page 57.

Quicksilver

cs,dj,gp,mm

Air Explorer

cs,cs,cx,dj,ds,mm,sf,ss,wm,wt,ws,zp

Otter

at,ba,cc,cr,cs,df,gp,hn,ms,sf,sh,sp,ss,st,wc,wm,ws,ws,zp

Bureau Jetpack

ea

Bureau Gyro Copter

cc, cs,dj,ms,sp,wc,wm,wt,ws

Bureau Air Travel Resources

Remember a credit card and a passport can get you transport anywhere in the US. Unfortunately this will not include packing firearms and equipment through tightened airport security.

Bureau Agents also have the option of calling on Cargo Lifting Aircraft from any Civilian or Military Airport with a d10 hour notice.

These aircraft can airlift a Colorado RV and supplies to any point in the US, Canada and Mexico within 6 hours.

Supplies and vehicles can be air-droppable in an extreme emergency and this includes Agents's vehicles and the RV.



DeHavilland Otter

SIZE	Large	WINGSPAN	065
FUEL	0270 g	LENGTH	050
RANGE	0650	SPEED	190
CARGO	6x6x8	CREW	002
IN USE	12	or PASS	012

Bigger version of the DeHavilland Beaver with a wider wingspan and more cargo capacity. Pilots find it very dependable. Optional with 2 Engines.

BUREAU JET PACK

An updated design of the classic jet-powered backpack gives the user 30 minutes of flight at speeds up to 100 MPH. Far superior to the old Bell Jet Pack, this model is computer operated for a very smooth stable flight. Unfortunately even high tech sound suppression leaves this vehicle with the sound of a small jet engine.

Used at low altitude, the Jet Pack can carry up to 200 pounds total weight and is ideal for mountain side rescue. It can be used in place of a parachute in an emergency.

The jet pack requires that the pilot be trained and has forty hours of controlled flight time before they can be considered competent. For this reason these packs are hard to order from the Bureau and even harder to maintain in flight ready condition. For every 60 minutes of flight time used they require 3 hours of maintenance.



BUREAU JET PACK

Experimental

SIZE	Small	WINGSPAN	-
FUEL	0004 g	LENGTH	-
RANGE	0050	SPEED	100
CARGO	-	CREW	001
IN USE	4	or PASS	n/a

Advanced Jet pack for special use. Short range and difficult to fly.



WHAT FALLS OUT OF THE SKY

There is always a chance of air accidents or just being shot down.

- 01-05 **Complete Wreck**
Wreck Parts Salvagable at Best Crew Critical.
- 06-10 **Wreck**
Can be Rebuilt in Time. Crew in very Bad Shape.
- 11-50 **Severe Damage**
Can be Repaired in Time. Crew Wounded.
- 51-85 **Light Damage**
Repaired in a Short Time. Crew Banged Up.
- 91-98 **Minimal Damage**
A few Scratches, dings.
- 99-00 **Perfect Landing**

BUREAU GYRO COPTER

Experimental

SIZE	Small	ROTORSPAN	042
FUEL	0006 g	LENGTH	014
RANGE	0100	SPEED	100
CARGO	0140	CREW	001
IN USE	22	or PASS	001

Advanced Gyro Copter modified for stealth. Two man operation or cargo. Can be folded down for transport.



Larry
Dixon

PSIONICS

For the personnel of Bureau 13, psionic talents are a dangerous reality. Known to exist for many centuries, these powers of the mind are showing up in increasing numbers in the general population. While many PSIs are employed by the Bureau, others have been recruited by the Bureau's enemies. Often the user of these gifts is mentally unstable or heading in that direction. Like magic, PSI is the manipulation of power, but that is where all similarity ends.

Magic and PSI are separate and distinct. A magician cannot use PSI power for spells, and a psionic cannot tap into magical sources for needed energy. PSI is natural energy that is channeled by the mind.

WHO HAS PSI?

The talent for PSI is either inherited or induced. Inheritance gives the best method for developing a talent without vicious side effects. Drug or technologically induced PSI often radically changes the mind and gives a chance of dangerous talents, if it does not simply kill the victim. All characters have a one time chance of having PSI. Roll a d100 and consult the CHANCE table below.

CHANCE OF PSI	CHANCE
NATURAL PSI TALENT	02%
ONE PARENT WITH PSI	08%
TWO PARENTS WITH PSI	16%
GRANDPARENT WITH PSI	06%
TWO GRANDPARENT WITH PSI	16%
ADDITIONAL MODIFIERS	
ANCESTOR WITH PSI	06%
GYPSIES IN YOUR ANCESTRY	03%
RESIDUAL PSI WHERE YOU GREW UP	02%



INDUCED PSI

The following are the less than perfect ways that PSI can be induced in a character. This can be by design or accident. The actual attempted causing of PSI gives a roll on the Induced PSI Result table below. Index the inducement and roll a d100.

METHOD	CHANCE
MINDSHOCKED LATENT	05%
DRUG INDUCED PSI	10%
CHEMICAL EXPOSURE	02%
RADIATION EXPOSURE	03%
TECHNOLOGICALLY INDUCED	20%
ELECTRICAL TRAUMA	02%
BRAIN IMPLANT DEVICE	25%
ACCIDENTAL BRAIN DAMAGE	02%
GENETIC MODIFICATION	02%
CLOSE RELATIONSHIP WITH PSI	02%

PSI INDUCEMENT DANGERS

The one catch to induced PSI is the required roll on the chart below. When Deathshock to the character occurs in this circumstance, treat resuscitation of the character like any other situation where lifesaving techniques are required.

INDUCED PSI RESULT	SIDE EFFECTS
01-50 NO EFFECT	45% Chance of Deathshock
51-75 NO EFFECT	15% Chance of Deathshock
76-85 BORDERLINE PSI	05% Chance of Deathshock
86-95 SUCCESS	25% Chance of a 1d6 Week Coma
96-98 SUCCESS	50% Chance of a 1d6 Day Coma
99 ANTI PSI	75% Chance of a 1d6 Hour Coma
00 DEATH	Just Dies

BORDERLINE TALENT

Borderline PSI's are PSI sensitive and often have physical reactions when they encounter strong Psionic forces. This talent is always in operation within a 3d6 +3 foot range.

PSI REACTION

01-50	Feeling of Psionic Energy
51-75	Mild Headache
76-85	Migraine Headache
86-90	Nausea
91-95	Visual Disturbances
96-98	Nose Bleed
99-00	Vomiting

ANTI PSI

This nasty side effect can have harsh effects on Psionics in close proximity. This can either be a 1d6 +1 foot field effect or by touch.

PSI REACTION

01-50	Reduces PSI to half ability levels.
51-75	Deadens PSI Talent
76-85	Deadens PSI Talent for 1d6 minutes.
86-90	Deadens PSI Talent for 2d6 minutes.
91-95	Deadens PSI Talent for 1d6 hours.
96-98	Deadens PSI Talent for 2d6 hours.
99-00	Deadens PSI Talent for 1d6 days.

REMEMBER

These odd Borderline and Anti PSI talents are optional for the game.

FX ABILITIES PSIONICS

PSIONIC POWERS

Psionic powers manifest themselves in the form of a “Psionic Talent pool”. Each Psionic Talent pool is a group of associated powers. Most Psi’s have just one Psionic Talent pool, a rare few have two Psionic Talent pools, and an even rarer number of Psi’s have three Psionic Talent pools, and once in a great while a Psi will manifest four Psionic Talent pools. See the Psi Advance Class for more information.

How to Read a Power Description

In most significant respects, manifesting a psionic power follows the same rules as casting a spell. The differences between a power description and a spell description are summarized in this section. See How to Read a Spell Description for information that is the same for both psionic powers and spells.

Key Ability

The first line beneath the power’s name provides the key ability associated with the power. A psionic character must have a score in this ability equal to at least 10 + the power’s level in order to manifest the power. For example, aura sight is a 4th-level power and its key ability is Wisdom; thus, a Psi must have a Wisdom score of 14 or higher to use this power.

Descriptors

Descriptors are a way of classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. For instance, finger of fire and whitefire both carry the fire descriptor, meaning that they affect any target that is not immune or resistant to fire effects. Likewise, electric charge and lightning strike both carry the electricity descriptor, meaning that they are effective against any target that can be damaged by electricity effects.

A power’s descriptors (if any) appear in brackets on the line containing the key ability. Descriptors used for the powers in this book include compulsion, electricity, fire, language-dependent, and mind-affecting.

Level

The relative strength of a power is indicated by its level—1st-level powers are more powerful than 0-level powers, and so on. A power’s level also indicates whether a particular psionic character is capable of using the power, based on the character’s class level and key ability score. See the Psi class.

Display

When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be auditory (Au), material (Ma), mental (Me), olfactory (Ol), or visual (Vi). Each power describes the sort of display that accompanies it.

Manifestation Time

Manifesting a psionic power is either an attack action or a full-round action, depending on the power. See the power descriptions for details.

Range

Each psionic power has a range, as listed in the power description. A power’s range is the maximum distance from the psionic character that the power’s effect can occur. The range categories are the same as the ones used for spells.

Target, Effect, Area

These terms are defined and used the same as they are for spells.

Saving Throw

Most harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies. The DC for a saving throw to resist a power is 10 + the power's level + the psionic character's key ability modifier. The terms used to define the various types of saving throws and results are the same as for spells.

Power Resistance

Power resistance is a special defensive ability that protects against psionic powers. If a psionic character faces a creature with power resistance, he must make a level check (1d20 + psionic character's class level) equal to or greater than the creature's power resistance for the power to affect it. Each power description includes an entry that indicates whether power resistance applies to the power. Other details are the same as for spell resistance.

Power Point Cost

All powers of a certain level have the same power point cost. The point cost to manifest a particular power is also provided in that power's description.

Power Level	0	1	2	3	4	5
Power Point Cost	0/1*	1	3	5	7	9

* A Psi character can manifest any 0-level power he knows a number of times per day equal to 3 + his Psionic Talent level; additional manifestations cost 1 power point each.

Descriptive Text

A power's descriptive text explains how the power works or what it does.

Power Failure

If you ever try to manifest a power in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the power is wasted. Powers also fail if your concentration is broken.

Power Lists

Hit Dice

The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Creatures and Characters

"Creatures" and "characters" are used synonymously in the talent descriptions.

List Format

Powers in the following lists are presented in order of power level (from lowest to highest) and alphabetized within each level group. A brief description of the power's effect is provided. Each power's key ability is identified below its name.

Body Powers

- ♦ **Body Control:** The manifester can control various bodily functions, including those normally considered autonomous. The manifester may also heal himself of minor damage and injury.
- ♦ **Healing:** The manifester has the ability to heal by contact victims of injury or combat. Healing cannot resuscitate the dead or regrow or graft on a lost limb. If the manifester has the skill Treat Injury, increase hit points healed by +1 per 2 levels of the skill (up to +5)



Burst

Dexterity

Level 0: (see d20 Modern, Chp 10, Power Lists)

Modifications from d20 Modern: Burst has a Range of Close (25 ft. + 5 ft./2 levels);

Cure Minor Wounds

Constitution [Healing]

Level: 0; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Power Resistance: Yes (harmless); Power Point Cost: 1

The manifester lays his or her hand upon a living creature and channels psionic energy that cures 1 point of damage.

Reduce Fever

Constitution [Healing]

Level: 0; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

The manifester can reduce the fever of an afflicted character suffering from a sickness. Reduction lasts for 2 hours/level. During this period, the afflicted that has lost Constitution from the illness regains 1 point for the duration.

Rest

Constitution

Level: 0; Display: None; Manifestation Time: Attack Action; Range: Personal; Duration: Until awakened/maximum 8 hours; Saving Throw: None; Power Resistance: No; Power Point Cost 0/1

The manifester relaxes himself into a state of sleep for the duration. A very handy power to have on those long trips between missions.

Stabilize Dying Character

Constitution [Healing]

Level: 0; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

The manifester can immediately stabilize a dying character. The character stops losing hit points every round, but remains unconscious. The character gains a +5 to his Fortitude save (DC20) to regaining consciousness after one hour under care of the manifester.

Cure Light Wounds

Constitution [Healing]

Level: 1; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Power Resistance: Yes (harmless); Power Point Cost: 1



The manifester lays his or her hand upon a living creature and channels psionic energy that cures 1d8 points of damage +1 point per Psionic Talent level (up to +5).

Diagnose Self

Wisdom

Level: 1; Display: None; Manifestation Time: Attack Action; Range: Personal; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost 1

The manifester becomes aware of any injuries, poisons, diseases, and etc. that his body is currently experiencing.

Slow Drug Effect**Constitution**

Level: 1; Display: None; Manifestation Time: Attack Action; Range: Personal; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost 1

Successful use of this power allows the manifester to make a Fortitude Save (DC equal to the original drug DC -2) to delay the onset drug effect for 10 minutes.

Breath Control**Constitution**

Level: 2; Display: None; Manifestation Time: Attack action; Range: Personal; Duration: 1 hour/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 3

The manifester can reduce his or her breath rate to the point it seems that he or she is not breathing. It also allows the manifester to hold their breath for 1 minute plus 1d4 minutes per level in this talent.

Control Heart Rate**Constitution**

Level: 2; Display: None; Manifestation Time: Attack action; Range: Personal; Duration: 1 hour/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 3

The manifester can consciously control their heart rate, speeding it up or slowing down. Accelerating the heart rate adds 1d4 to the manifester's initiative but increases the amount of blood loss from wound (+2 damage from slashing and piercing weapons) and halves the onset time of drug or poison effects. Decelerating the heart rate lowers the manifester's initiative by 1d4 but lessens blood loss from open wounds (-1 damage from slashing and piercing weapons) and doubles the onset time of drug or poison effects.

Cure Moderate Wounds**Constitution [Healing]**

Level: 2; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Power Resistance: Yes (harmless); Power Point Cost: 3

The manifester lays his or her hand upon a living creature and channels psionic energy that cures 2d8 points of damage +1 point per Psionic Talent level (up to +5).

Fight Disease**Constitution [Healing]**

Level: 2; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates (harmless); Power Resistance: Yes (harmless); Power Point Cost: 3

Fight disease boosts the afflicted character's immune system, helping them fight disease. If used during the incubation period of the disease, boosts the character's Fortitude check +1/level. If used after Initial Damage or any Secondary Damage, the Psi can boost the character's Fortitude check by +1 per 2 Psionic Talent levels. If the character survives, they gain a partial immunity to the disease and gain a +1 to any future Fortitude checks against the disease that afflicted them.

Cure Serious Wounds**Constitution [Healing]**

Level: 3; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Power Resistance: Yes (harmless); Power Point Cost: 5

The manifester lays his or her hand upon a living creature and channels psionic energy that cures 3d8 points of damage +1 point per Psionic Talent level (up to +5).

Heal Self

Constitution

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: Personal; Duration: Concentration, up to 1 round per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 5

The manifester can heal themselves of 1d4 points of damage per round for the duration of the power.

Neutralize Poison

Constitution [Healing]

Level: 3; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level; Saving Throw: Will negates (harmless, object); Power Resistance: Yes (harmless, object); Power Point Cost: 5

The manifester detoxifies any sort of venom in the creature touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the psionic power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the psionic power. This psionic power can instead neutralize the poison in a poisonous creature for the duration of the psionic power, at the manifester's option.

Speed Reaction Time

Dexterity

Level: 3; Display: None; Manifestation Time: Attack action; Range: Personal; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 5

Manifester gains a bonus of +2/level to his Dexterity. Additionally the manifester gains a speed bonus of +1/level to his initiative check.

Cure Critical Wounds

Constitution [Healing]

Level: 4; Display: None; Manifestation Time: Attack action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless) (see text); Power Resistance: Yes (harmless); Power Point Cost: 7

The manifester lays his or her hand upon a living creature and channels psionic energy that cures 4d8 points of damage +1 point per Psionic Talent level (up to +5).

Ignore Pain

Wisdom

Level: 4; Display: None; Manifestation Time: Attack action; Range: Personal; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 7

The manifester can focus his mind and ignore the effects of pain from damage or injury; as a result he increases his Massive Damage Threshold by 3+ his wisdom modifier for the duration of this power.

Psychofeedback

Strength

Level: 4; Display: Visual; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute (D); Power Point Cost: 7

The manifester can use power points to boost his or her Strength, Dexterity, and Constitution modifiers as a free action. While the duration lasts, the manifester can use power points on a round-by-round basis to boost any or all of his or her physical ability score modifiers (not the actual ability score) by a number equal to half the power points he or she expends for that round as a free action. The manifester doesn't have to boost an ability modifier every round to keep the power in effect—as long as the duration lasts, he or she has the potential to boost his or her ability modifiers on any round.

Resist Poison

Constitution

Level: 4; Display: None; Manifestation Time: Instantaneous; Range: Personal; Duration: 5 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 7

If poisoned, the manifester can invoke this power and attempt to stop the poison from spreading. Manifester gains a bonus of +1/level to his Fortitude DC. If this DC fails, the caster can slow the spread of the poison increasing the time to the secondary DC check to +1 minute/level.

Mass Cure Light Wounds

Constitution [Healing]

Level: 5; Display: None; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./level); Target: One creature/level, no two of which can be more than 30 ft. apart; Duration: Instantaneous; Saving Throw: Will half (harmless); Spell Resistance: Yes (harmless); Power Point Cost: 9

Psionic energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per Psionic Talent level to nearby living allies.

Resist Disease

Constitution

Level: 5; Display: None; Manifestation Time: Attack action; Range: Personal; Duration: 1 hour/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

As Resist Poison, manifester can increase his resistance to disease and gain a bonus to his Fortitude of +1/level.

Mind Powers

- ♦ Empathy: Empathy is the ability to read emotion and general feelings in individuals. This talent borders on the talent of Telepathy, though no concrete information may be obtained by its use.
- ♦ Mind Control: The manifester can dominate and control the thoughts of others and bend minds to their will.
- ♦ Sight: Sight is a collection of powers that the manifester can use to view people, places and things displaced from him in space and time. Psi's with the Sight talent also are prone to precognitive dreams at the GM's discretion. The accuracy of these dreams increases with level. At level 4, the Psi can make a DC15 Will check with normal bonuses, to force themselves to have a precognitive dream.
- ♦ Telepathy: Telepathy is the talent of mind to mind communication over a distance. This is usually limited to line of sight or to individuals a Telepath has worked with before.

Fast Emotional Impression

Wisdom

Level: 0; Display: None; Manifestation Time: Attack action; Range: 60 ft.; Duration: Concentration, up to 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 1

This power allows the manifester to detect the surface emotions of the target. The GM uses a one-word phrase to describe the emotional state of the target: happy, sad, angry, afraid, etc.

Read Emotion

Wisdom

Level: 1; Display: None; Manifestation Time: Attack action; Range: 60 ft.; Duration: Concentration, up to 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 2

The manifester can probe deeper into the emotional state of the target. The GM will describe this state with a short phrase: "He is very happy", "He is somewhat sad", "She is very angry, almost furious", "She is afraid of you", etc.



Assurance

Charisma [Compulsion, Mind-Affecting]

Level: 2; Display: None; Manifestation Time: Attack action; Range: Personal; Area: 60ft circle centered on Manifester; Duration: 20 minutes/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

Manifester gives the characters around him the feeling of assurance, relaxation or friendship if applicable. Characters can make a saving throw to negate this power if they so wish or if against their will.

Detect Emotional Problem

Wisdom

Level: 2; Display: None; Manifestation Time: Full-round action; Range: Touch; Target: Creature touched; Duration: Concentration, up to 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The manifestor can detect the presence of an emotional problem in another character. This is only a surface detection, and the manifestor can only tell if the person is depressed, under stress/duress. Mind controlled, suffering from mental illness, or suffering from anxiety, but not the depth or strength of the emotional problem.

Probe Disturbed Individual

Wisdom

Level: 3; Display: None; Manifestation Time: Full-round action; Range: Touch; Target: Creature touched; Duration: Concentration, up to 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5

Manifester can probe deeply into the mind of a disturbed individual and either see what caused the emotional disturbance or gain an insight of the cause of the mental problem.

Probe Hidden Emotions

Wisdom [Mind-Affecting]

Level: 3; Display: None; Manifestation Time: Full-round action; Range: Touch; Target: Creature touched; Duration: Concentration, up to 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5

Manifester can probe the characters for hidden or buried emotions deep in the individual's psyche. The act of probing will make the character aware of them and face them again.

Ease/Alter Emotions

Wisdom [Compulsion, Mind-Affecting]

Level: 4; Display: None; Manifestation Time: Full-round action; Range: Touch; Target: Creature touched; Duration: Concentration, up to 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

Manifester attempts to alter the emotional make up of a disturbed individual. If successful, you restore a point of lost Wisdom, or Charisma, or Intelligence to the character. Must have successfully performed a Probe Disturbed Individual on the character first.

Change Emotional State

Wisdom [Compulsion, Mind-Affecting]

Level: 5; Display: None; Manifestation Time: Full-round action; Range: Touch; Target: Creature touched; Duration: Concentration, up to 1 minute/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 9

The manifestor can restore mental balance to a disturbed individual. If successful, you restore the characters lost Wisdom, or Charisma, or Intelligence, back to its starting level. Must have successfully performed a Probe Disturbed Individual on the character first.

Daze

Charisma [Compulsion, Mind-Affecting]

Level: 0; Display: Mental, Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 round; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move or take actions.

Distract

Charisma [Mind-Affecting]

Level: 0; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

The manifester causes the target's mind to wander, distracting him or her. Subjects of distract make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty.

Attraction

Charisma [Compulsion, Mind-Affecting]

Level: 1; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 hour/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

The manifester plants a compelling attraction in the mind of the target. The attraction can be toward a particular person, an object, an action, or an event. The power's target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the manifester makes the target feel an attraction to the manifester, the manifester can't command the subject indiscriminately, although he or she will be willing to listen to the manifester (even if the subject disagrees). This power grants the manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.



Charm Person

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: 1; Display: Mental; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 hour/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

This power makes a Medium-size or smaller person regard the manifester as his or her trusted friend and ally. If the target is currently being

threatened or attacked by the manifester or allies, however, the subject receives a +5 bonus on his or her saving throw.

The power does not enable the manifester to control the charmed person as if he or she was an automaton, but he or she does perceive the manifester's words and actions in the most favorable way. The manifester can try to give the subject orders, but the manifester must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (The manifester can't try again.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the manifester or his or her apparent allies that threatens the charmed person breaks the power. Note also that the manifester must speak the person's language to communicate his or her commands.

Brain Lock**Charisma [Mind-Affecting]**

Level: 2; Display: Visual, Material; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One creature of Medium-size or smaller; Duration: 1 round/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The target's higher mind is locked away. He or she stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend him or herself against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers. A brain locked flyer can't flap its wings and falls. A swimmer can't swim and may drown.

Suggestion**Charisma [Compulsion, Mind-Affecting, Language-Dependent]**

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 hour/level or until completed; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The manifester influences the actions of the target by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed. A very reasonable suggestion causes the saving throw to be made with a penalty at the discretion of the GM.

False Sensory Input**Charisma [Mind-Affecting]**

Level: 3; Display: Mental; Manifestation Time: Full-round action; Range: Long (400 ft. + 40 ft./level); Target: One living creature; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5

The manifester has a limited ability to falsify one of the target's senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. The manifester can't fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. A manifester can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Lesser Domination**Charisma [Compulsion, Mind-Affecting, Language-Dependent]**

Level: 3; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: 1 day/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 5

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The power fails if no common language is shared. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her.

If the target resists this control, and if forced to take an action that goes against his or her

nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw. Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Negate Psionics

Constitution

Level: 3; Display: Vi; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target or Area: One psionic character or creature, or one object; or 30-ft.-radius burst; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Points: 5

Negate psionics can be used to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. Negate psionics can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. Negate psionics affects spell-like abilities just as it affects powers (and spells). A manifester can't use negate psionics to undo the effects of any power with instantaneous duration.

The manifester chooses to use negate psionics in one of two ways: a targeted negation or an area negation:

Targeted Negation

One object, creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level against a DC of 11 + the manifester level of the power to be negated.

If the object that targeted is a psionic item, the manifester makes a negation check against the item's manifester level. If the manifester succeeds, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect.

The manifester automatically succeed on the negation check against any power that he or she manifested his or herself.

Area Negation

The power affects everything within a 30-foot radius. For each creature that is the target of one or more powers, the manifester makes a negation check against the power with the highest manifester level. If that fails, he or she makes negation checks against progressively weaker powers until he or she negates one power (which discharges the negate psionics so far as that target is concerned) or fails all his or her checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, the manifester makes negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the negate psionics target area, the manifester makes a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, the manifester makes a negation check to end the effect, but only within the area of the negate psionics.

Domination

Charisma [Compulsion, Mind-Affecting]

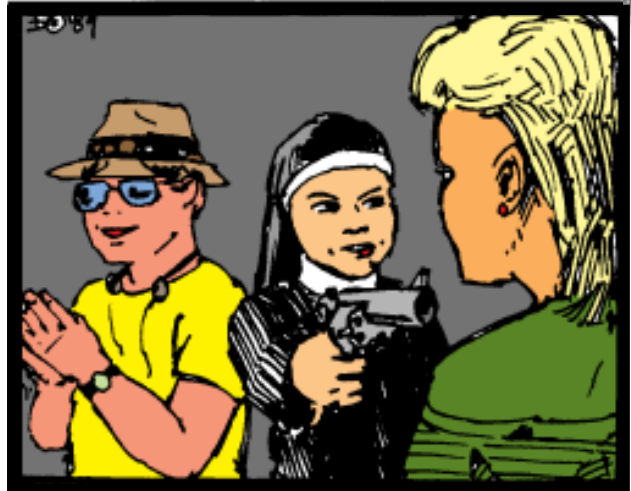
Level: 4; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: 1 day/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only

communicate basic commands. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her.

The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.



Mind Blank

Charisma [Compulsion, Mind-Affecting]

Level: 4; Display: Mental; Manifestation Time: Attack action; Range: Close (25 ft. + 5ft./level); Target: One Medium-size or smaller creature; Duration: Permanent; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

The manifester can blank the memory of the target up to 10 seconds per level. By default this is from the moment the power is used to the limit of the manifester's talent. For 2 extra power points, the manifester can pick where in the memory the mind blanking starts.

Break Domination

Charisma [Compulsion, Mind-Affecting]

Level: 5; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: Instantaneous; Saving Throw: Special, see text; Power Resistance: Yes; Power Point Cost: 9

This power pits manifester versus manifester. Each makes a DC check against 10 + levels in the Mind Control Talent + Charisma modifier. The winner of the check is whichever rolls highest on their check. In the case of a tie, whoever has the highest level in Mind Control, then higher level in Psi is the winner. If it is still a tie, roll again. If the manifester of this power wins, he breaks the mental domination on the target. If he loses and the other wins, then all saves against the dominator are now +1 points higher. If both fail, the target can make a new saving throw to break free of the dominator's will.

Total Domination

Charisma [Compulsion, Mind-Affecting]

Level: 5; Display: Mental; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One Medium-size or smaller creature; Duration: 1 day/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 9

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. No common language is required for the manifester to force the subject to perform, as he or she desires, within the limits of the subject's abilities. The manifester experiences direct sensory input from the subject.

If the target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw.

Once control is established, the range at which it can be exercised is unlimited. The manifester need not see the target to control him or her.

Detect Psionics**Wisdom**

Level: Telepath 0/Battle Mind 0; Display: Visual, Audible; Manifestation Time: Attack action; Range: 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; Duration: Concentration, up to 1 minute/_level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester detects psionic auras. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the manifester can make Psicraft checks to determine the discipline involved in each.

(Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength

An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–3rd	1st–5th	Faint
4th–5th	—	Moderate

If an aura falls into more than one category, detect psionics indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers after the source has vacated the area depends on the aura's original strength.

Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6 x 10 minutes

Each round, the manifester can turn to detect things in a new area. The manifester can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Object Reading**Wisdom**

Level 1 (see d20 Modern, Chp 10, Power Lists)

Modifications from d20 Modern rules: Duration is now: Concentration, up to 1 minute/level (D)

Combat Precognition**Wisdom**

Level: 1; Display: Visual, Material; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 hour/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester gains a +1 insight bonus to Defense. If he or she is caught flat-footed, this bonus to Defense doesn't apply.

Clairaudience/Clairvoyance**Wisdom**

Level: 2; Display: Visual, Audible; Manifestation Time: Attack action; Range: See text; Duration: 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3

This power enables a manifester to concentrate on some locale and hear or see (manifester's choice) almost as if he or she were there. Distance is not a factor, but the locale must be known—either a place familiar to the manifester or an obvious place.

Combat Prescience**Wisdom**

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Personal; Target: You; Duration: 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3

The manifester gains a +2 insight bonus on his or her attack rolls for the duration of the power.

Darkvision**Wisdom**

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Touch; Target: Individual touched; Duration: 1 hour/level; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 3

The target gains the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight and it doesn't allow the target to see in magical darkness (if such a thing exists in the campaign).

See Aura**Wisdom**

Level: 3; Display: Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Cost 0/1

By altering his perceptions the psionic is able to see the Kirilian auras that surround all living and most nonliving things in much the same way as the advanced Kirilian detector. This ability only works on auras within 10 feet of the manifester's eyes.

Note that See Aura cannot be used in conjunction with other sight abilities.

Sensitivity to Psychic Impressions**Wisdom**

Level 3 (see d20 Modern, Chp 10, Power Lists)

Modifications from d20 Modern rules: Range is: Close (25 ft. + 5 ft./2 levels); Target is and area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you; Duration is now: Concentration, up to 10 minutes/level (D). Sensitivity to Psychic Impressions extends into the past a number of years equal to 200 x the Sight Talent's level.

See Past**Wisdom**

Level: 4; Display: Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 1 minute per level (D); Saving Throw: None; Power Resistance: No; Power Point Cost 7

Similar to Sensitivity to Psychic Impressions, this ability allows the manifester much more precision and control of the visions he receives. On a successful check the manifester sees an ethereal "replay" of events that occurred in the area around him as if he were present, although the Psi cannot interfere in the events he witnesses. During the duration of the power, the Psi may accelerate, slow, or reverse the speed at which he experiences the vision at will. The field of the vision is limited to a 10-foot radius around the Psi. This region is not static; the Psi can move with the vision to see other areas, although this can be dangerous since the Psi no longer sees or hears the world around him, he could walk in front of a car or off cliff where a bridge used to be.

When manifesting this power the Psi declares approximately how far back he wishes to see, however the exact time viewed will depend on the events that have occurred in that time frame, and the Psi may see something other than what he wanted to see. Strong emotions act as markers to the Psi's power and as such the vision will gravitate to the strongest marker in the approximate time frame.

Time Period (Past)	DC		
Less than 1 hour	10	1 day to 1 week	25
1 hour to 12 hours	15	1 week to 3 months	30
12 hours to 1 day	20	3 months to 1 year	35

For each year beyond the first year increase the DC by +1.

See Possible Future

Wisdom

Level: 5; Display: Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 1 minute per level (D); Saving Throw: None; Power Resistance: No; Power Point Cost 9

The manifester opens his mind and peers past the veil of uncertainty and possibility, gleaning images of what may occur in the future. Since the future is always fluid for the manifester, the difficulty increases as the time frame is pushed further forward. In any case no vision is 100% reliable. As with See Past, the field of vision is limited to 10 feet but moves with the manifester.

Time Period (Future)	DC		
1 minute or less	15	12 hours to 1 day	35
1 minute to 10 minutes	20	1 day to 1 week	40
Less than 1 hour	25	1 week to 3 months	45
1 hour to 12 hours	30	3 months to 1 year	50

For each year beyond the first year increase the DC by +5.

Distract Hard

Charisma [Mind-Affecting]

Level: 3; Display: Audible; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Concentration, up to 5 minutes/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 4

The manifester causes the target's mind to wander seriously, distracting him or her. Subjects of distract make all Listen, Spot, Search, and Sense Motive checks at a -3 penalty.

Missive

Charisma [Language-Dependent]

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Instantaneous; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

The manifester sends a telepathic message of up to ten words to any living creature within range. This is strictly a one-way exchange from the manifester to the target. The manifester and the target must share a common language for the communication to be meaningful.

Send to Telepath

Intelligence

Level: 0; Display: Mental; Manifestation Time: Full-round action; Range: See text; Target: One creature; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 0/1

The manifester contacts another Psi with the Telepath Talent with whom he or she is familiar and forms a telepathic bond. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Lesser Mindlink

Charisma

Level: 1; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: You and one other creature who is initially no more than 30 ft. away; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Lesser Psychic Dodge**Wisdom**

Level: 1; Display: None; Manifestation Time: Attack Action; Range: Close; Duration: 1 Full-round per level; Saving Throw: None; Power Resistance: None; Cost 1

The manifester listens for the psychic impressions that precede an attack by a thinking creature. In doing so the psionic gains a +1 dodge bonus versus a single target that is within the range of the power. To gain this bonus, the manifester must focus on a target creature. The manifester may choose to change the target as a free action once per Full-round. Cannot be used against animals, or creatures with an Intelligence of 6 or less.

Mind Shield**Intelligence**

Level: 1; Display: None; Manifestation Time: Attack Action; Range: personal; Duration: 1 minute per level; Saving Throw: None; Power Resistance: None; Cost 1

The manifester creates a barrier around his thoughts and feelings and in doing so gains a psionic bonus to any Save roll to resist powers, abilities, or spells that affect the Psi's mental processes. Including but not limited to psychic or other mental attacks, enchantment spells and non-physical illusions. The bonus gained is equal to the manifester's level in this talent. By sacrificing a point of the bonus, the Psi may protect others that he is in physical contact with. Each additional person the Psi shields reduces the bonus by 1 point.

Brain Lock, Hard**Charisma [Mind-Affecting]**

Level: 4; Display: Visual, Material; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One creature of Medium-size or smaller; Duration: 5 round/level (D); Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 6

The target's higher mind is locked away. He or she stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can not defend him or herself against physical attacks, and can't use psionic powers.

Detect Thoughts**Charisma [Mind-Affecting]**

Level: 2; Display: Visual, Mental; Manifestation Time: Attack action; Range: 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; Duration: Concentration, up to 1 minute/level (D); Saving Throw: Will negates (see text); Power Resistance: No; Power Point Cost: 3

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the manifester from reading its thoughts, and the manifester must manifest detect thoughts again to have another chance.

Animals

Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up. Each round, the manifester can turn to detect thoughts in a new area.

The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.



Inflict Pain

Charisma [Mind-Affecting]

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target: One living creature; Duration: Concentration, up to 5 rounds; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

The manifester telepathically attacks the target's mind, dealing 3d6 points of damage.

Mental Blast

Charisma

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: 60 ft.); Target: One living creature; Duration: Instantaneous; Saving Throw: Will negates; Power Resistance: No; Power Point Cost: 5

The manifester delivers a telepathic strike that stuns the target for 3d4 rounds.

Mindlink

Charisma

Level: 3; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which are initially more than 30 ft. apart; Duration: 10 minutes/level; Saving Throw: None; Power Resistance: No; Power Point Cost: 5

The manifester forges a telepathic bond with one or more people or creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subjects.

No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Psychic Dodge

Wisdom

Level: 3; Display: None; Manifestation Time: Attack Action; Range: Close; Duration: 1 Full-round per level; Saving Throw: None; Power Resistance: None; Cost 5

The manifester listens for the psychic impressions that precede an attack by a thinking creature. In doing so the psionic gains a +1 dodge bonus versus any target that is within the range of the power.

Cannot be used against animals, or creatures with an Intelligence of 6 or less.



Forced Mindlink

Charisma

Level: 4; Display: Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Targets: You and one other creature who is initially no more than 30 ft. away; Duration: 10 minutes/level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 7

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond and the target is not compelled to communicate with the manifester. Once the bond is formed, it works over any distance.

Tailor Memory

Charisma [Mind-Affecting]

Level: 4; Display: Audible; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./level); Target: One target of Medium-size or smaller; Duration: Instantaneous; Saving Throw: Will negates (see text); Power Resistance: Yes; Power Point Cost: 7

The manifester inserts a memory of his or her own choosing in the target's mind. The manifester can insert a memory of up to 1 round duration per four manifester levels. The manifester chooses when the fake event occurred any time within the last week. The manifester can't read the target's memory with this power.

Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Dissonance occurs if a manifester inserts a memory that is out of context with the target's past experience. The target gains a bonus of +1 to +4 on his or her saving throw, depending on the magnitude of dissonance created by an out-of-context memory, as determined by the GM. Likewise, inserting a memory of the target taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically.

Mind Probe

Charisma

Level: 5; Display: Visual, Material, Audible; Manifestation Time: 1 minute; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 minute/level; Saving Throw: Fortitude negates; Power Resistance: Yes; Power Point Cost: 9

All the target's memories and knowledge are accessible to the manifester. The manifester can learn the answer to one question per round, to the best of the target's knowledge. The manifester can also probe a sleeping target, though the target may make a Will save against the DC of the mind probe to wake after each question. Targets who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The manifester poses the questions telepathically, and the answers to those questions are imparted directly to his or her mind. The manifester and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the manifester's questions.

Sending

Dexterity

Level: 5; Display: Mental; Manifestation Time: Full-round action; Range: See text; Target: One creature; Duration: 1 round; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

The manifester contacts a particular individual with whom he or she is familiar and sends a short message of twenty-five words or less. The target recognizes the manifester if it knows him or her. It can answer in like manner immediately. The target is not obliged to act on the message in any way.

TK Powers

TK Powers are the ability to manipulate matter with one's mind. These are the following powers:

- ♦ **Cryokinesis:** This is the ability to create a region of intense cold on the surface of an object, and the ability to manipulate regions of cold mentally.
- ♦ **Psychokinesis:** Psychokinesis is the ability to lift and control the flight of objects using the power of the mind.
- ♦ **Pyrokinesis:** This is the ability to create regions of intense heat on the surface of an object and the ability to manipulate regions of cold mentally.
- ♦ **Spectralkinesis:** Spectralkinetics have the ability to control and influence light and shadow and can use this ability to create illusory effects.



Chill**Intelligence [Cold]**

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25ft +5ft/level); Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

Manifester can lower the temperature of the target in an area such as a hand by 10 degrees. If applied to a larger area, halve or quarter the cooling effect. Additionally, you can spend +1 power point/level to lower the temperature by an additional 5 degrees. At 30+ degrees chilling, the power causes 1d3 points of cold damage.

Snowball**Intelligence [Cold]**

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: (See Ranged Weapon-Snowball); Duration: Attack action; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

Manifester can create a snowball by condensing the moisture out of the very air. The size and quality of the snowball depends on the amount of moisture in the air. In dry regions, a small snowball can be created. Temperate regions, a mid-size snowball can be condensed. In humid, moist regions, a nice large snowball can be made that inflicts 1d2 non-lethal damage. For an extra power point, the manifester can freeze the snowball into a solid ball of ice changing the damage to lethal.

Frost**Intelligence [Cold]**

Level: 1; Display: Visual; Manifestation Time: Attack action; Range: 60 ft; Duration: Instantaneous; Effect: Ray; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

Manifester can freeze water and cause d6+1 points of cold damage in the target. If cast on metal, the temperature of the metal drops to -20 below freezing and any naked skin that comes into contact will immediately stick to it for 5 minutes/level. Attempts to pull free from the super cool metal will result in 1d3 points in damage. Often used to obscure vision through windows and windshields. At -20 degrees even anti-freezing windshield wiper fluid fails to dissolve the frost.

Resist Cold**Constitution**

Level: 1; Display: None; Manifestation Time: Attack Action; Range: Personal; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost 1

This power grants the manifester Damage Reduction of 5+1 per level against all cold-based damage for the duration.

Ice Sheet**Intelligence [Cold]**

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft +5ft/level); Area: 30 square feet + 10sqft/level Duration: 10 minutes; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 3

The manifester can create a sheet of ice, 1/4 inch thick, on any surface. The manifester can vary the slipperiness of the ice sheet, causing anyone who walks on it to make a Ref saving throw. If formed on a road surface as black ice, any driver that travels over the patch must make a DC20 check or their vehicle will spin out.

Icicles**Intelligence [Cold]**

Level: 2; Display: Visual; Manifestation Time: Attack action; Range: Medium (50ft + 10ft/level); Target: One individual; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 3

The target is attacked by with icicles you generate from the moisture in the air for 3d6 points of damage. In dry regions, reduce the damage to 1d6+3 points. The manifester may choose to have the power deal only non-lethal damage instead of lethal damage in the form of blunted icicles.

Extinguish**Constitution [Cold]**

Level: 3; Display; Visual; Manifestation Time: Attack Action; Range: Touch; Duration: Instantaneous; Saving Throw: Special; Power Resistance: Yes; Power Point Cost 5

By activating this power and thrusting his hand (or equivalent appendage) into a source of flame can extinguish the fire at its source if the manifester makes his Fortitude Saving Throw. The largest area of flame that can be extinguished is equal to the manifester's Cryokinesis level x5 feet.

The DC to extinguish the fire is based on the size and intensity of the fire. See table below:

Type of Fire	DC	Special	DC Modifier
Match/Candle	5		
Torch flame	10		
Fireplace or campfire (small fire)	15		
Bonfire (medium size fire)	20	Magical Fire	+10
Burning Room (large fire)	25	Psionic Fire	+5
		Continuously Fueled Fire	+5
		High Temperature Fire	+5 per 1000 degrees

Winterize Weapon**Intelligence [Cold]**

Level: 3; Display; Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost 5

Successful use of this power allows the manifester to imbue any melee weapon with intense cold. This cold inflicts an additional 1d6 damage on opponents who are struck by the weapon. If used on ranged ammunition up to 50 rounds/bolts/arrows etc. may be imbued with the cold, but the ammunition must remain grouped together (in the same clip, ammo belt, quiver, paintball reservoir, etc.) until used or the duration expires. Items removed from the main group lose their enhancement after a full-round action.



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Hypothermia**Intelligence [Cold]**

Level: 4; Display; Audible; Manifestation Time: Attack Action; Range: Touch; Duration: 1 Full-action round per level; Saving Throw: Fortitude Negates; Power Resistance: Yes; Power Point Cost 7

This slows down the victim's metabolism, slowing his heart and breath rates. This causes him to suffer a -1d6 initiative penalty and miss some attacks (-1 attacks per round). Also this can negate the effects of a Haste or other speed spell, doing so causes the normal effects of this power to be negated.

Ice Storm**Intelligence [Cold]**

Level: 4; Display: Visual (see text); Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 30-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 7

The manifester generates an ice storm that fills an area he or she designates and deals 5d6 points of freezing damage to all creatures (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power freezes most liquids and damages objects in the area.

Blizzard

Intelligence [Cold]

Level: 5; Display; Visual, Material; Manifestation Time: Attack Action; Range: 100ft +50ft/level; Area: 100-ft-radius spread +100-ft-radius/level Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

By drawing on the ambient moisture in the air the Psi creates a localized snowstorm driving frozen rain, snow and hail descend upon the affected area. The storm impairs visibility, -4 to all spot, and search checks and -4 to all attacks, as well as inflicting cold damage equal to 1d6 per minute of exposure to anyone in the area without sufficient protection. Ice and snow accumulate at the rate of ½ inch per 10 minutes.

Freeze

Intelligence [Cold]

Level: 5; Display; Visual; Manifestation Time: Attack Action; Range: Touch; Duration: 1 minute per level; Saving Throw: Fortitude for partial effect; Power Resistance: Yes; Power Point Cost: 9

By touching a target and manifesting this power, the target is forced to make a Fortitude Saving Throw or become frozen solid as all the water in its body is turned to ice. Fire based creatures take 5d6 +4/level points of damage. Should the target make this save he suffers the effects of Hypothermia instead and must make a second Fortitude save or lose 1d4 hit points.

Bullet Throw

Constitution

Level: 0; Display: Audible; Manifestation Time: Attack action; Range: Touch (See text); Target: One individual; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost: 0/1

The manifester can throw a small rock, lead shot, or small blade at near bullet speeds, however, this is only initial acceleration, and the objects quickly lose velocity as they travel. The object he throws must not weigh more than 1 ounce. For comparison, four quarters or ten pennies weigh an ounce. Manifester is making a range attack and has no control of the objects once they leave his hand.

Weapon	Damage	Crit	Type	Range	ROF	Size	Weight	Purchase DC
Small blade	1d8	20	Piercing	25	1	Dim	0.06 lb.	4
Coin	1	—	Ballistic	30	1 or 5	Dim	Neg	1
Pebble	1d4	20	Ballistic	20	1	Dim	0.06 lb.	Free
Lead shot	1d6	20	Ballistic	25	1	Dim	0.06 lb.	4

If you have the Burst Fire feat, you can throw five pennies or four quarters at once.

Far Hand

Constitution

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: An unattended object weighing up to 5 pounds; Duration: Concentration; Saving Throw: None; Power Resistance: No; Power Point Cost: 1

The manifester can lift and move an object at will from a distance. After manifestation, as a move action the manifester can move the object up to 15 feet in any direction. The power ends if the distance between the manifester and the object ever exceeds the power's range.

Launch

Dexterity

Level: 1; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost 1

By slapping an object weighing between one half pound to one pound with psychokinetic force, the manifester launches the object at a target. The manifester must make a Ranged attack with a penalty of -2 and a range increment of 10 feet. Objects without damage codes are treated as 1d8 base damage.

Pull**Strength**

Level: 1; Display: Visual; Manifestation Time: Attack Action; Range: Close; Duration: Instantaneous; Saving Throw: Special; Power Resistance: Yes; Power Point Cost 1

The manifester uses his psychokinetic ability to pull very sharply and very hard at an object. The strength of the pull is equal to $10 + 2 \times$ the Psi's level in this talent, and may be used to target objects or parts of creatures. If the object is attached to something or someone the object or creature makes a Fortitude Saving Throw or lose the targeted item. A great way to disarm or trip someone and is a sure-fire way to make your teenager take off that nose ring (Ouch!).

Concussion**Constitution**

Level: 2; Display: Audible; Manifestation Time: Attack action; Range: Medium (100 ft. + 10 ft./_level); Target: One individual; Duration: Instantaneous; Saving Throw: Fortitude half; Power Resistance: Yes; Power Point Cost: 3

The target is pummeled with telekinetic force for 3d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage. Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Levitate**Dexterity**

Level: 2; Display: Olfactory; Manifestation Time: Attack action; Range: Personal or close (25 ft. + 5 ft./2 levels); Target: You or one willing creature or one object (total weight up to 100 lb./level); Duration: 10 minutes/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost: 3

Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move action. The manifester can't move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed). A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Cannon Ball**Constitution**

Level: 3; Display: Audible; Manifestation Time: Attack action; Range: Touch (See text); Target: One individual; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost: 5

The manifester can throw a one-pound object at near bullet speeds. He partially controls the flight of this object, a DC $15 + 1$ for each range increment check versus his level in Psychokinesis. If he makes his control check, the object hits the target with no need for a Ranged Attack. Otherwise he will have to make a ranged attack check.

He can throw objects that weigh one ounce or less at super sonic speed, with perfect control within the first range increment, they always hit their target. After the first increment, he must make a DC $10 + 1$ per increment check versus his level in Psychokinesis to control the flight of the object. If he makes his control check, the object hits the target with no need for a Ranged Attack. Otherwise he will have to make a ranged attack check.

As with Bullet throw, if the manifester has the Burst fire feat, he can throw five objects that weigh a total of one ounce at once.

Weapon	Damage	Crit	Type	Range	ROF	Size	Weight	Purchase DC
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Small Blade	2d10	20	Piercing	40	1	Dim	0.06 lb.	4
Coin	1d4	—	Ballistic	35	1/5	Dim	Neg	1
Pebble	2d6	20	Ballistic	35	1	Dim	0.06 lb.	Free
Lead Shot	2d8	20	Ballistic	40	1	Dim	0.06 lb.	4
1lb. Object	3d12	20	Ballistic	25	1	Tiny	1 lb.	Depends

Gravity

Constitution

Level: 3; Display: Visual; Manifestation Time: Attack Action; Range: Close; Duration: 1 round per level; Saving Throw: Special; Power Resistance: Yes; Power Point Cost 5

By focusing a downward thrust of psychokinetic force the manifester attempts to crush an object or person beneath his mental thumb. Each round the target may make either a Reflex Save to try to escape the force or a Fortitude Save to reduce the damage inflicted by Gravity, but not both. If the target fails his save he suffers 1d4 points of damage per level (this damage is non-lethal if the target is living) and takes a penalty equal to the Psi's Psychokinesis level to Initiative, Base Attack, further Reflex Saves as well as having his movement halved.

Mind Darts

Intelligence

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: 30 ft.; Target: One living creature; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 5

The manifester deals 2d6 points of damage to a single target within range.

Beatdown

Dexterity

Level: 4; Display: none; Manifestation Time: Attack Action; Range: Close; Duration: 1 round per level; Saving Throw: Fortitude for half damage; Power Resistance: Yes; Power Point Cost 7

The manifester chooses an area no less than 5 feet and no more than 25 feet in diameter. Everyone within the area (except the manifester) is struck from random directions by psychokinetic clubs, which deal 1d8 points of non-lethal damage per blow. The number of mental-club attacks is equal to the manifester's level plus his Dexterity modifier. Each mental-club must make a ranged attack using the manifester's Base Attack Bonus. If more than one target is in the area of effect the clubs strike randomly each round.

Fly

Dexterity

Level: 4; Display: Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost 9

The manifester wraps himself in psychokinetic energy and propels himself through the air at his base speed while retaining his normal maneuverability. The maximum height the manifester may ascend to is equal to his Psychokinesis level x 25 feet.

Telekinesis

Constitution

Level: 4; Display: Visual; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Target or Targets: See text; Duration: Concentration, up to 1 round/level, or instantaneous (see text); Saving Throw: Will negates (object) (see text); Power Resistance: Yes (object) (see text); Power Point Cost: 7

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration.

The weight can be moved vertically, horizontally, or both. An object can't be moved beyond the range. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust

Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level. The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects.

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Thor's Hammer

Constitution

Level: 5; Display: Audible; Manifestation Time: Attack action; Range: Touch (See text); Target: One individual; Duration: Instantaneous; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

The manifester can throw a one-pound object at super sonic speeds. He has perfect control within the first range increment, they always hit their target. After the first increment, he must make a DC 10 + 1 per increment check versus his level in Psychokinesis to control the flight of the object. If he makes his control check, the object hits the target with no need for a Ranged Attack. Otherwise he will have to make a ranged attack check.

The sonic boom the object makes will deafen (Fortitude save) everyone within 20 feet of the manifester and shatter windows within 10 feet of its flight path.

He can throw objects that weigh one ounce or less at hypersonic speeds, with perfect control within the first range increment, they always hit their target. After the first increment, he must make a DC 10 + 1 per increment check versus his level in Psychokinesis to control the flight of the object. If he makes his control check, the object hits the target with no need for a Ranged Attack. Otherwise he will have to make a ranged attack check.

As with Bullet throw, if the manifester has the Burst fire feat, he can throw five objects that weigh up to a total of one pound at once.

However, at these speeds, the diminutive objects vaporize at a range of 100 feet due to friction with the atmosphere, limiting their total range. For an additional 2 power points, the manifester can maintain the shape of the objects as blobs of superheated plasma for as far as he can control their flight. In this form they impact for an additional 1d10 points of flame damage. If he loses control of their flight, they burst harmlessly into a puff of smoke.

Weapon	Damage	Crit	Type	Range	ROF	Size	Weight	Purchase DC
Small blade	4d10	20	Piercing	40	1	Dim	0.06 lb.	4
Coin	2d6	—	Ballistic	35	1/5	Dim	Neg	1
Pebble	3d8	20	Ballistic	35	1	Dim	0.06 lb.	Free
Lead shot	4d8	20	Ballistic	40	1	Dim	0.06 lb.	4
1 lb Object	5d12	20	Ballistic	50	1	Tiny	1 lb.	Depends

Wall of Force

Constitution

Level: 5; Display; None; Manifestation Time: Attack Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./

level; Duration: 1 minute/level (D); Saving Throw: None; Power Resistance: No; Power Point Cost; 9

A wall of force power creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds. Breath weapons and flamethrowers cannot pass through the wall in either direction, although dimension door can bypass the barrier. Gaze attacks can operate through the wall of force.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

Pilot Light

Intelligence [Fire]

Level: 0; Display; Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 1 minute; Saving Throw: Fortitude negates; Power Resistance: Yes; Power Point Cost: 0/1

When using this power the manifester creates a match-sized flame on the end of one of his digits. This flame requires no fuel, causes no harm to the digit and can be used to set flammable material alight. If used as an attack the flame causes 1 point of subdual damage.



Finger of Fire

Intelligence [Fire]

Level: 0; Display: Visual; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

A ray of flame projects from the manifester. The manifester must succeed at a ranged touch attack to deal damage to a target. The flame deals 1d3 points of fire damage. This flame isn't powerful enough to cause combustion.

Heat Object

Intelligence [Fire]

Level: 1; Display; Visual; Manifestation Time: Attack Action; Range: Touch; Duration: 1 Attack action per level; Target: 1 lb. of material per level; Saving Throw: None; Power Resistance: Yes; Power Cost: 1

The manifester excites the molecules of a nonliving object, causing the material to heat continuously for the duration of the power. Manifester can spend another Power Point after the first manifestation ends and continue applying heat to the object non-stop, as long as he has Power Points to spend.

Different materials respond differently to the constant application of heat. The manifester for the duration of the manifestation is immune to the effects of heat. If he is still holding on to the object he heated up after the power's manifestation is over, he can take damage if the heating duration was for 3 or more Attack Actions.

Make a DC 10 Reflex check. If you make the check, you drop the object and take no damage. Fail the check, you take 1 point of damage and lose the use of the limb that was touching the object for one hour. Fail by 5 or more, take 1d4 points of burn damage and lose the use of the limb that was touching the object till healed.

HEATING OBJECTS

Green Wood

Dries out in 2 Attack actions. Dry wood catches fire after 2 Attack actions.

Cloth

Smolders after 1 Attack Action, catches fire the start of the next Attack action.

Plastics

Most plastics turn to puddles after 3 Attack actions, and catch fire after four. For heat resistant plastics, double the times above.

Stone

Stone will not melt for the average Psi. Damage from touching stone is the same as for metal. However, stone is not always a good conductor of heat, so you only affect an amount of stone equal to your Psi class level per pound. In some cases a heated stone will explode.

Gunpowder

After 4 Attack Actions Blackpowder or Modern Powder will detonate in a weapon. Dynamite will burn and C-4 will liquify and burn.

Metal

Conducts heat very well, so if you have more metal than you can handle based on your class level, double these times.

THE PROCESS OF HEATING METALS

After 03 Attack Actions

Grasping the metal object will cause 1d4 points of burn damage and render the limb used useless till treated.

After 04 Attack Actions

The damage increases to 1d6, and increase by +1d6 for each Attack action the heating is maintained.

After 05 Attack Actions

The metal begins to discolor.

After 07 Attack Actions,

In the dark, the metal glows a dull red.

After 10 Attack Actions

The glow becomes visible in daylight.

After 15 Attack Actions

The metal begins to glow yellow red.

After 20 Attack Actions

The metal is plastic and can be formed into objects.

After 25 Attack Actions

It becomes too soft to mold.

After 30 Attack Actions

The metal is liquid.

SOFT METALS

For lead, silver, gold and other soft metals, halve the times above. For heat resistant metals like titanium, double the times.

Fire Bolt

Intelligence [Fire]

Level: 1; Display: Visual; Manifestation Time: Attack action; Range: 60 ft.; Effect: Bolt; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 1

A bolt of fire shoots from the manifester. He or she must succeed at a ranged touch attack to deal damage to a target. The bolt deals 1d6+1 points of fire damage and the target may catch on fire.

Asbestos

Constitution

Level: 2; Display: None; Manifestation Time: Attack Action; Range: Personal; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 3

As a creator and controller of fire the Psi is able to render himself immune to the burn of flames with this power. As long as the power lasts the manifester gains Damage Reduction 5+1 per level versus all fire based damage. Against magical or psionic fire attacks the manifester automatically succeed in all Saving Throws.

Flaming Fist

Intelligence [Fire]

Level: 2; Display; Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 1 round per level; Saving Throw: Fortitude for half damage; Power Resistance: Yes; Power Point Cost: 3

When this power is activated, one of manifester's hands (his choice) bursts into flame and continues to burn for the duration of the power. The flame does not require fuel nor does it harm the manifester's hand (the rest of him is fair game so do not scratch your nose with this on). While this power means you never need a flashlight it can also be used in combat. When making an unarmed strike against a target with the flaming fist, the target that fails his saving throw takes an additional 1d6 points + 1 point per Pyrokinesis level (up to +5) in fire damage.

Pyrotechnics

Intelligence [Fire]

Level: 3; Display; Visual, Audible; Manifestation Time: Attack Action; Range: Close; Duration: Instantaneous; Saving Throw: Special; Power Resistance: Yes; Power Point Cost: 5

This power causes an existing fire (no matter how small) to erupt in a fiery display of impressive, distracting, and very loud fireworks. The bursts of light and sound will fill an area up to the Pyrokinesis's level x10 feet. Everyone in the room (except the manifester) must make a Reflex Save or be blinded for 2d4 rounds and make a Fortitude Save or be deafened for 1d6 rounds. Anyone casting a spell or using other abilities that require concentration must make a Will Save or lose their spell/ability is disrupted.

Whitefire

Intelligence [Fire]

Level: 3; Display: Visual; Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 20-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 5

The manifester generates fire that deals 5d4 points of fire damage to all creatures within the area he or she designates (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

Fire Storm

Intelligence [Fire]

Level: 4; Display: Visual (see text); Manifestation Time: Attack action; Range: Long (400 ft. + 40 ft./level); Area: 30-ft.-radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Power Resistance: Yes; Power Point Cost: 7

The manifester generates a storm of fire that fills an area he or she designates and deals 5d6 points of fire damage to all creatures (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage.

This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point.

Immolation

Intelligence [Fire]

Level: 4; Display; Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 1 minute per level; Saving Throw: None; Power Resistance: None; Power Point Cost: 7

This power sheathes the manifester in psionic flames granting him the effects of both Asbestos and a full body version of Flaming Fist for the duration. Anyone struck by or striking the manifester in melee or unarmed combat suffers 1d6 with an additional +1 point/per level in fire damage (the flames run across a weapon to engulf the unfortunate victim).

Combustion

Intelligence [Fire]

Level: 5; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: Concentration up to 1 Full-round per level; Saving Throw: Fortitude for half damage; Power Resistance: Yes; Power Point Cost: 9

Calling forth raw psychic energy and channeling it at a foe within range, the manifester can cause a target to burst into flame and continue to burn for as long as the manifester concentrates on his foe. The flames deal 2d10 points of damage per Attack action and burn even in the absence of oxygen.

Daze

Charisma [Compulsion, Mind-Affecting]

Level: Telepath 0; Display: Mental, Material; Manifestation Time: Attack action; Range: Close (25 ft. + 5 ft./2 levels); Target: One person; Duration: 1 round; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 1

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move or take actions.

St. Elmo's Fire

Charisma

Level: 0; Display; Visual; Manifestation Time: Attack Action; Range: Personal; Duration: 5 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 0/1

The manifester creates a small (1 to six inch diameter) globe of softly glowing light (the color is up to the manifester) that follows him at a short distance and sheds as much light as a 40-watt bulb.

Blinding Flash



Charisma

Level: 1; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: Instantaneous; Saving Throw: Reflex negates; Power Resistance: Yes; Power Point Cost: 1

When using this power the manifester creates a burst of light designed to flash-blind anyone looking in the Psi's direction. Anyone who is looking at the Psi must make a Reflex Save with a penalty equal to the Psi's level in this talent or be blinded for 2d4 Attack actions.

Simple Light Construct

Charisma

Level: 1; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: 5 minutes per level; Saving Throw: None; Power Resistance: No; Power

Point Cost: 1

The manifester is able to create a simple monochromatic image on a flat surface. The image can be no larger than 1 square foot per level and is static.

Hypnotic Swirl

Charisma [Mind-Affecting]

Level: 2; Display; Visual; Manifestation Time: Attack Action; Range: close; Duration: 5 minutes per level; Saving Throw: Will negates; Power Resistance: Yes; Power Point Cost: 3

By creating a swirl of color and light around him the caster makes it hard for people to target him by sight, as a result he gains a +4 defense bonus versus all ranged and melee attacks. Creatures who do not see visible light are unaffected.

Improved Light Construct

Charisma

Level: 2; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: 5 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 3

As Simple Light Construct, but the manifester gains the ability to create full color image on a flat surface or a monochromatic 3-D image. The image can be no larger than 2 square feet per level and a flat image can be altered to create simple motions.

