



FOUR-COLOR TO FANTASY

PROMOTIONAL PACKAGE I

Art by Stephen Shepherd & Tony Perna

THE MODERN HERO

This promotional and supplemental PDF presents the core changes needed to bring the original Four-Color to Fantasy up to date with the modern d20 system.

The Hero class in this PDF replaces the Hero Class from the original edition, adding a Defense Bonus and Reputation Bonus to

the class progression. The Reputation Bonus provided on the table is for use with the Reputation rules from the Modern D20 System as opposed to the Reputation rules published in both editions of Four-Color to Fantasy.

The Hero is the primary new class introduced in *Four-Color to Fantasy*. It is the class which gives you access to Super Powers and allows you to improve and develop them. Unlike other main classes, the Hero class does not necessarily represent a profession you train in. Rather, levels of the Hero class can be like equivalent character levels from having a powerful race: they represent your power level without necessarily being tied to training. See Chapter Four: Creating a Supers Game for a discussion of how to use the Hero class in your game.

The source of a Hero's powers is different for nearly every Hero, and their abilities are just as varied. Practically any power is available to a Hero of a high enough level, though in many cases the Hero has no control over which powers he gains. The powers might be a fluke of birth, or an accident might infuse the character with strange abilities, or he might unlock

Four-Color to Fantasy, Four-Colour to Fantasy Revised and this promotional PDF are pulished under the terms of the Open Game License and the d20 System Trademark License. The OGL allows E.N.Publishing to use the d20 System and Modern d20 System core rules and to publish gaming material derived from those rules.

Declaration of Open Content - the entirety of the text outside of this text-box in this PDF is Open Content, with the exception of all occurrences of the title "Four-Color to Fantasy" and all references to E.N.Publishing and E.N.Publishing product lines. All illustrations, pictures and layout in this PDF are Product Identity and the property of E.N.Publishing, Copyright 2003.

This product Requires the use of the Dungeons & Dragons (R) Player's Handbook, Third Edition, published by Wizards of the Coast (R).

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons (R) and Wizards of the Coast (R) are Registered Trademarks of Wizards of the Coast and are used with permission.

The contents of this PDF, regardless of declaration, remains the Copyright property of E.N.Publishing, Copyright 2003.





powers within himself through meditation or experimentation. The source of your powers is for you and your game master to decide, but the rules mechanics remain the same. For the balance of the game, it makes no difference whether your powers are natural, caused by an accident, or from training.

Adventures: A Hero will often go on adventures either because of a sense that he must use his powers toward good, or because he feels that with his powers nothing is stopping him from acquiring riches and fame. However, many Heroes, especially those in worlds where magic, psionics, or similar powers are rare, prefer to keep a low profile so they can avoid the curiosity of those who want to take advantage of them, or avoid condemnation from those who they are unable to help. Even when forced to remain discreet, however, few heroes can resist the lure to use their power for personal gain or to help others.

Abilities: Since the Hero class itself simply represents super powers, and most Heros have levels in some other class to represent their actual training, ability scores do not have much effect on this class itself. Indeed, the Hero class is often a way to improve ability scores to help in other classes.

Hit Die: d4.

Action Points: Heroes gain 5 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills

The hero has no class skills. The hero class represents super powers only; any learned skill comes about through advancement in another class. If you take your character's first level as a Hero, do not consider it your first level for the purposes of quadrupling skill points. Whenever you finally do take a level of a class that provides skill points, quadruple those skill points as if it were your first character level.

