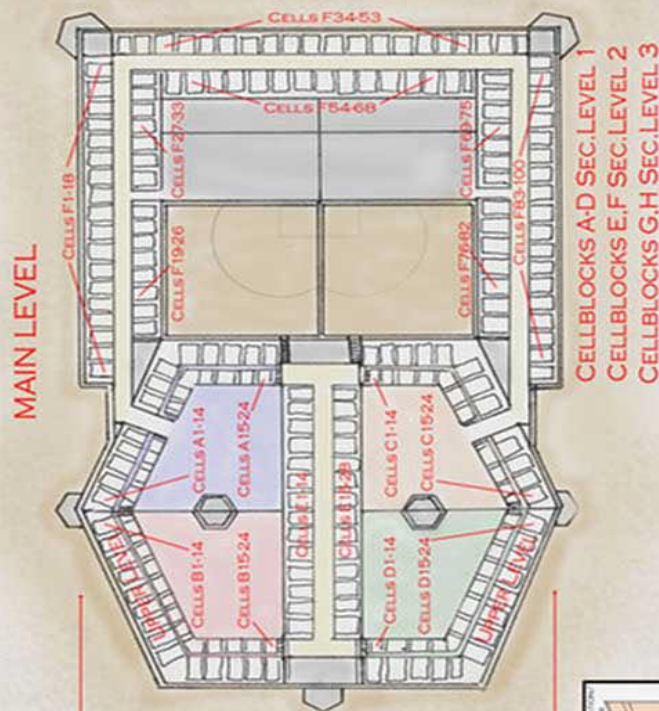


Year of the ZOMBIE



JACK VOSSBERG
SUPERMAX CORRECTIONAL FACILITY

VOSSBERG SUPERFORTRESS

V[Ⓡ]OSSBERG SUPER[Ⓡ]FORTRESS

A SOURCEBOOK FOR YEAR OF THE ZOMBIE

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This product requires Year of the Zombie, published by UK Games.

Blood & Guts: The War on Terror and Blood & Fists by RPGObjects are all highly recommended.

Thanks to: My muse Ali, who got me inspired enough to finish this thing; Heather Dawn, my loving wife who puts up with all my crap; Charles Baize, who has been a great friend through everything that's gone on in the last several years; but most of all, to my little brother J.T., who has grown into a man that would have made Our Father as proud of him as I am, and who embodies the family motto of "Duty, Honor, Courage, Compassion, Mercy, Love."

Thanks for being there, bro.

Tim's Note: Vossberg Superfortress combines two of the more harsher "realities" for gaming. A Supermaximum Security Federal Prison, and my version of the zombie apocalypse. Prison is no fairy tale or easy life, and the Rising actually improved the quality of life for the prisoners of Vossberg Supermax.

For those of you who have read through Year of the Zombie products before, the harshness and evident cruelty will come as no surprise. For those of you who haven't, then I suppose I should let you know this (sigh, here it comes...)

WARNING!

This product contains the following:

Graphic Violence

Profanity

Cannibalism

Drug Use

Prostitution and Mention of Sex

You Have Been Warned!

With that having been said: Enjoy

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Designation of Open Gaming Content:

All of the game mechanics in this PDF are presented as Open Gaming Content. All other text including Place names and Proper Names are designated as closed content.

Sylvia saw it first as she crested the hill, the searchlights turned outward instead of pointing toward the yard, destroyed cars surrounding the walls, walls which seemed bloodstained in the early morning light. We rolled Bradley-Two up there, with the barrel pointed backwards to show our peaceful intentions, and we waited.

We hoped that whoever was in charge of the monolithic prison cum fortress understood the sign of peaceful intentions from armored vehicles, and would not choose to try to jack us for the weaponry and vehicles we owned. Our fuel reserves were empty, and we were towing Bradley-Six since it had taken an RPG-7 hit and needed some down-time for repairs. We all wanted some time out of the metal behemoths that had become our homes, if nothing else, so we could stretch our legs. Sam wanted to scrub down the inside of Bradley-Two, where Sylvia was, since the smell of her radiation sickness had apparently sunk into the metal.

We waited for them to send a few people out. It took nearly two hours to send a party out, and in the mean-time, we ended up using our weapons on some Risers that abandoned their vain attempts to break into the prison, as well as the smattering of them that followed us.

A prison made perfect sense, it was important to very few people; it wasn't like a mall, a hospital, or an apartment building. It was built to keep people in, but the massive walls and the guard towers would serve perfectly to keep Raiders and Risers out, as well as providing an easily defendable hard point.

The force that came from the fortress was wearing hard-entry suits, with Vossberg FED PRISON stenciled on the riot shields and breastplates. The visors were tinted so we couldn't see anyone's faces, but that didn't really matter, we understood the necessity for facial protection when facing Risers. Buck and Greg noticed that the M-16s were old versions, the old A1s that went out of military service in the late 80's, early 90's, but they were well maintained and handled with the apparent ease that only comes with familiarity.

Firepower wise, we could take them, but reducing that fortress to rubble would have taken a long time, and frankly, it was the idea of being able to walk around safely that was appealing, not any loot we could gain from the imposing edifice.

Still, as we rolled toward the slowly opening gates, weaving between the wrecked cars, I couldn't help a shiver of foreboding. I was close to giving birth, and I didn't want the child to be born within those walls if there was any way I could help it.

-From the Diaries of Becka

And So It Came to Pass...

When the Rising occurred, Vossberg Supermaximum Security Prison seemed to be the eye of the storm. With the world exploding outside, inmates and staff alike held onto the prison like a lifeline. The walls prevented Risers from gaining entry, and after the third killing resulted in the third Riser inside the walls, the murders and assaults came to a screeching halt.

Within two days there was a sizable number of Risers around the prison, and workers that were expanding the prison were brought inside to safety. While many wanted to leave, to look for families, Warden MacTavish instituted a "nobody leaves" rule and ordered the whole place into total lockdown.

Colonel MacTavish realized less than a week into the Rising that this was going to be a permanent situation and to have the hatred between the guards and the inmates continue would only mean the deaths of everyone if the simmering hatred was allowed to brew into a full blown prison riot. MacTavish could not afford to let a riot occur and jeopardize the seizing of Vossberg by the prisoners, and he knew that killing the rioters would result in dozens of zombies that could possibly cause Vossberg to fall.

With the collapse of the Federal Government, the destruction of civilization, and the sweeping of a new religion preached by Prisoner 53942- Matthews, Richard, to the inmates, MacTavish knew the time had come to take a potentially dangerous step.

Gathering all of the inmates within the courtyard, with fully armed guards wearing full armor manning the walls, Colonel MacTavish addressed all the inmates with a simple offer. Join those who were staying to defend the walls and rebuild, or take their freedom for whatever it was worth and leave the walls with no more than the prison jumpsuits on their backs.

Over half of the inmates took the warden's offer, leaving the prison dressed in bright orange jumpsuits with a white X across the back. Despite the expectations of many, no shots rang out from the towers or walls to kill those who left, which included Rich Matthews and Pat Smith, both of whom saw a chance to create their own oligarchy and destroy the United States government, respectively. While Patrick Smith was later seen stumbling around outside the walls with a partially devoured right arm and a torn up leg, Rich Matthews has not been seen.

For those who remained, tension ran high within the walls. While prisoners were not allowed firearms, cells were opened, and for the first time in Vossberg history, prisoners had near total access to the facility. Amazingly only three murders took place, one performed by a guard, and all five of the perpetrators, including

the guard, were hung by the neck until dead and Risen, and then the reactivated bodies vanished into the bowels of Vossberg.

Nine days after the exodus of those who chose to leave, a school bus sporting make-shift, home-made armor arrived outside the walls, and a man stood on top of the bus with a bullhorn and demanded that the gate be opened. He further stated that unless the gates were opened, the guards would be trapped between his forces and the prisoners, and would all be crucified. Warden MacTavish allowed the gates to be opened, and the bus to enter the prison. Once it was inside, the guards opened fire, and trustees hurled Molotov cocktails onto the shoddily armored bus.

When the smoke cleared, the guards had two prisoners, and the Warden invited several of the more powerful gang leaders to witness the “interrogation” of the two prisoners. What the gang leaders heard shocked them, and despite initial feelings that they could hammer out their own empires, the tales of thousands of Risers descending on settlements and the failure of every single facet of civilization destroyed their dreams of empires.

The news traveled the prison grapevine like lightning, that the world was over, and the guards had not lied, the dead did indeed walk the entire Earth. Some felt that Rich Matthews may have been right, preaching that God would punish the wicked and sinful, others felt that it was some kind of experiment that the government had been performing that had gotten out of hand.

Claus was found dead in his cell, his throat cut and a shiv pushed through his eye and into his brain. Despite investigation, nobody really cared that a front man for a terrorist organization that some blamed for the Rising was dead. Many prisoners had a newfound sense of patriotism, and as the Risers began gathering outside the walls of Vossberg, moaning in a dreadful hunger, old hatreds fell by the wayside.

Several runs to a nearby city resulted in horrible casualties for the guards, with only two teams out of seven returning at all. Two of the guards who had been bitten were locked down in high security cells, and videotaped as they succumbed to the infection, and then rose again as the living dead. The former prisoners were allowed to see the videotapes, or even see with their own eyes the two guards who had Risen. Despite the losses, the warden deemed the supply runs a success, since a guard grabbed bags of seeds and fertilizer with the plans of turning the empty roof space into a vast garden.

The depletion of the guard force, putting the odds at roughly twenty inmates for every guard, and approximately a hundred to one against the Risers outside the walls, put a tough decision on the warden’s desk. Should he arm the prisoners? After polling the guards, who were beginning to resent the fact that they took all the risks while the inmates stayed safe, he made the decision, and trustees were armed and trained to help the fortress.

Soon afterwards, the three most powerful gangleaders requested a meeting with the warden, and tabled an offer. They would lend their soldiers out, if the warden agreed to a joint rulership of Vossberg, with the three gang leaders representing the inmates and their demands.

The first demand was that some prisoners wanted to take one of the armored prisoner transports in hopes of finding friends and family who may have survived. Warden MacTavish informed the gang leaders that there were only two transports left, and those were being saved for a possible run into the city for supplies if things began to look bad. The gang leaders let those prisoners who wanted to leave know, if they wanted to leave, they had to get past the Risers first, and would only leave with their jumpsuits. No food. No water. No weapons. “No nuthin’ outta the Voss.” Nobody took the warden or the leaders up on their offer.

One other thing that the leaders wanted was for preemptive amnesty for the “consolidation actions” that the leaders convinced MacTavish had to take place. Reluctantly, the Warden agreed, and in the course of a single evening, over 50 men and women that the gang leaders (or that MacTavish reluctantly named) figured might prove troublesome to the new society that they envisioned were killed, and their bodies “disposed of” in a discrete manner. These cold-blooded actions showed that the gangs would follow the Warden and that the days of prisoners versus guards were over.

The tales of the Warden standing at parade rest in front of his window, watching over the prison where so many were being killed in order to ensure that the society would work, has become a thing of legend. In two places, this makes up part of a mural on the wall inside the Voz itself. It has also gotten around that when the leader of the largest gang came in, all that was said was: “It’s done.” And all the warden did was nod once. The cold-blooded truth of this legend chills many who think of breaking the Lawz of the Voz.

In the months since the collapse of the Pre-Risen world, the gangs proved to be a vital force in stopping problems before the guards would have to take care of the problem, but everything is not all peaches and cream inside of what has been dubbed “Vossberg Superfortress” as allegiances are being formed, new hatreds are cropping up, and the Risers are gathering in strength and numbers outside the walls.

This supplement is a crossover between Year of the Zombie published by UKG Publishing and Vossberg SuperMax Prison published by RPGObjects and is intended for use approximately six months or farther into The Rising.

Lawz of da Vawz

The laws within Vossberg Superfortress are fairly straightforward and simple. Written in such a way that everyone can understand them, they are easy to memorize, and are fairly clear-cut, most of them are just common sense.

The following are capitol crimes, with a sentence of hanging, or worse yet, being thrown off the top of the wall. With living space soon to become a premium, there's no room for solitary confinement. Crimes marked with an asterisk are crimes that a man or woman can be sentenced to the Are-See for a period of 5-60 months.

Stealing from the Voz itself: This includes: stealing food, stealing from the armory, stealing gasoline, and stealing medical supplies. Anyone convicted of this crime is stripped naked and thrown from the walls.

Murder*: Primarily this earns the "tough guy" a spot on the RC crews.

Sleeping/Drinking/Drugging on guard duty: This is a death sentence, plain and simple. The majority of the time the person sleeping/drinking/drugging is killed right away, but for the most part, if found guilty, the person can expect to be thrown off the wall.

Attempting sabotage of the Voz: There have been two incidents of crazy residents attempting to sabotage the generators and another of someone trying to open up the main gate. Attempting to sabotage the community as a whole usually results in hanging, with the body taken into the bowels of the Voz for "disposal."

Rape of a visitor: This has recently been made a death penalty crime, with either the rape victim or their associates being allowed to execute the rapist.

Lesser crimes are fairly simple, and have several different penalties.

