

V1.0

# BY CHARLES RICE

COVER ART:  
JEREMY SIMMONS



INTERIOR ART:  
JOSEPH WIGFIELD  
AARON PANAGOS



EDITING:  
CHRIS DAVIS

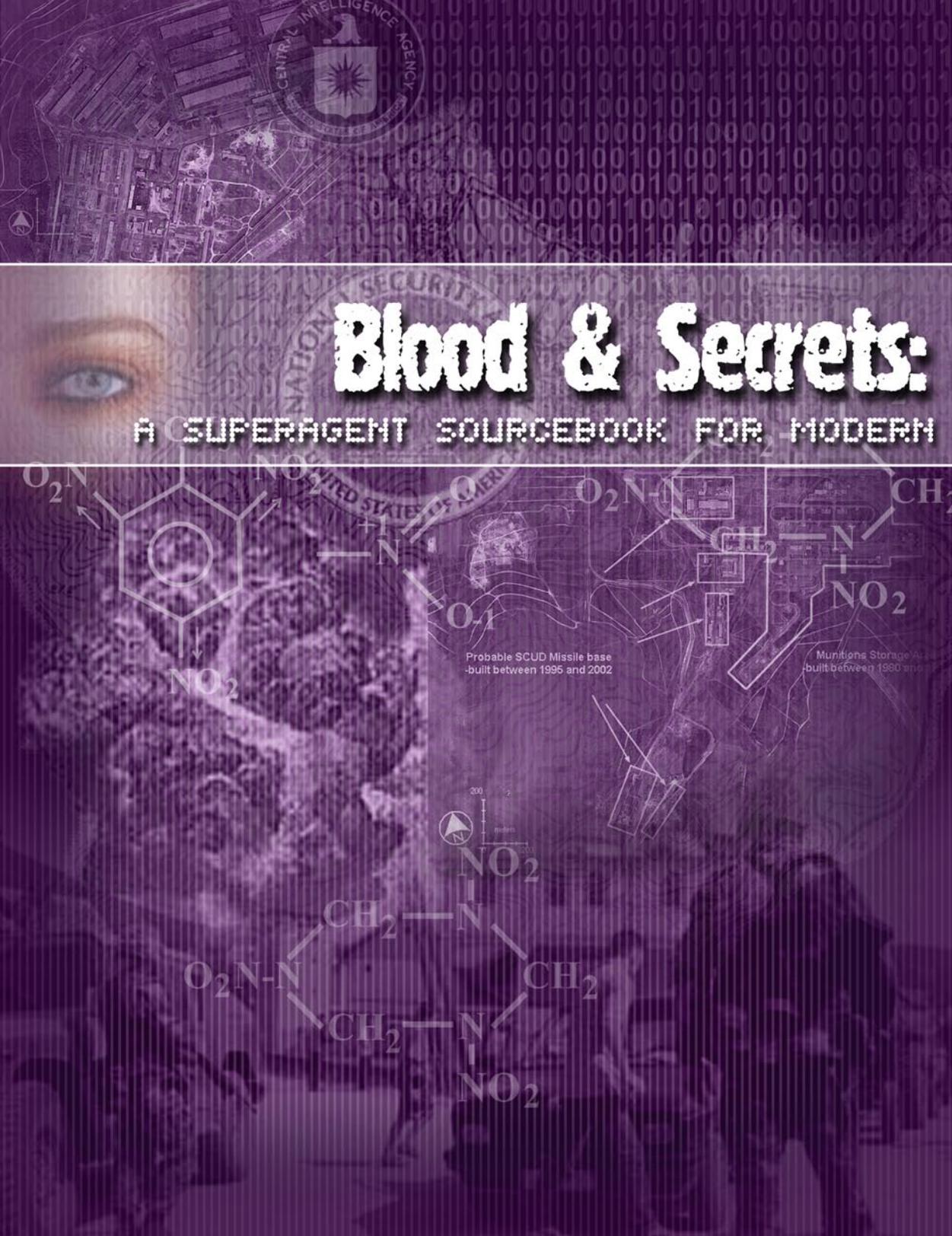
LAYOUT:  
CHRIS DAVIS

PLAYTESTING:  
CARRIE BAIZE, CHARLES BAIZE, COREY  
HODGES, EDWARD LENNON, PAULA RICE,  
CHRIS DAVIS

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](http://www.wizards.com/d20).