Table 1-1: The Hero Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+0	+0	+0	8 Hero Points (8 Hero Points total)	+0	+0
2	+1	+0	+0	+0	8 Hero Points (16 Hero Points total)	+1	+0
3	+1	+1	+1	+1	8 Hero Points (24 Hero Points total)	+1	+0
4	+2	+1	+1	+1	8 Hero Points (32 Hero Points total)	+1	+0
5	+2	+1	+1	+1	8 Hero Points (40 Hero Points total)	+2	+1
6	+3	+2	+2	+2	8 Hero Points (48 Hero Points total)	+2	+1
7	+3	+2	+2	+2	8 Hero Points (56 Hero Points total)	+2	+1
8	+4	+2	+2	+2	8 Hero Points (64 Hero Points total)	+3	+1
9	+4	+3	+3	+3	8 Hero Points (72 Hero Points total)	+3	+2
10	+5	+3	+3	+3	8 Hero Points (80 Hero Points total)	+3	+2
11	+5	+3	+3	+3	8 Hero Points (88 Hero Points total)	+4	+2
12	+6	+4	+4	+4	8 Hero Points (96 Hero Points total)	+4	+2
13	+6	+4	+4	+4	8 Hero Points (104 Hero Points total)	+4	+3
14	+7	+4	+4	+4	8 Hero Points (112 Hero Points total)	+5	+3
15	+7	+5	+5	+5	8 Hero Points (120 Hero Points total)	+5	+3
16	+8	+5	+5	+5	8 Hero Points (128 Hero Points total)	+5	+3
17	+8	+5	+5	+5	8 Hero Points (136 Hero Points total)	+6	+4
18	+9	+6	+6	+6	8 Hero Points (144 Hero Points total)	+6	+4
19	+9	+6	+6	+6	8 Hero Points (152 Hero Points total)	+6	+4
20	+10	+6	+6	+6	8 Hero Points (160 Hero Points total)	+7	+4
+1	n/a	n/a	n/a	n/a	+8 Hero Points	n/a	n/a

* Do not use this Defense bonus if you are using Fantasy d20 rules, unless all classes receive a Defense bonus.

** If you are using the core Modern d20 reputation rules, instead of the reputation rules presented in Chapter One, use this chart. If you are using the reputation rules presented in this book, however, Heroes advance in reputation at a rate of +1 for each level after 1st.

If you wish to acquire skill points with your Hero levels, you can take the Skill Knowledge 'super power,' listed in Chapter Eight.

Skill Points at 1st Level: 0. You get no skill points at all, regardless of Intelligence bonus or race.

Skill Points at Each Additional Level: 0. You get no skill points at all, regardless of Intelligence bonus or race.





Class Features

The Hero gains only one class feature, but it is a very involved ability, which is described in more detail in Chapter Three: Hero Points and Super-powered Characters.

Hero Points: Each level, Heroes gain 8 Hero Points (HrPs). Hero Points work somewhat like skill points; they let you gain ranks of super powers, and the more ranks you have in a Power, the more powerful it is. For full details of super powers, see Chapter Three: Hero Points and Super-powered Characters, in the Four-Color to Fantasy or Four-Color to Fantasy Revised rulebooks.

SUPER POWERS

The following tables (tables 1-2 (1) through 1-2 (9)) list the costs, in Hero Points to acquire powers or the cost in ranks to purchase additional abilities or enhancements for existing powers. These tables replace the equivalent tables in the original edition of FCTF.

Table 1-2 (1) - Super Power Costs

Name	Modern Fantasy		
	Cost	Cost	Multiple?
Alternate Form	3 (1)	3 (1)	n/a
Additional Form	1	1	Yes
Large Form	4	4	No
Look-alike form (r)	Free*	Free*	n/a
Animate Object	5	5	n/a
Medium Range	1	1	No
Long Range	1	1	No
Medium-size Animation	3	3	No
Larger Animation	5	5	Yes

