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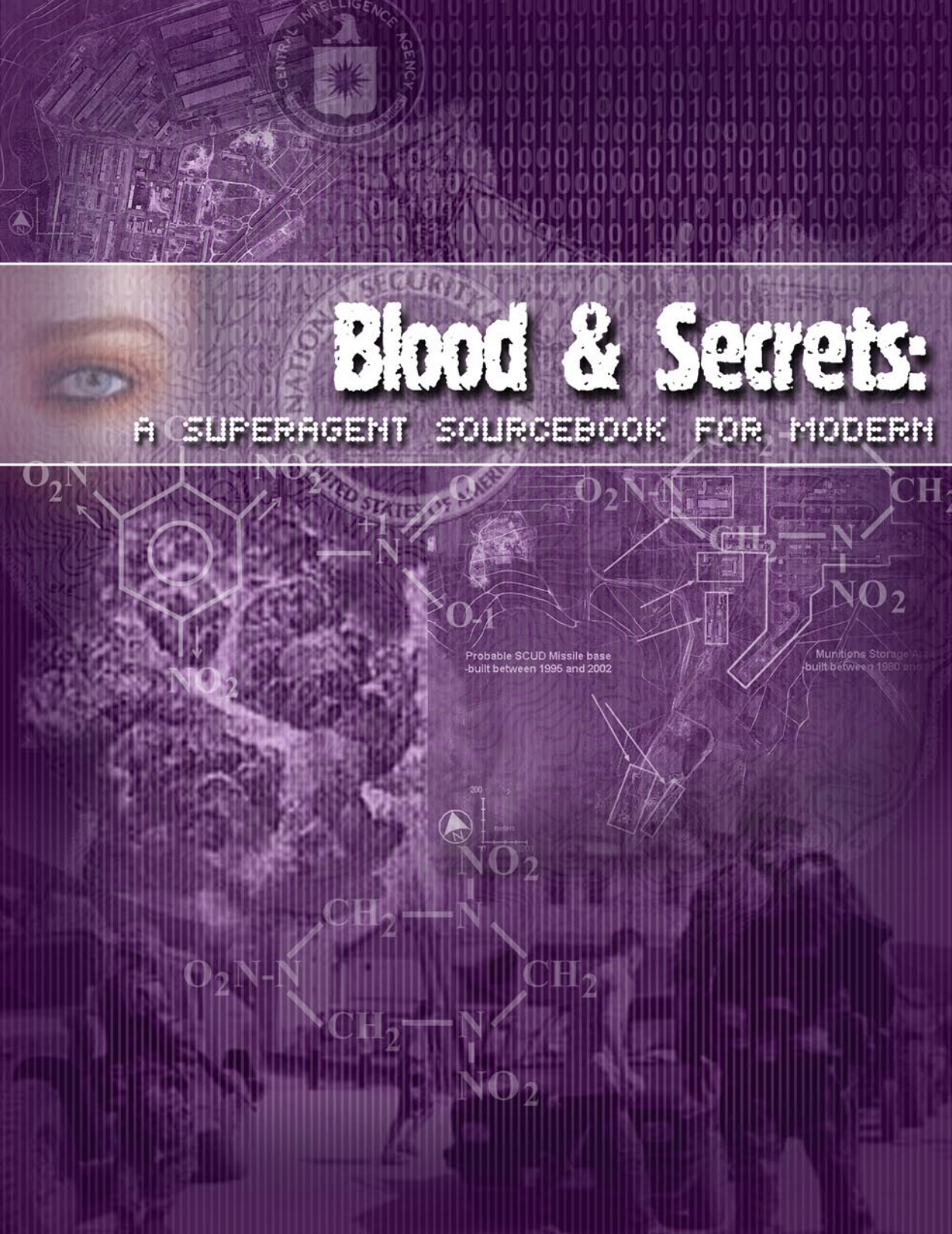
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Part 1: Agency Characters