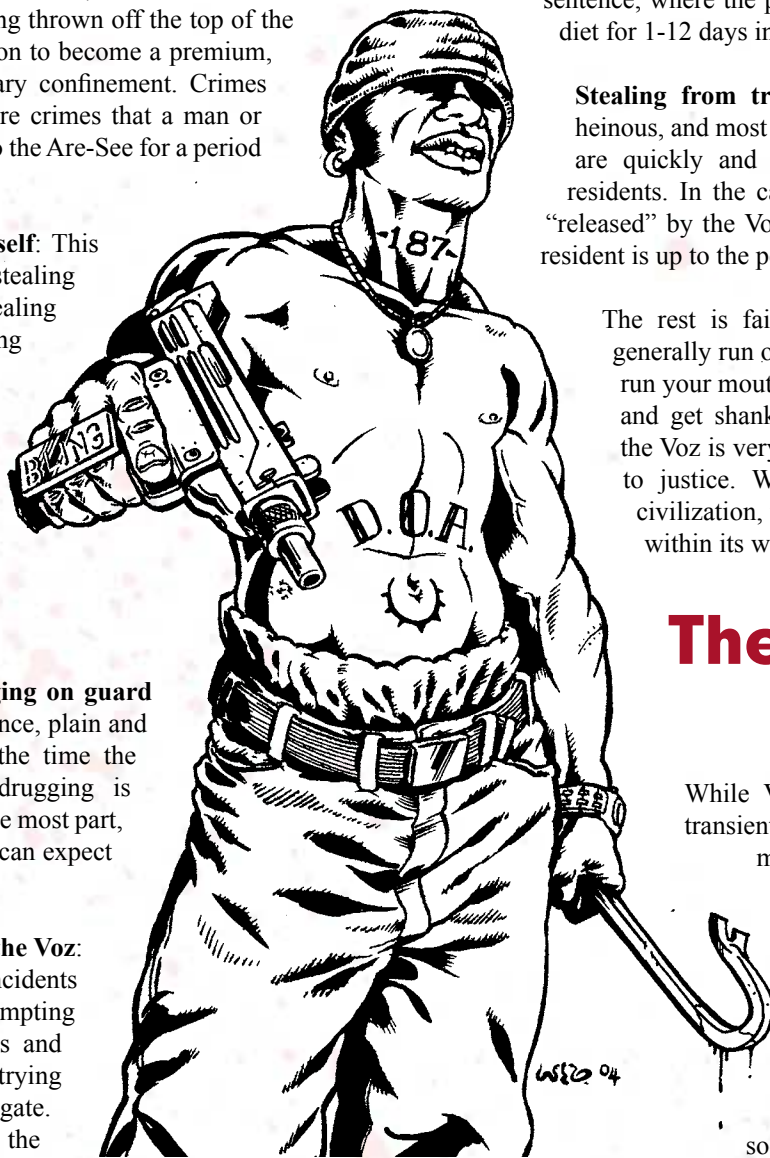
Stealing from other residents: This usually results in the thief's own "swag" or "scrip" being turned over to the person wronged.

Rape: This still happens occasionally, and the rapist is often sentenced to either to 1-4 years on an RC crew, or simply hung and the body vanishing.

Do drugs on your own time: While the drug trade still flourishes, it is beginning to get rarer and rarer, and both the gang bosses and MacTavish are worrying about the several dozen hard core addicts who will be going through the DTs at the same time. Doing drugs is not a crime, but being high when you are supposed to be working for the betterment of the Voz usually results in a "lockdown" sentence, where the person is kept on a bread and water diet for 1-12 days in a hotbox in the sun.

Stealing from travelers: This is considered fairly heinous, and most people caught stealing from visitors are quickly and efficiently beaten down by other residents. In the case of a major theft, the person is "released" by the Voz, and what happens to the former resident is up to the people that the person stole from.

The rest is fairly unwritten rules and laws that generally run off respect and common sense. If you run your mouth and get an ass kicking, are a bully and get shanked, tough shit. For the most part, the Voz is very rough and ready with its approach to justice. While they are trying to maintain civilization, the basic personalities of the people within its walls are beginning to clash.



The Thin Living Line

While Vossberg does have a fairly large transient population of 4d10+15, for the most part the people that the PCs will commonly interact with will be those still alive within the walls. With a Pre-Rising population of 1232, less than 500 are actually left. For the most part, these people are divided into clearly defined factions, each faction occupying a certain rung on the social ladder.

Factions

The Voss is divided into three basic factions. These factions often cross gang lines, and represent the attitudes of those living within the Voss as to how things ought to be run. Currently the Vossers are in charge, under the iron fist and steadfast leadership of Warden MacTavish.

While the gang leaders may have a voice, none of them think for a second that together they wield the same power as MacTavish, and all three of the men, once bitter enemies of men like MacTavish, have begun to respect him, just as the Warden is returning that respect.

COs

Short for Corrections Officer, the COs were the guards that inhabited Vossberg when the end came, as well as any police who managed to make their way to Vossberg as the world died around them. Unlike the COs that make up the Vossers, those COs in the CO faction believe that it should go back to the way it once was, that the end of the known world was not a blanket pardon for the animals they guard.

By the same token, many prisoners who had a vast amount of power within the prison before the Rising, or wielded a lot of power among the guards and inmates due to the fact their reach extended beyond Vossberg's walls, also wish for a return to the way it once was. While it would mean the return of power for the Corrections Officers, it would also mean the return of their own power.

Bangers

Bangers are your hard core criminals who still hold grudges against the guards and the now-defunct system that put them in prison. They want all the guards to be the ones on the bottom and to run the prison themselves. Most of them dream of killing Warden MacTavish as well as the other guards, and then running the prison like they imagine a medieval castle would have been run. They fantasize about having the power to do whatever they want to whomever they want, and these dreams usually revolve around brutality and cruelty.

The "Council" and Warden MacTavish are beginning to seriously consider rounding up all of the Bangers, loading them into the armored buses, and dropping them off somewhere to get them out of the Voz.

There are a small number of Bangers that believe the Rising is fake.

Vossers

This is your typical resident of Vossberg, be it former criminal, former corrections officer, or refugee. They understand that the world is over, and only cooperation will keep Vossberg a safe haven. While they may hold grudges against certain individuals, or hate certain people, for the most part, they just live with it, agreeing to live by the rules set down, and follow the authority of the Warden and the "Council."

"Crews"

In order to avoid the negative stereotype that the word "Gang" connotes, many residents of "The Voss" refer to the small groups that have banded together as "Crews". These "Crews" range in number from 4 to over a hundred (in the case of the feared Mad Clown Crew) members, and are armed and dressed in a variety of ways.

While almost everyone in The Voss was part of a "Crew", even if it's just "The Crowd Crew", which is Vossberg slang for your every day inhabitant of Vossberg, crews are falling out of style as the new way the world works begins to wipe away the remnants of the old world.

However, what was once a gang is now turning into certain work crews and groups of people assigned certain jobs, creating "crews" but also establishing a social order. Still, there are groups of bangers that stick to the "banger" identity, or small groups that don't fit with bangers or crews.

A crew leader is responsible for assigning members of their crews to tasks, as well as making sure that their crew follows the "Lawz of the Vawz" as well as trying to negotiate a peaceful resolution to any conflicts before two crews go to war. It is well known that the strange troika that runs The Voss will not tolerate too broad of a conflict, or too large of a war within The Voss, and are known to come down hard on those who break the Lawz of the Vawz.

The Blues

Strength: 15

The Blues are made up of former guards who are unwilling to mix with general populace, or trustees who betrayed other inmates once too often and are no longer welcome with any of the other crews or even the lone wolves. Many people consider The Blues to be arrogant and sullen about the way things recently turned out.

This has only gotten worse when an attempt at a coup was stopped by the Red Band Crew and MacTavish's "Screw Heads", over three quarters of The Blues being killed in a sudden and shocking display of assassination and downright ruthlessness by "The Old Man." The bodies of those slain were simply thrown off the roof, some of them still living and semi-conscious, to be killed by the fall or the Risers outside the walls, and the memories of the screaming keeps many crews honest.

The Blues stick to themselves, keeping E Block as their own turf. Recently disarmed of firearms by MacTavish, the Blues have armed themselves with shivs and other heavy bladed weapons, and are paranoid that their days are numbered.

WHAT YOU WISH YOU DIDN'T KNOW: The Blues have no idea about the Mad Clown Crew's true nature, nor do they think that MacTavish is watching them as closely as he is. They are currently planning on creating nitrogen bombs from the fertilizer and using it to kill MacTavish, the Red Band Crew, and the "Screw Heads", taking over Vossberg and returning it to its former "Glory Days" when Guards and Trustees ran the show.

MacTavish is wary of committing another bloodbath, and watches them closely through his network of informants. However, he is planning on "creating" an incident between the Blues and some heavily armed visitors, and using the excuse of the incident to remove the Blues from any type of power once and for all.

Mad Clown Crew

Strength: 250

The Mad Clown Crew is called this due to their outlandish outfits, and the fact that they often seem to get into slapstick comedy routines. They are a recent crew, with no apparent backer, although some rumors state that the COs back them with drugs, as they appear impervious to pain. Witnesses have seen a member of the Mad Clown Crew shivved in the kidney and not even notice, although two of the group immediately hacked down that man with machetes, not speaking or making any other sound while they did it.

Mad Clowns are dressed in orange jumpsuits that were once worn by road gangs, have a chain around their waist, wear combat boots, old style gas masks with the hoods pulled down so that their whole head is covered, thick leaver gloves, and carry axes and machetes.

Mad Clowns move in packs of four to six, and reside in the solitary confinement block of The Voss.

WHAT YOU WISH YOU DIDN'T KNOW: The Mad Clown Crew is not your typical crew of like minded individuals who have banded together for whatever reason. The only reason these people are grouped together is because they all share a common ailment.

They're all dead.

A group of trained zombies, the Mad Clown Crew is responsible for guarding the access, sewage and storm drain tunnels beneath The Voss, as well as are held in reserve inside the gates to push back any zombie rush that gets too bad. They are trained not to attack, nor eat, any living person within The Voss. The training is conditioned in rather severely, a combination of surgery and negative reinforcement. The only time they will attack anyone within the walls of The Voss is when they, or one of their numbers within sight, are attacked, and then they only go after their attacker.

Only MacTavish, the Red Band Crew, and a select few others know the truth behind the Mad Clown Crew, but they have no idea of the identities of those who make up the Mad Clown Crew, since Doctor Volk surgically removed their faces.

"OGs"

Strength: 30

Mainly those who consider themselves too tough, or too hard core to join with the mixed crews, the OGs (short for "Original Gangstas") represent either former inmates, wannabe gangsters among the guard population, or wannabe gangsters among the refugees. A lot of these men and women are little better than petty tyrants, and most of them are not as tough as they think they are.

Those few OGs who were part of the original prison population run the OGs like their own personal fiefdom, complete with tattooing, "jumping in", and a lot of other problems that have made it so that MacTavish is seriously considering killing the whole lot of them. However, after the "Blue Massacre" he's not too hot on condoning another mass slaughter.

The gang leaders are all for it, and unless something breaks soon, the OGs will push the gangs too far, and the gang leaders will take matters into their own hands.

The OGs possess part of A Block as their territory.

WHAT YOU WISH YOU DIDN'T KNOW: The OGs have recently gotten it into their heads that they can not only take Vossberg over, but that the non-aligned, and worse yet, the Mad Clowns, will join them in deposing the Red Bands and killing the Blues and all the other former guards. This is complete lunacy, as the Mad Clowns will happily butcher them.

And then be fed their remains in the solitary confinement cells.

Red Band Crew

Made up of high ranking corrections officers, gang leaders, and a few other odds and ends, the Red Bands are the social elite of The Voss. Handling such things as food rationing, keeping the machinery running, medical treatment, enforcing the "Lawz of the Vawz", planning and administrative details, the Red Bands are not required to pull wall duty, do gardening or construction work, but many still do.

However, some of the Red Bands have taken to showing off their status by taking the best of the loot gained by the RCs after the RCs have taken their pick, lounging about in plain sight of those working or risking their lives. They say that power corrupts, and after The Rising, in The Voss, the slightest power corrupts totally

WHAT YOU WISH YOU DIDN'T KNOW: The Red Band Crew is on the edge of an internal civil war, between those who take their duties seriously, and those who see being a Red Band as their just rewards, and the perks as their birthrights. While the Red Band Crew thinks that the internal strife is unknown to the rest of the crews, different crews are planning to side with one faction or the other for various reasons.

Right now there are 25 "Good Reds" while there are only 16 "Bad Reds" in the group. The Bad Reds are almost ready to take on the Good Reds, mostly armed with knives and clubs, however, they have no clue that the Good Reds are keeping their weapons ready, and that the armorer has issued them shotguns for the upcoming fight.

Retrieval Crew

The most arrogant and flashy of all of the "Crews", the Retrieval Crew is not begrudged their status by any man or woman within The Voss. They are the men and women who leave the safety of the fortress and make runs to nearby towns and cities to get supplies that the prison desperately needs.

They are armed at all times, often wearing their hard entry unit armor to dinner, as it is seen as a status symbol. Many members of "The Are-See" have soldered or otherwise attached rather expensive jewelry to their hardware.

From Rolex watches wrapped around the barrel of an M-16 to a diamond studded “Gangsta” necklace welded to the torso of a set of hard entry armor, the RCs get the best.

Because they take it.

WHAT YOU WISH YOU DIDN'T KNOW: The Retrieval Crew does the meanest and dirtiest jobs out there, and as of late have been finding themselves in firefights with organized groups over choice areas of scavenging. While being part of “The Are-See” is dangerous in the extreme, the waiting list to get in on it is over fifty long.

Their biggest secret is that they have stored supplies in case Vossberg falls and they are forced to retake it, and over forty of the men and women who have supposedly been killed while on the crew are manning a small make-shift fortress that was once a county jail some eighty miles away. This is where all the military hardware is stored, from mortars to anti-tank rockets, and even a pair of AH-64 Apaches and people to pilot them.

This is Warden MacTavish’s ace in the hole against a coup.

Screw Crew

Before The Rising, Warden MacTavish and the State made a decision to house those awaiting trial for war crimes, desertion, fratricide and other military crimes, inside Vossberg. This led to approximately 30 military prisoners and forty MPs inhabiting Vossberg when The Rising occurred.

Warden MacTavish avoided looking at the records of the military prisoners, having been a career military man himself, unwilling to see any echoes of his own past and unwilling to pass any type of judgment before the soldiers received a trial.

After the situation became obviously disastrous, Warden MacTavish met with the CO of the MPs, a young Captain by the name of James Sharp, to discuss which prisoners were awaiting trial for what. The MPs had been worried about the lack of contact from any outside military authority since The Rising began, and were alarmed at what the Warden told them. Over half did not believe it, even when the prisoners confirmed the Warden’s story.

Captain Sharp and Warden MacTavish agreed that the only course of action was to hold a trial for the men who had been imprisoned inside Vossberg by the military, convening a “Special Court Martial” with a prisoner acting as the Prosecutor, and a Guard acting as the defense.

While all 30 men and women were found guilty, only two were sentenced to death. The sentence of death, however, was not what they expected. It was not gas, firing squad, or the rope. It was to be the point man on an RC squad. Of those two, both survive and are considered two of the “hardest motherfucking Are-Sees ever to walk the Vawz.”

Others were sentenced to such things as: Garden tending, maintenance, and construction. The sentences were only a few months or weeks long, and could be mitigated by joining the MPs in the defense of The Voss, joining an RC Crew or performing other vital and dangerous tasks.

The MPs, however, banded together in a tightly knit unit, calling themselves the “Screw Crew”, and were joined by the majority of the guards who did not mind mixing with the population. Included in the Screw Crew are three federal agents, six federal marshals, and an ex-Marine Recon who came in on the last caravan of refugees. The Screw Crew patrols high security corridors, armed with shotguns and MP-5 submachine guns.

