

#4 POST-APOCALYPTIC DISPATCH

CONTENT MANAGERS:

CHRIS DAVIS

LAYOUT:

CHRIS DAVIS



WWW.RPGOBJECTS.COM

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

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission

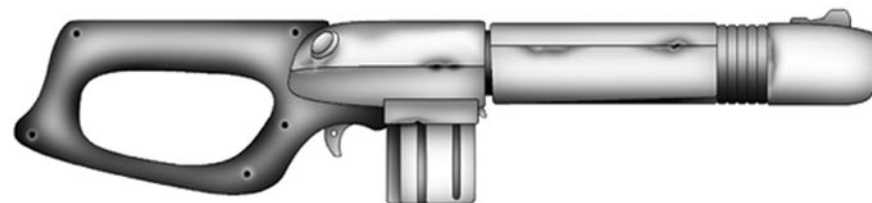
'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

RARE AND UNUSUAL WEAPONS AFTER THE FALL OPTIONAL WEAPONS VARIANTS FOR DARWIN'S WORLD BY DOMINIC COVEY

This article is intended to flesh out variant futuristic weapons produced during the time of the Ancients, as well as giving brief information on the companies that made them. None of these weapons were common even during the technological heyday of the human race, kept from mainstream use either due to high costs or faulty production and unpredictable defects.

The idea here is to present alternative choices to the energy weapons presented in the game; cheaper, more easily constructed, or even more powerful variations. These weapons can be used any way you want, either as unusual items in a treasure pile, something unique for the scav character to find with his ruin picking pastime, or as "bargain deals" in any wasteland marketplace.

Note: The generic weapons shown in the rulebook are considered to be the "standard" of each weapon type (laser, maser, particle beam, etc.); as such most of those presented here can assumed to have never made it past trials, or entered into frontline service, due to one defect or another. Others may simply have been rare during their time, and most vanished from the face of the world after the cataclysmic fighting on the nuclear battlefields of the Ancients. Still, these weapons provide cheaper (and more interesting) alternatives to the typical advanced weapons players may be used to.



WEAPON MANUFACTURERS

By the time of the Fall many of the more familiar names in military armaments were slowly being replaced by a new generation of manufacturers, as the centuries-old technology of firearms was slowly being replaced by the new frontier - energy weapons. While famous companies like Colt, Ruger, and Remington continued to produce fine arms in the ballistic field of weaponry, other companies were emerging to exploit new advances in energy and particle beam technology. These weapon manufacturers are touched on briefly below.

CONGLOMERATE LABS

Conglomerate Labs was in fact a unified effort by numerous established firearm companies (Colt and Remington being the lead designers) to expand into the energy weapon field. The designs of the coalition were largely experimental ones, each merely an attempt to better understand and refine the era's cutting edge technologies, so that the companies involved could duplicate the finished designs under their respective brand names. As a result most existing examples from Conglomerate Labs are really just experimental models, usually with design flaws or defects.

DEFENSE INDUSTRIES

Defense Industries was the single-largest arms manufacturer during the twilight of the Ancients. Established during the Final War, Defense Industries had several massive facilities scattered among various cities, in rural areas, and even hidden in old salt mines among the Appalachian mountains where they were virtually invincible to enemy strikes.

Defense Industries was a state-run company established with emergency powers available only in time of war, and was intended solely to produce high-technology precision weapons for the armies of the Ancients in that fateful war. Most of the “standard” advanced weapons in the *Darwin’s World 2nd Edition* rules were in fact produced by Defense Industries, testament to the company’s diverse range of weapons and its expertise in numerous fields.

DYNACO

Specializing in maser and other microwave applications, *Dynaco* transformed former military technology into a tool for the nation’s law enforcement agencies. Since they could be used freely in smoky conditions (such as in clouds of tear gas), masers were at one point predicted to be the weapon of choice for police and riot control. *Dynaco* continued to produce basic maser arms, as well as various sophisticated variations, right up until the Fall. Their main plant, situated in urban Philadelphia, was destroyed in the first wave of nuclear attacks, but many *Dynaco* masers can still be found circulating around the wasteland.