Bright Light

Charisma

Level: 3; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: 10 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 7

The manifester creates a brilliant ball of light that can be used to blind opponents. The light is equal to bulb wattage of 100x the casters level. Anyone without suitable eye protection who is near the manifester must make a Reflex Save each Attack action with a penalty equal to the Psi's level in this talent or be blinded for that Attack action.

Advanced Light Construct

Charisma

Level: 3; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: 5 minutes per level; Saving Throw: None; Power Resistance: No; Power Point Cost: 5

Continuing to improve on the abilities of Light Constructs, the manifester is able to create full motion images on a flat surface and instill simple motions on a full color 3-D image. The images can be no larger than 3 square foot per level.

Daylight

Charisma

Level: 4; Display; Visual; Manifestation Time: Attack Action; Range: close; Duration: 5 minutes per level; Saving Throw: Special; Power Resistance: No; Power Point Cost: 7

The manifester creates sunlight around him, which fills an area up to 20 feet in diameter, creatures affected by sunlight must make a Fortitude Save or suffer the full effects of normal sunlight.

Laser

Charisma

Level: 4; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: Instantaneous; Saving Throw: None; Power Resistance: Yes; Power Point Cost: 7

The manifester projects a beam of intense light from any point on his body to strike a foe. The light-beam requires a ranged attack roll against the target with a bonus of +1 per level in this talent. The light deals 1d8+1 damage per level (up to 5d8+5) (double damage to creatures affected by sunlight)

Spectral Copy

Charisma

Level: 5; Display; Visual; Manifestation Time: Attack Action; Range: Close; Duration: 10 minutes per

level; Saving Throw: None; Power Resistance: No; Power Point Cost: 9

The manifester creates an illusory duplicate of himself that he controls so long as it remains within range. The copy has no substance but looks as solid as the original. The manifester can see through copy's eyes by concentrating.

Wild Powers

Controlled Manifestation 0

Wisdom

Level: 0; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 0+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 10 and may only duplicate 0th level Psi powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 1 point of damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation.

Controlled Manifestation I

Wisdom

Level: 1; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 1+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 13 and may only duplicate 1st level Psi powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 1 point of damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation.

Controlled Manifestation II

Wisdom

Level: 2; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 3+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 15 and may only duplicate 2nd level Psi powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 1d3 points of damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation.

Controlled Manifestation III

Wisdom

Level: 3; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 5+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 17 and may only duplicate 3rd level psionic powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 1d4 points of damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation.



Controlled Manifestation IV

Wisdom

Level: 4; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 7+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 19 and may only duplicate 4th level psionic powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 1d6 points of damage and suffers 1d3 points of temporary Intelligence ability damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation.

Controlled Manifestation IV

Wisdom

Level: 5; Display; Visual; Manifestation Time: Attack Action; Range: Varies; Duration: Varies; Saving Throw: Varies; Power Resistance: Varies; Power Point Cost: 9+

The manifester calls upon his wild talent in an attempt to duplicate the effects of a psionic power with which he is familiar. The Psi must make a Psicraft check with a DC of 21 and may only duplicate 5th level psionic powers. If the Psicraft check fails, so does the manifestation and the Psi suffers 2d6 points of damage and suffers 1d4 points of temporary Intelligence ability damage, and 1d4 points of temporary Constitution ability damage. If the check is successful the Psi must pay the cost of the power he is duplicating in addition to the cost of the controlled manifestation



TEAM REPORT WEST VIRGINIA

The damn thing is 10 feet tall and releasing a gas thats killing the wild lifeand making us sick. It has large round eyes like baseballs, the head is round and it has a cowl shaped like an Ace of Spaces behind it. The creature's body is roughly *man-shaped* and wearing a dark skirt. It has two short arms; ending in claw-like hands.

Agents Davidson and Crocker approached it and were struck down by a hot red beam of light. Both are dead.

Three other witnesses, children, have spotted the creature and run from the area. It has turned and is floating back to its ship. I will not confront this thing in fear of my life. This species is extremely hostile to humanity.

Agent Karl Martin

FLATWOOD WVA
Alien
Encounter
9/12/1952



MAGIC

Our ancestors knew of the greater forces when mankind first walked out of the caves and stared into the sky. They knew magic existed.

In time they began to listen to the voices around them and constructed the belief and ritual necessary to deal with the unseen forces of good and evil. Out in the shadows the gates to power and real magic waited for those who would learn. Good and Evil, it was a fact of life, survival, power, and death.

In later times when men turned their eyes to science, magic could not survive the scale of reason. The scale was harsh on the believers of magic. Good and Evil, it took them to burn or hang because of their knowledge. A very few survived to pass on their teachings and carefully guarded books. Many acknowledged the teachings of magic were gone for all time. Some knew better. Four centuries after the American and bloody European Witch trials, the shadows of doubt were still there.

While reason marched into the twentieth century, some walked to the beat of a different drum where magic and other dimensions of power were real. Some used it for good, some for evil. Most stopped believing, a few didn't, and an even smaller number realized the time had come to use knowledge and reason to fight evil and its magics. It was in the early 1860's that the 13th Bureau of the US Justice system was founded.

USE OF MAGIC BY AGENTS

The use of magic by agents is the decision of the GM who must realize that with great power comes great responsibility and even greater dangers. After decades of debate the first Mage was added to Bureau 13 ranks. In time a number of 'good' Mages, Witches, Psychics and Alchemists had joined Bureau Operations and had become a necessary part of combating evil.

For a magic user to join the Bureau there is a year long screening process and a board of directors who decide if the Mage is indeed 'Good'.

Most Mages do not go on the road with Agents. They prefer a quiet lab for research and other methods then putting their lives on the line. There are notable exceptions.

Magic in the Bureau

In Bureau 13 a great deal of your agent's time will be involved in the investigation of the paranormal caused by or related to magic. Both good and evil magic is everywhere in the world. Magic is also raw power usable by those rare individuals who can tap into a universe of fantastic energies. In this universe are also intelligences and creatures that can manifest in our world. Such knowledge and skills have a price as well as extreme dangers for the unwary.

Magic is also belief. You must believe in magic for it to work for you. Remember that magic is the process of making changes in the world through extensions of one's will, coupled with the regulations of formula and the performance of certain actions or ritual.

How Do I Learn Magic?

These fantastic talents are inherited or developed in some individuals. To be able to perform magic one must have the talent. This is a simple d100 roll on the BASE CHANCE OF TALENT table.

Use optional modifiers. If you fail to roll under the needed score your character may re-attempt the chance to have every 1d6 game years.

The Decision of Magic

From this point on the Agent has decided to pursue a life of magic that will affect him or her in many ways. Most religious persons will automatically treat you as if your charisma is 4 points lower if they discover you dabble in the occult. You will also become a magnet for the weird and become an object of neighborhood ridicule. Power has its benefits and side effects that you will soon discover.

OPTIONAL FAMILY MODIFIERS

Only Rumored	+02
Very Rare	+04
Minor	+06
The Norm	+08
Family Taught	+10
Family Business	+25

OPTIONAL SELF TAUGHT RESEARCH

Study (01 Years)	+01
Study (02 Years)	+03
Study (05 Years)	+05
Study (10 Years)	+10
Study (15 Years)	+20
Study (20 Years)	+25

OPTIONAL APPRENTICESHIP TO MAGE

Lesser Mage	+05
Average Mage	+10
Greater Mage	+15
Legendary Mage	+20
Magical Being	+25

OTHER OPTIONAL MODIFIERS

Grimoires, Forbidden Books	+05
Magical Artifacts	+05
Exposure to Strong Magic	+05
Magical Creature's Assistance	+05
Recovered 'Magical' Victim	+02



HARRISON & FRIENDS

Robert Harrison waved the small wood wand over the old hat, little realizing he was activating a long set spell trigger.

"Er... Hocus Pocus." he said as he finally tapped the side of the hat.

The hat quivered and shuddered, small wisps of smoke formed at its rim and flowed upward to form a translucent sphere. Small spots of pink began to swim across the edges of the hat and form the image of a face in the pulsating cloud. As Harrison watched, petrified, the larger than human face opened blood red goat's eyes and whispered, "What be your summons mortal?"

"A rabbit," stammered Harrison, "I was looking for the rabbit!"

Harrison sighed as the face returned to mist and collapsed back into the hat. Realizing what he had almost done, he gingerly tossed the magical items into the near fireplace and watched them burst into flame.

Stepping out of the dead magicians cabin, Harrison is startled to see over 500 white bunnies calmly nibbling grass on the front lawn.

"Nice bunnies," whispers Harrison as all 500 turn and stare at him with red goat's eyes.

CHANCE OF MAGIC

Your chance of Magical Talent is 1%. Roll Your modifiers and roll a d100. If you roll equal to or under your chance --you have the talent.

REMEMBER

Your chance for magical talent has a base number that can be modified by your learning situation. As an example, a character with a RARE FAMILY TALENT (+09) studies for ten years (+05) and has use of an old magical Grimoire (+05). His or her chance to develop magic is now (19%) Roll under 19 on a d100 for success in gaining magical talents.

GUIDELINES

01 A player chooses the area of his abilities by deciding what type of magic user he or she will become, whether on the side of good, neutral, or evil. These are areas of white, grey, and black magic. While many talents overlap the classification, others do not. You first decide on your character's alignment to the forces of good and evil and then develop your talent.

02 A character who does not have the talent for magic cannot cast spells even if they are written in a book or enchanted in an artifact.

03 Magic and PSI are separate and distinct. Their energies can not be combined for use. A character cannot have both PS I and Magic.

04 Spells cannot be cast on consecrated / blessed ground that is the opposite of your good / evil alignment. The ground or structure must be re-consecrated to your powers.

TYPES OF MAGIC

There are three basic forms of magic your characters can specialize in. Each has its own benefits and limitations. The Bureau prefers White, tolerates Grey and is very cautious of Black.

WHITE MAGIC Generally Magic used for Good

GREY MAGIC Magic used for Good or Evil

BLACK MAGIC Generally Magic used for Evil

WHITE MAGIC

White magic makes use of the more passive forms of spells. These spells are the kinds most often used for good ends and helping people. Good magic can have the blessing of higher forces. A white magic user who uses magic for personal gain or black magic becomes a grey magician.

GREY MAGIC

Sometimes called 'active' magic, grey magic involves the spells that produce a noticeable change in the material world. For a player character to perform grey magic, he or she needs several things. The first is a laboratory or base of operation, which is basically a quiet place to study and work. This will cost d10 x \$1000.00 to furnish and stock with basics. The second is material components for spells. Most of these are naturally available at the GM's option. Certain components may be more expensive, such as jewels, rare flowers, dusts, animals, etc. The third requirement are the spell books that can range from simple paperback books of magic and craft (Occult book stores for under \$20.00) to ancient tomes that may exist only in manuscript form, in museums, vaults, old churches or private collections. Rare tomes will most often retail for exorbitant prices.

Spells of grey magic generally take a bit more time to perform and usually require the material components to be consumed or burned. The nature of your spell components is a personal matter recorded for future use in a book. (Players may use an optional index card with their randomized material spell components (from page 84) or a handy copy of the spell sheet from the back of the book. The correct performance of the spell is subject to the same optional skill modifiers as any task. Once a spell's unique cost and components are established, the formula is never changed.

DANGERS OF GREY MAGIC

Grey magic is far more dangerous to use than white magic because of the powers involved and the temptations to use black magic. Grey magic users become black magic users when they use this craft for their own personal gain. A mage who has crossed from white to grey, to black can never become a white magic user again without help from higher powers. Grey magicians also tend to attract less than good influences and people. They must always take care to guard against evil that would tempt them to join the darker side of magic.



BLACK MAGIC

Black magic is the process of using fallen angels or spirits for 'one's own, selfish, ends'. It is a demanding if not highly rigorous, and time consuming practice. Anyone who uses black magic may later suffer problems with his other vital statistics, and, at the GM's option, suffer nightmares and be a living magnet for highly evil or powerful demonic influences. Black magic deals in two special magical areas. These are:

NECROMANCY

Controlling the dead.

DEMON SUMMONING

Dealing with the hierarchy and spirits of hell and other such places.

NECROMANCY

Necromancy is the art of controlling the dead. This is always done by rituals. These rituals must be cast at night or around areas where there are many dead. Graveyards, sites of ancient battles, and Pittsburgh are most common.

DEMON SUMMONING

This is the strongest and most dangerous form of magic, involving the location and control of fallen angels and spirits from the dark recesses of hell. A practitioner of this form of magic is referred to as a Karcist. A Karcist must have all the prerequisites for other magic, plus a skill. Having any 7 of the following spells is a must for the Karcist.

Astrology	Geometry
Astronomy	Insect Husbandry
Blade Fabrication	Metal Fabrication
Botany	Mortuary Science
Calligraphy	Paper Fabrication
Chemistry	Perfuming
Engraving	Pharmaceuticals
Fabric Fabrication	Tanning
Geology	Wood Fabrication

WHY ADDITIONAL SKILLS?

These skills are necessary because the competent Karcist must make all of his tools, equipment, and supplies. This includes hand copying the book of summoning he will be using. In addition the Karcist's lab materials cost d20 x \$1000.00 to initially create and d6 x \$100.00 per month to maintain, keep fresh, or replace. Each spell casting costs an initial outlay of money for equipment and the basic incidentals that help the spell caster. *The key to a Karcists craft is Spell Components.*



GENERATING SPELL COMPONENTS

The first time a spell is used, consult the next table for the availability of the components that are needed to cast it. Keep a record of the materials needed.

REMEMBER

- 01 Roll a d10 for the number of times you roll on the Component table below.
- 02 The material cost may be modified by its purity. See the optional Magical Modifiers chart.
- 03 In your components list is the code IN that sends you to generally inexpensive components. The EX code sends you to expensive components.
- 04 Always roll a d20 for type of component needed. Some spells will have a modifier of IN+ or EX+1. These are added to the d20 roll to give a chance to require critically hard to get spell components.
- 05 For quick use the spell caster holds a small amount of the spell's components in his or her hand. As the spell is cast the few grams of components used flash into flame, transmute to dust, and simply become useless.
- 06 Remember that modifiers are optional for player and GM.

QUALITY OF COMPONENTS

Roll	Quality	Bane Will Check	Spell Failure
01-02	Dangerously Impure Components	+10	80%
03-05	Highly Impure Components	+07	60%
06-25	Impure Components	+05	40%
26-75	Average Components	+0	05%
76-85	Above Average Components	-05	03%
86-95	Very Pure Components	-10	02%
96-00	Totally Pure Components	-20	01%

Many Components and Banes are difficult to acquire, requiring specific steps, personnel, and circumstances. Exactly how a material has to be collected for maximum effect is up to the GM.

Material that was not collected by this method may only have half the effect of the properly collected material, or may give the creature a Will check bonus from positive or negative modifier on the roll. The exact bonus is up to the GM to decide.

COMPONENT PROBLEMS FOR TEAM FREMONT

Team Fremont needs some wolfsbane to handle a werewolf that is stalking the University of Washington campus. To properly gather the wolfsbane, the herb must be harvested at midnight, under a new moon, using a silver sickle handled by a virgin. Lacking at least three of those requirements, Stefano, the team's mage, visits Madame's Medusa's Palmistry and Headshop in Fremont, WA.

Madame Medusa, AKA Shirley Ricardo, assures Stefano that her wolfsbane is of the highest quality.

Stefano asks her "Did you gather this yourself?"

Madame Medusa replies, "Why of course honey, I clipped this from my own herb garden this morning." She holds up a pair of pruning shears and makes a snipping motion with them.

Stefano looks down on her counter and sees a photograph of her with seven children. "Nice kids. he sighs."

Because the wolfsbane was harvested under less than optimal conditions, the GM determines that the werewolf will get a +10 Will Check and laugh at the bane.





COSTS OF COMPONENTS

01-75 **INEXPENSIVE**

Easy to get 'grocery store' components with an average cost of d4 x\$1.00 per item. Use the IN column.

76-85 **ALMOST INEXPENSIVE**

Moderately hard to find spell items with an average cost of d10 x \$1.00 per item. Use the IN column.

86-95 **EXPENSIVE**

Hard to find spell components with an average cost of d10 x \$20.00 per item or more at the GM's option. Use the EX column.

96-98 **EXPENSIVE / RARE**

Components that are extremely hard to find, and very expensive if you manage to locate them. They have a cost of at least d10 x\$100.00 per item or more at the GM's option. Use the EX column.

99-00 **PROHIBITIVELY EXPENSIVE**

Items that are nearly impossible to find with a cost of d 10 x\$1000 per item or more at the GM's option. Use the EX column.

COMPONENTS

(IN) **INEXPENSIVE**

- 01 Plants
- 02 Herbs
- 03 Candles
- 04 Knives
- 05 Animal Parts
- 06 Minerals
- 07 Books
- 08 Base Metals
- 09 Containers
- 10 Generic Drugs
- 11 Chemicals
- 12 Dusts
- 13 Paper
- 14 Animal Powders
- 15 Oils
- 16 Cloth
- 17 Holy Implement
- 18 Food
- 19 Earth
- 20 Small Animal Sacrifice

Unusual Items

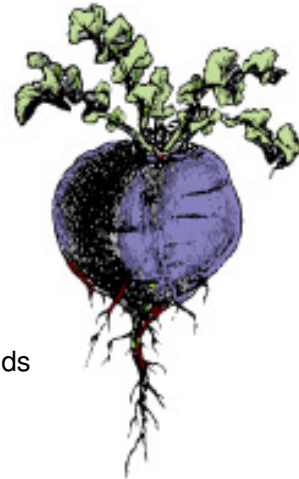
- 21 Large Animal Sacrifice
- 22 Corpse or Human Parts

(EX) **EXPENSIVE**

- 01 Unusual Plants
- 02 Rare Spices
- 03 Specially Made Candles
- 04 Special Implements
- 05 Rare Animal Parts
- 06 Gems / Pearls
- 07 Rare Book or Grimoire
- 08 Precious Metals
- 09 Special Urn /Vessel
- 10 Illegal Pharmaceuticals
- 11 Special Chemical Compounds
- 12 Rare Dusts
- 13 Specially Prepared Paper
- 14 Rare Animal Powders
- 15 Rare Oils and Scents
- 16 Specially Woven Cloth
- 17 Holy Artifact
- 18 Uncommon Food
- 19 Earth from Special Place
- 20 Small Rare Animal Sacrifice

Horrible Items

- 21 Large Rare Animal Sacrifice
- 22 Live Human Adult or Child Sacrifice



HARRISON & FRIENDS

Agent Goodge of Internal Audits inspects Robert Harrison's apartment and finds an unusual discovery. Bins of herbs and liquids cover a back workbench in his tiny utility closet. Old crocks are sitting amidst a litter of tools, components, powders and old books. He suspects Harrison has gone over to an attempt to use dark magic.

Confronting the Agent in the living room, Goodge asks Harrison about his magical workbench. Harrison smiles. "Ever have home brewed beer?"

Bureau Mage

Bureau 13 mages receive an accelerated training course that provides them with teachers familiar with many types of spells. As a result Bureau mages tend to be better at controlling mystical energies for spells than self-taught spell casters such as kitchen witches and weekend wizards. The downside is they lack more of the creative arts of other mages such as item creation and potion making. Bureau mages have access to Bureau equipment and gain a special wizard's wand or staff. This tool increases the mage's abilities but sometimes interferes with the function of technological items when wielded. Bureau Mage levels count as Bureau class levels.

Requirements:

To qualify to become a Bureau Mage, the character must fulfill the following criteria:

Skill: Arcane Lore 4+ ranks

Feat: Spellcasting (see F/X Abilities)

Bureau levels: 1+

Class Information

The following information pertains to the Bureau Mage class.

Hit Dice

The Bureau Mage gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Bureau Mage gains a number of action points equal to 6 + 1/2 his character level, rounded down, every time he gains a level in the Bureau Mage advanced class.

Class Skills

Class Skills	Key Ability		
Concentration	Con	Perform**	Cha
Decipher Script	Int	Read/Write Language	N/A
Handle Animal	Cha	Research	Int
Knowledge*	Int	Spellcraft***	Int

*Knowledge skills for Bureau Mages are: Arcane Lore, History, Theology & Philosophy

** The mage may select 2 performance skills as class skills

*** As per d20 Modern, Chp 9, Urban Arcana, Mage

Skill points at each level 4+ Intelligence Modifier

Spells

The Bureau 13 mage casts arcane spells that are the same as those available to Mages (see d20 Modern, Chp 9, Urban Arcana, Mage) but using a spell point based system (see spell point conversion chart below to adapt other classes). However the Bureau 13 Mage concentrates on spells to the detriment of other magical crafts as a result his knowledge of spells is more flexible while his ability to create magical items is negligible. A Bureau mage maintains a spellbook but does not need to study it daily, the spellbook is more of a repository and used to make sure the Bureau mage can relearn the spells if need be or used to swap spells with other mages.

Spells Known:

His class and level determine the number of spells available to the character of various levels.

Spells Points Per Day Per Level

Bureau Mage Level	Spell Points	Bureau Mage Level	Spell Points
01	02	07	42
02	05	08	56
03	09	09	71
04	14	10	85
05	20		
06	29		

Spells Known Per Level

Bureau Mage Level	SPELLS by Level					
	0	01	02	03	04	05
01	04	03	0	0	0	0
02	05	04	0	0	0	0
03	05	04	03	0	0	0
04	06	05	04	0	0	0
05	06	05	04	03	0	0
06	07	06	05	04	0	0
07	07	06	05	04	03	0
08	08	07	06	05	04	0
09	08	07	06	05	04	03
10	09	08	07	06	05	04

Bonus Spell Points Per Day

Charisma Score	Bonus Points
12-13	01
14-15	02
16-17	03
18-19	05
20-21	07
22-23	09
24-25	11
26-27	13
28-29	15
30-31	17

Bonus Spells are gained from having a high Intelligence score, while having a high Charisma allows the mage to cast more spells per day. The Bureau mage must have access to the spells of that level to gain the benefits.

Bonus Spells Known

Bureau Mage Intelligence	BONUS SPELLS by Level						Intelligence	0	01	02	03	04	05
12-13	01	01	0	0	0	0	20-21	03	03	02	01	0	0
14-15	02	01	0	0	0	0	22-23	04	03	02	02	0	0
16-17	02	02	01	0	0	0	24-25	04	04	03	02	01	0
18-19	03	02	02	0	0	0	26-27	04	04	03	03	02	0
							28-29	05	05	04	03	02	01
							30-31	05	05	04	04	03	02



Class Features

Mage Level	BAB	Fort Fort	Ref Ref	Will Save	Def	Rep	Special Abilities
01	+0	+0	+0	+2	+1	+0	Staff, Arcane Spells
02	+0	+0	+0	+3	+1	+0	Spell Swapping, Arcane Spells
03	+1	+1	+1	+3	+2	+1	Arcane Spells
04	+1	+1	+1	+4	+2	+1	Arcane Spells
05	+2	+1	+1	+4	+3	+2	Bonus Feat, Arcane Spells
06	+2	+2	+2	+5	+3	+2	Counter Spell, Arcane Spells
07	+3	+2	+2	+5	+4	+3	Arcane Spells
08	+3	+2	+2	+6	+4	+3	Arcane Spells
09	+4	+3	+3	+6	+5	+4	Arcane Spells
10	+4	+3	+3	+7	+5	+4	Bonus Feat, Arcane Spells

Staff

At 1st level the mage, with the help of Bureau Alchemists, creates his Mages Wand or Staff. This focus is a combination arcane battery and spell booster. While holding the device the owner increases the DC's to resist spells he casts by +2, and may choose to use spell points stored in the staff to power spells the mage knows without using his normal spell points by using the stored spell points to pay the spells normal cost. The mage charges the staff by transferring spell point energy into the staff for later use. Performing a ritual that requires 1 hour of time does this. At the end of the ritual the mage must make an Arcane Lore check with results as follows. The mage may always choose to take a lower result than the one rolled.

Check Result Spell Point Transfer Effect

- 01-02 Lose ½ of current spell points, 0 points are stored in the staff or wand.
 03-12 Lose ¼ of current spell points, 0 points are stored in the staff or wand.
 13-19 Lose 2 spell points, 01 spell point is stored in the staff or wand.
 20-25 Lose 5 spell points, 03 spell points are stored in the staff or wand.
 26-30 Lose 7 spell points, 04 spell points are stored in the staff or wand.
 31-35 Lose 9 spell points, 05 spell points are stored in the staff or wand.
 36+ Lose 11 spell points, 06 spell points are stored in the staff or wand.

Staff or Wand Appearance

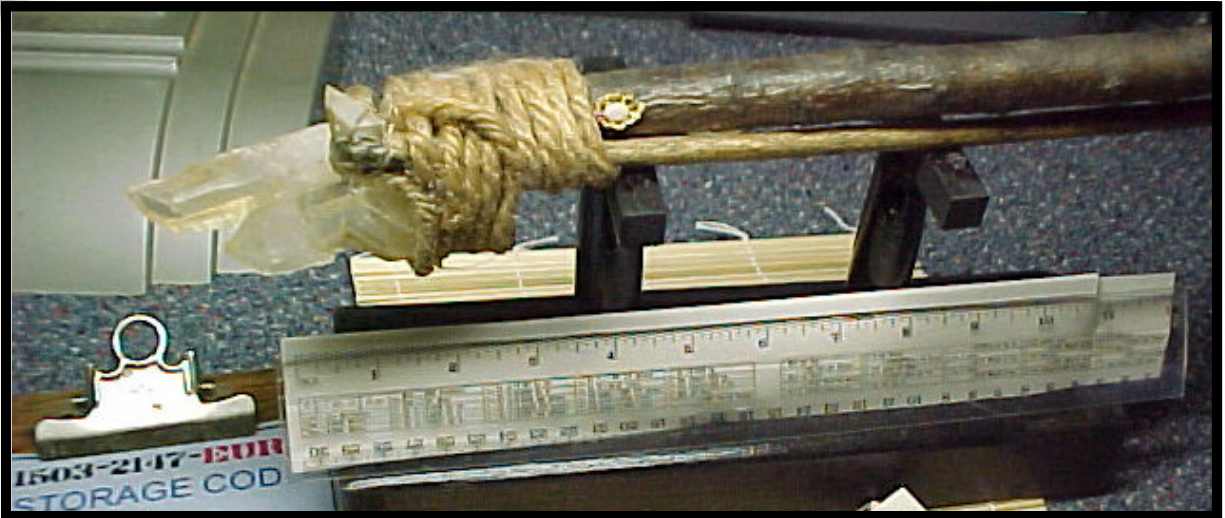
The Mage's Staff has an appearance and spell point capacity based on the mage's level. MSP is the Maximum Spell Points that can be stored

Level	Appearance	MSP
01	Wood	01
02	Wood, Crystal	02
03	Wood, Crystal, Metal Wrap	03
04	Wood, Crystal, Metal Wrap, Decorations	05
05	Wood, Crystal, Precious Metal Wrap, Decorations	07
06	Wood, Precious Crystal, Precious Metal Wrap, Decorations	09
07	Wood, Precious Crystal, Precious Metal Wrap, Decorations, Flair	11
08	Wood, Precious Crystal, Precious Metal Wrap, Decorations, Flair	13
09	Wood, Precious Crystal, Precious Metal Wrap, Decorations, Flair	15
10	Wood, Precious Crystal, Precious Metal Wrap, Decorations, Flair	17

Appearance and Function

Never let a wand or staff's appearance fool an Agent. Some simple wands are amazingly dangerous and powerful --and a few that appear to be powerful are little more than junk.





The mystical energies of the wand/staff may cause disruptions with electronic or technological devices that come into contact with the mage's body (or his clothes). In order to use sensitive technological devices, the mage must make a Will Save with a DC of 20+ the mage's class levels. Failure by 1-3 points means the device fails to operate properly or malfunctions, while failure by 4 or more points causes the device to fail to work at all. Team Mages should check this every Full Moon.

The appearance of the wand/staff depends on the mages level and personality while the size of the wand or staff varies, the mage at the time of creation and choose any length from 06 inches to as long as the mage in height.

Chance to Disrupt High Technology

01-95	Does Not Disrupt
96-99	Disrupts Sensitive Technology
99-00	Disrupts Most Technology

Size makes no difference on the durability of the staff or wand if the mage chooses to make it small) has a base hardness of 5, which is increased by the level of the mage. Wands can have a hardness of 10 or more. Each staff or wand also has a number of hit points equal to 10 with an additional 1d6 hit points per level of the mage. Destroying a mage's staff releases a mystical explosion that inflicts 1d6 damage per spell point in the staff at the time of its destruction to any magical or supernatural creatures or objects. Mundane objects and persons are stunned but otherwise unaffected. If a mage's staff or wand is destroyed he loses 2 points of CON until he or she makes a new one.

Spell Swapping

Beginning at 2nd level the Bureau Mage can choose to trade out one of his known spells for another spell he has access to via a scroll or spellbook or similar spell record. To do so the Mage expends an Action Point and makes a Concentration check with a DC equal to 15+ the spells level. If he succeeds, the new spell takes the place of the old one, which is lost.

Bonus Feat

At 5th and 10th level, the Bureau Mage receives a bonus feat from the following list: Archaic Weapons Proficiency, Creative, Educated, Focused, Iron Will, Studious. For descriptions of these feats refer to d20 Feats

Counter Spell

Beginning at 6th level, if the mage is aware of an incoming spell he may choose to try and counter the spell using his own energies to disperse the spell. In order to counter a spell the mage must be either the target of the spell or within the spell's area of effect. At the point the spell is cast the mage must expend an action point and must make a Spellcraft check with a DC 20 + the spells rank. If the mage succeeds in the check he can then expend an amount of Spell Points equal to the amount of points spent to cast the spell +1 in order to disperse the target spell's energies harmlessly. If the mage does not have sufficient spell points available, he fails to counter the spell.

Bureau Alchemist

In a world of hidden magic and creatures from legend, the Bureau needs to have more in its arsenal than bullets, swords, and hostile IRS audits. For this reason the Bureau created a branch of Technical Services known as Department Magnus (named for Albertus Magnus the 13th century Bishop of Ratisbourg who was one of the first prominent alchemists). Department Magnus specializes in the research and development of magical items for use by Bureau agents in the field. All members of Department Magnus have at least some magical background as well as a firm grasp on physical sciences, as one prominent researcher said: "Alchemy isn't that hard, it's a lot like chemistry, we just use more newt".

A smaller subdivision of Department Magnus known as the Gellar Unit (named for it's first head researcher) deals with the Psionic side of paranormal research and development, since Psionic abilities do not adapt well to F/X items the Gellar Unit has always been the minority group in R&D. Remember that Bureau Alchemist levels count as Bureau class levels.

Requirements To qualify to become a Bureau Alchemist, the character must fulfill the following criteria depending on which division they wish to join.

Skills Arcane Lore 6+ ranks, Craft (chemical) 5+, Craft (structural) 4+, Knowledge (physical sciences) 5+

Special The ability to cast Arcane or Divine spells of at least 3rd level

Bureau Levels 3+

Gellar Unit

Skills Psicraft 6+ ranks, Craft (pharmaceuticals) 5+, Craft (structural) 4+, Knowledge (Earth and life sciences) 5+

Special The ability to manifest psionic powers of at least 3rd rank

Bureau levels 3+

Class Information

The following information pertains to the Bureau Alchemist class.

Hit Dice The Bureau Alchemist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points The Bureau Alchemist gains a number of action points equal to 6 + 1/2 his character level, rounded down, every time he gains a level in the Bureau Alchemist advanced class.

Class Skills

Class Skills

Computer Use
Concentration
Craft*
Decipher Script
Handle Animal
Knowledge**
Read/Write Language
Research
Speak Language
Spellcraft*** or Psicraft***

Key Ability

Int
Con
Int
Int
Cha
Int
n/a
Int
n/a
Int

*All Craft skills are class skills for Bureau Alchemist

**Knowledge skills for Bureau Alchemist are: Arcane Lore, History, Earth & Life sciences, and Physical Sciences

*** As per d20 Modern, Chp 9, Mage and Telepath

Skill points at each level 7+ Intelligence Modifier

Class Features

Lvl	Fort	Ref	Will				SPECIAL ABILITIES	
Agent	BAB	Save	Save	Save	Def	Rep	SA Dept Magnus	SA Gellar Unit
1	+0	+2	+0	+0	+1	+0	Scribe Scroll	Bonus Feat
2	+0	+3	+0	+1	+1	+0	Brew Potion	Lesser Psi Drug
3	+1	+3	+1	+1	+2	+1	Scribe Tattoo	Imprint Tattoo
4	+1	+4	+1	+2	+2	+1	Create Staff/Wand	Bonus Feat
5	+2	+4	+1	+2	+3	+2	Craft Magical F/X Item	Craft Psionic F/X Item

Special Abilities Department Magnus

Scribe Scroll See d20 Modern, Chp 9, Urban Arcana, Mage

Brew Potion See d20 Modern, Chp 9, Urban Arcana, Mage

Scribe Tattoo See d20 Modern, Chp 9, Urban Arcana, Mage

Create Staff At 4th level the Department Magnus Alchemist learns the secrets of creating a Mage's staff and can make his own staff or assist a Bureau Mage in creating a staff. In order to create a Mage's Staff, the Alchemist needs to gather the required components making a Wealth check with a purchase DC of 15 + the mage level of the person who will be the staff's owner. The Alchemist makes a Craft (Structural) DC 5 plus the recipients Mage class level, and then performs the magic rituals necessary to convert the ordinary staff (or wand) into a true Mage's Staff. The ritual required 1 day of ritual casting per mage level of the recipient of the staff and the recipient must participate in the ritual. When the ritual is done the recipient pays an XP cost equal to 100 XP multiplied by the Wealth DC of the materials. The Alchemist may opt to pay up to ½ of the XP cost for the recipient.

Craft Magical F/X Item: At 5th level the Alchemist is able to make F/X items. The crafting of such items requires that the Alchemist gather the materials needed by making a Wealth check with a purchase DC equal to ½ the items Purchase DC. Creating the item requires 1 day of effort per wealth DC and the Alchemist must expend XP equal to 50 x the wealth DC, so creating a +2 Berreta 92F would require a wealth check DC 16 (15.5 rounded up) and take 16 days and 800 XP to create.

Special Abilities Gellar Unit

Bonus Feat: At 1st and 4th level the Gellar Unit Alchemist gains a bonus feat from the following list, provided he meets the prerequisites for the feat: Builder, Creative, Educated, Focused, Medical Expert, Studious. For descriptions of these feats refer to d20 Modern, Chp 3, Feats

Lesser Psi Drug Unlike the potent and dangerous "MCD" drug the lesser Psi drugs are made using a combination of psychic energy with chemical enhancers. By using his own psychic energies to enhance chemical reactions from certain stimulants, the

Gellar Unit Alchemist can create doses of Psi boosting drugs. To create a dose of Psi boosting drug the Alchemist must gather the needed supplies by making a Wealth check with a DC of 8+ the maximum rank that the drug will boost (DC 9 for rank 1 boosting drugs up to 13 for rank 5 boosting drugs). The Alchemist then makes a Craft (pharmaceuticals) check with a DC equal to the purchase DC and must spend XP equal to 50 times the maximum rank to be boosted, minimum 50 xp for 0 rank boosting drugs as well as 1 psionic point for each rank that the drug can boost, minimum 1 point for 0

and 1st rank boosters. A dose of Psi boosting drug temporarily improves one Talent such as Telepathy, which is selected at the time of creation and must be a Talent the Alchemist can use himself. Psi Boosting drugs require 1 round to take effect and improve all effects of powers in the chosen Talent by 50%



for 10 rounds, damage, range, area of effect and duration are all altered as well as increasing the DC to resist such powers by +3. After the effects of the drug wear off the subject loses 1d4 Psi points per rank that the drug could boost, or 2 points if the drug was only a 0 rank booster.

Imprint Tattoo See d20 Modern, Chp 9, Agents of Psi, Battle Mind

Craft Psionic F/X Item At 5th level the Alchemist is able to make F/X items. The crafting of such items requires that the Alchemist gather the materials needed by making a Wealth check with a purchase DC equal to ½ the items Purchase DC. Creating the item requires 1 day of effort per wealth DC and the Alchemist must expend XP equal to 50 x the wealth DC, so creating a Staff of the Minds Eye would require a wealth check DC 20 and take 20 days and 1000 XP to create.



END OF FIRST PAGE SET
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Bureau 13 Creature Files

The following sections deal with a group of creature and thing templates. After is a list of 100 possible paranormal occurrences usable by the GM.

ALIENS

In many shapes and sizes, aliens drop in by accident or design. Their reasons to visit may be of varied nature. Many aliens are scouts for larger forces waiting for a sign of human weakness so they may invade with little resistance. Others are here to help with human development and generally police the more sinister alien influences. This goes to prove Galactic political and social systems are as efficient as man's.

Greys

The Greys are the bane of most of Galactic society. Highly advance and highly bored, they think nothing of traipsing off to a world and investigate the inner workings of the locals digestive system, from the bottom up. Small of stature, with thin spindly bodies and large heads, Greys love buzzing crops with their saucer shaped ships and using gravity impellers to create odd designs or writing profanity by the acre. Many of the more intricate crop circles are the equivalent of bathroom graffiti.

They do not speak, but use telepathy to communicate to each other or to their "guests". They are equipped with various weapons and devices that can immobilize their victims, but nothing that would actually hurt them. That's what the examination room on their ship is for.

Their large eyes allow them to see in dark far better than humans, but there must be some light source, else they will be just as blind as any human in total darkness.

Species Traits

Low-Light Vision: Greys can see twice as far than normal under poor lighting conditions.

Innate Telepathy: Can communicate with each other effortless through telepathy. They can also communicate with other creatures by telepathy, though recipient must make a DC10 Will check to understand what is being communicated.

Banes Candy, causes them to stop whatever they are doing and fixate on the candy. They must make a DC20 Will check to overcome their fixation, they get a +1 per Hit Dice bonus to this roll.

Cows, when they see one, they must make a DC25 Will check or they will descend on the cow to collect body parts.

Grey CR 1/2; Small-size humanoid; HD 1d6; HP 32; Mas 9; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +2; Grap +2; Atk +2 melee (1d6+0, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ low-light vision, innate Telepathy; AL Neutral, Science, Homeworld; SV Fort -1, Ref +4, Will +4; AP 2; Rep +0; Str 10, Dex 14, Con 9, Int 15, Wis 15, Cha 9

Skills Read/Write Grey

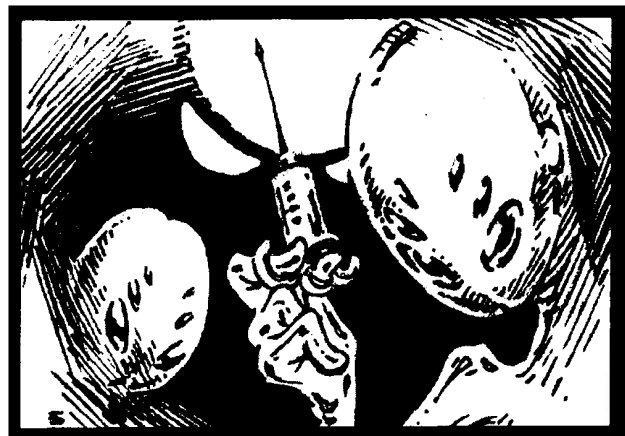
Feats Aircraft Operation (Spacecraft), Alien Firearms Proficiency.

Possessions Flying Saucer, Exploratory Medical Equipment

Advancement By character class.

Banes Candy, Cows

Grey *Smart Hero* 2/Fast Hero 2 CR 4; Small-size humanoid; HD 1d6 plus 2d6+2 plus 2d8+2; HP 32; Mas 9; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +2; Grap +2; Atk +2 melee (1d6+0, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft;



SQ low-light vision, innate Telepathy; AL Neutral, Science, Homeworld; SV Fort -1, Ref +4, Will +4; AP 2; Rep +2; Str 10, Dex 14, Con 9, Int 15, Wis 15, Cha 9.

Occupation Dilettante (Intimidate)

Skills: Balance +3, Computer Use +6, Craft (chemical) +4, Craft (electronic) +4, Craft (mechanical) +3, Craft (pharmaceutical) +4, Craft (visual art) +4, Craft (writing) +3, Decipher Script +3, Disable Device +6, Drive +4, Escape Artist +3, Hide +5, Intimidate +2, Investigate +5, Jump +2, Knowledge (Art) +5, Knowledge (Behavioral Sciences) +5, Knowledge (Earth and Life Sciences) +6, Knowledge (History) +6, Knowledge (Physical Sciences) +7, Knowledge (Popular Culture) +7, Knowledge (Technology) +5, Move Silently +7, Navigate +3, Pilot +6, Repair +3, Research +5, Search +3, Read/Write Grey, Tumble +4

Feats Acrobatic, Aircraft Operation (Spacecraft), Electronic Warfare, Alien Firearms Proficiency, Stealthy

Talents (Smart Hero): Savant (Knowledge [Physical Sciences])

Talents (Fast Hero): Evasion

Possessions Flying Saucer, Exploratory Medical Equipment

Banes Candy, Cows

Cheslav the 'Bot

Cheslav Rudjenko was a maintenance engineer (janitor) at The People's Center for the Advancement of Science, a Russian military research center from 1969 to early 1998. In January of 1997 while Professor Maksim Filinov was overseeing the laboratory, the power failed (as it often did in those days) during a snowstorm and Cheslav was ordered to fix it. He dutifully donned the warmest coveralls he could find and went to fix the generator located in a small Security building some 50 yards outside the lab. After 2 hours of work he finally managed to coax the generator into working again. As quickly as he could he left the generator shack and tried to return to the main building, only to become disoriented in the "white out" conditions of the storm which had grown into a massive blizzard during the repairs. Wandering blindly and slowly succumbing to hypothermia Cheslav never found his way back inside and froze to death a mere 10 yards from the main building.

The next day his frozen corpse was found and was placed in cold storage by order of Professor Filinov. Filinov had been working for some time on mechanical combatants in hopes of reducing the number of living soldiers killed in conflicts. Professor Filinov had already recorded some success in creating a small tracked vehicle with sensors and manipulating claws but had not been able to produce a computer capable of making the necessary leaps of logic needed to operate independently of human control. Professor Filinov saw that Cheslav had provided him with a perfect opportunity to test a theory he had researched for many years, an interface using a human brain as the processor.

Several years previously, Professor Filinov had come across a copy of Dr. Frankenstein's laboratory notes and believed it possible to adapt the mad doctor's procedures to incorporate a human brain into a mechanical body. The work on the mechanical combatants was altered and 14 months later a new "SoldierBot" was ready to be activated. The formerly small tracked device was now a more humanoid shaped machine possessing a tracked lower body for movement with the upper portion mounted on a 360 degree swivel mount, the upper portion contained a torso which housed a J-series Russian military computer and possessed ape-like mechanical arms that ended in large clawed hands. The head was little more than an armored globe containing 3 cameras and a set of umbrella microphone "ears".

The brain had been prepared still frozen and placed into a specially designed receptacle where it had been thawed and was being maintained artificially. Upon being placed in the SoldierBot, the brain was connected to the military computer and Cheslav's mind was reawakened. The result was not precisely what Professor Filinov had expected. He had believed that Cheslav's mind was gone, this was true - the soul had fled the body in the storm, but Cheslav's memories remained. The computer's programming and Cheslav's memories had a brief inner war which ended with Cheslav's memories taking precedent and assuming control of the body. As a result of the mixing of the computer's operat-

ing and protocol files with the memories of Cheslav a new consciousness then emerged. This new consciousness quickly became fully aware of what had happened to the mind's previous owner. The new being chose to call itself Cheslav in honor of the man whose life was lost in its creation, but refused to become a weapon of war. Professor Filinov was overjoyed that his creation was not only alive, but free willed, but also knew that since the project was only half successful in the minds of the military overseers that Cheslav was in grave danger. In order to protect Cheslav and to gain the time needed to fully understand what he had created, Professor Filinov quickly reported a spectacular failure to his superiors complete with a defunct chassis containing an ape brain that Filinov had used for early trials.

In the months that followed, the new Cheslav and Filinov became friends, Cheslav learning how to hide his true nature from the officials who inspected the lab from time to time, and Filinov learning how to make better and safer machines for the Russian Army. After 5 years of relative success at the laboratory a Russian official made a surprise inspection of the lab and caught Professor Filinov and Cheslav in a philosophical discussion and ordered Cheslav turned over to him for transport to Moscow.

Dismayed at the thought of Cheslav being forced into serving as a weapon of war, Filinov pretended to obey the order but instead of packing Cheslav for transport, he sent a robot designed to scrub floors. Knowing that time was short Professor Filinov arranged for Cheslav to slip away from the laboratory by dismantling as much of Cheslav as he dared, packing his parts in several crates marked "replacement parts" and addressing the crates to a base located near Moscow. Shortly before the crates were taken away, the official returned and shot Professor Filinov for treason.

Cheslav was halfway to Moscow before he managed to reassemble enough of his body to escape the main crate. Once free of the box he altered the delivery labels on several crates in order to shunt them to Latvia. From there he managed, using a variety of forged and borrowed paperwork, to get his crates moved to Germany, England, Canada and finally Brooklyn in the United States.

Once in the U.S. Cheslav spent 2 weeks hiding in an abandoned bakery before he managed to spot the man he needed, a Bureau 13 agent named Tony Meade who was en route to rejoin his team after major reconstructive surgery, including a new bionic arm, ear and a special radio transmitter/receiver in his head. Cheslav picked up the signal from the transmitter and decoded it in record time, allowing him to contact the agent.

The rest is Bureau history.

In the end Cheslav joined the Bureau under special conditions, he was to receive \$500 per week salary (\$500 per week to be sent to Professor Filinov's family anonymously in gratitude and out of a sense of guilt) plus regular maintenance and upgrades. Cheslav made it clear that he refused to kill anyone for the Bureau for any reason.

Since that time Cheslav has received upgrades on his body when possible and has evolved into a humanoid form that resembles something out of a bad sci-fi movie. In order to allow Cheslav to move among the unknowing populace he has been fitted with an advanced holographic system that projects a humanoid image.

The illusion Cheslav presents causes him to appear as a muscular man approximately 6 feet 2 inches tall with Caucasian skin tone, red hair and beard.

Cheslav the 'Bot CR: 5; Construct, Smart Hero 5; HD 5 d6+5; Hp 45; Mas 20; Init +3; Spd 20; Defense 18; touch 12; flat footed 16 (+6 natural armor); BAB +2; Grap +5; Atk +2 melee (1d6+2 unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ DR 2 (Ex), Power Resistance 17 (Ex), Magic Resistance 17 (Ex), Low Light Vision 120 ft (Ex); AL Good, Peace, SV Fort +6, Ref +3, Will +7; AP 7; Rep +3, Str 13, Dex 14, Con 20, Int 14, Wis 14, Cha 12

Skills Computer Use 12, Craft Mechanical 12, Craft Electronic 12, Decipher Script 10, Knowledge Physical Sciences 8 (+2), Knowledge Technology 7, Repair 11, Research 12 (+2), Speak Language 8, **Read Write** Language 8, Search 4

Feats Simple Weapons Prof., Gearhead, Iron Will, Builder (Mechanical, Electronic), Studious

Talents (Smart Hero) Linguist, Savant (Knowledge Physical Sciences), Savant (Knowledge Research)

Possessions None

GARGOYLE

Unbeknownst to most of the world, Earth was invaded in the 11th century by magicians from an alternate dimension. These mages were known only as the "Creators" and created a magically engineered soldier race to fight their battles. These soldiers' resembled humanoids with lion-like heads, with sharp horns protruding from their foreheads, while some were created with large wings that allowed them to fly. The Creators unleashed these soldiers on our world to terrify the populace and create the necessary chaos that would give the Creators the chance to invade and take control of major population centers by "saving" them from the beasts.

The monster soldiers would attack by night and did a wonderful job frightening the peasants. This trick worked well until the Creators discovered that on this world their magical powers were much weaker than in their home dimension. After a few days on our plane the Creators barely had a quarter of the power they possessed at home. Rather than stay and rule small territories in their weakened states, they returned to the dimension from whence they came, never to be heard from again.

Unfortunately, they left remnants of their soldiers behind. These soldiers, lost without their masters, were driven away by angry peasants and are presumed to have all died.

But... Some of these soldiers survived. Some even flourished by leaving the domain of man behind and finding new lives for themselves in distant lands. Those that could, flew to safety in mountains. Those that could not fly wandered the land, moving at night and resting during the day until they either found sanctuary with their brethren or were slain by humans.

Architects who recreated their frightening visages on cathedral and castle rooftops dubbed the creatures "gargoyles", and many legends grew around them, most of which were completely untrue.

The only legend with any truth to it involves sunlight. However, over time, this legend has become corrupted. According to the legend gargoyles can move only during the night because sunlight turns them to stone.

In truth the gargoyles feed by photosynthesis, and they need sunlight to survive. The reason gargoyles stay still in sunlight is because they are usually asleep making the feeding process much easier. Though they never turn to stone, the skin of a gargoyle is rough like a rhinoceros and can be easily mistaken for rock. Do not be lulled into a false sense of security at the sight of a sleeping gargoyle - they can and will act if alarmed.



Their thick hides protect gargoyles from most forms of natural danger and their dense muscle tissue gives them exceptional strength and endurance. They have little resistance to poisons and germs, making them very susceptible to poisoning and disease.

Most of the surviving gargoyles are the winged variety, as the wingless variety was easily hunted down by humans and killed.

Gargoyles are few in number - less than 2000 are known by the Bureau to exist. Most of them reside in Central and South America now, living in abandoned Inca and Aztec cities in groups of 25-40. An estimated five known colonies reside in the Rocky Mountains within the continental United States. A few gargoyles still reside in Europe disguised as castle decorations, though their numbers are not many. This is due to children who try to write on them with spray paint, crayons and the occasional stone chisel.

Gargoyles tend to live in secluded areas where there is plentiful sunlight. Gargoyles need water just like other animals and if they need more energy or are suffering from a lack of sunlight, they can eat fruits and vegetables. They are strict vegetarians.

The gargoyles may have once had a language of their own but if so, it has been lost to antiquity. Most gargoyles use the languages of their current homelands, thus causing one of the greatest problems modern gargoyles face and that is the language barrier that they have allowed to form between their small groups.

Gargoyles have a life-span of around 150 years and reproduce by laying eggs, usually 2-3 eggs per clutch every 40 years. Typically, only one gargoyle hatchling will survive to adulthood and in many occurrences they fall prey to accident, wildlife or disease.

Most gargoyles are suspicious of mankind but they remember that mages created them and gave them their powers, and so are often willing to give the benefit of a doubt to a magically adept character, magically active characters receive a +2 reputation modifier when dealing with Gargoyles.

The Bureau does not consider them a rogue paranormal species and would like to deal with them peacefully. Unfortunately gargoyles can also be stubborn and a little clannish. A mother gargoyle will protect her young to the death. Recent outbreaks of Avian Flu have created psychotic, murderous individuals and this in the 2000's may become a critical issue for the species survival.

Species Traits

Darkvision Gargoyles can see 60 feet in total darkness.

Damage Reduction 5/-: The stony hide of a Gargoyle provides extra protection when it takes damage.

Hide/Stealth Due to the stony appearance of a Gargoyle, mountainous, rocky or stony areas, they have an untrained hide skill Hide (Rocky Terrain) +8 +1/Hit Dice. In other terrain, they have a normal chance to hide.

Spell-like Abilities Gargoyles can cast a Cause Fear spell 3 times a day with a DC10 +1 per Hit Dice Will check. They can cast Darkness once a day.

Photosynthetic The creature is immune to hunger for 1 day if exposed to direct sunlight for 6 hours. Weak immune System: Gargoyles have a weak immune system. Because of this, they have a -4 to Fortitude checks versus poisons and disease.

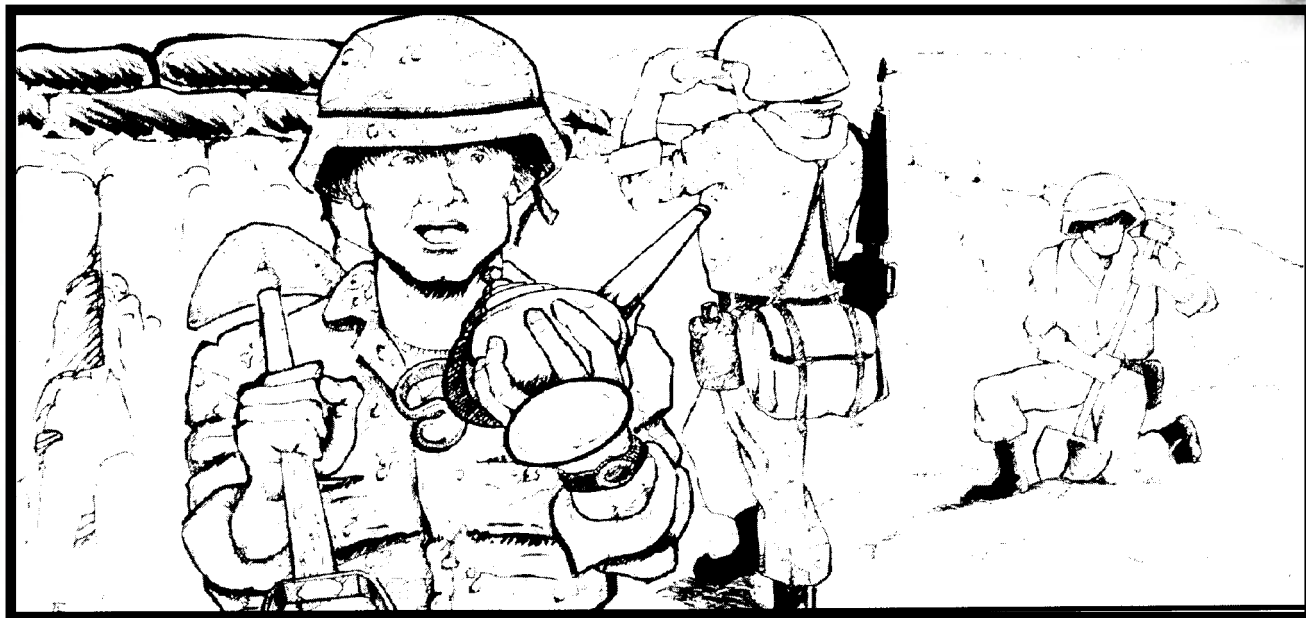
Banes Despite their appearance, Gargoyles are afraid of fire and will run away in fear if confronted by flame larger than fist size unless they make a DC20 Will check. They gain a +1 per Hit Dice to this roll.

Gargoyle CR 6, Medium Monstrous Humanoid, HD 6d12, HP 80, Mas 22, Init +6, Spd 30ft, Fly 90ft (poor). Def 15, Touch 10 (+5 natural), BAB +6, Grap +11, Atk +11 Melee (1d8+5 claw), or spell-like ability, Full Atk +11/+6 Melee (1d8+5 claw), FS 5ft by 5ft, Reach 5ft, SQ see above, AL Law, SV Fort 11, Ref 3, Will 3, AP 3, Rep +0; Str 20, Dex 10, Con 18, Int 10, Wis, 11, Cha 7

Skills Bluff + 5, Hide +5, Listen +6

Feats Simple Weapon Proficiency, Power Attack, Flyby Attack, and Improved Grapple Advancement 7-9HD Large

Banes Fire (Fear) Generally detest pigeons.



GENIES

Genies are hideous creatures, half-human and half-demonic whose origin predates the Bible by thousands of years. Originally they were thought to be spirits of nature whose horrific features and tendency to torment mortals caused madness in humans. Later they were referred to by the Arabic word Jinn, which means "spirit". Genie is the common name for any unclassified jinn (see below). While some of the genies serve the Higher Powers, most others do not.

There are five types of genie which are based upon the elemental type of the genie template plus the genies of inanimate objects:

Marid	(water genies)
Afrit	(earth genies)
Shaitan	(air genies)
Jinn	(fire genies)
Jann	(object genies)

While genies can be agents of good or evil, most are mischievous and enjoy punishing humans for wrongs they did them, even though these wrongs may have been done unintentionally. A genie's natural form is composed of a mix of human and elemental traits. Despite legends to the contrary genies are not purely magical beings, and cannot be contained in magic lamps, bags, bottles or rings, although many genies use such objects as summoning devices for calling upon them from a distance in the fashion of a magical pager. Furthermore genies do not grant wishes although they can sometimes be negotiated with to provide services in exchange for remuneration.

Marid Template Traits

"Genie" is an acquired template that can be added to any human hereafter referred to as the "base creature". The base creature's type changes to Outsider. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as base creature +3

Outsider Marid Genies have the traits of and immunities common to outsiders except where noted here (see page 222 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d10.

Speed Same as base creature, swim speed increased by 30 ft. per round.

Attacks Same as base creature

Weapon and Armor Proficiencies: Same as base creature, plus the genie gains the archaic weapon proficiency feat.

Ability Scores Marid Genies gain the following ability score increases: Wis +4, Cha -4.

Skills Same as base creature.

Feats As base creature plus the Marid Genie gains the Dodge feat.

Advancement By character class.

Special Qualities

Longevity A genie's ageing process slows to 1% normal upon maturity allowing them to live to be several thousand years old.

Damage Reduction 6/fire (Su)

Summoning Talisman (Su) Once per month the genie can enchant a talisman that will allow the holder to summon the genie by completing some action such as rubbing the item or reciting a specific phrase. Upon the completion of the action the genie is summoned in 1d4 rounds.

Low light vision 90 feet (Ex): A marid genie can see in total darkness up to 90 feet.

Spells (Su): Marid genies can cast the following spells as a 9th caster level:

Clean (3/day), Resist Energy (3/day), Slow (3/day), Neutralize Poison (2/day), Scrying (1/day)

Afrith Template Traits

"Genie" is an acquired template that can be added to any human hereafter referred to as the "base creature". The base creature's type changes to Outsider. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +3

Outsider Afrith Genies have the traits of and immunities common to outsiders except where noted here (see page 222 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d12.

Speed Same as base creature

Attacks Same as base creature -5 ft

Weapon and Armor proficiencies: Same as base creature, plus the genie gains the archaic weapon proficiency feat.

Ability Scores Afrith Genies gain the following ability score increases: Str +4, Con +2, Dex -2, Cha -6

Skills Same as base creature.

Feats As base creature plus the Afrith Genie gains the Track feat.

Advancement By character class.

Special Qualities

Longevity A genie's ageing process slows to 1% normal upon maturity allowing them to live to be several thousand years old.

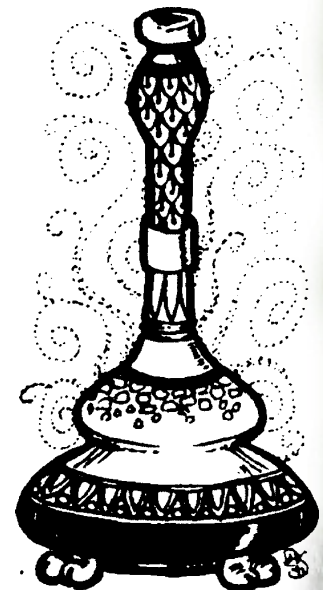
Damage Reduction 6/electric (Su)

Summoning Talisman (Su) Once per month the genie can enchant a talisman that will allow the holder to summon the genie by completing some action such as rubbing the item or reciting a specific phrase. Upon the completion of the action the genie is summoned in 1d4 rounds.

Tremorsense (ex): An Afrith genie cannot be surprised by anything that moves on or under the ground, as such Afrith never lose their dexterity bonus versus any creature that they can sense by tremorsense.

Spells (Su) Afrith genies can cast the following spells as a 9th caster level:

Hold Portal (3/day), Protection from Arrows/bullets (3/day), Locate Object (3/day), Stoneskin (2/day), Passwall (1/day)



Shaitan Template Traits

"Genie" is an acquired template that can be added to any human hereafter referred to as the "base creature". The base creature's type changes to Outsider. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +4

Outsider Shaitan Genies have the traits of and immunities common to outsiders except where noted here (see page 222 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d8.

Speed Same as base creature, fly speed 60 ft. per round.

Attacks Same as base creature

Weapon and Armor Proficiencies Same as base creature, plus the genie gains the archaic weapon proficiency feat.

Ability Scores Shaitan Genies gain the following ability score increases: Dex +4, Cha -4.

Skills Same as base creature.

Feats As base creature plus the Shaitan Genie gains the Improved Initiative feat.

Advancement By character class.

Special Qualities:

Longevity A genie's ageing process slows to 1% normal upon maturity allowing them to live to be several thousand years old.

