

Characters in Macho Women with Guns



Animal Affinity, Archaic Weapons Proficiency, Athletic, B.F.G., B.F.G II, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave,

Improved Brawl, Improved Combat Martial Arts, Macho, Power Attack, Swearing and Weapon Focus.

Cup Size

The Strong Heroine's starting cup size is A and is determined by her Strength ability.

The Fast Heroine

The Fast Heroine uses her amazing speed and accuracy to avoid problems and strike first. Fast Heroines excel in ranged combat and martial arts. As a result they tend to be restrained, but twitchy, characters.

A Fast Heroine could be a ninja, a gunfighter, an acrobat, a stripper or just plain lithe and wiry (as well as being unbearably slim. Bitch!). A Fast Heroine's bum rarely looks big in anything.

A Fast Heroine can do a hundred metres in ten seconds, complex Yoga moves without screaming in agony and can cross her ankles behind her neck with a smile on her face. Combine all these features and it is easy to see why she is so popular at parties.

Mana Die

The Fast Heroine's adaptability extends to her spiritual power, while not a master of harnessing the spirit of being to her will, she is more competent than some. The Fast Heroine gains 1d6 Mana points every level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Fast Heroine gains a bonus feat. This feat must be selected from the following list and the Fast Heroine must meet any prerequisites in order to gain the feat.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focussed, Greater Mow 'Em Down, Improved Disarm, Kick Ass and Chew Gum, Mobility, Mow 'Em Down, Personal Firearms Proficiency, Point Blank Shot, Run In High Heels, Stealthy and Weapon Finesse.

Cup Size

The Fast Heroine's starting cup size is B and is determined by her Dexterity ability.

The Tough Heroine

The Tough Heroine uses her incredible toughness and resilience to weather adversity and take punishment. Tough Heroines excel in dealing with tricky situations with a tendency for being quiet but friendly, though this is by no means always true.

A Tough Heroine could be a docker, wrestler, an athlete, a mother or just plain tough.

A Tough Heroine can take a punch, then nail you right back, give birth without drugs and is invariably stocky and broad hiped. The Tough Heroine is the epitome of the statement 'The bitch is back and this time she means business!'

Mana Die

The Tough Heroine's focus on the physical means that, like the Strong Heroine, her control over the realm of spiritualism is less than complete. The Tough Heroine gains 1d4 Mana points per level.

Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Tough Heroine gains a bonus feat. This feat must be selected from the following list and the Tough Heroine must meet any prerequisites in order to acquire the feat.

Alertness, Athletic, Brawl, Confident, Endurance, Extra Life, Great Fortitude, Hard Drinking, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Macho, Power Attack, Street Fighting, Swearing, Teflon Skin, Toughness and Vehicle Expert.

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Cup Size

The Tough Heroine's starting cup size is C and is determined by her Constitution ability.

The Smart Heroine

The Smart Heroine uses her devastating intelligence and wits to overcome opponents and to generally succeed in life. Such an approach does, however, lead to her being picked on and beaten up by those who are, invariably, dumber and more muscular. Smart Heroines excel in dealing with puzzles and complex problems, tending to be quiet and reserved though strong-willed.

A Smart Heroine could be a hacker, techie, librarian, rocket scientist or just too smart for her own good.

Smart Heroines have a knack for being condescending, devastating others with their sarcastic, dry wit. They also have the ability to perform highly dextrous tasks, like fitting an air filter, filing or typing a thousand words per minute without breaking a nail.

The Smart Heroine is one of the few character classes available that is able to hold protracted and involved conversations about subjects other than soap operas.

Mana Die

The Smart Heroine's natural intelligence and ability to understand even the most complicated things gives her a more developed grasp of the concept of spiritualism. The Smart Heroine gains 1d8 Mana points per level.