Table 1-2 (2) - Super Power Costs

Name	Modern Fantasy		
	Cost	Cost	Multiple?
Obedient Animation	5 (2)	5 (2)	No
Mental Command	2	2	No
Limited Animation (r)	-2	-2	n/a
Restricted Anim. (r)	-3	-3	n/a
Attack, Burst	3	3	n/a
Widen Burst	2	2	Yes
Increased Damage	2	2	Yes
Diverse Energy	2	3	No
Aura of Damage	4	4	No
Adjustable	2 (1)	2 (1)	No
Brief Delay (r)	-1	-1	n/a
Great Delay (r)	-3	-3	n/a
Attack, Energy	1	1	n/a
Close Range	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Line	1	1	No
Cone	2	2	No
Increase Damage	2	2	Yes
Diverse Energy	2	3	No
Adjustable	2 (1)	2 (1)	No
Brief Delay (r)	-1	-1	n/a
Great Delay (r)	-3	-3	n/a
Attack, Miscellaneous	2	3	n/a
Close	2	2	No
Medium	1	1	No
Long	1	1	No
Increased Damage	2	2	Yes
Energy Damage	2	2	Yes
Area of Effect	1	1	No
Increased Area	1	1	Yes
Adjustable	2 (1)	2 (1)	No
Mental Only (r)	-1	-1	n/a
Animate Only (r)	-1	-1	n/a
Obvious (r)	-1	-1	n/a
Attack, Projectile	1	2	n/a
Improved Range	1	1	Yes
Blast Radius	2	2	No
Increased Area	1	1	Yes
Increased Damage	2	2	Yes
Energy Damage	2	2	Yes
Adjustable	2 (1)	2 (1)	No

Table 1-2 (3) - Super Power Costs

Name	Modern Fantasy		
	Cost	Cost	Multiple?
Clairsentience	8 (2)	10 (4)	n/a
Control Water	10 (9)	10 (9)	n/a
Control Weather	8	8	n/a
Greater Control	4 (1)	4 (1)	No
Control Winds	8	8	n/a
Improved Control	2	2	Yes
Create Object	4 (2)	4 (2)	n/a
Medium Creation	2	2	No
Large Creation	3	3	No
Huge Creation	4	4	No
Gargantuan Creation	5	5	No
Colossal Creation	6	6	No
Whoppin' Big Creation	6	6	Yes
Enduring Creation	1	1	No
More Creations	2	2	Yes
Virtual Item	1	1	No
Minor Hardness	1	1	No
Average Hardness	1	1	No
Greater Hardness	1	1	No
Pure Force	2	2	No
Mechanical Creation	3	3	No
Electronic Creation	3	3	No
Danger Sense	11 (6)	11 (6)	n/a
Elemental Resistance	2 (1)	6 (2)	n/a
Increased Resistance	1	1	Yes
Greater Resistance	1	1	Yes
Limited Resistance (r)	-1	-1	n/a
Energy Absorption	8	8	n/a
Additional Absorption	1	2	Yes
Faster Absorption	2	2	Yes
Higher Limit	1	1	Yes
Energy Drain	12 (8)	10 (8)	n/a
Persistent Drain	4 (1)	4 (1)	No
Neg Lvl Enhancement	5 (3)	5 (3)	No
Increased Damage	2	2	Yes
Adjustable	2 (1)	2 (1)	No
Close Range	3	3	No
Medium Range	1	1	No
Long Range	1	1	No
Enhanced Vision	1 (0)	2 (0)	n/a
Darkvision	1	2 (1)	No
Blindsight	2	2	No





