Friday the 13th

Resurrection
V0.5

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WARNING: This document contains spoilers of the movies and games. There. You've been warned!

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Introduction

"Did you know a young boy drowned the year before those two others were killed? The counselors weren't paying any attention...They were making love while that young boy drowned. His name was Jason. I was working the day that it happened. Preparing meals...here. I was the cook. Jason should've been watched! Every minute! He was...! He wasn't a very good swimmer. We can go now...dear."

– Pamela Voorhees, [Friday the 13th](#)

Friday the 13th: Resurrection is a Modern campaign supplement. For more information about D20 Modern, see [Section 15](#) of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only. This document utilizes the [Friday the 13th](#) and [Ghosttown](#) fonts.

Summary

The best and worst humanity has to offer face the stalking terror that is known as Jason Voorhees.

Campaign in Brief

Jason Voorhees. The quintessential mass murderer for the 20th century, Jason's psychotic, hockey-masked persona has slowly evolved from crazed killer to an unstoppable cyborg. In this universe, Jason is real. And he's out for blood.

Jason's racked up more murders than any serial killer in history. His attacks have lost their rhyme or reason, as what little is left of his mind slowly rots to mush. Silent, invincible, unstoppable – Jason has finally garnered enough attention that humanity decides to fight back.

But no mere mortal can take Jason on alone. Teenagers, psychics, cops, FBI agents, cyborgs – all have tried and failed. The PCs have but one goal – stop Jason before he stops them.

The Role of the Heroes

Friday the 13th: Resurrection spans the years from 1958 to 2455. As Jason's murders become more prevalent, the pressure increases to stop him. The PCs are the best humanity has to offer at the time – in the 1950s, that's not much.

Teenagers in the 1950s around Crystal Lake do what teenagers do – get drunk and screw around. PCs can play the role of teenagers away at camp who stumble upon Jason. For teenage PCs, it's more a race to survive than to actually defeat Jason. In this time period, Jason is still mortal and the PCs, without resources or weapons, will have to rely on their wits to survive.

In 1988, Jason is reanimated. Now an undead killing machine, Jason's unreasoning murder spree spreads even as far as New York. Unlike the teenagers of Crystal Lake, Jason could be met anywhere, by anyone. Adults are only slightly better equipped to deal with a shambling undead psychotic in a hockey mask. Guns don't work very well, but with enough firepower and luck, the PCs might survive an encounter.

By 1994, society in general has had enough. The FBI is called in to deal with the menace. In this setting, the PCs aren't just adults, they're adults with guns. Big guns. In fact, everyone's out to get Jason, including bounty hunters and cops. But as they soon find out, Jason's not just undead – he's a demon. Killing him is a lot harder than it may seem.

By 2455, Jason is a new man – literally. Infused with nanite technology, he has been rebuilt in a stylized image of his former self. His brain, further affected by the damage of cryogenic suspension, drugs, undeath, and demonic possession, is perpetually warped into a murderous rage. His new body has been technologically enhanced to make him the perfect killing machine. It's up to the EX-Grunts, specialists in dealing with extraterrestrial threats, to take him out.

Theme

Friday the 13th started out as the quintessential slasher movie. An offshoot of horror and monster movies, slasher movies involve a psychotic killer, melee weapons, and lots of victims. Not all horror movies are slasher movies, but all slasher movies are horror movies.

Teenagers. The types of teenagers are awful (but familiar) stereotypes: the nerd, the jock, the virgin, the stoner, etc. And of course, said teenagers die by the carload. In fact, the victims come and go so often that the killer, not the victims, are really the star of the show.

Sex. Where there are teenagers, there's sexual tension. Slasher flicks have a lot of gratuitous sex and nudity because…well, because it makes it more interesting for the teenagers who are watching it. And it also makes it all the more horrible when people are killed at their most vulnerable moments, similar to the shower-stabbing scene from *Psycho.*

Boo! Things hop out at the protagonists (usually false alarms, at least the first time), people are found murdered in horrible ways, and the killer seems to be everywhere and nowhere at once.

Blood. Buckets of blood. Swimming pools full of blood. Whole oceans of blood – you get the idea. It's not a slasher flick if there's not plenty of gore as victims are hacked, mulched, stabbed, grinded, burned, melted, ripped, shredded, eviscerated, emboweled, decapitated, smashed, defenestrated, or otherwise mangled in a suitably graphic manner.

Jason was one of the first uh, fathers, if you will, of the slasher flick. And yet, over time, something strange happened: Jason became a household name.

It's hard to imagine being scared of the original Dracula, Frankenstein, or the Wolfman. Years ago, those three horror icons terrified teens who saw their movies. Now, all three are a staple of Halloween, so common that even young children can easily identify who Dracula is (Count Chocula anyone?).

For better or worse, Jason is well on his way to joining that hall of fame. And so, Jason has been elevated to something more than slasher status – he is a cult icon, a character so progressively awful and yet familiar that we end up rooting for him. Jason's evolution follows this path, from creepy serial killer to murdering zombie to an alien menace that requires heavy firepower to destroy.

And don't forget the mask. Never has a hockey mask taken on such awful significance. Goalies everywhere are jealous.

Background

It all started at Camp Crystal Lake. A tranquil haven on the water, Camp Crystal Lake had a bright future. It was popular with the kids and, more importantly, it was a great place to make out.

Then one day, a mentally-challenged boy named Jason Voorhees was teased by the other kids. Jason's bald, deformed head made him an easy target. But the teasing went too far. Jason fell into the lake and disappeared beneath its inky waters. And the camp counselors? They were too busy getting laid.

Things went downhill from there. Pamela Voorhees, Jason's mother, was infuriated by the lack of concern the counselors displayed for their charges. She got revenge in a very direct manner: murdering counselors, setting fires and even contaminating the water to ensure that no other children would ever drown in the lake.

One of the surviving camp counselors decapitated Pamela, finally halting her murder spree.

But that was not the end of Camp Crystal Lake's troubles. Jason Voorhees had not died. Although he suffered further brain damage from the near drowning, he was extremely hardy, even as a child. When Jason witnessed his mother's murder, whatever remaining spark of humanity died along with his mother.

Years later, Paul Holt opened a new counselor training camp on Crystal Lake, despite the warnings of the locals. Wearing a gunnysack on his head, Jason embarked on a bloody rampage, murdering everyone around Crystal Lake. His ability to reason was lost – all that remained was a burning revenge to kill the people who were responsible for his mother's death. In Jason's damaged mind, every teenager was guilty.

Ginny Field, discovered Jason's cabin and the disembodied head of his mother. It was around this time that Jason picked up the ubiquitous goalie mask he would be known for. Shortly thereafter, Jason caught up with Ginny.

A psychology major, Ginny momentarily confused Jason be wearing Pamela Voorhees' sweater. Taking advantage of his hesitation, Ginny stabbed Jason in the throat with a machete. Ginny and Paul survived the encounter, but so did Jason.

The next day, Jason returned to his murderous ways, attacking the Higgins' vacation home. Chris Higgins, like Ginny before her, put up a fight. The conflict ended with an axe buried in Jason's skull. Chris fainted after experiencing a hallucination of Pamela Voorhees' bursting out of the lake to pull her under the water. The paramedics picked up Chris and Jason to take them to the nearest hospital. But Jason felt just fine…

Jason hacked his way back to Crystal Lake, brutally slaughtering the Jarvis family staying there. Tommy Jarvis and his young sister faced off against the masked murderer. Tommy used his Disguise skill to make himself look like a young Jason, which disoriented the homicidal killer.

This time, it was final – Tommy killed Jason with his own machete. Jason was finally dead. But even an inconvenience like death can't stop Jason Voorhees.

Tommy's life spiraled into madness after his encounter with the serial killer. Obsessed with Jason and his masks, Tommy began

hallucinating at a halfway house near Crystal Lake. Then, one patient at the halfway house killed another. Soon after, the familiar pattern of killings began again. Everyone assumed Tommy was the man behind the hockey mask, but it was actually a copycat killer known as Roy.

Roy, a paramedic and the father of the first victim, was enacting his revenge by pretending the murders were the work of a revived Jason. But Roy proved to be all too human when he was shoved out of a barn loft and skewered on a combine. Although Tommy was vindicated, he was committed to a mental hospital. Jason would forever haunt him in his dreams.

The constant bloodshed caused a serious dip in tourism at Crystal Lake, so the locals changed the name to Forest Green. Everyone made a concerted effort to forget about Jason. After all, he had been dead for a few years. The ploy worked, and teenagers were back at Camp Forest Green in no time.

Tommy, released from the mental hospital, decided it was time for some direct therapy. He dug up Jason's corpse and, in a fit of rage, skewered it with a metal pole. Lightning struck the pole, reanimating Jason as an undead revenant. Seriously pissed off, Jason returned to what he did best: killing kids.

Tommy, with the help of the sheriff's daughter Megan, called Jason out to a final confrontation on Crystal – ahem, Forest Green – Lake. Jason's head had an encounter with an outboard motor. That was sufficient to finally stop Jason.

Chained to a rock, Jason sank to the bottom of the lake. An immediate cover-up ensued. The town reinstated Crystal Lake's name. The deaths were claimed to have happened at Forest Green, a "nearby town" that nobody could ever place.

It wasn't long before Tina, a psychokinetic, visited Crystal Lake. Her telekinetic abilities had drowned her father and she had returned to Crystal Lake to fight her inner demons at the behest of her psychologist, Dr. Crews. Tina's uncontrollable psychic powers accidentally reanimated Jason, who…well we all know what happened next.

Tina retaliated with all the psionics at her disposal. She ultimately reanimates her father (there's a LOT of bodies in that lake) who took Jason back down with him to Crystal Lake's watery depths. After that, Jason didn't do much

but grow algae at the bottom of Crystal Lake for a year.

Eventually, a yacht accidentally pulled a power cable onto Jason, jolting him into animation once more. The yacht in turn rendezvoused with a cruise ship for the "Senior Cruise" bound for Manhattan. After murdering most of the passengers, the remaining survivors fled into New York, only to be greeted by more apathy and violence. Jason took advantage of the situation to paint the town red. He was finally swept away into the sewers, washing him out into the harbor. Like a homing pigeon, Jason stumped his way back underwater to Crystal Lake.

By this time, Jason's activities were just too outrageous to ignore. Killing a few camp counselors at some backwoods lake is one thing – going on a killing spree in New York is another matter entirely. Law enforcement agencies were embarrassed. The FBI's Behavioral Sciences Unit decided it was time to get involved.

Psychologists were called in to analyze the case. Armed with this evidence, the FBI set their trap. They inserted Agent Elizabeth Marcus to Crystal Lake as bait. Then they waited.

Jason's Psychological Profile

Jason was categorized as a classic mass murderer, a spree killer whose killings were primarily centered around Crystal Lake. His victims were teenagers and always happened near Friday the 13th. Jason's mother had been beheaded on Friday the 13th by one of the camp counselors. The pattern of murders indicated Jason was a disorganized violent offender. It was likely he had low intelligence, was socially immature, and suffered some form of childhood abuse. He probably lived alone but somewhere near Crystal Lake.

It worked. Jason fell for the trap and was shot to pieces. The nightmare was over. But Jason had one more trick up his sleeve.

The demon that had been festering within Jason's heart took action. It hopped from body to body even as a bounty hunter tracked it down for the last time. He was eventually reborn and then finally defeated with a magic dagger at the hands of Jessica Kimble, Jason's niece. Jason was yanked down into hell.

He stayed there, for a little while. But then Freddy Krueger, of Elm Street fame, discovered that the children of Springwood had forgotten him. Determined to strike fear in the hearts of

people everywhere, Freddy thrust Jason back into the Material Plane.

Jason did his job too well. He was killing teens in their sleep before Freddy could claim their souls. The two fiends engaged in a showdown at Crystal Lake. In the end, Freddy was impaled on his own hand and Jason floated back to his old home: the bottom of Crystal Lake.

The FBI traced what they believed to be a second string of copycat murders to the remaining teenagers who witnessed the titanic battle. They immediately dredged Crystal Lake only to face Jason down in a bloody battle that ended with a lot of dead FBI agents.

Classified as a terrorist, Jason Voorhees was given a military trial and sentenced to death at Guantanamo, Cuba. The trial and execution was held in secret for fear of the public getting wind that Jason was a U.S. citizen and thus being denied due process.

They needn't have worried. Jason was executed by lethal injection. It didn't work. He was gassed. That didn't work. He was electrocuted. That didn't work either. At one point, an angry sergeant fired a pistol into Jason's forehead at point blank range. One dead sergeant later, the military realized they had someone very special on their hands.

Determined to study him, Jason was transferred back to the new Crystal Lake Research Facility. There were theories that the water itself was responsible for the problem. Jason was kept sedated for years. When he nearly escaped, emergency cryogenic procedures were initiated and Jason, along with Project Leader Rowan, slept for a very long time.

Earth went to crap in the intervening 400 years. The planet was bombed into a wasteland due to petty warfare between smaller states that eventually encompassed the entire globe. Fortunately, Earth 2 was discovered about the same time and much of humanity relocated.

Corporations became more powerful than governments. The dreaded "Microsoft Wars" placed high-powered technology in the hands of the colonists of Earth 2.

Jason and Rowan were unfrozen by an archaeological field trip. Nanotechnology restored Rowan; Jason's undead nature woke him up on the freighter known as Grendel. It wasn't long before Jason hacked up the archaeological students and even took out an entire team of EX-Grunts assigned to the field

trip. An android KM unit finally obliterated the slasher zombie.

But just as technology giveth, technology taketh away. Or maybe it's the reverse. Anyway, Jason was rebuilt using nanotechnology in his idealized form – thanks to the FBI records and common myths about Jason. He transformed into a cybernetic nightmare capable of withstanding the considerable firepower of KM and the EX-Grunts.

Grendel smashed into the massive Solaris space station, setting off a chain reaction that destroyed them both. That's right, Jason was single-handedly responsible for destroying an entire space station.

With few options left, Rowan managed to release Jason into space, but even zero gravity is not enough to stop him. EX-Grunt Sergeant Brodski grappled with Jason in space, plummeting them both into Earth 2's atmosphere.

But even a little thing like burning up in reentry can't stop Jason Voorhees…

Timeline

- **1930:** Pamela Voorhees is born ([Friday the 13th: The Final Chapter](#))
- **1935:** Camp Crystal Lake is established. ([Friday the 13th](#))
- **1945:** Fifteen year-old Pamela becomes pregnant by Elias Voorhees.
- **1946 June 13:** Jason Voorhees is born to sixteen year-old Pamela Voorhees ([Jason Goes to Hell](#))
- **1954:** Diana Voorhees is born to Elias Voorhees and an unknown woman.
- **1957:** Jason supposedly drowns in Crystal Lake; his body is never recovered ([Friday the 13th](#)).
- **1958**: Two camp counselors murdered at Camp Crystal Lake. The murders go unsolved for 21 years. ([Friday the 13th](#))
- **1959-1961:** Repeated attempts to reopen Camp Crystal Lake are foiled by arson. The arsonist is never caught. ([Friday the 13th](#))
- **1962:** Another attempt to reopen Camp Crystal Lake is halted by tainted water ([Friday the 13th](#))
- **1972:** Elias Voorhees' daughter, Diana Kimble, gives birth to Jessica Kimble.
- **1973:** Criminal profiling is used for the first time by the FBI.
- **1979:** Steve Christy attempts to reopen Camp Crystal Lake. Pamela Voorhees

murders Steve and eight of the camp counselors. The sole survivor, Alice, decapitates Pamela ([Friday the 13th](#)). Later that year, Alice returns to Crystal Lake to face her fears. Pamela Voorhee's son Jason sneaks into Alice's house and stabs her in the head with an icepick. Alice's body is never found ([Friday the 13th, Part 2](#)).