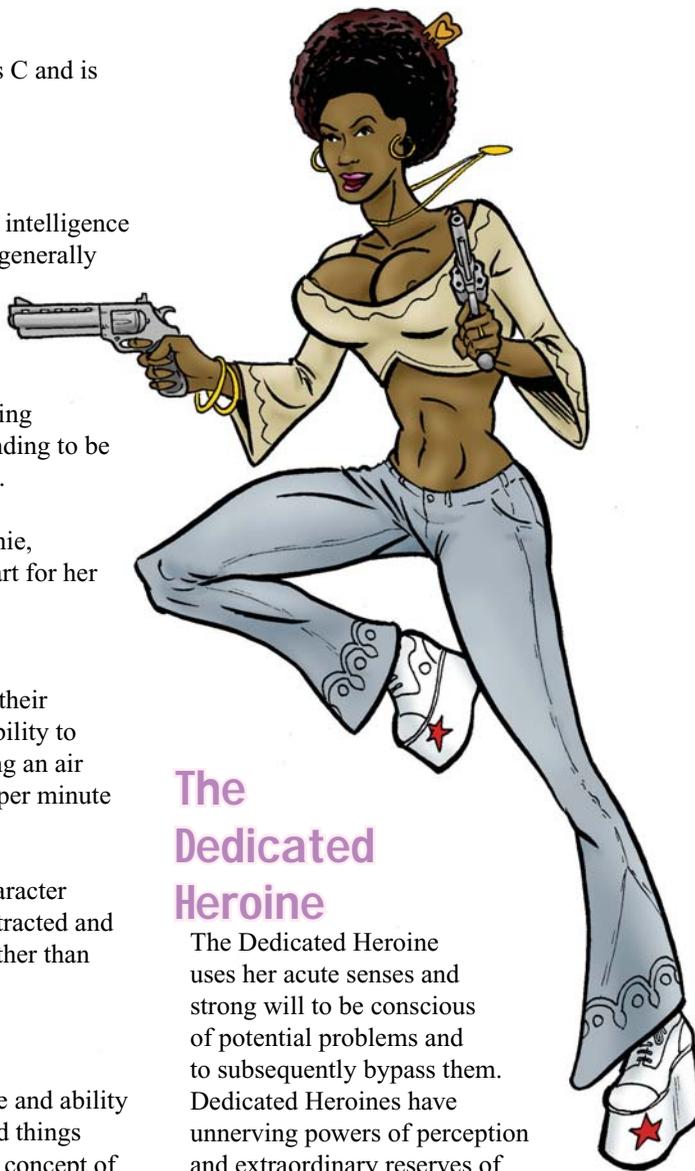
Bonus Feats

At 2nd, 4th, 6th, 8th and 10th level, the Smart Heroine gains a bonus feat. This feat must be selected from the following list and the Smart Heroine must meet any prerequisites in order to gain the feat.

Backstabbing Bitch, Builder, Cautious, Combat Expertise, Dodge Responsibility, Educated, Gear Head, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert and Weapon Focus.

Cup Size

The SmartHeroine's starting cup size is B and is determined by her Intelligence ability.



The Dedicated Heroine

The Dedicated Heroine uses her acute senses and strong will to be conscious of potential problems and to subsequently bypass them. Dedicated Heroines have unnerving powers of perception and extraordinary reserves of willpower, giving rise to a calm, confident and intelligent personality.

A Dedicated Heroine could be a freedom fighter, a zealot, a scientist or a policewoman.

Dedicated Heroine's are hard to deter once a course of action has been decided, seeing little reason to sway from their plan. It is rare for a Dedicated Heroine to ask for another's opinion and even if asked, it will be only to confirm that this opinion is wrong before continuing as they had planned to. Disagreeing with a Dedicated Heroine only confirms in their eyes that you are clearly stupid and worthy only of contempt.

Mana Die

The Dedicated Heroines focussed and powerful will grants her extraordinary control of her own innate



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Pinup Geek

Scientists, hackers and engineers of all types fit within the scope of the Pinup Geek but, unlike many others who engage in these occupations, these girls are *hot*. They inspire worship and envy from all other geeks and often up fronting video games programmes on the TV or discussing the finer points of robotics with plump losers.