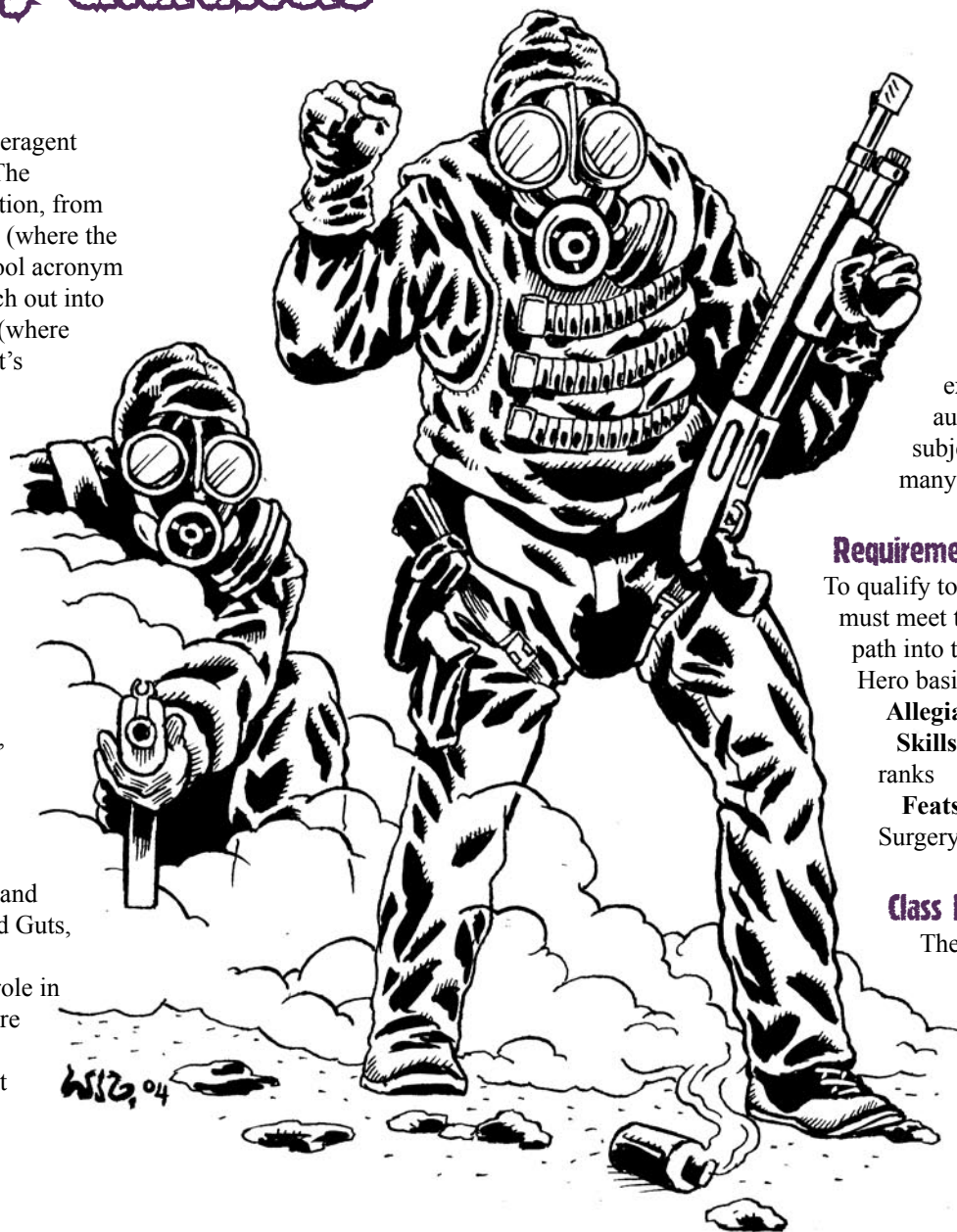
Introduction

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 st	+0	+1	+1	+2	Forensics +1	+1	+0
2 nd	+1	+2	+2	+3	Agency Training; Emergency Medical Training	+1	+0
3 rd	+1	+2	+2	+3	Bonus Feat; Forensics +2	+2	+1
4 th	+2	+2	+2	+4	Agency Training	+2	+1
5 th	+2	+3	+3	+4	Forensics +3; Field Surgery +2	+3	+1
6 th	+3	+3	+3	+5	Agency Training; Bonus Feat	+3	+2
7 th	+3	+4	+4	+5	Forensics +4; Field Surgery +4	+4	+2
8 th	+4	+4	+4	+6	Agency Training	+4	+2
9 th	+4	+4	+4	+6	Bonus Feat; Forensics +5	+5	+3
10 th	+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 2nd, 4th, 6th, 8th and 10th 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 3rd, 6th and 9th 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 5th level and 2 hours at 7th 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 st	+0	+2	+0	+0	Armored Ease +1	+1	+0
2 nd	+1	+3	+0	+0	Agency Training	+1	+0
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+1
4 th	+3	+4	+1	+1	Agency Training	+2	+1
5 th	+3	+4	+1	+1	Armored Ease +2	+3	+1
6 th	+4	+5	+2	+2	Agency Training; Bonus Feat	+3	+2
7 th	+5	+5	+2	+2	Bulwark	+4	+2
8 th	+6	+6	+2	+2	Agency Training	+4	+2
9 th	+6	+6	+3	+3	Bonus Feat; Bulwark (no damage)	+5	+3
10 th	+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.