- **1983:** An unknown assailant attacks Chris Higgins while at her parents' summer home. The assailant is never caught ([Friday the 13th, Part 3](#))
- **1984:** Paul Holt opens a counselor training camp adjacent to Camp Crystal Lake. Jason murders several counselors and confronts another counselor named Ginny Field. Jason is wounded, but not before killing Paul and ultimately escaping ([Friday the 13th, Part 2](#)).
- **1984:** Jason leaves a bloody trail as he makes his way towards "Higgins Haven." Chris Higgins manages to stop Jason by axing him in the head, only to have her mind snap afterwards ([Friday the 13th, Part 3](#)). Jason's body is taken to the Wessex County Morgue, but he escapes. He hacks his way back to Crystal Lake, only to be killed by 12 year-old Tommy Jarvis. Like Chris before him, the encounter with Jason causes him to go mad and he spends the next four years in mental institutions. Jason's body is buried in secret at Eternal Peace Cemetery ([Friday the 13th: The Final Chapter](#)).
- **1984:** The National Center for the Analysis of Violent Crime is established, based in Quantico and run by the FBI's Behavioral Sciences Unit.
- **1985:** Crystal Lake changes its name to Forest Green in an attempt to disassociate itself from Jason Voorhees.
- **1987:** Tommy is released from the mental institution into a halfway house for troubled teenagers near Crystal Lake. The son of ambulance attendant Roy Burns is killed by one of the disturbed teenagers. Roy begins a string of copycat murders, mimicking Jason's style of killing. Tommy kills Roy, further plunging him into insanity and returning him to a mental institution ([Friday the 13th, Part 5](#)).
- **1988:** Tommy, released from the mental institution for the second time, decides to face his demons directly. He digs up Jason's grave to cremate the body. Unfortunately, a bolt of lightning

reanimates the corpse. Jason returns to Camp Forest Green (formerly Camp Crystal Lake), only to be finally drowned by Tommy for the last time. The camp is shut down permanently ([Friday the 13th, Part 6](#)).

- **1989:** Tina Shepard kills her father with telekinesis by collapsing the dock John Shepard was standing on. Like Tommy before her, Tina is institutionalized ([Friday the 13th, Part 7](#)).
- **1993:** Jessica Kimble and Steven Freeman conceive a daughter, Stephanie Kimble; Dr. Crews, Tina's psychiatrist, brings Tina Shepard back to Forest Green Lake with her mother in an attempt to capitalize on her psychic powers. Tina unintentionally reanimates Jason with her powers, who goes on yet another rampage. She finally forces Jason back into the lake ([Friday the 13th, Part 7](#)). The coverage of the murders catapults Forest Green into newfound infamy. The residents change the name of the town back to Crystal Lake.
- **1994:** A boat pulls an electrical cable onto Jason's body, reanimating him yet again. He boards the boat, kills its passengers, and then boards the S.S. Lazarus. Jason goes on a rampage in NYC but is eventually swept away into the sewers. ([Friday the 13th Part 8](#)). The FBI later ambushes Jason at Crystal Lake, blowing him to pieces. Jason's heart possesses the coroner examining the remains, who proceeds to Crystal Lake. Bounty hunter Creighton Duke declares on "American Casefile" that Jason is still alive. Jason hops from body to body, murdering as he goes, until he is finally reborn in a new body. Jason is finally dragged into Hell after being struck in the heart by a magical dagger wielded by Jason's niece, Jessica Kimble ([Jason Goes to Hell](#)).
- **2002:** Construction of Crystal Lake Research Facility begins.
- **2003:** Freddy (of Elm Street fame), weakened because children have forgotten him, reanimates Jason to terrorize Elm Street. His ploy works too well: Jason doesn't just terrorize young people -- he kills everyone within reach. Freddy manages to knock Jason

unconscious, and during that time Jason is transported back to Crystal Lake . There, Freddy is dragged from the Dream Plane back into the Material Plane, where Jason destroys Freddy's corporeal form with his own clawed hand. Jason floats to the bottom of Crystal Lake ([Freddy vs. Jason](#)).

- **2009:** Crystal Lake is dredged and Jason Voorhees captured. He is sentenced to death but ultimately turned into a research experiment and sedated.
- **2010:** The Crystal Lake Research Facility is reduced to a skeleton crew in anticipation of the cryogenic suspension of Jason. Jason almost escapes, but is frozen by Project Leader Rowan, who unintentionally traps herself with him ([Jason X](#)).
- **2074:** The Earth's oceans stop producing life due to too many pollutants ([Jason X](#)).
- **2078:** Due to nuclear testing and the occasional terrorist bombing, the Earth's atmosphere becomes hostile to life ([Jason X](#)).
- **2080:** Earth is turned into a lifeless planet ([Jason X](#)).
- **2082:** Earth's survivors move their facilities underground to escape the nuclear winter ([Jason X](#)).
- **2345:** Humanity moves to Earth 2.
- **2420:** The Microsoft Conflict begins and ends in a battle over technology; Nanotechnology is invented ([Jason X](#)).
- **2455:** Rowan and Jason are discovered by an archeological field trip to Earth. They are brought back to the Grendel, where the students resuscitate Rowan and inadvertently wake up Jason. The EX-Grunts and students onboard the ship prove little match for Jason - except for the android KM-14, who nearly obliterates him. Unfortunately, nano-technology repairs Jason and he resumes his single-minded quest to kill the remaining students. Brodski, the EX-Grunt Sergeant, sacrifices himself to carry Jason into Earth 2's atmosphere. ([Jason X](#))

Occupations

"I doubt Jason would have even known the meaning of death, or at least until that horrible night. He must've seen the whole thing happen. He must've seen his mother get killed, and all just 'cause she loved him. Isn't that what her revenge was all about? Her sense of loss, her rage at what she thought happened? Her love for him? Bizarre isn't it? He must be out there crying for her return. Her resurrection."

– Ginny, [Friday the 13th, Part 2](#)

New Occupations

Mental Patient

Being a mental patient sucks. It especially sucks when nobody believes that a psychotic zombie in a hockey mask was the real killer. Even the other mental patients make fun of you for your lack of originality. Most mental patients eventually escape, which explains their propensity for criminal skills. Of those, 100% of those mental patients seek out Jason, which just goes to prove how crazy they really were in the first place.

Prerequisite: Age 18-.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select Brawl or Stealthy.

Campaign: FT13 1-9.

Jock

Jocks are exceptionally good at one sport, and that's about it. Unless you count abusing their girlfriends or having sex as sports. They have physical prowess in their favor, but as everyone knows, that's useless against Jason.

Prerequisite: Age 18-, Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Reputation Bonus Increase: +1.

Bonus Feat: Athletic.

Campaign: FT13 1-9.

Prep

Preps, or preppies, are rich. They are popular because they're the only ones who can afford the beer. Preps make it a point of dressing in a way that indicates they have lots of money. They are usually quite obnoxious, which is why nobody feels bad when Jason kills them.

Prerequisite: Age 18-.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Campaign: FT13 1-9.

Nerd

Nerds are students who have difficulty fitting in with everyone else. They also happen to be the most well read of Jason's potential victims, which sometimes gives them an edge. Sometimes. They are particularly fond of role-playing games, which is like a homing beacon for Jason to hack them up into little dice-sized pieces. Hey, wait a minute…

Prerequisite: Age 18-.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she

receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Studious.

Campaign: FT13 1-9.

Cheerleader

Cheerleaders are known for their good looks, loose morals, and tight-fitting clothes. On the field, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. In the bedroom, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. And oh yeah, cheerleaders are hot.

Prerequisite: Age 18-, female.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art), Diplomacy, Disguise, Perform (act, dance, sing).

Reputation Bonus Increase: +2.

Campaign: FT13 1-9.

Stoner

Stoners are dudes who know how to have a good time. And by that, we don't mean sex. We mean the other good time: drugs. Be it pot or ecstasy or whatever kids take to get high these days, stoners do it all. They're popular because they bring the fun stuff to parties. Unfortunately, their favorite hobby makes them useless in a crisis. In their favor, stoners rarely freak out when faced by the supernatural.

Prerequisite: Age 18-

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Knowledge (streetwise), Sleight of Hand.

Reputation Bonus Increase: +1.

Campaign: FT13 1-9.

Scream Queen

Scream queens have it tough. They are faithful to their boyfriends, traumatized by their murdered family members, and never quite fit in despite their hot bodies and tight fitting clothes. The horrible incident scars them for life but makes them true survivors, capable of withstanding even Jason. For at least one or two sequels, anyway.

Prerequisite: Age 18-, female, must have experienced personal trauma.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Gather Information, Investigate, Knowledge (streetwise), Research, Search, Sense Motive.

Bonus Feats: Select either Iron Will or Run.

Campaign: FT13 1-9.

EX-Grunt Organization

The EX-Grunt Corps operates under the direct orders of Space Command, with command posts at Earth II. The EX-Grunt Division is the basic ground element. Two squads, led by a Sergeant make up a section.

The key component of the EX-Grunt Division is the Strike Team. A Strike Team consists of four EX-Grunts, including a Corporal, a Lance Corporal, and two Privates/Privates First Class. Each Strike Team divides into two-man fireteams: the Rifle Team and the Gun Team. The Rifle team consists of a pair of riflemen assigned together on the "buddy" system, both equipped with a grunt-gun. The Gun Team is made up of a rifleman with an grunt-gun and a Sniper Specialist carrying the automatic sniper gun.

Two sections, led by a lieutenant, form a rifle platoon. All told, this constitutes up to 25 EX-Grunts. Platoons commonly carry one or two Androids in a technical or scientific role.

USM EX-Grunt Ranks
Private
Corporal
Sergeant
Staff Sergeant
Tech Sergeant
Master Sergeant
Lieutenant
Captain
Major
Lieutenant Colonel

Colonel
Commander

Experienced NPCs and PCs will have a variety of military experiences.   To find the type of service the character participated in, choose or roll on the Type of Service table. Then, roll the character's rank on the below table. This table has the potential to unbalance a character and should be used only at the Game Master's discretion.

D100	EX-Grunt Experience
01-27	You never really see combat, despite the supposed adventure inherent in your occupation.
28-48	You see combat and fight well.
49-52	You see combat and fight exceptionally well. Gain a rank.
53-56	You were captured and imprisoned. Lose one permanent point of Constitution.
57-60	You gain a reputation for being a great EX-Grunt, regardless of whether or not it's actually earned. You gain one permanent point of Charisma.
61-64	You see action and flee cowardly. You lose one permanent point of Charisma.
65-68	Everyone in your company but you is slaughtered. The image never leaves your mind. You lose one permanent point of Wisdom.
69-72	Your actions cause you to be demoted. Lose one rank.
73-81	You are forced to lead after your leader is killed. Gain one permanent Wisdom point from the experience.
82-82	Your tour leads you to contract a disease. Roll 1d6: 1: blinding sickness, 2: cackle fever, 3: filth fever, 4: mindfire, 5: red ache, 6: the shakes.
83-84	Necessity is the mother of invention. Your experience on the battlefield teaches you a new skill. Gain 1d4 skill points and spend them on an appropriate battlefield skill.
85-86	You acquire a masterwork weapon or armor as part of your loot. Choose one.
87-88	You see things that would snap the mind of a normal man. Gain a +1 to all Will saving throws.
89-90	Your experience in battle hardens you. Gain a +1 to all Fortitude saving throws.
91-92	You are shell-shocked. Lose a –1 to all Will saving throws.
93-94	Your war wounds make you stiff. Lose a –1 to all Reflex saving throws.
95-96	You have an old war wound that never quite heals. Lose a -1 to all Fortitude saving throws.
97-100	You see a lot of action. Roll twice on this table.

Auxiliary

EX-Grunts wield the latest in weapons technology. In the battlefield, weapons jam, armor cracks, and vehicles break down. That's where the Auxiliary Branch comes in. Its primary purpose is to repair and maintain weapons and vehicles that support the EX-Grunt Line Infantry. In a pinch, they can act as infantry.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Disable Device, Craft. (electronic), Craft. (mechanical), Craft. (structural), Drive, Knowledge (technology), Pilot, Repair, Research.

Bonus Feat: Select one of the following: Aircraft. Operation, Builder, Gearhead, Personal Firearms Proficiency, Surface Vehicle Operation, or Vehicle Expert.

Wealth Bonus Increase: +2.

Campaign: Jason X.

EX-Grunt Garrison Infantry

This unit of the EX-Grunt Corps consists of the lowest-quality troops. As a result, it has the least demanding missions. The Garrison's primary function is security on military bases and garrison worlds. When necessary, they act as backups to the EX-Grunt Line Infantry.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Listen, Search, Sense Motive, Spot.

Bonus Feat: Select one of the following: Alertness, Attentive, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Campaign: Jason X.

EX-Grunt Line Infantry

Line Infantry EX-Grunts are what most civilians encounter when they encounter EX-Grunts. They are deployed in small units called Strike Teams. The Auxiliary Branch supports Line Infantry EX-Grunts. Line Infantry EX-Grunts are the first ones in, last ones out, and have a shorter-than-average lifespan as a result.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Balance, Climb, Drive, Intimidate, Jump, Move Silently, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Campaign: Jason X.

EX-Grunt Officer

EX-Grunt Officers are upper class, highly educated tactical strategists. EX-Grunts must have completed a tour of duty and served in both the Auxiliary and Infantry. After basic training, officers pursue their specialty (see the Advanced Classes chapter for more details).

Prerequisite: Auxiliary and EX-Grunts Line Infantry occupations; Age 30+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Diplomacy, Gather Information, Knowledge (tactics), Sense Motive.

Bonus Feat: Select one of the following: Light Armor Proficiency, Personal Firearms Proficiency, Renown, or Trustworthy.

Reputation Bonus Increase: +2.

Wealth Bonus Increase: +2.

Campaign: Jason X.

Staff Officer

Straight out of Staff College, Staff Officers lead because they paid the entrance fees. They spend 4 years rather than 6 in the field. They are not popular with grunts.

Prerequisite: Age 28+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Diplomacy, Gather Information, Knowledge (any), Sense Motive.

Bonus Feat: Select one of the following: Educated, Light Armor Proficiency, Personal Firearms Proficiency.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Campaign: Jason X.

Science Androids as PCs

Androids are essentially robots that are human in appearance. Androids were developed by the early 22nd century to a degree where they were externally indistinguishable from a normal human being. Internally, the Android's body is laid out much like a human's, with an artificial skeleton, though instead of organs there are machine parts, and instead of veins there are wires.