Prerequisites

Pinup Geeks must have an Intelligence and Dexterity of 13.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, Earth and life sciences, physical sciences, or technology), Repair and Research.

Bonus Feats

Select one of the following;

Alertness, Confident, Educated, Focussed, Gear head or Studious.

Special

Heyyyyy: Pinup Geeks can enact 'The Fonz Effect' by hitting a computer or machine and spending an Action Point. This restores it to working order with half of its original hit points if any.

Magnificent Tool: Pinup Geeks start play with \$500 of tools, amongst which is a free giant spanner, which may be used as a metal baton with an additional point of damage.

Techno Tinker: Pinup Geeks gain a +2 competence bonus to any Repair or Computer Use checks they make.

Blood Sweat and Tears: Pinup Geeks can sacrifice their own hit points to restore the hit points of objects or vehicles.

Money

Pinup Geeks start with an extra \$1,500 in savings.

Police Chick

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, sheriffs and military police. Police Chicks can be involved in anything that vaguely resembles law enforcement in the world after The Dang, including rent-a-cops and private security guards. Uniforms and big phallic sticks come with the territory, so too does a penchant for brutality, coffee and doughnuts.

Prerequisites

Police Chicks must be aged 20 years and over.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, Earth and life sciences, streetwise, or tactics) and Listen.

Bonus Feats

Select one of the following;

Combat Martial Arts, Hard Drinking, Light Armour Proficiency, Look Good in Uniform, Macho, Personal Firearms Proficiency or Swearing

Special

Commanding Presence: By spending an Action Point and yelling an order the Police Chick can force a target with three or more Intelligence to 'Respect her authority'. The Police Chick makes an Intimidation check, the result of which is used as the DC of the target's Will save. If failed the target will obey, within reason, any order they are given. Obviously this should be such things as 'Freeze!' or 'Drop your weapon!' as commands such as 'Shoot yourself in the head!' or 'Dive into the pool of toxic waste!' will be ignored and any respect for the Police Chick will be lost. The ordered individual will not do anything that will immediately place themselves in obvious mortal danger.

Standard Issue: Police Chicks start with a police uniform, pepper spray, a tonfa, a 12-gauge pump-action shotgun with thirty-six rounds and a .38 revolver with eighteen rounds.

Immune To Arrest: Police Chicks can do pretty much what they like and get away with it. Nobody questions their authority. Police Chicks are immune

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to anyone else's use of Commanding Presence and if jailed or contained by any legitimate authority (rather than bandits or kidnapers) will be released within twenty-four hours.

Fall Down The Stairs: Police Chicks are intimidating and experts at interrogation gaining +2 competence bonus to their Bluff and Intimidation checks.

Money

Police Chicks start with an additional \$500 in savings.

Renegade Nun

Pope Joan has sent the Renegade Nuns of Our Sisters Of The Sacred Chopper out into what remains of the world to fight evil and help restore order to the troubled land. The full weight of The Vatican is behind these avatars of papal might as they take their crusade to the masses. The life of a Renegade Nun is not an easy one, as Satan is also trying to restore civilisation. Eternal souls are so much easier to come by when they have less to complain to God about.

Prerequisites

Renegade Nuns have no prerequisites.

Skills

Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill.

Drive, Intimidate, Gather Information, Knowledge (theology), Repair and Survival.