## Part 1: Agency Characters

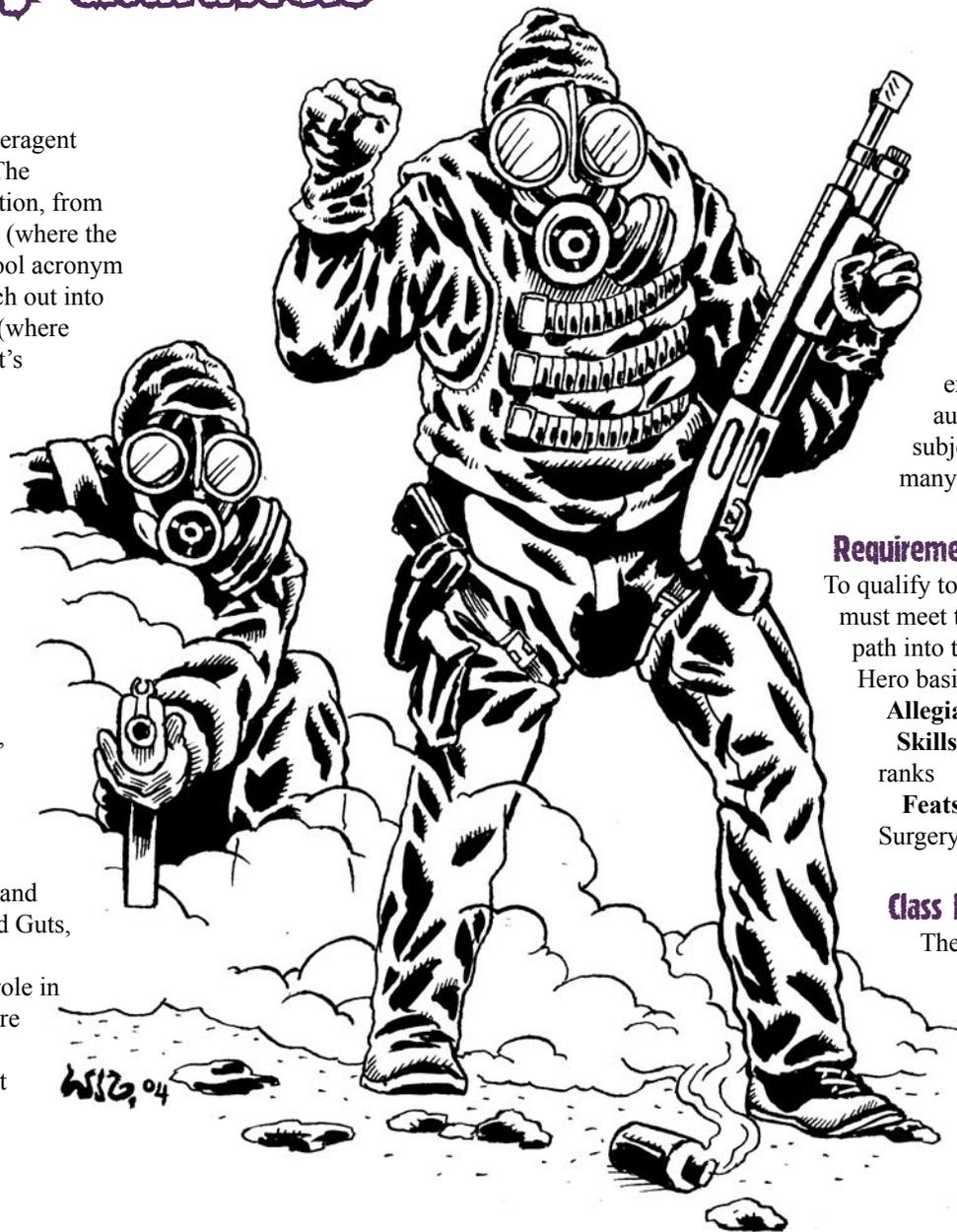
### Introduction

Welcome to Blood and Secrets, a superagent sourcebook for Modern d20 games. The superagency is a staple of modern fiction, from spy movies and TV shows, to comics (where the agencies almost always have those cool acronym names) and have even begun to branch out into the science fiction and horror genres (where the agency represents the government's attempt to combat the forces of darkness).