The most recent model is the KM, a science droid that is also built to act as a sexual companion on long voyages. Androids are generally noted as having passive, or neutral personalities, and also serve the purpose of morale officer.

The majority of Androids in military service appear as mature, average females around 20 years of age.

+2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom, +2 Charisma: Androids are faster, stronger, and more capable of withstanding damage. They do not have a constitution score. They are also built to high standards of human beauty, which compliments their role as sexual companion.

Base Hit Points: Androids are Medium-size and gain 2d10 base hit points from their endoskeleton. The result of the dice roll is added to the characters' maximum hit points for their first class level.

Medium Size: As Medium sized creatures, Androids have no special bonuses or penalties due to their size.

Base Speed 30 feet: Androids move at the same speed of humans.

Low-Light Vision: An Android can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Two-Weapon Fighting: Due to their artificial brains and robotic bodies, Androids do not favor one hand like organic beings. Androids receive the Two-Weapon Fighting feat for free.

No Lungs or Stomach: Androids have no sense of smell or taste, they do not eat or drink, do not breathe, and cannot ingest drugs.

No Mind: Androids cannot be affected by any F/X that affect the mind. Although they are capable of independent thought, psychological attacks do not affect them. Androids are immune to fear and morale effects.

Construct: As constructs, Androids are immune to poison, stunning, disease, subdual damage, and damage or drain to physical ability scores. They are subject to critical hits but do not have minds per se and cannot be affected by mental abilities.

+2 racial bonus to Computer Use, Knowledge, and Research checks: Androids are programmed as walking databases and work with other computers to get answers on anything and everything.

ECL: 5. Androids make for interesting party members and the later models are programmed with a desire for intimacy that borders on "clingy." They are exceptionally loyal to their assigned companions but can be perceived as sexually and physically intimidating by other humans.

Campaign: Jason X.

Feats and Powers

"They coulda danced a jig on it an' fed it to goats -- don't matter. Ya' can't kill Jason by gettin' rid of his body. He'll come back the way he always do, to drag the kiddies into the darkness and crush their little skulls -- maybe even your skull, Mr. Campbell."

– Drake, Friday the 13th, Part 9

New Feats

Low-G, High-G, and Zero-G feats are appropriate for Jason X campaigns. All other feats are appropriate for any other time period.

Awesome Blow [GENERAL]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

High-G Maneuvering [GENERAL]

The character is practiced at moving and fighting effectively in gravities from 1.1 G and higher. Characters with no special training have a hard time moving, much less fighting, in high gravity.

Effect: The character operates in these environments with no penalty to Attack or Skill checks, and moves at Full Speed.

Normal: Characters without this feat in light gravity take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Projectile weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Low-G Maneuvering [GENERAL]

The character is practiced at moving and fighting effectively in gravities from .8 to .1 G. Characters with no special training have a hard time moving, much less fighting, in low gravity.

Effect: The character operates in these environments with no penalty to Attack or Skill checks, and moves at Full Speed.

Normal: Characters without this feat in light gravity take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Projectile weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Improvised Implements [GENERAL]

Benefit: The character no longer takes a –4 penalty when wielding an improvised weapon. Also, the character is able to make do without proper equipment in certain circumstances: the Infiltrator no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

Improvised Weapon Damage [GENERAL]

Prerequisites: Improvised Implements.

Benefit: The character's attacks with improvised weapons deal more damage. The character treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Virgin [GENERAL]

Prerequisites: If you don't know, ask your parents.

Benefit: So long as the character retains his or her virginity, he receives a +2 morale bonus to all saving throws. Characters who lose their virginity immediately lose this feat and become Jason-bait.

Zero-G Maneuvering [GENERAL]

The character is practiced at moving and fighting effectively in micro gravity (less than .1 G, also called "zero G"). The character is practiced at moving and fighting effectively in micro gravity. Characters with no special training will be spending all their time trying to stay oriented. If a character without experience or training in micro gravity gets involved in a fight, he doesn't stand much of a chance. Even if his opponent doesn't kill him, the character could send him spinning off into infinity by not adjusting for the recoil of his weapon.

Prerequisites: Dex 13+, Low-G Maneuvering

Effect: The character operates in these environments with no penalty to Attack or Skill checks, and is able to deal with weapons that have recoil more effectively. The character must still make a Reflex Save to use a weapon with Recoil, but he suffers only half the normal Recoil penalty to his Save, and is only considered Flat-Footed if he fails, not prone.

Normal: Characters without this feat move at 1/4 Speed, suffer -6 to Attack and Skill checks, modified by their Dex Modifier. Also, if the character is using a weapon with a *Recoil Rating*, he must make a Reflex Save each round he attacks with that weapon (DC 15, modified by the weapon's Recoil), or be considered prone, floating away in a random direction each round until he is able to either grab onto a solid object or make a Balance check (DC as above +5) to right himself. Also, if the character is forced to make a Reflex save for *any* reason and fails, he suffers the above result.

Powers

Awaken the Dead

Psychokinesis (Con)
Level: Psychokinetic 5
Display: Vi
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Power Resistance: No

Power Points: 7

This power allows the manifester to animate the dead. The manifester can animate one HD of an undead corpse per level. If the corpse has no body, it reanimates as a ghost. If it has only bones, it reanimates as a skeleton. If it has flesh, it reanimates as a zombie.

If an undead being was killed but its corpse is still intact, this power reanimates the undead being to full strength. Created undead are not automatically under the control of their animator. If the manifester are capable of commanding undead, the manifester may attempt to command the undead creature as it forms.

Lesser Domination

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]
Level: Psychokinetic 3
Display: Me
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid of Medium-size or smaller
Duration: 1 day/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject's mind. The manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

Equipment

"I promised the doc we'd take him alive. So after you've blown him to hell, put one in his knee so we can say we tried."

-- Brodski to EX-Grunts, Jason X

Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Wealth DC
Medium Armor								
Full Battle Armor	Tactical	+9	+3	+0	-5	25	20 lb.	19/Mil (+3)

Full Battle Armor

This armor, added to the usual Armored Vest, provides maximum protection for an EX-Grunt. Below the armored vest is a separate section that covers the front abdomen and groin. The leg armor is a pair of clamshell greaves that cover the whole of the lower leg from ankle to knee.

Campaign: Jason X.

Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Wealth DC
Handguns (require the Personal Firearms Proficiency feat)									
Pistol	1d10	X3	Ballistic	100 ft.	S	12 mag	Small	2 lb.	18/Mil (+3)
Longarms (require the Personal Firearms Proficiency feat)									
Grunt-Gun	2d8+4	18-20	Ballistic	200 ft.	S, A	99 box	Medium	11 lb.	16/Mil (+3)
Laser, Light	3d10	X2	Fire	200 ft.	S	20 cell	Large	8 lb.	17/Mil (+3)
Sniper Rifle	2d12	20	Ballistic	120 ft.	S, A	15 mag	Large	9 lb.	22/Mil (+3)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)									
Chain Gun, 20mm	3d12	20	Ballistic	150 ft.	A	100 box	Huge	90 lb.	21/Mil (+3)
Grenade Launcher, 30mm	Varies	-	-	60 ft.	1	1 int.	Medium	6 lb.	18/Mil (+3)
Machinegun, Medium (Rail Blaster)	2d6	x2	Ballistic	300 ft.	A	400 box	Large	14 lb.	20/Mil (+3)
Phase Plasma Cannon, Medium (BFG)	9d10	X2	Fire	600 ft.	1/2	3,000 cell	Huge	70 lb.	26/Mil (+3)
RPG Launcher (M5)	Varies	-	-	70 ft.	1	1 int.	Large	5 lb.	14/Mil (+3)
Simple Weapons (require the Simple Weapons Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	-	-	Med	3 lb.	5/Mil (+3)
Combat Knife	1d4	19-20	Piercing	10 ft.	-	-	Tiny	1 lb.	7/Mil (+3)

Handguns

Pistol

The standard sidearm for EX-Grunts, this 9mm automatic, recoil-operated pistol weighs no more than 0.95 kg, with a full magazine of 12 rounds included.

Campaign: Jason X.

Longarms

Grunt-Gun

The grunt-gun is a 10mm pulse-action air-cooled automatic assault rifle, the basic rifle of the EX-Grunt Corps. The standard service variant has an over-and-under configuration that incorporates a PN 30mm ump-action grenade launcher. A 3x power AN/RVS-52 CCD television sight can be optionally fitted to the carrying handle.

The grunt-gun fires the standard US M309 10mm x 24 round. This ammunition comprises a 210-grain projectile embedded with a rectangular caseless propellant block of Nitramine 50. The standard ammunition clip holds up to 99 M309 rounds in "U" bend conveyor, which feeds the rounds mechanically into the rotating breech mechanism. An LED display just below the receiver indicates the remaining ammo. A Lithium battery in the carrying handle provides electrical power for the gun's motor mechanism. The battery is good for 10,000 rounds and can be recharged from a rifle rack or with a portable power clip.

Campaign: Jason X.

Sniper Rifle

The sniper rifle is a 10mm pulse action semi-automatic rifle employed as the primary sniper weapon by the EX-Grunts. It has a high degree of interchangeability with the grunt-gun, capable of using the standard 10mm x 28 caseless rounds. Barrel options include a flash suppressor or a muzzle brake for long-range shooting. When using the suppressor, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Ammunition is fed from a 15 round magazine inserted beneath the stock of the rifle. The HEAP round has a maximum effective range of 2,950 meters. A combined, multi-spectral twenty-power passive sensor scope is mounted over the receiver.

The scope display shows a composite image based on visual, infrared, and electromagnetic emissions. The scope increases the range increment by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope. The scope works in darkness -- the user

sees through it as if he or she had the darkvision ability granted by night vision goggles.

The scope is accompanied by a PARGET control system, able to connect the rifle into the local sentry gun matrix. It takes one round to acquire a new target. Thereafter, PARGET bestows a +1 equipment bonus on all attack rolls.

Campaign: Jason X.

Melee Weapons

Club

Almost anything can be used as a club. This includes everything from baseball bats to lead pipes.

Campaign: FT13 1-9, Jason X.

Combat Knife

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Campaign: FT13 1-9, Jason X.

Heavy Weapons

Chain Gun, 20mm

This 20mm chain gun can track and defeat even hypervelocity threats up to 1,500 m away by filling the air with high explosive and armor penetrating shells.

Campaign: Jason X.

Grenade Launcher, 30mm

This 30mm grenade launcher comprises a barrel, breech and a four round internal magazine, which is charged by hand pumping individual grenade cartridges into the mechanism.

Campaign: Jason X.

Laser, Light

This 20-megawatt HF laser is mounted on smaller assault robots. It also comes in a two-handed rifle version.

Campaign: Jason X.

Machinegun, Medium (Rail Blaster)

The awesome rail blaster is an automatic squad support weapon that requires a weapon harness so one Medium-size mercenary can carry it. It has a floating breech mechanism chambered, and can devastate targets at both long and short ranges. The smart gun has an on-board computer that assists in the tracking and firing. It selects targets and also uses the servos in the harness to aim the weapon. When firing a burst with the rail blaster, the EX-Grunt receives a +1 equipment bonus to the next attack for each successful hit. Therefore, a rail blaster burst firing three rounds would receive a +1 bonus after the first round hit and a +2 bonus after the second round hit. This machinegun fires five-round bursts. A standard drum magazine holds 100 rounds and a propellant cartridge is good for 200 shots.

Campaign: Jason X.

Phased Plasma Cannon, Medium (BFG)

The phased plasma cannon is a man-portable anti-armor weapon. It weighs 15.2 in its entirety. The BFG is a 15 MW phased plasma system firing vaporized Cadmium Telluride pellets from a 30 round feed. The penetrating power is such that is it rumored to be able to penetrate a heavy tank at 1,000 m.

Campaign: Jason X.

Rocket-Propelled Grenade Launcher

This rocket propelled grenade system has a small reloadable shoulder-launcher. Sighted visually, the system has an accurate range of approximately 400 m and a maximum range of around 2,000 m.

These grenades look like huge bullets an inch and a half across. Attacking with a RPG is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the RPG and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the RPG requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Campaign: Jason X.

Grenades, Mines, Missiles, and Rockets

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Wealth DC	Restriction
Grenade, HEF (M40)	3d6	-	Slashing	15 ft.	15	10 ft.	Tiny	1 lb.	16	Mil (+3)
Rocket, Fragmentation (M598)	4d8	-	Slashing	40 ft.	20	-	Large	3 lb.	10	Mil (+3)

Grenade, High Explosive Fragmentation

This grenade is easily identified by its red plastic cap. When it explodes, it spreads more than 300 fragments over a casualty radius of five meters. In a pinch, it can be thrown by flipping off its plastic cap and twisting the nose cap clockwise – giving it a five-second delay before exploding. The purchase DC given is for a box of 6 grenades.

Campaign: Jason X.

Rocket, Fragmentation

The grenade is a beehive round for use against battlefield targets such as exposed personnel, soft vehicles, helicopters, and VTOL platforms.

Campaign: Jason X.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower	1d3

	pot, helmet, metal hubcap, vase	
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Miscellaneous Equipment

Object	Size	Weight	Wealth DC	Restriction
Battle Dress Utility (BDU)	Medium	3 lb.	9	Mil (+3)
Etherene	Small	1 lb.	10	-
Hologram Generator	Colossal	*	30	Mil (+3)
Individual EX-Grunt Pack (IMP)	Medium	3 lb.	12	Mil (+3)
Nanotech 1000	Huge	5,000 lb.	25	Mil (+3)
Nanotech 2000	Huge	5,000 lb.	30	Mil (+3)
Pressure Suit	Medium	20 lb.	20	-
Skinpatch	Small	1 lb.	12	-
TNR Lamp	Small	2 lb.	6	Mil (+3)

Battledress Utility (BDU)

Battledress utilities are two-piece, lightweight polycotton coveralls with pockets secured by silent fasteners. They are issued in a variety of patterns, depending on the deployment to temperate, desert, or jungle environments. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

BDUs are also imprinted with high-temperature dyes that break up the wearer's IR signature. Against thermal detection alone, it provides a +1 equipment bonus on Hide checks.

Campaign: Jason X.

Etherene

Etherene can help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). Etherene can be used only once. Skill checks made without etherene incur a –4 penalty.

Campaign: Jason X.

Hologram Generator

A hologram generator can create multiple figments up to 400 feet away. The visual figments cannot extend beyond six 10-ft. cubes. It requires a Will save (DC 20) to disbelieve. Because figments are unreal, they cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, figments are useful for confounding or delaying foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier. A successful saving throw against a figment reveals it to be false, but the figment remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that a figment isn't real needs

no saving throw. If any viewer successfully disbelieves a figment and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Campaign: Jason X.

Individual EX-Grunt Pack (IMP)

The IMP is a lightweight medium pack designed to carry up to 50 lb. of equipment. It is attached to a carbon fiber A-frame that clips onto armor. The pack is water repellant, but not waterproof.

Campaign: Jason X.

