

Malls & Morons

Additions

New additions for the Malls & Morons game.

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This entire document, other than references to Malls & Morons and its product identity, is Open Game Content.



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New Feats

BACKPACK SHIELD

You are able to use your backpack as a shield in combat.

Benefit: If your backpack carries a minimum of 1 pound but less than 5, you gain a +1 to your Defense if you use it as a shield. If it carries more than 5 pounds, then you get a +2 to your Defense.

CHEERS

You are able to inspire people through your cheers.

Prerequisite: Entertain (cheerleading) +3

Benefit: Once per level per day, you can inspire your allies. Your allies must be able to hear you, and you must cheer for a full round. The effect lasts as long as the character cheers and for 5 rounds after the character stops cheering. Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

DIMENSIONAL PANTS

For the oddest reasons, you can find a variety of stuff on your person.

Prerequisite: Black Hole Pockets

Benefit: Whenever you need an object that you could conceivably pull from your pockets for any reason, roll a d%. If the result is below 50, you manage to find the object somewhere on your person.

Special: This feat can only be used once for each situation in which the character needs a specific item. If the character doesn't need the item but tries anyway, he must roll a 25 or less to find it.

FOCUSED

When it comes to learning, you keep your focus.

Benefit: Upon taking this feat, the experience penalty you receive for being a non-adult and gaining levels past 20th level is lessened. You only suffer a -40% experience point penalty.

Special: This feat can be taken a second time. If taken a second time, you suffer no penalty to experience for being a non-adult and gaining levels past 20th level.

IMPROVED NUT RUSH

You are incredibly adept at kicking people in the junk.

Benefit: When you make a successful Nut Rush, your opponent is stunned for a number of rounds equal to 1 + your Strength bonus (minimum of two rounds), and you do not suffer the normal penalty to hit.

Normal: You suffer a -4 to your attack roll when making a Nut Rush, and your opponent is only stunned for 1 round.

POSER

You look and act like something you're not.

Prerequisite: Entertain (acting) rank 4+

Benefit: Once per encounter, you may attempt an Entertain (acting) check versus DC 20. If successful, any one reputation score of your choice gains an effective increase of 1d4+1 points for the remainder of the encounter. If anyone has reason to suspect you are not what you seem, they may attempt a Sense Motive check opposed by your original Entertain check to see through the deception. Being found out in this manner causes you to be automatically humiliated (no save).

Special: Certain actions on your part (blowing a wad of cash on attire suited to your desired image, practicing appropriate slang/lingo) may provide a circumstance bonus to the Entertain check of +2 or greater, at the GM's discretion.

RICH KID

Your parents are rich, and they spoil you rotten.

Benefit: At first level, you receive \$75 instead of the \$50 everyone else gets. Your weekly allowance is \$30 instead of \$20.

Special: This can only be taken at first level.

New Prestige Classes

Badass

There are some people in this world who could do nothing but utter a single word and cause those less powerful than him to wet themselves. When walking through a crowd, these people part because they don't want to mess with him. No one trifles with these people, because that would be stupid. Any person who oozes such charismatic power, is a badass.

Whether or not they realize it, their reputation is more powerful than they can possibly realize. Their reputation for one reason or another scares people. This gives them an undeniable edge in whatever they do. A famous badass is everyone's friend, while an infamous badass is feared and hated. Whether hated or loved, they are definitely above normal people. In times past, this lack of caution has caused one or more badasses to be overthrown.

Requirements

To qualify to become a badass (**BDS**), a character must fulfill the following criteria.

Base Attack Bonus: +10

Coolness or Uncoolness: 20+

Feats: Fame or Infamy, Persuasiveness

Diplomacy: 10 ranks

Intimidate: 10 ranks

Special: PC must have acted like a badass his whole career; subject to GM approval

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+1	+1	+1	I don't think so, reputation
2nd	+1	+2	+2	+2	Intimidate +4
3rd	+2	+2	+2	+2	Without effort
4th	+3	+2	+2	+2	Intimidate +8
5th	+3	+3	+3	+3	I am the badass

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Hobby*	Int
Craft	Int	Intimidate	Cha
Diplomacy	Cha	Profession	Wis
Drive*	Dex	Sense Motive	Wis

*New skill(s) described in the skill section.

