

Malls & Morons

Silly modern role playing in the malls of America.

By Orion Cooper

References to Malls & Morons, and the following items are not Open Gaming Content:

Author's Introduction

Chapter 6: mental disadvantages.

Chapter 11: all of this chapter.

Chapter 12: GM advice, high level characters, and mall creation.

All else is Open Gaming Content.



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Author's Introduction

Two years ago, I had an idea. I was always, as far back as I can remember, enchanted about the idea of kids doing things adults do. Bringing the adult level down to kids, who would become the adults while retaining their child-like qualities. There is a lot of silliness involved, but that is ok. I guess to say my biggest influence were my overactive imagination, Dungeons & Dragons, the movie Mallrats, and that cartoon on ABC called Recess.

Two years ago, I made up some rules very loosely based off the Alternity game system, published by TSR Inc. I gathered these rules up, and called my two best friends one night to play test these rules. I jimmied a character sheet on a word processing program, helped them make characters, and the game begun. It wasn't anything epic, as I had originally planned. If I can recall correctly, they fought off an attack by some jocks on the escalators, diffused a bomb in the women's bathroom, got slapped by an overweight angry black woman, hijacked a security officer's golf cart, and to top it off, one of the players got a date for Saturday night. Unfortunately, I never got feedback on the game. I assumed it was a failure, so I abandoned the project. Once in a while I had interest in trying again, but it quickly died down.

Then the new edition of Dungeons & Dragons came out. What does this have to do with Malls & Morons you may ask? The open gaming license gives one the ability to publish media using the d20 system rules. I gave more thought to the idea, told my friends about it, and I was met with joy and support. I was surprised to hear that the first game I ran was actually one of the most awesome games my players had ever been in. Armed with thus new confidence, I took all the concepts from the old rules and translated them in the new rules of the d20 system, which is not as hard as you might think, being that the old game was close to the new one. Now, we stand on the threshold in what I hope to be a unique concept only touched upon in movies and cartoons. The kids are the heroes, the villains, and they hold all the cards. I hope this will be a success, and I hope you enjoy the game as much as I enjoyed creating it.

I cannot believe I made it this far. I can remember the scribbled notes on line sheet paper I had to jog my memory during the game. I remember the electronic documents I kept on my computer with partially built rules, most of it in my memory. I remember the first draft of the original document, now gone. I remember talking about it to friends, during a time when anyone and everyone tried to make a home brew system to gain some kind of fame within the group. That was two years ago. I remember buying the new Star Wars RPG book from Wizards of the Coast, for information on modern skills and feats, in December of 2000. I remember my class project for the rest of my senior year: building this website. I remember working furiously to get it done so it would be ready. It has been one of the greatest experiences in my role playing career, and has strengthened my understanding of the d20 rules. It has been a labor of feverous love, and I'm glad for all the things that set in to motion what is here today. It has been a great experience.

I want to thank many people, because that's what you do when this stuff happens. I want to thank my parents for encouraging my creativity, letting me play D&D, and never throwing the books away when I got bad grades in school. I want to thank my girlfriend, Erin, for a number of things: graphic design, helpful advice, insight, inspiration, help on the M&M shirt design, and making me happy. To you, my greatest thanks goes. I would also like to thank my friends for the fun games, encouragement, tweaks and tips, additions, and not yelling at me for the shoe that boomerangs. Then there are the people on the message boards: you people make it famous! You are all awesome, especially in no particular order: Doc, Kung Fu Kid, eatmybrain, and those famous people from the EN boards. And Eric, thanks for being my NPC.

Sincerely,
Orion Cooper

Chapter 1: Types

Types (shortened for stereotypes), help define where in contemporary pop culture your character fits in. By associating with a group of a predominant type, your character begins to develop traits identical to the major dominating type at a young age. As your character grows older, these traits become dominant and leave a permanent mark on your character for the rest of his life. It is possible to frequently associate with more groups and acquire the traits of more than one group; see Chapter 12: GM section for details. In the core rules, Malls & Morons presents the following six types for play: Freaks, Jocks, Nerds, Undermen, Valley People, and Weirdoes.

Non-Adults

In Malls & Morons, all non-adults suffer an -80% experience penalty to all experience points earned past level 20. This overlaps any experience penalty received from unbalanced multiple classes.

Freaks

Freaks are people who are mentally disturbed somewhat. They seem normal, but on the inside, it doesn't work correctly. It may be from birth, it may have happened somewhere along the line. No matter the cause, they are looney.

Personality: Freaks are varied in their personalities, but they all tend towards grungy. More than not they prefer depressing things, such as heavy metal and death poetry to reflect the sadness they feel on the inside because of their mental disorders. They also tend to like shocking people, because their reactions give them some kind of gratification.

Relations: Freaks get along with Weirdoes, who are sort of like Freaks in the first place. They find the Jocks lack of intellect and understanding frustrating, and their excess of strength intimidating. Freaks are also intimidated by the Nerds excess of knowledge and brainpower, but otherwise easy to get along with. They also like Undermen because they are quiet and solitary, like Freaks almost. And like most people, they find Valley people annoying.

Society: Freaks have no society, it's total anarchy baby! They find the best political structure is no political structure. That said, Freaks hang out in the Undermall, where no one else dare goes and where it is dark, like their souls. They like to deface stuff and no one says stuff about it.

Freak Game Statistics:

- +2 Wisdom, -2 Intelligence. In their madness they become profound, but the light bulb is broken.
- Medium-size.
- Freak base speed is 30 feet.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Freaks are skilled and have a variety of skills.
- Mental disadvantage: Choose one mental disadvantage from the following list: addiction, delusions, depression, megalomania, multiple personalities, paranoia, and a phobia. Freaks have a real mental disadvantage.
- Automatic Languages: English. Freaks can learn to speak and understand any language.
- Favored Class: Any.

Jocks

Jocks are big strong brutes who aren't that bright, but what they lack in mind they make up in body. They seek big muscles and lots of them, training and training and training. Some are naturally strong, the lucky few.

Personality: Some. Some Jocks are concerned more about themselves than anything else. They take pride in their physical prowess. However, they can't help but feel dumb and obtuse. In fact, that last word might stump some Jocks. Lacking the means to be creative, some become destructive. Hence, football, muscles, and beating the crap out of people.

Relations: In general, Jocks have no problems getting along with other types. They find the store of knowledge held by Nerds "neato", but more than not these two get into arguments because they are complete opposites. Jocks find Freaks and Weirdoes strange, but somewhat pleasant. Undermen are quiet, and don't use big words a lot, so few problems there. Valley People present sort of a problem, because of their speech patterns.

Society: Left to themselves, Jocks create their own society where the strongest is the leader and is respected. However, since they do not exist in a vacuum, they merge into the society that is closest. In doing this, they sometimes hire themselves off as paid bullies (mercenaries and bodyguards), since this is profitable and easy. However, woe if there is a very intelligent Jock, as such a person could amass an unstoppable force.

Jock Game Statistics

- +2 Strength, -2 Intelligence, -2 Wisdom. Jocks are strong, but are as mentally superior as rocks.
- Medium-size.
- Jock base speed is 30 feet.
- One additional feat at 1st level. Jocks have a variety of talents.
- +1 racial attack bonus. Jocks love to hit stuff.
- Automatic Languages: English. Jocks cannot learn any other languages.
- Favored Class: Football Player.