Nanotech 1000

Nanotech 1000 machines look similar to MRIs. A Nanotech 1000 uses small ant-like robots ("nanites") to repair damage to any body. As a result, the Nanotech 1000 heals 1d8 hit points of damage per round that a living body is placed within the machine. It can even reattach limbs. The Nanotech 1000 is not equipped to deal with living bodies that have gone into shock – that requires the Nanotech 2000. A body must have at least 1 hit point to be healed by the Nanotech 1000.

Campaign: Jason X.

Nanotech 2000

Nanotech 2000 machines look similar to MRIs. A Nanotech 2000 uses vats of fluid, heat lamps, robotic tools, and an atmospheric processing system to slowly revive bodies. The machine only revives cryogenically suspended bodies or those who have been reduced to 1 hit point or lower. It provides a +10 bonus to Treat Injury checks to resuscitate a person. The process takes 1d4 hours.

Pressure Suit

Pressure suits are designed for operations on planets with hostile atmospheres or extreme temperatures, including deep space. They have durable thermal control systems that can withstand temperatures of up to 500 degrees Fahrenheit. A pressure suit is designed to support the wearer for up to 8 hours, but can last up to 24 hours in an emergency.

Campaign: Jason X.

Skinpatch

Skinpatches stop bleeding immediately. If a character is suffering from bleeding wounds, application of a skinpatch stops the flow of blood. Skinpatches bestow a +2 circumstance bonus to Treat Injury checks.

Campaign: Jason X.

TNR Lamp

Mounted on the armored vest, this high powered halogen white-light lamp projects a bright beam 100 feet long and 50 feet across at its end. It runs off a rechargeable battery and incorporates a carrying handle so that it may be detached and used as a hand lamp.

Campaign: Jason X.

Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Speed	Defense	Hardness	Hit Points	Size	DC	Restriction
Shuttle, Light	1	10	2,000 lb.	-4	-4	2,200 (220)	6	20	80	G	30	Lic (+1)
Tractor (Mole)	1	4	3,600 lb.	–2	–2	175 (17)	8	10	36	H	34	Mil (+3)
Transport (Catamaran, Class IV)	7	0	200 tons	-4	-4	2,200 (220	3	25	220	C	80	Lic (+1)

Shuttle, Light

This shuttle, massing 48 metric tons, is configured around a single pressure cabin, with storage space and lockers for supplies. There are three crew stations.

Campaign: Jason X.

Tractor (Mole)

This series of tractor is all based around the same 4 x 4 wheeled layout, with a 6.59-meter wheelbase and a track of 5.86 meters. Road speeds for the Mole are around 110 km/hour. The cabin is fully enclosed and includes a utilitarian space that incorporates life support capabilities. Forward of the central cabin is the drier's cab, which can double as an airlock while

traveling in hazardous environments. At the rear of the tractor is a workstation cab, which duplicates the driving controls of the forward cab, allowing the tractor to drive as effectively backwards as it does forwards. It also controls all specialist tools and attachments mounted on the tractor. Options for attachments include mechanical diggers, cutters, crane bore drills, core samplers, spring stampers, welders, waldoes, and bulldozer blades. In non-ideal climates, it has a one-way travel range of 300 miles and cam support four people for four weeks. It has a range of 800 miles and can support its crew of four for 12 weeks on a world where the air is breathable.

Campaign: Jason X.

Transport (Class IV Catamaran)

Weighing 63,000 metric tons, the Catamaran is designed to a 6-10-4 layout with three pressured decks and four main cargo holds. It has Jump (Jump Value 5) and Displacement drives. The life systems comprises three decks, including the bridge, crew quarters and mess areas, science station, CPU module, medical bay, four main cargo bays, stores and engineering stations. It only requires a crew of seven to operate.

Campaign: Jason X.

Advanced Classes

"Amen, bro. I didn't join the Grunt corp to be a friggin' babysitter."

--Briggs, Jason X

Bounty Hunter

Bounty Hunters tack down bounties, earning their income from the success of their captures. There is no such thing as a bad bounty hunters – bounty hunters who suck at their jobs end up very poor or very dead. Because Bounty Hunters live on the edge, nothing, not even the supernatural, phases them.

Requirements

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

Base Attack Bonus: +2.

Skill: Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Class Information

Hit Die: 1d6

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

Class Skills

The Bounty Hunter's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Occupation (Wis), Read/_Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Campaign: FT13 1-9.

Table: The Bounty Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Profile	+1	+1
2nd	+1	+0	+2	+2	Contact, low-level	+1	+1
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Non-lethal force	+2	+2
5th	+3	+1	+3	+3	Contact, mid-level	+3	+2
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Discern lie	+4	+3
8th	+6	+2	+4	+4	Contact, high-level	+4	+3
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Sixth sense	+5	+4

Class Features

The following features pertain to the Bounty Hunter advanced class.

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Bounty Hunter compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Bounty Hunter can expand the profile by making an Investigate check (DC 15) involving

the crime scene or other evidence linked to the suspect. If successful, the Bounty Hunter combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact

A Bounty Hunter of 2nd level or higher cultivates associates and informants. Each time the Bounty Hunter gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Bounty Hunter on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Bounty Hunter's behalf).

At 2nd level, the Bounty Hunter gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Bounty Hunter can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a occupational associate won't be compensated monetarily, but instead will consider that the Bounty Hunter owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats

At 3rd, 6th, and 9th level, the Bounty Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Bounty Hunter must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Non-lethal Force

At 4th level, a Bounty Hunter becomes adept at using non-lethal force to subdue an opponent. From this point on, he or she can deal non-lethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal –4 penalty on the attack roll.

Discern Lie

At 7th level, a Bounty Hunter develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Bounty Hunter must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Bounty Hunter can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense

At 10th level, a Bounty Hunter becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Bounty Hunter spends 1 action point to improve the result of a skill check made using certain skills (see below), the Bounty Hunter gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Close Combat Specialists are the deadliest soldiers in the EX-Grunt Corps. Their entire focus is combat – including melee and firearms.

Requirements

To qualify to become a Close Combat Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Occupation: EX-Grunt garrison infantry, EX-Grunt line infantry, EX-Grunt officer, or staff officer.

Skill: Jump 3 ranks.

Feat: Combat Martial Arts, Defensive Martial Arts.

Class Information

Hit Die: 1d8

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

Class Skills

The Close Combat Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Occupation (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Campaign: Jason X.

Table: The Close Combat Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+0	Weapon Focus	+1	+0
2nd	+2	+2	+3	+0	Weapon specialization	+1	+0
3rd	+3	+2	+3	+1	Bonus feat	+2	+0
4th	+4	+2	+4	+1	Tactical aid	+2	+0
5th	+5	+3	+4	+1	Iron fist	+3	+1
6th	+6	+3	+5	+2	Bonus feat	+3	+1
7th	+7	+4	+5	+2	Flurry of blows	+4	+1
8th	+8	+4	+6	+2	Greater weapon specialization	+4	+1
9th	+9	+4	+6	+3	Bonus feat	+5	+2
10th	+10	+5	+7	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Close Combat Specialist advanced class.

Weapon Focus

A Close Combat Specialist gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Close Combat Specialist chooses a specific weapon. The Close Combat Specialist can choose unarmed strike or grapple as the weapon. The Close Combat Specialist must be proficient with the chosen weapon.

The Close Combat Specialist adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Close Combat Specialist gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The Close Combat Specialist gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Close Combat Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Close Combat Specialist must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Combat Throw, Exotic Firearms

Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Combat Throw, Improved Knockout Punch, Knockout Punch, Power Attack, Unbalance Opponent.

Tactical Aid

As an attack action, the Close Combat Specialist provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Close Combat Specialist's position.

As a full-round action, the Close Combat Specialist provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the Close Combat Specialist's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Close Combat Specialist's choice). This bonus is equal to the Close Combat Specialist's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Close Combat Specialist's level in the advanced class, rounded down.

Greater Weapon Specialization

The Close Combat Specialist gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

The Close Combat Specialist gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Iron Fist

The Close Combat Specialist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Close Combat Specialist now adds the result of the action point roll to all successful attacks he or she makes in a round.

Flurry of Blows

The Close Combat Specialist gains the ability to strike with a flurry of blows at the expense of accuracy. The Close Combat Specialist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Close Combat Specialist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using this ability is a full-round action.

The Engineer is a specialist in mechanical sciences. Engineers are the most valued member of any ship, the difference between life and death when a vital piece of equipment breaks down, and even more importantly, the person who knows how to keep all the vital systems of a ship properly maintained so that they do not break down in the first place.

Requirements

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

Occupation: Auxiliary.

Skill: Computer Use 6 ranks, either Craft. (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Repair 6 ranks.

Class Information

Hit Die: 1d6

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

Class Skills

The Engineer's class skills (and the key ability for each skill) are Craft. (chemical, electronic, mechanical, and structural) (Int) , Computer Use (Int), Demolitions (Int), Disable Device (Int), Knowledge (Technology) (Int), Navigation (Int), Open Lock (Dex), Pilot (Dex), Occupation (Wis), Repair (Int), and Research (Int).

Skill Points at Each Level: 6 + Int modifier.

Campaign: Jason X.

Table: The Engineer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Grace under pressure	+1	+0
2nd	+1	+0	+0	+3	Slapped together	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+0
4th	+2	+1	+1	+4	Right tool for the job	+2	+0
5th	+2	+1	+1	+4	Grace under pressure 2/day	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+1
7th	+3	+2	+2	+5	Pack rat	+4	+1
8th	+4	+2	+2	+6	Slapped together 2/day	+4	+1
9th	+4	+3	+3	+6	Bonus feat	+5	+2
10th	+5	+3	+3	+7	Scavenger	+5	+2

Class Features

The following features pertain to the Engineer advanced class.

Grace under Pressure

When manning any ship's system, an Engineer can *stress* a system +2, +1 per 5 levels. This does not count as the one time per day that system may be safely stressed. As the Engineer gains levels, he may use this ability with increasing frequency.

Slapped Together

At 3rd level and above, the Engineer can take 20 on a class skill check, even under stress, as a Full-Round action. The effects of this ability will vary wildly, depending on the skill it's applied to, but the application will always be less complete than it would if the Engineer had the time to go over his solution a little more carefully. An engine repaired through the use of this ability won't stay that way for more than a few hours, after which it will need some serious dry-dock time. The Engineer may initially only use this ability once per day, but its frequency increases as the character goes up levels.

Bonus Feat

The Engineer gets a bonus feat from the following list: Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Right Tool for the Right Job

As long as he has his toolkit with him, an Engineer gains a +1 Circumstance Bonus per 5 levels to any Class Skill Check. For example, a 10th level Engineer would gain a +2 on any skill check as long as had his personal tools with him.

Pack Rat

If the Engineer succeeds at a Repair check (DC 30), he can return any item with a Flaw of 01-50 on the Flaw Table (see the Starships chapter) to like new" condition. If the Engineer uses his Slapped Together ability to take 20 on this roll, he can return the item to "like new"

Condition for 1-6 rounds, after which the item melts into slag and is completely destroyed.

Scavenger

As above, except that the Engineer may now repair almost *any* Flaw. The only Flaws he cannot repair are 96-100 (Special).

FBI Agents eventually cross paths with the supernatural. In their line of work, they are the first line of defense against the unknown and the unknowable. Unlike other investigators of the occult, FBI Agents aren't afraid to bring along a lot of backup, including fellow agents, firepower, and the long arm of the law.

Requirements

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

Base Attack Bonus: 10+.

Skills: Knowledge (Tactics) 8 Ranks, Hide 8 Ranks, Move Silently 8 Ranks, Paradrop 8 Ranks.

Feats: Personal Firearms, Advanced Firearms, Teamwork (U.S. Army).

Class Information

Hit Die: 1d12

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

Class Skills

The FBI Agent's class skills (and the key ability for each skill) are: Climb, Decipher Script, Demolitions, Disable Device, Drive, Electronic Warfare, Gather Information, Hide, Intimidate, Investigate, Knowledge (Current Events, Tactics), Listen, Move Silently, Navigate, Paradrop, Sense Motive, Spot, Survival, Swim, Use Rope.

Skill Points at Each Level: 7 + Int modifier.

Campaign: FT13 1-9.

Table: The FBI Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	Prepare, counter terrorist +1	+1	+0
2nd	+2	+3	+3	+0	Hostage rescue	+1	+0
3rd	+3	+3	+3	+1	Ambush, counter terrorist +2	+2	+0
4th	+4	+4	+4	+1	Bonus feat	+2	+1
5th	+5	+4	+4	+1	Improvise, counter terrorist +3	+3	+1
6th	+6	+5	+5	+2	Hostage rescue (no crossfire), bonus feat	+3	+1
7th	+7	+5	+5	+2	Psychological warfare, counter terrorist +4	+4	+2
8th	+8	+6	+6	+2	Bonus feat	+4	+2
9th	+9	+6	+6	+3	Long range reconnaissance, counter terrorist +5	+5	+2
10th	+10	+7	+7	+3	Bonus feat	+5	+3

Class Features

The following features pertain to the FBI Agent advanced class.

Prepare

This ability increases the bonus gained from a successful Knowledge (tactics) check by +2.

Ambush

On a successful Knowledge (tactics) skill check (DC 20), the FBI Agent can set up an ambush, gaining a bonus on Hide skill checks equal to 1.2 his Knowledge (tactics) skill. If this Hide check is successful (exceeds the Spot check of enemy forces), those forces receive no action in the surprise round, as opposed to the partial action normally gained, due to the speed and precision of the attack. Some of the ways this ambush could be achieved are through an aerial insertion (either paradrop or rappelling), blending in with a crowd through native dress, or using cover from which to launch an attack.

Improvise

The FBI Agent is skilled at making adjustments on the fly, using everything around him to his advantage. If there is cover on the current battlefield, the FBI Agent may improve that cover by one step with a successful Knowledge (tactics) skill check (DC 15). If there is no cover on the current battlefield, the FBI Agent may make some or use something very

unconventional as cover (such as an enemy) on a Knowledge (tactics) skill check (DC 25). This unconventional cover is 1.4 Cover.

Psychological Warfare

Sometimes, the best enemy is a really scared one. This ability can provide a bonus to any intimidate check equal to the FBI Agent special operations class level, including intimidate checks made for interrogation purposes. This ability can also allow a FBI Agent to inflict Fatigue on an opponent on a successful Intimidate check (DC 25).

Long Range Reconnaissance

The FBI Agent gains a bonus to Spot checks used for reconnaissance equal to his special operations class levels.

Counter Terrorist

One of The FBI's primary missions is to find, deter, or eliminate terrorists. FBI Agents gain the listed bonus to damage rolls and the following skills: Decipher Script, Electronic Warfare, Gather Information, Intimidate, Investigate, Knowledge (Tactics).

Hostage Rescue

The FBI's other primary mission is the rescue of hostages. If the FBI Agent is adjacent to a hostage who is targeted by a direct melee or ranged attack (but not an area of effect), the FBI Agent may subject himself to the attack instead. The FBI Agent must declare his intention to intervene on behalf of a hostage before the attack roll is made. At 6th level and above, FBI Agents with this ability never hit innocents by way of crossfire (see new combat rules for more information).