Skill Points at Each Level: 2 + Int modifier

Class Features

I don't think so: When making an attack roll against an NPC of lower level than the badass, he adds 1/4 of his highest score in either Coolness or Uncoolness to his attack roll as a bonus; the badass also adds this bonus to his Defense against NPC attacks. Note if the badass is an NPC, then he may add these bonuses against the PCs.

Reputation: The badass gains a point to his highest reputation score in either Coolness or Uncoolness for every level of badass he has.

Intimidate: The badass is very intimidating, and adds the stated bonus on all Intimidate checks.

Without effort: When rolling a saving throw, the Badass adds 1/4 of his highest score in either Coolness or Uncoolness as a bonus.

I am the badass: When making a skill check or ability score check, the badass adds 1/4 of his highest score in either Coolness or Uncoolness to his roll as a bonus.

Code of Conduct: If someone lower level than the badass causes him to go unconscious in combat, than the badass loses all benefits of this prestige class and may not continue gaining levels in it.

Butterfly

Muhammad Ali once said, "Fly like a butterfly, sting like a bee." It has been known that those who couldn't be hit very easily were called Butterflies. Rumors of their ability to dance out of danger and in to it without being struck are rampant. Although they have a sissy name, they have earned respect for their abilities. Those abilities, coupled with their background in the martial arts, make them an effective adversary.

It was known that before the Axis Wars, Mall Samurais and Butterflies were trained together, and taught techniques of how to fight effectively with each other. During the Axis Wars, the Mall Samurai's fought while the Butterflies didn't; the Mall Samurai's saw this was cowardice, and ceased associating with the Butterflies. After the Axis Wars, there were few Mall Samurais, and the art of their training was almost all lost, while the Butterflies flourished. It is rare nowadays, but before the wars, it was common for Mall Samurai's and Butterflies to become romantically involved.

Requirements

To qualify to become a butterfly (**BFL**), a character must fulfill the following criteria.

Feats: Acrobatic, Dodge, Improved Dodge, Mobility

Martial Arts: Crane Stance, Grace of the Crane

Tumble: 10 ranks

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+2	+1	Butterfly in the sky
2nd	+1	+0	+3	+2	Enhanced dodge
3rd	+2	+1	+3	+2	Can't touch this (Dex bonus to Defense)
4th	+3	+1	+4	+2	Crap!
5th	+3	+1	+4	+3	Improved tumble
6th	+4	+2	+5	+3	Can't touch this (cannot be flanked)
7th	+5	+2	+5	+4	Holy crap!
8th	+6/+1	+2	+6	+4	The art of dodging
9th	+6/+1	+3	+6	+4	
10th	+7/+2	+3	+7	+5	Colors of the sky

Class Skills

Skill	Key Ability	Skill	Key Ability
Balance	Dex	Jump	Str
Climb	Str	Listen	Wis
Craft	Int	Profession	Wis
Drive*	Dex	Spot	Wis
Escape Artist	Dex	Tumble	Dex
Hobby*	Int		

*New skill(s) described in the skill section.

Skill Points at Each Level: 4 + Int modifier

Class Features

Butterfly in the sky: When the butterfly chooses the full defense option during combat, she receives a dodge bonus equal to her levels in Butterfly, in addition to the standard bonus.

Enhanced dodge: The butterfly may choose a number of opponents equal to her character level when using the Improved Dodge feat.

Can't touch this: Starting at 3rd level, the butterfly gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd level and above, she retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed. (She still loses his Dexterity bonus to Defense if immobilized.)

At 6th level, the butterfly can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This Defense denies others the ability to use flank attacks to ratfink him. The exception to this Defense is that another character with the same ability and at least four levels higher than the character can flank her.

Crap!: At 4th level, the butterfly gains Crap! If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. Crap! can only be used if the butterfly is wearing no armor.