WHAT YOU WISH YOU DIDN'T KNOW: The Screw Crew has its suspicions about the Mad Clown Crew’s creator, and have begun to wonder if perhaps the good doctor has managed to influence Warden MacTavish slightly. The leader, Captain Sharp, has a secret that he is not willing to share with anyone: Tattooed in UV ink on his left ankle are the codes to open the CoG bunker beneath the Voz.

Waste Crew (AKA Wastoids)

Responsible for running water and sewage, as well as compost and fertilizer creation, the Waste Crew dresses in plastic/rubber coveralls and wear gas masks most of the time. For the most part, a member of the Waste Crew stinks to high heaven and has no sense of smell. The job is dirty, sometimes back breaking, and smelly, with the stench of the raw sewage and waste recovery seeping into their very skin.

Nobody within the Voz slanders or makes fun of anyone for being on the Waste Crew, since the 3 days strike roughly two months into the Rising, when all the water and sewage stopped. The Power Crew joined them, plunging the interior of the Voz into total darkness.

While being assigned to the Waste Crew is often a punishment for rule-breakers, those assigned temporarily as a punishment are never issued a mask or water-proof clothing. They have to deal with the stench and the liquid soaking into their corduroy clothing.

The Waste Crew has their own quarters in the reclamation area, and they are rarely seen outside of the area.

WHAT YOU WISH YOU DIDN'T KNOW: The Waste Crew has three nasty little secrets. Two of their male members are active pedophiles who have young children they bought clandestinely in their possession, and a third member is a necrophile who keeps a female Riser chained in his quarters. While the rumors of these horrible habits have leaked up to some people, they are mostly just waved away.

Pig Iron's Crew/Pig Men

Called this because the head foreman for all the machine shops and fabrication units is named Theodore "Pig" Iron, this accounts for everyone who works in these labor-intensive areas. Most of the people who work in the machine shops, fabrication units, or autoshops follow "Pig Iron's" lead as far as what gets done in what order.

These men and women all know their jobs quite well, and newcomers to the crew are put through days of classes regarding their chosen areas. Pig Iron himself is the main armorer of The Vawz, in charge of the weapons armories and who is handed out what. He's a fanatic about ammunition conservation, and Are-See's who collect up spent brass are often given "Vawz Scrip" to purchase extra little luxuries.

Pig Iron has been approached several times by Bangers, and one who got too insistent is now part of the chassis of "Godzilla."

WHAT YOU WISH YOU DIDN'T KNOW: The Pig Iron Crew has an extensive armory, even more than anyone else is aware of. Most of Pig Iron's Crew carry a pistol at all times, and many of them have rifles and shotguns within easy reach. Pig Iron himself is willing to defend the status quo to the death, backing the Warden and the two gang-leaders to the hilt. Pig Iron may have total control over his men, and they may be fanatically loyal to Pig Iron, he refuses to allow himself or his crew to become mired in politics.

Power Crew

Responsible for running the huge generators, laying and maintaining power conduits, these men and women are all capable of repairing the generators, chasing down basic electrical problems, running new wiring within the Voz, and have learned the electrical schematic for the entire prison in the last year.

Newcomers are made to feel unwelcome, and recently the Council and the Warden have realized that the Power Crew is literally one big family. While before the Rising this would have been highly illegal, right now the Warden has more important things on his mind.

The leader of the Power Crew is a hefty and pot-bellied woman by the unlikely name of Belle Jasmine, an Arabic woman with a degree in Electrical Engineering from M.I.T. who was sentenced to seven life sentences after killing her husband and the male members of his family in the mid-1990s. Her Arabic name is unknown to any but the Warden, who has long since erased it from the computer files.

WHAT YOU WISH YOU DIDN'T KNOW: The Power Crew is one big intermarried group, and while they run the electrical generation with an iron fist, they do nothing to subvert or counter Warden MacTavish or the Council's authority.

The Crowd Crew

This is the general population of the Voz, people who live within the walls of the former prison who do their work, and are grateful for the shelter. 60% of them are former prisoners, with another 10% former corrections officers. The remainders are refugees who have arrived within the last six months.

The Crowd Crew is required to work in the gardens, pull guard duty, do janitorial work, and help defend the Voz should it be attacked by a large force. An unpopular decision by the Council was the fact that every citizen of the Voz must be able to pass a G.E.D. exam, and those who could not were required to attend classes given by other members of the Crowd Crew.

The Crowd Crews live in former cells, sometimes bunking as many as 6 people in a single former cell. There are over 100 children 9 and under within the Crowd Crew.

WHAT YOU WISH YOU DIDN'T KNOW: Many of the crews that partake in high risk endeavors or hard labor in order to keep the Voz functioning don't believe that the Crowd Crew should receive the same rights and privileges as them, and many of the Crowd Crew find those crews arrogant and disrespectful.

In reality, the Crowd Crew contributes very little to the Voz, as they don't care for the gardens, any of the maintenance of the Voz, or take part in anything slightly risky. One of the gang leaders has been thinking of having Pig Iron "accidentally" release chlorine gas into the cell blocks that the Crowd Crew lives in.

The Wallmen

Guarding the walls is an important duty, and several former inmates and guards (many of them with military backgrounds) became disgusted at the unprofessionalism of the people manning the walls. Sleeping on duty, lighting up joints, grouping together and talking, or just skipping their shifts was putting the Voz in danger as far as those people were concerned.

Finding out that they were not alone in the way they viewed the rest of conscripted wall guards, the group got together and sent a representative to the Council asking to be solely assigned to the job of guarding the wall, manning the courtyard pillboxes, and forming the mortar teams.

The three Councilmen discussed it with Warden MacTavish and it was agreed that having a dedicated force to man the walls was better than what they currently had, and the Wallmen were born. Consisting of 6 shifts, each responsible for manning the walls, the pillboxes, and the mortars for six hours (The shifts overlap by one hour) the Wallmen also are the ones who man the single "Welcome Wagon" that is suspended by cables over the side of the wall. The magnetic clamp is used to raise and lower the wagon after the crew of the wagon unhooks the four storage cables, and can be powered by its own generator.

The Wallmen all live within the guard towers, wear Hard Entry armor, and carry M-4 assault rifles at all times.

The Docs

Manning the medical clinics within a community the size of the Voz is a full time job, even with three medical clinics and two dental clinics. Even at night there needs to be at least two duty nurses and a full-fledged doctor to handle emergencies. "The Docs" is a blanket name given to nurses, doctors, and orderlies that work in the medical and dental clinics.

The Docs are exempt from all other duties except for medical duties, although they often volunteer for garden duty in order to get some relaxation time.

A single "Exam Team" is tasked with going into each "room" within the Voz after dark and checking everyone over for bites. This entails everyone being stripped naked, holding their arms out at their sides, and turning in a slow circle.

Of all the residents of the Voz, only The Docs are allowed down in the power areas, where they are quite welcomed by the large "family" down there.

WHAT YOU WISH YOU DIDN'T KNOW: The Docs have recently learned of Doctor Volk, and several of them are horrified that a monster like Dr. Volk is not only alive, but is being sheltered within their home. The Docs are quietly looking for someone willing to kill him.

The Council

Made up of the leaders of the three of the most powerful gangs, the Aryan Brotherhood, the Gangsta Disciples, and La M, these three men approached Warden MacTavish with an offer of support within the prisoner population and full backing for the Warden's decisions, providing they were brought in on the decision making process.

Warden MacTavish agreed, and the three men, Hans Kriegle (born Craig Stelmen), Daawud Azmir (born Leroy Washington), and Hector Ramos, ordered their more rabidly racist followers killed, and then announced that they were placing their men under the warden's orders.

For the first several months, this situation was rather rocky, and the Warden and the guards turned their eyes away from any "object lessons" that were required by the Council to maintain their authority. The breakup of the Crips and the Bloods was particularly violent, taking place after lights out, in the showers, or in places where others couldn't rush to help. The population of the Voz was reduced by nearly 300 breaking the power of the Crips and Bloods, who refused to assist the Warden and plotted to take over the prison and kill everyone not of their particular gang.

Once the Council's power was firmly entrenched, the three men turned out to be good to their word, becoming intent on creating a civilization inside of the Voz. As the goals of all of them were personal wealth and power before they were sentenced to the Voz (indeed, their crimes were all in pursuit of those goals) their status as one of the ruling elite was the embodiment of this goal.

Since the Rising, the Council has discovered that while power may be nice, the constant headache of decisions, the appeals for one thing or another, and the constant work required for their position makes them often joke about missing the good old day of being a street criminal. They've been overheard to lament the loss of "the thug life" and becoming "The Man."

However, they are glad that MacTavish has to deal with the majority of the unrest and unhappiness from some rather draconian rules passed down (The law banning the manufacturing or use of meth is one example. While it may appear that they would not care, when it began affecting the operation of the Voz, and their personal security, it had to go) and are content with being one of the power players without being walking targets.

WHAT YOU WISH YOU DIDN'T KNOW: The Council ruthlessly ordered the killings of anyone they feared would not back them or the Warden, including guards, trustees, prisoners, or anyone else. Nine members of the construction crew were quietly killed when it was discovered that they were plotting on overthrowing the Warden and taking over the Voz.

At the moment, the Council is debating and arguing over luring the OGs and the Blue Crew into attacking one another, then mopping up the remnants. They have also tabled the idea of allowing the OG's and/or the Blue Crew into offending a group of strong travelers, or even attacking them, and coming to the aid of the travelers. This will provide the dual benefit of getting rid of the two troublesome groups as well as possibly creating a powerful ally who lives beyond the Voz and can be depended on to bring in good trade as well as news.

Lone Wolves

During normal times, there are always those who are tough enough, crazy enough, or for whatever other reasons, are left alone. They belong to no group, but they are not outsiders. Some are feared and respected by everyone, others are pariahs that will be shivved in the shower at the first chance. With the entire solitaire wing having been locked down and off limits to all but the Red Bands and the Mad Clown Crew, there is very little privacy, and only the toughest and most dangerous, as well as the most respected, of the Lone Wolves will have any privacy.

The SuperFortress Itself

The walls themselves are the first thing a newcomer sees. Twenty feet thick and thirty feet tall, the walls that surround the courtyard, and the huge outer wall with guard towers positioned with the weapons pointed out at the surrounding terrain.

The walls have a hardness of 20 and 75 hitpoints per 10 foot section (If uparmored hardness and hit points from the YotZ core book are used, these walls have a hardness of 35 and 250 hp per 5x5 section). These walls are reinforced, and would actually be able to withstand a near nuclear hit. They are black granite, with steel mounting rods sunk to a depth of 10 inches into each block, and each interior surface of the block sporting 8 rods and 8 mounting holes, giving the wall tremendous strength.

Surrounding the walls, on average, is 1d100+500 Risers at any given time. If the number gets too thick, wall guards often pour boiling hot water onto the Risers. While this may or may not kill them, water is the one thing that the Voss has plenty of. There are the bodies of thousands of Risers around the wall, and quite a few burnt out wrecks of vehicles that have made an attempt at breaching the Voss and have failed, including the burnt out hulks of two M113 APCs that were destroyed by AT-4s fired from the towers.

The gate itself is a large iron door with a decidedly medieval feel. It is solid steel, weighs over 2 tons, and is 2 feet thick, twenty feet high, and forty feet wide. These doors can be opened, in emergencies, by chain and gear system, although the majority of the time they are moved via heavy duty motors.

The gates open up to a ramp that slopes upwards, with firing points and a steel grate over the top. The ramp moves up 5 feet to a series of steel grates. There is a yellow box painted on the grates, where vehicles are instructed to park. Once the vehicle is parked, the steel grates are dropped on hinges, dumping Risers into a pit where they can be disposed of with boiling water that is pumped into the pit via high pressure. The resulting slurry is drained into the Voss' sewage system, and the bones are thrown back over the wall.

The towers are sixty feet tall, and the armored glass on the windows has a hardness of 10 and 30 hit points per 2'x4' pane. Each tower has spotlights mounted on them, as well as a walkway around the outside. The guards on the walkway are all carrying high powered rifles as well as being fully armored.

Sharp eyed characters will notice that the firing ports in the armored glass of the towers now mount M2A2 .50 caliber machineguns, and that the men in the towers are wearing full hard entry armor. (DC: 20 for the weapon type beyond "heavy weapon" and 18 for hard entry armor rather than "heavily armored."

Each tower contains 4 .50 caliber machineguns and 50,000 rounds of ball ammunition, with another 5,000 rounds of armor piercing rounds (The windows only have a hardness of 5 and 15 hit points if normal MSRD rules for hardness are being used).

In addition to the heavy machineguns, each tower has at least 2 guards carrying M-4/M-203 combinations in addition to there being no less than 4 AT-4s per tower.