Bonus Feats

Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Cover Fire, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Guide, Improved Damage Threshold, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Stealthy, Strafe, Toughness, Track, Weapon Focus.

The FBI Agent must meet all prerequisites for any feat taken as a bonus feat.

Navigators are more disciplined than pilots of smaller ships. Navigators tend to fly slow, larger vehicles – if other pilots are the race card drivers of space, navigators are the teamsters. It may not be a glamorous job, but space travel would be impossible without them.

Requirements

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

Occupation: EX-Grunt Auxiliary.

Skills: Navigate 6 ranks, Pilot 6 ranks.

Feat: Aircraft Operation.

Class Information

The following information pertains to the Navigator advanced class.

Hit Die: 1d6

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

Class Skills

The Navigator's class skills (and the key ability for each skill) are: Computer Use (Int), Navigation (Int), Navigator (Dex), Occupation (Wis), Repair (Int).

Skill Points at Each Level: 4 + Int modifier.

Campaign: Jason X.

Table: The Navigator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Bonus feat	+1	+0
2nd	+1	+0	+3	+0	Dogfighting	+1	+0
3rd	+2	+1	+3	+1	Bonus feat	+2	+1
4th	+3	+1	+4	+1	Bonus feat	+2	+1
5th	+3	+1	+4	+1	Starship evasion	+3	+1
6th	+4	+2	+5	+2	Bonus feat	+3	+2
7th	+5	+2	+5	+2	Bonus feat	+4	+2
8th	+6/+1	+2	+6	+2	Bonus feat	+4	+2
9th	+6/+1	+3	+6	+3	Bonus feat	+5	+3
10th	+7/+2	+3	+7	+3	Improved starship evasion	+5	+3

Class Features

The following features pertain to the Navigator advanced class.

Dogfighting

Navigators receive this feat for free 1st Level, as long as they meet the prerequisites. If the character does not meet the requirements, he may gain this feat at a later level once they are met.

Bonus Feats

Navigator gets a bonus feat from the following list: Builder, Drive-By Attack, Educated, Force Stop, Gearhead, Guide, Improved Initiative, Vehicle Dodge, Vehicle Expert.

Starship Evasion

The Navigator may make a Reflex Save (DC is equal to damage inflicted by the attack) to reduce any damage to his starship by 1.2. If the Navigator fails this Save, his craft. takes full damage. The defense modifier of the starship (positive or negative) is applied to the Navigator's Reflex Save. This ability may not be used by a craft. larger than medium size.

Improved Starship Evasion

The Navigator can make a Reflex Save (DC is equal to the damage inflicted by the attack) to reduce any damage to his starship to zero. If the Navigator fails this Save, his craft. still only takes 1.2 damage. The Defense modifier of the starship (positive or negative) applies to this Reflex Save. This ability may not be used by a starship larger than Medium size. This ability may only be used once per round.

Psychokinetics are rare human beings who tap into their raw psychic potential. Psychokinetics are usually young women in their teens that are struggling with feelings of isolation and their awesome powers. Although they may be uncertain and hesitant in social situations, he wrath of a psychokinetic is truly terrible to behold.

Requirements

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

Occupation: Scream Queen.

Skills: Knowledge (psionics) 6.

Feat: Iron Will.

Class Information

The following information pertains to the Psychokinetic advanced class.

Hit Die: 1d4

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

Class Skills

The Psychokinetic's class skills (and the key ability for each skill) are: Concentration (Con), Disable Device (Int), Knowledge (psionics) (Int), Open Lock (Dex), Pick Pocket (Dex), Sense Motive (Wis), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

Campaign: FT13 1-9, Jason X.

Table: The Psychokinetic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionics	+1	+0
2nd	+1	+0	+0	+3		+1	+0
3rd	+1	+1	+1	+3		+2	+1
4th	+2	+1	+1	+4		+2	+1
5th	+2	+1	+1	+4		+3	+1
6th	+3	+2	+2	+5		+3	+2
7th	+3	+2	+2	+5		+4	+2
8th	+4	+2	+2	+6		+4	+2
9th	+4	+3	+3	+6		+5	+3
10th	+5	+3	+3	+7		+5	+3

Class Features

The following features pertain to the Psychokinetic advanced class.

Powers

Level	Power Pts/Day	Powers Discovered					
		0	1	2	3	4	5
1	2	3	1	—	—	—	—
2	3	3	2	—	—	—	—
3	4	3	3	—	—	—	—
4	7	4	3	1	—	—	—
5	10	4	3	2	—	—	—
6	15	5	3	2	1	—	—
7	20	5	4	3	2	—	—
8	27	6	4	3	2	1	—
9	34	6	4	3	3	2	—
10	43	7	4	3	3	2	1

A Psychokinetic begins play knowing two 0-level powers (also called talents) and zero 1st-level powers, plus one extra power within the character's primary discipline for each power level known.

To manifest a power within a particular discipline, a Psychokinetic must have a key ability score of at least 10 + the power's level. The DC for saving throws to resist a Psychokinetic's powers is 1d20 + the power's level + the Psychokinetic's key ability modifier. The 1d20 roll is made by the attacking Psychokinetic when the power is manifested.

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Note: A Psychokinetic may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement. If a Psychokinetic chooses to learn a lower-level power instead of his or her first discipline power for a particular level, the substitute lower-level power must be in the Psychokinetic's primary discipline.

Power Points: A Psychokinetic can manifest a certain number of 1st-level and higher powers per day based on his or her available power points. The number of available power points per day is improved by his or her bonus power points, if any.

0-Level Powers: Also called talents, 0-level powers have a special power point cost. A Psychokinetic can manifest any talent he or she knows for free a number of times per day equal to his or her level +3. After exhausting his or her daily allotment, the Psychokinetic must pay 1 power point per manifestation of a 0-level power for the rest of the day.

- **0-LEVEL PSYCHOKINETIC POWERS (Talents):** *daze, far hand, far punch, inkling, missive.*
- **1st-LEVEL PSYCHOKINETIC POWERS:** *biocurrent, combat precognition, control light, control object, create sound, empathy, expanded vision, identify, know location, lesser concussion, lesser mindlink, matter agitation, object reading, sense link.*
- **2nd-LEVEL PSYCHOKINETIC POWERS:** *augury, clairaudience/clairvoyance, combat prescience, concussion, control air, control body, control flames, intrusive sense link, sensitivity to psychic impressions, sever the tie.*
- **3rd-LEVEL PSYCHOKINETIC POWERS:** *control sound, danger sense, false sensory input, greater concussion, mindlink, remote viewing.*
- **4th-LEVEL PSYCHOKINETIC POWERS:** *aura sight, divination, fate of one, force mindlink, inertial barrier, mass concussion, telekinesis*
- **5th-LEVEL PSYCHOKINETIC POWERS:** *awaken the dead, clairtangency*

A role often filled by an Android, Scientists are a critical component in determining the nature of new indigenous wildlife, strange climates, and weird atmospheres. Scientists are common in both modern times and in the future.

Requirements

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

Skills: 6 ranks in either Craft. (chemical) or Craft. (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information

The following information pertains to the Scientist advanced class.

Hit Die: 1d8

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

Class Skills

The Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft. (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Occupation (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Campaign: FT13 1-9, Jason X.

Table: The Scientist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Smart defense	+0	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Skill mastery	+1	+1
5th	+3	+3	+3	+1	Minor breakthrough	+2	+1
6th	+4	+3	+3	+2	Bonus feat	+2	+2
7th	+5	+4	+4	+2	Smart survival	+2	+2
8th	+6	+4	+4	+2	Smart offense	+3	+2
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Major breakthrough	+3	+3

Class Features

The following features pertain to the Scientist advanced class.

Smart Defense

A Scientist applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Scientist his or her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft. check that corresponds to the function desired, the Scientist can build a tool or device to deal with any situation. The DC for the Craft. check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Bonus Feats

At 3rd, 6th, and 9th level, the Scientist gets a bonus feat. The bonus feat must be selected

from the following list, and the Scientist must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Skill Mastery

At 4th level, a Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Scientist may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough

Upon attaining 5th level, a Scientist receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Scientist gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the Scientist with a +3 Wealth bonus increase.

Smart Survival

A Scientist of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Offense

At 8th level, the Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough

At 10th level, the Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Scientist with a +3 Wealth bonus increase.

The quintessential B-horror villain is the Slasher: a twisted monstrosity of a man with no conscience, living only to kill. A Slasher's rampages may last for days, leaving a trail of bloody corpses, and all too often they end at the hands of mere teenagers.

Requirements

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

Base Attack Bonus: +3.

Feat: Improved Critical (any slashing melee weapon).

Allegiance: Evil.

Special: Must have been (apparently) killed by the direct or indirect action of one or more teenagers or must have committed a particularly horrifying and/or gruesome murder.

Class Information

The following information pertains to the Slasher advanced class.

Hit Die: 1d12

Action Points: 4 + one-half character level, rounded down, every time the Slasher attains a new level in this class.

Class Skills

The Slasher's class skills (and the key ability for each skill) are: Climb (Str), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Campaign: FT13 1-9, Jason X.

Table: The Slasher

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus, lethal fists	+1	+0
2nd	+1	+2	+2	+0	Stalking, smash	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Death flesh	+2	+0
5th	+3	+3	+3	+1	Augmented critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Weapon Specialization	+4	+1
9th	+6	+4	+4	+3	Critical strike	+5	+2
10th	+7	+5	+5	+3	Sequel	+5	+2

Class Features

The following features pertain to the Slasher advanced class.

Weapon Focus

At 1st level, a Slasher gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Slasher adds +1 to all attack rolls made using the weapon that he has applied the Improved Critical feat to. If he has more than one Improved Critical feat, the Slasher must select one as a signature weapon.

Lethal Fists

At 1st level, a Slasher's unarmed strikes do lethal damage. He can choose to inflict non-lethal damage without penalty.

Stalking

Beginning at 2nd level, a Slasher can relentlessly pursue one creature. The Slasher simply walks and will be right behind his victim, no matter how fast the victim can run. Each round, the Slasher can teleport to any location between 30 feet and 60 feet from the chosen victim. This supernatural ability lasts a number of rounds equal to the Slasher's class level, and can be used up to three times each day.

Smash

Also at 2nd level, a Slasher inflicts double damage when striking objects such as doors, walls, weapons, etc. In addition, the Slasher gains a +4 bonus to all Strength checks involving the breaking of objects, like breaking down a door or snapping chains.

Bonus Feats

At 3rd and 6th level, the Slasher gets a bonus feat. The bonus feat must be selected

from the following list, and the Slasher must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), Brawl, Cleave, Combat Reflexes, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Stealthy, Track.

Death Flesh

At 4th level, the Slasher's skin toughens. He gains a +2 natural armour bonus. If the Slasher already has natural armour, this bonus stacks.

Augmented Critical

At 5th level, the Slasher's focused weapon's threat range and critical multiplier increase by one, for example, from 17-20/x2 to 16-20/x3.

Improved Reaction

At 7th level, a Slasher gains a +2 competence bonus on initiative checks.

Weapon Specialization

At 8th level, a Slasher gains weapon specialization with the weapon that he has applied the Weapon Focus class feature to. The Slasher gets a +2 bonus on damage rolls with the chosen weapon.

Critical Strike

At 9th level, a Slasher gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Sequel

At 10th level, a Slasher gains the ability to return from apparent destruction; 1d6 years after the Slasher is destroyed, a chain of events will occur that will either bring him back from death (usually with the corpse template), or make clear that he was never dead.

Madness

"I'll tell you where I'm going! I'm going crazy!"

-- Nurse Morgan, [Friday the 13th, Part 9](#)

All characters begin with a Madness rating of 25 minus their Wisdom. When a character's Madness Rating (MR) reaches 25, the character goes insane. A rating of 0 is a normal, well-adjusted person.

Madness Triggers

- **Injury:** Whenever a character loses 50% or more of his hit points to a single attack.
- **Death:** Any time a character witnesses the death of another person.
- **Supernatural:** Any time a character sees a FX used or encounters a monster.

Madness Check

A Madness Check consists of a Will Save (DC 6 + MR modifiers). If the character fails the Madness Check, he suffers a Madness Effect. Each time a character loses 3 MR, he can

remove the most recent Madness Effect. The current Madness Rating of the character modifies the Madness Check.

The ability loss effects of Madness are cumulative, but not permanent. All ability losses last until a character drops a Madness Rating rank. Each time a character drops a MR rank, he regains 1d4 lost ability points. Characters whose Madness is reduced to zero recover lost ability points at a rate of one per day of total rest. If at any time any of a character's abilities drops to 0 as a result of Madness, he becomes an insane NPC. Extensive treatment from trained medical personnel might heal someone with a Madness Rating as high as 24. Nothing short of a miracle (e.g., *heal, miracle, wish*) can bring a character back from a Madness Rating of 25 or higher.

Condition	Madness Check Modifier
Madness Rating: 0-2	+4
Madness Rating: 3-5	+2
Madness Rating: 6-8	+1
Madness Rating: 9-10	0
Madness Rating: 11-12	-2
Madness Rating: 13-14	-4
Madness Rating: 15-17	-6
Madness Rating: 17-19	-8
Madness Rating: 20-21	-10
Madness Rating: 22-24	-12
Madness Rating: 25+	N/A
Monster	+1/CR of monster
FX	+1/FX level

D100	Madness	Ability Drain	Effect
01-10	Combat Shock	--	The character must make a Will save (DC current MR) when under stress or be Dazed for 1d4 rounds.
11-30	Hysteria	-1d4 Wisdom	The character must make a Will save (DC current MR) when under stress or begin laughing hysterically as the *T's hideous laughter* spell.
31-50	Hemophobia	-1d4 Wisdom	The character must make a Will save (DC current MR) at the sight of blood or run screaming for 1d4 rounds in a random direction.
51-55	Delusions	-1d4 Charisma	The character is randomly affected by figments, as per the illusion spell.
56-60	Withdrawal	-1d4 Charisma	The character must make a Will save (DC current MR) when under stress or Cower for 1d4 rounds.
61-70	No Sleep	-1d4 Constitution	The character must make a Will save (DC current MR) each day or be Fatigued
71-75	Mental Exhaustion	-1d4 Dexterity	The character must make a Will save (DC current MR) each day or be Exhausted.
76-85	Lethargy	-1d4 Dexterity	The character must make a Will save (DC current MR) or immediately go to Sleep.
86-90	Panic	-1d4 Wisdom	The character must make a Will save (DC current MR) during stressful situations or act as per the *confusion* spell for one round.
91-95	Mania	-1d4 Charisma	The character must make a Will save (DC current MR) during stressful situations or lash out at the nearest victim in a rage as per the barbarian rage ability.
96-100	Catatonia	-1d4 Charisma	The character must make a Will save (DC current MR) or immediately become Unconscious.

FX Items

New Items

Dagger of Banishment

This *+1 dagger's* blade is pretty big and seems to be made of an actual spine. It has a small skull on the pommel, and it looks like it is wearing a ribcage helmet. It deals +2d6 points of bonus holy (good) damage against all of evil alignment. If the creature is extraplanar, it must make a Will save (DC 15) or be banished back to its home plane.

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 25; *Weight:* 2 lb.