Improved tumble: When choosing the full defense option during combat, she receives a +8 dodge to her Defense instead of +6. She also receives a bonus on all tumble checks equal to her levels in butterfly.

Holy crap!: At 7th level, the butterfly gains holy crap! This ability works like crap! except that while the butterfly takes no damage on a successful Reflex saving throw against effects which allow a saving throw for half damage, she now takes only half damage on a failed save.

The art of dodging: At 8th level, the butterfly may add her Wisdom bonus to her Defense. This bonus is never lost under any circumstances. It represents an almost sixth sense of her immediate environment.

Colors of the sky: At 10th level, the butterfly's training takes an outward effect, as she becomes a ravishing and beautiful creature. This beauty distracts her foes. She may add her Charisma bonus to her Defense, at a minimum of +1. A male butterfly is called a Bishonen when he reaches this level.

Mall Ninja

Rumors spread in the mall of a strike force that remains unknown and unseen. A sinister and deadly force which is controlled by one sole person who is purely evil and clearly in league with the Nut Graf. The warriors, subtle, sneaky, and undetected permeate mall society and influence people in ways that make others cringe. These shadow warriors are called the mall ninja.

They actually are not that way. The mall ninja were established when Undermen in Japan discovered the ninja ways and made their own clan. This clan was very new, and when the other Undermen clans saw their prowess and abilities, almost all the Undermen clans became ninjas. In America, the mall ninja are practically unknown; their secrets possessed only by a few Undermen clans. Those clans that possess their secrets are the most powerful and frequently deploy their ninjas to sway political and social machinations. In the end however, the mall ninjas are tools, and tools are neither good nor evil.

Requirements

To qualify to become a mall ninja (**NNJ**), a character must fulfill the following criteria.

Base Attack Bonus: +6

Feats: Acrobatic, Inscrutable, Quick-Draw, Stealthy

Martial Arts: Grace of the Crane, Wuxia

Neutrality: 16+

Type: Undermen

Hide: 10 ranks

Move Silently: 10 ranks

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+2	+1	Ratfink +1d6
2nd	+1	+0	+3	+2	Crap!, kuji-kiri
3rd	+2	+1	+3	+2	Ratfink +2d6
4th	+3	+1	+4	+2	Fast climb, silencing attack
5th	+3	+1	+4	+3	Fast sneak, ratfink +3d6
6th	+4	+2	+5	+3	Opportunist
7th	+5	+2	+5	+4	Ratfink +4d6
8th	+6	+2	+6	+4	Improved kuji-kiri
9th	+6	+3	+6	+4	Blindsight, ratfink +5d6
10th	+7	+3	+7	+5	Always sneaky

Class Skills

Skill	Key Ability	Skill	Key Ability
Balance	Dex	Hide	Dex
Bluff	Cha	Hobby*	Int
Climb	Str	Jump	Str
Craft	Int	Listen	Wis
Demolitions*	Int	Move Silently	Dex
Disable Device	Int	Profession	Wis
Disguise	Cha	Search	Int
Drive*	Dex	Spot	Wis
Escape Artist	Dex	Tumble	Dex

*New skill(s) described in the skill section.

Skill Points at Each Level: 4 + Int modifier

Class Features

Ratfink: At 1st level, If a mall ninja can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the mall ninja's target would be denied his Dexterity bonus to Defense (whether he actually has a bonus or not), or when the mall ninja flanks the target, the mall ninja's attack deals extra damage dice. The extra damage dice is +1d6 at 1st level and an additional +1d6 every two levels thereafter.

Ranged attacks can only count as ratfink attacks if the target is within 30 feet. The mall ninja can't strike with deadly accuracy from beyond that range. The mall ninja must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The mall ninja cannot make the attack while striking a target with concealment.

Crap!: At 2nd level, a mall ninja gains Crap! If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. Crap! can only be used if the mall ninja is wearing no armor.

Kuji-kiri: By making weird hand gestures as a standard action, the mall ninja can render opponents helpless. The mall ninja can affect 2d4 +1 per ninja level HD with kuji-kiri, and subjects make Will saves against DC 10 + levels in mall ninja + the mall ninja's Charisma bonus to avoid the effect. The hypnotic pattern lasts as long as the mall ninja continues to gesture, plus additional round. The mall ninja can use this ability once daily for each level of mall ninja.