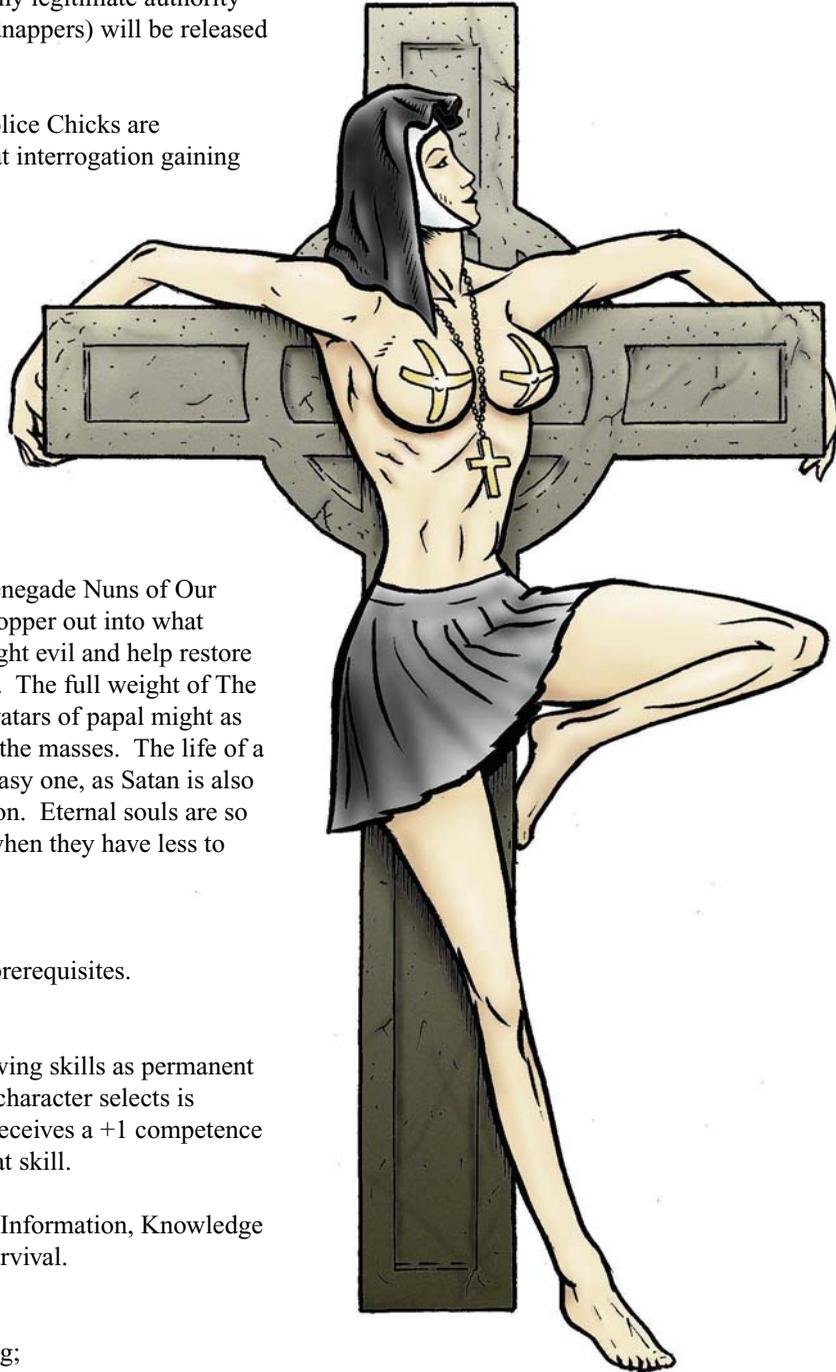
Bonus Feats

Select one of the following;

Cell Phone to God, Combat Genuflection, Drive-By Attack, Look Good in Uniform, Macho, Personal Firearms Proficiency, Pray like Hell or Pure of Heart

Special

Sainted Aunt: Renegade Nuns begin the game with the Holiness feat even if they do not meet the prerequisites for this feat. Renegade Nuns may also Turn Undead as detailed in the *d20 Modern Roleplaying Game*.



Kick Ass for the Lord: Renegade Nuns may take either the Brawl or Combat Martial Arts feat for free.