Space Travel

"It's like this: We live in claustrophobia, a land of steel and concrete, trapped by dark waters. There is no escape...nor do we want it. We've come to thrive on it, and each other. You can't get the adrenaline pumping without the terror, good people. I love this town."

--Narrator, Friday the 13th, Part 8

Humanity has spread like a disease to the rest of the universe, terraforming, colonizing, and stripping planets for their own purposes, only to pull up and move on. Most planets have been disappointing – few are made from human habitation. Although dangerous life forms have been encountered, none of them are intelligent enough to pose a threat. So far…

How It Works

There are two kinds of drives that power spacecraft: Displacement Drives and Jump Drives.

Displacement Drives displace the volume of space directly in front of a spacecraft and drawn the ship forward. It is a reactionless process, capable of generating hundreds of G's of acceleration. Theoretically, the maximum speed of such a drive is the speed of light. In reality, the massive amounts of energy consumed make such a speed impossible. Most drives equipped with Displacement Drives move at one-third the speed of light as a result. As a result, very fast ships have massive engines and little room for a crew. The majority of ships have Displacement Drives only and are restricted to their local systems.

Jump Drives, on the other hand, build on the reaction of Displacement Drives. It can be activated when the spacecraft reaches one-fifth the speed of light. Instead of distorting space, the Jump Drive punches through it, allowing the ship to enter hyperspace and emerge into normal space several light years away. The jump takes approximately 24 hours. Upon arrival, the Jump Drive must recharge for six days. During the six-day period, both Drives are utterly inactive and very vulnerable to attack.

Jump Drives require accurate navigation coordinates. The military had this knowledge first, but Corporations eventually begged, borrowed, and stole the information. In addition, automated probes can be sent toward a star. If it reaches the star's gravity well, the probe has

time to recharge its drives and return, feeding the coordinates to their owners. This is a very imprecise and costly process – probes that are off by a few coordinates can be billions of miles off target.

All Jump Drives have a Jump Value ranging from 1 to 5. For each Jump Value, the ship can Jump 5 light years. In the Planet descriptions below, all distances are given in the number of 5 light year Jumps necessary to cover the distance. Thus, a ship with a Jump Value of 5 can cover a distance of 50 light years (or a Jump Value of 10) with two jumps.

Spacecraft undergo considerable strain as a result of Displacement and Jump travel. They can only be serviced at bases, and each ship takes approximately one month to maintain. Most ships require service after 25 Jumps. Pushing a ship further requires a Pilot check (DC = 10 + # of weeks beyond 25).

If the Pilot check fails by 5, it is stranded. The Drive used at the time (Displacement or Jump) fails and cannot be repaired.

If the Pilot check fails by 10, it is powerless. The vessel cannot use Jump or Displacement Drives and can only support emergency life support.

If the Pilot check fails by 11 or more, the ship explodes in 1d20 rounds.

Landing on Planets

Landing on a planet with an aerodynamic craft requires a piloting check of 20, minus the size of the planet (the larger the planet is, the more likely a flat stretch of ground suitable for a landing field will be discovered), minus the AS. Unless there are special conditions on the planet, such as a tumultuous atmosphere or a storm system that make the landing difficult, the pilot can take 10 on this check.

Sometimes a ship will crash while landing. If a ship that isn't aerodynamic is forced to land, a

crash landing is the only kind of landing it can make. When a ship makes a crash landing, it takes damage based on its size as follows: Colossal Ships take 16d6 Hull Points, Gargantuan Ships 12d6, Huge Ships 9d6, Large 6d6, Medium 6d6, Small 5d6, Tiny 4d6, and Diminutive 3d6. A Ship also suffers 1-6 Critical Hits, one of which is always a Major Hull critical from a crash landing. A Piloting check of 25 reduces the damage and number of criticals by half.

Planets

The EX-Grunt Corps has conducted military operations on more than two-dozen worlds and deployed to trouble spots on many more. Regardless of the temperature, climate, or atmospheric conditions, EX-Grunts have to be ready to fight.

Size: A planet's Size Rating is equal to its radius in kilometers divided by 1,000. It takes a ship a number of minutes equal to the planet's size, minus one minute per five points of the ship's Acceleration, to clear the atmosphere of a planet. An aerodynamic ship, fighting an opponent whose ship is not aerodynamic, is unlikely to *want* to leave the atmosphere of any planet. The size of a planet also determines its gravity type.

Heavy gravity causes Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity planet take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light gravity causes creatures to find that they can lift more, but their movements tend to be ungainly. Characters on a planet with the light gravity trait take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No gravity causes individuals on a planet with this trait to merely float in space, unless other resources are available to provide a direction for gravity's pull. Characters without the Zero-G feat move at 1/4 Speed, suffer -6 to Attack and Skill checks, modified by their Dex Modifier. Also, if the character is using a weapon with a *Recoil Rating*, he must make a Reflex Save each round he attacks with that weapon (DC 15, modified by the weapon's Recoil), or be considered prone, floating away in a random direction each round until he is able to either grab onto a solid object or make a Balance check (DC as above +5) to right himself. Also, if the character is forced to make a Reflex save for *any* reason and fails, he suffers the above result.

Atmospheric Standard: The Atmospheric Standard (AS) is the practical measure the EX-Grunt Corps uses to determine how an EX-Grunt will perform under different planetary conditions. The Atmospheric Standard for Earth is 1.

An AS of 1 is what all terraformers aspire to. To that end, cone-shaped atmosphere processors are placed on inhospitable planets. Powered by a 1.0 Terawatt fusion reactor, it draws in the planetary atmospheres through a series of louvers in the base and sides. This atmosphere is then drawn up through a series of hot mass processors, arranged in a ring around the fusion core. Each processor draws in the atmosphere through a battery of turbines, which compress and accelerate the gas. The gas is passed through a high temperature electrical arc, which heats the gas and ionizes it. Magnetic coils then heat the gas to near plasma temperatures until the molecules are disassociated into their component atoms. The harmful byproducts are separated while the remaining hydrogen, nitrogen, and oxygen atoms are expelled back into the atmosphere.

It is possible for a planet to have an Atmospheric Standard without any specific notation – this means the planet may be uncomfortable for human beings but not harmful. Use Atmospheric Standards as modifiers whenever a penalty would be accrued due to the planet's particular environment.

High-pressure atmospheres inflict pressure damage of 1d6 points per minute for every AS of the planet's rating. A successful Fortitude save (DC 15, +1 for each previous check) means the EX-Grunt takes no damage in that minute.

Low-pressure atmospheres cause all non-acclimated creatures to struggle for breath. Characters must succeed on a Fortitude save

each hour (DC 15, +1 per previous check + AS) or be fatigued. The fatigue ends when the character is depressurized.

In **extremely low-pressure** environments, creatures are subject to both fatigue (as described above) and pressure sickness. Pressure sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. For every hour*AS a character spends in the environment, he must succeed on a Fortitude save (DC 15, +1 per previous check, + AS) or take 1 point of damage to all ability scores. Creatures acclimated to the atmosphere receive a +4 competence bonus on their saving throws to resist pressure effects and pressure sickness, but eventually even seasoned EX-Grunts must abandon these dangerous elevations.

A **caustic** atmosphere is acidic, and damages any ships or creatures in that atmosphere. Characters and ships in a caustic atmosphere suffer the AS in damage each minute they remain in the planet's atmosphere. The Physical DR of ships and spacesuits resists acid damage, however, any hull or suit not designed for a caustic environment will lose one DR each round, until the protection is gone. Breathing a caustic atmosphere causes a character to immediately begin smothering, and inflicts 1d6 damage for each point of the planet's caustic modifier each *round*. Once the Physical DR of a ship is breached, so is its hull.

Some planets are **irradiated**. This radiation can either be from an outside source, or internally generated. If a planet is irradiated, a ship or character the AS in radiation damage each minute they are close to the planet (close enough to be within the planet's atmosphere, if it had one, is a good way to judge what's close and what isn't). An unprotected character exposed to the surface of such a world will take 1d6 + the planet's AS rating points of radiation damage each round.

Climate: Planets with frozen climates inflict cold damage. An unprotected character in a **cold** climate (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check + AS) or take the planet's AS points of non-lethal damage. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

A climate of **frigid** (below 0° F), causes characters to make a Fortitude save once every 10 minutes (DC 15, +1 per previous check +

AS), taking AS points of non-lethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing protective clothing only need check once per hour for cold and exposure damage.

A character that takes any non-lethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the non-lethal damage she took from the cold and exposure.

A climate of **frozen** deals the planet's AS in lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check + AS) or take AS points of non-lethal damage.

A character in a **hot** climate (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In **very hot** (above 110° F) climates, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character that takes any non-lethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the non-lethal damage she took from the heat.

Torrid climates (air temperature over 140° F) deal lethal damage. Breathing air in these temperatures deals AS points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check + AS) or take AS points of non-lethal damage. Those wearing heavy

clothing or any sort of armor take a –4 penalty on their saves.

Primary Terrain: This is the closest terrain that describes the majority of environments a visiting character is likely to encounter. Planets with "various" as their Primary Terrain have as many diverse terrains as Earth.

Natural Resources: Natural resources determine the most common valuable commodity native to the planet in question. Craft or Occupation checks related to the natural resource receive a circumstance bonus depending on the Trade Modifier.

Indigenous Life Forms: The most commonly encountered creatures on the planet. Some creatures are known for their life forms and these creatures have a higher chance of being encountered. See the Monsters chapter for more details.

Population: Population determines how many people live on the planet. The less people there are, the harder it is to make a Wealth check on that planet.

Population	Population Modifier
None	-3
Hundreds	-2
Thousands	-1
Millions	0
Billions	+1

Conversely, the size of a population dedicated to a particular type of government (military) or trade (industrial) can work in PCs favor.

Population	Trade Modifier
None	-2
Hundreds	-1
Thousands	0
Millions	+1
Billions	+2

Starports and Bases: Many planets merely have **frontier installations,** which are just enough resources to service ships in and out. All ship-related checks to repair of looking for parts suffer a trade modifier as a circumstance penalty. Other planets are considerably more advanced with **starports.** Starports do not bestow any penalties.

Government: Most governments are either run by Corporations or by the military. If the PC is from the appropriate background, he receives the Population Modifier as circumstance bonus to all Charisma-based skill checks.

Campaign: All these planets are only appropriate for Jason X campaigns.

Trade: All Craft, Occupation, and Wealth checks receive the Trade Modifier as a bonus or penalty.

Closest Jumps: How many light years it takes to reach that particular planet. Jump Drive navigation is a carefully regulated secret; PCs can't just hop to any planet they please. Finding a new route to a planet should be an adventure in itself. The Jump Distance represents how many light years (multiplied by 5) a ship must Jump to reach the next planet.

Earth

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 3 (caustic)
Climate: Cold
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: None
Starports and Bases: Frontier
Government: Military (EX-Grunt)
Campaign: Jason X
Trade: Archaeological artifacts
Closest Jumps: Earth 2 6, Tara 4

Earth is the home planet of the human race and the third planet in the Sol system. It rotates on its axis in 23.93 hours and takes 365.25 days to travel once around the sun, which it is 149,600,000 km or 92,960,000 miles away from. It has one moon designated Luna.

By the year 2455, Earth is dead. The trees are gone, the lakes have dried up. Acrid dust devils swirl in the dead air. Lightning crackles overhead in the red, scorched sky.

Earth 2

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Millions (200 million)
Starports and Bases: Excellent Quality
Government: Military (EX-Grunt)
Campaign: Jason X
Trade: Various
Closest Jumps: Earth 6, Tara 2

Orbiting Earth 2 in the 22nd century is Solaris Station. The EX-Grunt Corps is based here.

Tara

Size: asteroid field, low gravity (0.125 g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: None
Primary Terrain: Mountain
Natural Resources: Minerals
Indigenous Life Forms: None
Population: None
Starports and Bases: Frontier
Government: Military (EX-Grunt)
Campaign: Jason X
Trade: Mining
Closest Jumps: Earth 4, Earth 2 2

Tara is an uninhabitable gas giant. It is most popular for its asteroid rings, which contain a few mining colonies.

Solaris Station

Solaris Station is a vast space station orbiting Earth 2 in the late 22nd century. Constructed after 2122, the station was a series of large habitable blocks connected by long struts. It also had a vast communications array. Solaris station was like a city in space, with artificial gravity generators, and all the commodities and amenities to be found in a surface-based settlement. Primarily, Solaris Station dealt with space travel, so all starships traveling to and from Earth 2 passed by here. Solaris Station also provided well for the people who lived there.

Monsters

"Electrocution, gas, firing squad... we even hung him once. Nothing worked. Finally it was decided if we couldn't terminate him, at least we could contain him. Cryogenic stasis. Freeze him until we could figure it out."

-- Rowan, [Jason X](#)

New Monsters

Corpse

A corpse is above and beyond a zombie; infused with a greater amount of negative energy upon creation, a corpse gains great strength and retains most of its intellect and cunning. Upon creation, a corpse loses most of its personality, but its creators rarely have the compassion to care about the creature's new status.

Corpses understand all languages they knew in life, but rarely (if ever) speak.

Template Traits

"Corpse" is an acquired template that can be applied to any living, corporeal, nonplant creature (referred to hereafter as the base creature). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Undead: Corpses have the traits and immunities common to undead.

Hit Dice: Change to d12.

Speed: If the base creature could fly, its manoeuvrability rating as a corpse drops to clumsy.

Defence: The base creature gains a +2 natural armour bonus, unless the base creature already has a natural armour score greater than 2.

Abilities: Adjust the base creature's abilities as follows: Str +4, Cha -4. As undead creatures, corpses have no Constitution score.

Allegiances: Change to master (as long as the master still lives), evil, and chaos.

Tiny Outsider
Hit Dice: 1d8 (5 hp)
Initiative: +4 (+4 Dex)
Speed: 5 ft.
Defense: 16 (+4 Dex, +2 size)
Attacks: Bite -1 melee
Damage: Bite 1
Face/Reach: 0 ft
Special Qualities: psionics, thrall, shared host, blindsight 60 ft., host protection, immune to mind-influencing effects, resistance to massive damage
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 1, Dex 19, Con 9, Int 8, Wis 16, Cha 14
Skills: Hide +20, Listen +7, Spot +7

Challenge Rating: 1
Allegiance: Hell
Campaign: F13, Part 9

The Voorhees demon is about a foot and a half in length and resembles a skeletal lizard with only two legs. It normally resides in the undead Jason's heart.

Combat

If a Voorhees demon is forced to show itself, something has gone terribly wrong. It will attempt to force the first person it is alone with to eat Jason's heart with its *lesser domination* ability. Upon doing so, the victim immediately becomes its thrall. Thereafter, the demon will search out a body of Jason's blood relatives – alive or dead.

Psionics (Sp): 3/day—*lesser domination*. These abilities are as the psionic powers of an 8th-level manifester.

Thrall (Sp): If Jason can get a successful grapple on a target, he will spit the demon into the victim's mouth. The thralled host will carry out the orders of the demon, including self-destructive orders. If the demon enters a blood relative of Jason Voorhees, the immediately transforms into Demonic Jason Voorhees. It gains an additional 5 Outsider hit dice and increases to Large size.