Nerds

Nerds are the antithesis of Jocks. They lack strength, but have incredible brainpower. They know many things people wouldn't normally need or want to know. Their incredible brainpower also allows the Nerd to communicate with all types, as his intelligence sees through all slang and jargon.

Personality: Nerds sometimes, but not always, have a superior attitude. Back in the day, nerds were ridiculed for their intelligence by those without intelligence. Now, yesterday's nerd is today's multimillionaire. Because of this, ridicule has stopped somewhat, and egos have soared. Thanks to the wide access of the Internet, their ability to gain knowledge has increased exponentially. Today's nerd knows more than yesterdays, and in another twenty years, who knows how much they will know.

Relations: Nerds do not get along with Jocks at all. Jocks, to nerds, are the total opposite of good. They would do something about it, but jocks are strong and aggressive. Freaks and Weirdoes stupefy nerds, because they can't tell the difference between the two, some seem wise

and stupid, and some seem dull and smart. It is a brain ache. Undermen don't say much, so Nerds think them stupid. Valley People say too much, so Nerds think them stupid.

Society: Nerds band together for mutual safety. They elect the weakest and/or smartest nerd out of the group. Smartest because that nerd should represent them, weakest because that nerd will take the brunt of the beatings. Therefore, nerds don't like to be leaders. Without wanting to, nerds sometimes fold in freaks, weirdoes, and valley people if they are proxigious.

Nerd Game Statistics

- +2 Intelligence, -2 Strength. Nerds are very smart, but are strong as little girls.
- Medium-size.
- Nerd base speed is 30 feet.
- One additional feat at 1st level. Nerds have a variety of talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Nerds are skilled and have a variety of skills.
- Knowledge: All Knowledge skills are class skills, and Nerds receive a +1 racial bonus on all Knowledge checks.
- Automatic Languages: All. Nerds do not need to learn additional languages.
- Favored Class: Computer Geek.

Undermen

Undermen are the silent people who dwell in the mall and say very little, if nothing at all. Also called "the People under the Escalators", these people are silent, mysterious, and extremely political. They rule the mall (or so some think) in the shadows. Where are the Undermen? There. Under where?

Personality: Undermen are very silent and solitary on the outside. They are used to traversing the malls in silence, wishing to be unknown. On the inside, they are very contemplative and think about many things. When they do say something, it is blunt and straightforward, more than some people like.

Relations: Undermen merge with any and every type. Opinions about a type vary a lot between different Undermen, enough that there is no actual consensus.

Society: Undermen have their own clans within a mall, dividing areas and stores between them when their leaders meet once a year at McDonalds. These clans have their own particular color, except purple and pink. The best clan receives the color red, while the worst clan receives black. These clans have an elected council of six members, one of which is elected to represent the whole clan. Each clan uses the same Undermen language, which consists of American sign hand signals and English words of only one syllable. They used mostly hand signals, and sentences are at most two words. Once a day, the clan gathers together at a set time and discusses the news of the day. No one except for Undermen know about these clans.

Undermen Game Statistics

- +2 Dexterity, -2 Charisma. Undermen are graceful but have as much tact as a door.
- Medium-size.
- Undermen base speed is 30 feet.
- One additional feat at 1st level. Undermen have a variety of talents.

- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Undermen are skilled and have a variety of skills.
- +1 racial bonus on all Hide and Move Silently checks.
- Automatic Languages: English and Underspeak. Undermen can understand but not speak additional languages.
- Favored Class: Mall Rat.

Valley People

Valley People are airheads, or so other people call them. While being airheads, they are charismatic, and have great persuasive abilities. Their speech patterns are legendary, having the ability to speak fast and yet correctly for tens of minutes at a time.

Personality: None. Valley People are always knowing what is trendy and in, changing from what's out to what's in. They are always busy doing something, from changing clothes to changing hair to buying clothes and etc. They move around always on the run. Some aren't so busy and take it easy, hanging out with their friends looking cool. Despite their flaws, they are popular, and people want to be like them.

Relations: Valley People, having their popularity, sometimes tend to exclude non-valley people from their groups. Those who don't act this way generally have no problems with anyone except Nerds. Nerds make valley people feel stupid, and therefore try not to talk to them very much. When nerds make them feel dumb, they compensate by making nerds feel out of it.

Society: Valley People form little groups where the coolest person in it is the spokesperson, and everyone in that group mimics his opinions and emotions. If not in a group, a valley person joins whichever group is closest, whether they are mixed or one type. They are not seen as cool by pure valley people groups.

Valley People Game Statistics

- +2 Charisma, -2 Intelligence. Valley people are pretty forceful and stupid at the same time.
- Medium-size.
- Valley people base speed is 30 feet.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Valley people are skilled and have a variety of skills.
- +2 racial bonus on all Bluff, Diplomacy, and Intimidate checks,
- Automatic Languages: English and Valleyspeak. Valley People can understand but not speak additional languages.
- Favored Class: High School Student

Weirdoes

Weirdoes are like freaks, except that nothing is wrong with them. Freaks don't mind weirdoes as company, because they look like there is something wrong with them. Weirdoes never shake the feeling that they are posers, always exaggerating their mental illness beyond what a freak would do.

Personality: Weirdoes are often alone and depressed because they do not fit in. In order to find attention, they act like they have a mental disorder. It also helps them relate with freaks, who have the real mental problems. They dress like freaks, do freaky stuff, and listen to freaky

music, but they aren't the real thing. Whereas freaks never appear normal, weirdoes appear normal sometimes.

Relations: Freaks and weirdoes are like burgers and fries, cereal and milk, wasabi and sushi. Where you find one, you find the other, although at times it is hard to tell the difference. Unlike freaks, they mingle well with anyone, because even though they act like it, nothing is wrong with them. They can sit back and laugh at the world which seems insane.

Society: Anarchy baby! Why should it be any other way? If freaks suddenly decided it should be democratic, then weirdoes would be democratic. They are flexible and basically imitate freaks to almost the full measure.

Weirdo Game Statistics

- +2 Intelligence, -2 Wisdom. Being separated from humanity increases your intellect, but weakens your will.
- Medium-size.
- Weirdo base speed is 30 feet.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Weirdoes are skilled and have a variety of skills.
- Mental disadvantage: Choose one mental disadvantage from the following list: addiction, delusions, depression, megalomania, multiple personalities, paranoia, and a phobia. Weirdoes have a feigned mental disadvantage.
- Automatic Languages: English. Weirdoes can learn to speak and understand any language.
- Favored Class: Any.

Chapter 2: Classes

In Malls & Morons, characters are defined by their main occupational interest, called a class. These eight classes cover a broad range of teenager stereotypical interests. The difference between a class and a type is a fine line, because it seems they sometimes crossover. The only guideline that can be given is this: if it requires no training at all, it is probably a type. If it requires training, it is probably a class. The core classes presented in Malls & Morons are: Computer Geek, Football Player, High School Student, Kung Fu Kid, Mall Ranger, Mall Rat, Trekkie, and Ultimate Mall Citizen.