ENTECH

EnTech was the only arms manufacturing company during the time of the Ancients to employ all android designers and manufacturers. Though humans owned the company, thinker androids made up the

entire research, development, and design teams, with industrial robots actually manufacturing the weapons produced by the company in the assembly lines of its Chicago-based plant. As might suit its high-tech staff, weapons produced by *EnTech* were state-of-the-art designs that stretched the limits of science and high technology.

LOS ALAMOS LABS

With along history of developing cutting edge military technology and making it practical, the laboratories at *Los Alamos* began producing weapons for the military at the outbreak of the Final War. *Los Alamos* produced many fine weapons, though their specialty was in lasers and sonic weapons (the latter being an extension of their earlier focus on non-lethal and defensive weapons).

PATRIOT SYSTEMS & TECHNOLOGY (PST)

PST was a small Midwest arms manufacturing company that began out of a garage in rural Illinois, eagerly producing a line of energy weapons intended for military sales. Though the military never bought *PST* weapons in any large scale (largely due to the low quality of their weapons, as well as the manufacturer’s inability to produce weapons in the numbers needed by the armed forces), *PST* became popular nonetheless due to an aggressively patriotic ad campaign.

TECHSPORTS, INC.

Founded by a former technician at *Los Alamos Labs*, *TechSports Inc.* was one of the few companies during the time of the Ancients that attempted to produce energy weapons solely for the civilian market. *TechSports* focused on laser technology, offering

a variety of high-quality pistols and rifles aimed primarily at sportsmen (hunters, as well as players of the extreme “bloodsports” that were popular right up to the Fall).

URBAN DEFENDER

One of the oldest companies to survive up to the Fall, *Urban Defender* was an infamous manufacturer of cheap “Saturday Night Special” firearms. Numerous criminal incidents involving weapons of their manufacture earned the company a negative reputation, and by 2000 *Urban Defender* was almost bankrupt. The company was revived with the arrival of new technologies, and by 2001 began production of a series of rather unremarkable EMP weapons. These normally expensive weapons found a steady market among the criminal elements of Ancient society, however, since by then most law enforcement was being taken over by robots and androids.

Due to *Urban Defender*’s continued patronage of the criminal market, legal fines against them once more put it in the red. However, with the outbreak of the Fall, the company moved underground to continue producing weapons. It found huge support in the last half of the Final War when robots, now free of their restrictions against harming the American public, started rounding up rioting civilians and marched them off to holding camps across the country to preserve law and order. *Urban Defender* EMP weapons continued to be manufactured in secret for several years, providing the weapons used by human “resistance elements” right up until the final disintegration of civilization.

INDIVIDUAL WEAPONS

The following weapons are introduced here as just a few possible variations of the more generic types presented in the *Darwin’s World 2nd Edition* rules.