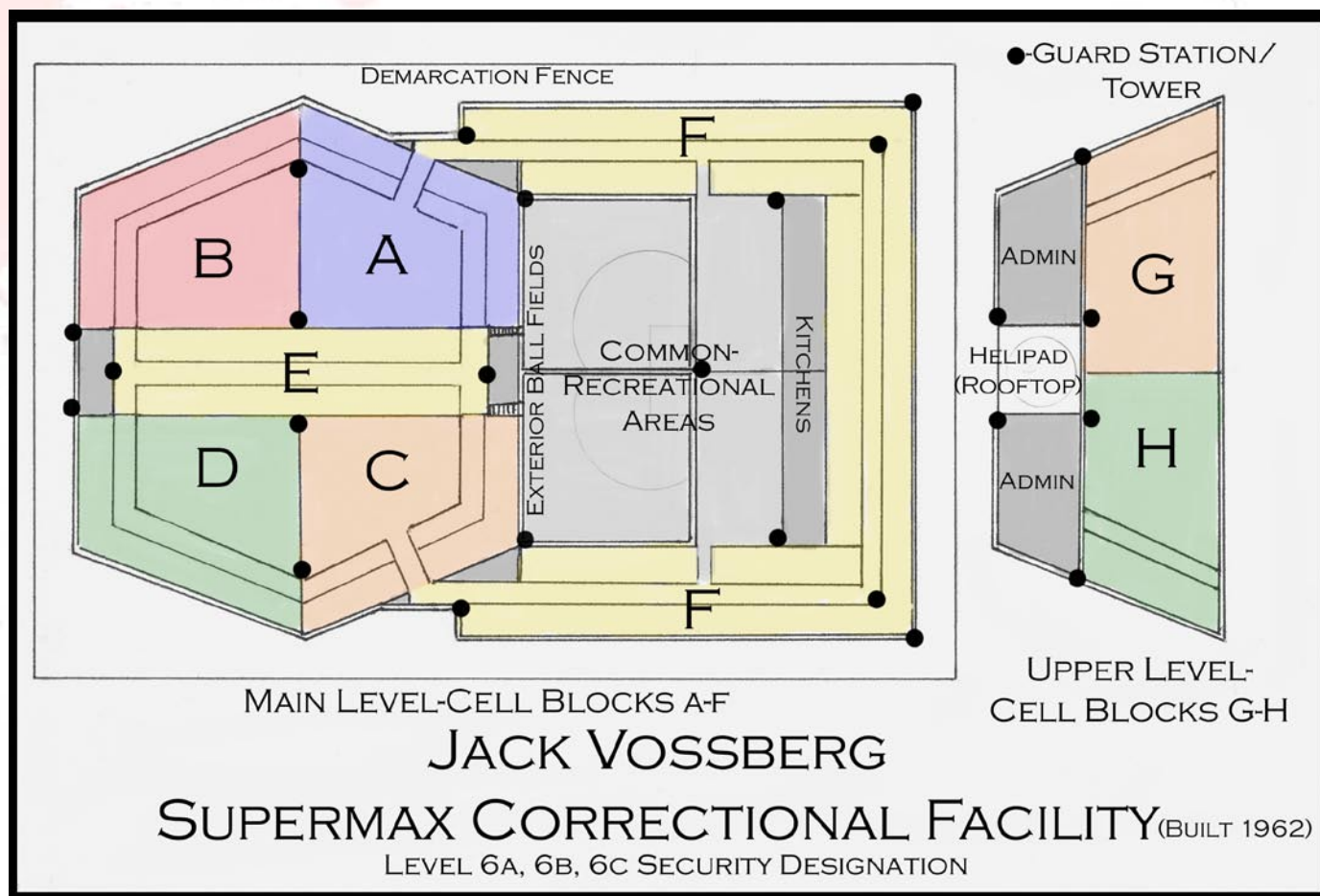
The yard itself is paved, and left clear of buildings and the like. The basketball courts are often used for competitions, and the yard serves as a general hangout spot and meeting area. There is a podium on top of the stage at one end, where speeches can be made, along with the weekly "Commandant's Address" delivered by Warden MacTavish. At the opposite end are two football field sized greenhouses, where fresh fruits are grown. While by Pre-Rising standards there are many "useless" plants in the greenhouse, the carefully tended blackberry vines have produced a lot of preserves that are considered a valuable delicacy.

On the roof are extensive gardens, tended by virtually everyone. Even Warden MacTavish and many of the Red Bands take turns up on the roof tending the gardens. Ten inches of soil has been laid on the roof, and neat gardens have been created. At the entry to the roof, a small "glade" has been created, with a small tree, some rocks to sit on, and grass. At one side of "the glade" is a small Buddhist shrine that is often used by the Buddhist members of the population. Members of the RC often stop by to rub the Buddha idol's stomach to bring them good luck before they head out on a mission.

Large storage rooms beneath the prison have been converted into hydroponics gardens, mostly where tables, chairs, and the like were stored prior to the Rising. These rooms have often been described as "indoor jungles" by the former inmates and guards, as they are hot, humid, and the "sun" shines 18 hours a day. These rooms are carefully tended, and are watched via video monitor and computer devices set up by "Uberhack" after someone ate all the strawberries in the "Red Jungle." There are a total of fifteen "Jungles" down in the basement. Steam pipes have been diverted in order to heat the "Jungles" at the same time that the building itself is heated and boiling water/superheated steam is diverted to the "Boiling Pit" beneath the entry grate.

Large sections of the basement, and the solitary blocks are off limits to the majority of the prisoners and former guards. Rumors abound about what is inside those areas, but for the most part, the excuse that the ammunition/weapons storage areas and high-threat prisoner cells are located in those places have held. The off limits areas include Cellblocks I through P, ultra-high security areas that were never finished, and as far as the prisoners and most guards know, were never really constructed.

A large CoG site also exists beneath the prison. Uberhack has been working on breaking the access code for Warden MacTavish, but has so far been unsuccessful. He hates the security system's requirement of at least five (and possibly more) separate twenty four digit alphanumeric passwords that each have to be done in one of 8 colors. He's unsure of what is behind the heavy blast doors, but he has become obsessed with it. Sadly, after three attempts, the system locks down for 12 hours, not accepting any attempted input. This has slowed Uberhack down to a crawl, but he still refuses to admit defeat. After a year he has only managed to get the first two security codes, and he is unsure how many remain.



Inside, Vossberg has four main cellblocks A-D. Each cellblock has 50 cells, and each of these cells house 2 prisoners in a dormitory style environment. Cellblocks A-D are High Security cells. The doors have a hardness of 10, 120 hit points, and a break DC of 40. Before the Rising, these doors could only be opened at the guard station, but since the Rising the doors have been modified to accept keycards in order to open or close them from the outside, and a straightforward button inside to open and shut the door. The guard station cannot be used to open or close the doors any more.

The sensors inside the cells are now used to monitor the health of each inmate, as well as record what happens. While many feel this is a violation of their old rights, they do not deny the usefulness of having everything recorded to DVD-R, as well as the guards (now both former inmates and former corrections officials) being alerted if anyone's vital signs go out of whack.

Over a dozen times these security measures have enabled the guards to put down a Risen inmate before the newly created zombie could attack any members of the population.

Cellblocks E, F, G and H once housed the more dangerous prisoners and used to house one prisoner per cell. These cells are ultrahigh security with a hardness of 20, 150 hit points and a break DC of 40. The doors have been rewired according to the person residing inside's desires by Uberhack. These are considered the "luxury rooms" of the Voss by many inmates, more for the prestige that the owners of the cells seem to enjoy than any actual luxury built into the cells themselves.

The biggest modification to those cells is the fact that the Lexan glass doors have been painted black in order to give the resident privacy.

The Infirmary

Vossberg formerly sported three infirmaries (A, B, and C) and two dental clinics (A, B) within the walls. Due to the classification of the prisoners within the walls, Infirmary C was fully equipped for major surgery as well as having secure recovery rooms for up to 10 prisoners. Infirmaries A and B both could handle minor surgery, as well as having secure rooms for up to 50 prisoners each. Dental Clinic B was equipped for major dental surgery and reconstruction, having 5 secure recovery rooms for those who were operated upon to recover in.

Since the Rising, the RC has brought back literally billions of dollars in medical/dental equipment and supplies. A multimillion dollar 3D CAT scan device, a state of the art PET scanner, two MRI rigs, and much more have been retrieved from nearby hospitals and installed in the clinics. All three infirmaries even offer pre/post-natal care.

Drugs have been grabbed from nearly every location the RCs were able to hit, and are stored under armed guard in the pharmacies. Attempting to steal from the pharmacies is considered a capital crime and will quickly result in a hanging, if the guards, who have authorization for lethal force without warning, don't kill the would-be thief first.

Every citizen of the Voz must undergo nightly checks to see if they are bitten or may have a contagious disease. This involves a visual check over, after which, the person's card is stamped. Since the cards are issued weekly, and must be shown in order to get free food, medical care, etc, and the penalty for avoiding "Health Checks" is expulsion from the Voz, everyone is careful to ensure they get checked some time during the day.

The Autoshops & Garage

Vossberg sported a set of three large and well-equipped autoshops, the purpose of which was to refurbish old vehicles to give to the poor in nearby communities, as well as to provide repair on vehicles owned by low income families. Massive amounts of tools, spare parts, instruction manuals, diagnostic equipment, and heavy duty equipment, representing millions in tax-payer dollars, were placed within the autoshops.

Since the Rising, each shop has gravitated to a separated "foreman" who is in complete charge of the autoshop. Each foreman has between 2-6 assistants, and each of those assistants is in charge of 2-4 apprentices who do much of the grunt work. The foremen and the assistant foremen all are highly skilled at fabricating parts from little more than a schematic and raw metal. Each of the foremen follows the orders of Pig Iron, and are considered part of Pig Iron's Crew.

The garage was once for prisoner transfer buses and vans, and is largely empty. Within it are the few vehicles that are still available to the RCs, as well as two powerful vehicles built in the autoshops, six captured armored vehicles, and what is considered: "Last Buses to the Coast" in case of the Voss being compromised.

There are two MP hardshell hummvees, one of which was originally in use by the MP contingent of Vossberg, the other was brought back by the RCs after it was refueled. Both vehicles have been repainted in urban digital camouflage pattern, and sport Mark-19 40mm automatic grenade launchers. In addition, there are three HEMMIT vehicles recovered and brought back, all of which are loaded with MREs and bottled water and are parked with the "Last Buses."

Four prisoner transport vans, with lowered centers of gravity and improved armor, are gassed up and ready to go, and are commonly used by the RC to check out nearby cities for prospective looting.

There are sixteen school buses, prisoner transfer buses, city buses, and even a military bus, parked next to the HEMMITs, fully fueled and stocked with emergency rations, bottled water, firearms, ammunition, bedding, and survival equipment.

Four M-113 APCs sit next to the school buses, along with a Fox NBC recon vehicle and an honest to God M1A2 Abrams main battle tank. The tank has a full combat load of ammunition, is fully fueled, and ready to go, and was a contribution by a formerly traveling group who now reside within the Voz.

The garage doors are heavily reinforced by steel plating, giving them a hardness of 15 and 80 hit points, making them nearly four feet thick. In addition, the copper plating outside the door can be electrified with 500 volts, 10 amps of current.

There is a large copper plate outside the door that extends 150 feet in every direction from the door, and is designed to kill any Risers that are lurking near the door when the RC gets ready to leave.

Metal Fabrication Shops

Formerly the license plate and other consumer products manufacturing area, the MFSs have become a very important part of Vossberg's manufacturing capabilities. One of the RC teams managed to retrieve the plans for the basic fabrication equipment to create VW bugs from a nearby university's database, and other teams managed to secure vital manufacturing equipment from nearby plants.

Vossberg has the equipment to manufacture small gasoline engines, vehicle frames, solid state components, repair computers and vehicles, manufacture generators and water purification plants, as well as sundries such as soap, linen, light bulbs, toilet paper, brushes, towels, and clothing.

Water

When Vossberg was designed and built, an underground reservoir of water was a primary concern, in order to avoid having water lines that could possibly be cut. However, this gave the possibility of rioters being able to hold out much longer than they would be able to in a prison where the water supply could be cut.

This problem was solved by having several 150,000 gallon tanks that were continually topped off by the underground reservoir tapped during construction. These tanks exist outside the walls, and the water could be shut off if someone could get through the mass of Risers that congregates around the tanks. It's theorized that the sound of the water being refilled into the tanks draws them.

Sewage

At first, Warden MacTavish was concerned about the sewage, wondering if there would suddenly be a problem with the disposal and the sewage system would begin overflowing. However, looking carefully at the plans revealed that the sewage could be rerouted to internal sewage treatment equipment within Vossberg itself.

At first, this posed a problem, however one inmate understood how to convert and treat the sewage into usable fertilizer for the gardens. This made sewage work a highly respected job, as those who worked within the treatment area had the life (and stomachs) of the community within their hands. Those who work in the sewage treatment area also live down there.

Power

Power was never a problem for Vossberg. A combination of solar cells, massive hydroelectric turbines powered by the artesian pressure from the water supply, and huge gasoline powered generators. Wiredrawing equipment was one of the first pieces of equipment acquired for the fabrication shops, enabling the generators to be repaired in case of failure. Currently, Vossberg generates enough power to supply the needs of a small city.

Communication

Recently a 5 Megawatt broadcast tower has been installed and the residents of Vossberg have been scanning the channels looking for signs of life. Satellite dishes have been unable to find a single frequency or satellite in operation, and the tower has picked up no broadcasts over normal airwaves or microwave repeaters.

Still, they have a recorded message offering food, shelter, and trade that plays over multiple channels in the hopes that someone will hear them. In addition, they have four Vossberg radio stations. One dedicated to rap, one to country, one to heavy metal, and the fourth to a mixture. Recently, the people who staff the broadcast system have been trying to get a TV channel working, and have asked the RC to get them TV tapes, and movie and television show DVDs from a broadcast station or any department stores if possible.

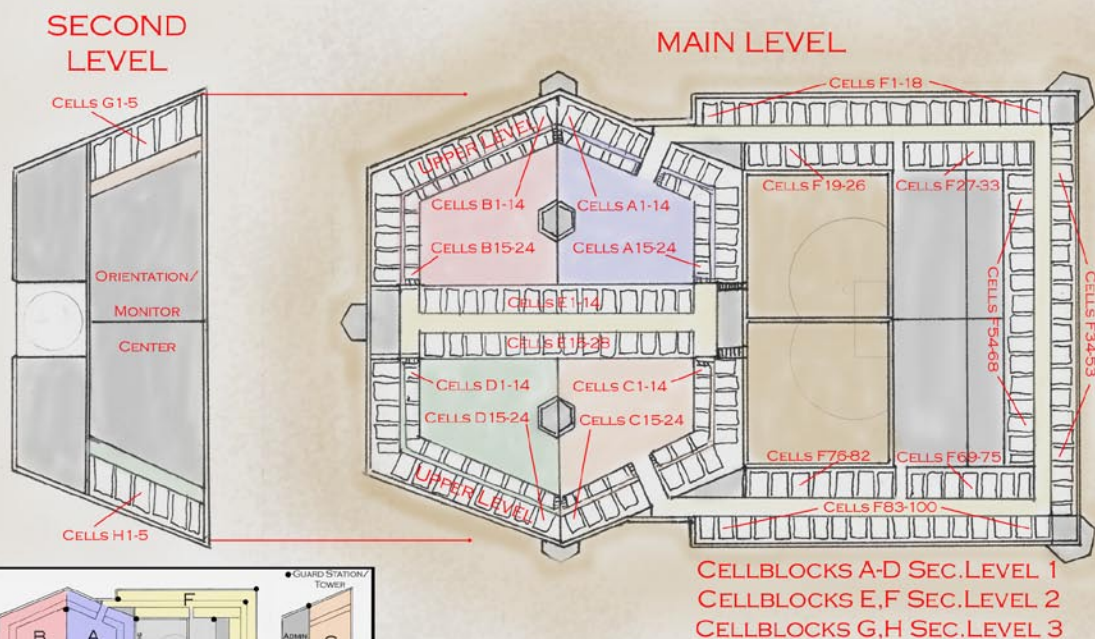
Entertainment

The art of the stage has returned, and the exchange of MP3s and MPEG videos on laptops and small MP3 players is one of the latest fads. The RCs have grabbed tons of computer equipment, and massive LAN networks have been created in order to provide computer gaming competitions. Uberhack is still the uncontested champion of many games, and is barred from competing.