Computer Geek

Since the invention of the computer, there are those who have sprang up to master its wide array of capabilities. These people spent hours upon hours probing the deepest depths of this new machine, deeper than anyone ever thought possible. Some went insane. Some were rewarded with mastery of this device. The computer geek is one such person. His life revolves around the computer, and his skill is beyond compare. His knowledge is incredible about the electronic world, which borders on obsessive. When one wants illegal software, advice on security, or to hack someone, they go to a computer geek.

Characteristics: The computer geeks most prized ability is to operate computers. The higher in levels they gain, the more skilled they become. Because of their time they spend on computers, their skill grows exponentially.

Another ability of the computer geek is to make temporary repairs. Their main focus is to make things work, get the job done, and if it breaks down later it doesn't matter. If it works the first time, it can be made to work a second time. This behavior has resulted in a want of not wasting time, even though there is a lot of time to spare.

Background: More than not, computer geeks come from a family that is well off, higher than middle class. Seeing the opportunity to improve their child's skills (and get rid of them for a bit), they buy a computer and teach the rudimentary basics. What drives a computer geek to their obsessive end are the parents who give no love to their child. That, and computers are cool! Life becomes the computer, the computer becomes life, and the geek is born.

A computer geek considers a computer very valuable, and can become very attached to his computer, customizing it in ways people find odd, to say the least (say for example, D&D wallpaper and screensavers). Even though they feel this connection to their machine, they update it more times than ... they update it a lot. Some have computers that rival the federal governments.

Game Rule Information

Computer Geeks (**GEK**) have the following game statistics.

Abilities: Intelligence helps determine how well a Computer Geek is in his most important skills. Dexterity is also important as Computer Geeks don't usually wear armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+2	Computer whiz +2, nerd meister
2	+1	+0	+2	+3	
3	+2	+1	+2	+3	

4	+3	+1	+2	+4	Half-assed +2
5	+3	+1	+3	+4	Computer whiz +4
6	+4	+2	+3	+5	
7	+5	+2	+4	+5	
8	+6/+1	+2	+4	+6	Half-assed +4
9	+6/+1	+3	+4	+6	Computer whiz +6
10	+7/+2	+3	+5	+7	
11	+8/+3	+	+5	+7	
12	+9/+4	+4	+6	+8	Half-assed +6
13	+9/+4	+4	+6	+8	Computer whiz +8
14	+10/+5	+4	+6	+9	
15	+11/+6/+1	+5	+7	+9	
16	+12/+7/+2	+5	+7	+10	Half-assed +8
17	+12/+7/+2	+5	+8	+10	Computer whiz +10
18	+13/+8/+3	+6	+8	+11	
19	+14/+9/+4	+6	+8	+11	
20	+15/+10/+5	+6	+9	+12	Half-assed +10

Class Skills

Skill	Key Ability	Skill	Key Ability
Computer Use*	Int	Hobby*	Int
Craft	Int	Knowledge	Int
Demolitions*	Int	Profession	Wis
Disable Device	Int	Repair*	Int
Drive*	Dex		

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

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Computer whiz: Beginning at 1st level, a computer geek gains a +2 competence bonus on Computer Use checks. This bonus increases by +2 every 4 levels thereafter (5th, 9th, 13th, and 17th).

Half-assed: Beginning at 4th level, a computer geek gains a +2 competence bonus on Repair checks made to attempt temporary or jury-rigged repairs. (See the Repair skill description for more information on temporary repairs.) This bonus increases by +2 every four levels thereafter (8th, 12th, 16th, and 20th).

Nerd meister: When the computer geek makes a Computer Use skill check, he may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in his skill that he can use his skill reliably even under adverse conditions.

Football Player

Football is one of the most popular American sports. Few can deny the exhilarating and exciting exchange bouts of physical prowess. For some it is a sport. For others, it is a way of life, and almost a philosophy. Those who practice and practice become great players; and as a side effect, great fighters. They learn ways of fighting which most people do not even know of. Their combative prowess and discipline is rarely unmatched.

Characteristics: The greatest strength of the football player is his bonus feats. With them, he masters methods of fighting which give him a definite edge over his opponents. Whether is be ranged, melee, or unarmed, he can master it in due time. His other great strength lies in his excellent base attack bonus, which places him as one of the best fighters.

Background: Football players are very physical people, who don't mind getting hurt once in a while (or hurting someone else for that matter). Families of sports lovers breed football players, watching games at an early age, bonding with parents by sharing a favorite team. Football in kindergarten, football in elementary school, football in junior high school, football in high school, and you can guess what is next. The sport is all that matters.

Game Rule Information

Football Player's (FBP) have the following game statistics.

Abilities: Strength is especially important for football players because it has an impact on his attack bonus and damage roll in melee. Constitution is also important because it increases his amount of stun points. Dexterity is important of the football player plans to shed heavy armor, attack with ranged weapons, or acquire Dexterity based feats.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	I'm gonna beat you
2	+2	+3	+0	+0	I'm gonna beat you
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	I'm gonna beat you
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	I'm gonna beat you
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	I'm gonna beat you
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	I'm gonna beat you
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	I'm gonna beat you
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	I'm gonna beat you
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	I'm gonna beat you
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	I'm gonna beat you

19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	I'm gonna beat you

Class Skills

Skill	Key Ability	Skill	Key Ability
Climb	Str	Intimidate	Cha
Craft	Int	Jump	Str
Drive*	Dex	Profession	Wis
Hobby*	Int		

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

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

I'm gonna beat you: At 1st level, the football player gets a bonus feat in addition to the feat that any 1st character gets and the bonus feat granted by certain types. The football player gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Athletic, Blind-fight, Brawling, Bully, Combat Reflexes, Dodge (Improved Dodge, Mobility, Spring Attack), Endurance, Great Fortitude, Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Multishot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Great Cleave), Quick Draw, Run, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization.

Some of the bonus feats available to a football player cannot be acquired until the football player has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A football player can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack minimums.

Important: These feats are in addition to the feat that a character of any class gets every three levels. The football player is not limited to the list given here when choosing those feats.

High School Student

To some, education is nothing. To others, it is a necessity. Some find school a hindrance, the same people who have trouble with its rigid schedule and increasing difficulty. To others, it is paramount to do the best one can. To learn the most is the best thing one can do for himself. The need to strive, complete, and prove oneself is strong. The need to learn is like others primal urges to fight and defend. These people, are the high school students.

Characteristics: The greatest ability of the high school student is his supreme ability to be varied in knowledge. His flexibility with skills is incredible, lending to an amazing amount of customization. At later levels, he becomes even better with his skills, becoming a jack-of-all-trades or a specialist.

Background: Some parents live through their children, and want their children to succeed where they failed. They urge their children to study, complete, study, complete. In time,

their children surpass even their own abilities at ages as early as 10. Instilled in them is the drive to succeed, the urge to learn. It is a powerful drive, and many never lose it even in later life.

Game Rule Information

High School Student's (HSS) have the following game statistics.