TABLE 1: RARE AND UNUSUAL WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Ammo	Size	Wgt	Cost	Craft
Handguns (require the Futuristic Firearms Proficiency feat)											
DMP 500	2d10	20	Energy	100 ft.	S	Clip, belt, back	-	Small	1 lb.	14,000 cp	35
EnTech M-20	2d12	20	Energy	100 ft.	S	Clip, belt, back	-	Small	2 lb.	15,000 cp	35
PST-30P	2d8	20	Ballistic	100 ft.	S	Clip, belt, back	30 box	Small	8 lb.	16,000 cp	31
Sentinel-6	2d10	20	Energy	100 ft.	S	Clip	-	Small	1 lb.	10,000 cp	34
TechSport PR-23	2d12	20	Energy	100 ft.	S, A	Belt, back	-	Small	5 lb.	48,000 cp	36
Longarms (require the Futuristic Firearms Proficiency feat)											
Conglomerate Labs CL-3	See text	-	Energy	10 ft.	Single	Plutonium clip	-	Large	10 lb.	60,000 cp	36
Conglomerate Labs CL-7	5d10	20	Energy	100 ft.	S, A	Minifusion cell	-	Large	10 lb.	35,000 cp	34
DMP 2000	3d10	20	Energy	150 ft.	S	Clip, belt, back	-	Large	5 lb.	33,000 cp	35
EnTech M-50	3d12	20	Energy	150 ft.	S	Clip, belt, back	-	Large	6 lb.	33,000 cp	36
Freedom-56	5d10	20	Energy	20 ft.	Single	Minifusion cell	-	Large	20 lb.	25,000 cp	32
Los Alamos X-25	2d12	20	Sonic	20 ft.	S	Clip, belt, back	-	Large	10 lb.	7,500 cp	27
PST-2010	4d8	20	Ballistic	100 ft.	S, A	Clip, belt, back	50 box	Large	12 lb.	45,000 cp	34
TechSport R-13	3d12	20	Energy	150 ft.	S	Clip, belt, back	-	Large	8 lb.	40,000 cp	38
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)											
Conglomerate Labs CL-5	4d10	20	Energy	150 ft.	S	Minifusion cell	-	Large	25 lb.	58,000 cp	35
M-202-200	4d10	-	-	125 ft.	S	-	5 int.	Huge	125 lb.	20,000 cp	27
M-299	6d12	20	Energy	100 ft.	Single	Minifusion cell	-	Large	75 lb.	60,000 cp	34
M-301	10d10	20	Energy	200 ft.	Single	Minifusion cell	-	Large	50 lb.	140,000 cp	38

SENTINEL-6 (MASER PISTOL)

Produced by Urban Defender, the Sentinel-6 was sold almost exclusively to the civilian market as a self-defense “holdout pistol”. The Sentinel-6 is a hand-held maser pistol, small enough to be easily concealed in a jacket or backpack. Though intended for use by private citizens to defend themselves on the streets of the nation’s growing cities, many of these affordable and easily hidden weapons found their way into the hands of criminals instead.

The designers of the Sentinel-6 never adapted it for variable power sources, so it can only be powered by a *power clip*.

DMP 500 (MASER PISTOL)

The Dynaco MP 500 maser pistol was designed almost exclusively for the law enforcement market, and was widely employed as the sidearm of choice for various agencies in the nation’s great metropoli before

the Fall. The primary attraction of the DMP 500 is its “variable energy use” feature, particularly attractive as government resources became scarcer and scarcer in the latter days of the Ancients.

On its standard setting the Dynaco does 2d10 damage per shot, but when set to “energy saver” it does only 1d10 damage. However, when fired on this second setting the weapons drains only *half* a charge from its power source.

DMP 2000 (MASER RIFLE)

Building on Dynaco’s experience and expertise with maser technology, the sleek and stylish DMP 2000 was their top of the line model. Said to be the most accurate and reliable maser rifle ever built, the DMP 2000 never saw extensive sales due to the high price of each unit.

The fine manufacture of the DMP 2000 grants it a +1 mastercraft bonus.

ENTECH M-20 (LASER PISTOL)

Arguably one of the finest pistols ever built, the EnTech M-20 is a sleek and futuristic laser pistol with a unique format that puts the laser mechanism in a conventional position on top of the hand, but the separate neodymium supply in a small tank underneath the fist. Resembling an “H” on its side, the M-20’s construction lent it an unusually nimble balance.

The fine manufacture of the M-20 grants it a +1 mastercraft bonus.

ENTECH M-50 (LASER RIFLE)

The EnTech M-50 holds the distinction of being the only rifle conceived, designed, and produced solely by artificially-intelligent computers. In addition to being mathematically aligned and perfectly sculpted for optimum balance, these amazing rifles were specifically designed to accommodate modular

attachments such as scopes, grenade launchers, etc.. The M-50 was arguably the most reliable and accurate laser rifle of its time. Unfortunately the cost of the M-50 prohibited it from officially entering service with the armed forces, but some models were purchased in small numbers to outfit special units.

The fine manufacture of the M-50 grants it a +1 mastercraft bonus.

TECHSPORT R-13 (LASER RIFLE)

Designed as a laser-sporting rifle, the R-13 was widely advertised during the time of the Ancients as the premiere hunter's weapon. The R-13 is unique in that it possesses a novel feature known as "variable beam cohesion". By adjusting a dial on the weapon the firer can fine-tune the strength of the laser beam; by reducing the cohesion at close range, the beam can be extended to ranges beyond normal laser weapons.