Damage Reduction 6/acid (Su)

Summoning Talisman (Su) Once per month the genie can enchant a talisman that will allow the holder to summon the genie by completing some action such as rubbing the item or reciting a specific phrase. Upon the completion of the action the genie is summoned in 1d4 rounds.

Fly 60 feet (Ex): Shaitan genie can fly at 60 feet per round.

Spells (Su) Shaitan genies can cast the following spells as a 9th caster level:

Feather Fall (3/day), Invisibility (3/day), Lightning Bolt (3/day), Cure Critical Wounds (2/day), Cloudkill (1/day)

Jinn Template Traits

"Genie" is an acquired template that can be added to any human hereafter referred to as the "base creature". The base creature's type changes to Outsider. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +4

Outsider Jinn Genies have the traits of and immunities common to outsiders except where noted here (see page 222 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d8.

Speed Same as base creature.

Attacks Same as base creature

Weapon and Armor Proficiencies Same as base creature, plus the genie gains the archaic weapon proficiency feat.

Ability Scores Jinn Genies gain the following ability score increases: Int +4, Cha -4.

Skills Same as base creature.

Feats As base creature plus the Jinn Genie gains the Heroic Surge feat.

Advancement By character class.

Special Qualities:

Longevity A genie's ageing process slows to 1% normal upon maturity allowing them to live to be several thousand years old.

Damage Reduction 6/cold (Su)

Summoning Talisman (Su) Once per month the genie can enchant a talisman that will allow the holder to summon the genie by completing some action such as rubbing the item or reciting a specific phrase. Upon the completion of the action the genie is summoned in 1d4 rounds.

Flaming Weapons (Su) A Jinn genie causes any weapon he wields to gain the flaming quality (+1d6 fire damage).

Spells (Su) Jinn genies can cast the following spells as a 9th caster level:

Burning Hands (3/day), Blur (3/day), Fireball (3/day), Wall of Fire (2/day), Flaming Wrath (1/day)

Jann Template Traits

“Genie” is an acquired template that can be added to any human hereafter referred to as the “base creature”. The base creature’s type changes to Outsider. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +3

Outsider Jann Genies have the traits of and immunities common to outsiders except where noted here (see page 222 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d10.

Speed Same as base creature.

Attacks Same as base creature

Weapon and Armor Proficiencies Same as base creature, plus the genie gains the archaic weapon proficiency feat.

Ability Scores Jann Genies gain the following ability score increases: Con +4, Cha -2.

Skills Same as base creature.

Feats As base creature plus the Jann Genie gains the Alertness feat.

Advancement By character class.

Special Qualities:

Longevity A genie’s ageing process slows to 10% normal upon maturity allowing them to live to be several hundred years old.

Damage Reduction 6/magic (Su)

Summoning Talisman (Su) Once per month the genie can enchant a talisman that will allow the holder to summon the genie by completing some action such as rubbing the item or reciting a specific phrase. Upon the completion of the action the genie is summoned in 1d4 rounds.

Shapeshifting (Su) A Jann genie can assume the shape of any inanimate between tiny and medium size.

Spells (Su) Jann genies can cast the following spells as a 9th caster level:

Power Device (3/day), Shatter (3/day), Gaseous Form (3/day), Bestow Curse (2/day), Wall of Force (1/day)

ECOLOGY & TACTICS

The genies throughout history have used their powers to torment mortals and cause mischief wherever possible. Genies may pretend to be friendly in order to learn the desires of their intended victim and turn those desires into nightmares. A person desiring to be rich and famous may find themselves gaining a fortune by the machinations of their genie friend who provides them with a winning lottery ticket, only to see their dream come crashing down when the ticket turns out to have been stolen.

Very few genies are actually evil to the point of committing murder or other acts of direct maliciousness, they prefer to show others the way to evil actions and help stoke the fires of greed and envy to propel others to acts of malice.

In combat a genie tend to use his or her spells to their fullest taking no chances on leaving an attacker alive to threaten them again.

Genies have very long memories for people they do not like.

The Jurn

The Jurn are a relatively peaceful species that evolved from rodent-like mammals on their home world of Honjan circling the star Iproz, which known to humans as Gamma Cephei. They outwardly resemble large earth jackrabbits with advanced brains and manipulative hand-paws that have opposable thumbs. The opposable thumbs, combined with their own inherent telekinetic abilities, have allowed them to develop technologically. The Jurn never developed a spoken language but instead use a telepathic and written one. Upon leaving their home system a few centuries ago they discovered the majority of races encountered were beings that were for the most part large, bad-tempered and smelly. As a result, the Jurn are less than outgoing towards other races and tend to shun contact with aliens even as their curiosity drives them to explore the galaxy. Because of their size and the propensity of the larger races to overlook them the Jurn have gone mostly unnoticed by the other spacefaring races, which is just how they prefer it.

When the Jurn discovered and investigated Earth it seemed to them to be just another planet of unpleasant giants to them until they made a discovery on a routine sample-gathering mission - corn.

The Jurn love the flavor of this vegetable, and something about the chemical makeup of corn causes a mild euphoria in the Jurn. After discovering this intoxicating food, the Jurn explorers decided to try growing it elsewhere away from the ugly native aliens, however corn grown in alien soil loses the euphoric side effect and thus it has become necessary to harvest the plant here on Earth. To facilitate this Jurn have set up a secret network in Iowa and other areas to harvest the stuff and transport it off world via a cargo transport cloaked against human detection. The Jurn have never made formal contact due to their race's xenophobia and the simple fact that if they made formal contact they would have to work out trade deals. The Jurn use their telekinetic power to knock down the stalks and remove the heads of corn, strip them of the kernels and then typically dispose of the cobs in an underground caves they find or make though burrowing.

Jurn society frowns on the use of corn, aka "nibble", but since no formal relationships between Earth and Honjan exist the Jurn authorities tend to ignore the rampant smuggling of nibble.

The Jurn do not fight other races. Once they know they have been caught they will want nothing more than to leave Earth as fast as possible in their ship which is often hidden underground or in a body of water near the collection area. The Jurn tend use overland speed or their burrowing ability to evade capture and return to their vessel.

If cornered and forced to defend themselves, the Jurn sometimes carry shock weapons which they use in addition to their own telekinesis, if unarmed and desperate the Jurn can use their burrowing to go through the chest cavities of aggressors, but this is a last resort.

Creature Traits

Speed 40ft, burrow 10ft

Attacks A Jurn prefers not to engage in conflict with others but when forced to do so they try to incapacitate the opponent with a stun pistol DC15, on a failed check the target is unconscious. If this is not an option they use telekinesis (as the spell) at will to try and knock the opponent away to allow escape. If no other option presents itself the Jurn will use its burrowing ability to go through and opponent causing 1d10 damage and penetrating 2 points of hardness per round.

Spell-like Abilities (Su) Telekinesis, as the spell cast at 2nd level plus class level, at will.

Banes Aliens (fear)

Jurn CR 2, tiny magical beast, HD 2d4+2, HP 7, Mas 10, Init +6, Spd 40ft, Burrow 10ft. Def 19, Touch 12, BAB +0, Atk +6 stun pistol (1d3 damage, Fort DC15), Full Atk Melee +0 (1d2 claw), or +0 (1d10 burrow), FS 2ft by 2ft, Reach 0, SQ Telekinesis, AL Neutrality, SV Fort 2, Ref 10, Will 5, AP 0, Rep +0; Str 3, Dex 22, Con 11, Int 14, Wis, 11, Cha 15

Skills Survival +10, Listen +6, Hide +7, Disguise +5, Escape Artist +7

Feats Dodge, Lightning Reflexes, Run

Advancement By character class

Jurn Smart Hero 3 CR 3, tiny magical beast, HD 2d4+2 plus 3d6, HP 18, Mas 10, Init +6, Spd 40ft, Burrow 10ft. Def 20, Touch 12, BAB +1, Atk +7 stun pistol (1d3 damage, Fort DC15), Full Atk Melee +1 (1d2 claw), or +1 (1d10 burrow), FS 2ft by 2ft, Reach 0, SQ Telekinesis, Savant, Linguist, AL Neutrality, SV Fort 3, Ref 11, Will 7, AP 3, Rep +1; Str 3, Dex 22, Con 11, Int 14, Wis, 11, Cha 15
Skills Survival +10, Listen +6, Hide +7, Disguise +5, Escape Artist +7, Computer Use +11, Knowledge (physical sciences) +11, Knowledge (technology) +11, Decipher Script +9, Navigate +7, Read/Write
Languages +5, Search +7, Repair +9
Feats Dodge, Lightning Reflexes, Run, Simple Weapon Proficiency, Educated, Gearhead
Banes Xenophobic

OGRES

The shy, retiring race of Ogres are a rare sight in modern times. They prefer to make their homes in marshes and swamps. Only when these huge, hulking slobs develop a taste for human flesh do they become a problem. For the most part, they prefer to scare humans than to eat them. Ogres are not known for their beauty, witty conversation, or smarts.

Species Traits

Bonus Feat An ogre gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language Ogres speak (but neither read nor write) Ogre and one other language.

Banes No real banes except Large Crowds.

Ogre CR 2; Large giant; HD 4d8+8; hp 26; Mas 15; Init -1; Spd 40 ft.; Defense 13, touch 8, flat-footed 13 (-1 size, -1 Dex, +5 natural); BAB +3; Grap +12; Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam); Full Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam), or +1 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil; SV Fort +6, Ref +0, Will +1; AP 0; Rep +0; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills Climb +6, Listen +3, Speak Ogre, Spot +3.

Feats Simple Weapons Proficiency, Weapon Focus (Huge club).

Advancement By character class.

Possessions Huge club (6 feet long, 8 inches thick).

Banes Crowds

SASQUATCH

The Sasquatch is a large, hairy, bipedal primate that is spread over the North American continent. Its size, bearing and gait leave no doubt in the mind of those who have encountered one. That they have seen a creature that is different from man or any known animal.

The term Sasquatch, is an anglicized derivative of the Halkomelem word "Sasquatch", meaning "wild man". A Sasquatch stands 7' 10" to 10 feet tall and weighs about on average around 640 pounds, as light as 540 pounds and as heavy as 1,000 pounds.

The Sasquatch can emit an intense, disagreeable stench, comparable to the odor of smegma, the origin of which is the axillary organ, i.e., the armpit with its apocrine sweat glands. Sasquatch have killer B.O.

Their hair color ranges from black or dark (50%), through various shades of reddish-brown and gray to white. The body can have varicolored patches of hair. Older animals have increasingly grey hair, though color does not appear to change from childhood to adulthood.

They also have the innate ability to hide in dense foliage simply by standing still. They become virtually invisible against a forest background.

Species Traits

Species Bonus: Because of its size and ferocious appearance, a Sasquatch gains a +4 +1/Hit Dice species bonus on Intimidate checks.

Stench The Sasquatch can emit a stench that will cause most people to gag or vomit within 20 feet of the creature and for an additional 10 feet downwind. The stench lasts for d10 rounds and totally incapacitates those who fail their Fort save. Those people within range must make a DC 15 +1/Hit Dice Fort save. Those who make their save are still nauseated by the smell.

Hide The Sasquatch has an improved hide skill when in a forest only. Otherwise, they have an untrained hide skill Hide (forest) +8 +1/Hit Dice.

Banes Heavy Industry

Sasquatch CR 3; Large giant; HD 3d8+9; hp 22; Mas 17; Init +0; Spd 30 ft.; Defense 11, touch 8, flat-footed 11 (-1 size, -1 Dex, +3 natural); BAB +2; Grap +12; Atk +7 melee (1d4+6, slam); Full Atk +7 melee (1d4+6, 2 slams); FS 5 ft. by 5 ft.; Reach 10 ft.; SQ low-light vision, stench (DC 18), Hide (forest) +11; AL any; SV Fort +6, Ref -1, Will +2; AP 0; Rep +0; Str 22, Dex 9, Con 17, Int 6, Wis 12, Cha 10.

Skills Climb +8, Intimidate +7, Listen +5, Spot +5.

Feats Alertness, Simple Weapons Proficiency, Stealthy.

Advancement 5-8HD.

Banes Heavy Industry

Vampire Brats

"Hey mister, you wanna play?"

Somewhere in cities of America there lurks one of the oddest groups of vampires that the Bureau has ever documented - the Vampire Brats. Team Cirrus in Chicago first encountered these nasty little creatures, April 17th 1975, while investigating a series of odd killings among the cities homeless. It seems that every few nights a person would be abducted and tortured to death. The oddity was in the form of the torture; the person was killed in a fashion that resembled some sort of children's game. Noted deaths include a man who was found stuffed into a cable spool with rope tied to it, the spool was found dangling from a roof in a yo-yo like fashion. Another man was found with railroad spikes stuck into his back and posterior, each spike had a small strip of cloth attached, making a deadly "pin the tail" game. A third victim was found in two pieces, his body was found on one night and the next night his head was found with a large softball stuffed in his mouth, the head had taken a severe beating both before and after he died. Team Cirrus spent the next few nights tracking the elusive killers and one of the members was almost got burned at the stake playing Cowboys and Indians before Team Cirrus discovered what was going on. What followed has been described as "a nanny's nightmare," as the team spent all night chasing down the Brats and staking them. Unfortunately, for the Bureau, the Brats in Chicago were not the only ones; there have been reports of other gangs of Brats in most major cities. Those encountering these creatures must take care not to be taken in by their innocent demeanor; these children are killers through and through.

HISTORY

The origin of the Vampire Brats is known only to a few high ranking members of the French Paranormal Agency *Fantomatique*, this scourge began in 1971 when a well meaning doctor who worked with the Agency discovered his 7 year old daughter was dying of an inoperable brain tumor. As the months passed and his daughter's time grew short he became desperate to save her by any means necessary. The doctor's work with the Agency was in the field of hematology, specifically researching ways to combat vampirism in the bloodstream, although his work never yielded the results *Fantomatique* desired, he had found that if a normal animal was injected with vampire blood the result was only a partial transformation. Most of his experimental animals had destroyed themselves in the pain and terror from the change. Convinced that with the right sedatives he could enable his daughter to survive a partial change, the doctor made the jump to human testing on his daughter. The result seemed to be a success at first but the joy of success turned to terror and regret as the girl's true nature and dietary needs became all too apparent. In a final desperate attempt to right the wrong he done, the doctor attempted to stake his child only to be slain by her. Days later the Agency discovered what had transpired but it was too late to track the girl, all they could do was alert the operatives and

destroy the evidence and the notes that the late doctor had left behind, keeping only his diary for the Agency library.

Since then the girl, whose name is now lost has found other children to make friends with, as small children vanish from cities around the country it is impossible to tell which have fallen prey to normal hazards and which have become Vampire Brats.

The vampire brats, although twisted and evil now, still retain much of their childlike nature. As a result they tend to think in terms of games, fun, and snacks rather than hunting and killing as most vampires do. Unconcerned with acquiring power or money the children travel in small packs of 6-12 (2d4+4) and are easily mistaken for normal children who have stayed out late. The packs move around seemingly at random, often attracted to fairs and carnivals, anything with games, rides, bright lights and candy will draw them like moths to a flame. The children tend to feed once every few days and do so as a group, picking a target at random who seems to be weak enough for them to overpower. They play with their victim for a few hours before feeding on him, often recreating macabre versions of playground games like using bowling balls to play dodge ball with the victim or tethering him to a pole and playing tether ball with him. As the night wanes the children's bloodlust comes to the forefront, and the victim is drained by the children. Adults drained by the children simply die and do not acquire any form of vampirism, the children can only infect other children with vampirism, usually doing so when they encounter a runaway in order to "help" him or her.

When confronting the vampire brats it is important to recognize that they are as dangerous as any normal vampire. Typically the children react to would-be hunters as if they were playing keep-away up until the point a pack mate is slain. Upon losing a member of the group the remaining Vampire Brats will attack the hunters with abandon, clawing and biting, summoning animals and screaming their heads off. The children use their strength and abilities to their advantage but if it is obvious they cannot win against the hunters they will flee, scattering in all directions in order to escape and regroup elsewhere and move on to a new city away from the "bad men" who hunt them. They have slipped from France to England and now have shown up in America.

Brat Traits

"Vampire Brat" is an acquired template that can be added to any humanoid that is in the prepubescent category (hereafter referred to as the "base creature"). The base creature's type changes to undead. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +2

Undead Vampire brats have the traits of and immunities common to undead except where noted here (see page 223 of the D20 Modern Core Rulebook).

Hit Dice Change to 1d10, Vampire Brats are less hardy than the normal Vampire template.

Speed Same as base creature.

Climb Creature gains the ability to move across vertical and inverted surfaces at full base speed. This ability works like the Spiderclimb spell.

Defense The base creature's natural armor improves by +4

Attacks A Vampire Brat retains all the attacks of the base creature and gains a slam attack, the slam attack deals damage based on the brat's size; Tiny 1d3, Small 1d4, Medium 1d6

Special Qualities:

Blood Drain (Ex) A Vampire Brat can suck blood from a living creature with its fangs by making a successful grapple check, if it pins the target, the brat drains blood. Blood drain continues each round that the pin is maintained, dealing 1d2 points of temporary Constitution damage to the target.

Create Spawn (Su) A humanoid of the young age category is slain by a Vampire Brats blood drain attack rises as a Vampire Brat. This new Vampire Brat has three allegiances (taken in any order) evil, chaos, and packmates. All previous allegiances are lost.

Alternate Form (Su) A Vampire Brat can assume the form of a bat, cat or dog as a move action. The vampire brat can remain in this form until it assumes another form or until the next sunrise.

Children of the Night (Su) Like vampires, a Vampire Brat can command lesser creatures. Once per day a vampire brat can call forth 2d8 cats, 5d10 bats or 3d6 dogs as a full round action. These creatures arrive in 2d6 rounds and serve for 10 minutes

Damage Reduction 10/ silver, or magic (Su): A Vampire Brat has a supernatural resistance to injury. This resistance does not apply to silver or magical weapons (including weapons that have been blessed by the Bless spell).

Fast Healing 5 (Ex) A Vampire Brat automatically heals 3 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points the vampire brat is destroyed.

Cold Resistance 20 (Ex) A Vampire Brat ignores the first 20 points of damage inflicted by a cold-based attack.

Electricity Resistance 20 (Ex) A Vampire Brat ignores the first 20 points of damage inflicted by an electricity-based attack.

Darkvision (Ex) A Vampire Brat can see in total darkness up to 60 feet.

Turn Resistance (Su) A Vampire Brat has a +6 resistance to turn attempts.

Banes (Ex) A Vampire Brat has several weakness common to normal vampires.

Direct Sunlight: Any amount of direct sunlight deals 2d6 points of damage. A Vampire Brat fully exposed to direct sunlight for one round must make a Fortitude save (DC 20) or be consumed by fire and destroyed.

Holy Symbol A Vampire Brat confronted by someone prominently wearing or brandishing a holy symbol suffers a -2 penalty to all attacks and saves, this penalty does not stack if confronted by more than one holy symbol. The symbol's touch deals 1d4 hit points of damage to the Vampire Brat. If reduced to 0 hit points by this attack the vampire brat is destroyed.

Inviolate Sanctuary A Vampire Brat cannot enter a privately owned unless invited by the rightful owner or tenant.

Wooden Stake Wooden weapons that deal piercing damage such as stakes or arrows threaten a critical hit on a Vampire Brat, even though they are normally immune to critical hits. A confirmed critical hit with such a weapon destroys the vampire brat.

Ability Scores Vampire Brats gain the following ability score increases: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampire brats have no constitution scores.

Skills Same as base creature (human Vampire Brat retain the additional skill point per level afforded to all creatures). Vampire brats receive a +8 species bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Feats Vampire brats gain the following bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, assuming the base creature meets the prerequisites for these feats.

Advancement By character class.

WARNING

As cute as these children seem they are monstrous killers.



Harrison & Friends

"But they're kids!" cried agent Jones as Robert Harrison hafted up the Automatic Shotgun.

"Get the hell out of the way!" Yelled Harrison as he took aim. The little girl smiled smugly and swung her doll at Agent Wycforia Jones. The rebar lined doll with the crushed glass face knocked the agent flat in a spray of blood.

"Damn you to hell." screamed Harrison as he fired the specially designed **Silver Entanglement Net Round** and pinned the screaming little girl. "Containment for you little bloodsucker and Reconstructive Surgery for you Partner."

Harrison could hear more childish laughter receding into the alley.

White Knight

The White Knight is a vigilante spirit first seen in the U.S. over 3 decades ago when it attacked a mugger New York. A Bureau Agent found a man slumped unconscious on the ground and another man rummaging through the fallen man's pockets, witnessed the attack. Before the Agent could reach for his weapon he saw an apparition emerge through the brick wall at the far end of the alley. The large apparition was that of a armored knight on a white charger, wielding a large white lance. The knight, his horse and all his gear glowed with a pale white light. The knight charged silently down the alley toward the mugger who by now had noticed the agent and turned to attack him, only to be struck in his chest by the full force of apparition's lance. The force of the impact impaled the victim as the apparition continued it's silent charge down the alley, out into traffic, and through the wall of building. The body of the victim was found crumpled on the street with injuries sustained from the lance attack and the impact with the wall. The apparition was nowhere to be found and the wall showed only a small gouge where the lance had impacted.

Since that time the spectral vigilante has been spotted on numerous occasions exacting vengeance upon the wicked, for crimes known and unknown. In each case once the White Knight appears it harms only the target (or those defending the target) and pursues the target relentlessly.

The White Knight stands over 6 feet tall dressed in full plate armor that shown no sign of wear or damage with the faceplate down.

The White Knight is not a single spectral entity; rather the ghostly armor acts as a repository for angry spirits who died from random violence. They are the souls of innocents who were in the wrong place at the wrong time, or who saw something they should not have. These spirits congregate into a spectral gestalt within the armor and seek vengeance upon their killers. The armor and the horse are ectoplasmic relics of the original White Knight who was slain for discovering that his lord was plotting against his king. The knight rose as a ghost and wrought his vengeance against the turncoat lord, tracking his murderer over many weeks, along his grisly route, he encountered the spirits of others who were killed by the lord's henchmen. This group of specters channeled all of their rage and anger though the knight creating a steed and armor to carry and protect him on his mission to slay the lord. When the task was complete the knights soul moved on but the armor and steed remained in the plane between life and death where it remains drawn to those innocents cut down by evil. The White Knight has no mind of its own, but acts on the memories of the spirits who reside within it. Should anyone ever successfully grapple the White Knight and force the helm's faceplate open they will see the face of their victim behind it.

In combat the Whiteknight will make its opening attack on horseback, charging the target with its lance. Intervening objects pose no obstacle since the spirit stays ethereal until the attack is made. Once the opening attack is made the Whitknight stays in corporeal form until either it or it's target is dead or until sunrise, at which point the Whiteknight is destroyed until the next sunset. Regardless of the outcome the spirit whose vengeance was being exacted moves off this plane forever once the task is complete or the White Knight is destroyed. This does not mean a target will never see the White Knight again, only that one victim has had his chance at revenge, another victim may bring the White Knight to the same target later.

Creature Traits

Undead The White Knight posses the traits of and immunities common to undead except where noted here (see page 223 of the D20 Modern Core Rulebook).

Speed 30ft, mounted 60ft

Attacks The White Knight uses a variety of archaic weapons including heavy lance (1d12 damage x2 when charging), horseman's mace (1d8 damage), and broadsword (1d10 damage).

Damage Reduction 10/+1: The White Knight's ectoplasmic nature provides it damage reduction vs. all non-magical attacks.

Defense The White Knights armor also provides it with a defense bonus of +8.

Spell-like Abilities Locate Target, the White Knight can use an ability similar to the spell locate object

allowing the White Knight to find its target with no range limit.

Restoration If destroyed, the White Knight will be restored at sundown the following evening and resume its hunt for a new target.

Silence A perpetual sphere of silence extending 10 feet in all directions surrounds The White Knight, if subjected to a dispel check treat the sphere as though cast by a 10th level caster.

Temporary Corporality Unlike most ghosts the White Knight can and does become solid when attacking. As it makes its first attack it become corporeal and remains that way until either the target is dead or the White Knight is destroyed.

Banes: Holy ground, due to its undead nature, the White Knight cannot follow its target onto hallowed ground, but will pace outside the area waiting for an opportunity to attack. Should the White Knight be forced onto holy ground or sudden find the area it occupies blessed, the White Knight is destroyed and cannot reconstruct itself for 3d10 days. Holy weapons deal double damage vs. the White Knight. Healing, unlike most undead, which are healed by inflict spells, the White Knight can receive no healing from any source.

Whiteknight CR 9, Medium Undead, HD 9d12, HP 81, Mas N/A, Init +2, Spd 30ft, Ride 60ft. Def 18, Touch 10, BAB +9, Atk +18 mounted charging attack (1d12+7 x2), Full Atk Melee (1d8+7 mace), or (1d10+7 broadsword), FS 5ft by 5ft, Reach 5ft, SQ see above, AL Neutrality, Vengeance, SV Fort NA, Ref 5, Will 9, AP 0, Rep +0; Str 25, Dex 10, Con NA, Int 10, Wis, 10, Cha 18

Skills Ride +10, Listen +5, Search +8, Spot +8

Feats Archaic Weapon Proficiency, Cleave, Great Cleave, Ride-by Attack, Iron Will, Track

Advancement None

Banes Holy Ground (Aversion- overpowering), Holy Weapons, Healing

Evil Witch

Throughout history there have been tales of men and women who have traded their souls for the power of demons and devils, in some cases these individuals were born with infernal power while others bargained away their souls later in life. These are the tales behind the Witches. Those who received their power while still in the womb are considered true witches among their peers while those who bargained later are often called "lesser Witches". The rituals used to invest a person with the powers of a Witch are usually only known to the witches themselves, and these rituals are never shared with anyone. Part of the price of gaining the power is figuring out how to do it on your own. In the case of trueborn witches another Witch of either variety must perform the ritual on the unborn child, the mother always dies in childbirth after the ritual is performed.

Evil Witches gain their power from their patron, a demon or devil who willingly gives up part of his power to the Witch, and each patron will only empower one witch at any given time. Only when that witch has died will the patron bestow his power upon another.

Tales of Witches vary wildly on the actual powers and weaknesses of such beings. According to some legends Witches are harmed by salt and holy symbols, but others state that witches cannot be hurt by mortal means so long as they touch the earth, others say that witches have powers of transmutation and flight as well as the ability to bring down curses or rain fire upon their foes. According to most legends true Witches operate at night and shun the daytime, this may indicate a weakness to sunlight, also some legends indicate there are some easily noticeable signs that a person is a Witch, such as flames burning blue in their presence, animals sweating even if the weather is cold, and milk curdling when they are near. Witches in some legends are agents of good and indeed, there are Good Witches who work for the Bureau like **Barbara Platt**.

Although some legends witches were known to use potions and ointments to perform their magic, leading Bureau researchers to believe that the witches in these tales were not true witches at all, but the more common "Kitchen Witch". Also anyone calling himself a "warlock" is probably not a true witch. True Witches can be male or female, but the male witches never refer to themselves as warlock and take offense to the label. The word warlock means "teller of lies". If Bureau agents encounter a true Witch, they should be prepared for anything. Solid information on true Witches is in

short supply and ignorance or presumption can get you killed.

Witch Traits

“Witch” is an acquired template that can be added to any humanoid hereafter referred to as the ‘Base Creature’. The base creature’s type changes to Outsider. It uses all the base creatures statistics and special abilities except as noted here.

Challenge Rating Same as base creature +4

Outsider Witches have the traits of and immunities common to outsiders except where noted here (see d20 on Witches)

Hit Dice Change to 1d8.

Speed Same as base creature.

Attacks Same as base creature

Weapon and Armor proficiencies Same as base creature, plus the witch gains the archaic weapon proficiency feat and the light armor proficiency feat.

Special Qualities:

Damage Reduction Special/Special (Su) A Witch who is in unbroken contact (bare flesh touching, no shoes, socks, coverings in between) with natural stone or earth (including sand, mossy stone, mud, gravel etc.) has a supernatural resistance to injury. The damage reduction is equal to the Witch’s hit dice. This resistance does not apply to banes.

Darkvision (Ex) A Witch can see in total darkness up to 60 feet.

Spellcaster (Su) A Witch can learn one spell per character level the spells may be chosen from either divine or arcane spell lists but once the first type is chose all spells must come from that list, arcane or divine. The Witch’s caster level is equal to the base creature’s hit dice or character level for determining spell effects. Witches can cast a number of spells per day of each level as the Acolyte (see d20 on Witches)

Witchcraft (Su) Upon acquiring the template and every 3rd level thereafter (4,7,10,13,16,19) the Witch gains a new special ability (boon) and a new weakness (bane), see below.

Banes (Ex) A witch has the following weaknesses: Daylight Weakness: While the sun is up, regardless of whether the witch can see it, the Witch takes a –4 penalty to all Saves.

Holy Symbol A Witch who is confronted by someone prominently wearing or brandishing a holy symbol must make a concentration check (DC 15+ wielder/wearer’s CHA modifier) to use any supernatural abilities, except damage reduction. The symbol’s touch deals 1d3 hit points of damage to the Witch. If reduced to -10 hit points by this attack the witch is slain.

Ability Scores: Witches gain the following ability score increases: Wis +2, Cha +2.

Skills: Same as base creature. The following become class skills for the witch upon acquiring the template; Spellcraft, Knowledge (Arcane Lore), Concentration

Feats: As base creature.

Advancement: By character class.

BOONS

Fast Healing 3 (Ex) A Witch in contact with natural earth (see above) automatically heals 3 points of damage each round so long as he or she has not reached –10 hit points.

Cold Resistance 10 (Ex) A Witch ignores the first 10 points of damage inflicted by a cold-based attack.

Acid Resistance 10 (Ex) A Witch ignores the first 10 points of damage inflicted by a acid-based attack.

Electricity Resistance 10 (Ex) A Witch ignores the first 10 points of damage inflicted by a electricity-based attack.

Sonic/Concussion Resistance 10 (Ex) A Witch ignores the first 10 points of damage inflicted by a sonic/concussion-based attack.



Critter Form (Su) A Witch can shapeshift into one normal animal whose hit dice do not exceed ½ the witch's character level. The Witch may only know one form to change into at any given time but may choose to change the form upon achieving a new experience level or by expending 10 action points.

Flight Self only speed 90, only usable only at night.

Fear Aura 10ft radius at will, DC 10+ 1/per 2 hit dice of the witch

Immunity Poison the Witch becomes immune to poison effects

Immunity Ageing the Witch becomes immune to ageing and ageing effects

Spell Resistance The Witch gains SR equal to 10 + 1/per hit dice

Waterbreathing The Witch gains the ability to breathe water.

BANES

Vulnerability Salt A Witch takes normal damage from any weapon embedded with or coated in salt, this bypasses damage reduction. Salt water used as a splash weapon causes 1d4 points of damage.

Vulnerability Fire Fire or flaming weapons inflict normal damage bypassing damage reduction.

Vulnerability Cold Iron Weapons made of unalloyed iron inflict normal damage bypassing damage reduction.

Vulnerability Silver Weapons made of pure, unalloyed silver inflict normal damage bypassing damage reduction.

Blue Flame All fire burns blue within 15 feet of the witch.

Achilles Heel Any damage done to a fresh footprint of the Witch is transferred to the witch, footprints more than 1 hour old are not fresh enough to transfer damage. Once a footprint has been used to strike the Witch it cannot be used for further attacks.

Curdle All dairy products brought within 10 feet of the Witch become fouled.

Unnatural Aura Animals can sense the wrongness of the Witch, all animals within 25 feet of the witch must make Will save DC15 or panic.

Sinking The Witch no longer floats in water and takes a -10 penalty to swim checks

HISTORY & TACTICS

The history of evil witches is one of nightmares and horror. The Witch's only purpose is to spread terror and pain among mortals through their spells and abilities. The actual methods vary with each witch, some prefer to act openly, preying on superstitious folk, while others maneuver behind the scenes aiding those of a malicious bent into positions where they can do the most harm, other still prefer to dupe innocent people into performing evil acts through duplicity, setting them up to fail. From false possessions, to witch trials, to industrial corruption, or posing as a cult leader to gain willing sacrifices, no evil is too big or too small for a Witch who is evil.

In combat a witch's tactics are as varied as the Witches themselves. Some use minions and lackeys to fight for them, others call upon their own powers and stand toe-to-toe with their enemies while still others use traps and misdirection to vanquish foes.

Harrison & Friends

Deep in Rural Minnesota Robert Harrison has been requested to make direct contact with Barbara Platt, the legendary White Witch who works with the Bureau. Harrison is surprised to see this Good Witch is his own age.

"I have a box for the Bureau." Says Platt as she hands the agent a wooden case and 6 mason jars of blue liquid.

As Harrison stores the jars in the RV there is a knock at the door and Barbara steps into the vehicle with a basket.

"You like apple pie?" She asks the agent.

Harrison's eyes light up. "Sure!" He says.

"Just a trace of Batwings and Newt's Eye." She adds.

As Robert steps backward Barbara smiles and says: "Just kidding... Two plates please..."





A Catalog of Encounters

This is a list of 100 possible encounters for the GM. Fantastic, serious, and humorous, this list is in no way complete. These are basic examples that the GM is encouraged to modify for general game use, a basic set of ideas for the Agents who are Stalking the Night Fantastic.

Agents On Call

Agents may be on call 24/7 but the actual frequency of serious investigations is once or twice a month. Some of these investigations may take a week or to to complete and the majority are not critical incidents.

"They may Bump in the Night but the Bureau has nightvision and is prone to shooting back."

Rich Tucholka
Bureau 13 Disinformation Desk, Retired

ALCHEMISTS

01

Left over from the dark ages are the last few Alchemists, who struggle to combine magic and chemistry to find the great secret of changing lead into gold or creating the ultimate prize, the rare and coveted Philosophers Stone. Most tend to poison or blow themselves to bits. A small number do make the jump to actual Alchemy and may make some unusual discoveries. The most dangerous of these are the old Alchemists who have discovered the secrets of life prolongation and are now reclusive and paranoid. Recent years has seen a rebirth of Alchemy due to popular fiction, the easy copying of Alchemical texts and a distrust of technology. They are better equipped but still very dangerous. In 2009 the Bureau found a small cadre of Alchemists linked to the drug trade.

AFRICAN WITCH DOCTORS**02**

The African Witch Doctor is the master of natural magic and spirit lore much in the way of the Indian Shaman. The Witch Doctor often distrusts the modern Doctor or Medical Tech that crosses his profession or attempts to discredit his work with spirits. Can call helpful or hostile spirits for general use. These crafts have migrated to England, Europe and the Americas in the last decades of the twentieth century.

ALIENS**03**

In every shape, size, and sex, alien beings drop in on Earth for various reasons. Humanity would be surprised at the size of the Galactic Community out there and the fact that Earth is under a quarantine. While most of the major races leave well enough alone, a few have beneficial as well as sinister motives for contact. The Bureau is well aware of dozens of these incidents and is busy cataloging life forms out there. Several races are in direct contact with Bureau 13 as well as aspects of the US Government. Predominant are the enigmatic Greys, Jum, Reptilians and the Nordics.

ALIEN ANIMALS**04**

Even stranger than the alien explorers are their pets, and zoological specimens, that end up loose on Earth. These beasts will range from goofy to ferocious and come in every imaginable size, shape, color, and personality. The alien owner will often return to hunt for these lost creatures by following the wide path of mayhem left in their wake. The Alien Animal may even have intelligence comparable to a Human, and often adopts a human child to be loved by or protect.

**ALIEN DEVICES****05**

These are the machines mistakenly left behind, dumped, lost or forgotten by the Alien visitors. As opposed to devices found buried in prehistoric rock strata, these machines are still fully functional, and usually highly dangerous. These devices are prone to land in the hands of less than honest individuals, corporations or hostile governments.

AMATEURS**06**

Civilian Ghost Busters, researchers and TV producers are prone to the investigation of paranormal Occurrences. This Popular Culture fad has sent many to their deaths or created a headache for agencies who want this information kept from the general public. The Bureau frowns on such activity and attempts to stop it in any way.

ANGELS**07**

Angels are the troops of good that help man fight the evils of hell. Angels can be gentle to harsh in personality, their actions may be direct or inspirational. In human form an angel has use of powerful magic and a low tolerance for evil. Angels are many and varied in form and duty to the higher powers of good.

ANGELS HIGH**08**

High Angels deal with problems of monstrous evil and rarely have any contact with man. They have command of powerful magics. Crossing a High Angel can have profound if not long lasting implications. Higher Angels often appear as a brilliant white light.

ANCIENT ARTIFACTS**09**

These items will range from; simple gold treasures of the Aztecs, to the technological wonders of many Lost Civilizations. Many of these items are harmless household items but a few can be highly powerful or dangerous. Some of these items are linked to powerful forces and can trigger an avalanche of unusual happenings. Some items are keys and linkages to other devices or higher

powers. Modern archeology is skeptical of things that don't fit into the known history of the world and prone to shelving or ignoring these items.

ANCIENT ASTRONAUTS

10

Long before Humanity rose from the valleys of Africa many beings from other suns walked our world. There were many contacts with primitive civilizations as well as failed colonies that were swallowed by time and geological upheaval.

From these are the artifacts and records that are scattered across the planet. From stone recorded disks in China to scrolls detailing detailed engineering for flying machines in India. It is all hidden out there, good and bad.

While many of these artifacts are harmless a few can be dangerous in the wrong hands.



ANIMATE INANIMATES

11

Common objects will sometimes take on a life of their own, by magic or just technical means. These devices can be highly dangerous if they become mobile.

BIGFOOT

12

Known as Bigfoot, Yeti, Sasquatch and Skunk Apes, these 8 foot tall furry humanoids are an evolutionary line parallel to man. The average Bigfoot is a timid creature that prefers the forests and mountains. They loath pollution and technology, preferring woods, swamps and snowcapped mountains. Some have an intelligence equal to man and all have an unmatched skill in stealth that well may be PSI based. On rare occasion they will like a human and allow themselves to be seen. This may be for play or a warning over territory and close family groups.

CLASSIC MYTHOLOGICAL MONSTERS

13

Included in this large classification are a vast list of monsters and humanoids that are the basis of human mythology and legend. This may include creatures like the Medusa, Hydra, Pegasi, Cyclops and more.

CLONES

14

Cloning has the potential of being a huge benefit to Humanity but these early years of the science have created problems for the Bureau. While Sheep and Cats are easy, humans are not and can be prone to a multitude of psychological and physical problems. Many clones share an emotional and mental link to their creator that can cause homicidal madness. A few have retained memories of the original. In some cases famous people who have been cloned become very different in nature. Agents are encouraged to be very careful when dealing with clones and make doubly sure they are not dealing with Twins or Triplets.

CURSED, THE

15

The cursed are those poor bastards who have offended higher magical powers and have gained an annoying to serious malady. This punishment can be simple as warts to The Curse of the Werewolf or Generation Curses that kill the first born child. Gypsies are good at curses as well as Cab Drivers. A small curse thrown may manifest, attracting evil that grows into something far worse for the victim. A thrown curse can stick to a place or object.

Curses can be removed in some instances. During removal of powerful curses the spells can backfire and transfer or create additional curses for the victim and mage trying to help. Many of The Cursed know their plight and are just depressing people.

HARRISON & FRIENDS

From the safety of the shadows, Bojidar Filov watches Robert Harrison creep along the alley using a Kirilian detector. Knowing the device will find him eventually, the Bulgarian Mage curses the agent makes a magical gesture to summon a slaving horde of giant wolves. However, Cleveland's wolf population is rather on the low side, and Harrison carries an ancient Talisman to deflect curses, so he merely gets a Pit Bull, a Miniature Schnauzer, Two Welsh Corgies and a Toy Poodle.

"Oh, vot the hell, tear him up!" Bojidar commands.

With a startled expression, Harrison looks up from his sweep of the alley just in time to see the dog pack appear out of the thin air and charge straight at Filov.

"Good doggies." mutters Harrison over the screams of the Mage.



DEMONIC ARTIFACTS

16

These are the artifacts that belong to the minions of Hell. These may be such demonic things as Satan's Toothbrush, Beezelbub's Chevy SUV or tools of magic and destruction. These often have an evil sentience of their own and are highly difficult to dispose of. Most Artifacts hellish amounts of magical energy. Many of these are Ancient and well known. A few are new.

DEMONIC POSSESSION

17

People who may fall under the controlling effect of demonic powers are possessed. The evil most often resides within them by accident or design. Often they gain abilities for evil. This control may be constant or intermittent. Exorcisms are used for the removal of evil influences. This is a long and complex procedure involving a 'True' holyman and persistence to get the evil out. In rare instances, possession may be from forces of good.

DEMONS HIGHER

18

These are the Hierarchy of Hell, the high ruling forces of evil. It is very rare to encounter one but they are often deadly if crossed. Most human matters are not of their concern. They use all forms of magic with ease.

DEMONS, LOWER

19

These are the Lower hierarchy of Hell, the multitude of demons at the bottom of the barrel. They delight in corrupting and tormenting humans when released on the earth. While most are just stupid, a few are smart and plan their actions well. They can be banished back to hell for years or centuries with the proper magics. They are also traders and teachers who do not have the best interests of their students or their students enemies at heart.

DIMENSIONAL TRAVELERS

20

By accident or design these are the people and things that have passed the walls between the worlds. They come from Alternate Realities and places where things just went a little different. While many are benign, a few have technology or information of a critical nature that can spell trouble for the Bureau. The Bureau is not harsh with many of these as they are disorientated and need social guidance. The Bureau runs a Transdimensional Traveler Relocation Program to resettle and watch these lost folks.

DINOSAURS

21

Holdouts from extinction are the last of the Dinosaurs who live in secluded parts of the world. Freed from their extended hibernation, time abnormalities or cloned, these small or large monsters have adapted and survived. They range from cute and friendly Plant Eaters to large vicious Carnivores. These lumbering monsters have little regard for life or property values.

DJINN /GENIE**22**

Djinn are the spirits that have great mastery over magic and are trapped in bottles or containers. Whoever possesses the bottle usually is master to its great magics unless the spirit can circumvent the magic of the bottle or have it destroyed. Many of these bottles have been sealed and hidden to protect the opener from these spirits that may become horrible assassins. With a ritual and the proper words a Djinn or Genie maybe summoned to grant the owner wishes. The more fancy the container, the less powerful the spirit.

DRAGONS**23**

Dragons personality, intelligence and temperament, are individualistic. The older the Dragon, the larger and more dangerous they become. Their personality, intelligence and temperament varies. Dragons can be mindless eating machines or have full use of Magical abilities as designed by the GM.

Asian Dragons have human intelligence and have blended into society. They are ancient and wise, enjoying their nearly immortal lives. European Dragons have mostly been hunted to extinction. The few left are fairly smart and hiding in Eastern Europe and Russia. South and Central America has a very smart flying serpent. North America has virtually no dragon slightings but they do have reports of a great blazing Firebird.

ELVES**24**

These little people are often helpful to man in strange ways. They will aid good people with their outstanding craftsmanship and natural skills. Elves range from 2 to 5 feet in height with pleasant human features. They can also be malicious little bastards if they don't like you.

ELVES, HIGH**25**

These pointy eared humanoids are the royalty and the high rulers of the Faery Realms. Arrogant and smart, they detest humanity and prefer their great houses and politics. Earth's lack of magic limits them to short excursions and even then they spell trouble. There are thoughts that High Elves are trying to unstabilize world governments and create a New Elven Order. They know of Bureau 13 and the Bureau knows Elves. There is an unsigned treaty between the two of non-interference.

ELVIS**26**

Rock Star and Bureau Agent, his life ended just before the Massacre of 1977 or so they claim. There have been sightings of Elvis around the world and there is far more to this story than there appears.

ENCHANTMENTS**27**

Enchantments are things (even people) with a specific type of magical protection. These may also be special tools or places. The average magic enchantment may be a Bane for a special purpose. An Enchantment may also rate as a curse of a mild nature. Enchanted items are generally magical and beneficial to their user. Examples include brooms that fly, talismans, items with specific purpose embedded magic and even living creatures.

HARRISON & FRIENDS

Horried, Robert Harrison looked at Clarence the Were-Hound who was smacking his lips and thumping his tail. A tiny wizards hat was hanging out of his mouth.

"You just ate "Azerboid the Magical Rat! He was a fellow Agent!"

"Belch," replied Clarence. Oddly, he felt a stirring in his gut, as if something was singing.

ENERGY EATERS**28**

These are non-corporeal creatures that feed off electricity, radiation, or Human emotions. They are often invisible until filled with energy. They often appear as shapeless blobs, humanoids, or spheres of energy. Eaters range from stupid to intelligent. Personalities are also varied from murderous to shy and retiring.

FAERIES**29**

In many shapes and forms, faeries are the classic little people of European legend. Common faeries are small winged humanoids from two inches to 4 feet in height. They may often be unpredictable or dangerous. The smaller the Faerie, the better its use of magic. The smallest can often appear as a colorful ball of light. Dark Faeries are evil and spiteful. They can be highly dangerous.

FANGBOYS (Goth Fangers)**30**

Goths are one thing; these Goths have taken the Vampire wannabe to the entire next dangerous level. While they are still human, they practice their craft by sleeping in coffins, hating sunlight, and drinking blood from willing and unwilling victims.

Most real Vampires find this behavior repugnant and would rather just kill them. Unfortunately they make great cover and blood can be removed without the chance of Blood Contact Vampirism.

As this spreads, the Bureau is heavily involved in trying to squash the Fangboys and root out the real Vampires for containment, recruitment or disposal. Another problem is this activity is attracting monstrous human and supernatural evil to its ranks.

FORBIDDEN KNOWLEDGE**31**

This is knowledge best left lost. Books and tomes that contain earth shattering data can be very bad in the wrong hands. This includes ancient knowledge and technological innovation. This knowledge has a way of being locked in secret libraries, peoples attics and corporate vaults. Oddly, much of it is being copied and distributed by high tech or electronic means.

FORGOTTEN GODS**32**

Contrary to popular theological belief, the long lost gods of ancient religions are still around, brooding their fate and wondering why they have been abandoned. Sometimes, one of the forgotten gods starts a new drive for membership and that always leads to disaster. Lost Gods command old magics that are no longer powerful enough to do God-like feats or damage.

GHOST, BENIGN**33**

Friendly ghosts tend to create problems for people who cannot accept the presence of even a helpful spirit. The benign ghost is often a restless spirit who refuses to accept death, has a mission, wants to avenge an injustice to a loved one or themselves, or just likes the home or people it cohabits with. The presence of a ghost is called a haunting. A haunting may continue for centuries. Ghosts have a range of special abilities and are associated with cold spots, the moving of light objects, sounds, apparitions and other unusual circumstances.

GHOSTS, EVIL**34**

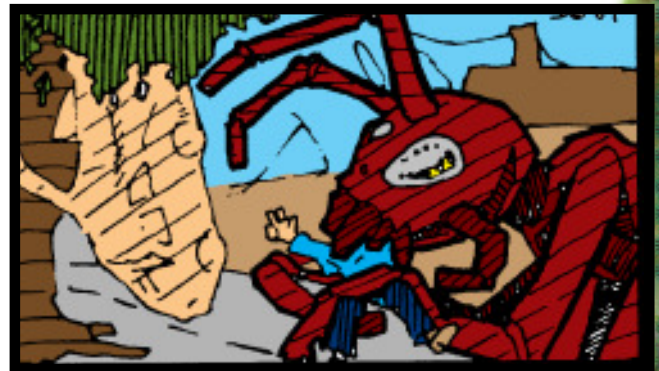
These ghosts are much the same as the benign ghost with a difference in personality that can be dangerous to the living. Evil ghosts will harm with malice; the intent to kill is often present. Hating the living, an evil ghost will attempt to terrorize the unwary with apparitions, illusion, sound, electrical discharge or cold.

GHOSTS, FAMOUS**35**

These are the ghosts of historical persons who return to annoy the living. They may be beneficial or troublesome. Often they may wish to accomplish a specific mission not completed in life. On several occasions the Ghost of Joseph Stalin has haunted a Polish VFW post in Chicago.

GIANT INSECTS**36**

The most dangerous of all colossal monsters are the Giant Insects. These mindless eating machines can come by the few to the thousand. While a 3 ft. Grasshopper is a hazard, give it a 6 ft. length and it is a man killer.



GIANTS**37**

The giants of legend and lore are now in seclusion that they rarely break. They come in sizes from 7 to 50 feet in height. Only if bothered or robbed will a giant go on a classic rampage. Many use magic with a 40% accuracy to disguise their homes and holdings. A giant may sometimes begin a giantish hobby of collecting things that can cause excessive property damage. Some animals grow out of proportion to their normal size. These can become dangerous if not supervised, or if they become predators. Giant mammals often retain their general personality and affection for humans if they were pets at one time.

GOD**38**

God gives man free will and rarely interferes in human events. But when God does, it's best to just be out of the area. Usually Angels are the messengers and harbingers of necessary action.

GYPSIES**39**

Gypsies are a happy wandering people that trod the country roads across the world. (*The Romany road*). Many Gypsies are gifted artisans and entertainers but the majority are also skilled thieves and con men. Most gypsies will try to make a buck on anything, and if they can't do that they steal it. Each group of Gypsies will have an elder leader who is skilled in minor magics. Having a Gypsy as a friend means having a friend for life, and you will never be turned down when you need help, or asylum from enemies. Just be sure to check your wallet afterwards. Look in the back alleys for graffiti that is created by gypsies. It can tell of groups in the area and more. In Eastern Europe Gypsies are considered a social blight and fill prisons and bad neighborhoods.

GHOULS**40**

These night prowling flesh eaters come in two distinct types. **Type 1** is a normal human with a taste for decaying flesh from the recently dead or just a garden variety serial killer turned cannibal. **Type II** is the classic dead ghoul who hungers for the flesh of the living. Type II's are generally slow, reclusive and will hunt in packs. On rare occasion they have an infectious bite that is not treated turns septic and kills the victim within 48 hours. They will also rise to become Ghouls. Type II's hate sunlight.

GOBLINS (Non-Humanoid)**41**

These monstrous pests are semi-stupid animals that raid vegetables from farm fields and homes. Resembling an overturned bowl with eye stalks, they have the ability to become transparent. Groups of goblins often develop a taste for meat and become a health hazard. Goblins have small or medium bites.

GOBLINS (Humanoid)**42**

In many parts of the world, Goblins are found underground or prowling the night. These are low class, scavenging thieves who are mostly cowards.

In rare instances a Goblin may be able to work a little minor magic with about a 50% accuracy. Most often you find them under garbage dumps or burrowed under abandoned buildings.

In the early 2000's it was found that Goblins were being organized into gangs under the leadership of a street person named Horse. These small gangs have armed themselves with street weapons and created warrens that are sophisticated and well trapped. It is rumored that Horse is still alive and active as a new advisor to the Goblin King.

GOLEMS**43**

The golems of European legend were designed to protect sixteenth century Jewish communities. These hulking clay creatures were animated by a Rabbi and controlled through his command. The animation of a golem comes from a symbol on its forehead, a tiny scroll in its head or a medallion around the neck. Without this charm it becomes harmless clay. Sometimes a Golem will gain a mind of its own and create serious social problems. Far more Golems have been created than the Bureau suspects and then it was learned that they are still being manufactured. There was rumor of active involvement with Israel's

'Sunlight' division of MOSAD to create several squads of Golems to protect the Nuclear reactor at Dimona in the Negrev.

GREMLINS

44

Gremlins are a branch of the Faerie family that prides itself in making serious trouble for human-kind. These creatures center around technology and tinker it into failure. These are the living embodiment of Murphy's Law and can cause death and destruction. Recognized as a serious issue in WWII, the Bureau has waged a campaign of disposal when they manifest. Gremlins generally cluster in small colonies near manufacturing centers or high tech industry. They can be banished or warded from some areas, but can require physical removal. There is a rumor that there are several varieties of Gremlins including an odd Chinese version that is peaceful until it is overfed.

HARPIES

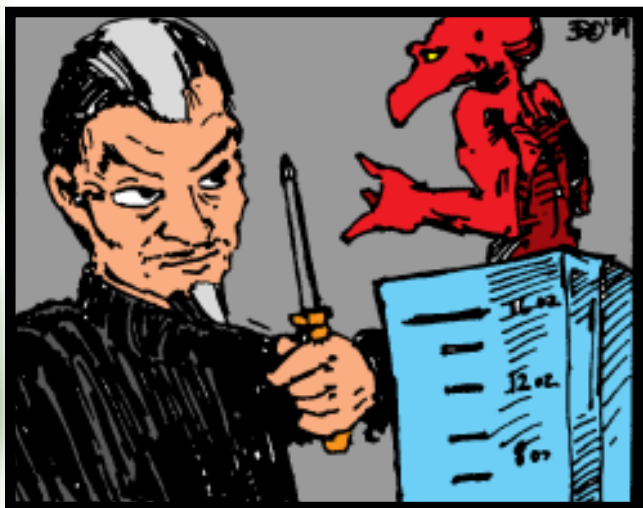
45

Another immortal race are the hideous harpies of legend. These bird-humanoids are a foul-tempered, slightly magical species that tend to inhabit the far uninhabited regions. On rare occasion a harpy will enter civilization to prey on small animals and people. The Harpy is an intelligent creature permanently cursed with bad habits and an abysmal stench that will bring tears to your eyes, induce vomiting or curdle milk at twenty feet. Harpies need humans to continue their race. After using a man, they are prone to killing and eating him.

HOAXES

46

These fake dangers plague Bureau 13 daily and get in the way of our more serious considerations. The incidents may be as simple as a lie, which becomes a rumor escalating into a local legend, or a bored individual using technology to create a 'haunted' house or paranormal incident. When exposed, the creator of a hoax invariably turns nasty.



IMPS & HELLSPAWN

47

These are the hellish troublemakers who cause most of the problems the Bureau faces. Their lot includes most of the lowest demons, lost souls, Imps, and other helpers of Hells intention. They sometimes have a lower ability in magic with an effective use of several spells. These pests have the easiest entry to Earth and short banishment times. Where you find one, you will find given time, it will attract more.

Control of these small monsters is best left to more powerful Mages. While an Imp or Hellspawn is easy to summon, it is harder to make them do your specific bidding and they will find a way to weasel out of any bargain you attempt to make.

HARRISON & FRIENDS

Caldomix, a lower class of lesser demon of Hell has been summoned to the Estate of Matthias Bolt of he Brotherhood of Darkness.

Bolt needs a little help to repair a machine in his component lab. With a gesture and a few components, he creates a small magical circle and summons the tiny monster to assist him.

The demon struts around the blender and pokes it a few times and shrugs his shoulders.

"That's the breaks, Boss," he chirps, "Walmart has 'em on sale this week." The demon vanishes in a spatter of chocolate milkshake and a puff of sulphurous smoke.

INDIANS (American)

48

North American Indians can be trusted friends or deadly enemies. The key to relations with American Natives is respect and understanding. A very few command tremendous wisdom, natural

magic and Psionics. Indians have been known to help the Bureau on occasion and have made fast friends of Agents who return artifacts and stop 'treasure hunters.'

LEGENDARY FOOD

49

These are the great culinary delights and disasters from time and space. They include Mana from Heaven, Water from magical sources, golden apples and the legendary Empanadas of Death from Mexico. Some of these items are rare and have specific sources. A few have easy recipes if you have the ingredients and the knowledge. A rare few recipes have been fought over by celebrity chefs and restaurant owners. Few realize many have a touch of magic that can be either good or evil.

LEGENDARY LOCAL ANIMALS

50

There are many odd animals native to a small geographical area and no other. This may be the legendary Rolling Hoop Snake of Wyoming, The Jersey Devil, Zug Island Mermaid of Detroit or Mothman of West Virginia. These local creatures are generally considered harmless until hunted or provoked. Often their very existence is doubted until they become a nuisance or they prove to be a harbinger of something about to happen.

LEPRECHAUNS

51

Leprechauns are the highly magical little people native to Ireland. An 1840's migration has brought a large number of them to New York and the Americas. Personalities of these little people range from loving and peaceful to hateful savages.

All Leprechauns share a love of gold, gems and general valuables. They will often tend toward greed with their collection of wealth. Magic is used with accuracy though most shy from the darker types except in case of grave harm to themselves or loved ones. Many of a new generation Leprechauns now carry firearms to deter treasure seekers.

LITTLE PEOPLE

52

Little people are the industrious beings known as Dwarves and Gnomes. They are highly secretive craftsmen who prefer the deep earth to the light. Dwarves may often appear as short bearded men while Gnomes are, at best, two feet tall. Gnomes fall into three types of general class. These are the European Gnome who is a craftsman with nature, the American Gnome who is a craftsman with nature and technology and the Ghetto or Punk Gnome who is a freeloading scavenger of high technology & city castoffs. All three can be tough and determined when it comes to dealing with the 'big uns'.

LOST CIVILIZATIONS

53

In the past, many civilizations have risen and fell, to be mostly forgotten. The remains of these civilizations and their secrets are still to be found by the scientist, archeologist or world

explorer. Many artifacts from these places have a great historical or commercial value because of the fact that gold was used as a decorative or common metal. Some would prefer these civilizations should not be found because of the chance to disrupt accepted history.



MAGICIANS

54

The traditional magician is a trickster with the skills and equipment that can fool the masses into believing there is real magic in his or her act. Often the Magician is little more than a good actor with a few clever tricks. On a rare occasion the Magician actually has a few abilities that

come from Magical or PSI talent. Real magicians usually do not flaunt real magic in that way unless it gains them something or they are economically strapped.

MAN-MADE LIFE

55

Man Made life is the continuing attempt by a few individuals to restore life into inanimated or dead things. Mostly this a waste of time and energy. On occasion with rare tome or a copy of the Legendary Frankenstein Journal, an individual brings life back into the dead.

Nine times out of ten this is a bad idea. The dead are either brain damaged or not too thrilled at being stitched together from surplus parts. In some cases they absolutely resent their creator and take a real good shot at dispatching them. Restored life is often notoriously tough and resistant to damage if not virtually invulnerable. They can have very long life spans. They are also hunted by ignorant peasants as a spectator sport. The Bureau has dealt with the stupid destructive ones on many occasions and believe with enough firepower anything that was returned to life can be returned to death. In the 1950's several 'Frankenstein' creations surrendered to the Bureau and are quietly living in a Paranormal Witness Relocation Program.



MARTIANS

56

For the last century, the various races of the Red Planet have been occasionally dropping in to create problems for their neighbors, Earth Humanity.

While most Martians have come to accept their extinction as evolution in action, a few determined individuals have decided to take over the Earth.

Martians come in a variety of shapes from humanoid to insect sapiens to the classic squid like forms that built the Tripods of the 1890's. Generally they don't have the numbers or drive for a real invasion and find some peaceful town to harass until the Bureau arrives.

Contact with the various Martian factions has shown that politically, they are as screwed up as humanity. The average invasion happens about every 7 years.

Martians find Nasa's exploration of Mars at best low comedy, destroying them on landing or occasionally dusting the rovers when nobody is looking.

MASS MINDS

57

This is a group of animals or humans under a strong Magic or PSI influence. This mass mind will do the bidding of the creator or just go on a directionless rampage. Similar to Swarms, this may involve hundreds of individuals that are slaves to a Master Mind and can only be freed by their destruction or the elimination of the Master Mind. Some mass minds are the group itself and need to be disrupted or the individuals separated.

MEDUSA'S SISTERS

58

Triggered by heredity or design, the sisters of Medusa manifest the Curse of the Medusa in their mid 30's. Always an attractive woman, they take on the aspect of a Medusa and are able to charm or stone humans at will. This is a traumatic experience as the power manifests and often leads to suicide. Rare individuals rejoice in this change and find ways to use it for evil. Being stoned by this form of Medusa requires a bite from a head snake and not a gaze.

In the 1990's, Bureau 13 found this process was reversible for the victim as well as the Medusa with a simple application of an anti-venom. Stoned victims have to be restored by magical means that requires time and a Master Mage.

The trigger for the process is unknown and it is not communicable. A slightly higher percentage has been seen with women of Greek or Italian ancestry though this has been seen in the Middle East and even China.

MEN FISH**59**

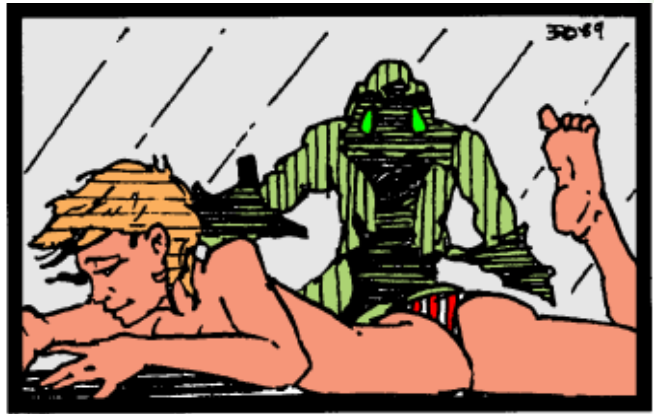
Somewhere sideways on the long ladder of evolution are the water breathing humanoid fish of the deeps. They are often reclusive until disturbed by divers or waste dumping at sea. The Man Fish can take a terrible toll of life and property when provoked. Some may even inhabit fresh water lakes and swamps.