The Yard

Previously one of the most dangerous places for guards and prisoners both, a location watched over by sharpshooters and patrolled by guards with dogs, not too much has changed. "The Yard" has become the place where visitors enter the prison fortress, where goods and services are traded, bought, and sold. Where prostitutes strut and craftsmen hawk their wares. Sharpshooters that once watched over just the yard now watch both outside the prison for potential hazards, as well as track any suspicious looking newcomers.

The west side of the yard has bleachers and a stage built where once was just a weight lifting area. The stage is often used by traveling performers to perform plays, as well as by the representatives who let residents know if there has been any change to the Lawz of the Vahz.



Tactics and Responses

Vossberg is a heavily armed fortress, make no mistake. They can field in excess of 300 soldiers should they be pushed, and have heavy vehicles and weaponry, as well as anti-tank and anti-aircraft weaponry available to them. They are all well aware that there are people out there willing to take what they have, a nearly self-sufficient fortress that is impervious to the Risen and nearly impenetrable by anyone else.

APPROACHING THE VOZ

Vehicles approaching the Voz are warned by loudspeaker to shut off their engines at the painted line on the tarmac that was once the guard and construction crew barracks outside the walls. The mobile/temporary buildings that once sat on those tarmac pads have long been destroyed to clear the fire lanes.

Sharp-eyed characters can make a Spot check (DC: 8) to see white painted lines on the tarmac. A Knowledge (tactics) check (DC: 12) will allow the PC to realize that they are mortar range markers.

Once the vehicles have stopped, a buggy supported on the side of the wall will have a pair of men enter it, and the buggy lowered down. The buggy will approach the PCs, and the PCs will be warned that they will be under guard at all times. They will insist that all crew served/mounted weaponry be unloaded, and the bolts locked back at all times. The PCs will be warned that if any of the weapons are cleared for action, the vehicle will be fired upon.

The PCs will be ordered to line their vehicles up single file, and enter one at a time. Any interested PC will notice that the buggy is supporting a TOW-II launcher for the top gunmount, and an M-60 for the passenger side weapon.

ENTERING THE VOZ

The big steel doors will groan open, and Risers will begin staggering in with the vehicle, up the ramp, and onto the platform. (Characters interested will be able to see a large electromagnet used to lift the buggy off the ground, to a height of about 20 feet, and a roll up ladder lowered to the buggy crew, who will attach the four cables to the vehicle)

The driver of the vehicle will be instructed via a sign on the opposite side of the platform and loudspeaker to park the vehicle on top of the yellow H. This is a support that can handle even semi-truck/trailer combinations. Once that happens, the gate will shut, and the platform will drop away, dropping the Risers into a pit. Steam and the stench of burning flesh will boil up from the pit, and the grates will swing back into place.

A door on the far side will open up, and the vehicle will be ordered to follow the yellow line and park in the central courtyard. The Risers still inside will be killed quickly and efficiently by electrocution once the vehicle leaves.

If there are two things Vossberg has an abundance of they are power and water.

Those who enter Vossberg will be allowed to keep personal weaponry, such as an assault rifle, pistol, or shotgun, but no explosives. The rules will be explained to each newcomer, and there will be a guard assigned to the vehicle(s) brought in.

Action and Reaction

A place like Vossberg is going to be attacked sooner or later. It represents a highly defensible position, and a wealth of resources, not to mention is fairly impressive. Should Warden MacTavish ever develop empire building desires, Vossberg Superfortress would make a nearly unassailable capital.

As it stands, the residents of the Voz are more interested in self-protection and stabilizing their own little island in the middle of the Apocalypse. They mostly defend themselves, and are not interested in spreading out. However, attackers have given it a shot, and the residents of Vossberg have gotten very good at defending their oasis from those who would take it from them.

THE ARE-SEES

The most vulnerable part of Vossberg Superfortress is the Retrieval Crew. Going out beyond the walls to scout for useful salvage in a convoy of three to eight vehicles, the RCs lack the thick walls and emplaced heavy weapons that protect the Voz itself.

The RCs are highly skilled at spotting ambushes, as well as knowing the lay of the local land quite well (average 10-16 ranks in Navigate and Spot as well as Knowledge (tactics) for typical members as well as the Teamwork feat as a bonus feat). The RCs are accustomed to watching the land carefully, and are skilled at counter ambush tactics.

When ambushed, the RCs drive straight into either the right or the left, rapidly communicating the direction the whole group will move to "bust through" the ambush's lines. Once they are free of the ambush, they usually move toward advantageous ground before turning around and fighting their pursuers.

They are quite adept at luring ambushers and pursuers into mobs of Risers, moving to preplanned positions in order to maximize their firepower against pursuers, and luring enemy vehicles onto dangerous stretches of road in order to let the world's new nature make the kill.

When the RCs meet a group peacefully outside of the Voz, they will often send a single vehicle forward, asking if the group is interested in trading, has any news, needs any assistance, and to check the group out. The members of the RCs who do this all have at least 6 ranks in Sense Motive as well as Diplomacy, and know that if they are taken hostage, their companions will at least avenge them.

ATTACKERS OUTSIDE THE WALLS

An early RC run managed to find a good amount of mortars, as well as the propellant rings and rounds to make them useful. Uberhack managed to research the formula for the propellant rings, as well as how to cast them.

The machine shop can turn out mortar shells that meet the exact specification of Pre-Rising mortar rounds (These are rarely sold, and the Purchase check DC for a single round is 25, and the group must be trusted by the people and leaders of Vossberg) so the mortars are well supplied with ammunition.

High Explosive and Anti-Personnel are the most common shells used to defend the former prison. Painted onto the tarmac that was once a parking lot and where the temporary buildings were set down to house the construction crew expanding the prison, and these rings are used to assist in estimating the distance the mortars must fire. While each crew does have a laser ranger-finder to assist in aiming, the rings are excellent assistance for M-203 wielders.

In addition to HE and AP, there are 40 VX nerve gas 4.2" mortar rounds in the armory under lock and key. Only the mortar crew leaders, the warden, Pig Iron, and the Screw Heads know of these rounds' existence.

Directed fire from personnel manning the walls is used rarely, but the .50 caliber machineguns loaded with AP rounds mounted on the towers, as well as several points on the walls, give the defenders a heavy punch. These weapons can be used to knock out vehicles as well as slaughter those who attempt to attack on foot.

Anti-vehicle and anti-aircraft missile weapons are stored in the tower, and in several of the armories, and most of the wall guards know how to operate them. Six times Vossberg has come under attack by aircraft, and twelve times from armored vehicles. The walls still bear the scars from several 120mm M1A1 main gun hits that failed to penetrate the wall, as well as a single Hellfire missile launch that hit the wall. In one locked down garage are two Patriot Missile vehicles, and four Stinger version Humvees. Fools and their lives are soon parted

Some think that as soon as they get inside the walls, they will have free reign to take the place over. However, these people forget that the prison was designed to assist in putting down riots, and that nearly every occupant of the Voz will defend the place to the death.

Inward facing fifty caliber machineguns, catwalks manned by residents of the Voz, and eight "pillboxes" constructed inside the yard ensure that anyone who tries anything once they get inside are going to get cut to shreds.

The pillboxes sport twin mounted .50 caliber GPHMGs loaded with a mixture of 1 AP round, 2 ball rounds, 1 WP round, as well as a Hellfire missile launcher. If worse comes to worse, the air-raid siren will sound, and the courtyard will be flooded with mustard gas.

The residents of the Voz intend to keep it.

Things to do in Vossberg When You're Not Dead...

Trade, rest, and repair are the main things to do in Vossberg. The thick walls protect those inside from the Risers outside, while the Retrieval Crews bring in both trade goods and things important to the population of Vossberg. While initially the Voz was male heavy, recent immigration of refugees have actually skewed the population to 48% male, 37% female, 15% other.

Vossberg currently offers the following to travelers:

BOARDING

Rest and relaxation, one day stay, including food, hot showers, laundry service, runs at Purchase DC: 12. The room will be a cell with a window that has been wallpapered and has comfortable furniture inside. Boarders are warned that to disable the camera inside the cell is a crime.

"COMPANIONSHIP"

Sex starts at Purchase DC: 20 for "Ten minutes of heaven" for a willing woman with the price increasing by +1 for every 5 minutes more desired, although oral services are relatively cheap at DC: 10. The quickies and oral services are usually performed right out in the open. For an hour (DC: 28) or a night (DC: 35) the woman will usually take the john back to her room, alerting the guard to keep watch on the video monitor for her own protection. Women visitors who attempt to sell sex in Vossberg will be warned that outsiders are not permitted to sell sex unless they have been examined (for free) at the infirmary.

The residents of the Voz have become accustomed to women looking for sex from someone outside their group, and the gang leaders insisted that any visitor wishing to sleep with a male must be charged the same amount as the females charged.

With Vossberg having been a long term SuperMax prison, some things not normally found in bordellos and other such established can be found. Mainly transsexuals and transvestites. There are over a dozen of each within the Voz that sell their services. (Add +2 to the price)

VEHICLES

Vossberg also offers limited vehicle repairs. A quick rule of thumb is that common vehicle problems (engine rebuild, transmission problems, cracked axle, etc) in the Post-Rising world can be handled by the auto-shops within the walls. The group may have to stay as long as 1d4 days extra if the parts are not available (in the case of heavy military vehicles) or cannot be fabricated in the metal shops. The price will go up considerably if the parts must be located and retrieved, usually the cost of the item paid to each member of the RC in order for the part to be located and retrieved.

MEDICAL CARE

Vossberg is one of the few places expert medical care can still be received. There are four doctors, nine RNs, and two dozen LVNs in the clinic, which has much of the expensive and high-tech equipment installed within it that formerly resided in the two major hospitals in a nearby city. The quality of medical care is considered Superior, but the Purchase check DC is lowered by 4.

Research

Vossberg sports a fairly large library, mostly raided from universities and public libraries that the RCs had a chance to hit. There are actual computer systems linked into mainframes and data storage taken from the universities. While research can be done here, the information on the nation Post-Rising is sketchy at best, and mostly gleaned from travelers. However, they do have a copy of the Diaries of Becka.

The Thin Living Line

Bartholomew, John

Level 12 (Strong Hero 5 / Tough Hero 7): CR 12; HD 5d8 + 7d10 + 39; hp 100; massive damage 16; AP 6; Init +1 (Dex +1); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex) (Defense increases by 1 against melee attacks); BAB +10/+5; Full Atk +16/+11 (1d4+7/19-20/x3 unarmed lethal or 1d8+7/19-20/x3 unarmed non-lethal); SQ DR 3/-; AL Hell's Kitchen gang; **Occupation:** Athlete (Climb, Jump, Swim / Brawl); Reputation +3; SV Fort +10, Ref +4, Will +3; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 9

Skills: Climb +15 (8), Jump +12 (7), Knowledge (streetwise) +14 (15), Swim +6 (0)

Feats: Advanced Combat Martial Arts, Athletic, Brawl, Combat Martial Arts, Defensive Martial Arts, Heroic Surge, Improved Brawl, Improved Combat Martial Arts, Improved Knockout Punch, Knockout Punch, Simple Weapons Proficiency, Streetfighting, Toughness

Talents: Advanced Melee Smash, DR 1/-, DR 2/-, DR 3/-, Improved Melee Smash, Melee Smash, Remain Conscious

Background: John grew up in New York City, in the Hell's Kitchen area. He was always in and out of juvenile hall for brawling in the street. He joined up with the gang Hell's Kitchen after his fifth time in juvenile. He has been an enforcer for them ever since. As an adult, he's been in and out of jail for various lengths of time. Finally, to make an example of him to his gang cohorts, he was thrown in a maximum security prison for life under the "3 strikes" rule.

Since the Rising began, John Bartholomew has been a major player within Vossberg. He volunteered for the original Are-See Crew, and has risen to the rank of an RC Team Leader, meaning he leads eight other men and women outside, is trusted with a vehicle and weapons, and enjoys all the loot he brings in.

Now he is cocky, arrogant, and in general, a dickhead, but a highly skilled one that the Warden is more than willing to put up with based on his performance. He is an excellent leader, and seems to have some kind of sixth sense regarding possible ambushes and cache sites. His people are loyal to him, and enjoy the string of successes. Bartholomew's crew is the richest in the Voz.

Hayes, Gwendolyn

Level 13 (Charismatic Hero 3 / Dedicated Hero 5 / Personality 5): CR 13; HD 13d6 - 26; hp 19; massive damage 7; AP 6; Init +0; Spd 30'; Defense 16, Touch 16, Flat-footed 16 (+6 class); BAB +6/+1; SQ Bonus class skill (Knowledge (arcane lore)), Royalty, Unlimited access, Winning smile; AL Faith (fountain of youth); **Occupation:** Celebrity (Perform (art, dance, sing)); Reputation +8; SV Fort +6, Ref +6, Will +9; Str 9, Dex 11, Con 7, Int 11, Wis 15, Cha 20

Skills: Diplomacy +26 (16), Gather Information +13 (6), Knowledge (arcane lore) +18 (16), Knowledge (history) +13 (11), Perform (act) +17 (10), Perform (dance) +13 (6), Perform (sing) +17 (10), Perform (stand-up) +2 (0), Profession +12 (7)

Feats: Creative (Perform (act, dance, sing, stand-up)), Educated (Knowledge (arcane lore, history)), Iron Will, Renown, Simple Weapons Proficiency, Studious, Trustworthy, Windfall (x3)

Talents: Charm, Empathy, Faith (fountain of youth), Fast-talk, Skill emphasis (Diplomacy)

Background: Gwen was a knockout from the get-go, having the kind of looks others would die for. Little did people around her realize that she suffered from anorexia-bulimia. She was active in the choir and drama club, and was captain of the cheerleading squad during her senior year in high school. She also modeled during high school, and it was there that she was discovered.

Right after high school, she left her sleepy town of Knoxville, PA, and accepted a modeling contract in New York City. Gwen was able to get steady work in soap operas during this time, as well as steady modeling jobs. Unfortunately, age and constant applications of beauty products began to take their toll on Gwen. She was still a very attractive woman for her age, but the cosmetic houses were no longer calling on her to be their spokesperson.