Abilities: Intelligence allows a high school student to learn more skills and get more use out of his skill mastery ability. Dexterity is also important because high school students do not tend to wear armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	Canned goodness, too much free time
2	+1	+2	+0	+3	
3	+2	+2	+1	+3	
4	+3	+2	+1	+4	
5	+3	+3	+1	+4	Too much free time
6	+4	+3	+2	+5	
7	+5	+4	+2	+5	Canned goodness
8	+6/+1	+4	+2	+6	
9	+6/+1	+4	+3	+6	
10	+7/+2	+5	+3	+7	Too much free time
11	+8/+3	+5	+3	+7	
12	+9/+4	+6	+4	+8	
13	+9/+4	+6	+4	+8	Canned goodness
14	+10/+5	+6	+4	+9	
15	+11/+6/+1	+7	+5	+9	Too much free time
16	+12/+7/+2	+7	+5	+10	
17	+12/+7/+2	+8	+5	+10	
18	+13/+8/+3	+8	+6	+11	
19	+14/+9/+4	+8	+6	+11	Canned goodness
20	+15/+10/+5	+9	+6	+12	Too much free time

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Knowledge	Int
Drive*	Dex	Profession	Wis
Hobby*	Int		

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

High School Students can choose any 10 skills as class skills in addition to the ones above.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$
 Skill Points at Each Additional Level: $6 + \text{Int modifier}$

Canned goodness: At 1st level and every six levels thereafter (7th, 13th, and 19th), the high school student selects a number of skills equal to his Intelligence modifier, or one, whichever is higher. When making a skill check with one of these skills, the high school student may take 10 even if stress and distraction would normally prevent him from doing so. He becomes so certain in his skill that he can use it reliably even under adverse conditions.

Too much free time: At 1st level and every fifth level thereafter (5th, 10th, 15th, and 20th), the high school student may assign a +3 competence bonus on any skill in which he has at least 1 rank in. This ability does stack, so that the high school student may receive a further bonus to his skill.

Kung Fu Kid

The exotic arts of the east draw many people to learn its secrets. These people open houses of learning, where they teach pupils these secrets. Their pupils open houses of learning themselves. Eventually, the secrets of the east become standard and Americanized, and lose their exotic touch. People see this American version rather than their Oriental cousin. However, there are purists. Those who wish to experience the true oriental method of unarmed combat, staying true to its origins. These energetic people are kung fu kids.

Characteristics: The kung fu kids greatest strength is of course his martial arts maneuvers. The abilities he can select from are unusual yet effective, compensating for his average base attack bonus. It is his maneuvers which make him one of the most unusual classes in the game, and yet the coolest.

Background: Parents with overactive children often seek an outlet for their excess of energy. One of the best outlets is a physical activity like sports, which teach discipline and self-control. The martial arts fit this stereotype, and many a kid is signed up for it; but many a kid do not fare at it. Those who do attain a spiritual level most people never do; and they can do really cool things! Many parents are pleased with their children at their achievement, and continue the lessons, while others see it as destructive and violent, and quit there. Those who keep going, are rewarded for their constancy.

Game Rule Information

Kung Fu Kids (**KFK**) have the following game statistics.

Abilities: Dexterity is an important ability because it helps compensate for the kung fu kids inability to wear armor. Strength is also important because it affects the kung fu kids unarmed attacks. Constitution is also important because it affects stun points.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Martial Arts Maneuvers Known				
						Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1	+0	+1	+2	+0	Martial arts, new way to smack your ass	1				
2	+1	+2	+3	+0		1				
3	+2	+2	+3	+1	New way to smack your ass	2	1			

4	+3	+2	+4	+1		2	1			
5	+3	+3	+4	+1	New way to smack your ass	2	2			
6	+4	+3	+5	+2		2	2			
7	+5	+4	+5	+2	New way to smack your ass	3	2	1		
8	+6/+1	+4	+6	+2		3	2	1		
9	+6/+1	+4	+6	+3	New way to smack your ass	3	3	1		
10	+7/+2	+5	+7	+3		3	3	1		
11	+8/+3	+5	+7	+3		3	3	2	1	
12	+9/+4	+6	+8	+4		3	3	2	1	
13	+9/+4	+6	+8	+4		4	3	2	1	
14	+10/+5	+6	+9	+4		4	3	2	1	
15	+11/+6/+1	+7	+9	+5		4	4	2	1	1
16	+12/+7/+2	+7	+10	+5		4	4	2	1	1
17	+12/+7/+2	+8	+10	+5		4	4	2	2	1
18	+13/+8/+3	+8	+11	+6		4	4	2	2	1
19	+14/+9/+4	+8	+11	+6		5	5	3	3	2
20	+15/+10/+5	+9	+12	+6		5	5	3	3	2

Class Skills

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

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

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Martial Arts: Kung fu kids gain special combat maneuvers because of their training. The number of maneuvers and what rank they are, are shown on the table above. Maneuvers are explained in the Martial Arts section. A Kung fu kid cannot use martial arts maneuvers or gain their benefits if wearing armor.

New way to smack your ass: A kung fu kid's unarmed strike does not provoke an opportunity. In addition, at 1st, 3rd, 5th, 7th, and 9th level, the kung fu kid may choose a new type of unarmed attack from the following list.

Earth Fist: The kung fu kid may start a grappling attempt without provoking an attack of opportunity.

Fire Fist: The kung fu kid may make an extra unarmed attack at his highest attack bonus, but with a -2 penalty to all unarmed attacks during that round.

Metal Fist: The kung fu kid gains the Sunder feat, even if he doesn't meet the prerequisites.

Water Fist: The kung fu kid gains a +4 competence bonus when using the Bluff skill to feint.

Wood Fist: The kung fu kid gains the ability to stun his opponent. The kung fu kid can use this ability once per round, but no more than once per day per level. The kung fu kid must declare he is using Wood Fist before making the attack roll. A foe struck by the kung fu kid is forced to make a Fortitude saving throw (DC 10 + one-half the kung fu kid's level + Wisdom modifier). If the saving throw fails, the opponent is stunned for 1 round. A stunned character can't act and loses and Dexterity bonus to Defense, while attackers get a +2 bonus on attack rolls against a stunned opponent.

Mall Ranger

Some see the mall as a modern nightmarish maze of people, bad food, and poor merchandise. Others see it as a sort of Garden of Eden with its pizza and cola and its multitude of awesome stores. They love the fake plastic flora, the variety of tiles in the walkway, the neon lights, and the list goes on. These people form some sort of Zen thing with the mall; they learn its ways, and learn to live off of it. These people see the beauty in a "modern nightmarish maze", these people are the mall rangers.

Characteristics: The strengths of the mall ranger lie in her varied mall abilities. She can track people, hunt them down efficiently, move through with great speed, and ingest food at will. She also has a great base attack bonus in the case when she does need to go into combat. These abilities help her do what he does best: protect and enjoy the mall.

Background: Some parents love shopping. It's almost genetic, as their children exhibit the same love. They go to the mall early and often, they take in the sights, they enjoy the splendor it has to offer. Plus there's lots of stuff! It isn't before long then they come there very often. Even till old age, they feel like a kid in a candy store when in a mall.

Game Rule Information

Mall Rangers (RNG) have the following game statistics.