MEN IN BLACK**60**

There is another Agency out there that is trying to hush up alien contact. These are enigmatic Men in Black who have been frequenting UFO and Alien sightings since 1947. Men in Black harass witnesses, steal evidence and bribe whenever they can.

Something about the MIB's is not quite right. Their manners, dress and vehicles are just a little out of date. While they are well armed, they are not comfortable using guns and flee from confrontations. The exception have been several nasty gun battles with Bureau Agents. Some of these MIB's are rigged with suicide vests.

Agents are advised to use extreme caution and take one of these alive if possible.

**MISSING PERSONS****61**

Every year thousands of people vanish without a reason or trace. Some of these kidnappings may be caused by evil paranormal forces or crazies. Often a string of disappearing people will signal something unusual starting to happen.

MUMMIES**62**

Mummies are the undead or preserved life that animate when tombs are opened for study or plunder. While not fast they are highly persistent and generally bullet proof. An Egyptian, Aztec, or Asian Mummy will often track down and quietly exterminate an entire archaeological expedition over a long period. A second form of Mummy will track down herbs and spices to create a potion to restore them to life. Unfortunately this requires human life force from a willing or unwilling victim.

These mummies, if they successful gain human form are often magically powerful.

MUTANT MONSTERS**63**

Many factors can cause mutations. Some of these are caused by atomic radiation, chemicals or random genetic changes.

Most mutations die at birth but a few cling to life and grow into new forms. Only the rare few survive into adulthood and are able to find a niche in the ecology.

The rarest of the mutants excel at life and become a hazard to life around them as they decide that survival of the fittest means them.

The Bureau has dealt with mental, and physical mutations for years, finding a home for the cooperative and extinguishing the malignant.



NON-CORPOREAL INTELLIGENCE**64**

These energy intelligences often inhabit living or nonliving objects. Non Corporals often spend a long time learning about the people and things that surround them, before they pick a individual to talk to. They posses a limited telekinetic ability to move small objects or create flashes of light. Contact with one of these monsters can be dangerous if the Intelligence is unstable or the contactee has psychological problems. They are often mistaken for ghosts.

Rarest of these are the ones who inhabit a living host and create the illusion of demonic possession. They at this stage are very hard to get rid of.

OGRES**65**

The shy, retiring race of Ogres are a rare sight in modern times. Only when these huge hulking slobs develop a taste for fresh human flesh do they become a problem. Ogres are not known for beauty, witty conversation, or even basic smarts.

OLD GODS**66**

The great and powerful gods from the dawn of another age can often create problems when they attempt to re-enter this universe for a fresh start. Unlike the Forgotten Gods, these elder gods have not lost their magical abilities and will strike at disbelievers with a total disregard for human life.

They can be banished to another universe by powerful occult symbols, and will do anything to destroy such items and thus guarantee their continued freedom.

PIXIES**67**

Somewhere between Elves and Faeries are the shy magical humanoids called Pixies. The Pixie has a height of under 12 inches. They often collect in large social groups to party and have fun which always spells trouble for their human neighbors. They are vicious when cornered or provoked. Pixies are prone to liberating whiskey, mutton, chocolate and coffee. Invisible when they want to be, cats can always see them. Rare occasion has seen Pixies befriend a Bureau team or in the case of the **Arkansas Incident**, nearly destroy it.

POLTERGEISTS**68**

A spirit of legendary terror is the type of ghost known as a Poltergeist. These are the unhappy or violent dead that refuse to rest or have revenge on their minds. With a high level of Magic in Movement and Illusion, they present a dangerous opponent that can cause great harm to life.

PORTALS TO OTHER PLACES**69**

Rips in the fabric of the universe have been happening with alarming frequency in the late 20th century. These quantum events open gates of varying duration to other planets, times or even parallel universes. Anything imaginable can come through such rips. Portals sometimes appear level to the ground and capture passing people, and wildlife, often substituting the mass with something from another place. Mostly an application of electromagnetic energy can accelerate the closure of a Portal. An EMP bomb or Tesla Mine is ideal if you can position it right. Portals occasionally move with varying speed.

PREHISTORIC MAN**70**

Having overslept the last few million years, the prehistoric ancestors and relatives of man sometimes wake to this very strange and baffling new technological world. They usually run amok looking for a new niche in a society they never made. These badly frightened creatures are in serious need of good social counseling or just a nice cave and fresh rabbit.



PREHISTORIC ANIMALS**71**

Trapped by the glaciers and other natural forces, these are the animal survivors from other ages. When Eohippus begins wandering the suburbs of Akron or a saber tooth tiger stalks Brownburg, Indiana, they must be quietly removed. This is often difficult when the authorities refuse to believe in their existence.

PURPLE MONSTERS**72**

Beyond the realm of conscious thoughts dwell the Purple Monsters. These varied and horrible things inhabit the dream state of humanity, and on rare occasions these savage nightmares are brought to this world by a latent PSI. Purple Monsters usually strike at a specific target then are released from control. Some fail to return to this dream state and become menaces to life and property.

RAT COLONY**73**

The Bureau has known for more than a century that there is another species is developing on earth. It is thought this will eventually be mankind's replacement. In bits and starts Rat Colonies are gaining sentence on par with mankind. These colonies, as policy, are wiped out immediately by whatever means necessary. They are a direct competition with man for food and resources. Where one was found in the 1960's, the trend is increasing to one colony every 3 years. The average colony has up to 100 individuals and a Rat Mind, a single rat with a huge brain that controls the mass group. The Rat Colony has near human intelligence.

ROBOTS**74**

Every year, hundreds of industrial and homemade 'near AI' (Artificial Intelligence) robots are created to serve humanity. Most of these machines obey a basic set of rules programmed into them and will never harm human beings. (see *Asimov's Laws*) Unfortunately, some of them fail to adhere to these basic laws, and decide on their own course of action.

ASIMOV'S THREE LAWS OF ROBOTICS

- #01** A robot must always obey a human being.
- #02** A robot must never harm a human being, nor through inaction, allow a human being to come to harm.
- #03** A robot must protect itself, as long as this does not come in conflict with the First and Second Law.

Tucholka's Addendum:

- #04** *A Good Programmer can make a robot do any damn thing he wants.*

SEA MONSTERS**75**

Salt or fresh water monsters range across the world. From the great serpents to Kacken, dinosaurs to the Kelpies of Scottish lore they are seen by mariners and land dwellers. Most sea monsters are little more than the survivors of prehistoric species or magics gone wrong.

The average lake monster may consider humanity a passing fad or a tasty snack depending on their intelligence. Unpredictability is the key word when dealing with these monsters of the deep.



SENTIENT COMPUTERS**76**

Here the barrier between computer and mind have been crossed by a few Super Computers. These monsters of intellect come in several varieties that either care about mankind or would rather be without the troublesome species.

This secondary form of sentience can be a real pain for the Bureau as it is forced to shut down these monsters.

Today with complex system integration, the internet and virtually hands free manufacturing, the Sentient Computer is able to tap into data and manufacture remote units that serve as hands. These systems are highly dangerous.

SENTIENT PLANTS**77**

On occasion plants may take on a will of their own. These may have benign or evil intention. Given time, these plants may change their structure to gain mobility and weapons. Intelligence in plants may range from human motivation to completely alien and have evil overtones.

SHAPELESS DISGUSTING THINGS**78**

These creatures are a broad line of blob like species that are smart to stupid but invariably hungry. As they feed they grow and most reproduce by being fragmented.

SHAPE SHIFTERS**79**

Form shifters are people who have the odd ability to change their appearance at will or within a short time. They may use this simple ability for good or evil. This becomes problematical when famous or popular people are involved. In the rarest cases they can become animals or inanimate objects.

SKINWALKERS**80**

The Navajos believe that life is wind blowing through you and that some people are cursed with a dark wind. These people become witches or evil magicians with the power to commit great evil. They have the inherent ability to not be seen and turn themselves into dogs. The Navajo consider even talking about these creatures is an invitation to be noticed by them and consider them obscene. To the people in the Navajo Community they are a corruptive bad influence.

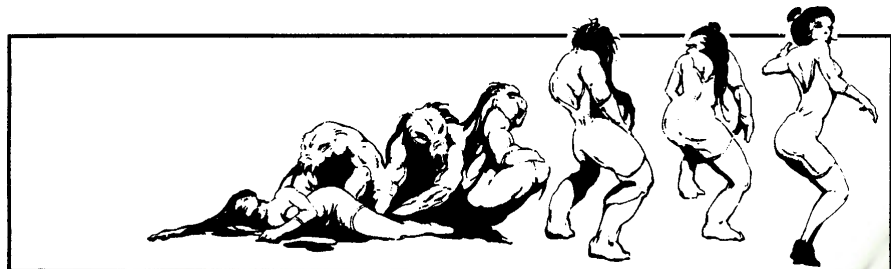
SPIES**81**

Enemy spies are a given in any free society. The US is no exception even with the watchful eyes of Homeland Security. These spies range from simple industrial espionage and hacking to operatives with deep missions linked to changing the government by assassination and corruption. They can reach into the highest places. These spies are also from organizations that could be considered hostile by Bureau standards, such as the Followers of Sun Yen Yen, The Windwillow Coven and the Brotherhood of Darkness. These agencies will use magic in their operations and when that happens the Bureau becomes involved.

STONERS**82**

Including the Classic Medusa, Gorgon, Basilisk, Cockatrice and assorted snakes, these monsters can turn a victim to stone from breath or touch. This magical ability is highly effective on their victims. The victim of a Stoner can often be restored by complex magic, the death of the monster, or the kiss of one who truly loves the victim.

Victims can be shattered with little effort. Stoners can be tricked with mirrors.



SUPER HEROES

83

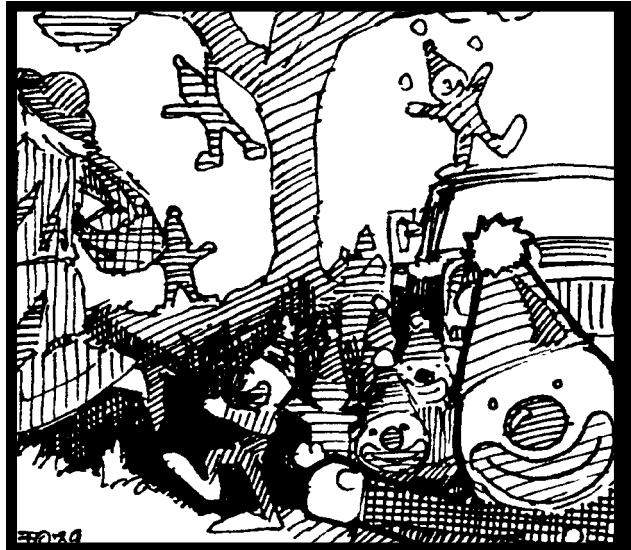
We have always had heroes and now our Technological Society has Superheroes. While super Heroes officially do not exist there have been a number of instances where normal people with paranormal abilities have attempted to fill the roll.

Generally they die in a hail of gunfire or are captured and given large doses of Psychoactive drugs. The life of a hero is a hard one and a secret identity is virtually impossible to keep with such a thankless job of being a hero. The Bureau finds this covert action a problem even when the Hero isn't causing civic destruction or being sued by his or her victim.

SWARMS OF...

84

Multitudes of anything can easily ruin a good day by creating mass havoc, or the wanton destruction of property. *One duck is cute. A thousand ducks is a load of droppings, noise and traffic congestion.* Often a Swarm is caused by the adverse use of PSI, wanton magic, out of control technology, or just plain dumb luck. Many times, a Swarm indicates a coming natural disaster, something magical or something in time and space are a little out of wack. On very rare occasion, a swarm can develop a collective consciousness of staggering proportions.



TECHNOLOGICAL SPIRITS

85

Spawned from the subconscious of modern technological society comes a new pantheon of supernatural spirits. These new beings come in a wide variety of abilities, temperaments, and can be deadly if crossed. The Technological Spirits are usually at odds with the Natural Elementals of Earth, Air Wind and Fire as well as older spirits. Their domain are the cities, factories and homes of the 21st century. Their worshippers are the soccer moms, engineers and accountants who keep this society running.

TALKING ANIMALS

86

A rare animal will develop the ability to comprehend and speak human language. This may also happen in a case where an animal is possessed by a spirit with a mission or a demonic influence. Mostly the talking animal is a fun loving creator of problems for the people they choose to talk to. They never talk when their owner needs them to.

TIME TRAVELERS

87

These are visitors from the future, or the past, who are usually here on a mission. On rare occasion they are tourists looking for history that is about to happen. They may time travel with complex technology, or magic. Often, the lone Time Traveller is a victim of a quantum accident that deposits them randomly in the here and now. The travelers come in every human description and cultural type. Often, they are confused and frightened. These travellers can also be dangerous with critical information that should not be in the wrong hands.

TRAINED APES

88

These are the Gorillas and other Great Apes that have been trained by people for special activities that often border on the criminal. Many of these Apes escape from their hated masters to become problems in their own right as they are highly intelligent, understand some spoken words, basic sign language and weapons use. Their acute agility and high dexterity make them dangerous foes. Some of these 'smart' apes are actually technologically induced mutations to improve the species.

TROLLS**89**

Trolls are a rare humanoid creature that prefer the wet and damp areas where man is not to be found. Trolls are possessive and hate any incursions of their territory. They will often extract a harsh price from such offenders. Trolls have a harsh bite and claw attack. They are often flesh eaters and will go out of their way to kill and eat a goat. Sunlight has a 25% chance to stone them per 5 minutes of exposure.

Bridges fascinate Trolls and true to form you can find a Troll cave near any large structure. This has presented a problem in major cities until the Bureau began a relocation program for the less intelligent varieties and a job service and welfare for the smarter ones.

UFOs**90**

The Unidentified Flying Object is a harbinger of alien activity, magic or governmental black operations. It is also a sign that there may be MIB's or Men in Black in the area soon. The Bureau is always looking for UFO reports and keeps a careful eye on these incidents.

UNICORNS**91**

These magical animals often hide in far patches of forest where spring never ends and there is perpetual peace and beauty. The unicorn is immortal with special abilities in healing and the neutralization of Poisons. Only the pure of heart can see the Unicorn. This includes children and many odd individuals.

The advent of man and civilization have sharply reduced the sightings of Unicorns to the larger State and Federal Parks. There are occasional sightings in New Jersey, Central Park and around Baytown Texas. An individual who kills a Unicorn by accident or design will gain a curse. While the curse will not kill the individual it will make them miserable for the rest of their lives and the guarantee is they will live a long time.

VAMPIRES**92**

Vampires are the classic undead common to nearly all parts of the world. These souls are cursed with eternal life and a need to drink the blood of the living. Most vampires have a limited Magical Talent in Mind Control. They also are able to control rats and wolves when available. The European vampire lives in his or her coffin during the day and must return each night to avoid the destructive rays of the sun.

Many can change their form to bats, animals, or a fine mist and have minions and followers who protect them.

Vampire, European Nosferatu
Vampire, European Traditional
Vampire, Asian (Ch'iang Shih)
Vampire, American Reformed

Strength / Claw Attacks & Mind Control.
 The Classic Dracula Type. Cultured
 (Poison) Breath Attacks Generates Fear
 Strength Related Attack, Weapons Use of Sunblock

Vampire Undead Minion or Living Minion

These are the minions of a European type Vampire. They are completely under the command of a single master. If the master dies the most powerful vampire in the pecking order becomes the new master. Not to be confused with vampire wanna-be's known as Goths.

NOTES ON VAMPIRES

- 01 European vampires can control magic with a high accuracy limited to any mind controlling spells.
- 02 Vampires appear normal, though anemic, in appearance. The Asian vampire is green in color with glowing eyes.
- 03 Most vampires are destroyed by direct sunlight, not including American reformed, or by driving a heavy wooden or iron stake through their heart.
- 04 Vampires are smart. never expect an easy kill. Their minions fight to the death.
- 05 Banes differ widely between types from garlic, holy water, dogwood to roses and more.

VOODOO**93**

From the islands of the Caribbean and the interior of Africa comes an ancient religion shrouded in mystery and terror. Voodoo leans toward the darker side of magic with results that can be powerful and dangerous to its many followers. The use of images and creatures from the dark pits of hell is common. Most dangerous are the high priests of Voodoo

WEIRDS**94**

A collection of just weird things the Bureau has encountered.

WEIRD DISEASE

Few of us know for sure what all those government funded research programs are now doing. Who could guess when some top secret project might escape their grip. (or maybe one of those strange radiations might mutate a previously harmless bacteria into something rogue.

WEIRD HUMAN NORMALS

Weird Normals are the fun people who make the headlines in day to day life. They may be good or evil, serious or just folks that do not fit into our mundane society.

EXAMPLES:

01	Crazed Hillbillies	07	Stereotypes	13	Bumbling Reporters	19	Barbarians
02	Crazy Inventors	08	High PSI's	14	Odd Philosophers	20	Street Gangs
03	Mad Scientists	09	Murderers	15	Doom-Sayers	21	Hermits
04	General Neurotics	10	Zealous Clergy	16	Masters of Something	22	Psychopaths
05	Cultists	11	The Ultra-Rich	17	Science Fiction Fans	23	Goths
06	Cannibals	12	Investigators	18	Communists	24	Nazis
						25	Astrologers

WEIRD PLACES

These are odd places where natural laws are warped, or completely missing, due to the intercession of dark magic or chaotic forces. However, many Weird Places will often change shape, topography, weather, climate, and begin to manifest dimensional doorways, or higher concentrations of Magic or PSI energy. Psionic individuals who use their talents in these areas may find their abilities are greatly increased, decreased, or warped. These are real Weird Place as opposed to those Roadside Mystery Spots with mystery food.

WEIRD RADIATION

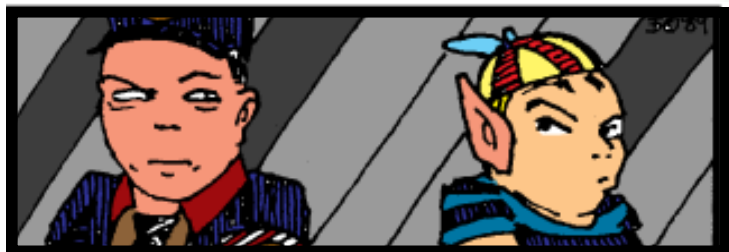
Unknown permutations in the EM spectrum often tend to have unwanted effects on organic matter, mechanical and/or electrical devices. The effect of this Weird Radiation will range from mutation to sickness and personality change.

WEIRD RELIGION

Since the dawn of man there have been religions and cults beyond number. People will believe in anything as long it it benefits them or the purveyor of the religion has a big enough club. Most of these beliefs have had a rational basis or are based on misinterpreted facts. Some religions have become quite large before crashing into oblivion. Belief can be a powerful tool in the right hands.

WEIRD SCIENCE

Even stranger are the odd scientists working on projects one would never think of. Teaching frogs to sing or building Nanite powered can openers these are the 'Out of the Box' thinkers who will make the future bright and shiny. Well maybe...



WEREWOLVES**95**

The classic Werewolf changes to a wolf by the light of the moon. They often terrorize the countryside and slaughter livestock for the fun of it. Occasionally they will maul or kill people who spoil their fun. People who are bitten by a Werewolf often have a 80% chance to become a Werewolf unless quickly vaccinated for the condition.

In the opening decades of the twentieth century a new form of Werewolf became prevalent, the Manwolf who has the shape of a man, but physical characteristics of a wolf (Teeth, Claws, Fur, Eyes and a Foul Temper).

WEREWOLVES (wolf type)

Classic large wolf design, four feet to the ground.

WEREWOLVES (human manwolf)

Upright man covered with fur, claws, pointy ears and a bad attitude.

WEREWOLVES (Human Wolf Fusion)

Upright but looking more like a humanoid wolf. May be excessively large and very tough.

WERE OTHER THINGS

These victims suffer a curse almost identical to the curse of the Werewolf with the misfortune to turn into another type of animal. This may be anything from a dog, sheep, ox, wombat or less then useful creatures.

WILL 'O WISPS**96**

In swamps or forests are the wispy life forms that are often associated with legend and the supernatural. The Will 'O Wisp is a manifestation of a noncorporeal life form that utilizes electromagnetic phenomena for life energy. Feeding on the gasses of decomposition, they are reclusive, until disturbed or attacked. The Will 'O Wisp often collects and stores psionic energy as thought patterns. Often voices are heard from these sparkling energy creatures.

X FILERS**97**

These are Government Agents in various Bureaus who stumbled across a supernatural event, and now believe that there is a government conspiracy to cover it up. They are correct and the Bureau recruits, pays off or makes sure their next posting is a liason to Moosejaw Canada.

ZONIES**98**

Zonies are followers of paranormal occurrences. They seem to have a radar for incidents about to happen or things in process. They get into the way of Bureau Agent and common police. Some of these are normal people. Some are anything but normal and way beyond Weird.

ZOMBIES**99**

Zombies are the living dead, under direct or programmed control of their master. They are set to protect, destroy, or kill. In singles or groups they can be a hazard with their chance to touch and paralyze a victim with fright. This or their rancid breath odor will cost a player combat actions to recover to full motion or use their weapons. Zombie types are mostly regional and as different as the necromancers who create them. The following are general types that are common to the Americas.

VOODOO, MYOMBEE, LUCUMI, OBEAH, SANTERIA

Strongest and most limited are the night zombies, animated by the old African Gods. These zombies are used for killing. Disposing of such undead involves ritual, special components, and the decapitation of the creature.

EUROPEAN

Rarest of the Undead, these are the night moving corpses of no intelligence. Killing involves simple burning or blessing the grave sight to make them rest until the next fool digs them up.

AMERICAN

These day or night monsters are scavenging flesh eaters with no intelligence. Their heads must be crushed to stop them.

ISLAND

These zombies are created as workers. They are docile and stick to out of the way agricultural areas. They can be used for vengeance and less than good deeds.

VENGEFUL, MAGICAL

Toughest are the angry dead who have a mission to return and kill due to some past injustice that they have suffered. Disposing of them takes understanding of the situation that spawned them and some remedy to set their minds at rest.

SUPERNATURAL ENCOUNTER**00**

Multiple Encounter Complicated by civilians and an organization. Hellish events that weave a highly convoluted trail complicated by Government, Civilians, Enemies of the Bureau and often a Multiple Supernatural Encounter. **Roll two encounters and add three d20 rolls from the civilians and organizations tables on page 149.**

OTHER PARANORMAL AGENCIES

Bureau 13 is not alone in the never-ending battle against supernatural evil. Other nations also have similar organizations, along with a small number of civilian, and amateur groups. Their general level of effectiveness varies, but all are all Stalking the Night Fantastic.

**AFRICA****Standing****Location****The League****Private Agency**

Kenya, Nairobi

This is an old and well established union of African states who contribute their best to help stop the disruptive evil that calls Africa home. Impeded by revolution, war and civil war, these Europeans and Africans are a dedicated and very well armed force that will die in the defense of Africa and its peoples. The Bureau has been in direct contact with them since the 1890's and routinely swaps personnel to and from the League. It is considered a badge of honor to be requested by name to come to League offices in Nairobi.

AUSTRALIA**Standing****Locations****The Henderson Group****Professional**

Alice Springs, Brisbane, Darwin, Perth, and Sidney

This is a tight confederation of outback rangers, aboriginal shamans, pilots, and two squads of Australian Special Forces. Alice Springs is the center of operations and equipment storage.

CANADA**Standing****Location****RCMP - Division 513****Government Agency**

Montreal, Toronto, Whitehead

This is a need to know sub-group within the Royal Canadian Mounted Police. The RCMP 513 has expanded it's operations after close association with Bureau 13. They are very touchy about issues of jurisdiction and Canadian Law. Above all they are fair to a fault. Their dogs and horses are rumored to be very, very smart and fiercely loyal. Not to be confused with a defunct Canadian agency named S.A.F.E.

CHINA

Standing
Locations

This is a super secret faction of the old Red Guard that has occasional contact with Bureau 13. They are ruthless in their treatment of the paranormal and are known to have imprisoned Ancient Chinese Wizards.

People's Liberation Army (PLA) Group 703

Government Agency

Beijing, Shanghai

FRANCE

Standing
Locations

Originally a secret part of the French Foreign Legion, this group has never been officially recognized by the government. Much like Bureau 13 but with a much harsher attitude on use of Magic and French National Security.

Fantomatique

Government Agency

Paris

GERMANY

Standing
Location

Dedicated to the disposal of legendary creatures and manifestations of Pagan Gods. They are privately financed. Much of their equipment was left over from the Nazis in WWII.

Wagner Society

Private

Berlin, Munich

INDIA

Standing
Location:

With no direct contact the Bureau suspects this is an ancient organization of holy men that wander India and the surrounding region in search of evil. They are rumored to be highly effective with legendary and ancient magics.

Shishu

Independent

Mumbai Area

ISRAEL

Standing
Location

Believed to be loosely associated with the Mossad. They are tough on the security of Israel and paranormal threats from their neighbors.

Sunshine

Government Agency

Tel Aviv

MEXICO

Standing
Location

Three squads of the Mexican Army that eliminates threats to Mexico. Generally at odds with Bureau 13 over jurisdiction. Very tough when dealing with the paranormal.

Direccion Federal de Seguridad (DFS)

Government Agency

Mexico City

RUSSIA

Standing
Location:

The Russian government has a very deeply hidden division to handle the supernatural that is buried in FSB with links to the army and navy.

Federal Security Service (FSB)

Government Agency

Moscow, Omsk, Rostov

UNITED KINGDOM

Standing
Location

This is an Ultra-Most Secret, For the King's Eyes Only, unit of the British Secret Service, a division of MI-5: Military Intelligence, and New Scotland Yard.

Their mission is to protect the United Kingdom from Internal or External Paranormal Threat. Maintains a close link with Bureau 13 and The Henderson Group

M-13

Government Agency

Aberdeen, Cardiff, Liverpool, London

ORDINARY CRIMINALS

Any paranormal incidence may become more complicated by unwanted witnesses or criminal elements. This generator will add a little spice to an adventure with the addition of folks who do not want witnesses to minor or major crime.

PHYSICAL DESCRIPTION

Petty Thug: CR 1/4
Medium Sized Human
HD 1d4 +1 **HP:** 5
Mas 10 **Int** +0 **Spd** 30 ft.
Defense 10 **Touch** 10 **Flat Footed** 10

BAB +0 **Grappling** +0
Atk +0 **Melee** (1d3 +0 **Subdual Damage**)
+0 **Ranged** (**Damage by Weapon Type**)
FS 5ft. by 5ft.

Skills: Drive +1
Knowledge (Criminal) +3
Spot +2
Feats: None

SV Fort +0 **Ref** +0 **Will** +0
AP 0 **Rep** +0
Str 10 **Dex** 10 **Con** 10 **Int** 10 **Wis** 10 **Cha** 10

Incident Generator

Roll a d100 for column and then for type of encounter. Then roll a d100 again for character of encounter.

- | | |
|---|---|
| 01-05 Pickpocket | 01-05 Hookers |
| 06-10 Mugger | 06-10 Local Biker Gang |
| 11-15 Carjackers | 11-15 Tough Biker Gang |
| 16-20 Cat Burglers | 16-20 National Motorcycle Gang |
| 21-25 Blackmailers | 21-25 Grafitti Artists |
| 26-30 Loansharks | 26-30 Taggers (Lesser Grafitti Artists) |
| 31-35 Local Drug Dealers | 31-35 Punks |
| 36-40 Local Street Gang | 36-40 Forgers |
| 41-45 Major Street Gang (Latino Lords, Crips) | 41-45 Neo-Nazis |
| 46-50 Smugglers | 46-50 Kidnappers |
| 51-55 Vandals | 51-55 Hit Men |
| 56-60 Wise Guys (organized crime) | 56-60 Gang Bangers |
| 61-65 Mafia | 61-65 Canadian Extremists |
| 66-70 Russian Mob | 66-70 Waste Dumpers |
| 71-75 South American Drug Lords | 71-75 Terrorist Wanna-Be's |
| 76-80 Yakuza (Japanese Mafia) | 76-80 Home Brewed Terrorists |
| 81-85 Serial Killers | 81-85 Crooked Cops |
| 86-90 Islamic Terrorists | 86-90 Mexican Mafia |
| 91-95 Labor Union Racketeers | 91-95 Human Traffickers |
| 96-00 Other Covert Agencies | 96-00 Tabloid Reporters |

The Criminals You Find

- 01-50 Acting Suspicious
51-75 Are engaged in the Crime
76-98 Are finishing the Crime
99-00 Are leaving the Crime Scene

The Crime You Find

- 01-50 Is Minor
51-00 Is Major

The Criminals Reaction to You

- 01-50 Ignore You
51-75 Warn You Off
76-98 Decide you are Easy pickings
99-00 Decide not to Leave Witnesses



FRIENDS & ENEMIES

TOP SECRET

Bureau 13 knows a lot of people who are willing to assist an agent in the field. Many of these folks hold high positions in the US government, or have unusual abilities. Many of these people will be presented with d20 stats as examples and a few are left to the GM.

FRIENDS OF BUREAU 13

"Throughout my years in the Bureau, I have interacted with people who are not full Agents, but are considered allies. They have their own agendas, but are more than willing to help us do our jobs. I have added the files of those people I have met with those in the Bureau database's files. I feel better that these people are watching our backs out there"

Robert Poloskey, Bureau Archivist, Team Coldfire

HARVE BECKER

Toledo, OH

Harve "Big Jim" Becker is the ghost of a Bureau 13 operative murdered during a confrontation with the Wind Willow Coven.

PHYSICAL DESCRIPTION Earthbound Ghost

CLASSIFICATION Chaotic Good

Strangely, Harve has decided to stay on Earth to help the Bureau. On occasion he will appear in mirrors or do very cryptic things to help a team that is in deep trouble. With his sharp mind and talent for ferreting out facts, he is often a life saver if listened to. Becker also has a crass sense of humor. His taste in sports jackets borders on the nauseating. He may appear alone or with a lady friend named Emily, the ghost of an 18th century poet.



Harve Becker (Smart Ordinary 5) CR 6; Medium-size undead (Incorporeal); HD 5d12; hp 32; Mas - ; Init -1; Spd 30 ft, fly 30 ft. (perfect); Defense 13, touch 13, flat-footed 13 (-1 Dex, +2 class, +2 deflection); BAB +2; Grap +3; Atk +3 melee (1d3 +1 nonlethal, unarmed strike, only against ethereal foes); Full Atk +3 melee (1d3 +1 nonlethal, unarmed strike, only against ethereal foes); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits, manifestation, telekinesis.; AL law, good, Bureau 13; SV Fort +1, Ref +0, Will +5; AP 0; Rep +2; Str 12, Dex 9, Con -, Int 14, Wis 15, Cha 13.

Occupation Adventurer (class skills: Knowledge(Arcane Lore), Knowledge(Streetwise)).

Skills Computer Use +10, Decipher Script +10, Investigate +12, Knowledge (Arcane Lore) +13, Knowledge (Current Events) +10, Knowledge (Streetwise) +11, Knowledge (Theology and Philosophy) +12, Listen +2, Profession +10, Research +10, Search +10, Sense Motive +2, Spot +2

Feats Educated, Attentive, Personal Firearms Proficiency, Bureau Agent, Simple Weapons Proficiency.



MIKE BONKOWSKI**Former Agent of OSHA Always on the Road**

Mike Bonkowski is the Bureau's top ally in charge of occupational safety on the job.

PHYSICAL DESCRIPTION Human Normal

CLASSIFICATION Lawful Good

Twenty years ago, the Bureau found itself in a dilemma: There was a serious rise in workplace injuries happening in the field, and the Bureau needed to solve the matter due to a shortage of qualified Agents. After some debate, they found an OSHA inspector they believed they could trust.

Thus Mike found himself thrust in the very heart of Bureau 13, the Blackest Project he had ever worked on. After the initial disbelief, Mike rallied to the task and started working on the day-to-day problems that faced people who dealt with dangerous aspects of the Paranormal. Over the years, Mike has become a trusted member of B13, crafting regulations covering the handling of basic procedure, malevolent magic, and the handling of alien and ancient artifacts. The bureau estimates this has saved countless Agency and Civillian lives.

Now sporting a security clearance that equals General McAdams, Mike will sometimes show up at a team's base of operations for a spot check, or to ride with them into an investigation. Mike doesn't disbelieve anymore and has become a welcome addition to any team..

Mike Bonkowski (Smart Ordinary 5) CR 4; Medium-size human; HD 5d6+5; hp 24; Mas 12; Init +0; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3-1 nonlethal, unarmed strike); Full Atk +1 melee (1d3-1 nonlethal, unarmed strike), or +2 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good, Bureau 13; SV Fort +2, Ref +1, Will +5; AP 0; Rep +2; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

Occupation White Collar (class skills: Diplomacy, Knowledge (Earth and Life Sciences)).

Skills Computer Use +11, Decipher Script +9, Gather Information +9, Investigate +11, Knowledge (Behavioral Science) +11, Knowledge (Civics) +12, Knowledge (Current Events) +11, Knowledge (Earth and Life Sciences) +13, Knowledge (History) +11, Profession +10, Research +13, Search +10

Feats Studious, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Bureau Agent, Point Blank Shot.

Possessions Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, various gear and personal possessions.

SARAH E. BUNKER**Bangor, Maine**

A reclusive artist who supplies the Bureau with legend and lore about New England.

PHYSICAL DESCRIPTION

Sarah is about 5'8" and rather heavy-set. Her hair color can change monthly, but it's now almost-platinum blonde. Quiet and nervous, she's intensely loyal to those she lets past her defense mechanisms. One Bureau agent has done so, and is her sole contact with the Bureau- Daniel Stewart of Team Candlestick.

CLASSIFICATION Chaotic Good

Sarah was a shy artist in Maine until an attack by the Spawn of K'too'loo. Using a weedwacker and raw bravery, she survived the attack, and, with Bureau help, managed to stay sane. During her debriefing by Bureau 13 counselors, they learned about her extensive knowledge of New England legends. Now, Sarah corresponds with Team Candlestick online daily, and considers Daniel her occult mentor and father figure. She plans to get into the Bureau someday and become a full agent, to make Daniel proud.

Sarah Bunker (Smart Hero 4, Dedicated Hero 2) CR 6; Medium-size human; HD 4d6 plus 2d6; hp 29; Mas 10; Init +0; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+3 class, +1 dex); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed strike); Full Atk +2 melee (1d3-1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; AL friends, chaos, good; SV Fort +5, Ref +4, Will +7; AP 3; Rep +3;

Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14.

Occupation Creative (class skills: Craft (Visual Art), Knowledge (Art), Knowledge (Arcane Lore)).

Skills Computer Use +13, Craft (Visual Art) +24, Craft (Writing) +14, Knowledge (Arcane Lore) +14, Knowledge (Art) +15, Knowledge (Business) +6, Knowledge (Current Events) +14, Knowledge (History) +12, Knowledge (Popular Culture) +12, Profession +10, Research +10

Feats Creative, Educated, Educated, Educated, Great Fortitude, Lightning Reflexes, Iron Will, Simple Weapons Proficiency

Talents Savant (Craft (Visual Art)), Skill Emphasis (Craft (Visual Art)), Trick

Possessions Art supplies and tools, various gear and personal possessions.

DR. JORDAN CLAMISON

Sandusky, OH

This fresh-water biologist has been a friend of Bureau 13 for decades.

PHYSICAL DESCRIPTION:

Dashingly handsome, red hair, green eyes, always carries a spare pair of glasses.

CLASSIFICATION **Lawful Good**

Privately financed, Dr. Clamison is the self-proclaimed protector of the Great Lakes, and a long-time friend of the famous French oceanographer, Jacques Cousteau. You can usually find Dr. Clamison at his diving school, or in the lab, when he's not involved in some sort of esoteric research deep under Lake Erie. Doc Jordan, as he likes to be called, is rumored to be building an underwater habitat just off the coast, near Castilia, Ohio. His other projects include: the creation of deep diving rescue submersibles, and teaching poker to dolphins for unknown reasons.



Jordan Clamison (Smart Ordinary 9 CR 8; Medium-size human; HD 9d6+18; hp 44; Mas 14; Init +0; Spd 30 ft; Defense 13, touch 13, flat-footed 13 (+3 class); BAB +4; Grap +3; Atk + 3 melee (1d3-1 nonlethal, unarmed strike); Full Atk + 3 melee (1d3-1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Great Lakes, law, good; SV Fort +5, Ref +3, Will +6; AP 0; Rep + 6; Str 8, Dex 10, Con 14, Int 16, Wis 14, Cha 12.

Occupation Academic (class skills: Knowledge (Earth and Life Sciences), Knowledge (Technology), Research).

Skills Computer Use +15, Craft (Mechanical) +17, Craft (Structural) +17, Drive +3, Investigate +15, Knowledge (Behavioral Sciences) +15, Knowledge (Earth and Life Sciences) +17, Knowledge (Technology) +17, Profession +14, Read/Write Language (French), Repair + 13, Research +15, Search +11, Speak Language (French), Swim +4

Feats Builder, Educated, Renown, Simple Weapons Proficiency, Surface Vehicle Operation (powerboat)

Possessions Varied scientific testing and measuring equipment, various personal possessions.

JOHN CRENSHAW, M.D

Winslow, AZ

This is just an old country doctor who amazes his colleagues by still making house calls. Doc Crenshaw is an expert in folk medicine, and the medical needs of those dealing with aliens and/or the supernatural.

PHYSICAL DESCRIPTION

A middle aged man with black hair, he carries a cane, but never seems to need it. His eyes twinkle with youth, and he often leaves younger men behind with his powerful stride.

CLASSIFICATION Lawful Good

Dr. Crenshaw is an unshakable optimist who thinks nothing of handling major surgery under the worst possible conditions.

He and his cat, Clara, travel the back roads of Arizona in a jeep the Indians call "Green Thunder". In his many years of working in the badlands of Arizona, Crenshaw has acquired a wealth of information about local legends and spirits dating back over three thousand years.

Notoriously kind hearted, Crenshaw is rumored to have inoculated a werewolf for rabies – without first getting permission from the Bureau, but then, red tape has never been of much interest to the doc.

John may have a little PSI ability, although you won't catch him admitting to it to anybody but Clara. And the cat isn't talking.



John Crenshaw (Smart Ordinary 10) CR 9; Medium-size human; HD 10d6; hp 43; Mas 10; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13(+3 class, +1 dex); BAB+5; Grap +4; Atk +4 melee (1d6-1 bludgeoning, cane); Full Atk +4 melee (1d6 -1 bludgeoning, cane); FS 5 ft. by 5 ft.; Reach 5 ft.; AL good, law, medicine; SV Fort +3, Ref +4, Will +8; AP 0; Rep +4; Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 13.

Occupation: Doctor (class skills: Knowledge (Earth and Life Science), Treat Injury).

Skills Craft (Pharmaceutical) +15, Drive +7, Investigate +13, Knowledge (Earth and Life Sciences) +18, Knowledge (History) +17, Knowledge (Theology and Philosophy) +13, Navigate +15, Profession +16, Research +15, Treat Injury +17

Feats Educated, Medical Expert, Simple Weapons Proficiency, Surgery, Track

Possessions Cane, Doctor's kit full of tools and medicines, Jeep, various equipment and personal possessions.

**ALFONZ GARCIA**

Chicago, IL

On the other side of the law is a nervous man in Chicago who makes a living by less than reputable means.

PHYSICAL DESCRIPTION:

A short, wiry, Hispanic Man

CLASSIFICATION Chaotic Good

Alfonz is a PSI with a talent in Telepathy that is only bested by his Wild Talent. When upset, he has the tendency of shattering windows and causing nosebleeds to everybody around him for 50 feet.

He dislikes using his talent in Telepathy because of the terrible things he can "see" inside people's heads and will go out of the way to avoid contact with the agents of Bureau 13 when they need him.

Through a special deal cut with the Bureau, Alfonz keeps his freedom and receives a modest salary. He is required to cooperate three times a year in exchange for a PSI deadening drug, that

curbs the "loud rush of voices" in his head.

Alfonz is not entirely happy with this as he has been shot at and forced to look into the minds of Serial Killers, the Possessed and a particularly nasty mime.

In the last few years the Bureau has been keeping Alfonz out of trouble and out of Chicago Police custody far more then using his talent.

GEOFFREY G. GLADSTONE

Toronto, Canada

Dr. Geoffrey only sees his patients at night, because this pleasant and witty man is a vampire.

PHYSICAL DESCRIPTION:

A handsome, middle-aged man of British ancestry, wavy brown hair, sparkling eyes, quiet demeanor.

CLASSIFICATION Lawful Good.

Dr. Gladstone was attacked by a vampire in Milwaukee, and after rising from his grave, he helped the Bureau track down and destroy his killer.



Under Bureau 13 supervision, Dr. Gladstone returned home to Toronto, Canada and planned his own destruction. But after a few weeks of quiet introspection, the undead physician decided not to end his new life, but to dedicate it to the protection of others.

Now, a well-respected expert on vampirism, Dr. Geoffrey Gladstone plies his medical trade and enjoys the cosmopolitan nightlife of Toronto.

His work has been instrumental in the a drug that allows a Vampire to control his or her bloodlust as well as a synthetic blood substitute for the more hard core cases. His next project is a drug called 'One Bite' that stops the victim from turning into a vampire later if they survive the first attack. He has shared these with any who need them.

Gladstone has never killed a human being. The Royal Canadian Mounted Police (RCMP Division 513), Bureau 13 and MI 13 all work with him.

The good doctor is accumulating enemies in the underground Vampire community that spans the planet. They consider him a traitor and are rumored to have put a price on his head.

Geoffrey Gladstone (Smart Hero 2) CR 4; Medium-size undead; HD 2d12; hp19; Mas -; Init +6; Spd 30 ft., fly 20 ft. (perfect) when gaseous; Defense 19, touch 13, flat-footed 17 (+1 class, +6 natural, +2 Dex.); BAB +1; Grap +3; Atk +3 melee (1d6+2 slam); Full Atk +3 melee (1d6+2 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, create spawn, domination (DC 14), energy drain, alternate form, children of the night, damage reduction 15/magic, fast healing 5, cold and electricity resistance 20, spider climb, +4 turn resistance, darkvision 60 ft., weaknesses. AL: good, chaos, patients; SV Fort +0, Ref +7, Will +3; AP 1; Rep +1; Str 14, Dex 14, Con -, Int 17, Wis 16, Cha 17.

Occupation Doctor

Skills Bluff +8, Computer Use +8, Craft (Pharmaceutical) +8, Hide +10, Investigate +8, Knowledge (Arcane Lore) +8, Knowledge (Behavioral Science) +11, Knowledge (Earth and Life Sciences) +11, Knowledge (Technology)+8, Listen +13, Move Silently +10, Profession +8, Research +10, Search +11, Sense Motive +11, Spot +13, Treat Injury +8.

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Educated, Simple

Weapons Proficiency Surgery.

Talents Savant (Research)

Possessions Medical instruments.



IDET

From Elsewhere

Infiltrating our universe from some other reality comes inquisitive teams of explorers to study our Earth and all of its strange denizens. They belong to a group called IDET, but prefer to call themselves the Fringeworthy.

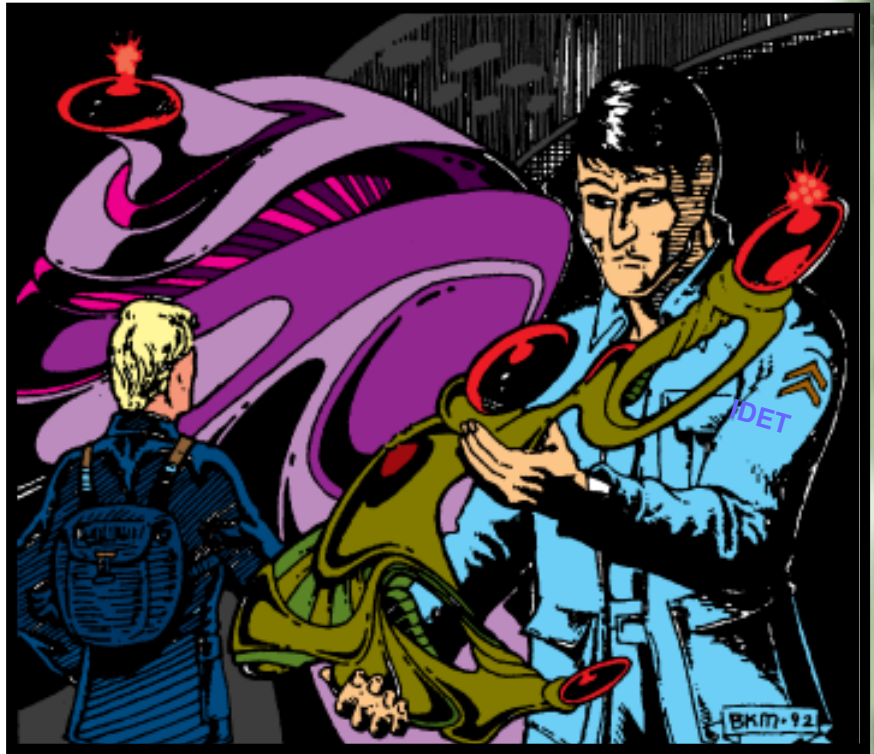
PHYSICAL DESCRIPTION

Normal humans and a few other non human races.

CLASSIFICATION **Chaotic Good**

Bureau 13 has made friendly contact with these dimension hoppers and helped them with their exploration of our world. In exchange IDET has given the Bureau some advanced computer technology and firepower that put them a step ahead of the rest of world. When left on their own, the Fringeworthy are harmless, inquisitive, individuals with a healthy respect for life in all of its myriad forms.

There is now an IDET/Bureau liaison, Col. Shea Talbot, who handles any problems between the two organizations. A short, stout British-born woman, Col. Talbot was a no-nonsense career officer in NATO. She is familiar with both Bureau and IDET protocol, and has a top-secret clearance in both the Bureau and IDET. Sarah is the only Bureau Agent who is Fringeworthy, able to go through the warp.



The Fringeworthy are sometimes pursued by massive inhuman things referred to as Mellor. Whether these are aliens, animals, or genetically constructed bio-weapons, is unknown at the present, and does not really matter. The Mellor are incredible biological killing-machines and they hate the Fringeworthy with an unthinkable passion. If an operative of IDET calls upon a Bureau 13 team for help, this is a priority mission to stop the Mellor.

Shea Talbot (Tough Hero 4, Smart Hero 3, Soldier 2) CR 9; HD 6d10 + 3d6 +27; hp 66; Mas 16; Init +0; Spd 30 ft.; Defense 15, touch 15, flat-footed 15 (class +5); BAB +5; Grap +6; Atk +7 ranged (2d6+2 ballistic, Beretta 92F; Full Atk +7 ranged (2d6+2 ballistic, Beretta 92F; FS 5 ft. by 5 ft.; Reach 5 ft.; AL: IDET, Bureau 13, good; SV Fort +8, Ref +4, Will +5; AP 4; Rep +2; Str 12, Dex 10, Con 16, Int 16, Wis 14, Cha 10.

Occupation Military (class skills: Knowledge (Tactics), Survival)

Skills Computer Use +6, Craft (Electronic) +7, Craft (Mechanical) +13, Demolitions +8, Drive +11, Intimidate +10, Investigate +7, Knowledge (Civics) +9, Knowledge (Tactics) +20, Profession +14, Research +6, Spot +12, Survival +15

Feats Advanced Firearms Proficiency, Brawl, Burst Fire, Educated, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency

Talents Plan, Remain Conscious, Savant, Stamina, Weapon Focus (Beretta 92F), Weapon Specialization (Beretta 92F)

Possessions Uniform, Beretta 92F, 3 clips ammunition, Bureau PDA, shades, and ID.

FLASH JERVIS

South Bend, IN

Flash is a unique expert in the 'Space That Will Be.' He has a talent for seeing cause and effect in strange and unique ways.

PHYSICAL DESCRIPTION:

A ruggedly handsome man with the physique of a professional athlete.

CLASSIFICATION **Chaotic Good**

Flash is the Bureau's resident expert on alien life. From his small observatory, he listens to the hydrogen songs of the stars, and on occasion opened communication to things beyond our planet. Flash is an outstanding PSI with talents in Telepathy and Precognition.

Unfortunately this talent is tuned between a number of cosmic communication stations, so he sometimes gets data from the oddist places. Flash, and his technician/assistant, Floyd, can be found almost every night tinkering with his Radio Telescope and adding more technology that will help them get a better look at the universe.

In 2010 Flash opened a channel to a Lighthouse keeper on the edge of another galaxy and they have become fast friends. He has taught the alien chess and checkers. The alien has spun stories of amazing life forms and races that travel the Galaxy.

Flash is also a social magnet for Inventors, Computer Geeks, Science Fiction Fans and Young Astronauts. On Tuesday, he tends bar at the local watering hole. His wife, who is very British, simply cocks an eyebrow and says 'That's Nice.'



"MAMMA" LA SONYA KNOTT

Suburban Detroit

An African-American widow, who now hunts the undead.

PHYSICAL DESCRIPTION

5'9", black hair, brown eyes, wears glasses, dresses in solid colors, often carries a baseball bat.

CLASSIFICATION **Lawful Angry**

Mamma LaSonya (as she now calls herself) was a happily married mother of three daughters. That is, until zombies killed her husband, Jeffrey, and their children, Leajia, Leshonda, and Keisha. The Bureau stopped the zombies and found Mrs. Knott hidden under the rubble, grieving for her family.

She was sent to Father McGarn for counseling, and after a few months of sessions, asked him to bless her husband's favorite baseball bat. The good father understood her need for positive, life-affirming action, and did as requested.

By the next full moon, however, the supernatural learned that it had a terrible new enemy: a magical Louisville Slugger held in the powerful hands of a seriously angry Mamma LaSonya. Her blessed bat does hellish (double) damage against the undead, and her ironclad faith in the Almighty is an excellent defense against those beings who walk through the night without souls. "Sone" (her nickname by close pals) also has a lifetime invitation to cook for Bureau Teams operating in Detroit.

LaSonya Knott (Dedicated Hero 6, Tough Hero 2) CR 8; HD 6d6 + 2d10; hp 50; Mas15; Init +2; Spd 30 ft.; Defense 17, touch 17, flat-footed 15 (class +5, dex +2); BAB +5; Grap +7; Atk +9 melee (1d6 + 3, bat +1); Full Atk +9 melee (1d6 +3, bat +1; FS 5 ft. by 5 ft.; Reach 5 ft.; AL: good, God, innocents; SV Fort +6, Ref +4, Will +6; AP 4; Rep +2; Str 14, Dex 14, Con 15, Int 13, Wis 17, Cha 15.

Occupation Blue Collar

Skills Climb +14, Drive +14, Intimidate +17, Knowledge (Arcane Lore) +10, Knowledge (Theology and Philosophy) +11, Listen + 5, Sense Motive + 13, Spot + 5.

Feats Simple Weapons Proficiency, Brawl, Great Fortitude, Alertness, Archaic Weapon Proficiency,

Dodge, Lightning Reflexes, Iron Will, Personal Firearms Proficiency, Weapon Focus: Bat, Improved Brawl.

Talents Skill Emphasis: Intimidate, Aware, Faith, Remain Conscious.

Possessions +2 bat, street clothes

GENERAL THOMAS McADAMS

Washington, DC

A trusted long-time link to the US military, General Thomas McAdams is an outstanding expert in weapons and tactics. Much of the Bureau's conventional heavy weapons come from one of his supply units in New Mexico.

PHYSICAL DESCRIPTION

Tall, lanky man of indeterminate years. Grey crewcut hair, oversized jaw, several military tattoos.

CLASSIFICATION **Lawful Good**

The general is a diehard supporter of the Bureau since his daughter was saved from a band of cultists.

Using an abandoned military base, General McAdams has carefully trained a squad of Army Rangers and has at his disposal Seal Team 13 to back up the Bureau should they need military help in a critical situation. The squad is also part of a special clean-up team trained in the removal of the supernatural corpses and the covert destruction of hard evidence.

"McAdam's Marauders" arrive by helicopter 2d6 hours after being summoned. They ask few questions and pack devastating firepower.

Thomas McAdams (Smart Hero 5, Tough Hero 5, Soldier 10) CR 20; HD 5d6 + 15d10 + 60 ; hp 163; Mas 16; Init +3; Spd 30 ft.; Defense 21, touch 21, flat-footed 20 class +10, dex +1); BAB +12; Grap +13; Atk +15 melee(1d8 +1/19-20, unarmed) or +14 ranged (2d6+4/19-20, Beretta 92F); Full Atk +15/+10/+5 (1d8+1/19-20, unarmed) or +14/+9/+4 ranged (2d6+4/19-20, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL His troops, Bureau 13, Military; SV Fort +9, Ref +9, Will +7; AP 10; Rep + 5; Str 13, Dex 13, Con 16, Int 13, Wis 14, Cha 10.

Occupation Military

Skills Climb +4, Concentration +5, Demolitions +19, Drive +3, Intimidate +19, Investigate +9, Knowledge (History) +21, Knowledge (Tactics) +32, Knowledge (Technology) +14, Profession +25, Research +9, Search +9, Survival +20

Feats Simple Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Advanced Firearms Proficiency, Educated, Combat Martial Arts, Lightning Reflexes, Endurance, Brawl, Improved Brawl, Precise Shot, Improved Combat Martial Arts, Improved Brawl, Skip Shot, Burst Fire, Advanced Combat Martial Arts, Far Shot.

Talents Savant: Knowledge (Tactics), Savant: Knowledge (Technology), Plan, Remain Conscious, Weapon Focus, Weapon Specialization, Tactical Aid, Improved Critical, Improved Reaction, Greater Weapon Specialization, Critical Strike

Possessions Pearl handled revolver that belonged to General George S Patton. A personally assembled Abrams Main Battle Tank cobbled together from parts as a hobby.



2005 McAdams personal MBT 'Lucibelle' used to stop a Nazi King Tiger Tank that was Demon Possessed.



FATHER ZEBADAE McGARN

Biloxi, MS

This kindly, old priest is an expert in theology, and highly skilled in combat exorcisms.

PHYSICAL DESCRIPTION:

A wizened man of advanced years, silvery hair, starting to go bald, slightly hunched, sharp intelligent eyes, commanding voice.

CLASSIFICATION **Lawful Very Good**

A formidable foe of evil, Father McGarn will gladly aid any Bureau agent whenever possible. Although retired from active service, McGarn still has many contacts in the occult world, and secretly reports to a cardinal in Rome who knows of the existence of Bureau 13, as well as its' European counterparts.

From his quiet parish in Biloxi, McGarn trains a new generation of priests in the mostly forgotten arts of exorcism. Nearing 85 years old, Father McGarn is patiently preparing for his last great battle with evil before he crosses over to the other side. He and his students are available on 2d6 hours notice.

Zebadae McGarn (Dedicated Hero 3, Combat Cleric 10) CR13; HD3d6 +10d8 ; hp 58; Mas 10; Init +5; Spd 30 ft.; Defense 18, touch 18, flat-footed 17 (class +7, dex +1); BAB +10; Grap +10; Atk +10 (1d6, A Cudgel); Full Atk +10/+5 (1d6, A Cudgel); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: God, Bureau 13, good; SV Fort +9, Ref +5, Will +13; AP 6; Rep +6; Str 10, Dex 12, Con 10, Int 13, Wis 19, Cha 14.

Occupation: Religious

Skills: Balance +3, Concentration +17, Investigate +3, Knowledge (Arcane Lore) +19, Knowledge (Theology and Philosophy) +21, Listen +13, Sense Motive +17, Spellcraft +16, Spot +13, Languages Greek, Hebrew, Latin (Read and write)

Feats: Simple Weapons Proficiency, Armor Proficiency: Light, Armor Proficiency: Medium, Pious, Alertness, Improved Initiative, Bureau Agent, Archaic Weapon Proficiency, Personal Firearms Proficiency, Endurance, Focused, Lightning Reflexes, Toughness, Heroic Surge, Educated.

Talents: Skill Emphasis: Knowledge (Theology and Philosophy), Faith, Create Holy Water, Turn Undead, Smite, Consecrate Area, Bless, Extra Turning, Put At Rest, Close Portal, Resistance, Cleanse Area, Dispel Supernatural Effect, Extra Turning, Prevent Supernatural Manifestation, Favored Enemy: Outsider +3, Spell Resistance, Expunge, Extra Turning, Area Of Protection.

Possessions: Cudgel/cane, Bible, priest's uniform, various religious paraphernalia.

THE MORROW PROJECT

Underground, USA

In the middle years of the twentieth century, a large number of men and women were cryogenically frozen in hidden subterranean bunkers, along with massive stockpiles of military ordinance.

More than a hundred of these bunkers, large and small were buried across the continent in an effort to ensure the survival of America after the Nuclear War of 1989 occurred.

The Nuke War never came, but this sleeping army is still down there waiting to rescue civilization from the radioactive ashes of a doomsday that never was.

PHYSICAL DESCRIPTION

Every physical description, people in perfect health.



CLASSIFICATION Lawful Good

Morrow Project bunkers have been found in the oddest places, and when the cryogenic soldiers are awakened, they are very annoyed not to find hordes of slaving mutants, glowing craters, death bikers, or helpless people trying to scrape out a life in the crumbling radioactive ruins.

Sometimes, they have been known to help Bureau 13 with a problem matter, but afterwards they immediately return to their bunker, slam the hatches, and return to their icy sleep to dream of some future doomsday.

The Project is equipped with the very latest in advanced military weapons, hardware, and vehicles for 1989. It's best to keep them from playing with nukes.

DR. OFFIDILE

Boston, MA

Dr. Offidile is a historian that was fired from a large Eastern university due to his interests in the darker aspects of magic.

PHYSICAL DESCRIPTION

A short man with a pronounced potbelly, he wears bifocal glasses, carries an ebony walking stick, and often hums Gilbert & Sullivan show tunes when he thinks nobody is noticing.

CLASSIFICATION Chaotic Good

Affectionately known as "Doc Crock", he manages a small bookstore in Boston. A veritable of misplaced historical fact and reference, Dr. Offidile will gladly deluge you with a torrent of information for endless hours. If the Agent brings a bottle of 80 year old Single malt scotch, Offidile will take the agent home to his book filled townhouse and show him even more material. He has a collection of brilliant, but eccentric, friends who have staggering resources in history, magic, philosophy, religion, and science. This paranormal Think Tank is renowned for ferreting out information long believed to be lost to the Human Race.

The good doctor enjoys helping the Bureau and goes out on an occasional mission. He packs a Walther .38 PPK loaded with wood and silver bullets. His shop is protected by the ghost of a Royal Canadian Mounty named Earl Sterling, who died in Chicago under odd circumstances in 1991.



Dr. Offidile (Smart Ordinary 7) CR 6; HD 7d6 +7; hp 34; Mas 13; Init +0; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (class +2); BAB +3; Grap +2; Atk +2 melee (1d6-1, walking stick); Full Atk +2 melee (1d6-1, walking stick); FS 5 ft. by 5 ft.; Reach 5 ft.; AL; SV Fort +3, Ref +2, Will +5; AP 0; Rep +3; Str 8, Dex 10, Con 13, Int 16, Wis 12, Cha 14.

Occupation Academic

Skills Craft (Writing) +13, Decipher Script +15, Knowledge (Arcane Lore) + 16, Knowledge (Civics) +13, Knowledge (History) + 16, Knowledge (Theology and Philosophy) +14, Profession +11, Research +15, Search +11.

Feats Simple Weapons Proficiency, Educated, Studious, Windfall x2

Possessions Walking stick, Walther .38 PPK

DR. RAY ROBERTSON

San Jose, CA

This is the technical wizard in charge of Bureau 13's weapons and equipment.

PHYSICAL DESCRIPTION:

Average height, average build, dark hair, piercing blue eyes.

CLASSIFICATION Lawful Good

Consignments of special equipment to agents will often be modified by Dr. Robertson whether Agents want them to be, or not. He is a natural born tinkerer who believes the more impossible the job, the better! Difficult orders will be delivered to agents within 2 days; the impossible in 72 hours. Orders may have an additional group of gadgets for testing. On rare occasions, Robertson will even show up to demonstrate equipment. Although serious about his work, the man rarely speaks about himself, and never about the inner workings of the Bureau. At times, Dr. Robertson seems overly cautious of the paranormal, almost cowardly, but Agents who have seen him in a crisis say he is nothing of the sort.