Becoming obsessed with finding the fountain of youth, or some other method to reverse the effects of time, she turned to the occult, and found passages that implied by eating the flesh of youths, and bathing in their blood, she would be able to look young again.

Gwendolyn Hayes was executed by one of the Screw Crew when she was found eating the flesh of a child Riser. As fate would have it, her Risen corpse was spirited away and is currently some sicko's "pump."

Jones, Frederick "UberHack"

Level 15 (Smart 3 / Techie 3 / Shadowjack 9): CR 15; HD 15d6; hp 52; massive damage 10; AP 47; Init +1 (+1 Dex); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex); BAB +6/+1; SQ Careful progress, Electronic empathy, False trail, Improved degradation, Install backdoor, Online presence, Online spell resistance, Pass firewall, Read/write code, Walking database; AL revenge (kill Alycia Mentor);

Occupation: student (craft (electronic), knowledge (popular culture, technology)); SV Fort +5, Ref +6, Will +13; Str 8, Dex 13, Con 10, Int 20, Wis 14, Cha 8

Skills: Computer Use +28 (18), Craft (electronic)* +28 (18), Craft (mechanical)* +16 (9), Decipher script +25 (18), Disable device +23 (18), Hide +6 (3), Knowledge (arcane lore) +13 (8), Knowledge (history) +25 (18), Knowledge (physical sciences) +16 (9), Knowledge (popular culture) +26 (18), Knowledge (technology) +26 (18), Read/write language (English, German) (1), Repair +25 (+27 with electronic or mechanical items) (18), Research +25 (+27 when searching through computer records) (18), Speak language (English, German) (1)

Feats: Builder (Craft (electronic, mechanical)), Defensive Martial Arts, Dodge, Educated (Knowledge (history, physical sciences, popular culture, technology), Gear Head, Jack of All Trades, Simple Weapon Proficiency, Stealthy, Studious, Windfall (x3). *while in prison, these skills are at a -4 because Frederick doesn't have the proper tool kits in prison; nor will the guards allow him to have the proper toolkits in prison.

Talents: Savant (Computer use, Craft (electronic))

Background: Frederick is not your standard Supermax prisoner. He is a geek's geek, and tries to know as much as possible about computers. Constantly picked on by the larger boys in his class, Frederick turned to martial arts to avoid combat, when possible, and to avoid taking the blows when it wasn't possible to avoid combat, itself.

As he continued his education, his knowledge and abilities in the field of computers grew. Frederick earned a job with a successful computer company, but moonlighted on the darker sides of the 'Net after hours.

What drove Frederick to prison was a girl; Alycia Mentor. She was his first girlfriend, and Frederick couldn't be happier with his luck. However, Alycia didn't understand his obsession with computers or his love of RPGs; so she dumped him after only a few months. Frederick was incensed, and plotted revenge for this slight. Frederick found out that Alycia was due to take a flight on a major commercial airline, and found out her flight number. He hacked the FAA's computers and managed to cause her plane to crash into another plane.

In a bit of irony, Alycia survived the crash, but several hundred others did not. Frederick was sentenced to serve consecutive life-sentences with no possibility of parole. To add insult to injury, he was also sentenced to never touch a computer again.

Once the Rising began, MacTavish realized that UberHack's skills could be invaluable to the fledgling settlement in getting as much information as possible from the crumbling Internet.

Texts on survival, hydroponics farming, and as much information on the surrounding communities as he could get were his primary goals. Afterwards, UberHack was told, on the sly, to try to get open the Continuity of Government bunker built beneath Vossberg, but so far has been unsuccessful.

MacTavish, Col. Samuel

US Army Ret., Level 18 (Fast Hero 5 / Tough Hero 5 / SWAT 3 / US Marshal 5): CR 18; HD 13d8 +5d10 +36; hp 122; massive damage 14; AP 9; Init +4 (+2 Quick response, +2 Dex); Spd 30'; Defense 31, Touch 25, Flat-footed 31 (+6 equipment, +13 class, +2 Dex); BAB +11/+6/+1; Full Atk +12/+7/+2 melee (1d3+1 unarmed or 1d4+1 tonfa) or +12/+7/+2 ranged (2d6 Beretta 93R or 2d8 Beretta M3P); SQ Defensive Position +1, DR 2/-, Federal Jurisdiction, Hard Target Search +1, Harm's Way, Non-lethal force, Quick response +2, Sonic/concussion resistance 2; AL Good, Law, Active Duty (FBI);

Occupation: Law enforcement (Gather information, Knowledge (tactics) / Personal Firearms Proficiency); Reputation +6; Wealth 16; SV Fort +11, Ref +11, Will +5; Str 13, Dex 13, Con 13, Int 15, Wis 13, Cha 13

Skills: Climb +1* (5), Gather information +22 (21), Hide +9* (13), Intimidate +15 (12), Investigate +18 (16), Knowledge (tactics) +23 (21), Listen +13 (10), Move silently +7* (11), Profession +3 (0), Spot +17 (14). *Includes -5 armor check penalty

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light, medium), Defensive Martial Arts, Elusive Target, Endurance, Personal Combat Training, Quick Reload, Renown, Simple Weapons Proficiency, Teamwork (police), Windfall (x2)

Talents: DR 1/-, DR 2/-, Evasion, Sonic/concussion resistance, Uncanny dodge 1, Uncanny dodge 2

Possessions: Beretta 92F, Beretta M3P, Tactical vest, Tonfa, miscellaneous gear

Background: Samuel is the warden of Vossberg, his last assignment, he hopes, with the federal government. The son of a police officer, Samuel wanted to follow in his father's footsteps from the very beginning. He was a member of Boy Scouts, starting as a Tiger Cub and ending as an Eagle Scout, as well as being inducted into the Order of the Arrow.

He was also on both the soccer and track teams, and was able to get a partial athletic scholarship for college; Army ROTC picked up the rest. Upon graduation, Samuel was commissioned as a 2nd Lieutenant in the Army Reserve. His reserve time didn't last very long, as his unit was activated and sent off to Vietnam. During his two tours in Viet Nam, Samuel was decorated numerous times, culminating in the Medal of Honor.

After coming back to the states, he joined the FBI. He continued with the Army Reserves as well, and was transferred to an MP unit. Because of his military background, Samuel was a prime candidate to receive training in SWAT methods and procedures. After ten years with the FBI, Samuel transferred over to the US Marshals, though he would frequently be seconded back to the FBI. Samuel recently retired out of the US Army, spending thirty years, mostly in the reserves.

When the position of warden of Vossberg became available Samuel applied and was hired. Now in his late fifties, he is thinking about retiring soon. His recent winning of a sizable sum in the lottery is certainly contributing to his thoughts of retirement.

Two months before his retirement, Warden MacTavish got to watch the world die, something that he had suffered recurring nightmares about for the three months prior to the Rising. Arming and trusting the prisoners was a major step for him, and so far he hasn't been sorry about much. The thought of another bloodbath worries him, but he's realized that the community as a whole is what is important, and right now the individuals, or even small groups, must take a back seat.

Surprisingly, he has become friends with the three gang leaders, seeing them as equals. He plans on naming a successor soon, unwilling to tell anyone that he was supposed to get a pacemaker installed and his heart is beginning to give him more and more trouble.

Quentin, Bill "San"

Level 14 (Fast Hero 3 / Smart Hero 3 / Infiltrator 8): CR 14; HD 3d6 + 11d8; hp 60; massive damage 10; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 24, Touch 24, Flat-footed 24 (+11 class, +3 Dex); BAB +7/+2; SQ Improved evasion, Improved sweep, Improvised implements, Improvised weapon damage, Skill mastery (Computer use, Disable device, Disguise, Escape artist, Hide, Move silently), Sweep; AL Chaos;

Occupation: Criminal (Hide, Move silently / Personal Firearms Proficiency); Reputation +2; SV Fort +4, Ref +12, Will +6; Str 8, Dex 16, Con 10, Int 17, Wis 12, Cha 14

Skills: Balance +9 (6), Bluff +4 (0), Computer use +12 (6), Demolitions +8 (3), Disable device +21 (16), Disguise +14 (10), Escape artist +17 (12), Hide +22 (17), Knowledge (civics) +11 (6), Knowledge (current events) +22 (17), Knowledge (streetwise) +9 (6), Listen +13 (10), Move silently +22 (17), Research +9 (6), Search +11 (10), Sleight of hand +21 (16), Speak language (Arabic, English, French, Mandarin, Korean, Russian) (5), Spot +3 (0), Tumble +9 (6)

Feats: Alertness, Cautious, Deceptive, Educated (Knowledge (current events, civics)), Information network, Leadership, Low profile, Nimble, Personal firearms proficiency, Run, Simple weapons proficiency, Stealthy

Talents: Evasion, Savant (Computer use), Trick, Uncanny Dodge 1

Background: Bill was never a very strong person throughout high school, and was constantly picked on due to this fact. One day, Bill overheard some teachers talking about searching a known drug dealer's locker. On a whim, Bill told the drug dealer about this conversation. From that day forward, Bill had some friends who wouldn't let others harass him. This taught Bill that knowledge was power.

After graduation, Bill disappeared to the underworld, becoming an information broker. More often than not, he would break into corporate offices and take files and then turn around and sell them to competitors. While corporate espionage paid well, he found he could make more by actually spying upon the US government itself.

He developed his own spy ring to gather information, and would sell to the highest bidder. The last "bidder" Bill sold to was an undercover FBI agent. Bill has been sentenced to life imprisonment with no possibility of parole.

Bill tried setting up a spy ring within Vossberg, intending on using it to undermine the control of the warden and the gang leaders, and was found dead in the showers with his skull broken open and nails driven through his eyes.

Rico

Level 13 (Strong Hero 3 / Banger 10): CR 13; HD 13d8; hp; massive damage 14; AP 6; Init +0; Spd 30'; Defense 17, Touch 17, Flat-footed 17 (+7 class); BAB +13/+8/+3; Full Atk +18/+13/+8 melee (1d8+5 non-lethal unarmed or 1d4+5 lethal unarmed); SA Streetfighting (extra 1d4 damage once per round); SQ Commission, Contraband, Gang signs, Ganglord, Street cred, Turf +3; AL Blood in blood out;

Occupation: Criminal (Hide, Knowledge (streetwise) / Brawl); Reputation +15; SV Fort +10, Ref +5, Will +5; Str 17, Dex 10, Con 14, Int 12, Wis 10, Cha 14

Skills: Bluff +12 (+17 in home territory) (10), Climb +6 (3), Disguise +2 (+4 to imitate gang dress) (0), Diplomacy +2 (+7 in home territory) (0), Forgery +1 (+3 to imitate gang signs) (0), Gather Information +2 (+11 in home territory) (0), Hide +3 (+7 in home territory) (3), Intimidate +12 (+17 in home territory) (10), Knowledge (current events) +11 (10), Knowledge (streetwise) +18 (+22 in home territory, +28 dealing with gangs, +32 dealing with gangs in home territory, +33 to interpret and identify gang signs, +34 in home territory to interpret and identify gang signs) (16), Knowledge (popular culture) +7 (6), Knowledge (tactics) +7 (+11 in home territory) (6), Navigate +1 (+5 in home territory) (0), Sense Motive +10 (+12 against gang members) (10), Spot +10 (+14 in home territory) (10), Survival +0 (+4 in home territory) (0)

Feats: Archaic Weapons Proficiency, Brawl, Combat Martial Arts, Gang Affiliation, Home Turf, Improved Brawl, Information Network, Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Streetfighting

Talents: Improved Melee Smash, Melee Smash

Background: Rico grew up on the streets of LA, running early with the Bloody Knives, a gang notorious for its drug distribution and lethal means of persuasion. He worked himself up the hierarchy of the gang, sometimes making sure that a rival would "disappear" so that he could advance. He quickly took over the drug distribution of lower LA, and was able to increase his powerbase because of the money flowing in.

Rico bided his time until he saw his most opportune moment. He then performed a coup within the gang, taking over control. Rico was ruthless in his control of the gang, and in putting down any of the other gangs who tried to challenge him. Rico thought that he was untouchable, and grew cocky and arrogant. This was the beginning of the end for him.

DEA agents working on an anonymous tip (the street rumor places the informant as a rival within the gang) were able to run a sting operation that captured Rico and several of his lieutenants. However, this did not break his power within the gang, and he was able to keep his outside gang operating, and set up a large gang within the walls.

When the Rising went down, Rico knew that this was it. The End of Times his grandmother had always spoken about. Rico consolidated power within his gang early, and ordered the hit on Claus himself. Once that had been accomplished, he convinced the leaders of the Aryan Nation and the Gangster Disciples that old blood feuds needed put aside. He planned and executed the purge within the gangs of those who refused to let the bad blood cool, as well as being the one who orchestrated backing the warden with the power of the gangs.

Rico has recently noticed that his hands will not stop shaking, and is worried that he may have early onset Parkinson's.

Rodriguez, Maria

Level 13 (Fast Hero 3 / Speed Demon 5 / Daredevil 5): CR 13; HD 8d8 + 5d10; hp 61; massive damage 11; AP 6; Init +4 (+4 Dex); Spd 40'; Defense 25, Touch 25, Flat-footed 21 (+11 class, +4 Dex); BAB +7/+2; SQ Action boost, Adrenaline rush, Fearless, Hit the weak spot, Need for speed, Nip-up, Nursing the turns, Uncanny dodge 1, Vehicle empathy; AL thrill seeker;

Occupation: Adventurer (drive, pilot / Personal firearms proficiency); Reputation +3; SV Fort +6, Ref +11, Will +5; Str 8, Dex 18, Con 11, Int 14, Wis 14, Cha 12

Skills: Concentration +11 (9), Craft (mechanical) +8 (6), Disable device +18 (16), Drive +22 (16), Escape artist +19 (15), Hide +12 (6), Move silently +12 (6), Navigate +7 (5), Pilot +22 (16), Repair +7 (5), Sleight of hand +10 (6), Tumble +10 (6)

Feats: Aircraft operations (helicopters), Endurance, Force stop, Personal firearms proficiency, Simple weapons proficiency, Stealthy, Vehicle dodge, Vehicle expert, Vehicle specialization (civilian aircraft, civilian cars, civilian motorcycles)

Talents: Improved increased speed, increased speed

Background: Maria always sought out the fastest cars when she was growing up. This brought her to the attention of the law in the form of speeding tickets. Her driver's license was suspended three times before her driving privileges were permanently revoked. This, of course, didn't stop her from driving. She would steal cars, planes and helicopters and take them on joy rides whenever she felt like it. Police found and arrested her on three separate occasions, but she always managed to escape before getting to prison. Finally, on her fourth arrest, two officers were constantly assigned to watch her to insure that she did not escape yet again. She was in Vossberg as a high escape risk convict.