Rolling Thunder: Renegade Nuns start with a nun's outfit, a motorcycle, a holy symbol and a shotgun, pistol or submachine gun of their choice with enough ammunition to reload it three times.

Faith: Renegade Nuns gain a permanent +1 bonus to their Will save.



Feminine Feats

A feat is a talent, special ability or party trick that enables a character to stand out from the crowd or reflect enhancements to their abilities. In the world of Macho Women with Guns these talents are more likely to be used to grant horrendous bonuses to a character's combat abilities until they are an unstoppable killing machine that would make Ted Bundy throw up his hands and say 'Whoa, chill'.

Feats are a great way of personalising a character, individualising and customising them, after all, not every ninth level schoolgirl is the same. Besides the feats presented here there are many, many other feats scattered throughout other *d20* products that can be cannibalised and integrated into Macho Women with Guns (with a big enough hammer).

New and Modified Feats

The feats that follow are special and unique to Macho Women with Guns and should be treasured, nurtured and used for good, not evil. Unless you are playing a Bat-winged Bimbo, in which case knock yourself out.

Backstabbing Bitch (General)

Skilled in the art of bad-mouthing and two-facedness you may appear all sweetness and light to someone's face but the moment their back is turned you change into an evil harpy, quite at ease with the idea of plunging a dagger (metaphorical or physical) between their shoulder blades.

Prerequisites

You must have at least five ranks in both Bluff and Move Silently skills.

Benefits

You gain an additional +2 competence bonus to your Bluff checks when defaming the character of an opponent. This feat also allows you to physically attack such an opponent. If you are able to sneak up on a target without their being aware of your approach you gain an additional 1d6 damage to your attack.

Bat out of Hell (Magic)

You have the ability to generate a burst of speed to escape your enemies.

Prerequisites

You must have the Demon Taint feat or be a Bat-winged Bimbo in order to choose this feat.

Benefits

By spending your Mana points you can save any unused movement from your current combat round and use it on your next round. A character using this ability spends five Mana points, storing her move-equivalent actions for that round. Characters may store up to five rounds' worth of move-equivalent actions but must declare their intention to use this ability before proceeding. The character may then use her stored movements in one round. she must expend all of her stored move-equivalent actions in one round.

For example; Tawney, bimbo-about-town, is set upon by mutated midgets in the mall. Taking cover behind a table she keeps still, firing at them with her pistol and feeling pained as she hits an ice-cream stand by accident. Conscious of her impending peril she enables her Evil Powers. Two rounds later as the evil midgets close in she spends ten Mana points, five for each round of move-equivalent actions stored, before flapping her wings and springing into the air, moving a colossal distance in a straight line and clear out of the mall, leaving a pair of very confused midgets in her wake.

Bat Wings (Magic)

A pair of bat-like wings protrudes from your back. These wings are fully functional and are available in a wide range of colours including red, black, blue or green, all sharing that pleasant leathery texture.

Prerequisites

This feat may only be selected by a Bat-winged Bimbos or characters with the Demonic Taint feat.

Benefits

Bat Wings allow you to fly at a speed of 60-ft. with a maximum ceiling of 100-ft. They also aid you in Jump and Balance attempts.

Feminine Feats



Special

You can choose the Bat Wings feat more than once. Each additional time you take the Bat Wings feat your base speed while flying is increased by 5-ft. and increase your maximum ceiling increases by 100-ft.

B.F.G. Proficiency (General)

Anyone can carry a Small or Medium weapon in one hand and fire it successfully. You, however, are able to heft weapons that would make a Jesse Ventura weep.

Prerequisites

A character wishing to choose this feat must have a Strength of 16 or higher and the Personal Firearms Proficiency feat.

Benefits

You may wield Large weapons in one hand as if they were one size category smaller than their actual size. As such Large weapons may be used one-handed as though they were Medium-size weapons and Medium-size weapons as though they were Small weapons.

Mega B.F.G. Proficiency (General)

Carrying Large weapons is for school children. You prefer to wield weapons that would make a T1000 gasp.