Abilities: Wisdom is important for a mall ranger because it affects her ability to track. Strength and Dexterity are equally important for their effects in combat, and Constitution is important for a boost in stun points.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, who knows? the ranger knows, you're mine +1

2	+2	+3	+0	+0	
3	+3	+3	+1	+1	See ranger run
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	You're mine +2
6	+6/+1	+5	+2	+2	Suckers!
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Poison immunity
10	+10/+5	+7	+3	+3	You're mine +3
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	You're mine +4
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	You're mine +5

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Listen	Wis
Climb	Str	Move Silently	Dex
Craft	Int	Profession	Wis
Disguise	Cha	Search	Int
Drive*	Dex	Sense Motive	Wis
First Aid	Wis	Spot	Wis
Hide	Dex	Survival	Wis
Hobby*	Int	Swim	Str
Jump	Str		

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

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Track: A mall ranger gains Track as a bonus feat.

Who knows? the ranger knows: A mall ranger can identify plants and animals (their species and special traits) with perfect accuracy. She can tell whether food or drink is safe to consume (polluted, poisoned, or otherwise unfit for consumption).

You're mine: Due to extensive study, the mall ranger gains the listed bonus to her attack rolls against a chosen victim, usually a contracted target. The mall ranger also gets the same bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against or when using Survival to track this specific target. The target is chosen before the game begins, and may not be changed till play is over.

See ranger run: The mall ranger gains a +10 to her speed.

Suckers!: Starting at 6th level, a mall ranger cannot be tracked.

Poison immunity: Starting at 9th level, the mall ranger automatically succeeds at her fortitude saving throw when she consumes mall food or drink.

Mall Rat

There are those who disdain the laws set down by the American government. They treat on statutes, daring to do things which most normal people don't even dream of. From robbing others to making off with merchandise, to peddling illegal stuff, they do it all. Others are dashing do gooders who want to make the world right, just in their own way. These people, who inhabit the mall and do their larcenous things, are mall rats.

Characteristics: Mall rats have a wide selection of skills and a high number of skill points to buy skills with. They also have the ability to not be flat footed, not be flanked, ratfink people (which is basically a surprise attack which does more damage), and the ability to avoid danger quickly. These all help when dealing in larcenous activity.

Background: People can be a mall rat for various reasons. Some may have grown up without much in life and seek to gain much during their teenage years, as a way of gaining respect. Others just have a roguish streak to them. The possibilities are endless.

Game Rule Information

Mall Rats (**MRT**) have the following game statistics.

Abilities: Dexterity and Intelligence are the most important abilities for a mall rat. Dexterity affects the large number of skills the mall rat has and helps him in combat. Intelligence allows a mall rat to purchase more skills.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+1	Pimpslap 1/day
2	+1	+0	+3	+2	Crap!
3	+2	+1	+3	+2	Can't touch this (Dex bonus to Defense)
4	+3	+1	+4	+2	
5	+3	+1	+4	+3	Pimpslap 2/day
6	+4	+1	+5	+3	Can't touch this (cannot be flanked)
7	+5	+2	+5	+4	
8	+6/+1	+2	+6	+4	
9	+6/+1	+3	+6	+4	

10	+7/+2	+3	+7	+5	Pimpslap 3/day
11	+8/+3	+3	+7	+5	
12	+9/+4	+4	+8	+6	Holy crap!
13	+9/+4	+4	+8	+6	
14	+10/+5	+4	+9	+6	
15	+11/+6/+1	+5	+9	+7	Pimpslap 4/day
16	+12/+7/+2	+5	+10	+7	
17	+12/+7/+2	+5	+10	+8	
18	+13/+8/+3	+6	+11	+8	
19	+14/+9/+4	+6	+11	+8	
20	+15/+10/+5	+6	+12	+9	Pimpslap 5/day

Class Skills

Skill	Key Ability	Skill	Key Ability
Balance	Dex	Hobby*	Int
Bluff	Cha	Intimidate	Cha
Climb	Str	Jump	Str
Craft	Int	Listen	Wis
Disguise	Cha	Move Silently	Dex
Drive*	Dex	Pick Pockets	Dex
Escape Artist	Dex	Profession	Wis
Forgery	Int	Search	Int
Gather Information	Cha	Spot	Wis
Hide	Dex	Tumble	Dex

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

Skill Points at 1st Level: (8 + Int modifier) x 4

Skill Points at Each Additional Level: 8 + Int modifier

Pimpslap: At 1st level, the mall rat can strike an opponent with impressive charismatic force and stun them, called the pimpslap. A number of times per day as shown on the table above, the mall rat can use a full round action and declare he is pimp slapping his opponent. He makes an unarmed strike that does not provoke an attack of opportunity; if he succeeds, his opponent must make a Will saving throw against a DC of 10 + half the character's levels in mall rat + his Charisma modifier. If the opponent fails his saving throw, he is stunned for a number of rounds equal to the mall rat's Charisma bonus (minimum of 1 round).

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

Can't touch this: Starting at 3rd level, the mall rat gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level and above, he

retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed. (He still loses his Dexterity bonus to Defense if immobilized.)

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

Holy crap!: At 12th level, the mall rat gains holy crap! This ability works like crap! except that while the mall rat takes no damage on a successful Reflex saving throw against effects which allow a saving throw for half damage, he now takes only half damage on a failed save.

Trekkie

Star Trek: the final frontier. The greatest science fiction television series in history, spawning more knockoffs than any fairy tale you can recall. Some watch it as a past time. Some watch it as a hobby, and read it casually. Others, memorize lines, study star trek physics, learn about the universe, and more than one can imagine. Even more, some dress in the uniform of star trek. Who are these illogical beings who are so obsessed with star trek? They are the trekkies.

Characteristics: Trekkies, with their excellent base attack bonus and ability to go into a rage during combat, are good fighters. Coupled with their ability to be not flat footed and flanked, increasing raging benefits, and ability to shrug off damage makes them frightening fighters at higher levels.

Background: Children find many things fascinating when they are young. Star trek is no exception. Stars, planets, ships, William Shatner. Parents who are also into star trek pass it on to their kids, and revel in the time together they spend watching the television show. Other kids find their taste in shows odd, and ridicule them. That is the first step towards the psychotic episodes trekkies have later in life.

Game Rule Information

Trekkies (**TRK**) have the following game statistics.

Abilities: Strength and Constitution are the most important abilities to the Trekkie. Strength makes him more effective in melee combat, and Constitution allows him to sustain the klingon battle fury longer, and gives him more stun points.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+2	Klingon battle fury 1/day, obsessive
2	+1	+0	+2	+3	Betazeid awareness (Dex bonus to Defense)
3	+2	+1	+2	+3	Klingon battle cry
4	+3	+1	+2	+4	Vulcan neck pinch
5	+3	+1	+3	+4	Klingon battle fury 2/day
6	+4	+2	+3	+5	Warp speed
7	+5	+2	+4	+5	Star trek physics
8	+6/+1	+2	+4	+6	
9	+6/+1	+3	+4	+6	Klingon battle fury 3/day

10	+7/+2	+3	+5	+7	Ears of the Ferengi
11	+8/+3	+3	+5	+7	Data's eyes
12	+9/+4	+4	+6	+8	Shields up! 1/-
13	+9/+4	+4	+6	+8	Klingon battle fury 4/day
14	+10/+5	+4	+6	+9	
15	+11/+6/+1	+5	+7	+9	Vulcan mind meld
16	+12/+7/+2	+5	+7	+10	Greater Klingon battle fury
17	+12/+7/+2	+5	+8	+10	Shields up! 2/-
18	+13/+8/+3	+6	+8	+11	
19	+14/+9/+4	+6	+8	+11	Klingon battle fury 5/day
20	+15/+10/+5	+6	+9	+12	Endurance of the Klingons, Shields up! 3/-