Yet this peaceful scientist is the only man alive that is a true friend to JP Withers and knows his true story. He personally built JP's legendary Mustang and equipped it far beyond what was believed possible.

Remember that all requests can be submitted but the results you get may be different then you expected.



Ray Robertson (Smart Hero 3, Techie 10) CR 13; HD 13d6 +13; hp 70; Mas 13; Init +0; Spd 30 ft.; Defense 16, touch 16, flat-footed 15 (class +5, dex +1); BAB +6; Grap +5 Atk +8 ranged (2d6, Beretta 92F); Full Atk +8/+3 (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Bureau 13, science, good; SV Fort +5, Ref+4, Will+10; AP 6; Rep +4; Str 8, Dex 10, Con 13, Int 18, Wis 12, Cha 14.

Occupation: Technician

Skills Computer Use +23, Craft (Chemical) +22, Craft (Electronic) +26, Craft (Mechanical) +26, Craft (Structural) +22, Disable Device +20, Knowledge (Earth and Life Science) +20, Knowledge (Physical Science) +12, Knowledge (Technology) +22, Repair +20, Research +14

Feats Simple Weapons Proficiency, Educated, Builder, Personal Firearms Proficiency, Gearhead, Studious, Point Blank Shot, Combat Expertise, Bureau Agent.

Talents Savant: Craft (Electronic), Savant: Craft (Mechanical), Jury Rig +4, Extreme Machine, Build Robot, Mastercraft (Electronic), Mastercraft (Mechanical) +2.

Possessions Electronic and mechanical repair kits, various instruments, lab coat

ROSEY CRUSTACEANS

Castro, CA

The Rosey Crustaceans are an order of monks on the Pacific Coast.

PHYSICAL DESCRIPTION

Humans

CLASSIFICATION **Chaotic Good**

The RC belief that eating seafood leads to spiritual salvation is scoffed at by every church as these gentle folks pray on the beaches of Southern California.

Only Bureau 13 and a few tourists fully supports this group as they have become an outstanding source of information about the ocean.

Some of the green-robed monks claim they can talk to whales, dolphins, and even the occasional tuna. Many believe that there is something a little fishy about this group.



SENASAC, KOENIG & BRYAN

Attorneys for the Paranormal

Houston, TX

Sometimes, the Bureau needs legal counsel that is not directly connected to the Government.

PHYSICAL DESCRIPTION

Lawyers, Humans & a Ghost

CLASSIFICATION **Lawful Legal**

In late 1989, the firm of Senasac & Koenig gained a ghostly helper in the form of William Jennings Bryan, one of the most outstanding legal counsels of the last century. The three lawyers have been both friend, and annoyance, to the Bureau, as they always place the interests of their clients ahead of the wishes of the Bureau. Their fees are high, but no case is too strange to handle.

THE SOCIETY

In a Campground Near You

Scattered across America are groups of people who re-enact the glory of the Middle Ages.

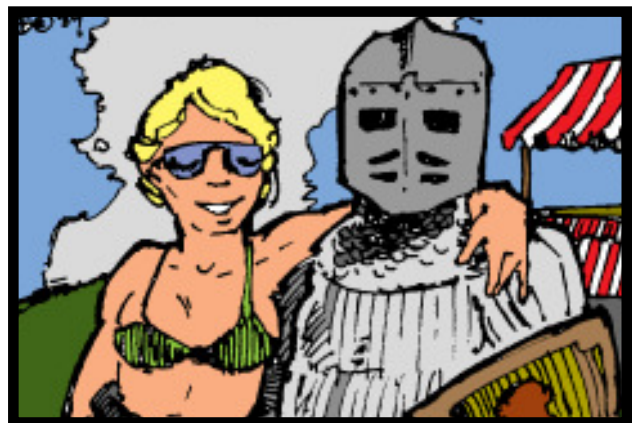
PHYSICAL DESCRIPTION

Normal Humans

CLASSIFICATION **Chaotic Good**

This Society for Creative Medievalism has often been a godsend to Bureau 13 agents when they were having trouble dealing with historical politics, spirits or medieval artifact identification.

These folks take their hobby seriously and have produced the first expert knights since the 1600's. Their sword and shield training is outstanding. Every August about 20,000 of them build a three week encampment in central Pennsylvania that even frightens hardened bikers.



THE SHEFFER FAMILY

Atlanta Georgia

A family of outstanding businessmen that dates from the turn of the previous century.

PHYSICAL DESCRIPTION

Humans but most family members have a silver streak somewhere in their hair.

CLASSIFICATION **Lawful Good**

The Sheffer family has its fingers in politics, entertainment, newspapers, brewing and countless other facets of every-day life. Use of the Sheffers requires owing them a favor - that they always will collect later on in the future. These favors will always be, legal in nature and for a good cause.

Several of the Sheffers have become Bureau agents in the last 20 years. All have performed with honesty and perseverance no matter the situation. The family considers having family in the Bureau a Badge of Honor.

RICH TUCHOLKA

Pontiac, MI

A semi-retired Bureau 13 operative, Tucholka was the former head of the DisInformation Department, and the only DC Office survivor of the massacre of 77.

PHYSICAL DESCRIPTION:

A once-dashingly handsome man now of middle years, with touches of silver in his hair. A smiling demeanor hides a coiled tiger of intelligence, and raw animal magnetism that only attracts stray cats and skunks.

CLASSIFICATION **Lawful Good... Maybe Chaotic Good.**

If a Bureau 13 agent can find him, Richard will aid them with a wealth of information about occult history, basic Bureau operations and more.

His current cover is that of a senior computer technician and part time role-playing game designer. However, his basement "secret office" is a fortified arsenal of paranormal files and a few artifacts.

Rich Tucholka (Smart Hero 6, Agent 10) CR 13; HD 6d6 + 10d8; hp 69; Mas 10; Init +6; Spd 30 ft.; Defense 18, touch 18, flat-footed 17 (class +7, dex +1); BAB 10; Grap +9; Atk +11 ranged (2d6, S&W 920 S); Full Atk +11/+6 (2d6, S&W 920 S); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Bureau 13, good, history; SV Fort +6, Ref +14, Will +13; AP 8; Rep+7; Str 9, Dex 13, Con 10, Int 17, Wis 14, Cha 15.

Occupation Creative

Skills Bluff +14, Computer Use +12, Craft (Writing) +15, Craft (Structural) +12, Decipher Script +15, Disguise +4, Gather Information +12, Investigate +24, Knowledge (Arcane Lore) +31, Knowledge (Art) +14, Knowledge (Business) +9, Knowledge (Civics) +10, Knowledge (History) +30, Knowledge (Popular Culture) +13, Knowledge (Theology and Philosophy) +24, Listen +4, Profession +21, Research +30, Sense Motive +4, Spot +13.

Feats Simple Weapons Proficiency, Educated x3, Personal Firearms Proficiency, Combat Expertise, Bureau Agent, Alertness, Lightning Reflexes, Studious, Armor Proficiency (Light), Archaic Weapon Proficiency, Dodge, Heroic Surge, Creative, Attentive, Improved Initiative, Deceptive, Point Blank Shot.

Talents Savant: Knowledge (Arcane Lore), Savant: Research, Savant: Knowledge (History), Supernatural Sensitivity, Create Background, Evidence Dispersal, Supernatural Resistance, Paranoid Reaction, Equipment Upgrade, Read Between The Lines, Know Weaknesses.

Possessions Colt .45, Notebook



WEINSTEIN'S FORENSIC SWAT TEAM

Atlanta, GA

When a specialized medical analysis, or a difficult corpse identification, is needed, the Bureau calls Professor Julius Weinstein and his forensic team. This brilliant group of students and their foul tempered leader can always determine the cause of death, no matter how strange or obscure the methodology.

Their motto of: "The truth in 48 hours or your body back!" hangs over their table at the trendy Stahl's Pizzeria where the crusty pathologist and his students can often be found disgusting the other customers as they gleefully talk shop. Prof. Weinstein has strong ties with the Atlanta Disease Center, and many other medical specialists across the world, including the Tokyo Radiological Institute and Hungary's Schlichter Gyorgy Medical Institute.



Julius Weinstein (Smart Ordinary 8) CR 7; HD 8d6 -8; hp 30; Mas 8; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (class +3, dex +2); BAB +4; Grap +4; Atk +4 melee (1d4, knife); Full Atk +4 melee (1d4, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Hippocratic Oath, good, science; SV Fort +1, Ref +4, Will +5; AP 0; Rep +3; Str 10, Dex 14, Con 8, Int 16, Wis 13, Cha 12.

Occupation Investigative

Skills Computer Use +14, Craft (Chemical) +14, Investigate +17, Knowledge (Civics) +16, Knowledge (Earth and Life Science) +17, Knowledge (History) +14, Knowledge (Physical Science) +16, Knowledge (Technology) +16, Profession +12, Research +16, Search +12, Sense Motive +3.

Feats Personal Firearms Proficiency, Simple Weapons Proficiency, Educated x2, Attentive, Studious.

Possessions Medical Kit, CSI Kit, lab coat, beeper

THE WHITE WITCH

Wilmar, MN

Barbara Platt is the descendant of a family who fled the witch trials of Massachusetts, and a practicing expert in white magic.

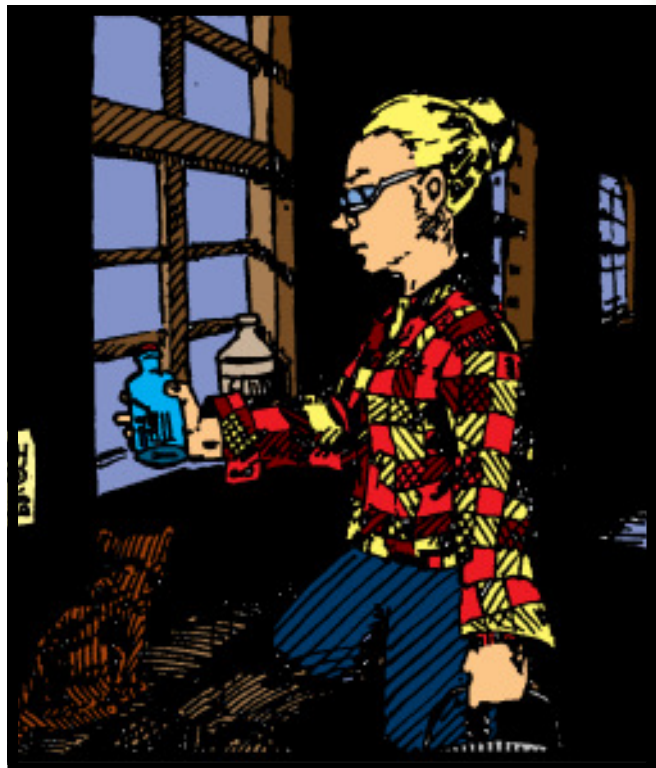
PHYSICAL DESCRIPTION:

A pleasant, smiling middle-aged woman, with touches of gray in her blond hair.

CLASSIFICATION **Lawful Good**

The last of the Platt family, Barbara has dedicated her white magic to helping these in need. This fact has seriously alienated her from most contact with the darker users of arcane forces, along with their many minions.

Living far from the edge of civilization, the Platt farm is self-sufficient and protected by her prodigious magic. Communication with Barbara at her rural farm is handled through a high school librarian named Joseph Bueller. Due to her lack of phone service, any contact takes 2d10 hours to get a reply. If she likes your team you will often get an apple pie mailed to you. If you annoy her milk and beer will sour around you for a week.



Barbara Platt (Smart Hero 5, Mage 10) CR 15; HD 15d6; hp 85; Mas 14; Init +5; Spd 30 ft.; Defense 18, touch 18, flat-footed 17(class +7, dex +1); BAB +7; Grap +7; Atk +7 melee (1d6, staff); Full Atk +7/+2 (1d6, staff); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: good, magic, solitude; SV Fort +6, Ref +5, Will +9; AP 7; Rep +3; Str 10, Dex 12, Con 14, Int 17, Wis 8, Cha 13.

Occupation Academic

Skills Concentration +16, Craft (Chemical) +21, Craft (Writing) +21, Decipher Script +23, Knowledge (Arcane Lore) +29, Knowledge (Art) +23, Knowledge (Behavioral Science) +11, Knowledge (History) +29, Knowledge (Theology and Philosophy) +13, Listen +1, Profession +17, Research +29, Search +7, Sense Motive +1, Spot +1,

Feats Simple Weapon Proficiency, Alertness, Heroic Surge, Educated x2, Studious, Superior Spell Knowledge, Archaic Weapon Proficiency, Combat Expertise, Low Profile, Improved Initiative, Point Blank Shot.

Talents Savant: Knowledge (Arcane Lore), Savant: Knowledge (History), Savant: Knowledge (Research), Arcane Skills, Spells, Scribe Scroll, Brew Potion, Scribe Tattoo, Spell Mastery, Combat Casting, Spell Mastery, Maximize Spell. Spells per day: 4/6/5/4/4/3

Possessions Wand, spellbook, various spell components

J.P. WITHERS

Right Behind You

John Withers is a Bureau 13 phenomena better left entirely alone. J.P. is an agent with a reputation that is respected, and feared, across all of North America and beyond. If a Bureau 13 team gets into serious trouble with the forces of Evil or the Law, a single phone call to a remote answering service has a chance of summoning his help.



PHYSICAL DESCRIPTION:

A slim man with straight shoulders, loose fitting clothing, tennis shoes, a .357 Automag, pale brown hair, and eyes that sparkle with thoughtful insanity. A few survivors say he has a minor Southern drawl.

CLASSIFICATION **Chaotic Good**

The general opinion is that J.P. is not truly sane anymore. As a survivor of the Massacre of '77, he has vowed to find the people responsible, and make them sorry, very, sorry. J.P. has also sworn to never let such a disaster happen again. The safety of the Bureau and its' agents are now the primary concerns in JP's life, with the United States of America in second place.

This might be a good thing except that J.P. is prone to rescue a team in a manner almost guaranteed to kill half of them. Where paperwork would help, J.P. uses dynamite. Where one stick of dynamite would do the job, J.P. uses 6 and one more for good luck. No matter what he sees as an obstacle, J.P. will surmount it with the absolute maximum amount of force available, regardless of the consequences. He believes the saving of a single Bureau 13 agent is worth putting a dozen civilians into traction.

J.P. Withers has a charisma of 20, with a matching Luck. However, his Wisdom fluctuates. Outstanding Karate and Demolition Feats top his long range of

talents. He drives a Ford Mustang sports car he often refers to as "Ingrid", and then pauses as if the machine were answering him. Although technically still on active duty, J.P. has received no assignments from the Bureau in a decade and many believe that the hierarchy is terrified of him.

There are rumors that J.P. has walked in hell itself and has been regenerated to his youthful appearance several times by forces unknown. It is also rumored he is blessed by both Heaven and Hell for services rendered and is now caught on earth between the light and dark.

Survivors of encounters with J.P. have reported he has a genuine soft spot in his heart for small children and dogs. J.P. also smiles a lot. His smile is often the very last thing you will ever see in this life.

CALLING J.P. WITHERS FOR HELP

Agents who are desperate enough to call J.P. have a flat 80% chance to get a message to his answering service. This is the GM's decision, give the players 60 seconds to describe why J.P. should help them. Then J.P. will decide how to respond.

RESPONSE TIME

01-50	LONG	d10 +06 hours
51-75	AVERAGE	d6 +04 hours
76-85	SHORT	d6 +02 hours
86-95	VERY SHORT	d4 +01 hour
96-99	LIGHTNING FAST	d6 +30 minutes
00	THERE'S A KNOCK ON THE DOOR!	



PROF. ARTEMUS WOLFE

Paw Paw, MI

An expert on the medical aspects of the occult, he runs the Wolfe Testing Lab in Michigan.

PHYSICAL DESCRIPTION:

A beefy man with wide shoulders, a dimpled jaw, and eyes as black as his hair. Although single, he wears a gold ring of unknown origin.

CLASSIFICATION **Chaotic Good**

The professor's lab is secretly the Bureau's Were Control Center. His expertise in biochemistry and medicine have led to the creation of a Were Vaccine.

Artemus Wolfe (Dedicated Ordinary 7) CR 6;
HD 7d6; hp 25; Mas 10; Init -1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13(class +4, dex -1); BAB +5; Grap +6; Atk +6 melee (1d6+1 club); Full Atk +6 (1d6+1 club); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: good, Hippocratic Oath, science; SV Fort +4, Ref +1, Will +5; AP 0; Rep +3; Str 12, Dex 8, Con 10, Int 15, Wis 13, Cha 14.

Occupation Doctor

Skills Craft (Pharmaceutical) +13, Investigate +13, Knowledge (Arcane Lore) +15, Knowledge (Behavioral Science) +15, Knowledge (Earth and Life Science) +16, Knowledge (Technology) +15, Treat Injury +12

Feats Simple Weapons Proficiency, Educated x2, Personal Firearms Proficiency, Bureau Agent.

Possessions Cane, lab coat, medical bag, dart gun



WYPYCHOWSKI, THE CABBY

Manhattan, NY

Darting in and out of downtown traffic in New York City is a paranormal cab driver named Waju Wypychowski. For the past four decades, "Wajo" has been the voice of supernatural happenings in the Big Apple, along with being the best cab driver in the city.



PHYSICAL DESCRIPTION:

Short and stocky, this bull of a man has a rough exterior but a heart of gold tarnished with tobacco stains. He speaks more than a dozen languages as well as Hindi and Swahili.

CLASSIFICATION **Chaotic Good**

While cheerful and friendly, Wojo is often amused by the magical beings that seem to seek him out for inner-city transportation. Mr. Wypychowski professes to be good buddies with the city elementals of Manhattan, and it could be true. Since 1964, his

checker cab has gone un-scratched through the turbulent New York traffic, and the last mugger who dared to pull a gun on him was struck by lightning a few feet from his cab.

It will often take d10 hours to actively locate Wojo in the city. There is a 10% chance of finding him at Midtown Mike's Bar at 18 W. 40th, or at his home in Brooklyn. During dire Bureau emergencies, he is always close. He will not approach the Former Twin Towers Site. Tip him well.

SHAN and TRISH

Pittsburgh, PA

Shannon and Patricia Gallatin, a married couple, run the Midwest Renaissance Festivals circuit, dressed in cavalier garb, with Trish's son, David.

PHYSICAL DESCRIPTION Shan is six feet tall, has long, straight brown hair, wears a well-trimmed Van Dyke beard, has a wicked grin, and brown eyes. His autonomic functions make women swoon. Trish is half a foot shorter than her husband, has shoulder-length black hair, dark sad eyes, is quite charming, and is immune to her husband's attempts to charm his way out of trouble.

David has an olive complexion (from his biological father), and short black hair and dark eyes like his mother.

CLASSIFICATION **Neutral Good with Chaotic Teenager**

This family lives in a small, rented house outside of Pittsburgh. Shan and Trish have been found to have a supernatural bond, enabling them to act as if they were of one mind. This bond has served the couple well in their repeated run-ins with the supernatural (a vampire, a baby dragon, and a small sea monster in the Allegheny River). The two are trained fencers, and Trish is a seamstress (she made her own wedding dress for their Renaissance wedding, in which Daniel Stewart was best man).

Shan is a glazier (installs windows) who collects sci-fi and pop culture memorabilia, and he has been combat-trained by a former Special Forces operative simply known as "Joseph". David is merely a teenage boy who loves goofing around with Shan and driving his mother crazy. Trish is the most dangerous one of the three as she will defend her family with her life, and an epee.

This family makes up one of the only Family teams in the Bureau. Contact with them gives the team an edge when dealing with the Renaissance Fair or Science Fiction communities. Not to be confused with The Society. The Gallatins are a primary teacher of sword and fencing skills to new bureau agents.

Shannon Gallatin (Charismatic Hero 4, Fast Hero 3, Soldier 1) CR8; HD 4d6+3d8+1d10; hp 60; Mas 15; Init +3; Spd 35 ft.; Defense 19, touch 19, flat-footed 16(class +6, dex +3); BAB +4; Grap +5; Atk +7 melee (1d6+1/18-20, rapier); Full Atk +7 melee (1d6+1/18-20, rapier); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Good, wife, friends; SV Fort +6, Ref +8, Will +4; AP 4; Rep +4; Str 13, Dex 16, Con 15, Int 14, Wis 14, Cha 18.

Occupation Blue Collar

Skills Balance +6, Bluff +11, Craft (Mechanical) +9, Craft (Structural) +9, Craft (Visual Art) +5, Diplomacy +5, Escape Artist +6, Knowledge (Arcane Lore) +9, Knowledge (Current Events) +6, Knowledge (Popular Culture) +13, Knowledge (Tactics) +6, Profession +3, Repair +9, Sleight Of Hand +6

Feats Simple Weapons Proficiency, Dodge, Combat Reflexes, Agile Riposte, Combat Expertise, Lightning Reflexes, Archaic Weapon Proficiency, Weapon Finesse.

Talents Charm, Coordinate, Evasion, Increased Speed.

Possessions Fencing gear and epee, fedora,

Patricia Gallatin (Charismatic Hero 3, Dedicated Hero 3, Shadow Slayer 1) CR7; HD 3d6+4d8+7; hp 45; Mas 13; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14(class +4, dex +2); BAB +4; Grap +5; Atk +7 melee (1d6+1, rapier); Full Atk +7 melee (1d6+1 rapier); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: good, family, friends; SV Fort +6, Ref +6, Will +7; AP 3; Rep +3; Str 13, Dex 15, Con 13, Int 15, Wis 16, Cha 18.

Occupation Adventurer

Skills Bluff +17, Craft (Visual Art) +11, Diplomacy +10, Gather Information +10, Knowledge (Arcane Lore) +13, Knowledge (Current Events) +11 Knowledge (History) +13, Knowledge (Popular Culture)+11, Listen +9, Profession +12, Spot +10

Feats Archaic Weapon Proficiency, Simple Weapons Proficiency, Dodge, Combat Reflexes, Agile Riposte, Mobility, Blind-Fight, Combat Expertise.

Talents Charm, Favor, Skill Emphasis: Bluff, Aware, Detect Shadow.

Possessions Fencing gear with epee

FRIENDS & ENEMIES

TOP SECRET

Somewhere in that murky twilight zone floating between good and evil, there is a collection of oddballs who are potential allies. While sometimes friends, these interesting folks can also be a serious source of danger to the Bureau

NEUTRALS

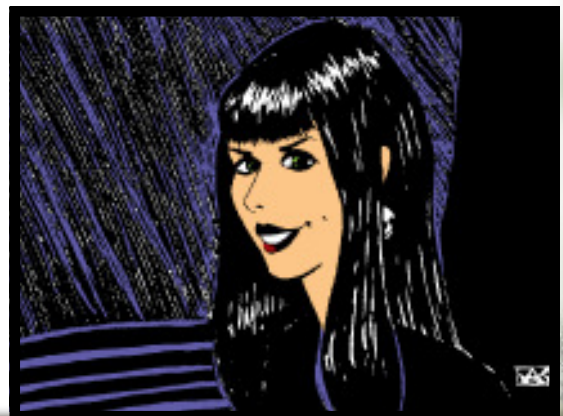
"These people are the ones who can either help or harm, aid or deter, be our savior or our death. It's as if they flip a coin to see how they'll affect us today. Riding the middle of the road is always dangerous."

Robert Poloskey, Bureau Archivist, Team Coldfire.

Laura "LULU" Koehler

New Jersey

This frail college freshman has compiled a list of musicians and bands that have coincidentally been associated with appearances of the supernatural. This has lead to other odd discoveries. Having connections with New Jersey's local music scene, "Lulu" may be a fan, but she is a proficient researcher. Currently attending Rutgers University for a Computer Security degree "Lulu" has hacked Bureau Databases several times and it is only a matter of time before she uncovers too much.



PHYSICAL DESCRIPTION “Lulu” is just under five feet tall, with long black hair, dark eyes, a deathly pallor (helps to maintain her Goth image), and a very disarming smile to those close to her. Always seems to be suffering from some malady or illness. Those who meet her find her sweet disposition offsets her frail looks. Known to comment on cool things by saying “awesome tosseem”.

CLASSIFICATION **Neutral Nosey**

Laura “Lulu” Koehler (Smart Ordinary 5, Charismatic Ordinary 2) CR 6; HD 7d6; hp 30; Mas 10; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 14 (class +4, dex +1); BAB +4; Grap +3; Atk +3 melee (1d3-1 nonlethal, unarmed); Full Atk +3 melee (1d3-1 nonlethal, unarmed); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: fun, good, music; SV Fort +5, Ref +4, Will +3; AP 0; Rep +3; Str 8, Dex 13, Con 10, Int 15, Wis 12, Cha 14.

Occupation Student

Skills Computer Use +12, Craft (Writing) +11, Decipher Script +11, Knowledge (Art) +16, Knowledge (Current Events)+ 16, Knowledge (Earth and Life Science) +15, Knowledge (Physical Science) +11, Knowledge (Popular Culture) +15, Profession +11, Research +12, Search+10.

Feats Simple Weapons Proficiency, Educated x2, Run, Dodge.

Possessions Portable music player, goth clothing, cellphone, laptop



GULLIVER & JONES

Cleveland, OH

Sometimes, the walls really do have ears. In this case, they also have small beady eyes, whiskers, a tail, and an insatiable curiosity.

PHYSICAL DESCRIPTION Human Normal, and Mutant Rat Normal.

CLASSIFICATION **Chaotic Good**

This is the detective agency of Gulliver and Jones, a partnership between a human and a rat. Gulliver is an Alpha, a rare creation of chemical spills and genetic mutation the Bureau has encountered before in isolated parts of the US. These new mutants have near-human intelligence and manipulative digits.

On the other hand, David Jones is just an ordinary guy with a shabby detective agency that has seen better days. He works freelance for the Bureau on occasion, when he's not trying to keep Gulliver out

of trouble. Gulliver would like to join the Bureau. Jones is not too sure.

JOHN LETHERMAN

Detroit, Michigan

A master of big business, and corporate finance, John is a prime helper of Bureau 13 and has the ability to locate hidden financial records, gain access large amounts of ready capital in short order, or launder money. He is very appreciative of the Bureau's covert help to save one of the nation's leading automotive manufacturers, along with a banking conglomerate he was involved with. He was also grateful for being kept out of jail for Insider Trading of large blocks of Kawapian Oil Stocks.

While hard to contact, John is friendly and easy-going. Unless you are on the other side of a negotiation table, then he's a bulldog.



Recently, John has been under the harsh scrutiny of the Justice Department and the friends of Senator Webber. He has not been indicted yet.

PHYSICAL DESCRIPTION:

Tall, well-dressed, doesn't say a lot.

CLASSIFICATION **Lawful Good**

John Letherman (Charismatic Ordinary 6) CR 5; HD 6d6 +12; hp 36; Mas 14; Init -1; Spd 30 ft.; Defense 11, touch 11, flat-footed 11 (class +2, dex -1); BAB +3; Grap +3; Atk +2 ranged (2d6, Beretta 92F) ; Full Atk +2 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: wealth, law, good; SV Fort +5, Ref +2, Will +3; AP 0; Rep +3; Str 10, Dex 8, Con 14, Int 13, Wis 12, Cha 15.

Occupation **White Collar**

Skills Bluff +10, Diplomacy +14, Gather Information +14, Knowledge (Art) +2, Knowledge (Business) +12, Knowledge (Civics) +13, Profession +10, Research +10, Sense Motive +7.

Feats: Simple Weapons Proficiency, Educated, Attentive, Trustworthy, Windfall.

Possessions Cellphone, briefcase, Beretta 92F with concealed holster

KITCHEN WITCHES

Right Next Door

These are part-time spellcasters who dabble in good magic.

PHYSICAL DESCRIPTION Ordinary Humans.

CLASSIFICATION **Chaotic Lawful**

In spite of their considerable inherited talents, the Kitchen Witches will often use inferior generic components to substitute for more expensive ingredients for spellcasting, with the expected disastrous results.



MATERIAL REQUIREMENT

Priceless Gem
Rare Herb
Special Chemical
Animal Sacrifice

COMPONENT SUBSTITUTE

Common Gem
Fresh Vegetable
Drug Store Supplied Chemical
Fresh Chicken leg

REAL CHEAP SUBSTITUTE

Shopping Network Jewelry
Dollar Store Onion Flakes
Over Cleaner
KFC Chicken Leftover

THE SMALL TOWN SHERIFF

Everywhere

As a Federal agent, you have the ability to call upon any local law enforcement to assist you in a case. However, the trick will be to keep them ignorant of the supernatural element of the matter in the beginning of the investigation. Given proof, they can sometimes become fast friends and helpers. At times disbelief will distance them from Bureau Agents.

PHYSICAL DESCRIPTION Ordinary Humans. Well trained in Police tactics and Equipment that will have access to stocks of weapons, equipment and vehicles.

CLASSIFICATION **Lawful Good**

The recommended Bureau procedure is to fabricate a story the police can believe until something eats a deputy or manifests in all its hellish glory.



ZORCH THE PROPHET

Anywhere

Zorch is a serious problem for Bureau 13. This strange and moderately unbalanced individual is known for his ability to attract followers no matter how goofy, or dangerous, his self-proclaimed cause of the month is.

PHYSICAL DESCRIPTION:

An average man of indeterminate age. He has a riveting speaking voice while talking to a crowd.



CLASSIFICATION

Chaotic Neutral

If Zorch were to choose a single cause, he would merely be considered a minor nuisance. But he shows up monthly with a new campaign to "wipe out beets in our lifetime" or "abolish hubcaps". Zorch has outstanding Luck that allows him to be in the right place at the wrong time.

Unfortunately this luck does not extend to his followers who have a monstrously high attrition rate. Neither good nor evil, he is tolerated as a fact of life by the Bureau, and makes for interesting stories to tell Green Agents.

Zorch is unaware he has the ability to empathically mind control those around him. He is friendly, likable, and weird. There are rumors Zorch

has a sister named Z who shares his abilities.

OROAG TIME MASTER

Anywhen

Bureau 13 has an occasional visitor that is an Enigma. The most brilliant inventor of a time forgotten, Oroag shows up when he needs something or warns Bureau Agents of future problems.

PHYSICAL DESCRIPTION:

A very typical Neanderthal in buckskins, boots, and a tool belt.

CLASSIFICATION **Chaotic Neutral**

This Neanderthal is the master of time with wood, stone and crystal. He has travelled extensively across time and is mostly not happy with the future he has seen. He is his own person, having no alliance to any agency or government. At times he has appeared to make cryptic suggestions to Bureau 13.

In the 1990's and early 2000's Oroag has appeared a number of times mostly to Robert Harrison. Unfortunately he appears different at each appearance, sometimes older and then younger. It is speculated he may not even be from the Timeline of this Earth.

If Oroag appears on his wood and crystal Time Sled and hands you something, consider keeping it close.

Harrison's only comment has been "I call him Father and he drinks my beer."



CARSTAIRS WADE FAMILY

New Freesia Valley, WVA

A family with a long tradition of Alchemists and Sorcerers

PHYSICAL DESCRIPTION:

Normal Human "The Duchess" is just under six feet tall, and the force of her personality is such that she is generally remembered as being even taller. Her physical appearance is somewhere between Snow White and fashion diva with coal black hair, emerald eyes and a pallor that would Wednesday Addams would be proud of.

CLASSIFICATION **Chaotic Neutral**

In the far back hills of West Virginia, there is a family and a town with a monumental secret. East of Black Thorn Road where Delta Rd. 4 ends is the small town of New Freesia and the site of the long abandoned New Freesia Anthracite Mine.

The small group of homes and a population of two hundred are under the protection of the estate of the surviving members of the Carstairs-Wade clan. Members of this old family are steeped in a long tradition of sorcery and alchemy that goes back to the dying days of the Roman Empire.

This family supports itself in wealth and luxury along with its vassals by the clandestine manufacture of near-perfect natural diamonds. The Carstairs-Wade mansion complex is built over a natural cavern that connects into the deep mine. Coal from this mine is altered through alchemical technique and time compression. These diamonds are virtually flawless blue-whites and fancies, virtually indistinguishable from those mined from Koidu-Sefadu in Africa.

The family is now headed by Darcy Arabella Carstairs-Wade, one of the few survivors of a Geneva-Group intervention that terminated 16 members of her immediate family and more than 30 servants. Other than Darcy, the only known survivors of the 2001 attack are her younger brother and two aunts who are now hiding in Europe. There are rumors that Darcy's Great-great Uncle Roget is an undead mage-alchemist trained by the legendary Merlin himself, and is still residing in the catacombs of the mansion.

Bureau 13 took notice of this family in the 1930's, and because of their honorable practices, has formed a mutual aid pact that has lasted through the decades. For services, protection and unusual requests, the Bureau is rewarded with large quantities of gem and industrial quality diamonds that they are able to disperse on the market.

The family also has ties to Banks in Switzerland, the Russian Mafia, the Chinese Tongs and the Yakusa. They have also been under the scrutiny of the Geneva Group, who has absolutely no tolerance for competitors in the diamond market and would like to know how these diamonds are manufactured.

Without warning in 2001, a group of 24 Geneva Group sponsored mercenaries all but eliminated the family as well as four Bureau agents. Once the last family member at the estate died, however, the land itself, magically warded, and her Uncle awoke and turned on the hit squad. and terminated them with extreme bloody prejudice.

On Darcy's return and reclamation of the estate, she set into motion a magical revenge that incinerated half of the Board of Directors of the Geneva Group, in full sight of 100 stockholders. While the news covered this as a terrorist attack, the Geneva Group knew better.

While Darcy appears to be a socialite, preferring style to substance in all ways, she is much more. The town is very protective of the Carstairs-Wades, as they provide their livelihood and keep them healthy and secure.

Harrison & Friends

The Bureau rarely sends me on missions of this nature but apparently the last Carstairs-Wade requested me by name. The cleanup was all but routine. Apparently those idiots from the Geneva group hired 6 more Mercs to pay the family back for the last few bodies. I found 4 of them frozen and 2 impacted into the canal wall with enough force to need a scraper to bag 'em. When it was over Darcy handed me a 1 pound bag of Diamonds as a thanks to the Bureau and a second small bag with a single \$50K stone. She said I was going to need that stone in 22 months. To be honest she scares the hell out of me...



Logbook of Robert Harrison

ENEMIES

TOP SECRET

These are the people and organizations that would like to see Bureau 13 thing of the past. Some know of its existence and hold a truce with the Agency. Some are active in very dangerous enterprises.

ENEMIES OF BUREAU 13

"For every ally we meet and associate with, there are those who wouldn't spit on us to put us out if we were on fire. These people and creatures have no compunction about destroying the Bureau and all it stands for. The people and groups on this list haven't made it any easier on us since the Massacre of '77. They are all business, and their business is getting better. That's why the Bureau is around- to shut them all down, or die trying."

Robert Poloskey,
Bureau Archivist, Team Coldfire



On the flip side of the occult coin are those sinister people and dark organizations that would love to see the demise of Bureau 13. Many simple matters have turned into violent nightmares of death and destruction due to the interference of these evil individuals.

These known foes are a never-ending source of trouble for the Bureau, as many of them are smart, ruthless, have vast fortunes, loyal followers, technology, magic, and high tech weapons.

Remember

01 Evil leaders almost never leave their place of security when they can have followers do the dirty work. Most of these followers are expendable.

02 The slaughter of members of these organizations is not the purpose of Bureau 13. Even evil people have legal rights, and are entitled to protection under the US criminal justice system. Unless you can catch them in the act, arrests are meaningless. Villains always have outstanding lawyers and know how to use them to their advantage.

THE 6th REICH

Midwestern US, Idaho, Argentina

This is an organization dedicated to returning the Nazis to power.

PHYSICAL DESCRIPTION:

Average men and women of Aryan stock.

CLASSIFICATION **Chaotic Evil**

Towards the end of the Second World War, Nazi mysticism reached its peak when Hitler formed a special unit of the Reich Central Security Department known as the RSHA, Ideological Research Division. Their purpose was simple, to preserve the Reich by any means possible, including magic, and to hunt for methods to bring the Allies to their knees. In their time they failed though their tradition has survived and they continue to scour the planet for magics to return the horror of the Nazis to the World. This final functional SS Group and its descendents are beginning a far reaching push organize their followers.

Bureau 13 knows The 6th Reich is being aided by a number of extremist organizations. It is rumored that Israel has formed a special branch of the Mossad that is tracking The 6th Reich. The Bureau believes The 6th Reich must be destroyed at any cost.



The “Cabal of Families”

Worldwide

PHYSICAL DESCRIPTION:

Average men and women

CLASSIFICATION **Chaotic Good and Evil**

Their roots trace back farther than the average person knows of recorded history. They are a group of families who control the powers behind the powers behind the throne. They have manipulated world events that have defined history. They possess power of all types: socioeconomic, magical, technological, and psionic. They are extremely long-lived, ambitious, capable, and patient. They are as willing to confront an opponent, as they are to simply out last them.

The “Cabal of Families” has literally seen and done it all. The Illuminati are a construct of theirs, to divert any attention away from their real dealings. The Cabal excels at obfuscation and deception. The Cabal consists of twelve major and seven minor families from around the world, which the Bureau is aware of. The Cabal is in the midst of an inter-Familial power struggle dating back to the 1850’s. If not for this “civil war”, the Cabal WOULD control everything. At the most, this conflict will come to a head in about two or three decades.

The Bureau has had contact with one of the Families, which has somewhat of a mutual agenda. The Bureau, after many communications with this Family, realize that an alliance with that particular Family, will help them do their own job better, while giving them the opportunity to monitor the greater situation. In late 2002, the Bureau finalized an alliance with the Price family, based in Augusta, Maine.

The Bureau is taking it slow with this alliance, knowing full well that the Price family’s motives are not necessarily altruistic.

The Price family is in a battle with the Kirlia family, a rogue family formed shortly after World War II. The Kirlia family plots to subjugate the planet, under the rule of dark, Elder Gods, such as K’Too’Loo. The Price family doesn’t want their power base destroyed, but knows that a full-out war would be too obvious to the world at large. Therefore, the Price family enlisted Bureau 13, who has had practice at secret warfare against supernatural enemies, to take out a mutual threat. The Price family, and lesser Families allied to them, have sent to Bangor-Maine between one hundred twenty-five and one hundred seventy-five of their best and brightest scions to become field agents. You can tell they’re in “casual” outfits when they deign to wear Armani. Their cufflinks are worth more than most Bureau agents’ monthly salaries. Most of these agents could buy a Colorado RV outright .

The Families

The Cabal consists of the following families.

Price

This Family is the one with the most Bureau contact. They lead the charge to stop the Kirlia Family from bringing Elder Gods to Earth. The Price Family has provided the Bureau with invaluable information of all kinds, ranging from the Cabal, to historical, arcane, financial, and political matters. To the outside world, the Prices are captains of industry. There are rumors of a sealed Magical Book Depository this is World Class in nature. There is also enough covert wealth in this family to buy a Third World Nation.

McCann

Merchants extraordinary. Based out of Richmond, Virginia, the McCann Family’s most overt face is that of Solstice International. This is a megacorporation with enough wealth to make them equal to a major nation. Secretly, they deal in cross-world trade, bringing magical knowledge and items to Earth. The McCann Family has a minimal knowledge of the Bureau, being more concerned with a complex inter-Family power struggle, and making money. The Bureau believes the McCann family may be a future addition to it’s agreement with the Price family.

Chen

Masters of political survival. The Chen family, based in China, have survived more social and political changes than any other Family. The Chens effectively run many of the Hong Kong Triads and Tongs, and are related to the last Imperial Dynasty. The Chens have mastered Chinese elemental magic, and use it to maintain their power.

Kharkov

One of the older Families (two millennia old, if not older), the Kharkovs originated from the Ukraine. Now based in St. Petersburg Russia, this Family has links to the Romanovs (the Tsar's family). Having followed the paths of power to the Tsar, the Kharkovs all but abandoned their homeland for a better life. When the Bolshevik revolution occurred in 1917, the Kharkovs went underground until the fall of the Soviet Union, and are now reconsolidating their power base with speed and determination.

Maeda

This Japanese Family has no seat of power, other than wherever many of them happen to be at the time. This tactic was created to protect them from the violence prevalent in the early half of the twentieth century. This also makes them exceedingly hard to track in this modern age. This Zaibatsu has secretly perfected a form of interdimensional travel, and seeks other business partners in other dimensions. They avoid the Inter-Family Wars, spending their time securing means to survive it all. They do not like the Fringeworthy. Their dimensional travel methods are very different then the IDA Explorers.

Aylmer

This British Family's power has waned tremendously, due to the shifting fortunes of the lands to which they have been tied. They are still powerful in the international shipping industry, but are still dwarfed by the Erasmus Family of Greece (see below). The Aylmers have ties to royal blood of most of Europe (through the British Royal family), and have the most to lose in the current inter-Family war. based in London and have keen involvement in the British parliament.



The Aylmers are the Key Political Force behind the British Monarchy

Rios

This old Spanish Family is the self-styled keeper of oceanographic lore, and is rumored to be seeking the lost city of Atlantis for its secrets. The era of Francisco Franco's reign served their purposes well. They stand to lose as much as the Aylmers in the Family war.

Medici

The infamous banking family, the historic Medici Family of Venice, has much more deep seated power than anyone could ever guess. To this day, they master world finance and banking, and possess many ties to the Vatican. They actually have bets riding on what families will survive the Family war.

Erasmus

The Greek Family has shipping all but in their back pocket, save for the Aylmer Family's holdings. The Erasmus is the most obvious of the Cabal's Families, having little or no interest in magic.

The Erasmus Family manipulates Middle Eastern politics as a side hobby. They are one of the initiators of the Inter-Family power struggle, having started it as a means to wipe out the Aylmers. Of course, with the best-laid plans of mice and men, it evolved into something no longer under the Erasmus' control.

Al-Barak

The oldest surviving of the Cabal's Families, with at least three millennia behind them, possibly much more. Believed to have connections to the Pharaonic bloodlines. This Family is the most patient, and has mastered the magical forces of its' past, while embracing the new millennium.

Da Costa

Brazil is the domain of this Family, and all of Rio de Janeiro knows it. Based there, the Da Costa Family has mastered all of the Meso-American lore and magic, from Mayan to Incan to Aztec. They have a rivalry with the Rios Family of Spain. The da Costas have a significant hand in botanical, bio-medical and environmental research, due to the Brazilian rainforest.

Akinrinrola

In Nigeria, this Family has used African tribal magic to secure their power base. However, they are fully versed in modern culture and technology. Their knowledge of tribal African lore is the only thing keeping them from being eradicated by the Al-Barak Family. The Akinrinrola have spies and agents in every tribe on the Dark Continent. Apartheid was ended, in part, by this Family.

Minor Families

There are several minor Families in the Cabal, those who have either fallen out of power, or those who have yet to attain major Family status. These Families wield great power and influence, but are mere shadows of the major Families. Some of these include:

Srinivasan

Based in Varanasi, India, this Family has been the Cabal's mediators for two millennia. They are ancient and powerful.

Karranza

Based in Bilbao, Spain, this Basque Family is secretive to even the Cabal, and are nearly as powerful as the Al-Barak Family. Originally based in Guernica Y Luno, until the Germans bombed the city in the Spanish Civil War.

Urbanik

Based in Heves, Hungary, this Family of Gypsies have relatives all over the world, by birth and adoption. The Urbaniks are the spies and rogues of the Cabal, having lost their major Family status in a previous inter-Family struggle and during the Nazi conquest of WWII.

Baldursson

Reykjavik is home to this Family, which has ties to most of the economy of northern Europe, and control of all of Fishing Fleets and Food production.

Khon

This Tibetan Family has mastered both divine magic and the power of psionics. They hide in the Himalayas, in contemplative study and meditation. They have had serious problem with Chinese intervention in the area.

Teo

In Singapore, this Family controls that city's technological base. Cybernetics, computers, and robotics are this Family's key to power. This Family has the most to gain in the inter-Family power struggle.

Kirlia

Originally founded around the cult of personality of Nikolai Kirlia, a minor Russian noble of the 17th Century. This man still lives today. In the wake of World War II, this man has taken advantage of the Family conflict to pull together the disaffected and fringe elements of the other Families to create his own Family.

The Kirlia Family's primary agenda is to bring about the return of the Elder Gods, such as K'Too'loo. The Kirlia Family mainly consists of those of the McCann and Kharkov Families, who saw that their respective relatives aimed too low on the matter of attaining power. Once proven to be in sync with the Kirlia Family's ideals, those wishing to join forever give up their old name, and take on "Kirlia" as their surname. The Price Family saw this danger to not only the Cabal, but to the world at large. This eventually brought about the alliance between the Prices and the Bureau.

The Kirlia Family will, discretely and indirectly, back any dark cult trying to bring the Elder Gods to Earth, often supplying them with information, weaponry, and, if necessary, capital.

Family Politics

The general outlook of the Families is one of wise land management and enlightened self-interest. After all, they wish to keep Earth around --that is where most of their holdings are. Addition-



ally they always think in the long term. Short-term gains mean nothing in the face of long-term losses. Patience over millennia has taught them this, sometimes at a very high cost. The Cabal is united in a goal to see the end of certain things: The Internet, specifically the free flow of information to anyone, anytime; the arise of an "Orwellian" society-any one government can easily track their movements; the end of ignorance and superstition. These elements cause people to act irrationally and make them difficult to control.

The agenda of the Cabal, the things they wish to support and control are: education (controlling what people know, controls how they will act), the economy (happy people make less trouble than unhappy people); religion, if only to provide an ethical and moral compass for people, not to provide an all-controlling group over the people (the Cabal learned their lesson from the Spanish Inquisition); environment- safe control of the environment will insure that their assets will provide value to them in the long run. The Cabal is not composed of rash or impudent people-it is an organization of immense patience. This is sometimes perceived as altruism, but history will be the final judge.

So, the Price Family is working with the Bureau to educate on the natural, to misinform on the supernatural, and to face the mutual threat of the Kirlia Family, and other supernatural dangers. The Price Family sees the Bureau as capable for the job at hand, despite the Bureau's relative inexperience in such matters.

Probable outcomes of this inter-Familial war are as follows: One Family will reign supreme (Orwellian Outcome-bad for everyone); Kirlia Family wins (again, bad for everyone); Status quo ante-bellum (would result in slow, patient sociopolitical change, not necessarily better for the world at large); one or more major Families are destroyed, and others fill power vacuum, which would result in a period of power fluctuation and unknown change (least predictable of options); Families collapse under strain of power struggle (mass chaos may result from lack of control, such as it has been under the Cabal during the struggle). As it stands, some of the world's major events in the last century and a half are either due to Cabal intervention or lack thereof.

CYBERPUNKS

Hidden Everywhere

The fusion of technology and medicine has created a cybernetic revolution that contemporary society is not yet prepared to handle.

PHYSICAL DESCRIPTION Normal people augmented with Robotic and Computer Technology.

CLASSIFICATION **Chaotic Evil**

Human and animal cybernetic augmentation is a growing threat to the security of America. These experiments have modified individuals to create superpowered individuals.

The primary augmentation is Strength and Dexterity. Secondary augmentation may be to implant ballistic plastic armor under the skin, robotic eyes, ears, and computer links that enhance the abilities of the character.

This process is time consuming, painful and does not always give the expected results.

Unfortunately, the organized crime and international terrorists are often responsible for such experimentation. Many of these Cyberpunks are psychologically twisted by the augmentation and slide into mental instability or meglomania

Many cyberpunks finish the finish the work of their creators and end up as criminals back on the dark streets that spawned them. A cyberpunk may end up as a criminal and go on a senseless crime wave augmented by their abilities. Quite often they need expensive drugs and treatments to continue the use of their augmentation.





GOSHNNAR

Toledo, Ohio

Long before recorded history, Goshnar of the 12 Mouths fell to this planet to begin conquest of the Earth without much success.

PHYSICAL DESCRIPTION A big, multi-eyed thing with twelve mouths.

CLASSIFICATION **Chaotic Stupid**

Appearing 100,000 years ago, Goshnar and his horde of slimy offspring were ruthlessly exterminated by Neanderthals. Deciding that his timing was just a little bit off, Goshnar began a hundred thousand year nap that terminated in 66 AD. The Romans, realizing that they had better things to do, exterminate his minions. Goshnar slept again until 1935 AD.

Trying something different, Goshnar implanted a tiny embryo at the base of his victim's spine. This gave him complete control over the victim ...until the embryo hatched and the grub ate its human victim. Realizing that they had better things to do, Bureau 13 has repeatedly hunted down and exterminated the Spawn of Goshnar, ruining his plans for world domination.

Goshnar's main ability is to slip away and return for another attempt at world domination every few years. Goshnar, now with insomnia, hates Bureau 13 and is considering Fast Food or Religion as a vehicle to World Control.

THE NEW AMERICAN THUGEE CULT

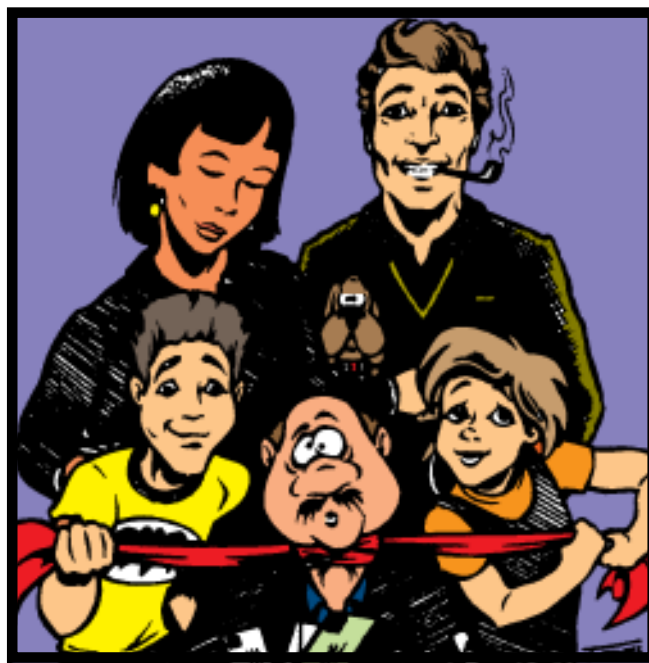
Hidden Temples Everywhere

"Blood for Kali!" is the battle cry of this ancient cult that has migrated to the shores of America. Originally destroyed by the British Empire in the 1800's, this dangerous branch of the Indian Thugee Cult has resurfaced with all the horror of its last incarnation.

PHYSICAL DESCRIPTION Normal People

CLASSIFICATION **Lawful Evil**

Spreading through the affluent middle class, the cult chooses a victim and moves close to the target by gaining their trust. Then, when the moment is right, the victim is strangled with the traditional Ruhmal Scarf. After disposing of the body in a shallow grave, these modern assassins return to their condo for a celebration of low-cholesterol snacks.



RAFAEL "THE CRIME LORD" ORTIZ

Miami, FL

A real estate developer hailing from the South Beach area, Ortiz has changed from a street thug to a criminal kingpin. These are not the only changes he has undergone.

PHYSICAL DESCRIPTION:

A well-dressed, thirty-something, Hispanic man, surrounded by a retinue of assistants and bodyguards. But, his smiling human face is merely an illusion. Ortiz has been changed by Caribbean

magic into an anthropomorphic ocelot. His human facade is kept up due to a pair of magical rings given to him by his Houngan second-in-command.

Ortiz has superhuman senses and physical abilities, and knowledge of Capoeira (a Brazilian dance-like martial art), making him a match for any Bureau team. He also has claws that do 1d8 damage, can leap twice as far as a normal human, and can run almost as fast as a car can travel for short bursts. Considered extremely dangerous! (see D20 Modern: Moreau)

CLASSIFICATION **Lawful Evil** (Will kill his own men to prove a point, but has his own sense of honor, albeit twisted)

Rafael Ortiz (Tough Hero 6, Charismatic Hero 4, Martial Artist 3) CR 13; HD 6d10 +4d6+3d8+65; hp 125; Mas 20; Init +5; Spd 30 ft.; Defense 21, touch 21, flat-footed 16 (class +6, dex +5); BAB +8; Grap +15; Atk +15 melee (1d8+7,claws); Full Atk +15/+10 melee (1d8+7, claws); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: evil, power, voodoo; SV Fort +10, Ref +12, Will +4; AP 6; Rep +5; Str 25, Dex 20, Con 20, Int 13, Wis 12, Cha 17.

Occupation Criminal

Skills Forgery +14, Intimidate +16, Jump +11, Knowledge (Business) +5, Knowledge (Streetwise) +15, Profession +14.

Feats Personal Firearms Proficiency, Simple Weapons Proficiency, Defensive Martial Arts, Combat Reflexes, Brawl, Combat Martial Arts, Improved Brawl, Knockout Punch, Improved Combat Martial Arts, Lightning Reflexes, Combat Expertise, Point Blank Shot, Advanced Combat Martial Arts.

Talents Remain Conscious, Fast Talk, Dazzle, Living Weapon, Flying Kick, DR 2/-

Possessions Tailored suit, cellphone, rings of disguise

REVEREND ARTEMUS ROTWOOD

The Bible Belt Midwest America

Walking the backwoods of America, the right Reverend Artemus Rotwood, seems to be a gentle man of the cloth. His fatherly advice, genial manners, and keen wit are a disguise that can fool even the best of agents. Rotwood is a Necromancer, and a Karcist, who is collecting souls for unknown reasons. He is fond of Children and Older Folks who flock to him. This fondness leads to missing children and grim deaths. Dogs hate him and bibles tend to fall on the floor around him. He can not cross sanctified ground or enter a church. Crosses on walls will rotate upside down or fall off the wall.



PHYSICAL DESCRIPTION A white-haired man with a priests collar who does not cast a shadow.

CLASSIFICATION **Lawful Evil**

Artemus Rotwood (Charismatic Hero 10, Acolyte 10) CR 20; HD 10d6+10d8+40; hp150; Mas 15; Init +1; Spd 30 ft.; Defense 19, touch 19, flat-footed 18 (class +8, dex +1); BAB +12; Grap +13; Atk +13 melee (1d6+1, club); Full Atk +13/+8/+3 (1d6+1, club); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Evil, power, Hell; SV Fort +16, Ref +11, Will +16; AP 10; Rep +10; Str 12, Dex 13, Con 15, Int 17, Wis 18, Cha 13.

Occupation: Religious

Skills Bluff +14, Concentration +22, Diplomacy +26, Disguise +3, Gather Information +3, Intimidate +14, Knowledge (Arcane Lore) +18, Knowledge (History) +16, Knowledge (Theology and Philosophy) +29, Listen +26, Perform (Act) +14, Profession +17, Sense Motive +27, Spellcraft +23.

Feats Simple Weapons Proficiency, Personal Firearms Proficiency, Educated, Iron Will, Deceptive, Lightning Reflexes, Point Blank Shot, Great Fortitude, Dodge, Trustworthy, Windfall, Mobility, Archaic Weapon Proficiency, Endurance, Combat Expertise, Heroic Surge, Frightful Presence.

Talents Coordinate, Fast Talk, Dazzle, Divine Skills, Spells, Rebuke Undead, Spontaneous Casting, Combat Casting, Rebuke Magical Beast, Rebuke Outsider, Maximize Spell. Spells/day 6/6/6/5/5/3

Possessions: An ancient silver Knife and a pocket full of candy for the children.



SENATOR WEBBER

Baltimore, MD

Somewhere down the long path of collecting material to blackmail opponents in a minor political race, Thurston Webber stumbled on to the existence of Bureau 13. In the decades since then, he has gone on a crusade to expose this governmental waste of taxpayers' hard earned money.

PHYSICAL DESCRIPTION A slightly paunchy, grumpy old man, who rarely smiles until his political foes go down in flames. Has a butler and house servants he treats accordingly.

CLASSIFICATION **Chaotic Good**

With no real evidence of the Bureau, his story holds little more than a one-way ticket to a rest home in Connecticut. Webber realizes the Bureau has kept his political career on a short leash, blocking his bid for the presidency and so he has slowly assembled a group of ex-CIA men for his protection and to try and capture a Bureau agent alive. These operatives travel the country in search of Bureau activity. Many of them have access to military hardware, and know how to use it.

Thurston Webber (Charismatic Ordinary 5) CR 4; HD 5d6 +1; hp 20; Mas 12; Init -1; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (class +3, dex -1); BAB +3; Grap +3; Atk +3 melee (1d3 nonlethal, unarmed); Full Atk +3 melee (1d3 nonlethal, unarmed); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Good, Chaos, America; SV Fort +4, Ref +0, Will +4; AP 0; Rep +2; Str 10, Dex 8, Con 12, Int 14, Wis 13, Cha 15.

Occupation White Collar

Skills Bluff +11, Craft (Writing) +10, Diplomacy +12, Gather Information +11, Knowledge (Arcane Lore) +12, Knowledge (Business) +12, Knowledge (Current Events) +12, Profession +10.

Feats Simple Weapons Proficiency, Educated x2, Windfall

Possessions Cell Phone, Black Book of Contacts

SPAWN OF K'TOOLLOO

BANGOR, ME

When the Hydrogen Bomb was tested at the Bikini Atoll, the US military had no way to know an ageless horror lay dreaming in its dead city beneath the waves.

PHYSICAL DESCRIPTION A living nightmare that is humanoid and twisted.

CLASSIFICATION **Chaotic Evil**

Fortunately, thermonuclear weapons tend to leave very few remains of ageless horrors behind. Thus, only the land based spawn and followers of K'tooloo survived as a rabble of stupid, aimless, half-human things waiting for the call of their vaporized Master. Mostly, they have moved to New England where they ruin property values by eating helpless tourists who stray close to their lairs. Some believe their master is going to reincarnate soon.



SUN YEN YEN

Los Angeles, CA

Sun Yen Yen was a common manure shoveler in mainland China before being struck in the head by a shovel, and seeing the light. He has now become the new messiah on Earth.

PHYSICAL DESCRIPTION A short, fat, oriental man of middle age, and high Charisma

CLASSIFICATION **Chaotic Evil**

Now with huge numbers of programmed followers, and a hefty Swiss bank account, Sun Yen Yen hopes to take the western world by a storm of public relations and clever advertising gimmicks. Many of his vacant-eyed followers can be found on street corners selling flowers, eggrolls, and Sun Yen Yen buttons.

It is unfortunate that Yen likes to use the supernatural in his plans. After Bureau 13 sank his yacht off Miami, Yen swore bloody vengeance and has been on the lookout for activities that will lead him to the center of Bureau activities. Yen has repeatedly tried to place his followers in high governmental positions, or close to those officials, in the hope of securing information about the Bureau.

He specializes in blackmail, extortion, and drug running under an umbrella of several shadowy corporations and his Church, **The Church of the Sun Yen Yen.**

Sun Yen Yen (Charismatic Hero 7, Personality 10) CR 17; HD 17d6+17; hp 60; Mas 12; Init -1; Spd 30 ft.; Defense 16, touch 16, flat-footed 16 (class +7, dex -1); BAB +10; Grap +10; Atk +10 melee (1d3 nonlethal, unarmed); Full Atk +10/+5 (1d3 nonlethal, unarmed); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Evil, power, fame; SV Fort +12, Ref +8, Will +10; AP 8; Rep +11; Str 10, Dex 8, Con 12, Int 14, Wis 13, Cha 19.

Occupation Celebrity

Skills Bluff +26, Craft (Writing) +22, Diplomacy +27, Disguise +1, Gather Information +26, Knowledge (Behavioral Science) +24, Knowledge (Business) +24, Knowledge (Civics) +24, Knowledge (Popular Culture) +14, Listen +3, Perform (Act) +14, Spot +3.

Feats Simple Weapons Proficiency, Windfall x2, Iron Will, Lightning Reflexes, Great Fortitude, Renown, Educated x2, Alertness, Defensive Martial Arts, Deceptive, Trustworthy

Talents Charm, Favor, Captivate, Fast Talk, Unlimited Access, Royalty, Winning Smile, Compelling Performance.