Prerequisites

A character wishing to choose this feat must have a Strength of 18 or higher and the B.F.G. Proficiency feat.

Benefits

You may wield Huge weapons in one hand as if they were one size category smaller than their actual size. As such both Huge and Large weapons may be used one-handed as though they were Medium-size weapons, Small weapons, however, are far too fiddly for your big hands, as such you are incapable of using any weapon smaller than Medium-size.

Blow Your Way to the Top (General)

You have gained a high position in your chosen field through questionable methods.

Prerequisites

You must have at least five ranks in the Nookie skill.

Benefits

You gain an extra level in reputation, a windfall of \$1,000 and a +1 competence bonus to seduction attempts (seduction is detailed in the Macho Skills chapter starting on page 28).

Combat Genoflection (General)

You have been trained to brandish your crucifix while laying low your enemies.

Prerequisites

You must have the Holiness feat or have taken the Renegade Nun occupation in order to take this feat.

Benefits

Your ability to Turn Undead no longer uses one of your attack actions leaving you free to dispatch such creatures back into the infernal pit from whence they came while still firing your shotgun.



Heinous Drawbacks

rolls and saves for every hour they are prevented from indulging in their passion. These penalties continue to accumulate and remain in effect until the character manages to get their fix. If the character is prevented from partaking in their addiction for 12 hours or more they lose all control, flying into a blind rage, attacking anybody who prevents them from finding an outlet for their addiction.

Special

For every time period of your addiction you go without indulging (including sleep time) you gain a penalty as described above.

Example; Sister Beatrice has a bit of a problem with the communion wine. She is a habitual alcoholic with a pickled liver and a permanent speech impediment. Sister Beatrice needs to drink every hour and so, after an eight-hour period of sleep, she wakes up with a screaming urge for booze and a -8 penalty to everything she does.

Allergies 1/2/4

Permanent

You have a powerful allergy to some sort of substance and react badly in its presence.

Points

Having an allergy is a one, two or four-point drawback depending on the severity of the allergy.

Effect

You are allergic to a highly uncommon substance such as lead, public transport systems or people called Geoff. With a one-point allergy you get a bugged up and itchy feeling when within twenty feet of the substance you have an allergy to. This causes you a -1 penalty to any actions and to your defence while around it.

You are allergic to a fairly common substance such as cats, dust mites or pollen. With a two-point allergy you suffer the above effects and also suffer a sneezing fit. You may make no action save a five-foot step while within twenty feet of the substance you are allergic to.

You are allergic to a very common substance such as oxygen, sunlight or electricity. With a four-point allergy you suffer the above effects and take one point of damage every round you are within twenty feet of the substance as it brings you out in nasty hives.

Special

The substance you are allergic to can be chosen by the Games Master or, alternatively, rolled on the creature weakness table in *d20 Modern Roleplaying Game*.

Always Late

Permanent

You are never on time for anything. You were late for your own birth and are likely to arrive at your own funeral after all the speeches are finished and all the food at the wake has been eaten.

Points

Being Always Late is worth one point.

Effect

You should roleplay always being late for meetings, appointments and so on, usually by a fashionable quarter or one-half hour. In combat you always roll your Initiative twice and take the worst result.

Bad Luck 1/2/3

Permanent

You are just naturally unlucky. You are the person who always rolls snake eyes, if your car breaks down it's guaranteed to be on a day when the repair men are on holiday on Mars.

Points

Having bad luck is worth one, two or three points depending on the severity you decide to take.

Effect

The Games Master or another player can call for you to re-roll a successful check in the hope of making you fail. The level of Bad Luck you possess determines the number of times you can be called upon to reroll a successful check. At level one the roll must be made again, at level two this roll must be re-rolled twice and at level three it must be re-rolled three times.

Bad to the Bone

Permanent

You are rotten, nasty and unspeakably evil. Bad you.