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Knowledge	Int
Drive*	Dex	Listen	Wis
Gather Information	Cha	Profession	Wis
Hobby*	Int	Spot	Wis
Intimidate	Cha		

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

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Klingon battle fury: When he needs to (or when someone insults Star Trek), the Trekkie can fly into a screaming blood frenzy. In a battle fury, a Trekkie gains phenomenal Strength and durability but becomes reckless and less able to defend himself. He temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the trekkie's stun points by 4 points plus twice his character level -1, but these stun points go away at the end of the rage when the Constitution score drops back down to normal. While in a battle fury, a trekkie cannot use skills or abilities that require patience and concentration, such as moving silently. He can use any feat he might have except for Expertise and Skill Emphasis (if it's tied to a skill that requires patience of concentration). The Klingon battle fury lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier. The trekkie may prematurely end the battle fury voluntarily. At the end, the trekkie is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the same number of rounds he raged (unless the trekkie is 20th level, when this limitation no longer applies). The trekkie can enter the battle fury once per encounter, and only a certain number of times per day (determined by level). Entering the fury out takes no time itself, but the trekkie can only do it during his action, not in response to someone else's action.

Starting at 16th level, the trekkie's battle fury bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The Defense penalty remains at -2.)

Obsessive: The trekkie gains a competency bonus to his Knowledge (star trek) skill equal to his levels in trekkie.

Betazeid awareness: Starting at 2nd level, the trekkie gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed. (He still loses his Dexterity bonus to Defense if immobilized.)

Klingon battle cry: At 3rd level, the trekkie gains the skill Speak language (Klingon) for free.

Vulcan neck pinch: Starting at 4th level, the trekkie may, as a full round action, make an unarmed touch attack which does not invoke an attack of opportunity. If successful, he deals no damage, but any character of a lower level than the trekkie immediately falls unconscious if they fail a Fortitude saving throw against DC 10 + half the trekkies levels + his Intelligence modifier. This character remains unconscious for a number of rounds equal to the trekkies level or until shaken or woken up by normal means. The character then spends one round stunned before recovering fully. The Vulcan neck pinch may be preformed a number of times per day equal to the trekkies Intelligence bonus.

Warp speed: At 6th level, the trekkie may add +10 to his speed.

Star Trek physics: At 7th level, the trekkie gains the uncanny ability to identify holes in space and time, temporal anomalies, and other such illogical facets of physics with perfect accuracy.

Ears of the Ferengi: At 10th level, the trekkie gains a +2 competency bonus on all Listen checks.

Data's eyes: At 11th level, the trekkie gains a +2 competency bonus on all Spot checks.

Shields up!: Starting at 12th level, the trekkie gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the trekkie each time he is dealt damage. At 17th level, this damage reduction rises to 2. At 20th, it rises to 3. Shields up! can reduce damage to 0, but now below 0.

Vulcan mind meld: At 15th level, the trekkie may read and share his thoughts with another person he touches a number of times per day equal to his Intelligence bonus. To do so, he must be touching the person he wishes to use the Vulcan mind meld on, and must concentrate for 1 minute. Afterwards, he and the person touched share a telepathic bond up to a range of 60 feet for a number of minutes equal to the trekkie's level. If the target is unwilling, he is allowed a Will saving throw against DC 10 + half the trekkie's levels + his Charisma mod.

Ultimate Mall Citizen

In the world, there are people who shine so brightly with goodness it hurts. They are goody-two-shoes, wishy-washy people, Johnny-be-goods. They help those around them, stop the wicked from performing wicked stuff, and at the same time create a huge number of friends. They are moral, upright, champions of the weak and the downtrodden. And always annoyingly right in times of moral crisis. They are the ultimate mall citizens.

Characteristics: Most of the ultimate mall citizens abilities have to do with Coolness. They can sense those who are uncool, smite them, and remove Uncoolness points to those who do not deserve them. They are also excellent fighters, which helps when they need to defend their beliefs.

Background: Parents want their children to be good children, moral and upright children, and respecting. Some fail to bring up children like this, fewer succeed. Those who do succeed are blessed, for they have made a person who shines with good character, who people can trust, and who will loan you money in a pinch! The up bringing may vary, but the result is the same.

Game Rule Information

Ultimate Mall Citizens (UMC) have the following game statistics.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+1	Friendliness
2	+1	+3	+0	+2	WENIS blessing
3	+2	+3	+1	+2	Cool and confident +1
4	+3	+4	+1	+2	
5	+3	+4	+1	+3	Puh-lease
6	+4	+5	+2	+3	Cool and confident +2
7	+5	+5	+2	+4	
8	+6/+1	+6	+2	+4	Make it stop
9	+6/+1	+6	+3	+4	Cool and confident +3
10	+7/+2	+7	+3	+5	Salvation my brother 1/week
11	+8/+3	+7	+3	+5	
12	+9/+4	+8	+4	+6	Cool and confident +4
13	+9/+4	+8	+4	+6	
14	+10/+5	+9	+4	+6	Salvation my brother 2/week
15	+11/+6/+1	+9	+5	+7	Cool and confident +5
16	+12/+7/+2	+10	+5	+7	
17	+12/+7/+2	+10	+5	+8	
18	+13/+8/+3	+11	+6	+8	Cool and confident +6, salvation my brother 3/week
19	+14/+9/+4	+11	+6	+8	
20	+15/+10/+5	+12	+6	+9	Whose yo daddy?

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Hobby*	Int
Diplomacy	Cha	Knowledge	Int
Drive*	Dex	Profession	Wis

First Aid	Wis	Sense Motive	Wis
Gather Information	Cha		

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

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $2 + \text{Int modifier}$

Friendliness: The ultimate mall citizen's cool and friendly demeanor causes vendors to give him a 25% discount on all items bought. Additionally, the ultimate mall citizen receives a competence bonus on all Diplomacy checks equal to his levels in ultimate mall citizen.

WENIS blessing: An ultimate mall citizen applies his Charisma modifier (if positive) as a bonus to all saving throws.

Cool and Confident: Once per day beginning at 3rd level as a free action, the ultimate mall citizen can inspire his allies with some kind of rousing speech, or a few buzzwords, or inside jokes. All allies within 30 feet gain the listed bonus to their attack rolls, saving throws, skill checks, and damage rolls for 1 minute per point of the ultimate mall citizen's Charisma bonus.

Puh-lease: Beginning at 5th level, the ultimate mall citizen is immune to fear. Allies within 10 feet of the ultimate mall citizen gain a +4 morale bonus on saving throws against fear effects.

Salvation my brother: Beginning at 10th level, the ultimate mall citizen can remove Uncoolness points to people who have gained them from external sources. He can remove one point per point of his Charisma modifier per use. He can use this ability more often as he advances in levels (twice per week at 14th level, three times per week at 18th level). The ultimate mall citizen cannot remove Uncoolness points gained because of a character's actions.