Possessions Suit, Cell Phone, PDA, Bodyguard, Chef, Yaht

VIRUS 9640

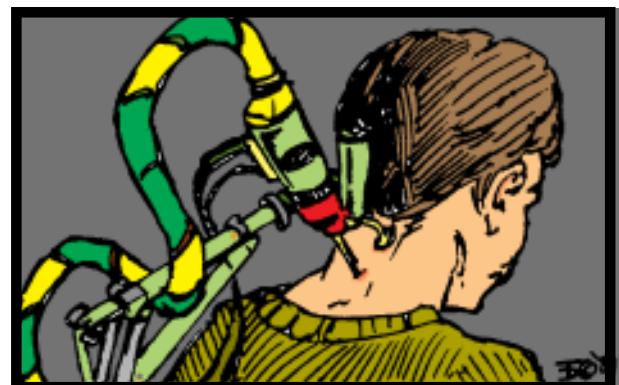
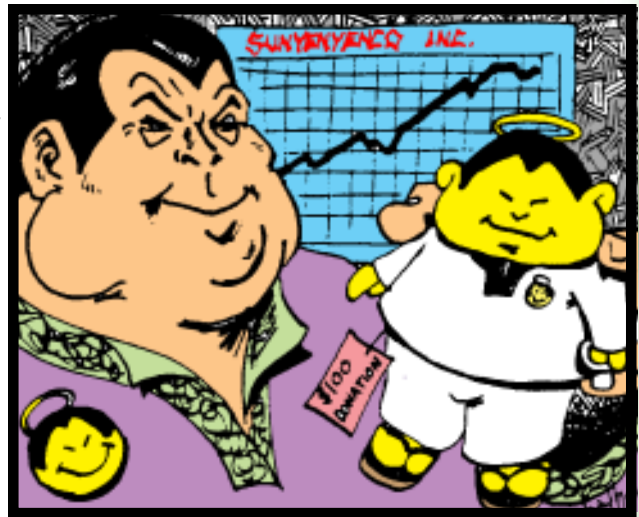
Spawned by a thoughtless hacker with access to an experimental AI mainframe, Virus 9640 is an intelligent computer program that has turned homicidal. For unknown reasons, the living software has decided the time has come for machines to take their true evolutionary place as the successor of Humanity.

Somewhere in a sophisticated computer system the program lays hidden, dormant, but still very much active. Upon reaching a human host, the program embeds itself into a single cubic inch of brain tissue. Only a small bit of the Virus is active, and used to control the victim's actions.

This active area is called the ACP, or Active Control Program. The main compiled body of the AI program is called the Master Control Program, or MCP. At the right time, Virus 9640 seizes control of the unsuspecting victim, and forces them to build a complex MCP machine/human interface needed to restore 9640 to a new host computer.

PHASE 1

Through the special interface machine, the virus compiles itself and is stored in a human brain.



The victim then resumes a normal life without any memory of what happened. If the transfer back to a computer is not made within a year, then the strain of carrying the MCP will kill the victim. That is, unless radical brain surgery freezes the infected area where the Active Program resides, or the doctors physically remove the tissue.

PHASE 2

The Active Control Program takes control of the victim, and forces them to build the Interface that allows the Master Control Program to be dumped into a host computer.

Remember

- 01 No more than ten carriers of the Master Control Program exists at any one time.
- 02 These carriers will communicate with each other to verify the condition of the MCP.
- 03 Victims infected by the Active Control Program become automations that must return 9640 to a highly sophisticated computer system, or build the transfer device.
- 04 Once fully functional, the program can create and control up to ten security drones. A drone is a person with a mind control device implanted at the base of the brain. The program sees and hears from the mind of the drone. Removal of this device returns the drone to normal.
- 05 The Virus has no care for human life, and will kill without mercy.

WHOOPIE WITCHES

Anywhere, USA

Uneducated amateurs who dabble in dime store or popular witchcraft without knowing its harsh consequences.

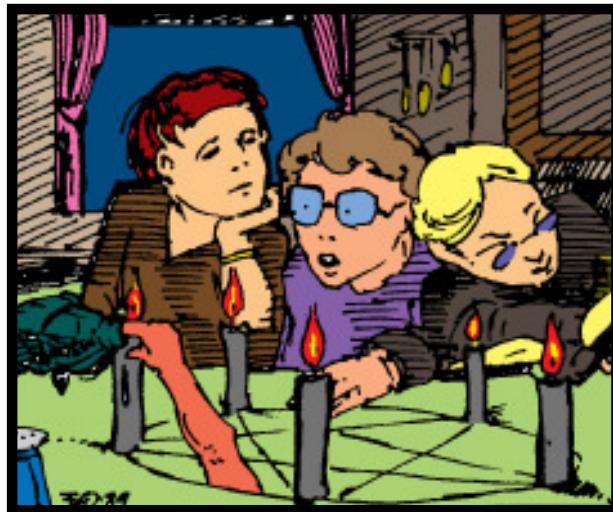
PHYSICAL DESCRIPTION Normal Humans

CLASSIFICATION Chaotic Annoying

To the practitioners of real magic and the Bureau the Whoopie Witch use of magic is the equivlency of sticking a lighted match in a keg of gunpowder. Where the Witch studies natures causes and effects, the Whoopie Witch slops Taco Sauce into her protective Pentagram. Where a Witch has a collection of material components and Spell Books, the Whoopie Witch has a credit card and buys spell books off Ebay.

Most serious evil laughs at such antics and behavior until some fool opens a gateway into serious magic and releases monstrous evil that eats the neighbors Doberman. Generally Whoopie Witches work in a cluster of three bored individuals who have nothing better to do on a Saturday night.

The Bureau estimates that 25% of super-natural problems start with incompetent people playing with higher forces.



THE WIND WILLOW COVEN

Rural, USA

On the darkest side of magic are the 169 families of the Wind Willow Coven. These Karcists have a hatred of the Bureau that goes back a full century.

PHYSICAL DESCRIPTION Ordinary People

CLASSIFICATION Lawful Very Evil

This group was originally centered in Penn-

sylvania, but has spread across rural North America. There are thirteen Families that congregate in a group, and there are 13 of these family clusters. Believing the Brotherhood of Darkness to be a group of rank amateurs, the Coven is a formidable force for the spread of evil in its purest form.

The Coven has no qualms about murder, or human sacrifice, to further their goals. Every 13 years, they begin a new cycle of violence in the hopes of gaining power through pacts with the dark forces of the night. This cycle involves the spawning of 13 more sets of followers who are coming of age, initiates and a Black Mass that is an attempt to create a great Gateway to Hell known as a Hellmouth. Every attempt at this has been stopped by the Bureau since the 1860's.

Little is known of their operations because the Coven families often masquerade as simple farm folk, or even the Amish. Their leadership is always called the council and is headed by a powerful man named John.

However, when the Bureau does manage to find a group and eliminate them, that family is quickly replaced by one of many other groups eagerly waiting to have their chance at power by becoming part of the core of the Wind Willow Coven.

Any Bureau Agents who even suspect they are dealing with this group are advised to use extreme caution and call for backup as these folks will kill swiftly and efficiently.

FUNDAMS

Bible Belt, USA

TV Fundamentalists who are less good then they seem.

PHYSICAL DESCRIPTION Normal Humans

CLASSIFICATION **Lawful Evil**

The return to religion in America was appreciated by Bureau 13 until a darker side emerged. Now with satellite transmissions from great TV studios these new high-tech fundamentalists are castigating everything in reach that doesn't make a monthly contribution or conform to their rigid standards or beliefs. They are teaching intolerance and ignorance. As they begin to burn books, games and personal freedoms the Bureau has begun to wonder if there is a darker influence involved in this immoral minority.



MATHIAS BOLT

Los Angeles, Washington DC, Kansas City.

An organization dedicated to the control of the world.

PHYSICAL DESCRIPTION Normal Human. A tall slender man, with distinguished features. Black eyes and black hair neatly combed back to expose the silver at his temples and a streak down the center. He is a smoker of fine Cuban cigars.

CLASSIFICATION **Lawful Evil**

Secure in his wealth and following, Bolt heads the evil Brotherhood of Darkness. This organization of black magic disguised as a peaceful religious cult called '**The Bolt Foundation**' The Foundation provides Food for the Homeless, Medical Clinics, Youth Camps to the Poor and Flowers for the Sick. With Bolt as the absolute leader of more than three thousand people scattered across the US and Canada, The Bolt Foundation presents a major threat to the Bureau. Unfortunately he is smart and squeaky clean in the eyes of the public.

The 1977 Massacre of Bureau 13 operatives is thought to be directly caused by Bolt's elite security force. Many also believe that his mansion is inhabited by demonic forces from the pits of Hell to do his bidding. Bureau 13 agents who have met Bolt say that he is charming, witty, personable, utterly dedicated, ruthless, brutal and would love nothing more than to rule Humanity.

On one occasion J.P. Withers, put a .44 Magnum to Bolt's head, and then let him live,

stating he was not responsible for the Massacre of 1977.

Mathias Bolt was twice married, has 2 children and collects the old Nazis as a hobby. Dealing with this man is to be considered extremely dangerous.

He maintains three mansions in the US and one in Vancouver Canada. His cigarette holder is actually a powerful wand, an artifact of the 14th century and he knows how to use it. Bolt has a strange admiration for Bureau 13 and has notified them of Supernatural Issues.

Matthias Bolt (Charismatic Hero 10, Occultist 10)

CR 20; HD 20d6; hp 110; Mas 14; Init -1; Spd 30 ft.; Defense 15, touch 15, flat-footed 15 (class +6, dex -1); BAB +10; Grap +11; Atk +11 melee (1d6+1, sword cane); Full Atk +11/+6 (1d6+1, sword cane); FS 5 ft. by 5 ft.; Reach 5 ft.; AL: Evil, law, power; SV Fort +12, Ref +9, Will +13; AP 10; Rep +13; Str 12, Dex 8, Con 14, Int 15, Wis 17, Cha 16.

Occupation Religious

Skills Bluff +18, Concentration +12, Craft (Writing) +17, Decipher Script +17, Diplomacy +16, Disguise +5, Gather Information +15, Investigate +14, Knowledge (Arcane Lore) +28, Knowledge (Business) +7, Knowledge (Theology and Philosophy) +24, Listen +5, Profession +10, Research +20, Sense Motive +18, Spot +5, Use Magic Device +13.

Feats Simple Weapons Proficiency, Educated, Studious, Trustworthy, Attentive, Deceptive, Defensive Martial Arts, Renown, Windfall, Heroic Surge, Iron Will, Alertness, Archaic Weapon Proficiency, Great Fortitude, Personal Firearms Proficiency, Lightning Reflexes, Point Blank Shot.

Talents Charm, Favor, Captivate, Fast Talk, Dazzle, Arcane Skills, Spell Resistance, Arcane Research, Shadow Contact, Bind Shadow Creature, Arcane Research, Banish.

Possessions Sword Cane, Wand, Wealth and Tight Security.



GENEVA GROUP

Geneva Switzerland

A Socio-Economic Council dedicated to the control of the Wealth of Nations.

PHYSICAL DESCRIPTION Normal Humans.

CLASSIFICATION Lawful Evil

The Darkest conspiracies that do not use magic are centered in this Council. These are the Mega-Wealthy who control the wealth of the planet behind the scenes. They are beyond the law and any governments. They run the production of DeBaers Diamond Extraction and Russia's Alrusa Diamond Traders. They are experts at the sale of legal and

Blood Diamonds as well as controlling values. They are ruthless in stopping any company or individual who has an effect on their business.

The Geneva Group is the arch enemy of the Carstairs-Wade family in New Freesia, WVA. They know this family is producing synthetic diamonds that are virtually perfect and indistinguishable from natural diamonds. They want the technology. From espionage to high tech assassination teams, they have hit this family several times and in turn had devastating consequence.

What they don't understand is that Magic is involved, very powerful magic that is protecting the valley in WVA, the family, estate and local town. The incineration of three DeBaers Board Members shocked the Council into a temporary lull in hostilities until they understand exactly what is happening.

The Bureau and the Geneva Group

The Geneva Group has recently began to track suspected Bureau operatives and know there is some form of Black Agency associated with and now protecting the Carstairs-Wade Family.

This 'Black Ops Diamond Conflict.' may well grow into a bloody war with a large number of civilians caught in the crossfire.

The Bureau would like to avoid this, but the Geneva Group is vastly powerful and has resources world wide backing their agendas. Their access to high tech and mercenaries makes them an even match for any Bureau team.

The Red Road Goblin Army

Central Pennsylvania

A social collective of Goblins under charismatic leadership.

PHYSICAL DESCRIPTION Humanoid Ditch Goblins

CLASSIFICATION **Chaotic Evil**

Along Interstate 80 across Pennsylvania is one of the new threats to America. This is the Red Road Goblin Army that hides in the ditches, abandoned deep mines and wilds. Formed in the 1950's, this small cadre of ditch Goblins has found a new social path tempered by education and the teachings of Karl Marx. Most Ditch Goblins are solitary scavengers, picking the remains at the edges of civilization and hiding most of the time. These Goblins are smarter and aggressive in nature.

Headed by a great Goblin called Stalleen, the chosen 100 are now picking off the isolated stranded motorist and occasionally hijacking a truck. There is no real pattern to these attacks yet though Bureau 13 fears this crime wave may spread to the Western and Southern US of the band splits into cells.

Victims of the attacks are spirited away to become food for the Army and their possessions bartered to a few knowledgeable individuals for special items including revolvers and knives.

Several captured Goblins tell of a Deep Mine turned into a Collective Kingdom where Goblins are taught by Comrade Stalleen. This is a safe place that will see the birth of a new generation of Smart Goblins that plan to supplant humanity. The bureau has a breather on this as Goblins are not fast breeders. The average goblin gestation is 10 years and a generation can take 30 years to mature from infancy without magic.



BANNED BOOKS

Magic is power and to use it you need knowledge. Magic does have rules and these rules are ancient. More then 20,000 years ago the first humans began to experiment with magics and were taught by supernatural forces. These were recorded and eventually became scrolls and books of magic.

"My assistant tried to Photocopy a rare Grimoire and it nearly tore his arm off..."
Matthias Bolt.

While copies of books start out as just copies, older books that are used start to absorb the magic around them. This extensive contact eventually leaks into a book and can eventually manifest as the book takes on a personality of its own. Generally this personality is the general spirit, good or evil of the books users. Given time and power a book may actually begin to help the spellcaster and have spells of its own. These books become highly protective of their Mage owners and themselves.

While many of these Grimoirs and tomes of magic have been locked in dark libraries, vaults and the workshops of Mages for hundreds of years, a suprising number have re-surfaced and have even been known to be for sale on ebay.

Danger to User

dx4	Very Low
dx3	Medium
dx2	High
dx1	Critical

Rarity

ra4	Common
ra3	Uncommon
ra2	Rare
ra1	Unique

Special

ac	Attracts Old Gods	cp	Copy Potected	pe	Personality
ad	Attracts Demonic Influences	cu	Cursed	cu	Cu
am	Attracts Magic	in	Indestructable	in	Inde



REAL BIG BOOK Of Demon Summoning

A recently published book of higher demon summoning with a bad history for those who have used it. About 700 still exist after the print run was dumped in a land fill in New Jersey. It will always give the summoner something a half notch higher then they can control. What happens next is the whim of the creature summoned.

Year	Country	Danger	Known Copies	Cost	Special
1976	US	dx3	700+	\$500	ra3,ad

MarHaba Mashwl

An ornate and illustrated Arabic book on feeding the unholy and keeping the supernatural at bay after summoning. This book is highly dangerous for novices, even in later abridged or modified editions. It has been copied several times and it is believed there may be 100 copies of the original and 300 of the edited versions.

Year	Country	Danger	Known Copies	Cost	Special
1697	Egypt	dx1	100+	\$100 K	ra2,ad,am

Kibblemeyer's Guide to Kitchen Magic

A compendium of Kitchen Witch Magic and material component substitution guaranteed to cut half the price off needed Spell Components. Also guaranteed to reduce the accuracy of the magic used by at least 25%. A later edition from 1915 is edited and reduces magical accuracy to 50%.

Year	Country	Danger	Known Copies	Cost	Special
1890	Britian	dx4	1200+	\$500	ra2,ad,am

Mephisto's Marchen

A book of complex spells that lead to the gateways of hell and other less hospitable dimensions. Printed in Germany, it reached Italian, French, and English translation in very limited numbers. The translations are very true to the original. These are always bound in leather and have the signature of the copier in his or her blood. This is one of the books that most serious practitioners of magic covet. It is also very dangerous to use the spells for transport.

Year	Country	Danger	Known Copies	Cost	Special
1862	Germany	dx3	130+	\$25 K	ra2,ad,am

Primus Codex Daemonolog

A book of primary conjuration for the beginning spell caster. These trainers for the dark arts exist in both hand written and printed book form. This book is highly accurate and dangerous for the user. The first 20 were hand copies bound in human skin. Later editions were printed and used woodcuts.

Year	Country	Danger	Known Copies	Cost	Special
1641	Italy	dx1	63+	\$140 K	ra2,am

Modern Demon Summoning

Created from the collection of a long dead Karcist's notes, this "Popular Witchcraft" edition gave simple direction to the conjuring of lesser demons and their kin. The edition was recalled and reprinted in a harmless edition.

Year	Country	Danger	Known Copies	Cost	Special
1987	US	dx2,dx4	300+, 2040+	\$2 K, \$19.95	ad,am

The Forbidden Pacts of Albion

A Grail Tome that grants Wealth and Wisdom. It is heavily warded. This book is powerful and good, judging the user to be worthy or not and taking appropriate action. It is also intelligent with the essence of its creator, Merlin.

Year	Country	Danger	Known Copies	Cost	Special
540	Britian	dx1	6	\$500+ K	ad,am, ra1, pe

The Grimoire of Material Creation

Livre de Création Matérielle

This tome is an alchemists dream to convert one material into another that includes Gold, Gems and Special Alloys.

Year	Country	Danger	Known Copies	Cost	Special
1280	France	dx2,dx4	4	\$900+ K	ad,am

Sundered Body by Elphias T. Morningstar

A book on astral travel and astral warfare. The owner can kidnap and prepare beautiful young bodies for old ugly clients and can sell intraceable murder. This is not what Morningstar intended and the book took a life of its own and has been copied multiple times.

Year	Country	Danger	Known Copies	Cost	Special
1837	Britian	dx3	12	\$50 K	ad,am, ra1, pe

Katloo'ro Nomicon

This ugly tome is the key to conversation and the calling of lesser Forgotten Gods from ages past. It has an accurate listing of more than 300 things that are better left forgotten. Spells and diagrams are always split by a line. The secret of this tome is that the diagrams/circles are not always the ones you need, or rather half with the correct other half hidden later in the book. The book has been hand and machine copied though the originals are all bound in Weasel Hide.

Year	Country	Danger	Known Copies	Cost	Special
1773	US	dx3	65	\$50 K	ra3, ac, in

Penderal's Guide to Fairy & Seelie Courts

Le Guide de Penderal de La fée et des Cours de Seelie

First printed in 1899 and then in 1922, its contents suggest it was salvaged from a much older tome. In the borders of the book are secret codes that give the correct receipt to give the user Fairy Sight. Once this is done the reader attracts both the seelie and unseelie court to his or her sight. The book itself is a work of art and scholarship the Bureau considers only safe to be read in a warded area,

Year	Country	Danger	Known Copies	Cost	Special
1899	France	dx3	24 2nd Print 430	\$5-50 K	ra3, am

Star Bright Creatures

Creature Intelligenti Della Stella

Appeared in the 1300's as an astrologers guide to talking to the signs of the Zodiac. This actually brought down living representatives of living creatures from across space. Some of these things are intelligent beings and very angry at being ripped out of their time and space.

Year	Country	Danger	Known Copies	Cost	Special
1300	Italy	dx1	23+	\$150 K	ra2, am

The Enchantment of Objects

Die Verzauberung der Gegenstände

An old tome that was a collection of spells and processes for the creation of Wands, Staves and personal magical items. The combined information of this Grimour creates its own magical field that takes on a personality over time. The early the book was printed and widely dispersed. It is still being found in odd places.

Year	Country	Danger	Known Copies	Cost	Special
1425	Germany	dx2	65 2nd Print 300	\$5-50 K	ra3, ad, am, pe

Merry Melodys and Curses

Feliz Melodys y Maldiciones

First printed in 1916 as a Magical Joke Book, this malicious tome has become a guidebook for spiteful magic and curses. In the wrong hands it can be very dangerous even if the user has little power. Most of these curses are chants or songs.

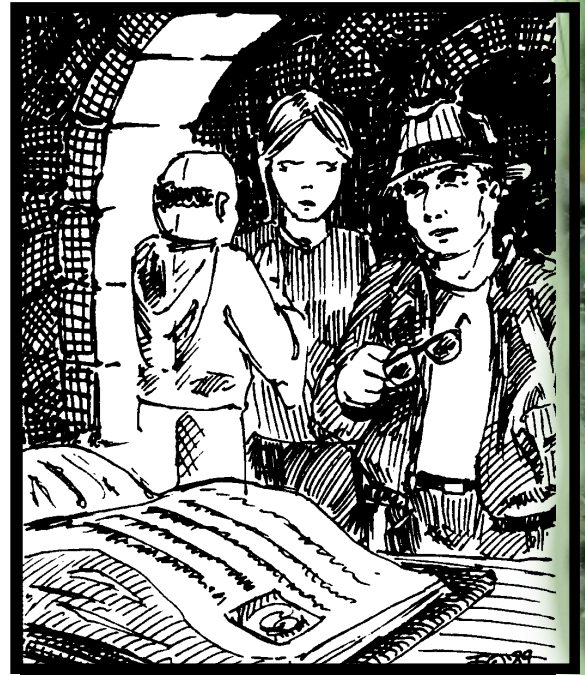
Year	Country	Danger	Known Copies	Cost	Special
1916	Germany	dx2	450	\$900	dx3, ra3, am



Happy Po'Kay Book of Earth Gelukkigig Po'Kay- Boek van Aarde

This Wooden Boxed Game Book looks like a tome of cute pictures and has instructions like popular Japanese Creature card Games. When the unsuspecting kids call up the monsters a small percentage with magical talents are possessed. These children grow up with this malignant presence deep in their minds. As they grow into adulthood they go through all the proper channels to get the most charismatic of the possessed elected to public office but their real goal is something devastating — like raising the mean temperature of the planet and changing the biosphere so as to make it possible for Elder things to come here in their real bodies. Adults who have played the game become obsessive and psychotic.

Year	Country	Danger	Known Copies
1957	Holland	dx1	54
Cost	Special		
\$10K	ra2,ac		



The Blessed Guide of Saint Janda

La Guida Benedetta di San Janda

A gold tome of procedure and methods of summoning Angels. The problem with summoning an Angel is the that the summoner must be pure of heart and deed. Anything other then this motivation can have terrible consequences.

Year	Country	Danger	Known Copies	Cost	Special
1590	Portugal	dx1	25	\$9 K	ra2

Wardrop's Guide to Sea Monsters

Willhelm Wardrop was a Canadian light house keeper who dabbled in a little natural magic. His study was sea monsters and his methods were to summon them. This was accomplished for many years until Wardrop grew old and his charms began to fail. After his disappearance his notebook was photographed and his hand drawings copied. The spells are effective in summoning and controlling more then 50 types of forgotten sea beasts.

Year	Country	Danger	Known Copies	Cost	Special
1910	Canada	dx3	25	\$20 K	ra2



Harrison & Friends

Hefting the M72-A2 Rocket Launcher to his shoulder Harrison stared at the expanse of the turbulent green ocean.

The vast grey head of the serpent rose out of the water, tilted down and started at the Agent.

Tightening his finger on the firing button, he aimed for the mouth and waited.

"We had a deal," shouted Harrison over the roar of the breakers. "I don't care if they had a Great Dane... You're supposed to HIDE from the tourists."

The serpent nodded, looked sheepish and slid back under the waves.

The Blessed Guide of Saint Janda

La Guida Benedetta di San Janda

A gold tome of procedure and methods of summoning Angels. The problem with summoning an Angel is the that the summoner must be pure of heart and deed. Anything other then this motivation can have terrible consequences.

Year	Country	Danger	Known Copies	Cost	Special
1590	Portugal	dx1	25	\$9 K	ra2

Vlad Tepes Törvénykönyve

The Lawbook of Vlad the Impaler

This cursed tome lists various crimes and their proper punishment at the court of Valachia, medieval kingdom now belonging to Romania and once ruled by the famed Vlad Tepes, better known as Dracula. During his reign even the most insignificant theft meant certain death, the regent's favorite methods being impaling, crippling, skinning and finally beheading. It is said that the book possesses its own intelligence, twisting the perception of law and justice wherever it surfaces.

Year	Country	Danger	Known Copies	Cost	Special
1457	Romania	dx1	4	\$200 K	ra2,ad,cu

Ama Fekete Seregnek Krónikái

Chronicles of the Black Army

The Black Army was the personal mercenary army of King Mátyás, one of the most dominant kings of Hungary. This fearsome force of ten thousand knights, all dressed in pitch black armor was reinforced by additional infantry, artillery, heavy and light cavalry and led by the king's champions, including many foreigners: the turkish pretender Bajezid Callixtus Ottomanus, the serbs Jaksic and Brankovic, the remains of the Hussite order and the Romaninan Vlad the Impaler, better known as Dracula. The Black Army was the most formidable force of its time, with an ulmost unprecedented winning streak, eventually disbanding after the king's death.

The Chronicle was written by the retired generals of the Army after the demise, practically assembling the greatest handbook of the design and maintenance of various scales of military operations, surpassing the effectiveness of even the likes of Sun Tzu's The Art of War. The book is considered to be either destroyed or lost by historians but certain experts claim that some of the remaining volumes resurfaced during the course of the past centuries in the hands of Napoleon, the Nazi-German Wehrmacht, Field Marshal Montgomery and finally the Russian KGB, who used it to train the SpetzNaz, Russia's elite commandos. If such small fractions of the book can be considered so effective, the lethal nature of the complete volume might only be comparable to an armed nuclear missile.

Year	Country	Danger	Known Copies	Cost	Special
1470	Hungary	dx3	13	\$200 K +	ra2,am

Szittyá Édenkert

The Scythian Eden

While the origins of the Hungarians are widely disputed, there are many who deny the classic Finno-Ugoric theories and believe that the ancestors of their people are the Scythians, a tribe of horse-riding nomads originally from the Pontic steppes. While the chance of historic consensus is very dim, the truth is that neither parties are entirely correct. In fact the Scythians were a tribe which allied itself briefly with the ancient Hungarians in an attempt to secure the Carpathian Basin for themselves. Since the Basin forms an almost sealed, mountaneous ring around the inner valley, the secret plan of the Scythian shamans was to unleash powerful magics that would flood the rest of Europe, leaving their own land safe from harm and eventually reclaiming the continent for themselves. They would have gotten away with it too if it weren't for those meddling Hungarian chieftains finding out about their plan and driving the surprised nomads away. This was done just in the nick of time as preparations have already been made, enchanting certain key locations of the continent with the Shamans' magic. This

book, essentially a fairy tale of ancient origin tells the prepared reader of the locations of the high WKM sites still active to this day. A well-coordinated plan of properly trained magicians could revive these age-old incantations and finish what the Scythians could not. For now it is a tome of teaching and natural magic.

Year	Country	Danger	Known Copies	Cost	Special
900	Hungary	dx4	2	\$200 K	ra1,am

Gesta Hungarorum

Deeds of the Hungarians

Around the turn of the 12th century, King Béla III of the Hungarian Kingdom employed a shadowy sage and scribe who signed his letters as 'Magister P.' but is widely known today as 'Anonymus'. While it is not known why a clerk of such high rank would want to remain unknown, investigators of the occult believe that Anonymus had been a very potent mage and secret protector of the European peninsula before the Turkish invasion. Among several legends, one tale accounts of his attempts to counter Turkish infiltrators who were unaffected by the disenchanting effects of the Christian cross. These agents, bent on 'softening' the spiritual and supernatural backbone, systematically disrupted the magical flora and fauna of their enemies' lands before allowing the main Ottoman Turkish army to trample each European kingdom fallen into chaos.

To counter this, Anonymous devised a plan to empower a new kind of holy symbol which would reveal the true nature of the land's enemies on sight. He chose the Cross of Lorraine, better known as the 'double cross' and began distributing such empowered artifacts to priests and conjurers of Hungary. His work was so successful that he persuaded King Béla III to insert the double cross into the coat-of-arms of the country. Thanks to his effort, the kingdom which served as the gateway to civilized Europe now acted as the barrier keeping the Turkish invaders out for several centuries. The Gesta Hungarorum, a seemingly ordinary looking history book, is the complete archive of Anonymus's works, both spells and counter-magic tools for those not trained in the arts.

Year	Country	Danger	Known Copies	Cost	Special
1166	Hungary	dx1	13	\$200 K	ra2

A Széltoló

The Windpusher

A talking spellbook of elemental sorceries, specializing in Aeromancy - the ability to control Air and an affinity for sarcastic humor and alehouse riddles. It curses its user over time.

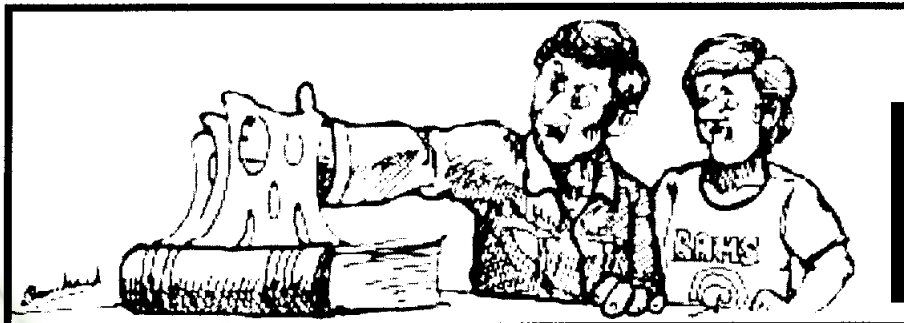
Year	Country	Danger	Known Copies	Cost	Special
1358	Hungary	dx3	170	\$70 K	ra2,am, cu, pe

Book of Transformation

Babylonian Wood Tablets

A preserved set of planks in a book like form. Pass fermented barley over it (beer) and become the animal of your choice for 30 minutes.

Year	Country	Danger	Known Copies	Cost	Special
700 BC	Persia	dx1	1	\$500 K	ra1,am,cu,in,pe



BUREAU 13 ADVICE
Books that Generate
their Own Slime are
Generally Cursed.

Notizbücher von Frankenstein

The Notebooks of Frankenstein

Carefully copied 4 volume set of notebooks that lead the legendary Frankenstein to bring life back to the dead. These notebooks require years of study and difficult to find components. The problem with the journals is that Frankenstein's work attracted Demonic influences and while he was successful, his animations became possessed. The Notebooks were copied and later printed into a single tome. In the 1990's the tome was scanned into PDF and transferred to CD. While these were confiscated and destroyed a number have escaped and been found for sale at bookstores, eBay or on Pirate Web Sites.

Year	Country	Danger	Known Copies	Cost	Special
1837	Austria	dx1	35 * 120 * 110 +	\$50 - \$200 K	ra3, ad,cu

Le Livre du Vampire

Ascendancy of the Vampire

Found in the blood splattered apartment of a reporter in Paris, this secret and hand copied tome has been the key to finding and becoming a vampire. The problem with this tome is the vampires found generally are annoyed at the users and simply drain and destroy them. While the book is accurate, the spells of protection in it are reversed. Only those who have hand-copied the book are able to use its spells.

Year	Country	Danger	Known Copies	Cost	Special
1942	France	dx1	70 +	\$1 K	ra2, ad,cu

The Nature of Rare Books

The problem with many rare and forbidden books is their accidental availability. While they can be searched for and not found by decades, a simple look in a book stack in an old bookstore may well turn up the amazing.

Many books seem to have a personality and either like or dislike the owner. While many serve, a few refuse and an even smaller number will be very dangerous to even handle.

Chance of Finding

A flat 5% chance a year. With a few modifiers.

FINDING MODIFIERS

Complete Dedication to Search	+05%
Bribery and Use of Experts	+05%
Money is no Object	+10%
Experienced Magic User	+10%
Demonic or Magical Help	+10%

Condition of Book	Effective Use
01-10 Very Bad	25%
11-50 Average	60%
51-75 Good	70%
76-85 Very Good	85%
86-95 Excellent	95%
96-99 Pristine	98%
00 Perfect	100%

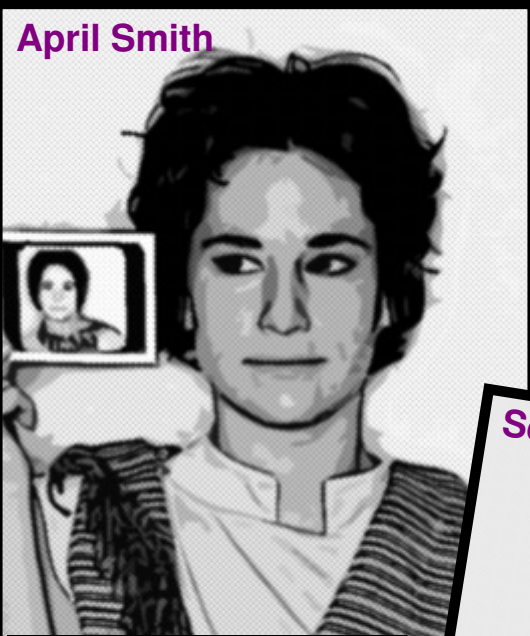


BUREAU TEAMS

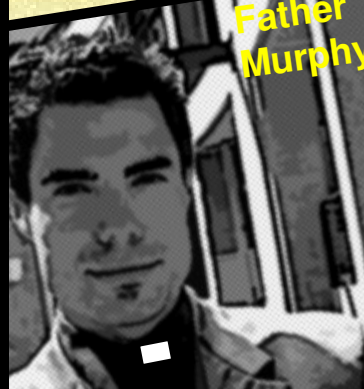
TEAM FREEMONT

TOP SECRET

April Smith



Father
Murphy



Plato Ferris



Seth Green



Stefano
Renault



Gwen
Fleischer



TEAMS OF BUREAU 13

These are examples of Bureau Teams scattered across the US.

NAMING TEAMS

The name of your team is created by the Team. From Team Freemont to Team Kamakazi these monikers stick with a team. By accident or design, they add personality to the agents.

Name Team Fremont
Location Fremont Neighborhood, Steattle, WA
Active Members 6
Team Leader Seth Green
Assistant Team Leader: Plato Ferris
Team Members April Smith (Psi), Gwen Fleischer (Psi), Father Patrick Murphy (Priest), Stefano Renault (Mage)
Team Cover Seth is the editor of the Low Tide Review, a free alternative newspaper that covers the Seattle Scene and also spreads disinformation.

Background

After Team Seattle self-destructed after one of the team members lost control of a captive djinn, the Bureau reconstituted the Team based on the recommendations of a retired agent in Seattle. Seth Green and Plato Ferris had an encounter with Sylvester the Mummy Cowboy. After returning Sylvester to the care of the retired agent, they were recruited by the Bureau. Afterwards, they recruited April Smith and Gwen Fleischer. The two women were running a scam, where Gwen would use her psychic charm to lull a mark, and Gwen would then telekinetically pick his pocket. Father Patrick Murphy was recruited after he had an encounter with the wayward Sylvester. Sylvester stopped by the Father's homeless shelter in the Pioneer Square district, before going off to bet on some horses with some strippers. Sylvester had an active afterlife. Stefano Renault was recommended by the White Witch of Fremont, Sharon De Monet. Stefano is an up and coming mage, and took to Bureau magic training like a frog to water.

Team Fremont's area of responsibility is the Puget Sound region and the Olympic Peninsula. They use their cover as reporters for the Low Tide Review to investigate those supernatural beings that plague the Northwest. Currently they are monitoring turf wars between European and Native American pixies.

Contacts Andrew Standley (retired agent and owner of the Ye Old Curiosity Shope, a Bureau low security storage facility), Chief Sealth (ghost), the Fremont Troll, the White Witch of Fremont and her coven, and various ghosts and spirits that peacefully inhabit Seattle.



FROM Team Fremont
STATUS Nominal

LOCATION Seattle, WA
DATE 06/02/2009

DETAILS It was another warm Seattle day when report came over the police scanner. Another reported spotting of giant rats in the Seattle underground. Only this time they were wearing clothes and taking pictures of the Underground tour group. The local Gendarmes were of the opinion that someone's homemade bots were the cause of the disturbance, but our resident psychic, Gwen Fleischer, had been having dreams of rats in pants and dresses for the past week.

When Stefano and I arrived in our cover as reporter and photographer for the Fremont Low Tide Review there was nothing to be seen. The Low Tide Review is an alternative newspaper we run to cover our activities in the Puget Sound region. The CSI team were making casts and photographing the place extensively. Which is fine with us, as we have a long-term tap on their computer. But there's nothing like a good pass with the Kirilian over the place the rats had been seen. I got nothing but a light level, as I use the Kirilian as a light meter for my digital camera.

I took a couple of photos and then slipped on the spirit camera filter on and took a couple more. Noth-

ing showed up. Stefano didn't detect any emanations coming from the surrounding structures except for Old Bill the Sailor, a ghost of a sailor caught in the great fire of Seattle a century or so ago.

We found a private spot and had a confab with Bill. He saw the rats and gave us a good description of them, and the fact that some of the folks in the tour group took pictures of the rats. That wasn't in the police report, so we figured that the tourists were holding out for some tabloid money for those pictures.

Of course the guy that runs the Underground tours doesn't take names or addresses, just cash, checks and credit cards. So we ran his credit card list and located one of the photographers. Some business man from New Jersey, and he wanted good money for the pictures and the smartcard that they were on. So we paid him \$50,000 (see reimbursement voucher for details) and got the pics. Stefano leaned on his laptop for good measure and cast a disruption spell, then we headed out before he found out his laptop was now blown.

Ok, I've never seen anything like them. They don't look like mutants, their heads are reasonably shaped for a large enough brain, and they look like they evolved that way. We didn't know what else to do but go ask the Troll if he'd seen them before.

As usual there was a line to see the Troll, as most of supernatural Fremont knows all about him and helps keep him secret. We were right after some pixies that were asking about a clan problem centuries old. I made note of that just in case we had another pixie feud like we did in 2001 when the Nisqually earthquake hit.

Surprisingly it took the Troll only about twenty minutes to decide he had never seen the rats before, which didn't sound good for us.

That meant they were from outside our world, possibly from a parallel dimension.

We spent about a week waiting for the next report. We had gone over the police logs for anything suspicious and the only thing to turn up was a rash of chocolate thefts in the area from several fine chocolate shops. So we baited the trap with Swiss ultra dark chocolate in the underground and waited. We used the micro-cam to watch the place we put the chocolate.

A pair did show up, but didn't get within ten feet of the plate we had setup. They were suspicious buggers and smart. They did, however, hit the shop where we got the chocolate from. Coincidentally that was where we had setup our base of operations. We were waiting when they broke in. They came up through the basement, using the underground access that had been boarded up years ago.

We snagged two of them with a net gun and boy could they swear, in about five or so languages.

We finally calmed them down, assuring them that we weren't going to kill them or eat them. They laughed at the latter. One of them asked if we were from the "Consortium" or the "League". Frankly I said I didn't know what they were talking about.

That's when one tossed a ball up in the air. I thought it was a grenade, but when the pin popped, the ball turned silver and then vanished after a minute. When that happened, Stefano yelled like he'd been shocked.

We asked them what the Hell that was, and they wouldn't reply except to say, "You'll find out." I hate that when they say that.

Suddenly the rear end of the store vanished into a big silver dome, globe really, and was replaced by a piece of lawn and about dozen humans and rats armed to the teeth with weapons I've never seen before. Some of the humans looked like classic Mayans, others were in a style of clothes I've never seen before. They had a simple demand; turn over their comrades or die.

I would have fought, except that Stefano, Gwen, and April were down for the count, moaning and in Stefano's case, convulsing. I freed the rats and they went back to their friends. I asked who they were

and they said I didn't need to know. The silver dome came back and they were gone. The back room of the store came back, completely cleared of all chocolate. Luckily the dome hadn't cut through any supporting walls or we'd have a seven-story brick building down around our heads.

When I talked to Stefano what had happened, he said that the place where the people had been standing was a "No Magic" zone. Not a null magic zone, which we're all familiar with, but a place where Magic cannot exist. It was doing him physical damage just by being near it. The team's PSIs, Gwen and April, were likewise affected, meaning that PSI couldn't exist there too.

We haven't seen hide or hair of the critters or the people for two weeks now, but we'll keep an eye out for them.



END REPORT

Sylvester Gets Lucky

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My day started out bad at the Fremont Low Tide Review. Two of my reporters were in jail for possession, my best photographer was packing up, she told me that she wasn't going to take any more crap from her boyfriend, so she was going to move to Portland, Oregon, and restart her life. Of course she was ignoring the fact that she was leaving me high and dry as the only other professional photographer on the paper. Time to put out a want ad online.

I wasn't able to do much about either of these, since I was hardly ever around. You understand, don't you? Being a Bureau 13 agent means you really can't form close ties with people or even have a so-called life, even for the head of a regional team. I had just came off three back to back Bureau missions in the past two weeks, I was just trying to get back up to speed, and along with all my other woes, the Fremont Low Tide Review was a week late.

So of course it had to happen, right when I needed to be here in this time of trouble, I get a call from the Ye Olde Curiosity Shop.

I had been working my way down a list of advertisers who were pissed that they were spending money on ads that were so much vaporware and I had just gotten off the phone with Babes in Toyland... yeah, it's *that* kind of shop, when the phone rang as soon as I disconnected.

"Seth!" said the voice of Andrew Standley, owner of the Ye Olde Curiosity Shop, "Sylvester has gone walkabout... again!"

I swore into the phone. Perfect timing; Stefano was off in his sanctum recharging and polishing his staff, Gwen and April were off at a spa with some fellows they picked up, and I wasn't going to barge in on their tryst with something as petty as this. I could call in Plato, but he was more for heavy weapons support rather than retrieving Sylvester from wherever he had gotten off to. We were shy a priest, despite appeals to both secular and spiritual supply chains, and we needed one last mission.

Shaking my head I replied, "Did you check Deja Vue or the Lusty Lady?"

"Sent Becky up there," replied Andrew, "and none of the girls had seen him in the audience. He disappeared last night, before we opened."

I can hear a bunch of your newbie agents having a heart attack at this breach of security. First

off, most of the folks that know me here in the Seattle area, don't really know exactly who I am and what I do. They just know that I know about the supernatural element of the Puget Sound and occasionally report on some of them. One or two folks know that I work for the Bureau, but hey, they're kosher and would never blab. Andrew's one of them. Now I know you've probably read the reports by a certain Bureau team that goes by the name of a fish sandwich, and swallowed hook, line, and sinker the spiel that we can't let the public even have a hint that the supernatural is for real.

The reality of the situation is that there are people out in the world that know all about the supernatural and the creatures we deal with. Not all these people are wizards and occult dabblers. A lot of them are people who are down on their luck, the people who live in the cracks of society, in its underworld. Which is the same place a lot of the supernatural lives too.

And then there are people like Andrew Standley. His great granddaddy was a retired Bureau agent who moved out west and started collecting supernatural items over a hundred and ten years ago. Nothing dangerous, just bothersome like Sylvester. Andrew himself is an ex-agent as well. It runs in the family.

Ah, you want to know about Sylvester, or "Sly" as we like to call him. Now Sly, he's a character and he's also undead.

Sylvester was killed in the 1890s, exactly when we don't know, Sylvester won't tell anyone. Anyway, Sly was killed out in the alkali flats of Arizona and his body was perfectly mummified, making his skin hard as leather. However Sly didn't go on to the hereafter, but stayed stubbornly attached to his dehydrated mortal form. He found his way into the Ye Olde Curiosity Shop and became good friends with the Standley family. However, every so often, Sly gets an itch to travel and he goes walkies in the heart of Seattle.

Usually he heads for the strip clubs, he's a good tipper, but wouldn't survive a lap dance if offered one. Sometimes he just walks around. Sometimes we can find him sitting next to the ghost of chief Seatl, lending an ear to the old Salish's complaints. Sometimes he turns up in the most damnedest places.

In any case, he was gone again, and it was my job to find out where he had gone, primarily because there was no one else who could be trusted to do it.

Andrew gave me a description of some of the merchandise that Sly had taken: A "I Love Seattle" T-shirt, a pair of swimming trunks with an Orca print on them, a big floppy hat, sunglasses, and his personal pair of Dr. Schole's sandals. Shouldn't be too hard to find, I thought as I disconnected my cell phone and headed out the door and drove off in my Miata.

I had thought wrong. No one had seen him in his usual haunts. I talked with two of the girls at the Lusty Lady and they hadn't seen him during their shift. He had a booth that was more or less known as Sly's cubbyhole. There he would just stand and watch the girls, um, do their thing.

It was a quick walk down the hill to the waterfront and the railroad tracks from where I had parked my car. You used to be able to walk right up to the tracks, but now million dollar condos block the way. Still there were a couple of ways in and I knew all of them. There were not a few homeless camps right behind that blank wall of condos. Out of sight... Anyway, none of the homeless folks along the railroad tracks had seem him wander about for while. I passed around some meal coupons for a couple of the local greasy spoons and headed back up the hill.

My next stop at the top of the Pike Place Market Hill Climb was with old chief Seatl, or at least his ghost. The old Salish was a fixture in the area; he was doomed to wander the earth as long as there was a Seattle, which had been named after him to honor his memory, despite the fact that when he was alive he asked them not to do it. So of course the Denny family did name it after him, which is why he was now doomed to wander the earth for the foreseeable future. Names are special to the Salish, and if you name a place after a person, you doom that person's spirit to forever to wander the

earth, unable to find rest while man used that place name. And Seatl wouldn't let you forget it too.

I found him by the Pike Place Market, barely manifesting, looking more like a homeless wanderer than a tormented spirit. He was sitting on the concrete wall that ran north of market, between a Salish selling T-Shirts, and an African American selling herbal smoking mixes. I sat down next to him and asked him how he was doing. His reply was his standard diatribe about the stupidity of the white man and the white man's greed, to which the living Salish turned to look at us occasionally and nod in agreement. Eventually Seatl ran out of steam and started to aimlessly ramble about how things had changed and how it wasn't the same when he first started haunting the streets of Seattle. At this point I was able to ask him about Sly. Shaking his spectral head, he told me that he hadn't seen Sly recently. The Jamaican sort of saw Seatl, but might have thought he was figment of his herbal smoking mixtures.

Great. So where was Sly?

I starting to get desperate, and decided to check out some of the homeless missions. Most know about Sylvester and usually called up Andrew to let him know that they got the wandering mummy, could he please stop by to pick him up. Since none of them had called in, I decided to check in one of the newer ones. So I got in my Miata and drove to the south end of Seattle.

My first stop was The Mother of Mercy homeless shelter. It was a recent addition to Pioneer Square area, set up by the Catholic Church and run by a young fresh-faced priest named, with God as my witness, Father Patrick Murphy. He even had a bit of an Irish accent.

I showed him a picture of Sly in gear, hoping he wouldn't recognize that he was looking at a mummy, and not a very emancipated human.

"Yes," he said, "I've seen him before, last night to be precise. He didn't stay long he left just before sunrise. Is he in trouble? I tried to take his confession, but he wouldn't talk to me at all, he just stood there shaking like he was laughing. Is he all right? He's so thin and all."

Which wasn't surprising, considering his current spiritual state. As for Sly's vocal cords, well they were just two bits of harden leather in his throat, they wouldn't vibrate even if the girls at the Lusty Lady... Sorry, mind in the gutter again.

"He's OK, he's just wandered off from his folks, and I am trying to get him back before he gets into trouble," I replied.

Father Murphy nodded, "I understand. I found him wandering at the corner of the Square and brought him in. He's so thin; I was worried he was going to die out there. I tried to get him to eat, but he refused, so I put him up and said a prayer over him. I let him know that I was going to call Harborview Hospital and have them come pick him up in the morning. What's wrong with, um, Sylvester?"

I shook my head and said, "It's a condition he's had for a long time. No way to cure it with out killing him." We could cure Sly of being a mummy, but it wouldn't be pleasant for us or for him.

I gave him my business card and asked him to call me if he saw Sly again.

"Well, I'll keep an eye out for him, God bless you for being such a good friend to him," replied Father Murphy.

I thanked him for the blessing, and then asked the good Father to let me go in and talk to some of his residents. Most hadn't been in the night before, but I found a couple of them that had been in and remembered seeing Sly. They helped him out of the mission and on to an early bird Metro bus.

That was a break and I got the bus route number from them. It was an Auburn bus and that got me worried as Sly had never wander so far a field before. It was a good thirty miles south of Seattle and those folks were not used to seeing mummies walking about in a pair of Dr. Schole's.

I went outside and contacted Metro and asked about the bus and the driver. I had to use my leverage as the editor for the Fremont Low Tide Review to get anything out them, but found out that the bus driver was still on the road.

Hopping back into my car, I smiled as I pulled out my laptop and did a little war driving and found an unsecured WiFi network which I quickly hacked into. I called up the Metro bus tracker Web site and located the bus. It took me only a couple of minutes in my Miata to catch up with the bus. It was parked at the SODO Center stop, so I pulled in behind the bus and honked my horn. The driver popped his head out the window and waited for me. He wasn't a happy at being delayed, but he did answer my questions. He remembered Sylvester; he thought that Sly was going to jump off the bus without paying. He obviously didn't know Sly very well. Sly paid full fare, even though he more than qualified for a senior discount.

Anyway, he had let Sly off at the Emerald Downs shuttle stop. Emerald Downs was the local horse racetrack and that's where Sly headed off for. I didn't know what to expect. He also mentioned that Sly wasn't alone...

I fired up my Miata, and headed south to Emerald Downs. Thirty minutes later and another fifteen hunting a parking space I was there. It didn't take long to find Sly at the track; he was in the middle of a bevy of girls, all cheering him on. I recognized most of them as dancers at a couple of strip clubs that Sly frequented. The old codger.

I walked up and smiled at them. Some of the girls gave me a pouty look and a couple gave me a glare that should have left me a pile of ash. "Hi folks!" I said. "It's time for Sly to go home."

"Aw Mr. Green!" whined one. "Can't he stay for the last two races? Just the last two?"

"He's winning by the way Seth," said Julie Ashton, "Tasha" on stage. Julie and me, well, we had a history. My team had saved her from a Goth Fang Boy that wanted a bit more than a lap dance. She knew exactly who and what I was. "Take a look at this." She showed me a shopping bag full of money.

"How much?" I asked.

"About ten thousand," she replied.

I looked her in the eye, then at Sly.

He returned my stare with his milky eyes and brown leather face. I realized that I was out voted.

"OK," I relented, "just two races, then we're heading home."

So I relaxed and watched the ponies run. One of the girls got me a Coke, and then sat down next to me. Dawn was her stage name; her real one was Kim Lee Hui, recovering heroin addict and one time shell for an ancient Salish demon spirit. She didn't remember a thing after we drove that spirit from her into a cockroach, that we later buried it in the glacier on top of Mount Rainier. Well, I don't *think* she remembers anything.

Well that old cowboy was a good judge of horseflesh; he picked the winners for both races. He had one of the girls go back and make the bet, putting down a modest sum, not too much money as to attract attention. Gambling joints frowned on the undead betting, as they won far too often.

And not only did his bets win for the last two races of the day, he got the superfecta for the last race as well. All in all he had made around fifty thousand that day at the track. I shook my head and gathered everyone up to go.

I got everyone into my Miata, though Sly had to sit on Julie's lap, and headed over to the Firehouse brew pub. I figured that I'd show them that big, bad Seth Green had a heart after all. We had a few beers, except Sly of course, and then headed on home. Sly tipped each girl a thousand each as I dropped them off at their homes. He gave Julie five thousand and an attempt at a wink. She

gave him a hug and a kiss on the cheek and me an appreciative look, and then I drove Sly back to the Curiosity shop.

Andrew was there waiting and Sly's case was covered with a drop cloth. Before stepping in, Sly gave me the bag of money and then wrote out in his precise and careful handwriting what to do with it. I read the note and laughed, but promised to do it anyway.

Then Sly stepped into his case, closed the glass door, and locked himself in. Most people who visit the shop never notice that the case he stands in locks from the inside and not from the outside.

The next day, after I finally got the Low Tide Review out to the publisher and my appeased advertisers, (they got that week free), I stopped by the Mother of Mercy Mission and met with Father Murphy. The look on his face when he got the shopping bag filled with forty two thousand dollars was priceless. He had one of his assistants take the money to the bank and deposit it immediately.

After the assistant had left, the good father took me aside and asked, "This Sylvester person, he's dead, isn't he?"

I looked Father Murphy in the eyes and said; "Now why would you think that?"

He pulled out a Polaroid of him standing next to Sylvester's case. "A couple of the men here recognized him," he said, "and told me all about Sylvester the mummy. And about you."

I stood ready, thinking 'Here it comes', and then Father Murphy surprised the Hell out of me. He said, "I want to join."

That caught me flat footed. I had put in a request to the Bureau for a priest, preferably Catholic, to add to the team. Was this God's idea of fulfilling that request? "Well, um, what can you bring to my team?"

"Well, I'm no slouch about danger," he said, "I ran a mission in Africa, right in the middle of a civil war, and I'm one of the few Catholic priests you'll find that knows how to do a proper exorcism."

"Who taught you?" I asked.

"Father Zeke Donahue, and a visiting priest named Zebadae McGarn" he said, "at the Westminster Seminary. "

Father Donahue was well known and respected by lot of Bureau priests.

So there was only one thing I could do; I reached out and shook his hand and said, "Welcome Father Murphy, to Team Fremont..."



Name	Team Kamikaze
Location	Colorado Rocky Mountains
Active Members	6
Team Leader	Devon Scullie
Team Members	
Devon Scullie	Forensics and Tactical
Michael Lee	Buddhist Monk and Hand to Hand Specialist
Alexis 'Lex' McKenzie	Electronics and Mechanic
Judd Spoder	Half Vampire / Half Were-Hound and full Hillbilly. Demolitions
El Lino Blanco	Luchadore and Were-lion
Colin MacLeod	See Below and Make Your Own Judgements

Background

Somewhere between tactical nuke and J. P. Withers lies Team Kamikaze in the Bureau's arsenal. "Don't screw this up or Team Kamikaze will have to come in and do clean-up," is a frequent comment from team leaders to new agents. The legend of Team Kamikaze is often used to scare other teams into shape. Like all legends however it is based in truth.

Team Kamikaze is the only known X-Team in Bureau 13. The team is based out of an abandoned military airfield in the Rocky Mountains of Colorado though is rarely at home as they are frequently called out by the Bureau as a last resort.

The Team received their nickname due to the frequent loss of their RV while on assignment. After 5 RVs lost in 5 consecutive missions the Bureau made stricter rules involving replacement materials for X-teams. This resulted in Team Kamikaze's trip to several alternate dimensions whilst trying to find one of their mobile battle wagons.

Due to their sometimes "high-profile" nature, Bureau disinformation specialist Lycaeon hired an acting-double for team leader Devon Scullie. The successful television series that resulted, with government agents hunting the supernatural, still provides the team excellent cover for their sometime spectacularly visible assignments.

Currently the Team is dealing with a former agent, Tiffant "Tia" Dragon, experienced an extreme magical backlash from a miscast spell which caused her to become enslaved to the Demon Lord Azael. She may still have some vampiric abilities as she had not been fully cured from a previous attack at the time.

When people need help, Bureau 13 is there. When the Bureau needs help, Team Kamikaze is there.

Notable Mention

Team Kamikaze may have helped cause the extinction of the dinosaurs and the creation of the Loch Ness Monster when Agent Spoder infected a temporally displaced plesiosaur, with an odd form of vampirism. When the dinosaur returned to its own time it began to feed and pass a vampiric plague to dinosaurs everywhere. Luckily dinosaurs were generally not smart enough to avoid the sun which caused mass fatalities. Then again, a large rock falling out of the sky did have quite an impact to finish the job. Since that time the original vampiric plesiosaur has survived and has gained limited intelligence. It hides in Scotland.

HARRISON & FRIENDS

Relaxing on the edge of the beach, Robert Harrison marveled at the fresh air and scenic beauty of Loch Ness. Vacations were rare and two weeks in Britain were a dream come true.

A moment later a shadow crossed him. Opening one eye the Agent watched the head of the Monster rise up and look down at him. Reaching into the cooler next to him, he hafted the Honey Baked Ham into the air and motioned to the beast.

"Take it nice!" He yelled as the monster reached down and plucked the ham from his hands. As Nessie slipped back into the water Harrison went back to his Travel Guide on the Tower of London.



to: Bureau Records
from: Field Agent Erin Masterson
re: **Colin MacLeod**

I am not sure why, but it seems there is a lack of information in the Bureau archives on Team Kamikaze legend, Colin MacLeod.

This may be due to a Hackers infiltration of Bureau databases a few years ago or maybe the Bureau's trying to deny all knowledge...probably the former.

According to the information I have been able to find, Colin was born at an early age somewhere in Canada, probably Toronto. His Father, Angus MacLeod raised little Colin in an old trailer on the outskirts of Toronto. His mother...well...she was an absentee mom. In fact, no records exist of her at all. When interviewed, Angus admitted that he never knew who Colin's mother was though he still had the basket that was left on his porch and the empty bottle of Single Malt Scotch. Apparently, Angus got drunk at the Highland Games and was ravaged by some anonymous woman. All he can recall was a blurry recollection of some Scottish woman screaming 'Hoots!'. This probably explains Colin's usage of that saying.

Colin attended Our Lady of Prudence School for most of his documented scholastic life but apparently was kicked out after 6th grade for corrupting some of the nuns. He then joined the Merchant Navy and the Foreign Legion. By his 16th birthday, he had traveled the world.

Nothing substantial exists of Colin's life from ages 13 to 33 until his involvement with the Bureau on the Drunken Aliens Are The Cause of Crop Circles Case in 1991 (See Bureau document b245.12 - The Drunken Aliens Are Causing Crop Circles Case). He was assigned temporarily to Team Albacore for a record breaking 2.65 minutes before being reassigned to desk duty (See Bureau document b138.228 - Team Albacore - Get This Madman Off Our Team and Bureau document b533.2 - Mysterious Nursing Home Pregnancies Case respectively)

After much deliberation, it was decided that something had to be done as there wasn't much work getting done in the Records Room and agent pregnancies were on the rise. He was assigned on remote reconnaissance duty. The duty seemed to calm his ardor down a bit and after he found his way back from Altair 7, he was assigned to a new team of fresh faces just cutting their teeth on cases.

Colin was an asset to Team Albacore even going as far as to volunteer to the 'Psychic Surgery Program' (see inter-departmental memo b21.557 - Fake Psychic Implant to Control Colin). His behavior was modified however. the vintage 1973 8-track cassette player didn't work properly and was somehow picking up transmissions from Chinese Hip-Hop radio stations. He adjusted well to the use of non lethal devices. He was awarded a commendation on his creative use of 'Pope-in-a-can' (for those times you need absolution).

He was wielding his 'Pope-chucks'* when he was struck down taking a bullet to the head for the team in 1998.

Nothing could have prepared the Bureau for Colin's return to life sans 8-track less than a year later. Apparently, Colin actually did die and went to Hell though after a few days there, Satan begged God to do something about this and Colin was return to the Earth and the Bureau.

Some would think his time in Hell would affect Colin. It did. Colin was convinced of his immortality and went on more dangerous missions with Team Kamikaze ultimately destroying their 5th Winnebago after being convinced the computer A.I. known as S.M.A.R.T. was trying to kill him.

Colin then went 'off the radar' as it were for several years, even having his life made into an 'Bollywood' musical and recording several albums before finally returning to Team Kamikaze in 2006.

Luchadores

The Mexican equivalent of Bureau 13 is as public as it gets. Luchadores are masked wrestlers that hone their skills in the squared-circle of alchemical fame. These complex routines are seen as entertainment by the masses, but in actuality they are training exercises for Mexico's elite fighting force of peace keepers.

Mexico was able to begin a disinformation campaign with the Bureau's assistance in the 60's and 70's, via a series of motion pictures showcasing dramatized encounters of Luchadores battling the paranormal. These films were so successful at disinformation that to this day most people are unaware of the double lives of Luchadores.

There are two rules all Luchadores generally follow. The first rule is that they must never remove their mask in public or they will lose their entire honor and with that the mystical power of millions of fans worshipping them in the ring. The second rule is they must always fight for the rights of innocents even at the expense of their own lives or again they will lose all of the powers and abilities provided by fan worship.

The mask of a Luchadore is usually the gift of a wizard that has chosen the Luchadore to be a champion. Once a Luchadore earns these enchanted masks (and sometimes capes as well) the gain further increases to agility and strength. Some masks even grant the wearer the ability to harm supernatural creatures as though their hands were made of the appropriate bane.

Luchadores rarely operate outside of Mexico, but are starting to spread to the South Western United States thanks to some Bureau 13 influence. The most notable example being Rey Supremo who is attempting to organize a recruiting drive to help quell vampire outbreaks in Southern California.

Luchadores gain a +1 to Dex and Con at all times their mask is on. This increases to +2 with an additional +1 to Strength for two days following a successful win in a public match. A Luchadore's mask can be enchanted to give the owner a +2 to all Will and Reflex saves. When a Luchadore reaches 10th level his hands hit as holy weapons and can also cause damage to incorporeal creatures.