Points

This Heinous Drawback is worth a single point.

Effect

You are so evil that holy weapons, including Renegade Nuns themselves, deal double damage when they hit you.

Heinous Drawbacks

Special

You cannot take this Heinous Drawback unless one of your allegiances is to Evil.

‘Take that, you ichor dripping scum! Eat hot lead!’

BRAKKA BRAKKA BRAKKA!

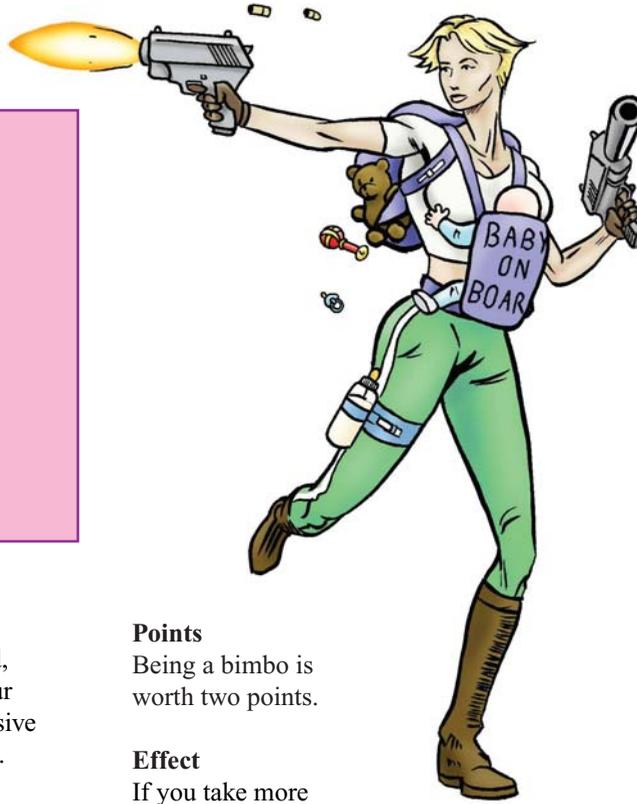
‘Yeah, who’s laughing now tentacle head?’

Rrrrinnnggg, rrrrinnnnngggg.

‘Yeah, hello?’

‘Mommy? My tummy hurts an’ I was sick.’

‘Mommy will be right there honey!’



Balancing Priorities

Permanent

You have other commitments either to a child, partner, job or tutoring crippled orphans. Your commitments are something that make excessive demands on your time and cannot be avoided.

Points

Balancing Priorities is worth two points.

Effect

1d10 rounds into each combat (determined by the Games Master) you receive a call in regard to your other commitments and have to dash off and deal with it until the combat ends.

Big Green Monster

Buy Off (Will 6+)

You are a simmering pressure cooker of resentment and jealousy just waiting to explode.

Points

Being a Big Green Monster is worth one point.

Effect

Similar to Status Conscious, you care a great deal about what other people have and how they are better than you. You suffer a -2 penalty to social interactions with anyone who has an ability score higher than yours and will not help anyone with a higher base Charisma score.

Bimbo

Buy Off (Intelligence 12+)

Yes, being a bimbo is a disadvantage; aside from the obvious personality problems there is the obsession with personal appearance and girlie screaming.

Points

Being a bimbo is worth two points.

Effect

If you take more than half your Constitution in damage from a single strike you are stunned for the following round, spending that time shrieking about your dishevelled hair or a broken nail.

Bitch

Buy Off (Charisma 14+)

You are a bitch. You talk behind people’s backs and cuss them to their face. You consider yourself superior to all other forms of life and are not afraid to let them know it.

Points

Being a total bitch is worth one point.

Effect

You suffer a -2 penalty on any social interactions with anyone and creatures are one degree more hostile to your presence.

Buck-Toothed Jack

Permanent

You are the result of cousins marrying. While you might possess a certain hick charm and look good in a lumberjack shirt you are ultimately backward as a result of your genetic lineage.