Make it stop: Beginning at 8th level, the ultimate mall citizen gains a +2 WENIS bonus to all checks for gaining coolness, and is never humiliated. In addition, three times per day, the ultimate mall citizen can cause someone to no longer be humiliated as a free action.

Whose yo daddy?: At 20th level, the ultimate mall citizen is surrounded by an aura of utter friendliness and coolness. This aura is centered on the ultimate mall citizen and extends out to 30 feet. All those caught in the aura will harbor no bad feelings for the ultimate mall citizen, and regard him as a true friend and will do nothing negative towards him. Anyone who is within 5 levels of the ultimate mall citizen or a higher level may make a Will saving throw to be unaffected. The DC is equal to $10 + \text{half the ultimate mall citizen's levels} + \text{his Charisma modifier} + 1/10 \text{ his Coolness score}$. A successful saving throw makes the subject immune to this aura for one day.

Code of Conduct: If an ultimate mall citizen gains any number of points of Uncoolness through his own actions, he cannot advance as an ultimate mall citizen and loses all class abilities.

Chapter 3: Skills

Thanks to the wide-spread use of the Internet, the boom of information of the modern age, and current trends, it is easier to learn a skill then it was back in the days of yore. In Malls & Morons, to reflect this, no skill is exclusive to any class, and any class can just about learn any skill, whether class or cross class. The table below gives a brief overview of each skill and skills that have been redone to fit the world of Malls & Morons.

Available Skill List

Skill	PHB Equivalent	Key Ability	Untrained	Armor Check Penalty
Balance		Dex	Yes	Yes
Bluff		Cha	Yes	
Climb		Str	Yes	Yes
Computer Use	New	Int	Yes	
Concentration		Con	Yes	
Craft	New	Int	Yes	
Demolitions	New	Int	No	
Diplomacy		Cha	Yes	
Disable Device		Int	No	
Disguise		Cha	Yes	
Drive	New	Dex	Yes	
Entertain	New	Cha	Yes	
Escape Artist		Dex	Yes	Yes
First Aid	New	Wis	Yes	
Forgery		Int	Yes	
Gather Information		Cha	Yes	
Handle Animal		Cha	No	
Hide		Dex	Yes	Yes
Hobby	New	Int	Yes	
Intimidate		Cha	Yes	
Jump		Str	Yes	Yes
Knowledge	New	Int	No	
Listen		Wis	Yes	
Move Silently		Dex	Yes	Yes
Pick Pockets		Dex	No	Yes
Profession	New	Wis	No	
Repair	New	Int	No	
Scry		Int	Yes	
Search		Int	Yes	
Sense Motive		Wis	Yes	
Speak Language	New	None	No	

Spellcraft		Int	No	
Spot		Wis	Yes	
Survival	Wilderness Lore	Wis	Yes	
Swim		Str	Yes	
Tumble		Dex	No	Yes

COMPUTER USE (Int)

Use this skill to operate computer systems and write or modify computer programs. Computer Use is used to access computer programs, networked computer systems, and to operate computerized devices.

Check: Most simple tasks don't require a skill check. However, creating or modifying programs, breaking into secure systems, or when time is of the essence are all relatively difficult and require skill checks.

DC	Task
15	Modify existing program
20 to 30	Create new program
25	Break into secured system

Modify Existing Program: Modifying an existing computer program can change its purpose, add information that didn't exist, delete information that does exist, or any variety of things. If the program to be modified is protected within a secure system, you must first break into the system (see below).

Create New Program: Creating an entirely new program is more difficult than modifying an existing one. Common programs that a character might want to create include viruses, task-related programs for computer systems, and defensive programs to protect computer systems.

Break into Secured System: Extracting guarded information from a system is a computer expert's most valued ability. Defeating security measures to gain access to restricted data or vital programs can be extremely difficult.

Particularly complex programs, or well-designed security systems can modify the DC of a task by +5 or more. Sometimes, you might have to beat an opposing computer programmer's Computer Use check result. Also, the quality of your equipment can add to the skill check.

Computer Use is at least a full-round action. The GM may determine that some tasks require several rounds, several minutes, or even longer to accomplish.

CRAFT (INT)

You are trained in a craft, trade, or art such as electronics, painting, sculpting, mechanics, carpentry, computer technician, or other endeavor that actually creates a finished product.

Craft is actually a number of separate skills. You could have Craft skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Craft

(electronics). Your ranks in that skill don't affect any checks you happen to make for different Craft skills, such as Craft (pottery) or Craft (sculpture), for example.

A craft skill is specifically focused on creating something; if it is not, it is a Profession. Most crafts require special tools (cost \$100).

Check: You can practice your trade and make a decent living, earning your check result times 15 in dollars per week of dedicated work. (So, a check of 22 results in earnings of \$330 per week.) You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems.

However, the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make an item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that make an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

To determine how much time and money it takes to make an item:

1. Find the item's price in the Equipment section, or have the GM set the price for an item not listed. Multiply the price by 10 to find the item's work value.
2. Determine the DC of the item based on the table below.
3. Pay one-third the item's price in raw materials.
4. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result x DC equals the work value, then you have completed the item. (If the result x DC equals double or triple the work-value, then you've completed the task in one-half or one-third the time, and so on.) If the result x DC doesn't equal the work-value, then it represents progress you've made this week. Record the result and make the skill check for the next week. Each week you make more progress until your total reaches the work-value.

If you fail the check, you make no new progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw-material cost again.

Progress by the Day: You can choose to make checks by then day instead of by the week (for simple and inexpensive items), in which case the work-value of the item is calculated by multiplying the item's price by 100 instead of 10.

Item Complexity	DC
Low	5
Medium	10
High	15
Extreme	20
Astronomical	30+

Retry: Yes, but each time you miss by 5 or more, you run half the raw materials and have to pay half the original raw material cost again.

Special: Untrained laborers and assistants earn an average of \$50 per day.

DEMOLITIONS (INT, Trained Only)

Use this skill to create, set, and disarm explosive devices.

Check: Setting a simple explosive doesn't require a check, but almost any more complicated task involving the use of explosives does.

DC	Task
10	Set explosive device
15	Disarm explosive
25	Build explosive from scratch
Opposed	Disarm scratch-built explosive

Set Explosive Device: While just about anyone can push a detonator, it takes skill to put an explosive in the optimum location for maximum blast efficiency. A failed skill check indicates that targets gain a +4 circumstance bonus on their Reflex saving throws to avoid damage.

Disarm Explosive: Disarming a manufactured explosive is a dangerous task. If the character has the explosive's schematics available, add +5 to the skill check. If the character is rushed, add +5 to the Difficulty Class. Failure usually indicates the explosive detonates immediately.

Build Explosive from Scratch: Creating a scratch-built explosive device is usually the work of terrorists. The listed DC assumes that useful materials are readily available; if not, add +5 or more to the DC. On a failed check, the device is ruined and the materials are wasted. A check that fails by 10 or more means the explosive detonates during construction, dealing 20%-50% $([1d4+1] \times 10\%)$ of its intended damage.

Disarm Scratch-Built Explosive: Disarming an explosive device built from scratch is an opposed skill check. The disarming character's skill check is opposed by the Demolitions check result made by the builder during the device's construction. If the disarming character equals or exceeds the builder's skill check, the device is disarmed. Otherwise, it detonates immediately.