These shadowy agencies often operate outside the law and agents are typically disavowed when captured as each individual agent less important than the shroud of secrecy around the agency. This book both serves as part of the *Blood* line, our signature series of modern genre books and also as a line of its own. In the future, we will release small agency books adding new agencies specific to some classic genres, often by combining forces with one or more of our other books (especially Blood and Fists, Blood and Vigilance, Blood and Guts, and Blood and Circuits).

Since these agencies play a larger role in the fiction on which Modern games are based, we think this book will find a welcome home in your campaign. Let us know how we did.

-Chuck



### Agent Classes

#### Agency Medic

Agency medics tend to the health of their agency's combat operatives during field assignments. When not working in the field, agency medics assist their agency's investigative division by providing medical expertise, including performing autopsies and identifying unknown subjects through dental records, among many other tasks.

#### Requirements

To qualify to become an agency medic a character must meet the following criteria (the quickest path into this class is through the Dedicated Hero basic class).

**Allegiances:** Any one agency

**Skills:** Investigate 6 ranks, Treat Injury 6 ranks

**Feats:** One of the following: Attentive or Surgery

#### Class Information

The following information pertains to the agency medic advanced class.

**Hit Die:** 1d8

**Action Points:** 6+ one-half character level, rounded down, every time the character gains a new level in this class.

**Table 1-1: The Agency Medic**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+2	Forensics +1	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+3	Agency Training; Emergency Medical Training	+1	+0
3 <sup>rd</sup>	+1	+2	+2	+3	Bonus Feat; Forensics +2	+2	+1
4 <sup>th</sup>	+2	+2	+2	+4	Agency Training	+2	+1
5 <sup>th</sup>	+2	+3	+3	+4	Forensics +3; Field Surgery +2	+3	+1
6 <sup>th</sup>	+3	+3	+3	+5	Agency Training; Bonus Feat	+3	+2
7 <sup>th</sup>	+3	+4	+4	+5	Forensics +4; Field Surgery +4	+4	+2
8 <sup>th</sup>	+4	+4	+4	+6	Agency Training	+4	+2
9 <sup>th</sup>	+4	+4	+4	+6	Bonus Feat; Forensics +5	+5	+3
10 <sup>th</sup>	+5	+5	+5	+7	Agency Training	+5	+3

**Class Skills:** The agency medic's class skills (and the ability for each skill) are: Climb (Str), Concentration (Con), Craft (chemical, pharmaceutical) (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, current events, earth and life sciences, technology) (Int), Navigate (Int), Research (Int), Search (Int), Sense Motive (Wis), Survival (Wis) Swim (Str), and Treat Injury (Wis)

**Skill points at each level:** 5 + Int. modifier

## Class Features

All of the following are features of the Agency Medic advanced class.

**Forensics:** The agency medic gains the listed bonus on all Search and Investigate skill checks.

**Agency Training:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup> levels the agency medic may choose an ability from the agency training list (see below for a list of agency training talents).

**Emergency Medical Training:** Agency medics are skilled trauma medics who are experts at keeping patients alive until they can reach a more advanced facility. The agency medic gains a +1 bonus for each level in this class to Treat Injury checks to revive a dazed, stunned or unconscious character as well as to stabilize a dying character.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels the agency medic gains a bonus feat from the following list: Armor Proficiency (light, medium, powered), Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Educated, Guide, Improved Disarm, Medical Expert, Meticulous, Surface Vehicle Operation and Teamwork. The agent must meet the prerequisite for any selected.

**Field Surgery:** Agency medics are accustomed to working fast and under difficult conditions. The agency medic gains the listed bonus to all Treat Injury checks to perform surgery. The agency medic gains this bonus even if he does not possess the Surgery feat.