Fighting like a Girl

Weapon	Recoil speed	Save DC
Unarmed attack	3 feet per round	5
Tiny weapon	5 feet per round	8
Small weapon	8 feet per round	10
Medium weapon	10 feet per round	13
Large weapon	13 feet per round	15
Huge weapon	15 feet per round	17
Three-round burst	+3 feet per round	+2
Auto fire	+5 feet per round	+5

space, characters must make an opposed Strength check against the suction strength of the hole every round until the hole is safely patched and the area re-pressurised. Failure results in the character being sucked up against the hole, if this is big enough to accommodate the character then they are sucked through it, unless the character can make a Reflex save against a DC of 15. If the hole is smaller than the character they are sucked up to it, plugging the gap for everyone else, if the character is not wearing a spacesuit they take 1d6 points of damage every round as if they were wearing a ruptured suit.

Normal, ballistic weapons do not work in a vacuum if you are being high-minded and scientifically accurate about your setting, which is entirely up to you.

Zero Gravity

Another hazard of space is zero gravity, which can cause far more deadly problems than simply having one's cleavage float free in the middle of a serious conversation.

Moving around in zero, or low, gravity is more difficult than moving around normally and all speeds are halved, as you have to be more careful about everything you do and force yourself not to overreact.

Firing a weapon in zero gravity can be a trial unless it has no recoil; even using a melee weapon can cause you to spin away in the opposite direction. Whenever you make an attack in zero gravity consult the table below.

Spinning away can be countered by making a Reflex save against the DC's described above. Righting oneself and reducing any movement can be achieved by making a move equivalent action to do so. Characters move in the opposite direction to their face if they fail the Reflex save and characters may choose to fail automatically. Making several attacks in the same direction increases your speed by the aforementioned amount and the character travels the total distance described above at the start of every round until they actively cease this.



Advanced Classes

Even a neophyte Macho Woman is a force to be reckoned with, weapon in hand carving a path of blood and bouncing breasts through her enemies. After a time the benefits and abilities of the basic classes can become a little stale and at that point it is time to consider moving on to pastures new. Advanced classes.

Advanced classes are specialist occupations that Macho Women can develop into, each with its own unique abilities and bonuses that allow you to customise your character to a greater degree than normal. Games Masters are advised to review all advanced classes before allowing her players to develop into them. Other advanced classes are available from other *d20 Modern Roleplaying Game* compatible products, again we advise the Games Master reviews these before allowing characters to take them.

Assassin

Female Assassins are staples of fiction and history from ninja geisha girls to naked killers and all things in-between, using her feminine wiles and the sheer surprise of a woman attacking to carry the day. The surprise factor is greatly lessened after The Dang but Macho Women still make excellent Assassins.

An Assassin is a trained killer; unlike a soldier or other fighter she is not trained to take and hold land, or to take prisoners. An Assassin is there to get



in, kill someone and get out, looking as stylish as possible the whole time.

An Assassin is a good class to take if you want to sneak around attacking people unfairly from behind and looking good in black.

Class level	Base attack	Fort save	Ref save	Will save	Special	Defence bonus	Reputation bonus
1	+0	+0	+2	+0	Sneak attack +1d6	+1	+1
2	+1	+0	+3	+0	Look good in black	+2	+1
3	+2	+1	+3	+1	Sneak attack +2d6	+2	+1
4	+3	+1	+4	+1	Hidden weapons	+3	+2
5	+3	+1	+4	+1	Sneak attack +3d6	+3	+2
6	+4	+2	+5	+2	Amazing dodge	+4	+2
7	+5	+2	+5	+2	Sneak attack +4d6	+4	+3
8	+6	+2	+6	+2	Hidden weapons 2	+5	+3
9	+6	+3	+6	+3	Sneak attack +5d6	+5	+3
10	+7	+3	+7	+3	Amazing dodge 2	+6	+4