Maria's skill with vehicles meant she naturally gravitated toward the RC teams. She is a valued member of Team Bravo, driving the recovered hardshell hummvee that they found early on. She's lost a finger to a marauder attack, as well as has been shot twice in the armored vest, but finds the excitement of post-Rising life to be more of a thrill than anything else has been in her life. Her skills at hotwiring vehicles, getting an EMP disabled vehicle rapidly repaired and on the road, and her ability behind the wheel makes her important, popular, and famous within the Voz. The tale of how she drove the armored hummvee straight into the teeth of machinegun fire and slammed it through the wall of the house and killed the crew of the machinegun is a popular one.

Sanderson, Eric

Level 15 (Fast Hero 4 / Soldier 6 / Sniper 5): CR 15; HD 5d6 + 4d8 + 6d10 +15; hp 83; massive damage 12; AP 7; Init +4 (+4 Dex); Spd 30'; Defense 25, Touch 25, Flat-footed 21 (+11 class, +4 Dex); BAB +12/+7/+2; Atk +16/+11/+6 melee (1d4+2 unarmed); SQ Improved critical (sniper rifle), One shot one kill +3d6, Tactical aid, Weapon specialization (sniper rifle); AL Self;

Occupation: Adventurer (Move silently, Spot / Personal Firearms Proficiency); Reputation +3; SV Fort +7, Ref +8, Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 12

Skills: Balance +11 (7), Hide +15 (9), Knowledge (tactics) +3 (3), Listen +11 (+6 when sleeping) (10), Move silently +17 (12), Speak language (Arabic, Cantonese, English, German, Hebrew, Korean, Mandarin, Russian) (7), Spot +19 (15), Survival +20 (15)

Feats: Advanced firearms proficiency, Armor proficiency (light), Armor Proficiency (medium), Burst Fire, Combat Martial Arts, Commando Training (Dex), Far shot, Marksman (sniper rifle), Personal firearms proficiency, Point blank shot, Precise shot, Sharpshooter (sniper rifle), Simple weapons proficiency, Weapon focus (sniper rifle)

Talents: Evasion, Uncanny dodge 1

Class Information: *The Sniper class is taken from RPGObjects' Blood and Guts. Necessary class abilities are summarized below.*

Advanced Training: MOS Infantry 1 (Hide, Spot, Survival), MOS Infantry 2, SERE.

Advanced training feats are like occupations, taken as feats, they represent advanced training, in this case by the military.

Special Operations Training: Cat Nap +5, Mental Toughness +5, Silent Kill 1

Cat Nap: can survive long periods of time on 4 hrs sleep/night; add special ops levels to Listen checks when sleeping.

Marksman: use up to 1/2 your Spot skill to offset range penalties Mental Toughness: add special ops levels to saving throws to resist fatigue, hunger, torture, brainwashing, feat, combat fatigue and intimidation

MOS Infantry 1: grants class skills and Advanced Firearms Proficiency

MOS Infantry 2: +2 on promotion checks and gain one rank One shot one kill: gains stated bonus when attacking a flat-footed or surprised opponent with a ranged weapon

SERE: +2 hide and survival, +2 Will to resist intimidation, interrogation, torture and brainwashing.

Sharpshooter: +1 to-hit and +2 damage with chosen weapon.

Silent Kill 1: receive +1d6 sneak attack damage against surprised, flat-footed or flanked targets; if target fails MDT saving throw, enemy dies silently (Listen DC 30 to detect).

Background: Eric grew up on a farm in rural, northwestern Pennsylvania. Hunting was a popular past time in that area, and Eric quickly showed that he had a knack for handling a rifle. The day after he graduated high school, he went to the Marine recruiter, signed up and shipped out that same day. He wanted to leave the dull life of the farm behind and do something different.

The Marines quickly noticed Eric's knack with rifles, and encouraged him to further develop his skills. After a while, he was sent on to sniper school to further hone his skills with the rifle.

Part of his training included the Defense Language Institute training because, it was assumed, he would have to spend time on his own in foreign countries, thus he would need to learn the languages of various areas. While stationed in Southeast Asia on an assignment, he was offered a side-job to eliminate a known murderer-rapist.

He took the job and completed it expediently...and was paid quite well. This experience changed his life, and he went AWOL, selling his services to the highest bidder. The military quickly dispatched people to find him, due to his extensive training, and potential leaking of sensitive intelligence information. Unfortunately for the military, it was an FBI agent who captured Eric. He is now in prison while the Departments of Defense and Justice wrangle about who has jurisdiction over him.

One of the military prisoners secured in Vossberg, Eric now is one of the Wall Crew, and often takes position on the roof of the main building with a sniper to watch any newcomers approach. He packs a Light Fifty with armor defeating rounds and is shacking up with a girl named Veronica that arrived at the Voss roughly two months into the Rising.

Smith, Pat

Level 12 (Dedicated Hero 10 / Guerilla 2): CR 12; HD 10d6 + 2d8; hp 44; massive damage 10; AP 6; Init +1 (+1 Dex); Spd 30'; Defense 18, Touch 18, Flat-footed 17 (+7 class, +1 Dex); BAB +8/+3; SQ Guerilla warfare (+1 to Home Turf bonuses); AL Citizens for a Better America;

Occupation: Rural (Swim, Survival / Personal Firearms Proficiency); Reputation +7; SV Fort +7, Ref +6, Will +10; Str 9, Dex 12, Con 10, Int 14, Wis 16, Cha 16

Skills: Craft (chemical) +12 (10), Craft (writing) +15 (13), Investigate +4 (0), Knowledge (civics) +17 (13), Knowledge (current events) +17 (13), Knowledge (history) +20 (13), Knowledge (tactics) +17 (13), Navigate +4 (0), Sense Motive +18 (13), Survival +19 (13)

Feats: Attentive, Conviction (Citizens for a Better America), Educated (Knowledge (civics, current events, history, tactics)), Enemy (U.S. Government), Guide, Home Turf (Citizens for a Better America compound), Information Network, Iron Will, Leadership, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Track

Talents: Aware, Empathy, Faith (Citizens for a Better America), Intuition, Skill Emphasis (Knowledge (history))

Background: Pat grew up in rural North Dakota. He and his family firmly believe that the U.S. Government is completely corrupt and needs to be torn down and rebuilt in his image of the perfect America. He has spent his time slowly gathering followers, and has a ranch compound for like-minded individuals. Because of his extremist views, the FBI and Secret Service placed him on a watch list. As he was found to meticulously follow the law, law enforcement officials were unable to legally move against him.

Unfortunately for Pat, some of his followers were not able to remain quiet among their other associates, and the FBI received an anonymous tip that he was building bombs to detonate in Washington, D.C. After a raid of his compound by the FBI, BATF, and Secret Service, which turned up several detailed schematics and blueprints, marked for strategic placement of explosive devices and timed to coincide with presidential visits, he was immediately arrested.

Pat Smith was hung by the neck until dead, and his Risen body tossed over the wall after he was caught trying to plant a bomb in the warden's office.

Von Tassle, Capt. Duane

Level 15 (Strong Hero 5 / Martial Artist 10): CR 15; HD 15d8 +15; hp 82; massive damage 12; AP 7; Init +3 (+3 Dex); Spd 30'; Defense 23, Touch 23, Flat-footed 20 (+10 class, +3 Dex); BAB +15/+10/+5; Full Atk +20/+15/+10 melee (1d10+6/19-20/x3 unarmed) or +18/+13/+8 ranged(2d6 Beretta 92F) or +16/+11/+6 +16/+11/+6 ranged (2d6 Beretta 92F); SA +20 charge (1d10+16/19-20/x3 Flying Kick) or +16/+16/+11/+6 melee Flurry of Blows (1d10+6/19-20/x3 unarmed); SQ Iron Fist (all attacks), Living Weapon 1d10; AL Active Duty (Vossberg Security Force); **Occupation:** Law Enforcement(Intimidate, Knowledge (tactics) / Personal Firearms Proficiency);Reputation +3; Wealth 8; SV Fort +7, Ref +11, Will +4; Str 16, Dex 16, Con 13, Int 10, Wis 10, Cha 12

Skills: Intimidate +19 (18), Jump +24 (18), Knowledge (tactics) +19 (18), Tumble +5 (0)

Feats: Acrobatic, Advanced Combat Martial Arts, Advanced Two-Weapon Fighting, Brawl, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Improved Brawl, Improved Combat Martial Arts, Improved Two-Weapon Fighting, Personal Firearms Proficiency, Simple Weapons Proficiency, Two Weapon Fighting, Unbalance Opponent

Talents: Advanced Melee Smash, Improved Melee Smash, Melee Smash

Equipment: 2 Beretta 92Fs, miscellaneous equipment

Background: Duane von Tassle was always interested in martial arts, having been introduced to the concept by watching older martial arts movies with his father while growing up. Seeing his son's interest, Duane was enrolled in a dojo in second grade. He excelled, and quickly earned his black belt, and also achieved numerous tournament wins. He went on to college, majoring in Criminal Justice. He applied to the Bureau of Prisons, and was hired to work as a guard in their higher security prisons. Quickly approaching middle age, Duane hopes to become warden of his own prison soon.

While Duane had hoped to become a warden, he never wished for the responsibility he has now. He's watched MacTavish age terribly since the Rising, and knows he's being groomed as MacTavish's successor. He gets along with the gang leaders, and agrees that the Blues are going to have to be "dealt with" but has held off on MacTavish's orders. He is one of the few that know that Rico's hands constantly shake, and has noticed he is having more and more difficulty sitting still without moving rhythmically.

Ordinary Guards

Most of the ordinary guards are part of the various security crews, or on the RCs. Where once they were hated and reviled by the people they guarded, for the most part they are now valued members of the population. Still there is some bad blood here and there, but for the most part, it is personal. Sharpshooters still man the towers, but now watch for threats outside the walls. Sharpshooters have kept more than one vehicle from ramming the gates over the years, and anyone approaching Vossberg will be watched closely both before and for a short period of time after they enter.

K9 Guard: Level 3 (Dedicated Ordinary 3): CR 2; HD 3d6; hp; massive damage 12; Init -1 (-1 Dex); Spd 30'; Defense 17, Touch 11, Flat-footed 17 (+6 equipment, +2 class, -1 Dex); BAB +2; Full Atk +3 melee (1d4+1 tonfa) or +1 ranged (2d6 Beretta 92F); AL Active duty (Vossberg security);

Occupation: Law enforcement (Gather information, Listen / Personal Firearms Proficiency); Reputation +1; SV Fort +3, Ref +0, Will +4; Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14

Skills: Forgery +2 (0), Handle animal +10 (6), Knowledge (civics) +1 (0), Listen +9 (6), Ride +1 (0), Search +5 (3), Spot +8 (6), Survival +8 (6)

Feats: Animal Affinity, Armor Proficiency (light, medium), Meticulous, Personal Firearms Proficiency, Track

Advanced Training: K-9

Possessions: Beretta 92F, Tactical vest, tonfa, miscellaneous possessions

Sharpshooter: Level 3 (Fast Ordinary 3): CR 2; HD 3d8 + 6; hp 19; massive damage 14; Init +2 (+2 Dex); Spd 30'; Defense 22, Touch 16, Flat-footed 20 (+6 equipment, +4 class, +2 Dex); BAB +2, Full Atk +4 ranged (2d10 HK PSG1); AL Active Duty (Vossberg security);

Occupation: Law enforcement (Knowledge (tactics), Listen / Armor Proficiency (Light)); Reputation +1; SV Fort +3, Ref +5, Will +2; Str 10, Dex 15, Con 14, Int 13, Wis 12, Cha 8

Skills: Hide +8 (6), Listen +8 (6), Move silently +8 (6), Spot +7 (6)

Feats: Armor Proficiency (light, medium), Dead Aim, Far Shot, Home Turf (Vossberg), Simple Weapons Proficiency

Advanced Training: Prison Guard

Possessions: HK PSG1, Tactical vest, miscellaneous possessions

Are-Cee Equipment
Forced Entry Armor
MP-5 with 6 clips
M-9 Barretta
2 knives
Canteen
Compass
Map
Crowbar
Walky Talky
Rucksack with
 Claymore Land mine
 Extra set of clothing
 4 days of food

Wall Guard Equipment
Forced Entry Unit Armor
M-24 Sniper Rifle or M-4 with 4 clips
Molotov cocktails (6) or frag grenades (6)
Walky Talky

Yard Guard Equipment
Forced Entry Unit Armor
M-16A1 with 8 clips
PDA for taking down visitor notes
Walky-Talky



Things Done to You in Vossberg When You're Dead...

Vossberg holds a terrible secret, one that Warden MacTavish is only partially aware of. He knows the true origin of the Mad Clown Crew, but assumes that they were trained normally, and is not aware that anyone sentenced to death is often not thrown over the wall, but instead taken down into the off limits areas below the prison before being killed. What is thrown over the wall is usually a dead body of one of the Risen, which has had fresh blood pumped into the body to attract the Risen to the corpse.

During the War on Terror, prisoners have been taken. Some have been relatively standard fare, like soldiers, spies, etc, but in one particular case, a prisoner was taken whose political repercussions were far more than the Administration in power was willing to risk.

Karl Volk was educated in the Warsaw Pact, and was recruited at an early age by the KGB to run highly classified experiments that saw light during the Cold War. He pioneered Soviet brain washing techniques, as well as the alteration of people's personalities by surgical operations, as well as managing to force his way into the rudimentary cybernetics program that the Soviet Union started in the late 1980s.

With the fall of the Soviet Union, Karl Volk was available to the highest bidder, excluding the United States and any NATO member nations, whom he hated with a passion and blamed for his fall from power and grace. He vanished for several years, working for anti-democracy organizations, until he fell in with Al-Qaeda in the mid-1990s. His work for Al-Qaeda was nothing short of miraculous, able to take normal fanaticism and raise it to a point beyond madness. When he was captured in 2005 during a joint Pakistan/United States raid on an Al-Qaeda safe-house located on the Pakistani border, Pakistan wanted nothing to do with him.

By that time, Karl Volk, then known as Dr. Volk, was able to completely erase a person's personality and replace it with one of his own design. He had also developed a way to clone red blood cells and skin, a process that would have been invaluable to the medical community if it were not for the ban on human cloning research.