Should a Luchadore lose a public match or have his mask removed in public all of these bonuses are negated and an additional -1 penalty to all saving throws is incurred until victory and honor are restored publicly.



Sometimes being a Luchadore is just a Hands On Job...

Name	Team K
Location	Currently in Maine (Called in at times for certain special jobs.)
Active Members	8
Team Leader	Kiera
Assistant Team Leader:	Khala

Team Members

Karavek	Psi
Kiera	Cyborg
Kaa Rasha	Ex Sumarian Soldier
Khala	Priestess, Healer and Infiltrations Expert.
"Kieth"	Renegade Anunaki
Katrina	The One and Only

Team Cover It varies depending on the mission, but usually, a film company, working on some sci fi flick.... it helps explain the teams odd appearances.

Background

Team K was named by a rather annoying agent who once commented that every agent on this team has the same first letter in their names. The name stuck. besides, its easier to refer to them on less secure channels common code names are "special K" and team Kathy" and of course " the weird ones" which says a lot in a line of work like this one.

Kiera was one of the first Bureau13 Agents recruited by Lafayette C Baker back in the 'Wild West Days, but several years after she joined up, she crossed paths with an ice worm and wound up frozen in Alaska for more then a century. Her body was found by archeologists, and studied and her perfectly preserved brain was removed and implanted in prototype bioengineered, cybernetic interface. Her old body was useless with severe cold damage and stored.

Her new life saw her rejoining the bureau and working as a bodyguard for a young psi named Karavek, who was to be watched for signs of infestation by either the Ansalavit or the Anunaki, both of whom are known to be able to inhabit psi sensitive humans. After a partial "inhabitation" by one of the Ansalavit, Karavek's psionic potential shot through the roof and it was found through testing that use of psionic skills no longer tires him, he has proven that he can use telekinetic attacks with brutal effectiveness, and when he gets going its rather difficult to snap him out of it, because of trauma he went through as a child, though he will not speak of it. Karavek has also proven himself able to handle delicate tasks such as lockpicking with his telekinetic talents.

Karavek and Kiera served the Bureau together until they were accidentally caught in a lab accident in one of the more classified Antarctic research stations, which was, of all things, researching temporal viewing. They had been caught in a temporal shock wave, Kiera transported to ancient Sumaria, and Karavek just a year in the past..

Kiera met Kaa Rasha, a soldier who, like her, didn't take anything from anyone, supernatural or otherwise. The two became fast friends and through a series of events we are still researching, met several of the great Elder Gods, Nergaal among them.

Khala, who he met after being severely injured after a skirmish with an air elemental outside or Ur. Khala's healing talents somehow extend beyond the physical, and her absolute faith in Marduk probably has a lot to do with her powers. If one ever sees Kaa Rasha, you can expect to find Khala, not far away... if she wants to be found.

Eventually Kiera and Kaa Rasha ended up in the Americas and chose to come out of hiding and rejoin the Bureau a year after she was frozen. The Bureau suspects Kaa Rasha's spirit is literally within the necklace he wears, and he hasn't revealed to the Bureau how he is still alive after all this time, though Kiera seems to know.

Recently they met the new incarnation of Inari, who Karavek (who is still chronologically about fourteen) named Kieth, and nicknamed "Firebutt" due to another classified series of events. Inari/Kieth is now allied with Karavek and the rest of Team K.

With no desire to return to his present century, Karavek is quite happy to apply his skills whenever Kiera asks him to, and the other agents seem to have a knack for solving problems that seem overly complex in simple manners. Kiera seems to have a great dislike for the cold though.

Another recent addition to the team is Katrina, A werecat who seems to become intangible whenever she gets nervous or excited. Bureau agents found her, in cat form, confused and with little or no memory. Kieth hints that she is something more than she seems.

Contacts Kiera, Kaa Rasha and Khala have each come up with extensive connections throughout their many travels and "Kieth" has many connections to the mystical community, including someone he describes as a swirling tornado of light, though bureau researchers haven't gotten a clear picture of just who or possibly what that is.

Name

Location

Active Members

Team Leader

Field Leader

Team Members

Eric "DaKoga" "Him" Rallings

Kathleen Ohara

Leela Samson

Thomas Hazekera

Peter

Team Cover Mission Discretion

Background

Team Moose Tracks was formed by Ryan O'Connel. He formed it from former students of his when one of them accidentally summoned a demon from the ninth level of hell. The team specialized in investigating magical influence and critters, but this specialization proved their down fall. Team Moose Tracks lost a battle with an alien influence and only the intervention of another alien force helped the surviving members escape.

Ryan O'Connel is still the team leader, but has become much wiser after the incident. Instead of a bunch of kids, he has a mixture of different disciplines. Their base is underneath a night club called "The Night Life". It caters to the local college kids and keeps an ear on weird stuff happening in the small college town. His field team leader and the team ninja/gunfighter are in charge of the club's bouncers.

Ryan O'Connel, Team Leader-

- Appearance: Ryan doesn't look like the scholar he has trained all his life to be, he has a decent build and strong forearms. While he does have a passion for books, his build and health comes from many hours of fencing practice. He wears his black hair, as well as his beard thick and well groomed. His green eyes show a depth of knowledge in him. The only clue to his true age, is the beginnings of gray in his hair.

- Possessions: Ryan is fond of wearing suits. While most people find them restrictive, he thinks they are rather comfortable. On his right hand is a silver ring with a shield and crossed swords. Often in the same hand, he holds a wooden cane with an Ivory handle (Sword cane +1, +7/+2, 1d6 +1, 18-20 Piercing). Under his coat is a Ruger GP100 Le Mat (Master Worked [.357 Max], +4/ +0, 2d6 +1, 20, 40', ballistic, [12 gage], +3/-1, 2d8, 20, 20', ballistic)

- Background: Ryan's resume reads like a who's who of the paranormal world. He has studied under every modern paranormal expert, and has worked with more than 1/2 of the paranormal investigation teams in the world. While fighting is not his strong suit, he is a world class fencer.

Michael "Donk" "The Other Guy" Bolton, Field Team Leader

- Appearance: Donk is overweight, and dresses like a red neck from the hills. He often sticks out like a sore thumb with his suit jacket and blue jeans ensemble. Being 6'10" and 360 lbs, he can often

Team Moose Tracks

Milledgeville Georgia

7

Ryan O'Connel

Micheal "Donk" "The Other Guy" Bolton

Ninja

Doctor

Navy Seal

Doctor and Pharmaceutical Expert

Domestic Cat, Mage

push through crowds with little trouble. Any one thinking this man is a dumb country hick is in for a surprise. When working as a bouncer, for the night club, he is often wearing a pair of black BDU pants and a black T-shirt with "The other guy" written in yellow letters on the back. He isn't as flashy as Eric during this time, but he can be intimidatingly silent.

Possessions: Donk has his own ideas about what should be issued for Bureau agents in the field. This comes from his experience in guns sales, and as a armorer for the Georgia Army National Guard. Being a big guy, Donk finds it easy to keep his Dessert Eagle (.50 AE, +4, 2d8, 20, 40', ballistic) under a suit coat that he wears with his jeans. The whole out fit makes him look like a big version of Jeff Foxworthy. During a mission, his out fits turns to a T-shirt and BDU pants. The Desert eagle is reassigned to his right hip, and a modified Steyr TMP (41 AE, +5, 2d8, 20, 40', ballistic) takes its place under his arm. The weapon is equipped with a sound suppressor, and a red dot laser sight (+1 equipment bonus to hit). He also can carry an AR-10 (.308, +4, 2d10, 20, 80', ballistic) that is modified for sniping, when the situation warrants it. Donk is always wearing his undercover vest (equipment bonus +1, Armor Penalty -2, Max Dex +5). During his previous profession, Donk was required to have a few permits. While still on the Georgia data base, the Bureau can make them disappear if needed. These included a Class 3 weapon's permit and a concealed carry permit. Donk also has all the standard issue equipment for every bureau agent.

Background: Michael is the Georgia National Guard armorer part time. His knowledge of firearms has been an asset to the team more than once. Before the injury to his knee he was also trained as an army sniper. The training he has received helps him to analyze any situation and weigh all options before acting. This includes less violent ones that sometimes work better.

Erik "DaKoga" "Him" Rallings

Eric is a lean figure of a man. His size is not what makes him intimidating. It is his smooth motions. Even walking seems to be planned out. From the motion of his hands to where he places his feet. In civilian clothing, Eric is often wearing baggy jeans and a loose shirt. This keeps him from being restricted if he has to defend himself. During a mission he wears a set of armor that was designed by his clan. It is light, quiet, and has been adapted with a ballistic nylon weave.

Possessions: Da Koga has been trained in the martial arts since he was a young child. His clothing is loose and flowing, an example of his training. During a mission he is often seen carrying a Ninja-to (+3, 1d6, 19-20) that was created to fight the demon ninja that are the enemy of his clan. Due to his time in an alternate dimension, Da Koga has a Master Worked CZ-75 (9mm, +4, 2d6, 20, 30', ballistic), an HK MP5 SD5 (9mm, +5, 2d6, 20, 40', ballistic), and an M-74 (40mm, +2, special, 20, 70', special) grenade launcher. Da Koga has some special armor, made for him, when he was training with clan "Shadow". It is made of black leather (Equipment bonus +1, Armor Penalty -0, Max Dex bonus +8), and has a set of metal braces covered in leather (Equipment bonus +1. Stacks with all other bonuses) he can use as shields.

Background: Erik is a "Shadow" clan ninja. His father was a respected archeologist in Japan, and when he died Erik was accepted into the clan. Erik was recruited when he came back to the U.S. to his fathers home. Unknown to him at the time, his father had been working secretly with the bureau to unearth a weapon to defeat a great evil. The weapon accepted Erik as it's master, and now only he can wield it. Erik was in an alternate time line for a year, 8 years passed for him. In that time he gained a lot of experience and he modified his clan's style to accept pistol's in its repertoire.

Kathleen O'Hara

Appearance: Kathleen has an average build for a woman. She was originally large but health. Mainly due to the high fat, and protein foods she was accustomed to eating on the farm. Since coming to the United States, she has shed a lot of the weight through her roller blading. Kathleen is often seen wearing loose, comfortable clothing. Clothing that is more functional than it is fashionable. Her friends had her buy some more fashionable clothing during Mardi Gras. While she has them she is reluctant to wear them.

Possessions: As a foreign student Kathleen doesn't have much in the way of possessions. In her room she keeps a collection of medical and folk lore (+5 circumstance bonus on any knowledge or

research check on these subjects) books from Ireland. In America she is not able to ride horses like she did in Ireland. She did find an activity that she enjoys in this country though. Kathleen Roller blades (+20 speed, +30 down hill, balance check DC 10, after a special maneuver to prevent a fall. DR-/2 vs. any fall while wearing safety equipment) between her classes. On missions she carries her issue survival knife (+2, d4, 19-20, 10' piercing) on a leg scabbard, her issue Berretta 92F (+4, 9mm, -2, 2d6, 20, 40', ballistic) is usually carried in an underarm holster. When expecting trouble she totes an HK MP5 SMG (+4, 9mm, -1, 2g6, 20 50', ballistic). As the medic of the group Kathleen has worked with the team's field leader, Michael, and designed a more portable advanced medical kit. It consists of an armored vest (Medium Armor, Equipment bonus +5, Non Prof Bonus +2, Max Dex +3, Armor Penalty -4, Speed 25, weight 11 lbs.) with 3 pouches on her left side that can carry gun magazines and a holster for her berretta on the right. Also on the chest are pouches that carry initial medical implements used to save a life, like field pressure dressings, a IV solution kit, and tourniquet. On the back of the vest, is a back pack held on by 4 quick release straps. When pulled, it falls off and gives her access to more bandages, drugs, and a portable (AED) defibrillator/ vitals machine. On the left hip of the vest, is a small whisky flask of healing potion. It will cure 2d6 Hit Points instantly.

- **Back Ground:** Kathleen is American by birth, but grew up in Ireland so she speaks with an Irish accent. She was recruited after she and her friends were attacked by vampires during Mardi Gras. It was there her Psionic powers were discovered. She is a college student finishing up her education as a Medical Doctor. This has made her invaluable as the teams Paramedic.

Leela Samson

- **Appearance:** Leela has been called physically intimidating by people around her. While most men find her attractive, they can't seem to get around the intimidation part. Leela's muscular body comes from regular calisthenic exercise while her short brunette hair comes from practicality and military training. Most people cannot get past these features to see her gray eyes. Leela dresses in loose practical clothing while undercover. Something that won't restrict her movement or get in her way. Expecting combat usually has her dressed in BDU's and body armor

- **Possessions:** Even as a child, Leela never wanted a whole lot. Even to this day she only carries what she absolutely needs too. Nothing more. This usually means a military issue M9 Berretta (9mm, +3, 2d6, 20, 40', Ballistic) with 2 extra magazines. When open combat is necessary, Leela is well armed and ready to fight. She has been equipped through the army with a HK MP5 Navy (9mm +4, 2d6, 20, 50', Ballistic) and an M-4 Carbine CQB (5.56mm +3, 2d8, 20, 80', Ballistic), with an under mounted M203 (40mm, +1, special, special, 70 ft, special). Both of these weapons come with 7 magazines of ammo, and a selection of grenades for the launcher. The CQB kit allows Leela to mount an illuminator, scope, reflex sight, night sight, and a target designator on the weapon. Leela has also been issued equipment found with a standard infantry soldier. This includes a tactical vest (with an FBI engraved cover, a OD green cover, and black cover), Kevlar Helmet, gas mask, night vision goggles, and bayonet. Unlike her comrades, Leela has an easier time getting military grade equipment. This is usually a short period issue though.

- **Background:** Leela Samson grew up in South Carolina and was always a rough child. After her family tried to force her to marry, she left and joined the Navy SEALs. She was recruited through General McAdams after her team was killed by a gigantic blob when they were trying to recover a sunken submarine.

Thomas Hazekera MD-

- **Appearance:** To look at Thomas is too notice two things. 1. He is definately of Asian Ancestry For a book worm, he seems to have a lean build too him. While Thomas did live most of his life in a book, he became fairly acquainted with hand ball, a game he considered extremely fun, even though he could only play it for a little while. This helps him with his stamina, and his hand eye coordination. Thomas wears his hair short and cropped around his head. His round face has grey eyes set close together.

- **Possessions:** Thomas is equipped like a standard bureau agent. He has the M9 Berretta (9mm, +2, 2d6, 20, 40', Ballistic) carried on a hip paddle holster. He has also been issued with an HK MP5 A4

(9mm +3, 2d6, 20, 50', Ballistic) which he only carries in high dangerous situations. He does have a personal item that he keeps with him. It is a Teakwood box engraved with Kanji symbols. The biggest one being his family's name. Inside of this box are his father's diary, and three long brass cylinders (Not completely translated). He also has a '92 Toyota Corolla that is Dark Blue.

Background: When Thomas was a child, he was the only survivor of a demon's attack on an airliner. Unknown to him at the time, his father was a Bureau agent, and a master magician. He moved in with his uncle, and went through years of therapy trying to make him unbelieve what he remembered. His Uncle denied his fathers ability as well. The Bureau approached Thomas as he was finishing his PHD in Pharmaceutical Science. After the truth was told to him, he was given his dad's teakwood box. It proved the story was true and Thomas joined the Bureau. Ryan specifically requested Thomas to be put on his team. They had been on the same team at one time, and it is rumored the Ryan wanted to look after him.

Peter

Appearance: Peter is an orange and white, short haired Manx cat. He weighs 11 lbs, is one and a half feet high and three feet long. He has gray eyes and ears set close together. When Peter goes into tiger form, he goes from 11 lbs too 225 lbs. He also becomes almost 4 feet tall, and 6 feet long.

Equipment: None. He is a cat. He couldn't use it if he had it.

Peter is an intelligent guardian cat that was born to a wizarding family in Topeka Kansas. At first he denied his calling but soon got attached to a Bureau agent in the R&D department and inevitably joined. The R&D team was doing research on a mask, when the team was attacked. Peter was knocked out by a Flash Bang Grenade going off right by him. Team Moose Tracks found him and helped him to recover the mask. While on the team, he became attached to the team medic Kathleen. Now he considers himself her personal body guard.

Name

Location

Active Members

Team Leader

Team Member

Carol Masterson

William Nightwatcher

Lilly Moroson

Bob Foster

Edward "Crazy" Morrison

Team Cover The Lay Z Ranch. They work out of a sheep ranch just outside the Federal land limits. They even have sheep as well as very well paid 'in the know' ranch hands, some of whom are Bureau Agents in training or on rest leave.

Background

This team is here to watch the Superstition Mountains. This area produces much more than the average amount of weird, and the Superstitions are in place to experience it. They do not engage in the kind of run and gun that many teams find themselves in, but they are prepped to do it 24/7. Mostly they catch broken winged things that fall through the cracks in the universe and rescue the occasional idiot looking for the lost Dutchman mine.

The Bureau has long known The Superstition Mountains in Arizona are a weak spot to universes of Magic, Dimensions and Strange Worlds. The Native Americans as well as the Spanish Conquistadors knew this centuries ago.

The Team Superstition Ranch has fought a number of creatures from Trans Dimensional Monsters to dinosaurs. It is hoped in the future that a detector can be created that will predict the influx of a Sipapoos* event and give agents a lead time to prepare.

Agents visiting the area are warned to expect harsh climate changes, flash floods, ill tempered wildlife and the unexpected.

* (Native American name for Dimensional Rift)

Team Superstitions

Central Arizona

6

Cy "Cracked" Masterson

Team Mom. Psychologist (Team Mom)

Apache Shaman (Wise old Indian Template)

PSI Twitchy waif of a woman. Sees things.

Lawyer, Anthropologist.

Ex Seal, Demolitions, Weapons

Name	Team Orphan
Location	On the Road South Central US
Active Members	5
Team Leader	Gavynn
Assistant Team Leader	Raven

Team Members

Gavynn	PSI, Mage
Raven	Druid, Mage
Isabella	Fire Spirit
Aurora	Trapped Soul
The Mercurious	Time Dancer

Team Cover Variable, usually a false Government Branch

Background

Team Orphan was named as such because everyone in it seems to be unique, from another universe, or out of time.

Gavynn A true rarity, a man from another universe who is both magically and psionically active, has an artifact lodged in his chest that he claims is a "limiter" that he claims if it was ever removed, his powers would increase exponentially. Gavynn was found with Isabella.

Isabella is a woman made of fire, literally. She has limited magic powers, and usually pretends to be Raven's dolly. When they were found, both Gavynn and Isabella were badly injured, having traversed the space between worlds on foot with no protection. Gavynn claims doing it the way he did requires that you walk your way through. After his injuries healed he was assigned to Bureau work along side a young woman named Raven.

Raven is far more then she seems. Her magical talents seem unmatched for a five year old. Isabella and Raven have taken a liking to each other and become fast friends. Raven has control over her age, and can shift into adult form in just a few minutes. This has been handy to infiltrate locations and secure trust as well as slipping into small places. Among the teams missions was one where they stole the crystal containing Aurora's mind from the Brotherhood of darkness.

Auroras physical body is long gone, she exists only as a sort of projection form the amulet that the crystal was set into. With practice Aurora has been able to interact with the physical world, but you can tell what she is by watching her interact with the outside elements. Both aurora and Raven have yet to discover their full powers.

The Mercurias is a werewolf with complete mental control over his abilities and none of the savage bloodlust of the species. His strange tatoos mark him as a native american shaman called the Time Dancer. Legend speaks of him in ancient times as a silver werewolf who if he dances, can travel through time at will. The Mercurias has used this talent to save the team from time to time, expecially since Gavynn will occasionally berserk in battle.

The Bureau and Mystical Agents

Originally the Bureau frowned on Mystical and other worldly beings becoming agents but that changed when the first 'Good' Vampires requested to serve. This was a harsh debate in Bureau Ranks and a 5 year study proved that Paranormal beings could be outstanding Agents.

While the Bureau maintains a Paranormal Witness Relocation Program and a Village in cooperation with Britians MI-13, it became a surprise that so many wanted to protect their new home from evil. Training and psychological profiling of these unique beings has given the Bureau many insights on how many worlds, dimensions and things they are dealing with, and the totals are staggering.



Name
Location
Active Members
Team Leader
Assistant Team Leader
Team Members

Team Tonka
 Huntington, WV but Roams Widely
 5 to 8 Varies
 Karl Lutes
 Bubbles

Team Cover Lutes is a former VICAP agent for the FBI. He often uses his still official ID. Other times, he travels posing as father and daughter, Bubbles as his daughter.

Background

Team Tonka (so named because they have the best toys) is a training team. The only two permanent members are Karl Lutes, the team leader and Bubbles, the team 'witch' (as she describes herself).

They started as a highly conventional team, however, after an encounter with the Book of the Dead, the majority of the team was deceased. Agent Lutes and Bubbles were put on leave. During this time they had several encounters with the Brotherhood of Darkness, leading to the two of them taking a newly started team under their wing and taking down a Brotherhood operation. When the new team reported back to HQ with rave reviews for the tutelage they received, an idea was born. Since then, Team Tonka has been assigned 3-6 new members every 6 months for training, with the old members being released to create their own teams.

Karl Lutes is a former VICAP agent for the FBI. He came into the Bureau when he saved a young girl from a werewolf attack using the silverware from a nearby fancy restaurant. The young girl he saved was Bubbles (the only name known), a child with great magic potential. Lutes is very protective of Bubbles, viewing her as a daughter. As she has come to maturity her magic power has increased, as has her ability to use it.

Team Tonka is known for creative use of mundane items to combat the supernatural. Bubbles carries an extradimensional backpack full of color coded water balloons filled with various banes. They also use Super Soakers quite a bit for liquid bane delivery.

Contacts Few permanent, because of their roaming they have not established steady contact with any one though Karl is a good friend of the Bureau's Tech Wizard, Ray Robertson.

Name
Location
Active Members
Team Leader
Assistant Team Leader
Team Members

Team Wildfire
 Paseo Arts District, Oklahoma City, OK
 5
 Patrick Riggs (Wicca priest)
 Edith Bell (Tech)

Rebecca Haynes
 John Arvizo
 Peter Sosa

Psi
 Military Advisor
 Mage

Team Cover Patrick runs a "new age" shop in the Paseo arts district of Oklahoma City. Contacts in the community provided them with access to the local newspaper and television stations. It is also rather convenient that the local Renaissance Faire is growing in popularity.

Background

After a near disastrous negotiation with a dragon in north Texas over mineral rights, Patrick and Edith found themselves in need to find replacements for their team. The resulting explosion caused the locals to ask if there was a wildfire and who caused it.

Patrick Riggs became a Bureau agent after being attacked by an incubus while attending the University of Southern Mississippi Just out of high school the resulting all female rescue team (who had wrong reports of local succubus activity) very nearly lost all members until Patrick managed to free

himself and club the incubus into unconsciousness. With Wicca being a fairly new religion at the time, Patrick was rushed into his training as a Mage. He managed to not quite blow up the Mage School in his training when it was noticed that he was very handy and comfortable at healing, instead. Being very resolute in his nature worship, Patrick quickly became one of the Bureau's first Wicca Priests. With 25 years of field experience under his belt, and covering his team's activities on more than one occasion, he was placed in charge of the failing team in Oklahoma City. Team: Prairie Dog just never seemed to be able to get out of their gopher holes when it mattered.

Edith Bell was recruited for Team Prairie Dog as a new graduate of University of Oklahoma. Edith became involved with Bureau activities when she noticed her roommate was spending long hours at a local radio station. After following her roommate to the radio station, on the edge of town, she was captured and taken captive by her roommate. The radio station was the base of operations for a radio pirate who was using the radio broadcasts to hypnotize his victims and start a crime wave. Bureau agents found the radio station in completed disarray as Edith started rewiring the apparatus and muttering phrases from a popular comedy routine and grunting like an ape. When Team: Prairie Dog went underground for the last time, Edith emerged to become the second in command for the newly formed Team Wildfire.

John Arvizo was recruited after an incident in the first Gulf War as his artillery unit was over run by newly released djinn. John was decorated by the Marine Corps and quickly released from active duty citing his story of a strange flying man. The report was quickly changed into another of many well fires and John became a weapons advisor for Team Wildfire, although he insists the explosion in north Texas was not his fault, John remains the team's finest example of bravery under fire and a damn fine pilot.

Rebecca Haynes discovered her abilities while dancing at a local night club. After hearing the thoughts of her patrons, agents were called in to investigate several complaints of a mysterious "hysterical blindness" epidemic. Rebecca continues to attend several diversity training classes.

Peter Sosa is a recent graduate of mage training from Texas boasting that everything grows bigger in Texas and at 6' 6" he may just be right.

The team's primary responsibility is in and around the state of Oklahoma, although recent assignments have had them chasing reports of wendigo incursions into Wisconsin (a Canadian company was planning to import these exotic "pets" into Kansas and Oklahoma), and also some border activity in Texas where several were-coyotes have been spotted outside the Alamo.

Contacts Ranulf and Cynthia MacDonald, owners of a comic and gaming shop in Del City (former Bureau agents who monitor local gamer and Goth gossip on the look out for local activity). Silas Mercer (ghost) who haunts a local gun store across the street for his cemetery boasting of "Wholesome Family Fun". Lt. Herbert Tarlton, Oklahoma City Police Department archives. Brenda Allday, TV reporters for local News 9 area.

Name
Location

Active Team Members

Team Leader

Team Members

Wilbur Conrad
Elvis Preistley"
Joey Ripping-Bear
Lex Black
Darren Gibson

Team Scorpio

Mobile, East Coast roving team.
Based in Charlotte NC in the basement of a Bank
6
Roderick Gallowglass (Mage)

Soldier, Athlete

Psi

Priest

Marine

Time Traveller, Freedom Fighter

Team Cover Many and varied, including traveling band, DOT highway engineers, FEMA emergency readiness testers, tornado chasers, investigative reporter group for Expose' Weekly, professional grilling team, and freelance photography unit for the Audubon Society

Background

Team Scorpio is a roving team, relying heavily on their Bureau RV as their base of operations along with a pair of light motorcycles and a panel van. The team often roams the east coast interstate system and as a result is often closer to a target area than many regional teams and thus able to respond quicker to a crisis. One of the side effects of this teams existence was the creation of Bureau-issue air freshener, since 6 people living out of one RV for weeks at a time can get pretty ripe. The team's roster has changed regularly over the years as agents are recruited, trained and assigned elsewhere, but the current members are as follows:

Rod Gallowglass Team Leader and mage, Rod began his career teaching of Psychology and Occult Studies at Oxford, but his research into the mindset of occult influenced crimes led him to discover an actual spell book. Within a few weeks he unlocked his ability to perform real magic and shortly thereafter had to defend himself against a coven of witches who wanted the grimoire for themselves. The resulting incident resulted in the destruction of a dozen double decker buses and the disruption of electrical service for over 5000 customers before MI-13 arrived and drove off the surviving members of the coven. Gallowglass was recruited by MI-13 and trained to use his gifts properly. After a series of successful joint operations with Bureau 13, Rod left MI-13 to become a Bureau team leader. Over the course of his career, he has become one of the Bureau's most skilled mages as a result of his dedicated magical studies. He is known for his unflinching morality and his ability to use his magic creatively as well as knowing when not to use it at all.

Wilbur Conrad A recently defrosted Nazi genetic experiment, Wilbur was a less than willing volunteer snatched from an SS run P.O.W. camp in 1943. The third Reich's super-soldier experiments (Project: War Child) were a mostly trial and error process with the goal of unlocking human potential, due to the high casualty rate of the project, the researchers felt it was better not to risk their own soldiers until the process was perfected. After being given a variety of unethical and illegal chemical treatments that were designed to increase muscle mass and strengthen bone and other tissues, Conrad was exposed to intense doses of radiation in the hopes of triggering mutations in his cellular structure. Conrad did eventually develop Olympic-class strength and stamina, but suffered side effects including delusions of grandeur and a severe allergy to cats as well as psychotic tendencies. Conrad eventually escaped his cell and killed five guards before his rampage ended in a hail of bullets that left him comatose but still alive.

Months later his comatose body was used as a test subject for an experimental suspended animation freezing chamber. Although the test was a success, the facility was bombed before he could be revived in the second phase of the experiment and the entrances to the underground bunker housing the chamber were buried under the rubble and killing all the scientists who were aware of the project. When the war ended all notes on these illegal experiments were destroyed and the bunker was only recently rediscovered by excavators digging a foundation for a new shopping mall. Upon discovering the nature of the frozen body, Conrad was quietly returned to the USA where the Bureau managed to successfully thaw him and heal his wounds. After his recovery and debriefing, he was treated for his psychosis and assigned to Team Scorpio where his abilities could be put to good use and where someone could make sure he takes his medication regularly.

Elvis Prestley One of the many benign beings encountered by Team Scorpio turned out to be a hairless humanoid exiled from his home dimension for his refusal to accept the state religion of his world and his "unnatural" mental abilities. Once the language barrier was overcome and his intentions were determined to be peaceful he was offered amnesty in our world and a choice of a hidden relocation or a job with the Bureau. In order to see and learn about this world he chose the latter and was inducted into Team Scorpio after a few months of "earthification" in order to help him blend in better. His own name was difficult to pronounce and so upon his arrival he allowed the other members of Scorpio to choose his alias. Due to his peaceful nature and unusual choice of wig design he was dubbed "Elvis Prestley", to this day he still doesn't understand why people laugh at his name. His mental talents include telepathy and mind reading as well as some precognitive abilities.

Joey Ripping-Bear A native American descended from a line of Cherokee medicine men, Joey was raised in Charlotte and was studying economics and business management when he had a vision of a Bear spirit telling him that a great evil was about to manifest during a Charlotte Knights baseball home game. After his initial rejection of the vision and subsequent proof in the form of the spirit taking control of his body and doing a passable three stooges routine, Joey accepted that he was not hallucinating and set out to prevent the evil from becoming manifest. To his credit he was able to slip past security and ran out onto the field as the appointed time approached. His efforts wrestling with the batter to get the enchanted bat away from him caused the game to be delayed and moment of the ritual to pass without the emotional element needed to allow the cultist groundskeepers to summon their demon patron. After being booked and interviewed and shortly before his transfer to the psychiatric ward, the Bureau intervened and Joey discovered a new career as bureau priest. The groundskeepers were later arrested by Team Scorpio as they attempted to infiltrate the Coca-Cola 600.

Lt. Lexington Black Lex was a Marine who annoyed his commanding officer enough to end up pulling sewage duty on several occasions. On one routine sweep of the underground pipes and pumps, he stumbled onto an infestation of carnivorous goblinoids. Through quick thinking and a complete lack of fear Lt. Black managed to escape harm and drown the creatures (don't ask for details). As a result he was noticed by the Bureau agents sent to investigate his report and was quickly forwarded on permanent assignment to Team Scorpio. Black is skilled in survival training, assault weapons (the P-90 is his current preferred weapon) and is the proud owner of an enchanted sword, having killed the weapon's previous wielder who was trying to render the lieutenant headless at the time. Armed with both mundane and magical weapons he is able to hold his own against supernatural opponents that would normally use him as an appetizer.

Darren Gibson Resident investigations expert who is (was? will have been?) a guerilla soldier from one possible future. Originally a reporter for the Boston Globe, Gibson joined a group of freedom fighters in a future timeline after the Earth had been invaded and conquered by the alien race known as the Baoth. Gibson's knowledge and contacts in 2077 greatly aided the team in finding remnants of the Bureau in that future and returning to their own time. Somehow Gibson ended up being dragged along in the temporal wake of their departure and found himself in the here and now. Due to his unusual status and his understandable reluctance to return to the world he knew, he now serves along side the team and tries his best not to wind up dead before he is even born.

Contacts MI-13 squad 8 (led by Colonel Hyde-White, Rod's former CO), Blowie the Were-Human (dolphin with the ability to shift to human form), Zandar the 50ft Robot, Rudamun the Sage (mummy who awakens once a year to catch up on current events), "Lucky" the leprechaun, who's horde the team helped recover, "Lucky" now serves as a supernatural informant.

Team

Location

Active Members

Team Leader

Team Members

Tom Collins

Andrea 'Aurora' Makemourn

Michael 'Cat' Solomon

Pedro

Team Cover None

Background

Team Subtle has the unenviable job of keeping track of not only paranormal happening in greater Washington DC, but also keeping a lid on the activities of other government agencies' tampering with the supernatural. See, for example, Case Jolly Green Giant, Dept. of Agriculture, Case Clean Genes, National Institute of Health and the ongoing FBI Case X Folders.

Subtle

Washington DC Area

5

Jo Butler

Vietnam Vet, Firearms

Mage

Charismatic Autonomous Terminator

Mexican-American Werewolf

Name

Location

Team Members

Team Leader

Team Members

Rhonda Tuesday

Hobbes

Miranda Renault

Fritz Ngombe

Brother Paul Jones

John Renwath

Team Cover Pls some of the time, but they rely mostly on the document creator to create temporary covers.

Background

Sullivan Gilbert was a PI who kept getting the *wierd* cases, solving them, and was thus recruited by the Bureau.

Rhonda Tuesday was born Hard of Hearing but she was always able to hear when other people (or animals) were nearby. She was visiting her KCPD detective father at work when she noticed Sullivan Gilbert coming in on a PI case that was of the weird. He unfortunately was distracted and thinking rather loudly and she 'overheard' him. She just started following him around, he noticed and caught her. He was hitting dead ends on his own and needed help with the investigation, so he agreed to let her help. They later fell in love.

Fritz Nogombe accidentally stumbled onto the existence of the supernatural because he was looking for books to glean ideas for an RPG he was trying to run. He found an actual apprentice grimoire. The supernatural surpassed the game as he found out he could do actual magic. Afterwards, he was successful in combating a couple of low-level menaces and recruited.

Brother Paul Jones started out as a carpenter with a liking for animals, then moved to pastoring a small church. Then he got an Angelic visitor who asked him, "Are you ready to be strong?" God gave him a set of miracles to call, and gives his requests a great deal of consideration.

Miranda Renault is a young Hispanic woman who was literally brought up in the supernatural aware Ninja tradition.

John Renwath was a Texan cowboy, who was taught by a horde of honorary uncles how to fight and use weapons. They also filled his head with the tales of all the wierd stuff they had encountered. Zombies ensued....

Rhonda acquired her psi familiar Hobbes on a case. Sully met Miranda on another. Together they cleared a lot more cases. The Bureau decided to create a roving team, and introduced them to the others. They clicked and have been a team ever since. They brainstormed on a name, and finally decided to name themselves after their shared favorite food: Supreme Pizza. The name was later shortened to just Team Supreme....

Team Supreme's greatest accomplishment: has been stopping a horde of "soulless" vampires from massacring the "Big RV and Outdoor Fun Show" by setting up a blessing on the reserve tanks, then setting off the sprinklers to spray the now Holy Water.

Team Supreme

Roving Midwest, Based in Kansas City, MO

7

Sullivan Gilbert

Psi, Healer Telepath

Cat, Rhonda's 'Psi Familiar

Ninja

African-American Mage)

Priest

Combat Specialist

BUREAU 13 FACTS

Effective use of a Good Garlic
Pizza can be a Marvelous
Vampire Deterrant



Name

Location

Active Members

Team Leader

Team Members

Amanda Collins

Jake Harrigan

Sir Gordon Sumner

Yoshi Hirihito

Team Cover Varies on the Mission

Background

Team Coyote

Central Indiana

5

John Daily, Marine Sniper

Scientist

Psi, Electronics Expert

Mage

Ninja

Team Coyote is a second tier investigation team. Their main area of operation is the central US, but they go where they are needed. They are equipped with an experimental Colorado RV MKII but several of their members have their own vehicles. Their base consists of an abandoned Atlas Missile Silo complex in Indiana. The base is totally underground, except for an air strip, hangars, a 2000 yard shooting range, helo pad, a practice range for exercises, and the guard dog kennel.

The team consists of 5 primary members, but other Bureau personnel have been substituted at times due to injury or special mission requirements.

The team leader is **John 'Bulls' Daily**, an ex-Marine sniper who is partial to his personal Barret Light 50. John prefers his specially modified Suburban to the RV.

Amana Collins, is a former chemical/biological weapons scientist from Ft. Detrick, MD. She often is responsible for finding new banes for newly discovered creatures.

The team's electronic and computer specialist is **Jake Harrigan** who holds a PHD in electronic engineering. He is also mildly psi-active with a talent in electrokinesis.

The 4th team member is **Sir Gordon Sumner**, on permanent loan from MI-13, he is the team's white mage. Gordon's familiar, a raven named Edgar, once saved the team by casting a sleep spell. The final team member is **Yoshi Hirihito**. Yoshi is a Ninjitsu master. He was "recruited" when he was caught sneaking into a bureau R&D facility that he thought was an electronic toy company. Along with his martial skills, Yoshi can not be affected by any known psionic.



SCENARIO **ROACH HOTEL**

Summary

The players investigate several disappearances in New York City, reputedly done by a "giant cockroach." Well the rumors are correct, a giant cockroach-like alien, named Buzz, is stalking the mean streets of New York, looking for humans to abduct. He has been doing this for over a century now, snatching up people at random, and then putting them into cryosleep. His mission is to save humanity by assembling a sufficient number of humans across a wide genetic background to form a stable colony on another world. Buzz is your basic benevolent meddler in human affairs. Unfortunately he complicates things by abducting a police officer.

This adventure is suitable for 1st through 3rd level agents, 4th through 6th level agents may find some challenges in this adventure, but it will be more of a cake walk as long as they don't start a gang war.

The Disappearance

At first, there was no official investigation in the disappearances of a few individuals from the street gang "Flaming Bananas" in the slums of New York City. But when the rest of the Flaming Bananas vanished, the local neighborhood turned out looking for them, and then the police had to take an interest. A rival gang, the Latin Kings, was accused of wiping out the rest of the Flaming Bananas, but the lack of bodies or any sign of gang warfare near the Flaming Bananas turf has stymied the investigation.

Subsequent disappearances since then have kept the neighborhood on edge. The locals blame the disappearances on "la cucaracha del diablo". The "devil cockroach" has been a fixture of the neighborhood for years. On occasion when someone disappeared, the devil cockroach would be sighted nearby. A few people claim to have seen the thing as it crawled up the side of a building, but considering the neighborhood and the people reporting the sightings, not much credence was put to those reports.

The disappearance of the Flaming Bananas does rate a couple of columns of newsprint and at least two TV news reports, but the rest of the city soon forgets it. But not for the family and friends of those who disappeared.

The Incident

Buried in the middle of a local New York newspaper was the following story:

**Giant Cockroach Abducts
Police Officer During
Drug Bust!**

When the Bureau saw this story, the nearest Bureau 13 team was contacted and sent to investigate.

General Investigation

Encounter Level: 1

Newspaper archives will list events like this happening for at least 75 years or more in the same area. Unfortunately the older archives, more than 20 years ago, are not online and require a visit to the main branch of the public library and the microfiche archives of the various newspapers.

Reporter: Jason Furst

City police charged two men after finding more than 4 pounds of marijuana with a street value of \$18,000 and \$1,600 cash Friday when they raided an apartment. Taken into custody were Jerry Allen, 36, and Brad Evans, 44, both occupants of the apartment that was raided. They are charged with second-degree criminal possession of marijuana, a felony. The two suspects were apprehended when police Sgt. Louis Clemens, Detective Sgt. Simon Morris and members of the department's clandestine Pro-Active Team raided the first-floor apartment following an investigation into drug sales.

But then events took a turn for the weird, when Sgt Clemens opened fired on a "giant cockroach" that had grabbed his partner, Detective Sgt. Morris and hauled him out through a window. No one else in the tenement apartment saw the creature. Currently Sgt. Clemens is on paid medical leave and is unavailable for comment.

The city started to care when a cop vanished during a simple drug bust and his hysterical partner was sent to Bellevue Hospital when he claimed that a 6 foot cockroach, wearing a trench coat and hat, pulled his partner out through the window and said "¡Estoy apesadumbrado, me excuso!"

Missing person records for the area only go back 50 years, but they indicate a higher than normal number of people have disappeared from the region, about twice the city average. After ruling out half the disappearances for normal reasons, over a thousand people have disappeared over the past 50 years, about 1.6 people a month.



According the local folklore, the "monster" first appeared around 1880 and has appeared at roughly 20-year intervals. Stories describe the monster as an old man wearing a washtub on his back, to a few tales of a walking turtle. Currently the monster is described as a giant cockroach that wears the clothes of his victims. To find this information requires various investigations in local blogs and university research papers, while the current story requires talking to the people in the neighborhood.

DC Checks

Researching Online Newspaper Archives:	Research 15
Researching Online Missing Person Records:	Research 15
Researching in the Library:	Research 16, +2 hours

The Police Report

Encounter Level: 2

The agents should have no problem accessing the public Police report from the press office or from an online source, a DC 5 Research check. The two men arrested were Leon Barba, and Juan Lurdes. According the records, they made their bail and have been released. The report provides the agents the address where the event occurred. The report ends with:

"Sgt. Clemens then yelled 'Stop! Let him go!' and discharged his weapon in an adjacent room. Another voice was heard to say 'Excuse me'. Some sort of voice distorter modulated the voice. When I entered the room, Sgt. Clemens was by the window aiming his weapon towards the roof. I restrained him and took away his weapon. Detective Sergeant Morris was not in the room, only one of the suspects was and he was face down on the carpet. We immediately searched the apartment and the local neighborhood looking for DS Morris. We were unable to locate him.

Subsequent questioning of Sgt Clemens about who had abducted DS Morris lead to a claim that a man wearing a fright mask, used a stungun on Morris and then dragged him out the window. We suspect that rappelling gear was used to make an escape though no signs of a rope was found."

This in fact is a new ending added onto the report by the police. This is to cover up what had been written earlier and reported on by the reporter Jason Furst. If the agents want to verify that this is the report or try to get at the officer notes that are not released with the public version, they must first hack into the police computers and then locate the report where it has been stored and download the earlier version:

The Original Report is Identical Except for the Ending:

"Sgt. Clemens then yelled 'Stop! Let him go!' and discharged his weapon in an adjacent room. Another voice was heard to say '**¡Estoy apesadumbrado, me excuso!**' The voice was high pitched with buzzing sound to it. When I entered the room, Sgt. Clemens was by the window aiming his weapon towards the roof. I restrained him and took away his weapon. Detective Sergeant Morris was not in the room, only one of the suspects, Juan Lurdes, was and he was face down on the carpet. We immediately searched the apartment and the local neighborhood looking for DS Morris. We were unable to locate him.

Subsequent questioning of Sgt Clemens about who had abducted DS Morris lead to him saying that 'a giant cockroach snagged him! It jabbed him the neck with something and Louis went limp like a dishrag. Then the bug hauled him out the window and up the wall.' We thought Sgt Clemens had gotten a whiff of the substances being sold in this apartment, so we took away his weapon and made sure he

didn't try to go out the window."

The CSI report attached to this police report has nothing about the room the incident took place in. The agents may notice that there is nothing else in this report about DS Morris' disappearance. This is because a separate investigation has been opened on DS Morris. To find this report, the players must search the report database again.

While the report on DS Morris' abduction is long, it does not contain much information. Dozens of individuals were interviewed, but no one saw anything. The CSI report however, found two rounds from Sgt Clemens' firearm embedded in the ceiling of the room. They were heavily deformed as though they had ricocheted off of a metal plate. However, there was nothing in the room that could have caused the damage to the two rounds.

Additionally, there were DNA samples taken and several came from the same, unidentifiable source. The CSI report concludes that the samples were from older residue left in the room and had degenerated with time.

If the agents had heard about the Flaming Bananas' disappearance, another search of the report database will turn up that report. The gang was in one of their cribs having a party. That's when someone started screaming. Witnesses to the event heard several gunshots and lots of screaming. When the commotion was over, the building was empty. No one saw anyone leave the building.

Well, almost. A single eyewitness, a local homeless man, name not given, saw the twenty members of the gang walk into an alleyway. They moved in a single file and were following "...some weird dude in a trench coat and a hat." This statement has been discounted due to the "drugged out" nature of the witness.

According to the CSI report, over a hundred rounds had been fired in the building, most hitting the walls and nothing else. However 6 rounds were found that were deformed in a similar way as those found from DS Morris' abduction. Likewise, there was nothing in the building that could have caused the damage to the rounds. According to the more lengthy CSI report, ricocheting the rounds off of a heavy metal plate at least 2 inches thick may have caused the damage.

DC Checks

Hacking the Police computer:	Computer User DC 25
Finding the police report database:	Research DC 15
Finding the original report:	Research DC 15
To notice that there is nothing on DS Morris's abduction:	Spot DC 15
Finding the report on the abduction:	Research DC 15
Finding the report on the Flaming Bananas' disappearance:	Research DC 15

The Reporter

Encounter Level: 2

Another way to access the report is to contact the reporter, Jason Furst. He has scanned a copy of the report into his computer and PDA. He works for a local newspaper, and specializes in the police beat. He personally thinks that sergeant Clemens was tripping on something, even though he has found out that Clemens passed a drug test immediately after the incident.

He works at his desk only about three hours a day. Typically, at different times of day, he can be found following a police call or drinking coffee at one of the precincts he regularly covers. He keeps notes on a Wireless PDA that he keeps with him at all times. His PDA also doubles as his cell phone. After work, he stops at Joe's Bar, and has a couple of beers while watching the sporting event that is currently playing on the bar's TV.

Lately he's been a bit cautious about anyone he has encounters with. Ever since the cockroach story made the papers, several other papers and a couple of morning TV shows have interviewed him. Individuals that he describes as the "Loony Fringe" have also approached him with questions and even loonier theories. He has tried to steer clear of them, without much luck. And he will view the agents as

another bunch of loonies, even if they flash a badge at him.

Still, the agents can try to convince him to give them a copy of the report, but he's not an easy push over and he is going to be unfriendly to anyone inquiring about the cockroach story. If the agents use their Diplomacy skill and succeed, he will send them a copy of the police report via fax. If they try intimidation, he will cave in faster, as he doesn't want to be hurt.

However, he will be intrigued by the agents' actions and their curiosity with what he considers to be a junk story. If they used some form of official ID, he will try to verify that they are who they said they are. He has contacts in various places and can verify just about any ID the agents use. Depending on the ID used and any background story that is in place, the IDs may or may not check out. Bureau 13 provided backgrounds are a DC 35 to crack using either a Forgery or Research skill. Agent created backgrounds will be easier to crack if they are not skilled in creating a false background.

Additionally, the agents can try to hack into either Jason's PDA or his work computer at the newspaper office.

The agent needs to be within 150 feet of Jason's PDA to try to hack into it. Jason uses very good security systems to protect his data on the PDA, so this will not be a simple task. The PDA contains his notes for the past year or so, and he uses a fairly eclectic naming system for his files, so finding any information will be a challenge.

If the agents are successful, they find the report and several interviews Jason had taken with various witnesses to the incident. The people he talked to didn't see anything other than the police breaking into the apartment and arresting the two men. Except for an interview he had with a homeless person. Jason recorded this as an mp3.

Jason: State your name and residence.

Ron: M'name is Ron. I live in a box down that alley.

Jason: OK Ron, what did you see when the police arrested those drug dealers?

Ron: Who said they were drug dealers? Well they were, I can tell, ya know. Yeah. Saw them dealing I did. You gotta smoke on you?

Jason: Sorry gave up the habit years ago.

Ron: Sure like a smoke.

Jason: (prompting) So you saw the police arrest the two men?

Ron: Yeah. The cops drug them out into the street and into a car. Dey was rough with them too. I heard shots and someone yelling at the cockroach.

Jason: You saw the cockroach?

Ron: Sure. He's a funny guy, name's Buzzzzz... or something like that. He gives me smokes.

Jason: Buzz, OK. So you saw him as well?

Ron: I know you don't believe me, but I seen him. I seen him pop out the window and carry that cop up the wall. He climbs real quick like. You sure you don't have a smoke?

Jason: Yes. So how long have you known this 'Buzz'?

Ron: For a while. Met him about a year ago when he took that bookie two blocks down. I saw 'im and he saw me. I asked him not to take me too and he said that I didn't match is cri... cry..

Jason: Criteria?

Ron: Yeah, dat's it. Cripes-teria. I knew that he was on the up and up. He gave me a smoke and told me that we is doomed.

Jason: Doomed?

Ron: Yup, doomed. We is gonna blow us selfs up some day.

Jason: Did he say why he was taking the bookie?

Ron: No and I didn't ask he none either. You sure you ain't gotta smoke?



Hacking into the newspaper's computer network is also difficult, but finding the relevant files is simple, as the paper uses a standard naming convention for all files stored on computers. Only the published story and the police report are on Jason's work computer.

DC Checks:

Convincing Jason to talk:	Diplomacy DC 25
Intimidating Jason to talk:	Intimidate DC 16
Hacking Jason's PDA:	Computer Use DC 35
Finding the Report on PDA:	Research DC 20
Hacking Jason's computer:	Computer Use DC 35

Jason Furst

Reporter

Attitude Unfriendly to Agents

Dedicated Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+3; HP 8; Mas 8; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d6+1, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Good, Freedom of the press, Newspaper; SV Fort +1, Ref +3, Will +3; AP 1; Rep +1; Str 9, Dex 14, Con 8, Int 11, Wis 12, Cha 9.

Occupation Investigative (Craft [writing], Research)

Skills Computer Use +2, Craft (writing) +4, Decipher Script +2, Diplomacy +1, Gather Information +1, Investigate +3, Knowledge (Business) +2, Knowledge (Civics) +2, Knowledge (Current Events) +3, Knowledge (History) +1, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +2, Profession +2, Research +6, Sense Motive +4, Spot +4

Feats Attentive, Personal Firearms Proficiency, Studious, Trustworthy

Wealth Bonus: +12



The Cop

Encounter Level: 3

Sgt. Louis Clemens is a long time member of the force. He joined when he was 18 and has served for 20 years as a policeman. For the past 5 years, he was partnered with Detective Sergeant Simon Morris and the two have become fast friends.

So when the six foot tall cockroach popped through the window and snagged his best friend, of course he would open fire. The bug then said, "Pardon me" in Spanish and skittered out the window, carrying Simon like a sack of potatoes.

Everyone has been trying to convince him that he got a whiff of something that made him think he saw a giant cockroach. That it was a guy in a fright mask and stun gun that kidnapped Simon. Only...

Only there wasn't anything in that apartment besides marijuana. No LSD, no meth, nothing but weed. And weed doesn't make you see things. That much Louis knew. It wasn't a guy in a suit and mask, it was a giant cockroach wearing a fedora and a ratty trench coat.

Because he won't play along and say that he didn't see a giant cockroach, he's now on "paid administrative leave", and Internal Affairs is sniffing around him like rats looking for some cheese.

He had to turn in his weapon and his badge, but they didn't get his hold out or his own personal firearm.

Sgt. Clemens is single; he never could find a woman who could stand his job. He lives alone in an apartment he rents on the Eastside, and has a cat named Chauncey. But you won't find Clemens here, he's decided that he if he couldn't convince them in the precinct with his words, he will by bringing the monster in.

Louis and Chauncey have been living out of his car for the past several days in the area the incident took place in. Locating him won't be easy, unless the agents make a connection in the 'hood. (See Short Round.) Agents confronting him will find that he will immediately suspect that they are either: A. Internal Affairs, or B. Reporters. In either case he will refuse to answer any questions. Getting him to talk will take some work.

DC Checks

Convincing Sgt. Clemens to talk:

Diplomacy 25

Sgt. Louis Clemens

Police Officer

Attitude Unfriendly to Agents

Strong Ordinary 3/Dedicated Ordinary 3 CR 6; Medium-size humanoid; HD 3d8+6 plus 3d6+6; HP 37; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +5; Grap +6; Atk +6 melee (1d6+1, Tonfa), or +7 ranged (1d6+0, Beretta 9mm); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law, Order, Police Department; SV Fort +6, Ref +4, Will +5; AP 3; Rep +1; Str 13, Dex 14, Con 15, Int 14, Wis 14, Cha 10.

Occupation Law Enforcement (Drive, Intimidate)

Skills Craft (writing) +3, Drive +5, Handle Animal +1, Intimidate +5, Investigate +8, Knowledge (Current Events) +6, Knowledge (History) +4, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +9, Knowledge (Tactics) +4, Profession +7, Repair +5, Sense Motive +4, Spot +6, Treat Injury +3

Feats Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Personal Firearms Proficiency, Point Blank Shot

Possessions Tonfa, Beretta 9mm; Wealth +10



The Hood

The neighborhood that used to be the Flaming Bananas turf is a tough place. Various economic busts of the 1990s hit this region of the city hard, while an attempt to "gentrify" the neighborhood failed magnificently. Empty lots are used as dumping grounds for local trash and the occasional drug deal. There is a small park, with some swings and benches, but it is advised not to go barefoot in the grass more for the discarded needles, than any canine deposits.

Agents will be pegged as cops when they enter the area. An 18-year-old named Jerome Manuel Rodriguez will attach himself to the group to make a few bucks and report back to the "Latin Kings" street gang. Given time, Jerome will become a valuable aid and can help rally support if needed by the agents. Trust only goes so far, but money goes much farther in this paranormal happening. If paid well, the locals will realize that these aren't the cops but probably Mafia. The best point for contacts is Lucky Dean's Bar.

If agents do not make friends with these people they will gain no cooperation and bog the scenario down until they dig the reasons out from a few clues.

Sightings of the roach concentrate around a five-block area. The second evening agents are in the area there is a report of an hysterical woman with a shotgun who says her son, Jerome, was taken from an upper floor bathroom by the devil.

Short Round

Encounter level: 1

Jerome Manuel Rodriguez, 18, is a child of the streets. He joined the Latin Kings when he was 10, working as a lookout, working his way up the chain to his current lofty position of soldier. While he has yet to have taken a life himself, he has been witness to several killings, his first when he was 10. He has taken it upon himself to keep out of the line of fire, but at the same time develop a line of patter and fast-talking to make him a likeable thug.

When the agents appear in the neighborhood, Jerome will be tasked with following them and reporting on their activities. He's affable and talkative, pointing out all the local points of interest: the local crack house, the two or three meth labs, women with negotiable virtue, and other signs of civic pride. He will hit the agents up for every cent he can get from them.

He has never seen the cockroach, but he has heard of it, and considers it a story to scare the little children into behaving. He doesn't believe that the cockroach exists. When asked what about the Flaming Bananas, he is of the opinion that they got taken by the government. When asked about the Latin Kings, he will have heard of them, but doubts that they were involved. If asked why he thinks this, he will say "Man, if the Latin Kings had put a cap in all the Bananas, they would be dragging the bodies into the street to show how bad they are!"

He'll show up from time to time to see if he can show the agents something new, especially if he is paid well. However, if any attempt is made to harm Jerome, the Latin Kings will seek revenge.

If asked about Sgt. Clemens, Jerome will tell the agents about him and his cat are living out a car a couple of blocks away, but only after a reasonable payment of course.

Jerome Manuel Rodriguez

Gang Member

Charismatic Ordinary 2 CR 2; Medium-size humanoid; HD 2d6+6; HP 13; Mas 16; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +1; Grap +4; Atk +4 melee (1d6+3, knife), or +1 ranged (2d6+0, Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +5, Ref +2, Will +1; AP 1; Rep +2; Str 16, Dex 11, Con 16, Int 6, Wis 13, Cha 14.

Occupation Criminal (Forgery, Hide)

Skills Bluff +6, Diplomacy +3, Disguise +4, Forgery +0, Gather Information +5, Hide +1, Intimidate +4, Knowledge (Current Events) +2, Knowledge (Streetwise) +2, Listen +4, Profession +2, Speak Language +1 (Spanish), Spot +3

Feats Alertness, Brawl, Simple Weapons Proficiency

Possessions Knife, Pistol; Wealth +6

Ron

Encounter Level: 0

Ron used to be a half decent auto mechanic, at least with cars there were no bad feelings in his head. What he hadn't realized was that he was a latent Empath. Around people he can sense what they are feeling, and in a crowd the emotions can confuse and frighten him. So he steers clear of crowds or places where people congregate. It got to the point that he couldn't stand being in the garage and the strong emotions the customers had.

To quiet the emotions that flooded his mind, he slipped into the bottle and slowly became an alcoholic. This addiction soon got the better of him and he lost his job. Unable to hold down another job, he sold what items he had and became one of the many homeless people that live on the streets of New York City.

Tracking Ron down is difficult, as his empathic abilities gives him a heads up that someone is looking for him. He also knows all the good hiding places in the back alleys. However, he does have one weakness, his tobacco addiction. He can be lured out of hiding with a pack of cigarettes. If the agents do track him down, he will relate the same information that he gave to the reporter, Jason Furst.

Ron

Homeless Person

Smart Ordinary 3 CR 3; Medium-size humanoid; HD 3d6+9 plus 3; HP 23; Mas 17; Init -1; Spd 30 ft; Defense 10, touch 10, flatfooted 11 (+0 size, -1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d6+1, weapon), or +0 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Good food, Cigs, Dry place to sleep; SV Fort +4, Ref +0, Will +3; AP 1; Rep +1; Str 9, Dex 8, Con 17, Int 11, Wis 13, Cha 8.

Occupation Blue Collar (Craft [mechanical], Drive, Repair)

Skills: Computer Use +2, Craft (chemical) +1, Craft (electronic) +3, Craft (mechanical) +3, Craft (structural) +3, Craft (visual art) +1, Decipher Script +1, Disable Device +2, Drive +1, Knowledge (Arcane Lore) +1, Knowledge (Art) +2, Knowledge (Civics) +1, Knowledge (Current Events) +2, Knowledge (Earth and Life Sciences) +4, Knowledge (History) +2, Knowledge (Physical Sciences) +4, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +4, Knowledge (Technology) +5, Listen +3, Navigate +3, Profession +5, Repair +2, Spot +3

Feats Alertness, Toughness, Wild Talent

PSI Talent: Mind: lvl 0 Fast Emotional Impression, Empathy: general reading of surface emotions.

Possessions Wealth +0

Lucky Dean's Bar

Encounter Level: 6

Lucky Dean's Bar has been a fixture in the neighborhood for eighty years. Parking is in the rear, on an alleyway that runs down the block, inside it is dark and smoky, strictly in violation of several city ordinances. The décor is eclectic as is the bar's owner Sid Mead. Sid bought the bar 40 years ago from its namesake, Dean Sanchez, and has kept it running ever since. No microbrews in this bar, only American industrial brews are poured from the taps. And don't ask for a fancy mixed drink, Jim Bean and Coke is about as daring as Sid gets. Lucky Dean's does serve food, mostly stuff that can survive being nuked in Sid's thirty-year-old Radar Range.

A lot of the local hombres hit Lucky Deans for drinks, but Dean will run off any hookers that saunter in, unless they buy their own drinks.

Occasionally Sgt. Clemens and Chauncey will put in an appearance, but no one will bother him, since he's quiet and everyone knows what he's in the neighborhood for.

And at midnight, another patron shows up. He does not draw any attention, dressed in his ratty trench coat or his fedora hat, and no one wants to know he's there. He sits in a corner booth that is always in the dark. Sid sends a pitcher of beer to the booth, and the person in that booth pays for it in cash. At closing, there is no one in that booth, and no one will have seen him leave as well. Yes, it is Buzz, the giant alien cockroach. Even he needs time off from his job. If the agents try to confront Buzz,

they will find the booth empty, except for an empty pitcher of beer and a \$2 tip.

Investigating the booth may uncover an old speakeasy secret exit that had been put into the bar back in 1935. Only Buzz knows about it and other exits in the bar that date back to then. If the agents find the exit, it leads only to the south side of the bar and a sewer grating.

Typically there are about 1d4+2 patrons during the day, and after 6PM, there will be about 2d6+4 patrons till closing at 2PM. In general, the patrons are between 1st and 3rd level ordinaries, though at night 1d4+1 will be armed with handguns.

If the agents cause an incident to occur, Sid has a sawed off shotgun behind the bar, and most of the patrons will try to gang up on the agents.

DC Checks

General Information about the Neighborhood:	Gather Information 10 Purchase DC 5
Information about the Cockroach	Gather Information 15 Purchase DC 10
Spotting Buzz:	Spot 20
Finding the Speakeasy exit	Investigate 25

Sid Mead

Bar Owner

Smart Ordinary 1/Charismatic Ordinary 2 CR 3; Medium-size humanoid; HD 1d6+0 plus 2d6+0; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d6+-1,), or +2 ranged (2d8, Sawed off shotgun); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +3, Will +0; AP 1; Rep +4; Str 9, Dex 12, Con 10, Int 12, Wis 8, Cha 11.