In game terms the firer of an R-13 may choose to trade damage for greater range. For every dice of damage subtracted the range increment of the R-13 increases, so that while the base range is 150 ft. at 3d12, at 2d12 it is 300 ft., and at 1d12 it is 450 ft. The firer can set and reset the weapon as a free action once per round.

TECHSPORT PR-23 (PULSE LASER PISTOL)

In response to the growing popularity of bloodsports in the cities and domed communities of the nation prior to the Fall, the engineers at TechSport created the PR-23 as a flashy and dramatic alternative to the automatic shotguns and hand-held slug-throwers used at the time. Essentially a compact laser weapon capable of producing multiple streams, the PR-23 was touted as being able to mow down an entire lineup of rival players in a matter of seconds. They were extremely popular for several years until grenade launchers were introduced into the sports arena, but by that time Ancient civilization was already coming to a close.

The PR-23 is essentially a pulse laser rifle, but is small enough to be used with one hand. However, it is not a very energy efficient weapon; each time it is used it drains two charges for every shot fired.

DEFENSE INDUSTRIES M-299 (LASER ANTI-TANK RIFLE)

The M299 was designed as a multiple-use, light anti-armor weapon. Resembling a small cannon, the M299 is essentially nothing more than an oversized laser rifle. M-299s were extremely common in the hands of powered armor troops, and proved to be devastating weapons during the Final War.

The M299 was designed specifically for combat powered armor, and thus it is too large and powerful for unenhanced beings to operate. A minimum Strength score of 22 is needed to operate it.

The Exotic Firearms Proficiency (cannon) applies to this weapon.

CONGLOMERATE LABS CL-5 (PLASMA RIFLE)

The CL-5, designed by Conglomerate Labs to explore the practicality of miniaturizing plasma technology, was never actually introduced into service, but did serve as a model for future plasma rifles. Resembling a small "cannon", the CL-5 featured one of the earliest man-portable plasma generators - a leap in technology for the time.

The designers of the CL-5 were never able to fully remedy the volatility of its unstable magnetic field. If a CL-5 is destroyed (sundered, for example) it automatically explodes, sending gravitic shockwaves in a large blast around its holder. All within a 20 ft. burst radius suffer 8d6 points of damage, unless they make a Reflex save (DC 15) for half.

The Exotic Firearms Proficiency (cannon) applies to this weapon.

PATRIOT SYSTEMS & TECH PST-30P (GAUSS PISTOL)

Another of PST's entries into military trials, the PST-30P was the company's entry in the pistol field. It was

hoped the 30P would become the standard sidearm of the military, but its complicated construction and tendency to shock the firer with each malfunction caused it to fall out of favor.

The PST-30P suffers from potential energy feedback every time it fires. In game terms, every time an attack roll results in a natural 1 the holder of the weapon is shocked for 1d4 points of electricity damage. In addition two charges are used up instead of just one.

PATRIOT SYSTEMS & TECH PST-2010 (GAUSS AUTO RIFLE)

Designed by a small team of talented engineers, the PST-2010 was just one of a series of handcrafted mass-drivers created in the hopes of catapulting gauss technology to the forefront of military armaments. Though entered in various military trials, the PST-2010 consistently lost to various laser-based contenders and faded into obscurity. Despite the weapons' shortcomings, however, a handful of PST-2010s eventually found their way into the hands of individual military personnel by the time of the Fall.

The PST-2010 suffers from potential energy feedback every time it fires on automatic. In game terms, every time an attack roll results in a natural 1 during automatic fire the holder of the weapon is shocked for 3d4 points of electricity damage.

CONGLOMERATE LABS CL-3 (ATOM GUN)

One of the earliest experiments in man-portable nuclear-powered weapons, the CL-3 was the first weapon designed specifically to use the newly-designed plutonium clip. The designs for the CL-3 (and its succeeding variants) were bought from Conglomerate Labs by Defense Industries at the onset of hostilities during the Final War, and helped pave the way for the development of a more stable atom gun.