Table 1-2 (4) - Super Power Costs

Name	Modern Fantasy		
	Cost	Cost	Multiple?
Extended Vision	1	1	Yes
Entangle	8	8	n/a
Radius	2	2	No
Increased Area	3	3	Yes
Plant-Based (r)	-3	-2	n/a
Evasion	6 (5)	6 (5)	n/a
Improved Evasion	4 (2)	4 (2)	No
Armor-Restricted (r)	-2	-2	n/a
Fast Recovery	3 (0)	2 (0)	n/a
Fast Healing	8 (5)	7 (5)	No
Increased Healing	2 (1)	2 (1)	Yes
Flight	8	8	n/a
Improved Maneuver.	2	2	Yes
Large Space (r)	-3	-3	n/a
Anchor-Dependent (r)	-3	-3	n/a
Gain Feat	2	2	n/a
Ghost Touch	4 (2)	5 (3)	n/a
Armed Ghost Touch	1	1	No
Haste	8 (6)	8 (6)	n/a
Active Haste	4 (3)	4 (3)	n/a
Extra Haste	4 (2)	4 (2)	Yes
Extra Active Haste	4 (3)	4 (3)	Yes
Heal Wound	10 (4)	8 (4)	n/a
Positive Energy Heal	0	0	n/a
True Healing	4 (1)	4 (1)	No
Increased Effect	1	1	Yes
Ranged Healing	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Burst Healing	4	4	No
Height. Attack Bonus	3	3	n/a
Increase Attack Bonus	3	3	Yes
Melee-Missile (r)	-1	-1	n/a
Single Weapon (r)	-2	-2	n/a
Heightened Defenses	2	2	n/a
Increased Effect	2	2	Yes
Height. Mental Ability	3	3	n/a
Increased Effect	3	3	Yes
Height. Phys. Ability	3	3	n/a
Increased Effect	3	3	Yes
Space Restriction (r)	-4	-4	n/a
Heightened Saves	1	1	n/a

Table 1-2 (5) - Super Power Costs

Name	Modern Fantasy Multiple?		
	Cost	Cost	
Increased Effect	1	1	Yes
Space Restriction (r)	-4	-4	n/a
Immune: Aging	0 (0)	0 (0)	n/a
Immune: Criticals	8 (2)	8 (2)	n/a
Immune: Disease	1 (0)	1 (0)	n/a
Immune:Energy Drain	6 (1)	8 (2)	n/a
Immune: Mind-Infl	15 (3)	15 (3)	n/a
Immune: Poison	4 (1)	4 (1)	n/a
Immune: Stunning	2 (1)	2 (1)	n/a
Immune: Subdual	2 (1)	2 (1)	n/a
Immune: Undead Pkg	17 (5)	17 (5)	n/a
Impact Resistance	2 (1)	2 (1)	n/a
Doubled Resistance	2 (1)	2 (1)	Yes
Improved Weaponry	3 (2)	3 (2)	n/a
Increased Effect	2	2	Yes
Increased Reach	2 (1)	3 (2)	n/a
Greater Reach	2	3 (2)	Yes
Unarmed Only (r)	-1	-1	n/a
Inexhaustible Endur.	4 (1)	4 (1)	n/a
Invisibility	12 (8)	10 (8)	n/a
Persistent (r)	-2	-2	n/a
Weaker (r)	-1	-1	n/a
Invulnerability	2 (1)	2 (1)	n/a
Increased Effect	1	1	Yes
Greater Resistance	3 (1)	3 (1)	Yes
Superior Resistance	4 (1)	4 (1)	Yes
Keen Hearing	1	1	n/a
Canny Hearing	2	2	No
Increased Effect	1	1	Yes
Life Drain	6	6	n/a
Diverse Damage	2	2	Yes
Improved Damage	2	2	Yes
Vampirism	4	4	No
Casual Drain	2	2	No
Spawn Lord	2	2	No
Mighty Lifting	2 (1)	2 (1)	n/a
Increased Effect	1	1	Yes
Nigh Omnipotence	23	23	n/a
No Biology	12	12	n/a
Paralyze	6	6	n/a
Extend Duration	2	2	No
Long Duration	1	1	No