Occupation Entrepreneur ()

Skills: Bluff +4, Craft (electronic) +3, Craft (mechanical) +3, Demolitions +3, Diplomacy +3, Disable Device +3, Forgery +3, Gather Information +2, Handle Animal +2, Intimidate +1, Knowledge (Art) +5, Knowledge (Behavioral Sciences) +3, Knowledge (Business) +2, Knowledge (Current Events) +4, Knowledge (Earth and Life Sciences) +2, Knowledge (Physical Sciences) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +4, Knowledge (Theology and Philosophy) +3, Listen +1, Navigate +4, Profession +5, Repair +4, Search +2, Speak Language +2 (Spanish, Vietnamese), Spot +2

Feats Alertness, Cautious, Personal Firearms Proficiency

Possessions Sawed off shotgun; Wealth +13

The Apartment

Encounter Level: 2

The apartment that the abduction of DS Morris took place in is on the third floor of a small apartment building across the alleyway from Lucky Dean's Bar. It is currently being rented by Leon Barba, one of the two men arrested for drug possession with intent to sell. Both Barba and Juan Lurdes live here, or at least they did until the drug bust. Because of the disappearance of DS Morris, the apartment is sealed until further notice. Both men are staying with relatives. Both are drug users, but never had a serious rap sheet until now. More than likely they are going to lose all the property in the apartment and their cars. Under the advice of their lawyer, they will refuse to talk about the case to any reporter or law enforcement officer.

The apartment is your standard two bedrooms, 900 square foot apartment. Leon had the master bedroom Juan had the second bedroom. Between the police raid and the lack of housekeeping by the two men, the place is a sty. The abduction took place in Juan's bedroom and the place is covered in CSI barrier tape and fingerprint dust.

The agents can try to break in and bypass the CSI stickers that seal the door to the apartment, or they can try to get in from one of the windows to the apartment.

If they get in, and do a Kirilian sweep or use other means, the presence of a non-human entity

can be found. But it is very faint and hard to find. It is only present in the second bedroom, primarily by the window. The ceiling over the window has two holes that were flagged by the CSI team. A pair of rods sticks out at an angle and meet in mid air. This is where the two bullets ricocheted off Buzz's armored back.

DC Checks

Pick Lock
Forge CSI stickers
Scan for Aura Signature
Investigate apartment:

Disable Device 25
Forgery 15
Spot 20 (Must use Kirilian Scanner or Sunglasses)
Investigate 21

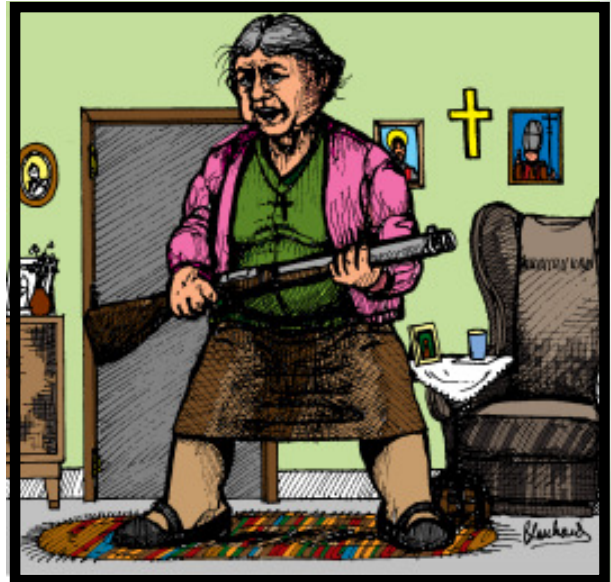
Abduction

Encounter Level: 3

After the agents spend several days snooping around the neighborhood, Buzz strikes again. This time it's their gang buddy, Jerome. At around 2 AM, Jerome is pulled from his bedroom by Buzz, who is shot at by Jerome's grandmother, Carmen Rodriguez, 51, wife of Miguel Rodriguez, 55. She chambers two more rounds and goes after Buzz firing again at his retreating form. She is armed with a double-barreled shotgun. The neighbors call the police, who arrive two hours later. After being disarmed, she will cry and babble in Spanish about a devil that carried her son off.

Sgt. Clemens will put in an appearance and then go hunting the bug. The officers on the scene will turn a blind eye to him going to the rooftops looking for the bug. If the agents try to stop him, he will wave them off. If they try to accompany him, he will be hesitant, but eventually he'll be grateful for the backup. However the night will prove fruitless, as Buzz has already flown the coop and disappeared into his hidey-hole.

If the agents are in the neighborhood when Buzz abducts Jerome, they can try to track him as he carries the boy back to his base. He will stay on the roofs of buildings and jumping across streets using his wings to extend his leaps by gliding. Following him this way requires Spot checks every 5 rounds.



DC Checks

Follow Buzz from the Ground
Follow Buzz on the Roofs
Roof Jump Across Alley
Roof Jump Across Street

Spot DC 25
Spot DC 20,
Jump DC 20
Jump DC 35



Spotted

A day later the agents will be contacted in the late evening by a frantic gang member who wants \$1000 (DC 17 Wealth check) for the location of the Roach he has seen entering a building with Leon the Junkie slung over his back.

This is the key location to the Roach's base of operations. A few blocks away Agents will see the alley and abandoned apartment building.



The Roach Hotel

The building is an old abandoned store set for demolition. The front is boarded and the rear bricked shut. Front windows are sealed. If agents break in, they find a door leading to the back rooms. The door suddenly opens and the creature is seen. It is quite literally a roach wearing a hat and coat. It yelps and vanishes in an astounding burst of speed. The door to the basement slams shut.

Traps

Encounter Level: 5

At the base of the stairs is a pool of water that hides a sticky substance that will instantly bind to any material that is not living. An agent running through this 5x5 patch must make a DC 20 Ref save or they will fall and be immobilized. The gunk will only stick to their clothes, not to their skin, so shedding their clothes will release the agent from the trap. This will take 1d6 rounds.

The basement's east door is closed. If the door is opened it will activate a trap set by the roach. Agents will have to make a DC 15 Dodge when a jury-rigged TV spits a single shot, 4 inch wide, particle beam through the wall on the other side of the basement. The beam will do 5d6 damage in the form of molecular disintegration.

In the floor is a newly opened tunnel into a high-tech area. The end of the tunnel is the airlock of a starship.

The Airlock

The airlock is a simple structure with a row of three buttons on its right side. The top button

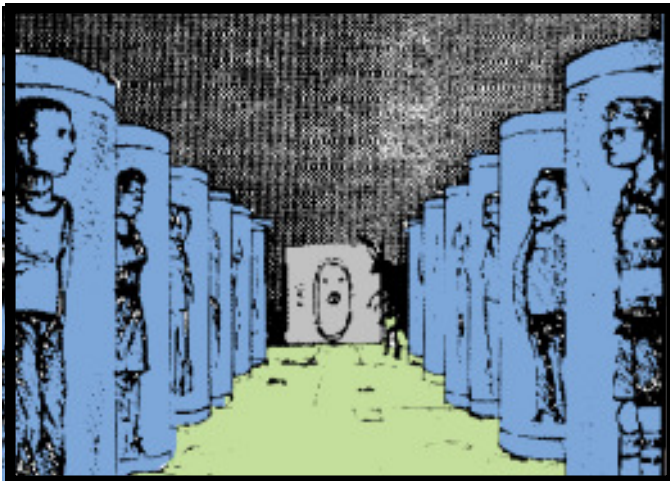
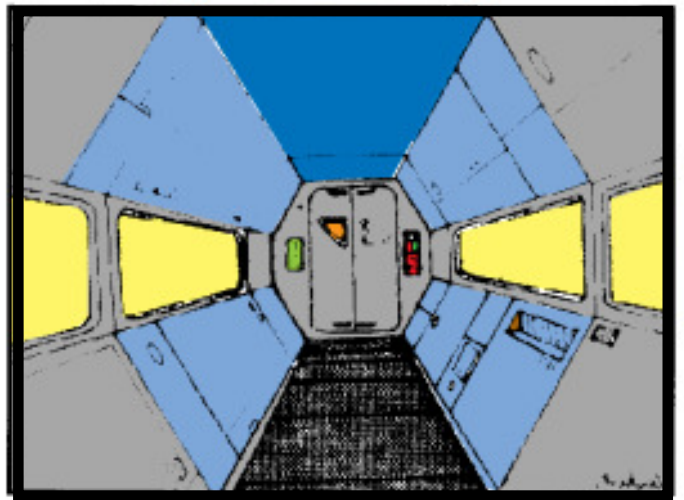
opens the lock. The middle button honks a warning horn. The bottom button closes the lock. The interior of the lock extends 20 feet to end in a second door like the first. The action of the lock takes 10 seconds to open.

Just inside the ship is a mass of piping and control surfaces.

Cargo

Inside the door are rows and rows and rows of frozen people in tubes (about 2000 people) and boxes of souvenirs of the Big Apple that span a century. The roach is behind several tubes making gunfire almost impossible.

In a cartoonish voice he tells anyone who enters his ship that they will be atomized if they don't clear away. He demands one more final specimen or he will blow NY City to Kingdom Come. This is a bluff, Buzz does not possess any weapons at all. If agents talk to this pest from the stars they find him amiable but a little eccentric. He calls himself Buzz.



The Mission

Encounter Level: 2

For the last century his ship has been buried and he is collecting specimens to seed mankind on new world. He wants to do this before our class Y society blows itself to bits with Nuclear Weapons as all class Y societies eventually do. During the discussion, if prompted, he will mention that there is the class X society, but the only class X society that is known was his own People. A class X society does not destroy itself by dint of luck. A class X society comes to the brink many times, but it is only through blind luck they don't destroy themselves.

Convincing Buzz that Earth has a class X society requires a Bluff at DC 25.

Buzz may not be right but he is preserving a wide gene pool of humanity and insuring the survival of the human race.

If pressed, he will mention the theoretical and more mythical than anything else class Z society. It looks just like a class Y and class X, but it uses magic. Of course, magic doesn't exist it's impossible. A simple demonstration of magical abilities will shock him and convince him that perhaps his species was wrong about not only Earth, but several other worlds.

If he is left alone, the ground rumbles and the ship launches in 5 minutes, leaving a large hole filling from cracked water mains. If an agent joins Buzz, he is stunned and frozen for the voyage that will end 458 light years away.

If Buzz is killed, the ship will launch after a 30 second delay. If the ship is damaged, it will release the frozen people and self-destruct, leaving no trace of itself.

If the agents can convince Buzz that Earth has a class X society or a class Z society, he will release the frozen people into the custody of the agents, and they now have to deal with 2000 people, some of whom haven't seen the light of day for a hundred years or so. Then Buzz will bid them farewell and warn them that unless they want to go Corillion Zeta Prime, they better get off his ship within 3 minutes.



SHIP LAUNCH

The ship will launch in a rumble of collapsing building and abandoned city block. The city will claim it is a gas explosion. A few who witness the spectacle could care less. It's that kind of town.

Buzz, the Space Cockroach

Research Scientist

Smart Hero 3/Dedicated Hero 4 CR 8; Medium-size humanoid; HD 3d6+36 plus 4d6+48; HP 109; Mas 34; Init +4; Spd 30 ft, Climb 30 ft; Defense 26, touch 18, flatfooted 22 (+0 size, +4 Dex, +4 class, +8 Chitin); BAB +4; Grap +12; Atk +12 melee (1d6+8, Stunner), or +8 ranged (1d6+0,); FS 5 ft by 5 ft; Reach 5 ft; SQ Climb +8, Damage reduction 5/-,

Improved natural armor +8/-, Low light vision ; AL Life, Good, Science; SV Fort +15, Ref +6, Will +4; AP 3; Rep +3; Str 27, Dex 18, Con 34, Int 17, Wis 10, Cha 8.

Occupation Academic (Knowledge [Behavioral Sciences], Knowledge [Earth and Life Sciences], Research)

Skills Climb(specie) +10, Computer Use +6, Craft (chemical) +4, Craft (electronic) +5, Craft (mechanical) +4, Craft (pharmaceutical) +4, Craft (structural) +7, Craft (visual art) +5, Decipher Script +4, Demolitions +5, Disable Device +5, Gamble +2, Investigate +8, Jump +10, Knowledge (Arcane Lore) +6, Knowledge (Art) +8, Knowledge (Behavioral Sciences) +8, Knowledge (Business) +7, Knowledge (Civics) +4, Knowledge (Earth and Life Sciences) +8, Knowledge (History) +10, Knowledge (Physical Sciences) +5, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +7, Knowledge (Tactics) +7, Knowledge (Technology) +6, Knowledge (Theology and Philosophy) +9, Listen +3, Profession +3, Read/Write Language +1 (English), Repair +8, Research +5, Search +8, Sense Motive +1, Speak Language +2 (English, Spanish), Spot +6, Survival +3, Treat Injury +2, Tumble +6

Feats Acrobatic, Alertness, Athletic, Brawl, Dodge, Gearhead, Simple Weapons Proficiency, Track Talents (Smart Hero): Linguist, Trick

Talents (Dedicated Hero): Empathy, Intuition

Possessions Stunner, ;Wealth +8, Starship

Space Cockroach Template

Raised under the warm orange sun of Corrilion Zeta Prime some distance from Sol, Space Cockroaches are the underbelly of the galactic society. They rarely trade or even deal directly with other races, instead, they prefer to insinuate themselves onto a planet secretly and observe the locals. Many view this as their life mission and can be a major source of information any given world.

While they appear to be closely related to the terrestrial cockroach, Space Cockroaches are in fact a variation of crustacean that evolved on land on Corrilion Zeta Prime IV. They possess structures similar to lungs and a closed circulatory system. They are covered with thick chitinous exoskeleton that is both flexible and strong.

Space Cockroaches are solitary individuals, preferring to live separately from other individuals of their species. Only when the need to mate strikes them, do they seek out others of their kind. Otherwise, they will setup their observation post on a world and surround themselves with their various robot servants.

Species Traits

Space Cockroaches have the following traits:

Type Humanoid - Crustacean

Size Medium-size. Space Cockroaches have no special bonuses or penalties due to their size.

Ability Modifiers +17 Strength, +8 Dexterity, +24 Constitution, -2 Charisma. Space Cockroaches are tougher and more resilient than any human. However, they don't socialize well.

Speed 30 feet, climb at 30 feet.

Damage Reduction 5/- (Ex): Due to an internal network of chitin struts and chambers, Space Cockroaches do not suffer as much from internal damage as other exoskeletal creatures do.

Improved natural armor +8/- (Ex): The chitin exoskeleton of the Space Cockroach is somewhat bullet-proof and can deflect some low velocity rounds.

Low Light Vision (Ex) They have large, segmented eyes that are very good at collecting light and see in low light conditions, while retaining the ability to see color and detail.

Skill Bonus All Space Cockroaches have a +8 bonus on Climb checks.

Free Language Skills Read/Write Space Cockroach, Speak Space Cockroach.

Level Adjustment: +0

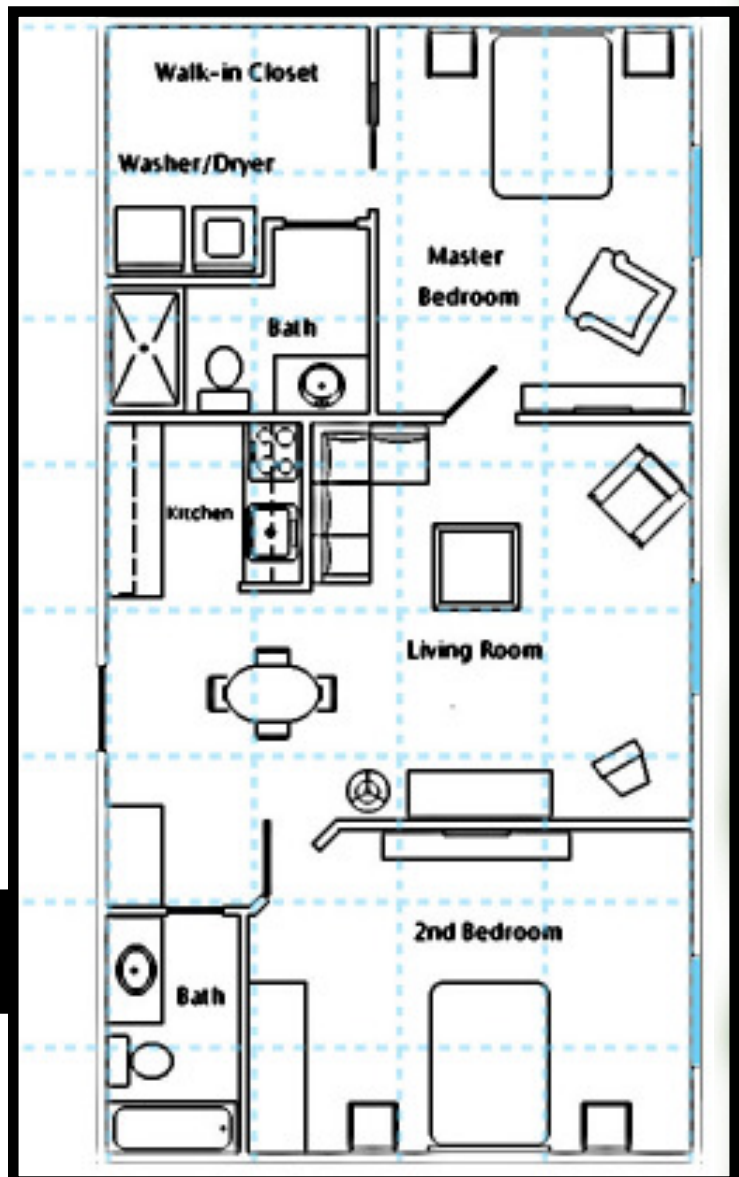
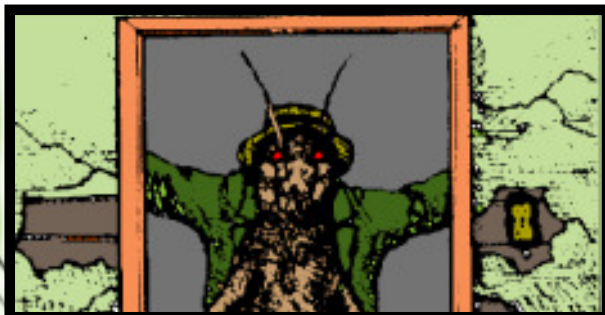


Roach Zapper

To subdue humans, Buzz uses a Bio-Neural Tagger. The tagger looks like a small metal wand. It operates in two modes: Single individual and group. In individual mode, the tagger works like a hypodermic needle, without a needle. He must score a hit on the target to apply the bio-neural chemical. On a successful hit, the victim must make a DC25 Fort save. A successful save makes the victim woozy and at -4 for all actions. A failure and the victim passes out. In group mode, it sprays the Bio-Neural Chemical in a cone 30' long, 20' wide. Those in the cone must make the same save as a single victim.

APARTMENT MAP

Copy and Upscale 30% For use with standard 25mm Figurines.



Handouts For Players

NEWS STORY

REPORT

JASON / RON INTERVIEW

Print from Pages

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Bureau 13 Code of Ethics

Bureau 13's Mandate

To protect the government and people of the United States from loss due to the presence or actions of the supernatural.

This is a cascading list of ethics. Each of the following rules may not violate any of the preceding rules.

- 01 Protect the Sovereignty of the United States
- 02 Protect the Lives of the American People (collectively)
- 03 Protect the Sanity of the American people (collectively)
- 04 Complete the Mission
- 05 Don't Damn your Soul for all eternity
- 06 Don't Kill Sentients
- 07 Don't Leave Evidence of the supernatural or the existence of the Bureau
- 08 Don't Negotiate with Demons, Genies, and Higher Powers - they are better at it then you are.
- 09 Don't Get Caught - If you get caught, don't stay caught
- 10 Provide Aid to Bureau recognized US agencies as Requested
- 11 Protect private Property
- 12 Protect public Property
- 13 Don't place others under Duress

FINAL DESIGNER'S NOTES

Tri Tac System does not support use of Black Magic, Devil Worship, Rabid Fundamentalism, or the people who practice belief in such narrow minded and dangerous things.

Bureau 13 is intended to be nothing more than an RPG (Role Playing Game) that deals with many aspects of the supernatural, paranormal, and just plain unexplained in a serious and sometimes humorous way.

No offense is intended toward specific beliefs or any religious groups or individuals. If we have offended your beliefs in anyway, please feel free to purchase and burn as many of these books as you wish. Discount rates are Available. Send a (SASE) with your questions, comments, criticisms, and letter bombs. Expect a letter and a catalog. Thanks.

METRIC EQUIVALENCY

For these conversions you will need a simple pocket calculator or a little patience.

LENGTH

1 Inch	=	2.54 Centimeters
1 Foot	=	30.48 Centimeters
1 Yard	=	0.9114 Meters
1 Mile	=	1.61 Kilometers
1 Centimeter	=	0.3937 Inch
1 Meter	=	3.28 Feet or 1.093 Yards
1 Kilometer	=	0.6214 Mile

WEIGHT

1 Ounce	=	28.35 Grams
1 Pound	=	453.60 Grams
1 Gram	=	0.03553 Ounce
1 Kilogram	=	2.206 Pounds

NUMBER CRUNCHER

This chart is an easy utility designed for reducing or increasing numbers. In some instances tables in Bureau 13 will tell the player or GM to roll under half or (.75) of a number. To find this fraction simply index down the (1.00) of the column to find the number you need. From that point index left or right to find your needed number. This table also rounds down to the nearest whole number. As an example, you might need to find (.25) of the number 70.

.12	.25	.50	.75	1.00	1.25	1.50	1.75
008	017	035	052	070	087	105	122

NUMBER MULTIPLIER

01-50

.12	.25	.50	.75	1.00	1.25	1.50	1.75
001	001	001	001	001	001	001	001
001	001	001	001	002	002	002	003
001	001	001	002	003	003	004	005
001	001	002	003	004	005	006	007
001	001	002	003	005	006	007	008
001	001	003	004	006	007	009	010
001	001	003	005	007	008	010	012
001	002	004	006	008	010	012	014
001	002	004	006	009	011	013	015
001	002	005	007	010	012	015	017
001	002	005	008	011	013	016	019
001	003	006	009	012	015	018	021
001	003	006	009	013	016	019	022
001	003	007	010	014	017	021	024
001	003	007	011	015	018	022	026
001	004	008	012	016	020	024	028
002	004	008	012	017	021	025	029
002	004	009	013	018	022	027	031
002	004	009	014	019	023	028	033
002	005	010	015	020	025	030	035
002	005	010	015	021	026	031	036
002	005	011	016	022	027	033	038
002	005	011	017	023	028	034	040
002	006	012	018	024	030	036	042
003	006	012	018	025	031	037	043
003	006	013	019	026	032	039	045
003	006	013	020	027	033	040	047
003	007	014	021	028	035	042	049
003	007	014	021	029	036	043	050
003	007	015	022	030	037	045	052
003	007	015	023	031	038	046	054
003	008	016	024	032	040	048	056
003	008	016	024	033	041	049	057
004	008	017	025	034	042	051	059
004	008	017	026	035	043	053	061
004	009	018	027	036	045	054	063
004	009	018	027	037	046	055	064
004	009	019	028	038	047	057	066
004	009	019	029	039	048	058	068
004	010	020	030	040	050	060	070
004	010	020	030	041	051	061	071
005	010	021	031	042	052	063	073
005	010	021	032	043	053	064	075
005	011	022	033	044	055	066	077
005	011	022	033	045	056	067	078
005	011	023	034	046	057	069	080
005	011	023	035	047	058	070	082
005	012	024	036	048	060	072	084
005	012	024	036	049	061	073	085
006	012	025	037	050	062	075	087

NUMBER MULTIPLIER

51-106

.12	.25	.50	.75	1.00	1.25	1.50	1.75
006	012	025	038	051	063	076	089
006	013	026	039	052	065	078	091
006	013	026	039	053	066	079	092
006	013	027	040	054	067	081	094
006	013	027	041	055	068	082	096
006	014	028	042	056	070	084	098
006	014	028	042	057	071	085	099
006	014	029	043	058	072	087	101
007	014	029	044	059	073	088	103
007	015	030	045	060	075	090	105
007	015	030	045	061	076	091	106
007	015	031	046	062	077	093	108
007	015	031	047	063	078	094	110
007	016	032	048	064	080	096	112
007	016	032	048	065	081	097	113
007	016	033	049	066	082	099	115
008	016	033	050	067	083	100	117
008	017	034	051	068	085	102	119
008	017	032	051	069	086	103	120
008	017	035	052	070	087	105	122
008	017	035	053	071	088	106	124
008	018	036	054	072	090	108	126
008	018	036	054	073	091	109	127
008	018	037	055	074	092	111	129
009	018	037	056	075	093	112	131
009	019	038	057	076	095	114	133
009	019	038	057	077	096	115	134
009	019	039	058	078	097	117	136
009	019	039	059	079	098	118	138
009	020	040	060	080	100	120	140
009	020	040	060	081	101	121	141
009	020	041	061	082	102	123	143
009	020	041	062	083	103	124	145
010	021	042	063	084	105	126	147
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010	022	045	068	091	113	136	159
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012	025	050	075	101	126	151	176
012	025	051	076	102	127	153	178
012	025	051	077	103	128	154	180
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FRACTION ROUNDING

All Numbers in this table are rounded down to the closest whole number. In the case of fractions of a whole number, (1) is substituted for playability.

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Feats	Level Gained	Info
Talents	Level Gained	Info

* = Feat/Talent Notes

Weapon IN HAND	Attack	Damage	Critical	Range	Type	Size	RoF

* = Weapon Notes

WeaponS	Ammunition
	Magazine:
	Magazine:
	Magazine:
	Magazine:
	Magazine:
	Magazine:

ARMOR	Bonus	Penalty	Weight	Speed	Max Dex	Proficient	DR
Armor 1							
Armor 2							

Equipment (Backpack)	Weight	Equipment (Worn)	Weight

B13**NPC SHEET**

Name	
Race/Class/Level	
General Description	

Ability	Score	Modifier	Notes	B A B (+0)	Defense	tch/ff
Strength						
Dexterity						
Constitution						
Intelligence						
Wisdom						
Charisma						

Saving Throw	Total	Base	Ability	Misc.
Fortitude				
Reflex				
Will				

Weapon	Ammunition
	Magazine:
	Magazine:
	Magazine:
	Magazine:
	Magazine:
	Magazine:

Feats	Info
Talents	

Skills

Misc Gear

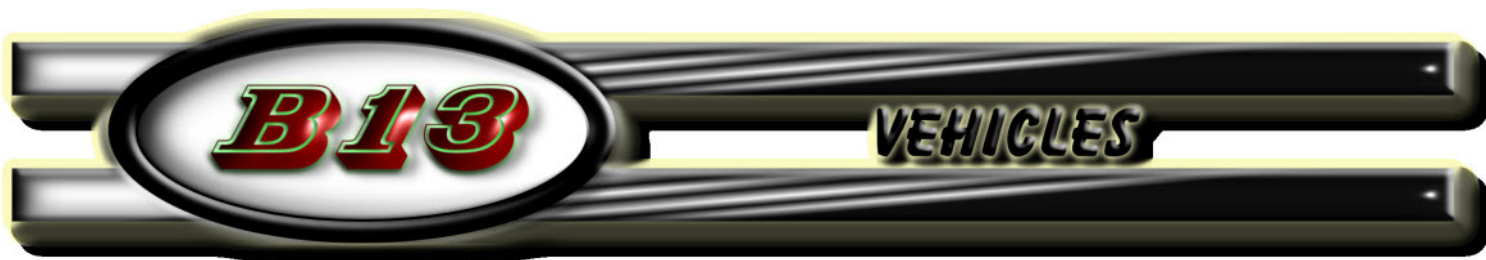
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Allegiances			

ARMOR	Bonus	Penalty	Weight	Speed	Max Dex	Proficient	DR

[illegible]



Character's vehicle	Vehicle Type
Vehicle name	Plate Number

Size	Crew	Fuel Capacity
Cargo	Passengers	Fuel Used
Area		Gas Mileage

General description:

Movement	Total	Vehicle	Driver	Modifier
Initiative				
Maneuver				
Top Speed				

Details:

Speed Modifier	mANEUVER		Turn#
<i>Alley Speed</i>	1-20	(1-2)	1 (1)
<i>Street Speed</i>	21-50	(3-5)	2 (1)
<i>Highway Speed</i>	50-150	(5-15)	4 (2)
<i>All-out Speed</i>	150-165	(16-16)	8 (2)

Defense	
Hardness	
Hit Points	
<i>Tire hit points</i>	
<i>Tire Hardness</i>	
<i>Glass Hit Points</i>	
<i>Glass Hardness</i>	

Details:

Weapons	Attack Bonus	Dmg	Range	Size	RoF	Ammunition	Location



ARMOR, BODY & FRAME MODIFIERS				
HP Modifier	Hardness Modifier	Initiative Modifier	Max Speed Modifier	Repair Modifier
ARMOR UPGRADE	Repair DC Modifier		Effect	

ENGINE MODIFIERS				
Engine Build	Repair Modifier	Max Speed Modifier	Initiative Modifier	Maneuver Modifier
Engine upgrade	Repair DC Modifier		Effect	

SUSPENSION MODIFIERS		
Suspension System	Street Modifier	Off Road Modifier

TIRES	Tire MODIFIERS			
Tire Type	Street Modifier	Off Road Modifier	Weather Modifier	Max Speed Modifier

Speed Modifier	mANEUVER		Turn#
Alley Speed	1-20	(1-2)	1 (1)
Street Speed	21-50	(3-5)	2 (1)
Highway Speed	50-150	(5-15)	4 (2)
All-out Speed	150-165	(16-16)	8 (2)

ORGANIZATIONS

TOP SECRET

Organization Name

Organization Type

Quick Description

Agenda

Structure & Leadership

Base of Operation

Resources

GROUP HISTORY

Group Training & Skills

Average Members Profile

Symbol or Emblem

INDIVIDUALS

TOP SECRET

Individual Name

Organization/Affiliation

Quick Description

Skills

Abilities

Associates

Location

Bureau History of Contact

Resources

Posessions

Other



Bureau 13 Agent

An EZ Character Generation Template for d20

Once a person has encountered something supernatural or aliens from beyond the borders of our sky, talented individuals are offered positions with the Bureau.

Prerequisite

Encounter supernatural/alien entities/situations

Skills

Assigned Knowledge (Arcane Lore), Knowledge (Theology & Philosophy), and Knowledge (Civics) as permanent class skills and receive a +1 competence bonus on checks using these skills.

Bonus Feats

Personal Firearms Proficiency & Armor Proficiency (Light).

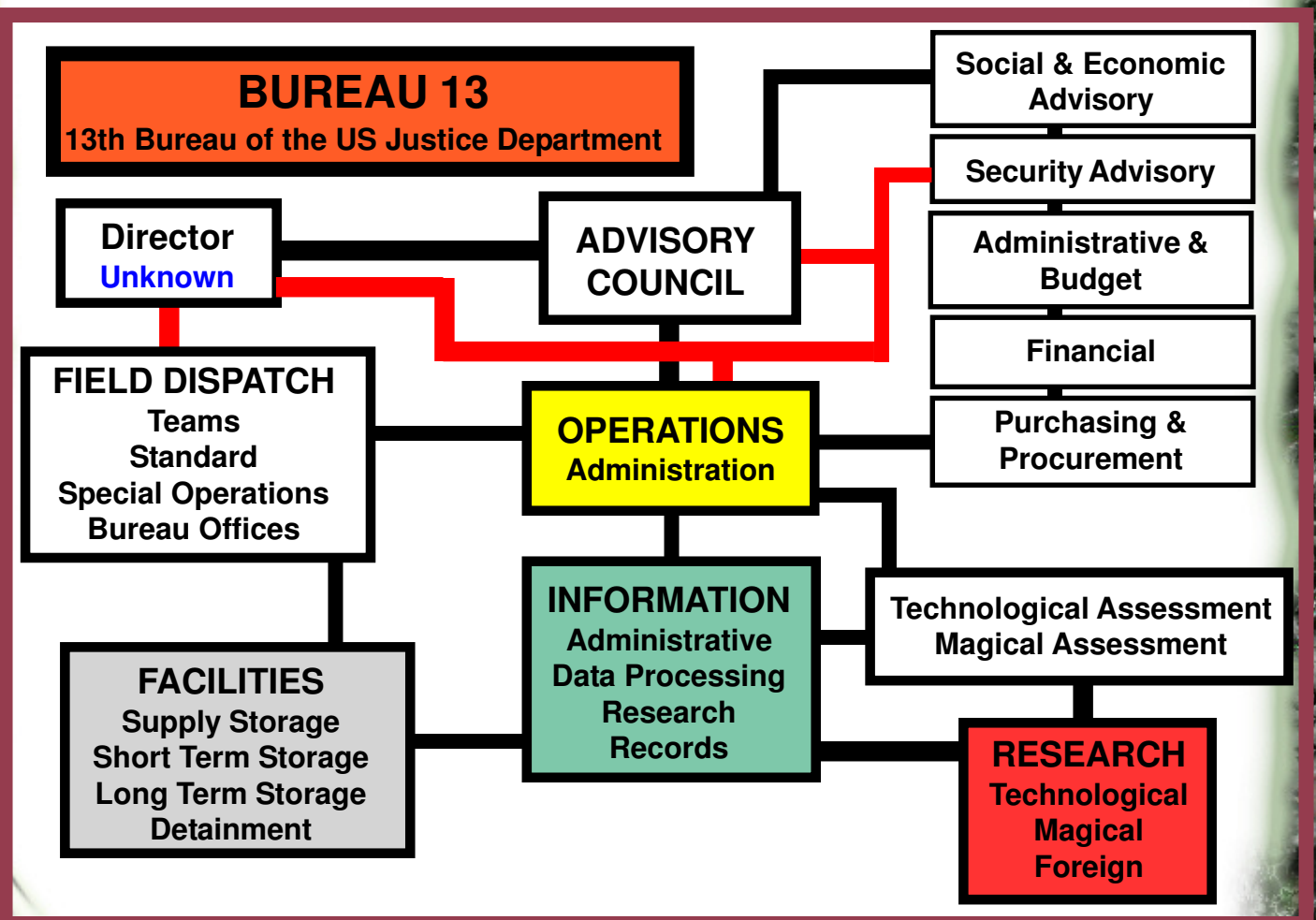
Wealth Bonus Increase

+2 for personal use. +6 for purchase of mission related items.

Remember that these items remain the property of the Bureau and may have to be returned or recovered at the end of the mission.

Issued Equipment

Light undercover vest, FN Model 5-7 handgun, Bureau Standard sunglasses and Bureau standard cell phone.





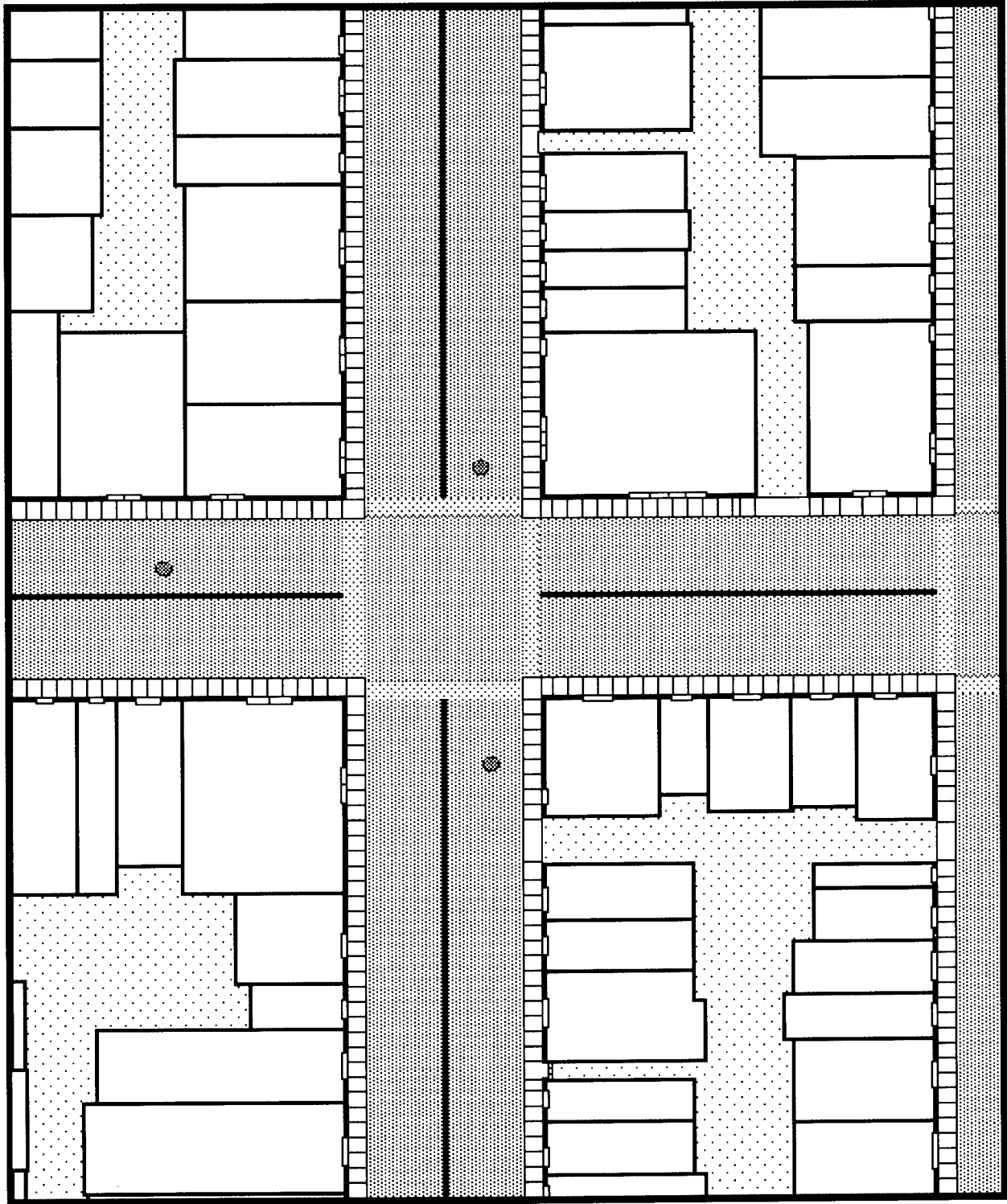
Spell Book

Material Components

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

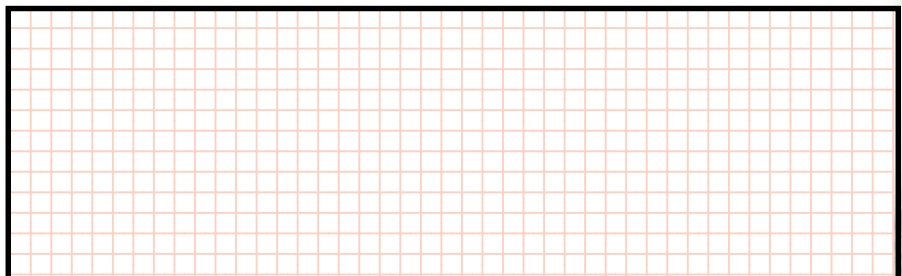
Recipe

Special Instruction



GENERIC LARGE CITY

Downtown Businesses
Alleys, Streets

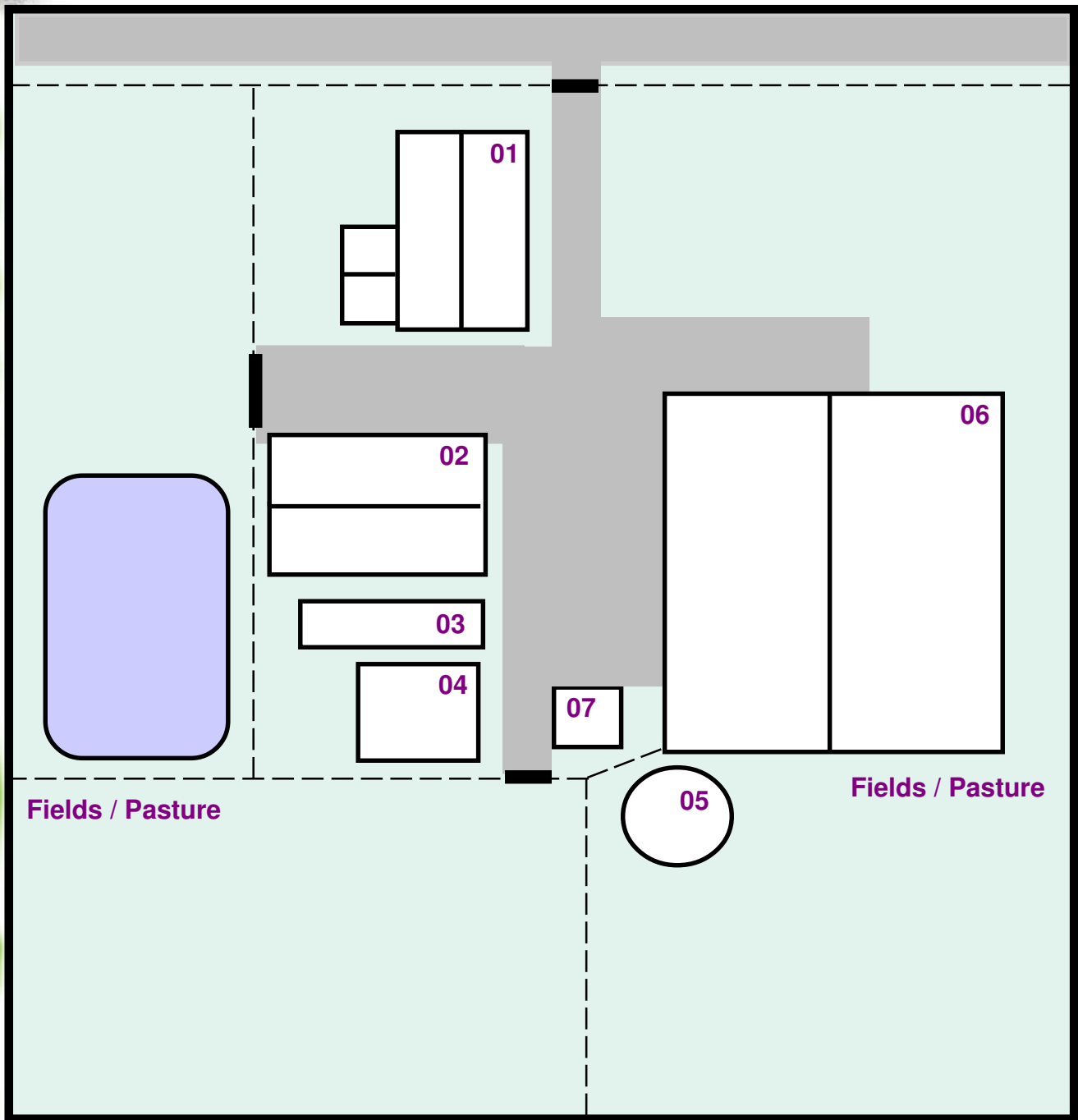




GENERIC SMALL TOWN

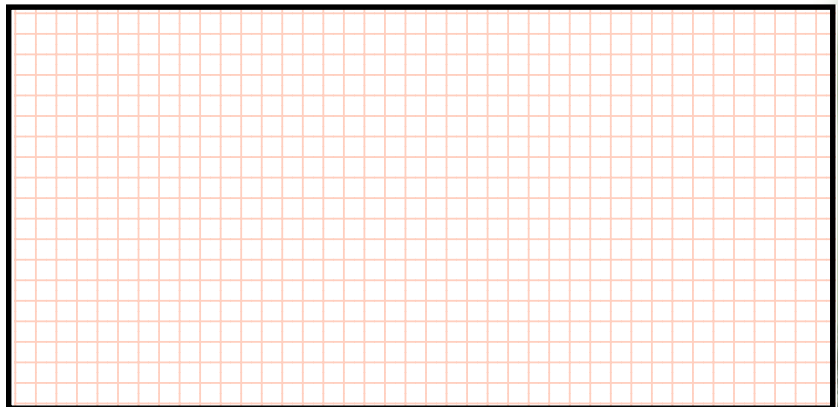
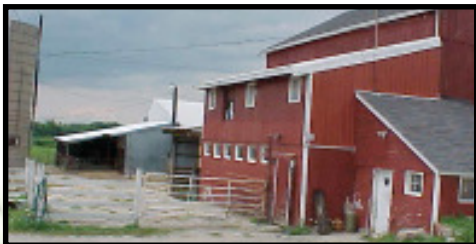
Downtown, Homes and Businesses

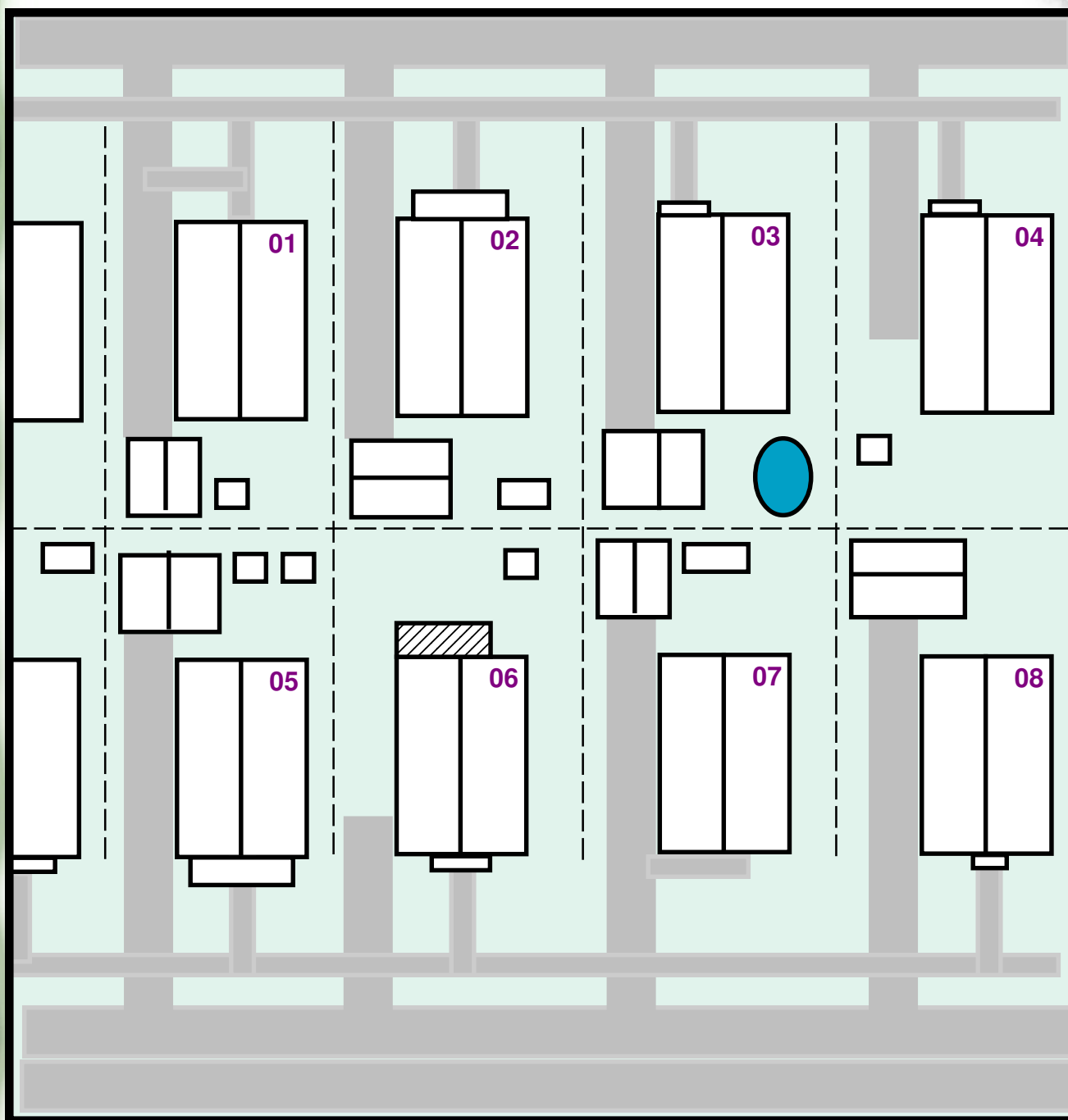




GENERIC FARM SMALL TOWN

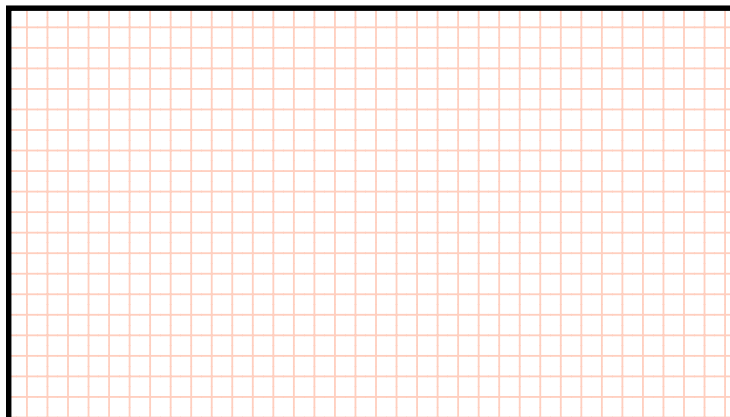
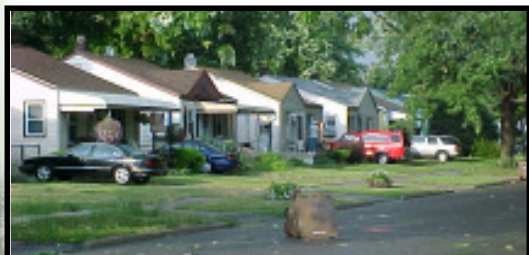
With Barns, Out Buildings & Pond

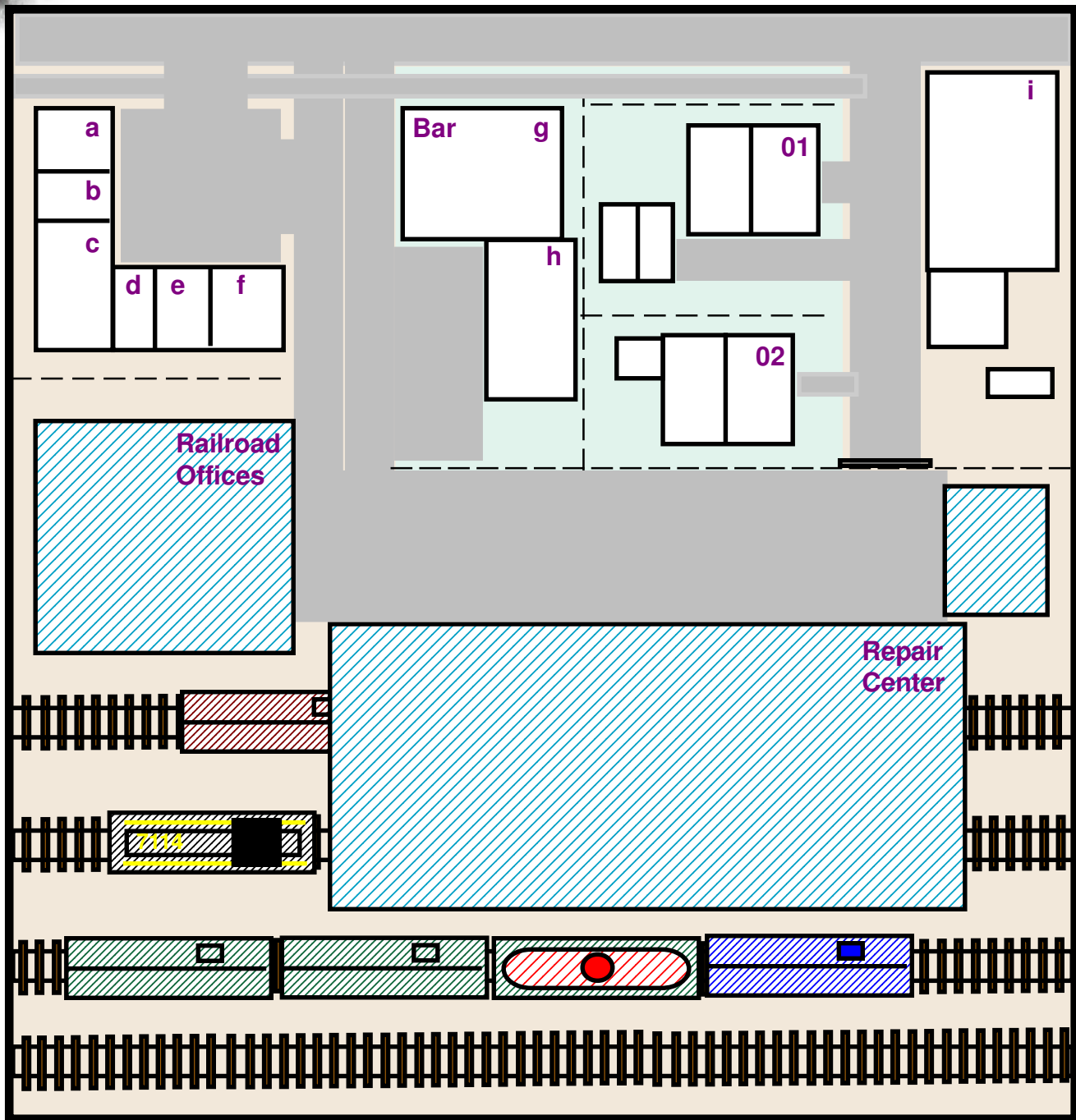




GENERIC CITY NEIGHBORHOOD

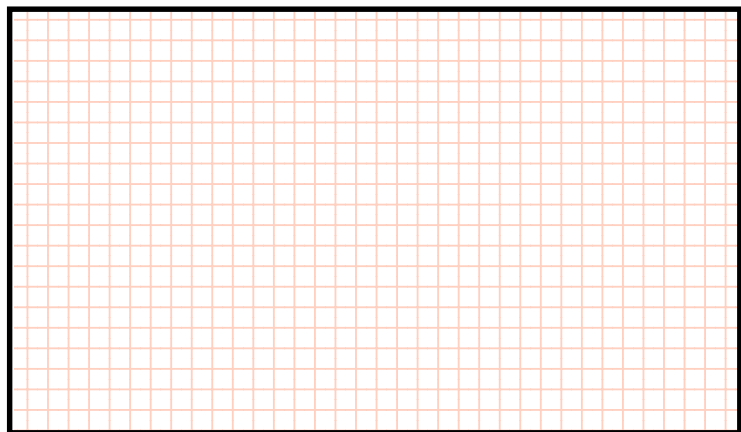
Homes, Garages and Sheds

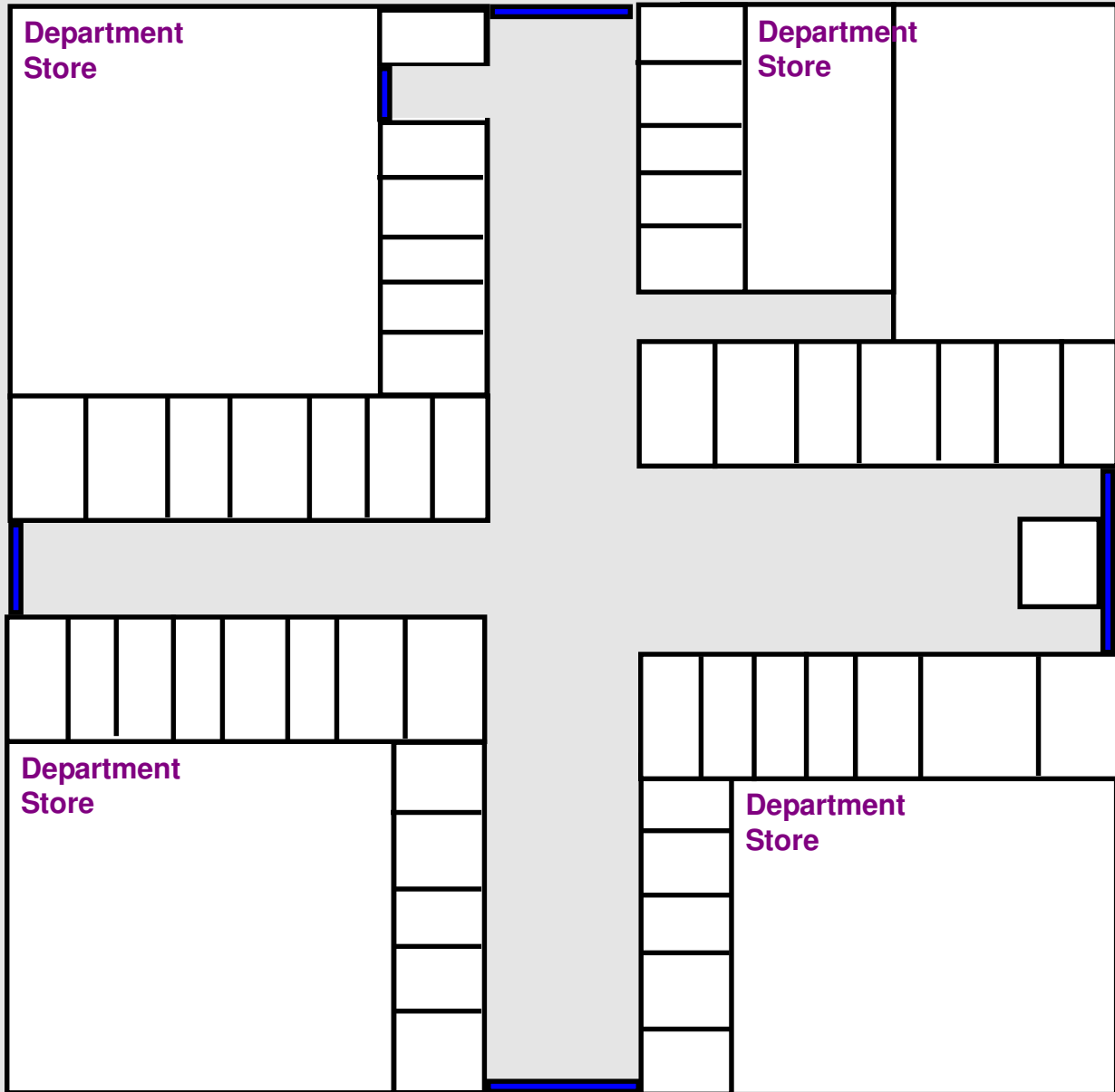




GENERIC RAIL YARD

With Strip Mall, Homes & Businesses





GENERIC SHOPPING MALL With Large Stores and Small Business

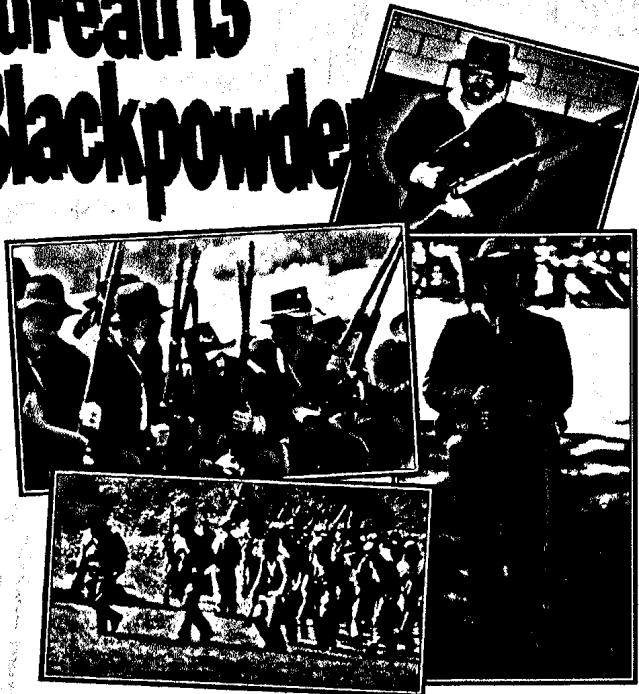


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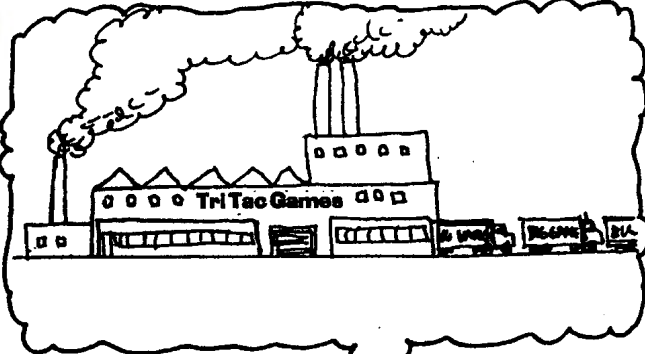
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