Fast climb: The mall ninja can scurry up walls at unbelievable speed. With each successful Climb check, the ninja can move half his speed as a move-equivalent action or his speed as a full-round action. Furthermore, he retains his Dex bonus to Defense while climbing.

Silencing attack: If the mall ninja successfully hits a flat-footed opponent with a melee attack, the opponent is unable to speak for one round. This prevents casting spells with a verbal component and shouting warnings or alarms.

Fast sneak: When using Move Silently and Hide, the mall ninja can move at his normal speed without suffering a penalty to those skills.

Opportunist: Once per round, the mall ninja can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the mall ninja's attack of opportunity for that round. Even a mall ninja with the Combat Reflexes cannot use the opportunist ability more than once per round.

Improved kuji-kiri: The mall ninja's weird hand gestures are harder to resist. Kuji-kiri now affects 3d6 +1 per mall ninja level HD of creatures, and the Will save DC is 15 + levels in mall ninja + the mall ninja's Charisma bonus.

Blindsight: Using nonvisual senses, such as sensitivity to vibrations or acute hearing, the mall ninja maneuvers and fights as well in darkness as in light. The mall ninja's blindsight extends for 60 feet.

Always sneaky: The mall ninja is always taking 10 on Move Silently and Hide. Unless the mall ninja wants to be seen or heard, make opposed Spot and Listen checks to detect the mall ninja's presence.

Code of conduct: The mall ninja can never reveal his secret identity, the secrets of the Undermen type, or anything pertaining to the Undermen to anyone. If he does, he can no longer advance in the mall ninja prestige class. He is forever forsaken by his type. He gains a number of Uncoolness points equal to his Neutrality and Coolness score combined, and loses any points in those two scores.

Sierra Vista Security Officer

When there is trouble in the vicinity, there is only one type of person willing to step up and solve the problems that plague the malls. While his superiors sit in chairs, watch the monitors, eat donuts and grow fat, he is out there on the beat looking out for the people. He selflessly puts himself in danger because he loves his job. Sadly, no one else loves him. He is the Sierra Vista Security Officer.

The Security Officer's job is to keep the peace and enforce law. While not always easy, the Security Officer is taught some tricks of the trade in order to get the job done. Whether dirty or low-down, they work. Not to mention his almost unrestricted access to everywhere in the mall, and his ability to be supplied with equipment. Whatever the benefit, their duty is to enforce the law, and only someone who truly loves the mall could do it.

Requirements

To qualify to become a Sierra Vista security officer (**SCT**), a character must fulfill the following requirements.

Base Attack Bonus: +6

Feats: Brawling, Iron Will, Run

Knowledge (streetwise): 9 ranks

Special: Must not have gained any points in Uncoolness

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+0	+0	+2	Confidence +1, salary
2nd	+2	+0	+0	+3	Store access
3rd	+3	+1	+1	+3	Confidence +2
4th	+4	+1	+1	+4	Supplies
5th	+5	+1	+1	+4	Confidence +3, raise
6th	+6/+1	+2	+2	+5	Unrestricted access
7th	+7/+2	+2	+2	+5	Confidence +4
8th	+8/+3	+2	+2	+6	Backup
9th	+9/+4	+3	+3	+6	Confidence +5
10th	+10/+5	+3	+3	+7	Raise

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	First Aid*	Wis
Computer Use*	Int	Hobby*	Int
Craft	Int	Intimidate	Cha
Demolitions*	Int	Profession	Wis
Diplomacy	Cha	Search	Int
Drive*	Dex	Sense Motive	Wis

*New skill(s) described in the skill section.

Skill Points at Each Level: 4 + Int modifier

Class Features

Confidence: As the security officer goes through training, he becomes more confident in his ability. The security officer gains the listed bonus on attack rolls, saving throws, and on skill checks involving the security officer's class skills.