Table 1-2 (6) - Super Power Costs

Name	Modern Fantasy		
	Cost	Cost	Multiple?
Persistent Touch	4 (1)	4 (1)	No
Close Range	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Mass Paralysis	8	8	No
Injection (r)	-1	-1	n/a
Phase	8	8	n/a
Ghostform	5	5	No
Disruptive Phase	6	6	No
Damaging Phase	4	4	No
Innate Damag. Phase	6	6	No
Persistent Phase (r)	-4	-4	n/a
Poison	6	6	n/a
Contact Poison	2	2	No
Poisonlace	4	4	No
Diverse Damage	2	2	Yes
Increase Primary Dmg	2	2	Yes
Increase Second Dmg	2	2	Yes
Power Vampirism	3	3	n/a
Permanent Drain	12	12	No
Rage	4	4	n/a
Increased Effect	4	4	Yes
Injured Rage (r)	-0	-0	n/a
Injury-provoked (r)	-2	-2	n/a
Mindless Rage (r)	-2	-2	n/a
Frenzy (r)	-4	-4	n/a
Regeneration	14	14	n/a
Increased Regen.	2 (1)	2 (1)	Yes
Circumstance Supp. (r)	-1+	-1+	n/a
Scent	3 (1)	3 (1)	n/a
Self-Sub: Eating	1 (0)	1 (0)	n/a
Self-Sub: Drinking	1 (0)	1 (0)	n/a
Self-Sub: Sleeping	1 (0)	1 (0)	n/a
Self-Sub: Breathing	2 (0)	2 (0)	n/a
Shapeshift	5 (4)	5 (4)	n/a
Greater Shapeshift	2	2	No
Keep Appearance (r)	-2	-2	n/a
Shield	4	4	n/a
Mobile Shield	5	5	No
Full Arc	8	8	No
Full Shield	5	5	No
Opaque	1	1	No



Table 1-2 (7) - Super Power Costs

Name	Modern Fantasy		Multiple?
	Cost	Cost	
One-Way Opaque	1	1	No
Widened Shield	7	7	No
Wider	4	4	Yes
SizeShift	1	1	n/a
Various Sizes	varies	varies	n/a
Body Change Only (r)	-4	-4	n/a
Skill Bonus	2	2	n/a
Increased Effect	1	1	Yes
Speak with Animals	6 (2)	6 (2)	n/a
Speak with Dead	10 (4)	10 (4)	n/a
Speak with Electronic	10 (6)	10 (6)	n/a
Speak with Mech	4 (2)	4 (2)	n/a
Speak with Plants	6 (2)	6 (2)	n/a
Speak with Stone	8 (4)	8 (4)	n/a
Speak with Wind	6 (2)	6 (2)	n/a
SpiderClimb	5	5	n/a
Status Sense	4 (2)	4 (2)	n/a
Instant Sense	4 (1)	4 (1)	No
Ranged Sense	4	4	No
Accurate Sense	8	8	No
Object-Only (r)	-4	-4	n/a
Creature-Only (r)	-0	-0	n/a
Super-Accuracy	2	2	n/a
Increased Accuracy	2	2	Yes
Melee-Missile (r)	-1	-1	n/a
Single Weapon (r)	-2	-2	n/a
Super Agility	2	2	n/a
Increased Effect	2	2	Yes
Super Charm	2	2	n/a
Increased Effect	2	2	Yes
Super Health	2	2	n/a
Increased Effect	2	2	Yes
Super Smart	2	2	n/a
Increased Effect	2	2	Yes
Super Speed	1	1	n/a
Increased Effect	1	1	Yes
Greater Speed	2 (1)	2 (1)	Yes
Super Strong	2	2	n/a
Increased Effect	2	2	Yes
Super Tough	2	2	n/a
Increased Effect	2	2	Yes
Super Wise	2	2	n/a