Decaying Host (Ex): Unless the demon inhabits the body of a blood relative, the body it inhabits slowly decays. The body suffers 1 point of temporary Constitution damage per day, and a host reduced to 0 Constitution in this fashion dies.

Blindsight (Ex): A demon can ascertain creatures by nonvisual means within 60 feet. The demon confers blindsight upon its host.

Host Protection (Ex): An attached demon uses its host's base saving throw bonuses if they're better than its own. Effects that target outsiders can't affect a demon riding a humanoid host.

Immunities: Demons are immune to mind-influencing effects. This ability is conferred upon the demon's host as well.

Resistance to Massive Damage (Ex): Demons gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the demon's host as well.

Shared Skills: The demon retains its skills when it takes a host. The host gains a +4 bonus on Listen and Spot checks.

Medium Tough Hero
Hit Dice: 7d10+47 (77 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 11 (+1 Dex)
Attacks: Machete +9 melee
Damage: Machete 1d8+4
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: None
Special Qualities: Remain conscious, robust, second wind, stamina
Saves: Fort +9, Ref +3, Will +2
Abilities: Str 18, Dex 12, Con 18, Int 12, Wis 10, Cha 10
Skills: Disguise +5, Hide +3, Intimidate +6*, Move Silently +4, Survival +2
Feats: Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improvised Implements, Power Attack

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Challenge Rating: 5
Allegiance: Pamela Voorhees
Campaign: F13, Part 5

Jason's murders are legendary. Serial killers looking to match his "score," psychos trying to cover their tracks, or just plain loonies that idolize murderers – everyone wants to be Jason Voorhees.

Combat

Copycats are telling in their behavior because they're smarter and craftier. Jason is nearly mindless, mute, and obsessive. Copycats tend to react intelligently and are careful to avoid traps. Generally, if Jason's hard to find, it's likely a copycat killer. On the other hand, it means copycat killers could be anywhere, in any city…even next door.

Remain Conscious: The copycat can continue to perform actions when he would otherwise be considered unconscious and dying. When the copycat's hit points reach –1, The copycat can perform as though he were disabled, making either an attack action or a move action every round until The copycat reaches –10 hit points (and dies) or The copycat's hit points return to 1 or higher. The copycat can choose to succumb to unconsciousness if he thinks that doing so might prevent him or her from taking more damage.

Robust: The copycat is especially robust, gaining a number of hit points equal to his or her Tough level as soon as he selects this talent. Thereafter, The copycat gains +1 hit point with each level of Tough he gains.

Second Wind: The copycat can spend 1 action point to gain a second wind. When he does this, he recovers a number of hit points equal to his Constitution modifier.

Stamina: The copycat recovers twice as fast as normal. So, The copycat recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Skills: The copycat uses his Strength bonus for the Intimidate skill.

Large Construct/Outsider/Undead/Tough Hero
Hit Dice: 5d10+30+5d8+5d12+5d10+5 (235 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 25 (+1 Dex, +14 natural)
Attacks: Machete +19 melee or slam +19 melee
Damage: Machete 2d6+10 or slam 1d8+10
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Constrict, frightful presence, improved grab, pounce, psionics, thrall
Special Qualities: blindsight (60 ft.), damage reduction 10/good, darkvision (60 ft.), energy resistance, fast healing 5, flashbacks, immunities, robust, regeneration 1, rejuvenation, robust, undead traits
Saves: Fort +16, Ref +9, Will +8
Abilities: Str 25, Dex 12, Con --, Int 8, Wis 10, Cha 5
Skills: Balance +9, Climb +10, Hide +15*, Intimidate +14*, Jump +9, Listen +9, Move Silently +15*, Spot +10*, Survival +5
Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improvised Implements, Improvised Weapons, Power Attack

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Challenge Rating: 21
Allegiance: Hell
Campaign: Jason X

In this form, Jason has been reconstructed using a Nanotech 2000. It rebuilt Jason by drawing on the myths and legends of his past to create an idealized killing machine. One leg and arm are completely made of metal. His clothes are no longer tattered and are instead made of black fabric. Most importantly, Jason's mask is made of chrome.

Combat

Like Jason, his machete has been reformed to become the ultimate killer's blade. It is a +3 mastercraft greatsword. Similarly, Jason's new limbs and armor increase his damage reduction to 10 and his defense by +8.

Blindsight (Ex): A demon can ascertain creatures by nonvisual means within 60 feet. The demon confers blindsight upon its host.

Constrict (Ex): Jason can crush an opponent, dealing 2d8 points of bludgeoning damage, after making a successful grapple check. Jason deals constriction damage in addition to damage dealt by his slam attack.

Damage Reduction (Su): Jason ignores damage from most weapons and natural attacks. The weapon thuds into Jason's flesh but does no damage. Jason takes normal damage from energy attacks (even non-magical ones), spells, spell-like abilities, and supernatural abilities.

Darkvision (Su): Out to 60 feet.

Energy Resistance (Su): An attack that deals cold or fire damage slows Jason (as the *slow* spell) for 2d6 rounds, with no saving throw. An attack that deals electricity damage breaks any *slow* effect on Jason and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Jason to exceed his full normal hit points, he gains any excess as temporary hit points. Jason gets no saving throw against attacks that deal electricity damage. In all cases, energy attacks do not deal Jason any damage.

Fast Healing (Ex): Jason regains hit points at an exceptionally fast rate, at 5 hit points per round, as given in Jason's entry.

Flashbacks (Ex): Clever opponents can do something to remind Jason of his almost-forgotten life (e.g., anything that reminds him of his mother). If this happens, Jason takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Frightful Presence (Ex): This special quality makes Jason's very presence unsettling to foes. It takes effect automatically when Jason performs some sort of dramatic action (such as charging or attacking). Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than Jason has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 Jason's racial HD + Jason's Cha modifier). An opponent that succeeds on the saving throw is immune to Jason's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunities (Su): To some mind-affecting effects (charms, compulsions and patterns), poison, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores

(Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage. Jason does not eat.

Improved Grab (Ex): If Jason hits with his slam, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than Jason. Jason has the option to conduct the grapple normally, or simply use his hand to hold the opponent. If he chooses to do the latter, he takes a –20 penalty on grapple checks, but is not considered grappled himself; Jason does not lose his Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. If Jason does not constrict, each successful grapple check he makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, Jason deals constriction damage as well. When Jason gets a hold after an improved grab attack, he pulls the opponent into his space. This act does not provoke attacks of opportunity. He can even move (possibly carrying away the opponent), provided he can drag the opponent's weight.

Pounce (Ex): When Jason makes a charge, he can follow with a full attack.

Psionics (Sp): 3/day—*lesser domination*. These abilities are as the psionic powers of an 8th-level manifester.

Regeneration (Ex): Jason is difficult to kill. Damage dealt to Jason is treated as non-lethal damage. Jason automatically heals non-lethal damage at a fixed rate of 1 hit point per round. Attack forms that don't deal hit point damage ignore regeneration. Jason can regrow lost portions of his body and can reattach severed limbs or body parts. Severed parts that are not reattached wither and die normally.

Rejuvenation (Su): It's difficult to destroy Jason through simple combat: He will restore himself on the next Friday the 13th. Even the most powerful spells are usually only temporary solutions. If Jason would otherwise be destroyed, he returns to Crystal Lake with a successful level check (1d20 + Jason's HD) against DC 16. The only way to get rid of Jason permanently is for him to be killed by a blood relative wielding the *dagger of banishing.*

Resistance to Massive Damage (Ex): Demons gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the demon's host as well.

Robust: Jason is especially robust, gaining a number of hit points equal to his or her Tough level as soon as he selects this talent. Thereafter, Jason gains +1 hit point with each level of Tough he gains.

Skills: Jason uses his Strength bonus for Intimidate checks. Jason receives a +4 racial bonus to Hide and Move Silently checks. On Friday the 13th, Jason's bonus to Hide and Move Silently checks increases to +8. The host gains a +4 bonus on Listen and Spot checks.

Thrall (Sp): If Jason can get a successful grapple on a target, he will spit the demon into the victim's mouth. The thralled host will carry out the orders of the demon, including self-destructive orders. If the demon enters a blood relative of Jason Voorhees, the body immediately transforms into Demonic Jason Voorhees.

Large Outsider/Undead/Tough Hero
Hit Dice: 5d8+5d12+5d10+5 (155 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 17 (+1 Dex, +6 natural)
Attacks: Machete +16 melee or slam +16 melee
Damage: Machete 1d8+7 or slam 1d8+7
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Constrict, frightful presence, improved grab, pounce, psionics, thrall
Special Qualities: blindsight (60 ft.), damage reduction 5/good, darkvision (60 ft.), energy resistance, fast healing 5, flashbacks, immunities, robust, regeneration 1, rejuvenation, robust, undead traits
Saves: Fort +15, Ref +8, Will +7
Abilities: Str 25, Dex 12, Con --, Int 8, Wis 10, Cha 5
Skills: Balance +6, Climb +10, Hide +15*, Intimidate +14*, Jump +8, Listen +6, Move Silently +15*, Spot +9*, Survival +5
Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improvised Implements, Improvised Weapons, Power Attack

Challenge Rating: 16
Allegiance: Hell
Campaign: F13, Part 9

If Jason has achieved this state, it means the Voorhees demon has been awakened due to the total destruction of his body. This is very bad news for everyone within a ten-mile radius.

Combat

Jason's become quite skilled at killing people. He's especially fond of using his Awesome Blow feats to knock victims onto sharp objects. He uses his Improvised Implements and Improvised Weapons to throw sharp objects at people with great effectiveness. He also will pick up anything at hand to murder his victims, although Jason prefers the machete most of all.

Blindsight (Ex): A demon can ascertain creatures by nonvisual means within 60 feet. The demon confers blindsight upon its host.

Constrict (Ex): Jason can crush an opponent, dealing 2d8 points of bludgeoning damage, after making a successful grapple check. Jason deals constriction damage in addition to damage dealt by his slam attack.

Damage Reduction (Su): Jason ignores damage from most weapons and natural

attacks. The weapon thuds into Jason's flesh but does no damage. Jason takes normal damage from energy attacks (even non-magical ones), spells, spell-like abilities, and supernatural abilities.

Darkvision (Su): Out to 60 feet.

Energy Resistance (Su): An attack that deals cold or fire damage slows Jason (as the *slow* spell) for 2d6 rounds, with no saving throw. An attack that deals electricity damage breaks any *slow* effect on Jason and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Jason to exceed his full normal hit points, he gains any excess as temporary hit points. Jason gets no saving throw against attacks that deal electricity damage. In all cases, energy attacks do not deal Jason any damage.

Fast Healing (Ex): Jason regains hit points at an exceptionally fast rate, at 5 hit points per round, as given in Jason's entry.

Flashbacks (Ex): Clever opponents can do something to remind Jason of his almost-forgotten life (e.g., anything that reminds him of his mother). If this happens, Jason takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Frightful Presence (Ex): This special quality makes Jason's very presence unsettling to foes. It takes effect automatically when Jason performs some sort of dramatic action (such as charging or attacking). Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than Jason has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 Jason's racial HD + Jason's Cha modifier). An opponent that succeeds on the saving throw is immune to Jason's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunities (Su): To some mind-affecting effects (charms, compulsions and patterns), poison, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to

any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage. Jason does not eat or sleep.

Improved Grab (Ex): If Jason hits with his slam, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than Jason. Jason has the option to conduct the grapple normally, or simply use his hand to hold the opponent. If he chooses to do the latter, he takes a –20 penalty on grapple checks, but is not considered grappled himself; Jason does not lose his Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. If Jason does not constrict, each successful grapple check he makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, Jason deals constriction damage as well. When Jason gets a hold after an improved grab attack, he pulls the opponent into its space. This act does not provoke attacks of opportunity. He can even move (possibly carrying away the opponent), provided he can drag the opponent's weight.

Pounce (Ex): When Jason makes a charge, he can follow with a full attack.

Psionics (Sp): 3/day—*lesser domination*. These abilities are as the psionic powers of an 8th-level manifester.

Regeneration (Ex): Jason is difficult to kill. Damage dealt to Jason is treated as non-lethal damage. Jason automatically heals non-lethal damage at a fixed rate of 1 hit point per round. Attack forms that don't deal hit point damage ignore regeneration. Jason can regrow lost portions of his body and can reattach severed limbs or body parts. Severed parts that are not reattached wither and die normally.

Rejuvenation (Su): It's difficult to destroy Jason through simple combat: He will restore himself on the next Friday the 13th. Even the most powerful spells are usually only temporary solutions. If Jason would otherwise be destroyed, he returns to Crystal Lake with a successful level check (1d20 + Jason's HD) against DC 16. The only way to get rid of Jason permanently is for him to be killed by a blood relative wielding the *dagger of banishing.*

Resistance to Massive Damage (Ex): Demons gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the demon's host as well.

Robust: Jason is especially robust, gaining a number of hit points equal to his or her Tough level as soon as he selects this talent. Thereafter, Jason gains +1 hit point with each level of Tough he gains.

Skills: Jason uses his Strength bonus for Intimidate checks. Jason receives a +4 racial bonus to Hide and Move Silently checks. On Friday the 13th, Jason's bonus to Hide and Move Silently checks increases to +8. The host gains a +4 bonus on Listen and Spot checks.

Thrall (Sp): If Jason can get a successful grapple on a target, he will spit the demon into the victim's mouth. The thralled host will carry out the orders of the demon, including self-destructive orders. If the demon enters a blood relative of Jason Voorhees, the body immediately transforms into Demonic Jason Voorhees.

Medium Tough Hero
Hit Dice: 5d10+25 (75 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 11 (+1 Dex)
Attacks: Machete +7 melee
Damage: Machete 1d8+4
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: None
Special Qualities: Remain conscious, robust, stamina
Saves: Fort +8, Ref +2, Will +1
Abilities: Str 18, Dex 12, Con 18, Int 8, Wis 10, Cha 5
Skills: Hide +3, Intimidate +6*, Move Silently +4, Survival +2
Feats: Cleave, Great Fortitude, Improved Initiative, Improvised Implements, Power Attack

Challenge Rating: 5
Allegiance: Pamela Voorhees
Campaign: F13, Part 2-4

Jason Voorhees is a deranged young man, gifted with great strength but little else. He is capable of resisting incredible wounds. This is the Jason of the early movies, still mortal and capable of being defeated by teenagers. He is most appropriate for FT13 1-4.

Combat

Young Jason is much wilier because he still has some remnants of intelligence and cunning. He reserves his killing fury for teenagers he believes he can get alone.

Remain Conscious: Jason can continue to perform actions when he would otherwise be considered unconscious and dying. When Jason's hit points reach –1, Jason can perform as though he were disabled, making either an attack action or a move action every round until Jason reaches –10 hit points (and dies) or Jason's hit points return to 1 or higher. Jason can choose to succumb to unconsciousness if he thinks that doing so might prevent him or her from taking more damage.

Robust: Jason is especially robust, gaining a number of hit points equal to his or her Tough level as soon as he selects this talent. Thereafter, Jason gains +1 hit point with each level of Tough he gains.