The CL-3 is essentially an *atom gun*, and follows all the rules for that weapon. Unfortunately the CL-3's radiation shielding is less than adequate. When fired

the weapon's faulty protective sleeve exposes the firer to a small degree of potentially-harmful radiation. Each time the weapon is fired the holder is exposed to *Mild* radiation (see page 167 of DARWIN'S WORLD 2nd Edition).

CONGLOMERATE LABS CL-7 (ION RAY)

One of the first developments in man-portable particle weapons, the CL-7 was the precursor to several successful designs of ion rays (a.k.a. "ion beamers"). The tendency of the weapon to melt down from continuous use was remedied in later models by powering down the ion beam to manageable levels.

The CL-7 suffers from heat problems, largely due to the ill-conceived construction of its barrel and power emitters. If the is used to fire for three consecutive rounds the weapon becomes uncomfortably hot, imposing a -1 penalty to attack rolls with it. This penalty increases by 1 each round thereafter. The weapon itself takes 1d4 points of damage (ignoring hardness) for each round it is used with such a penalty. Thus it is possible for the weapon to be destroyed as a result of overheating.

DEFENSE INDUSTRIES M-301 "MESON LANCE" (MESON CANNON)

The M-301 was one of several advanced technological arms designed during the Final War. Intended for powered armor assault troops, the M-301 (nicknamed the "Meson Lance") was a massive arm-mounted rifle that projected streams of positively charged mesons at staggering ranges. The beams projected by the M-301 were of sufficient strength to kill opposing powered armor, armored vehicles, and the heaviest tanks of the time.

The M-301 was designed only for the heaviest powered armor and thus cannot realistically be operated by an unenhanced user. A minimum Strength score of 24 is needed to operate it.

The Exotic Firearms Proficiency (cannons) feat applies to this weapon.

FREEDOM-56 (EMP RIFLE, NLW)

The so-called "Freedom-56", produced by Urban Defender, was their first foray into EMP technology, and though later replaced by more advanced models, its success in the hands of Resistance fighters against androids during the Fall made it an underground legend. Its fierce appearance (a long-barrelled rifle hooked up to a heavy power pack worn on the back) also contributed to its longevity.

The Freedom-56 follows all the rules of an *EMP Rifle (NLW)*. It was also designed before the introduction of minifusion technology; as such it requires a *power backpack* to operate. In addition, each time it fires it drains 10 charges from its source instead of one.

LOS ALAMOS X-25 (SONIC RIFLE, NLW)

Originally designed to outfit security personnel at high-risk installations and military sites where more damaging weapons could cause catastrophic collateral damage (such as missile silos or sensitive computer centers), the technology introduced by the X-25 was so successful that it was later adapted to riot control and counter-terrorist operations. The X-25 was one of the earliest models of sonic weapons.

The X-25 suffers from unreliable power hookups and faulty wiring. Each time the weapon scores a critical hit it drains two charges from its power source (instead of one), due to the uncontrollable release of power.

DEFENSE INDUSTRIES M-202-200 (GYROJET LAUNCHER)

The M202-200 (named after an earlier man-portable, multiple-tube missile launcher) was a weapon system designed exclusively for use by powered armor troops in the front lines. The M202-200 is a huge bulky rifle ending in a domed- or bullet-shaped head, from which numerous mini-rockets protrude. The M202-200 is essentially a man-portable rocket pod with variable fire capability.

The M202-200 fires normal Hydra 70 rockets (of any kind), and can hold five rockets at a time. As it was designed specifically for combat powered armor, it is too large and powerful for unenhanced beings to operate. A minimum Strength score of 22 is needed to operate it.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Post-Apocalyptic Dispatch #4 2004, RPGObjects; Author Bill Ogden

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, Darwin’s World, Blood and Guts, Blood and Fists, Blood and Vigilance, Blood and Circuits, Blood and Relics.

Designation of Open Gaming Content: The following sections of *Modern Post-Apocalyptic Dispatch #4* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

The firearm descriptions are closed content. The d20 modern rules and weapon tables are open content.