Dark Conspiracy: d20 Modern

Notes:

Setting: A combination of Shadow Chasers & Agents of Psi, with the Dark Conspiracy dark future/cyberpunk world.

Races available to Players:

- Human

- Half-Fraal (Menace Manual pg 52) – humanoid in appearance, slight exotic/elfish looking.

- Humanoid Fraal – can appear humanoid with disguise, some bio-modification.

- Moreau – Covert only. (GM approval for Moderate)

- Optional: Mutant from *Darwin's World* or *Gamma World d20*

Advance Classes Allowed:

- All basic for Core Rulebook

- Shadow Slayer (reasonably rare)

- Occultist **

- *Telepath* *

- *Mage (very rare)* *

- *Acolyte (very rare)* *

* May be replaced by OGL Horror's Magic/Psychic/Ritual System

** Must be slightly modified to fit OGL Horror, of the Magic system is used. Convert Level Abilities Arcane Research Lore with Spellcaster Feat and Arcane Research (items) with any Spellcasting Feat. Also there is not mention of s need for Use Magic Item skill to use the Artifacts in OGL Horror. Use the Use Magic Item skill in Core for that.

Additional Class possibilities:

- Dimensional Walker

- Minion Hunter (Shadow Slayer-light)

Horror (OGL Horror)

- **Character Generation**

  Ties – *Optional*. Not essential but can add good plot.

  Classes – Not necessary. Use d20 Modern Core.

- **Panic, Horror and Madness Checks**

  All aspects of these checks can be used in Dark Conspiracy d20

  Creature Horror values must be calculated, and it is left tot eh GMs discretion on the types of checks

  Shock Points can be negated using Action points

- **Feats and Skills**

  All are applicable. Ignore redundancies and pick one as the standard. Default to d20 Modern.

- **Monsters**

  Weaknesses – it is up to the GMs discretion to determine the creature's weaknesses.

  Horror Values – GM Discretions based on the formula given in OGL Horror

- **Magic, Psionics and Rituals –**

Magic

  Can convert d20 Modern Arcane Spells.

Psychic

  Powers as Feats, replacing d20 Modern Psi system. GMs discretion on whether to convert d20 Modern Psychic Powers.

  Psychic Abilities and Half-Fraal/Humanoid Fraal – Special abilities, use as is.

Faith

  Use as is, replacing Divine Spell system

Cyberpunk (OGL Cybernet)

- **Character Generation**

    OGL Cybernet also contains character classes. These can be used instead of the d20 Modern classes but not in addition to.

    Converting Cybernet Classes to d20 Modern Advanced Classes is also possible.

    Use of the Prestige Classes is possible

    Edge Dice - Ignore

- **Feats and Skills uses.**

    All Feats and Skills apply.

– **Cybernetics**

    Most body-part replacement cybernetics can be used.

    Virtual cyber-nets are not available tot eh general public, but are used with in corporate compounds, and other high-income places. Corporate agents are usually wired to use the intre-cybernet.

    Self Cost – Integrate into the system. Use chart on page 13 of OGL Cybernet. Use psychosis from OGL Horror on page 153-154

– **Weapons**

    All Weapons are available in d20 DC

– **Equipment**

    Armor is represented in Damage Reduction, but it is compatible with d20 Modern Defense. Use the values as Defense

– **Vehicles.**

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Advanced Class: Dimensional Walker

The Dimensional Walker is a being familiar enough with the fabric of the universe to be able to tear it open and walk between the proto-dimensions.

Requirements

To becomes a Dimensional Walker, the character must fulfill the following criteria:

Base Attack: +5

Skills: Knowledge (Proto-Dimensions) 4 ranks

Feat: ??

Special: Dimensional Experience – Must have visited at least two Proto-Dimensions.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Bonus
1	+0	+0	+2	+2	Analyze Portal, Bonus Feat	
2	+1	+0	+3	+3	*Dimensional Instincts*	
3	+2	+1	+3	+3	*Astral Travel*	
4	+3	+1	+4	+4	*Dimensional Sense*	
5	+3	+1	+4	+4	*Dimensional Survival*	
6	+4	+2	+5	+5		
7	+5	+2	+5	+5		
8	+6	+2	+6	+6		
9	+6	+3	+6	+6		
10	+7	+3	+7	+7		

Hit Points: d8

Class Skills

The Dimensional Walker's class skills, and key ability for each, are as follows:

Class Skill	Key Ability	Class Skill	Key Ability
Alchemy	*Int*	*Knowledge*	*Int*
Appraise	*Int*	*Listen*	*Wis*
Balance	*Dex*	*Move Silently*	*Dex*
Bluff	*Cha*	*Open Locks*	*Dex*
Climb	*Str*	*Perform*	*Cha*
Craft	*Int*	*Pick Pocket*	*Dex*
Decipher Script	*Int*	*Profession*	*Wis*
Diplomacy	*Cha*	*Read Lips*	*Int*
Disable Device	*Int*	*Search*	*Int*
Disguise	*Cha*	*Sense Motive*	*Wis*
Escape Artist	*Dex*	*Speak Language*	*--*
Forgery	*Int*	*Spot*	*Wis*
Gather Information	*Cha*	*Tumble*	*Dex*
Hide	*Dex*	*Use Magic Device*	*Cha*
Innuendo	*Wis*	*Use Rope*	*Dex*
Intimidate	*Cha*		
Intuit Direction	*Wis*		
Jump	*Str*		

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (robot construction), Entertain (musician), Knowledge (Religion), and Profession (robot programming).

Skill Points at each additional Level: 6 + Int modifier

Class Features

Starting Feats

Bonus Feats:

Dark Conspiracy Empathic Feats & Powers

Neuropathy

D20 Modern Psionic Rules: +4 Bonus to CHA Psionics
OGL Horror Psionics: ??

Neuropathic Push

D20 Modern Psionic Rules: Re-try on failure once per Telepath level per day
OGL Horror: Re-try on Concentration failure once per Intelligence Mod per day

Animal Empathy

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: (Feat??)

Psionic Push

D20 Modern Psionic Rules: Increase DC to resist or negate psionic/spell resistance.
OGL Horror: Increase DC to resist or negate psionic/spell resistance.

Computer Empathy

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: Bonus to Computer Use with Concentration

Astral Walk/Astral Travel

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: ??

Aura Read

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: ??

Psychometry

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: ??

Empathic Healing

D20 Modern Psionic Rules: (Psionic Ability or Feat??)
OGL Horror: ??