Unsure of what else to do with him, the US government tried placing him in Guantanamo Bay, Cuba. During his stay there, he convinced several detainees to rush the guards with bare hands screaming "JESUS SAYS: DIE!" and was suspected in the suicide of a guard. Under the cover of night, and in complete secrecy, he was moved to Vossberg Supermax prison under only



a prisoner ID number. His face was completely masked, and his body was clothed head to foot, including a hood over his hair and gloves on his hands. He was only attended to by deaf guards who could not lip read, and was often kept sedated. While he was a genuine menace to society that was rumored to be able to control people just by the sound of his voice, his mind held invaluable secrets to the more clandestine sections of the government.

When the Rising occurred, Warden MacTavish released him along with the other high-risk inmates, as his file only read that he was a multiple murderer, with no clue as to his real identity or capabilities. Within a week, his skill as a surgeon became obvious, and his ability to craft prosthetics was obvious to any who saw him work. When he requested permission to study the Risers, it was granted.

Within a month, he had discovered a way to condition the Risers to obey his commands, as well as remove the desire to devour flesh by surgical alteration on their brains. Working on one after another, he created more and more of these totally controlled creatures. While he is not positive that each of the conditioned Risers has an explosive charge in its chest so that the Warden can destroy them, it is something he would do, so he assumes that it has been done.

The areas under Dr. Volk's control are a nightmare of surgical bays, holding pens, experimental subjects hooked up to equipment, and madness. Living prisoners were used to test the progression of infection until Dr. Volk was satisfied he understood how long it took for someone to die due to exposure. He force-fed prisoners the flesh of Risers, as well as forced them to ingest the blood of a Riser, in order to discover if the person would die from that as they would from a bite. When the subjects did not die and Rise from ingesting the flesh of the Risers, Dr. Volk felt that it was proof that there was neither a bacteria nor a virus at work, but rather something he had not discovered yet.

There are prisoners, still living, sporting mechanical and computer components lodged in their brains, in order to establish control of their thoughts, minds, and souls. Dr. Volk is firmly convinced that if he can learn how to completely reprogram a person with cybernetics, he can then do the same to the Risers and create a slave race to serve mankind. And himself, of course.

In order to prove himself more useful than just someone able to convert the Risers, Dr. Volk has recreated WW-II methods of penicillin creation, as well as many low-tech ways to create medical supplies.

In addition, he teaches two classes a week on advanced science and medical science to those who wish to learn. He gives most of the inmates the creeps, who react to him the way dogs would react to a fellow canine that had gone rabid.

Currently, Dr. Volk is convinced that vast power resides inside of the Continuity of Government site below the prison, and is encouraging Uberhack to work harder and harder at cracking it.

The following information is taken from the original Vossberg sourcebook, and is reprinted with express permission by RPGObjects for this product.

New Allegiances

Blood in Blood out

This represents an allegiance to a violent gang. Blood in refers to the requirement of an applicant to kill at the behest of a senior gang member to gain admittance to the gang. Blood out refers to the fact that the only way to leave the gang is death.



New Advanced Classes

BANGER

The banger is a member of a violent criminal enterprise, commonly referred to as a gang. These gangs run the gamut from groups banding together in locations of extreme violence for mutual protection to extremely organized widespread criminal organizations paramilitary in structure. These groups have taken hold both in the inner city and in prisons where inmates raised under gang rule continue the same behavior for profit and protection.

Requirements

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

Base Attack Bonus: 3+

Skills: Knowledge (streetwise) 6 ranks

Feats: Home Turf, Brawl

Allegiance: Blood in blood out

CLASS INFORMATION

The following information pertains to the banger advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The banger's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (Current Events, Streetwise) (Int), Sense Motive (Wis), and Spot (Wis)

Skill Points at Each Level: 5 + Int. modifier

Class Features

All of the following are features of the banger advanced class.

Gang Signs: You add your banger levels to the roll of any Knowledge (streetwise) skill check dealing with gangs, including checks to identify gang signs.

Street Cred: At 2nd level, the banger adds his Reputation bonus to Charisma skill checks in his home turf, or in situations involving others of his chosen allegiance(s), including those with the gang affiliation feat. These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Turf: Gangs have carefully defined turf and defend it viciously often marking their turf with gang signs in the form of graffiti. The banger adds this bonus to attack and skill bonuses granted by his home turf feat. Obviously, this means that one gang can expand its power by expanding the size of its turf or reducing the turf of a rival gang and this is often the source of gang warfare.

Contraband: One of the advantages of "rank" in a gang is control over illicit sales of contraband. Depending on where your character's turf is, this could be drugs on the neighborhood corner, or cigarettes in a prison where smoking is prohibited. You add your reputation bonus to your wealth score.

Commission: You have entered the ruling council of your gang's organization and you may, in consultation with the other members of the commission, order murders and otherwise influence gang affairs. You add half your banger level to your reputation when dealing with characters that possess a gang allegiance as well as those who possess the gang affiliation feat. Your control over contraband sales also adds this bonus to your wealth.

Ganglord: You are a very high-ranking member of your criminal gang and only other characters that have the ganglord class ability will dare question your decisions. You add your banger level to your reputation and your absolute control of large segments of contraband sales adds your banger level to your wealth as well. You may also kill members of your own gang with impunity, suffering no leadership penalty for the deaths of your fellow gang members (see the Leadership feat for more information).

Bonus Feats: At 4th and 8th level the banger gains a bonus feat from the following list: Home Turf (for new territories far removed from your current turf; for example sending a loyal gang member to a distant city to set up operations), Information Network, Leadership, Renown, Tactician, Teamwork, and Wealth (characters with the contraband ability will gain wealth by the renown feat as well; however for such characters this feat represents legitimate investments not gained through criminal activity).

TABLE 1: THE BANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Gang Signs	+1	+1
2nd	+1	+3	+0	+0	Street Cred	+1	+1
3rd	+2	+3	+1	+1	Turf +1	+2	+1
4th	+3	+4	+1	+1	Bonus Feat	+2	+2
5th	+3	+4	+1	+1	Contraband	+3	+2
6th	+4	+5	+2	+2	Turf +2	+3	+2
7th	+5	+5	+2	+2	Commission	+4	+3
8th	+6	+6	+2	+2	Bonus Feat	+4	+3
9th	+6	+6	+3	+3	Turf +3	+5	+3
10th	+7	+7	+3	+3	Ganglord	+5	+4

New Prestige Classes

U.S. MARSHALS SPECIAL OPERATIONS GROUP

The United States Marshals have an elite team that serves nationally in the role of Witness Protection, Fugitive Retrieval, and the protection of judges and lawyers in high-profile cases who might be endangered or intimidated. These capable officers also assist the DEA, FBI, and local law-enforcement when called to serve. Some serve in this unit full time, but most are regular marshals who serve in a rotation.

Requirements

To qualify to become a member of a U.S. Marshals Special Operations Group, a character must fulfill the following criteria.

BAB: 5+

Feats: Alertness, Personal Firearms Proficiency, and Teamwork (Police)

Skills: Investigate 5 ranks, Spot 3 ranks, and Gather Information 3 ranks

CLASS INFORMATION

The following information pertains to the U.S. Marshals Special Operations Group prestige class.

Hit Die: d8

Action Points: 7 plus one-half character level, rounded down.

Class Skills: The U.S. Marshals Special Operations Group's class skills (and the key ability for each skill) are Climb (Str), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, streetwise, tactics), Listen (Wis), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis)

Skill Points at Each Level: 5+ Int. modifier

Class Features

All of the following are features of the U.S. Marshals Special Operations Group advanced class.

Federal Jurisdiction: Federal Marshals are authorized to use local law enforcement to aid in their operations. You add your U.S. Marshal level to any requisition check to obtain equipment or manpower from local authorities.

Any equipment is expected to be returned in good condition, and failure to do so will result in the loss of this class ability in the city or state where the requisitioned equipment was damaged or destroyed. (Post Rising, this is changed to the fact that Federal Marshall's get a +4 professional bonus to diplomacy and intimidation)

Police Combat Training: Marshals are given extensive training in subduing subjects without harming them unnecessarily. At 2nd level you gain this feat as a bonus feat, provided you meet the prerequisite. If at any time after second level you gain the prerequisite, you immediately gain this feat.

Hard Target Search: You have extensive training in fugitive retrieval. You gain the listed bonus to attack rolls and Computer Use, Gather Information, Investigate and Research skill checks made against the felon you have been assigned to apprehend.

Harm's Way: Once per round, if you are adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), you can subject yourself to the attack in the ally's stead. If the attack hits you, you take damage normally. If it misses, it also misses your ally.

You must declare your intention to place yourself in harm's way before the attack roll is made. You select your ally either prior to combat or immediately after you make your initiative check. You can't change your ally for the duration of the combat.

Defensive Position: You are trained at fighting defensively. Any time you fight from cover you gain the listed bonus to attack, defense, saving throws, and initiative.

Sentinel: While on duty (a maximum of eight hours per day), you gain a bonus to Spot, Listen, and Sense Motive skill checks equal to your class level.

Counter Attack: If an ally you are protecting is attacked, you gain a +2 morale bonus to attack, saving throws, and skill checks. This ability has a duration of one round per U.S. Marshals level.

TABLE 2: U.S. MARSHALS SPECIAL OPERATIONS GROUP

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Federal Jurisdiction	+1	+0
2nd	+1	+2	+2	+0	Police Combat Training	+1	+0
3rd	+2	+2	+2	+1	Hard Target Search +1	+2	+0
4th	+3	+2	+2	+1	Harm's Way	+2	+1
5th	+3	+3	+3	+1	Defensive Position +1	+3	+1
6th	+4	+3	+3	+2	Hard Target Search +2	+3	+1
7th	+5	+4	+4	+2	Sentinel	+4	+2
8th	+6	+4	+4	+2	Defensive Position +2	+4	+2
9th	+6	+4	+4	+3	Hard Target Search +3	+5	+2
10th	+7	+5	+5	+3	Counter Attack	+5	+3

New Skills

Knowledge (streetwise) (Int)

Trained Only

Gang Signs (DC 20): You can recognize gang signs and identify the gang they belong to by tattoos, graffiti, clothing, scarves, and colors. A successful skill check will also give a little background on the gang in question including their favored criminal activities, affiliated gangs and rival gangs.

New Feats

Gang Affiliation

You have run with a gang on an informal basis, or perhaps just grew up in a neighborhood rife with gangs, learning their ways.

Prerequisite: Knowledge (streetwise) 3 ranks

Effect: You gain a +2 on all Knowledge (streetwise) checks to interpret and identify gang signs. In addition, you gain a +2 bonus on all Forgery and Disguise checks to imitate gang signs and dress (the penalty for doing this with any blood in blood out gang is death if you are discovered), and also gain a +2 on all Sense Motive skill checks made against gang members.

Home Turf

You know every nook and cranny of your home territory, gaining advantages when fighting to defend it.

Effect: You gain a +1 to hit, and a +2 to the following skill checks in your home territory: Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival. This territory may be an area as small as a single neighborhood or a prison (often the "turf" for bangers or prison guards) or as large as medium-sized state (Florida) or a small country (Israel).

Rappel Master

You are an expert at rappelling and creating rappelling rigs.

Effect: You gain a +2 bonus on all Climb and Use Rope skill checks.

Advanced Training

Police Training

The following are specialized police fields. A character that is a member of a police organization may take one of these training packages as a feat any time he is entitled to a bonus feat.

GANG INVESTIGATION DIVISION

You are knowledgeable in gang affairs, and investigate these subtle criminal organizations, as well as training your fellow officers to recognize gang signs.

Since many gangs use sophisticated codes in their letters in and out of prison to order deaths and criminal activity on the outside, gang investigation officers are also skilled in the detection of these codes. Finally, this specialization includes subtlety in order to facilitate community awareness and peace between rival gangs.

Bonus Feat: Gang Affiliation.

Skills: Add three of the following to your permanent class skill

list: Computer Use, Decipher Script, Diplomacy, Disguise, Drive, Gather Information, Intimidate, Investigate, Knowledge (civics, current events, streetwise), Research, Sense Motive. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

PRISON GUARD

You are skilled in psychological and physical control of prisoners.

Bonus Feat: Home Turf (one prison).

Skills: Add three of the following to the character's permanent class skill list: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (civics), Listen, Sense Motive, Spot. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

SORT Training

SORT is the Special Operations and Response Team used by the Bureau of Prisons as a special operations unit to handle prison disturbances and support law enforcement during civil unrest and natural disasters. To take one of these feats, a character must have at least one level in the SWAT class (in effect, SORT teams are specialized SWAT units). A SORT team usually consists of 15 members, drawn from the specialties below. At least one of each specialty will be present on any given SORT team.

SORT BLUEPRINT EXPERT

The blueprint expert knows the inner workings of prisons, and has detailed files on prison layouts to allow the team to move freely, arrange ambushes, and plan assaults.

Prerequisite: Home Turf

Effect: Research is added to your list of permanent class skills. If you make a Research skill check (DC 15), you are able to apply your home turf feat to any prison. If you have access to prison blueprints, this Research skill check takes 30 minutes.

If you must obtain blueprints you do not have on hand, this Research skill check takes the normal 1-4 hours.

SORT EMERGENCY MEDICAL SPECIALIST

Provides care to injured SORT teammates, injured prisoners, and guards.

Skills: The following skills are added to your permanent class skill list: Craft (pharmaceutical), Knowledge (behavioral science), and Treat Injury. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Medical Expert

SORT FIREARMS SPECIALIST

Provides expert marksmanship as well as maintenance of the team's weaponry and instruction of teammates in combat techniques.

Skills: The following skills are added to your permanent class skill list: Craft (mechanical), Demolitions, and Repair. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Advanced Firearm Proficiency

SORT RAPPEL MASTER

Provides training in rappelling insertion techniques. During operations the rappel master will be responsible for the creation of rappelling rigs needed by the team.

Skills: The following skills are added to your permanent class skill list: Balance, Tumble, and Use Rope. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Rappel Master

SORT SECURITY SYSTEMS EXPERT

Provides expertise in security and locking systems, allowing the team to move freely even when a prison has been locked down by prisoners, or its security systems damaged.

Skills: The following skills are added to your permanent class skill list: Craft (mechanical), Disable Device, and Repair. If a skill the character gains is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Cautious

SORT TACTICAL PROCEDURES EXPERT

Provides expert tactical planning, and leadership in the field.

Prerequisite: Int 13, Cha 13

Skills: +2 to all Knowledge (tactics) skill checks.

Bonus Feat: Tactician

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