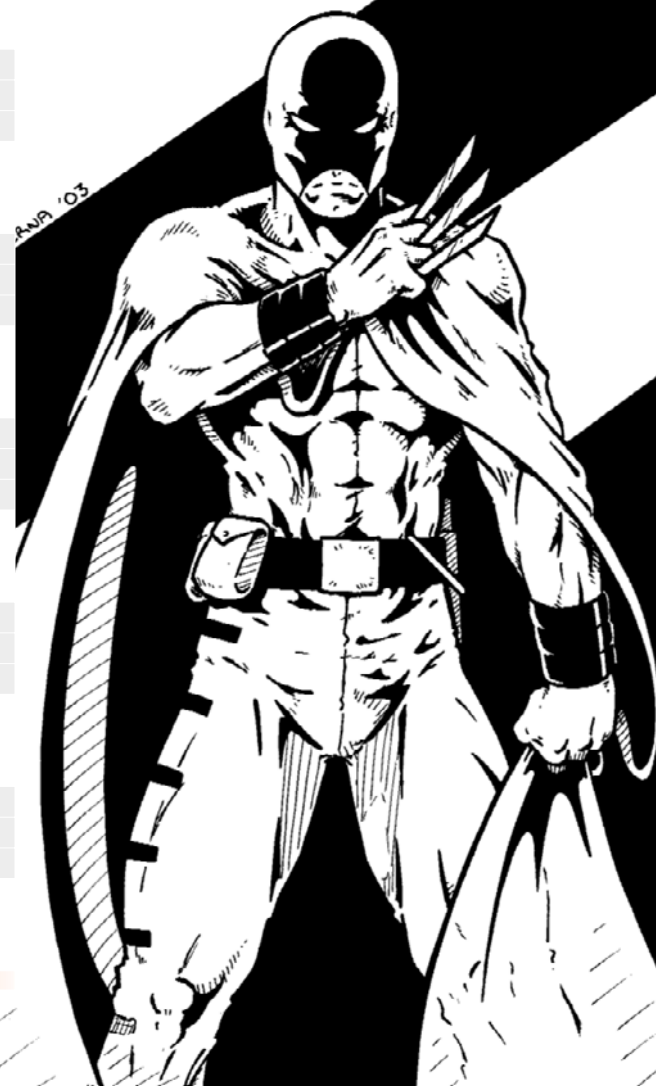
Table 1-2 (8) - Super Power Costs

Name	Modern Fantasy		Multiple?
	Cost	Cost	
Increased Effect	2	2	Yes
Telekinesis	2	2	n/a
Increased Speed	1	1	No
Medium Range	1	1	No
Long Range	1	1	No
Minor Strength	1	1	No
Moderate Strength	1	1	No
High Strength	3	3	Yes
Violent Thrust	6	6	No
Telepathic Charm	10 (8)	10 (8)	n/a
Monstrous Charm	4	4	No
Domination	3	3	No
Increased Duration	1	1	No
Eyebite (r)	-2	-2	n/a
Telepathic Comm.	5 (3)	5 (3)	n/a
Wider Communications	4	4	No
Line of Sight	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Extreme Range	1	1	No
Planar Range	2	2	No
Telepathic Scan	11 (6)	11 (6)	n/a
Line of Thought	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Extreme Range	1	1	No
Planar Range	2	2	No
Deep Scan	4	4	No
Eyebite (r)	-2	-2	n/a
Teleportation	8 (4)	8 (4)	n/a
Casual Teleport	2	2	No
Error-Proof	5 (1)	5 (1)	No
Medium Range	2 (0)	2 (0)	No
Long Range	2 (0)	2 (0)	No
Planar Teleport	9 (2)	9 (2)	No
Ubiquitous Facing	3 (2)	5 (4)	n/a
Uncanny Dodge	6	6	n/a
Unflankable	3	3	No
Water-Breathing	1	1	n/a
Wealth	1 (0)	n/a	n/a
Increased Wealth	1 (0)	n/a	n/a
X-Ray Vision	12 (7)	12 (7)	n/a

Table 1-2 (9) - Super Power Costs

Name	Modern Fantasy		Multiple?
	Cost	Cost	
Increased Vision	2 (1)	2 (1)	No
Persistent Vision	8 (4)	8 (4)	No

Avia '03





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this

License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed

under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker.

Spycraft, Copyright 2002, Alderac Entertainment Group.

The Elements of Magic, Copyright 2002, Natural 20 Press.

Four-Color to Fantasy Revised Copyright 2003, E.N. Publishing.

END OF LICENSE