Salary: The security officer gets paid to patrol the malls. Each week of game time, the security officer receives \$50. He does not however, receive allowance.

Store access: At 2nd level, the security officer is given a key that allows him to open any store in the mall.

Supplies: At 4th level, the security officer gains enough authority that he is allowed to confiscate any item from the stores. In addition, he can yolk an item even if his opponent is not flat footed.

Raise: At 5th level, the security officer receives an extra \$25 per week. At 10th level, the security officer again receives an extra \$25 per week.

Unrestricted access: At 6th level, the security officer receives a new key that opens any door in the mall.

Backup: At 8th level, once per day, the security officer can use his walkie talkie to request back up. Within 3d4 rounds, 1d3 security officers of equal level come to the aid of the character until their aid is no longer needed.

Code of conduct: If the security officer is ever caught abusing his powers, he loses all benefits of this prestige class and can no longer gain levels in it. Furthermore, he gains points to his Uncoolness score equal to his Coolness and Neutrality score, and loses points in those two scores.

Social Chameleon

There are those who will never be noticed in their life. There are some who fight against it - however, there are those who are totally for it. They develop unique talents from never being noticed, and are masters of deception. These people learn short cuts to attain temporary knowledge. These people are consummate actors. These people are the Social Chameleons.

These people are able to be noticed and unnoticed at will, because of their talents. They are masters of disguise and deception. They are also fairly proficient at detecting deception themselves. They learn to mimic talents they don't normally have. With time, you will never see them again.

Requirements

To qualify to become a social chameleon (**SOC**), a character must fulfill the following requirements.

Feats: Low Profile, Mimic

Neutrality: 16+

Bluff: 11 ranks

Disguise: 11 ranks
Sense Motive: 7 ranks

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+1	+2	Master of reputation
2nd	+1	+0	+2	+3	Deception +2, Detection +1
3rd	+2	+1	+2	+3	Sound mimicry
4th	+3	+1	+2	+4	Deception +4, Detection +2
5th	+3	+1	+3	+4	Shortcut to knowledge 1/day
6th	+4	+2	+3	+5	Deception +6, Detection +3
7th	+5	+2	+4	+5	Fake talents 1/day
8th	+6/+1	+2	+4	+6	Deception +8, Detection +4
9th	+6/+1	+3	+4	+6	Where did you learn that 1/day
10th	+7/+2	+3	+5	+7	Deception +10, Detection +5

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Hobby*	Int
Craft	Int	Knowledge	Int
Diplomacy	Cha	Listen	Wis
Disguise	Cha	Move Silently	Dex
Drive*	Dex	Profession	Wis
Entertain*	Cha	Sense Motive	Wis
Hide	Dex	Spot	Wis

*New skill(s) described in the skill section.

Skill Points at Each Level: 6 + Int modifier

Class Features

Master of reputation: Whenever the social chameleon feels it appropriate, he may switch any of his reputation scores at will.

Deception: At 2nd level, the social chameleon becomes very adapt at seeming different and telling falsehoods. He gains the listed bonus on all Bluff and Disguise checks.

Detection: At 2nd level, the social chameleon becomes better at detecting falsehoods. He adds the listed bonus to his Sense Motive checks, and may use his Sense Motive skill to determine if someone has switched his reputation score for any reason.

Sound mimicry: At 4th level, the social chameleon is able to imitate any voice to near perfection. In essence, the social chameleon gains a +30 to his Entertain (acting) check in order to disguise his own voice.

Shortcut to knowledge: At 5th level, the social chameleon is able to mimic a skill he doesn't normally have. Once per day, he may make a skill check with a skill he doesn't have as if he was trained. His ranks in this skill are equal to the maximum number of ranks he may have in a cross class skill.

Fake talents: At 7th level, the social chameleon is able to fake a feat he doesn't normally have. Once per day, he can use a feat he doesn't have. In order to use it, he must meet all the prerequisites of the feat.