Stamina: Jason recovers twice as fast as normal. So, Jason recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Skills: Jason uses his Strength bonus for the Intimidate skill.

Large Undead/Tough Hero
Hit Dice: 5d12+5d10+5 (125 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 14 (+1 Dex, +3 natural)
Attacks: Machete +11 melee or slam +11
Damage: Machete 1d8+7 or slam 1d8+7 melee
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Constrict, frightful presence, improved grab, pounce,
Special Qualities: damage reduction 5/good, energy resistance, fast healing 5, flashbacks, immunities, robust, regeneration 1, rejuvenation, robust, undead traits
Saves: Fort +10, Ref +4, Will +3
Abilities: Str 25, Dex 12, Con --, Int 8, Wis 10, Cha 5
Skills: Hide +10*, Intimidate +9*, Move Silently +10*, Survival +5
Feats: Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

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Challenge Rating: 11
Allegiance: None
Campaign: F13, Part 6-8

When Tommy accidentally reanimated Jason, things took a turn for the worse. As an undead revenant, Jason is relentless in his single-minded quest to destroy every single teenager in sight. Although he is eventually drawn back to Crystal Lake, he never passes up the opportunity to kill someone.

Combat

Jason isn't subtle. He stumps towards opponents with a deadly intensity. However, he can also be quite cunning, stalking opponents and disappearing into the shadows until the opportune moment strikes. Jason doesn't understand the concept of defense and will attack heedless of any physical dangers or traps.

Constrict (Ex): Jason can crush an opponent, dealing 2d8 points of bludgeoning damage, after making a successful grapple check. Jason deals constriction damage in addition to damage dealt by his slam attack.

Damage Reduction (Su): Jason ignores damage from most weapons and natural attacks. The weapon thuds into Jason's flesh but does no damage. Jason takes normal damage from energy attacks (even non-magical ones),

spells, spell-like abilities, and supernatural abilities.

Darkvision (Su): Out to 60 feet.

Energy Resistance (Su): An attack that deals cold or fire damage slows Jason (as the *slow* spell) for 2d6 rounds, with no saving throw. An attack that deals electricity damage breaks any *slow* effect on Jason and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Jason to exceed his full normal hit points, he gains any excess as temporary hit points. Jason gets no saving throw against attacks that deal electricity damage. In all cases, energy attacks do not deal Jason any damage.

Fast Healing (Ex): Jason regains hit points at an exceptionally fast rate, at 5 hit points per round, as given in Jason's entry.

Flashbacks (Ex): Clever opponents can do something to remind Jason of his almost-forgotten life (e.g., anything that reminds him of his mother). If this happens, Jason takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Frightful Presence (Ex): This special quality makes Jason's very presence unsettling to foes. It takes effect automatically when Jason performs some sort of dramatic action (such as charging or attacking). Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than Jason has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 Jason's racial HD + Jason's Cha modifier). An opponent that succeeds on the saving throw is immune to Jason's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunities (Su): To some mind-affecting effects (charms, compulsions and patterns), poison, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Not at risk of death from massive damage. Jason does not eat or sleep.

Improved Grab (Ex): If Jason hits with his slam, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than Jason. Jason has the option to conduct the grapple normally, or simply use his hand to hold the opponent. If he chooses to do the latter, he takes a –20 penalty on grapple checks, but is not considered grappled himself; Jason does not lose his Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. If Jason does not constrict, each successful grapple check he makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, Jason deals constriction damage as well. When Jason gets a hold after an improved grab attack, he pulls the opponent into its space. This act does not provoke attacks of opportunity. He can even move (possibly carrying away the opponent), provided he can drag the opponent's weight.

Pounce (Ex): When Jason makes a charge, he can follow with a full attack.

Regeneration (Ex): Jason is difficult to kill. Damage dealt to Jason is treated as non-lethal damage. Jason automatically heals non-lethal damage at a fixed rate of 1 hit point per round. Attack forms that don't deal hit point damage ignore regeneration. Jason can regrow lost portions of his body and can reattach severed limbs or body parts. Severed parts that are not reattached wither and die normally.

Rejuvenation (Su): It's difficult to destroy Jason through simple combat: He will restore himself on the next Friday the 13th. Even the most powerful spells are usually only temporary solutions. If Jason would otherwise be destroyed, he returns to Crystal Lake with a successful level check (1d20 + Jason's HD) against DC 16. If Jason is utterly destroyed, his heart will survive and the Voorhees demon (q.v.) that resides in his heart will awaken. The only way to get rid of Jason permanently is for him to be killed by a blood relative wielding the *dagger of banishing.*

Robust: Jason is especially robust, gaining a number of hit points equal to his or her Tough level as soon as he selects this talent. Thereafter, Jason gains +1 hit point with each level of Tough he gains.

Skills: Jason uses his Strength bonus for Intimidate checks. Jason receives a +4 racial bonus to Hide and Move Silently checks. On Friday the 13th, Jason's bonus to Hide and Move Silently checks increases to +8.

Medium Corpse Tough Hero 10/Slasher 10
Hit Dice: 10d12+10+10d12 (154 hp)
Initiative: +6 (+2 circumstance, +4 Improved Initative)
Speed: 30 ft.
Defense: 24 (+10 class, +4 natural)
Attacks: Machete +14/+9/+4 melee or slam +19
Damage: Machete 1d8+8 or slam 1d8+6 melee
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: weapon focus (machete), stalking, smash, augmented critical (machete), improved reaction, weapon specialization (machete), critical strike
Special Qualities: Robust, DR 1/-, DR 2/-, DR 3/-, second wind (*Slasher*) death flesh, sequel
Saves: Fort +10, Ref +8, Will +5
Abilities: Str 22, Dex 10, Con —, Int 10, Wis 8, Cha 3
Skills: Climb +12 (6), Hide +7 (5), Intimidate +6 (10), Listen +10 (11), Move Silently +7 (5), Navigate +12 (10), Spot +10 (11), Survival +16 (15).
Feats: Alertness, Archaic Weapons Proficiency, Armour Proficiency (light), Brawl, Cleave, Far Shot, Great Fortitude, Guide, Improved Brawl, Improved Critical (cleaver), Improved Critical (knife), Improved Critical (machete), Improved Initiative, Power Attack (up to +14), Renown, Simple Weapons Proficiency, Stealthy, Track.

Challenge Rating: 21
Allegiance: None
Campaign: F13, Part 6-8

Jason Voorhees (1946-1957) was the son of Pamela Voorhees. Jason was physically hideous, but Pamela loved him nonetheless. He died when he drowned in Crystal Lake at the age of 11; the Camp Crystal Lake counsellors who should have been on duty were not there.

Pamela lost her mind and started attacking the campground. Despite her best attempts to keep the camp closed, it reopened several times, until she totally snapped and started murdering the counsellors. She took ten lives before Annie, the last surviving counsellor, decapitated her. An unknown assailant murdered Annie several months later.

The camp was reopened, but the murders began again; Jason had somehow come back from death, wearing a pillowcase over his head. He killed six before a female counsellor took him down with a machete to the shoulder.

It didn't stop him, and Jason came back for more, taking a hockey mask from one of his next kills and wearing one ever since. An axe to the head brought him down, but he came back from death at the morgue, and carved a bloody trail back to Crystal Lake, where a 12-year old boy, Tommy Jarvis, brought him down and hacked at his corpse relentlessly. Jason was buried, and Tommy was sent to a mental institution.

When Tommy was transferred to Pinehurst, the killings began again. However, this time, "Jason" was the father of one of the Pinehurst patients who was brutally killed by another. Tommy, plagued by hallucinations, dug up Jason's body and impaled it repeatedly with an iron spike. Lightning hit the spike, reviving the killer, and he returned to Crystal Lake (renamed Forest Green), killing many more before Tommy drew him out into the lake and chained him to a heavy rock at the bottom.

A psychokinetic woman accidentally brought him back to the surface, where he killed more until he was returned to his watery tomb. A passing boat's anchor snagged an underwater cable and zapped him, restoring him to life. He climbed on board and killed the occupants, and boarded another boat carrying vacationing teenagers. The boat arrived in Manhattan, and he almost killed all of them until he was destroyed in the sewers by a flood of toxic wastes.

Pamela Voorhees

Medium Tough Hero
Hit Dice: 3d10+15 (45 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Defense: 11 (+1 Dex)
Attacks: Machete +5 melee
Damage: Machete 1d8+3
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: None
Special Qualities: Robust, stamina
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 16, Dex 12, Con 18, Int 12, Wis 10, Cha 5
Skills: Hide +3, Intimidate +5*, Move Silently +4, Survival +2
Feats: Cleave, Improved Initiative, Improvised Implements, Power Attack

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Challenge Rating: 3
Allegiance: Jason Voorhees
Campaign: F13, Part 1

Pamela Voorhees is a madwoman, driven by the grief of her son's supposed drowning. She holds the camp counselors of Crystal Lake responsible and intends to kill every one of them.

Combat

Pamela is smarter than Jason, which makes her deadlier. She will use every piece of terrain to her advantage and is not afraid to retreat, only to turn up later.

Robust: Pamela is especially robust, gaining a number of hit points equal to her or her Tough level as soon as she selects this talent. Thereafter, Pamela gains +1 hit point with each level of Tough she gains.

Stamina: Pamela recovers twice as fast as normal. So, Pamela recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Skills: Pamela uses her Strength bonus for the Intimidate skill.

Pamela Voorhees, Undead

Small Undead
Hit Dice: 1d12+1 (8 hp)
Initiative: +1 (+1 Dex)
Speed: fly 30 ft. (good)
Defense: 12 (+1 Dex, +1 size)
Attacks: Bite +3 melee
Damage: Bite 1d4 plus poison
Face/Reach: 5 ft by 5 ft
Special Attacks: Shriek, poison
Special Qualities: Undead, darkvision (60 ft.)
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 8
Skills: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5

Challenge Rating: 2
Allegiance: Hell
Campaign: F13, Part 2-X

Surely, no good could come of chopping off Pamela Voorhees' head. Sure enough, the demonic same forces that animate Jason's body decided to make Pamela one pissed off head.

Combat

Pamela attacks by biting with her jagged teeth. Pamela's natural weapons are treated as evil-aligned for the purpose of overcoming damage reduction. Pamela's primary goal is to poison victims for Jason. If Pamela's floating head is around, she can command Jason to do her bidding. Is it any wonder why Jason is so screwed up?

Shriek (Su): Instead of biting, Pamela can open her distended mouth and let out a terrible shriek. Those within 60 feet (except Jason) who hear the shriek and can clearly see Pamela must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until she attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by Pamela's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal Pamela's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Small Construct
Hit Dice: ½ d10 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 40 ft.
Defense: 12 (+1 Dex, +1 size)
Attacks: Spike –1 melee or Laser +0 ranged
Damage: Spike 1d4 or Laser 3d10 (fire)
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: Construct
Saves: Fort +0, Ref +1, Will +0
Abilities: Str 6, Dex 12, Con ---, Int ---, Wis 10, Cha 10
Skills: Hide +5, Spot +4

Challenge Rating: 2
Allegiance: Humanity
Campaign: Jason X

These three-foot diameter subclass B druids are in the shape of spiders, with eight legs topped by a light laser.

Combat

Spider druids have but one mission: to destroy Jason. Spider druids make up for their small size with lasers and numbers (up to 12 at a time). They have but one program: to destroy Jason Voorhees. To that end, spider druids move in a straight line, slicing up everything in their path with lasers. Although they exist to protect humanity, they are ultimately there to destroy Jason and will attack humans who do not immediately get out of the way. Whoever programmed these druids knew just how dangerous Jason really is.

Links

"There's a legend around here. A killer buried, but NOT dead. A curse on Crystal Lake, a death curse. Jason Voorhees curse. They say he died as a boy, but he keeps coming back. You have seen him and lived. Some have even tried to stop him. NO ONE can."

--Narrator, <u>Friday the 13th, Part 7</u>

Books

For more information about books that were used to help create this document, see Section 15 of the Open Gaming License.

- Freddy vs. Jason
- Friday the 13th
- Friday the 13th, Part 2
- Friday the 13th, Part 3
- Friday the 13th, Part 3 (3-D)
- Friday the 13th, Part 6: Jason Lives
- Friday the 13th: Book 1 (Mother's Day)
- Friday the 13th: Book 2 (Jason's Curse)
- Friday the 13th: Book 3 (The Carnival)
- Friday the 13th: Book 4 (Road Trip)
- Games of Terror: Halloween, Friday the 13th, and the Films of the Stalker Cycle

DVDs

- Friday the 13th
- Friday the 13th, Part 2
- Friday the 13th Part 3
- Friday the 13th - The Final Chapter
- Friday the 13th, Part V - A New Beginning
- Friday the 13th, Part VI - Jason Lives
- Friday the 13th Part VII - The New Blood
- Friday the 13th Part VIII - Jason Takes Manhattan
- Jason Goes to Hell - The Final Friday
- Jason X
- Jason vs. Freddy

Games

- Friday the 13th (Nintendo)
- Friday the 13th Walkthrough and FAQ
- World of Darkness: Jason Voorhees

Toys

- Friday the 13th: 18" Jason

Web

For more information about web sites that were used to help create this document, see Section 15 of the Open Gaming License.

- Camp Blood: The Home of Jason Voorhees
- Crystal Lake: 13 Miles
- Earth's Nightmare/Hell's Dream
- Freddy vs. Jason
- Friday the 13th & A Nightmare on Elm Street – A Dedication
- Friday the 13th Online.com
- Friday the 13th Web
- Friday the 13th: Pit of Horror
- Friday the 13th: The Legend of Jason Voorhees

- [Friday the 13th: The Website](#)
- [Horror](#)
- [Jason Lives UK](#)
- [Jason Voorhees Files](#)
- [Nightmare on Friday the 13th](#)
- [Why Friday the 13th is Unlucky](#)

About the Authors

Michael Tresca

Michael Tresca is an author, artist, web designer and editor. He has written reviews for RPG.net, Gamers.com and Allgame.com. He is the co-creator of Talien and Maleficent's Bookstore. He has three published D20 adventures, including All the King's Men, Tsar Rising, and The Dancing Hut. Michael has writing credits in Dragon Magazine, Scrollworks Press, D20 Weekly, and Spectre Press. Two more D20 hardcover supplements are forthcoming, including Mercenaries: Born of Blood by Otherworld Creations, Frost & Fur by MonkeyGod Enterprises and Combat Missions by Paradigm Concepts. He also contributed to Relics from AEG. In his spare time, Michael is an administrator for the multi-user dimension known as RetroMUD, where he can be found as his alter ego, Talien. To learn more about Michael, visit his web site.

DarkSoldier

DarkSoldier started his D20 Modern Netbook of Famous Characters when he compiled his write-ups for the M*A*S*H crew, Indiana Jones, and Forrest Gump. In short order, he had added some 40 more pages of material and opened it up to submissions. There's not a whole lot to know about him; he spends most of his time on message boards (Wizards.COMmunity, the Kargatane boards, and he makes the occasional post on the EN boards) when he's not playing computer games or bashing his head in trying to write a novel.

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