In addition, if the character possesses the Surgery

feat he reduces the amount of time required to perform surgery by one hour at 5<sup>th</sup> level and 2 hours at 7<sup>th</sup> level. Surgery always takes a minimum of one hour.

## Agency Protector

Agency protectors serve to defend agency installations and assets as well as assist in combat operations (primarily in a defensive capacity).

## Requirements

To qualify to become an agency protector a character must meet the following criteria (the quickest path into this class is through the Tough Hero basic class).

**Allegiances:** Any one agency

**Base Attack Bonus:** +2

**Skills:** Spot 6 ranks

**Feats:** Armor Proficiency (light)

## Class Information

The following information pertains to the agency protector advanced class.

**Hit Die:** 1d10

**Action Points:** 6+ one-half character level, rounded down, every time the character gains a new

**TABLE 1-2: THE AGENCY PROTECTOR**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+2	+0	+0	Armored Ease +1	+1	+0
2 <sup>nd</sup>	+1	+3	+0	+0	Agency Training	+1	+0
3 <sup>rd</sup>	+2	+3	+1	+1	Bonus Feat	+2	+1
4 <sup>th</sup>	+3	+4	+1	+1	Agency Training	+2	+1
5 <sup>th</sup>	+3	+4	+1	+1	Armored Ease +2	+3	+1
6 <sup>th</sup>	+4	+5	+2	+2	Agency Training; Bonus Feat	+3	+2
7 <sup>th</sup>	+5	+5	+2	+2	Bulwark	+4	+2
8 <sup>th</sup>	+6	+6	+2	+2	Agency Training	+4	+2
9 <sup>th</sup>	+6	+6	+3	+3	Bonus Feat; Bulwark (no damage)	+5	+3
10 <sup>th</sup>	+7	+7	+3	+3	Agency Training; Armored Ease +3	+5	+3

## Part 2: The U.S.H.E.R. Dossiers (campaign model)

The U.S.H.E.R. Dossiers is a superagents campaign model. Set in a world much like our own but one where science is capable of feats far more powerful than is commonly known, where the secrets of genetic manipulation have been in use by government scientists since the Second World War and where alien visitors have tampered with human development since the last Ice Age.

To stand against these threats the governments of the world have developed top secret agencies to both combat threats and keep them safely hidden from an unsuspecting public. The top American organization, the United States Headquarters for Emergency Response or U.S.H.E.R. keeps classified dossiers on every organization in the world, be they friend or foe. The dossiers presented below are just a few of the groups known to U.S.H.E.R. and new groups emerge every year.