Where did you learn that: At 9th level, the social chameleon is able to fake a class ability he doesn't have. He must be equal in character level to the level at which the ability is normally available. If the ability is from a prestige class, he must meet all the requirements of the prestige class. Then, determine at the earliest level the character can gain levels in the prestige class, and add the number of levels the class has in order to determine what character level the character must be.

Star

There are some people who aspire to be a celebrity sensation. They lack the skills, but have the heart of a celebrity - but really, all that matters is the skills. Those who have the skills and lack the heart, never truly make it through all the way, and become an utter failure. But there are those special people who have both the skills and the heart, and they rise to stardom to become the Star.

The star at first is just someone with skill and a lot of coolness, or uncoolness. But as they become more famous, they gain abilities a normal person would not have. And finally, at the apex of their power, they gain the ability to use their coolness in ways a person has never imagined: to transcend the mortal flesh and become a being of pure coolness. Well, not really that way, but they become cool.

Requirements

To qualify to become a star (**STR**), a character must fulfill the following requirements.

Coolness or Uncoolness: 25+

Feats: Fame or Infamy, Calm or Deafening Note

Disguise: 10 ranks

Entertain (any 2): 15 ranks

Special: The character must create an alias for himself, the alias is the famous one

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+1	+2	Reputation
2nd	+1	+0	+2	+3	Allure
3rd	+2	+1	+2	+3	Groupies
4th	+3	+1	+2	+4	Recognition
5th	+3	+1	+3	+4	True form

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Gather Information	Cha
Craft	Int	Hobby*	Int
Diplomacy	Cha	Intimidate	Cha
Disguise	Cha	Listen	Wis
Drive*	Dex	Profession	Wis
Entertain*	Cha	Sense Motive	Wis

*New skill(s) described in the skill section.

Skill Points at Each Level: 4 + Int modifier

Class Features

Reputation: For every level the character has in Star, the character gains 1 point in his highest score among Coolness and Uncoolness.

Allure: At 2nd level, if the character makes a successful reputation check, his bonuses are doubled.

Groupies: At 3rd level, the character gains 3 NPC lackeys of equal level that serve him until a point where the character is no longer a star.

Recognition: At 4th level, the star is so well known that the DC for his reputation check is reduced by 5.

True form: Once per day at 5th level, the star can use his coolness to become more powerful. For a number of rounds equal to his Charisma bonus, he gains his Charisma bonus on all attack and damage rolls, skill checks, ability score checks, saving throw rolls, and to his Defense. During this time, he practically shines with charismatic power.

New Types

Metalheads

There are freaks and weirdoes, who have problems. Then there are the Metalheads, the true punks of the mall. Where freaks and weirdoes may try to act like punks, Metalheads are the real deal. They listen to music all the time and do their punk thing.

Personality: Metalheads are all about rebelling against the system and striking it out on their own with other Metalheads. They love to rebel even against teenage society, because it gives them something to rebel against. They love music, especially music which talks about rebellion. They also love heavy rock music because it shocks people, which is what it's all about: shocking people with punkish acts and music and rebelling against the system.

Relations: Metalheads get along with freaks and weirdoes because they have mental problems, and consider them almost kin. They don't like jocks because they are stupid and do what they are told most of the time. They are neutral with nerds, but get along great with nerds who are hackers. They hate Undermen because they are sneaky little bastards. They do not like valley people because they are annoying, of course.

Society: What society? Metalheads band in groups and rebel. It's all about anarchy! Where there is no government in the mall, they flourish. Where there is government, they are the ones striking out against it. They try to stay in places where there is no government.

Metalhead Game Statistics

- +2 Charisma, -2 Wisdom. Metalheads are very brazen and punkish, but out of it.
- Medium-size.
- Metalhead base speed is 30 feet.
- One additional feat at 1st level. Metalheads have a variety of talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Metalheads are skilled and have a variety of skills.
- Metalheads receive a +2 to saving throws against all fear and charm effects. Metalheads are not easily swayed, despite their low Wisdom.
- Entertain is always a Class skill for Metalheads, and they receive a +2 bonus on all checks related to singing and musical instruments.
- Automatic Languages: English. Metalheads can learn to speak and understand any language.
- Favored Class: Any.

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