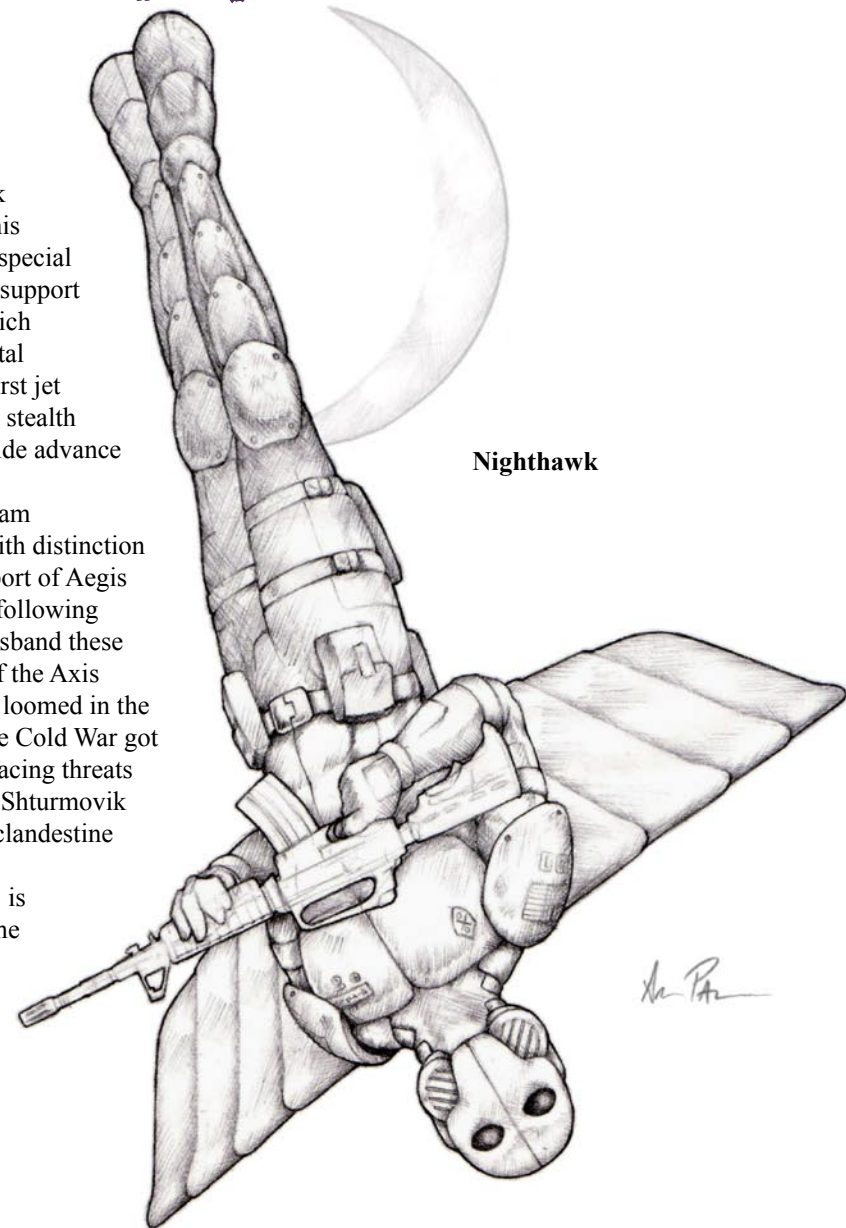
(The United States Headquarters for Emergency Response)

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 need 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 21st 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

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