### U.S.H.E.R.

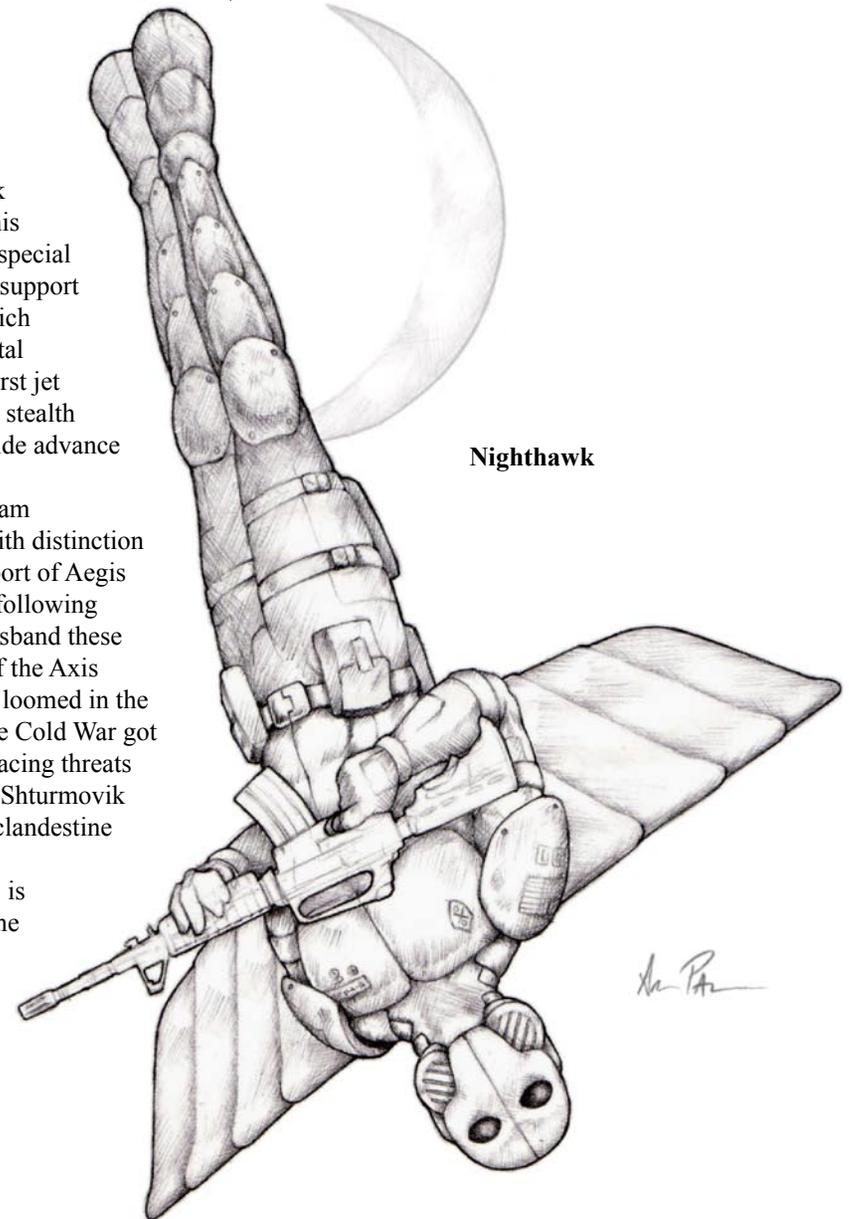
**(The United States Headquarters for Emergency Response)**

In late 1943 the tide of the war in Europe took a sharp turn against the Allies. It seemed that German scientists had unlocked the secrets of genetic manipulation through an alien device. Unlocking the potential within the “master race,” the Germans had created a terrible new fighting force, the Eugenics Brigade that had single handedly pushed back the Allied forces attempting to take Rome during Operation: Shingle. In response to this new threat, President Roosevelt issued an Executive Order for an “emergency response,” granting scientists and the military “all available resources” to combat the Eugenics Brigade and its support unit, the *Uberfallkommando* or “Flying Squad.”

While the Allied program did result in “supersoldiers” (the legendary Aegis) to counter the threat of the Eugenics Brigade, it was also felt that a specific counter was needed for the jetpack wearing *Uberfallkommando*. This was accomplished through two special operations units hand picked to support Aegis: the Pegasus Brigade, which would fly exotic and experimental aircraft (including the world’s first jet fighters) and the NightHawks, a stealth commando unit that could provide advance reconnaissance.

These units, led by Colonel Sam “Fighting Mad” Jones served with distinction throughout the war both in support of Aegis and on their own. In the weeks following the war, it was decided not to disband these unique units. While the threat of the Axis powers had ended, a new threat loomed in the form of the Soviet Union. As the Cold War got colder, U.S.H.E.R. found itself facing threats as varied as the Soviet armored Shturmovik soldiers in Eastern Europe to a clandestine alien invasion of Earth.

In the 21<sup>st</sup> century, U.S.H.E.R. is more relevant than ever. As crime becomes supercrime and terrorism superterrorism, the agency stands ready to heed the call wherever and whenever needed. U.S.H.E.R. currently maintains two secret



Nighthawk

## 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.

System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Blood and Secrets 2005, RPGObjects; Author Charles Rice

## 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: Blood and Guts 2, Military Training Manual, War on Terror.

**Designation of Open Gaming Content:** The following sections of *Blood and Secrets* 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™.

Part 1: The introduction is closed content. The remaining text is open content.

Part 2: The Elite Unit Feats, and NPC statistical blocks are open content. All other content is closed content.