Special: A character with 5 or more ranks of Computer Use gets a +2 synergy bonus on Demolitions checks made in conjunction with explosive devices using computerized elements.

A character with 5 or more ranks in Disable Device gets a +2 synergy bonus on Demolitions checks to disarm explosives.

DRIVE (DEX)

Use this skill to operate land bound vehicle or movement enhancing objects (such as skateboards, inline skates, etc).

Check: Typical driving tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances or when the driver wants to attempt something outside the normal parameters of the vehicle or object.

As a rule of thumb, easy vehicle maneuvers - including low-speed turns or rolls - have a DC of 5. Average maneuvers, which might include a half-loop or long roll, has a DC of 10, while

a tough maneuver, such as a tight turn or loop and turn, has a DC of 15. A challenging maneuver (such as a bootlegger turn or hard bank) has a DC of 20. Truly formidable or heroic maneuvers (for instance, jumping an obstacle or sliding past an obstacle at high speed) have a DC of 25 or higher.

ENTERTAIN (CHA)

You are skilled in some type of artistic expression and know how to put on a show. Entertain is actually a number of separate skills. Possible Entertain types include bass, chant, comedy, dance, drama, drums, flute, guitar, mime, singing, storytelling, and trumpet. (The GM may authorize other types.) You could have several Entertain skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Entertain (guitar). Your ranks in the skill don't affect any check you happen to make for different Entertain skills, such as Entertain (dance) or Entertain (mime), for example.

Check: You can impress audiences with your talent and skill. Entertain requires time; usually several minutes to an hour or more.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: In addition to using the Entertain skill, a character could entertain people with the Tumble skill.

DC Performance

10	Routine performance. Trying to earn money by playing in public is essentially begging. You earn 1d6 x 10 cents per day.
15	Enjoyable performance. In a prosperous locale, you can earn 2d6 x 10 cents per day.
20	Great performance. In a prosperous locale, you can earn 1d2 dollars per day.
25	Memorable performance. In a prosperous locale, you can earn 2d2 dollars per day.
30	Extraordinary performance. In a prosperous locale, you can earn 2d3 dollars per day.

FIRST AID (WIS)

Use this skill to alleviate the pain of others, to help others recover faster from wounds, to keep a friend from succumbing to poison, or to treat a disease.

Check: The DC and effect depend on the task you attempt.

Task	DC
First aid	15
Long-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid means helping a character cope with pain. All character's can at least heal 1 stun point of damage with a successful Wisdom check against DC 15. A character with ranks in First Aid can heal 1d6 points of stun damage to one person. This can only be used once per combat. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, you let the patient recover ability score points (lost to temporary damage) at twice the normal rate: 2 ability score points per day. You can tend up to six patients at a time. You need a few items and supplies that are easy to come buy in even a small town.

Giving long-term care counts as a light activity for the healer. You cannot give long-term care to yourself.

Treat Poison: To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poison character makes a saving throw against the poison, you make a First Aid check. The poisoned character uses your result in place of her saving throw if your First Aid result is higher.

Treat Disease: To treat a disease means to tend to a diseased character. Every time the diseased character makes a saving throw against disease effects, you make a First Aid check. The diseased character uses your result in place of his or her saving throw if your First Aid result is higher.

HOBBY (INT, Trained Only)

You are trained in a hobby such as board gaming, insect collecting, role playing, stamp collecting, war gaming, wine tasting, or some other endeavor which is meant to bring your enjoyment.

Hobby is actually a number of separate skills. You could have Hobby skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Hobby (war gaming). Your ranks in that skill don't affect any checks you happen to make for different Hobby skills, such as Hobby (board games) or Hobby (stamp collecting), for example.

Check: Whenever you face a challenge related to your hobby (such as mounting a very fragile butterfly), you make a skill check to overcome the challenge. If your are pitting your skill against someone else (such as war gaming against a particularly skilled opponent), then make an opposed skill check.

Retry: If you fail the first time, unless the outcome is really important, you can usually try again.

KNOWLEDGE (INT, Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are typical fields of study. With your GM's approval, you can invent new areas of knowledge.

- Business (working knowledge of business procedures, profit and loss, supply and demand)
- Computers (software, hardware, networks, security, the internet)

- Mall history (important leaders, wars, colonization of malls, migrations)
- Mall lore (traditions, legends, and famous personalities of mall Joes)
- Mall politics (who's in power, who's out of favor, and so forth)
- Nut Graf lore (traditions and powers of the Malevolent Masters of the Nut Graf)
- Occult (rituals, wards, divination, supernatural)
- Scholar (academic training in a topic such as archaeology, mathematics, politics, etc.)
- Science (biology, botany, genetics, zoology, astronomy, chemistry, physics)
- Star Trek (notable guest appearances and crew members, species, technology)
- Streetwise (familiarity with criminal elements of a specific city or organization)
- Types (customs, societies, attributes of a type other than your own)
- WENIS lore (traditions and powers of the P.O.T.W.E.N.I.S.)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). A Knowledge check can be a reaction, but otherwise requires a full-round action.

Retry: No. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

PROFESSION (WIS, Trained Only)

You are trained in a livelihood or a professional role, such as bartender, cook, farmer, engineer, mechanic, law officer, computer programmer, and so forth.

Like Craft, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Profession (cook). Your ranks in that skill don't affect any checks you happen to make for Profession (bartender) or Profession (farmer), for example.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a real-world analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice your trade and make a decent living, earning your check result times 30 in dollars per week of dedicated work (this is under normal conditions and in a location where work is needed). So, a check result of 22 would earn \$660. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a bartender knows how to mix drinks. The GM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income can't be retried. You're stuck with whatever wage your check brought you. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of \$75 per day.

REPAIR (INT, Trained Only)

You can repair damaged machinery or electronic devices.

Check: Most repair checks are made to fix complex electronic or computerized devices, such as vehicles, computer systems, and so forth. The DC is set by the GM. In general, simple repairs have a DC of 10 or 15 and require no more than a few minutes to accomplish. More complex work has a DC of 20 or more and can require an hour or more to repair.

If you don't have the proper tools for a Repair check, you suffer a -5 penalty. Also, working with unfamiliar technology increases the DC by +5.

You can choose to attempt temporary or jury-rigged repairs. This reduces the DC by 5 and cuts the time in half, but each time the equipment is used there is a 10% cumulative chance it will break again.

Retry: There are no restrictions against repeated Repair checks. In some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: If you have 5 or more ranks in an appropriate Craft or Profession skill, you gain a +2 synergy bonus on Repair checks. If you have 5 or more ranks in Computer Use, you gain a +2 synergy bonus on Repair checks made to fix computerized devices.

SPEAK LANGUAGE (NONE, TRAINED ONLY)

The Speak Language skill doesn't work like a standard skill.

- You start at 1st level knowing one or more languages (according to your type) plus an additional number of languages equal to your Intelligence bonus (see Chapter 1: Types).
- Instead of buying a rank in Speak Language, you choose a new language that you can speak.
- You don't make Speak Language checks. You either know a language or you don't.

Common languages are: Ebonics, Elite Speak, English, Internet speak, Jargon, Klingon, Nerdese, Slang, Sign Language, Underspeak, Valley Speak

Retry: Not applicable. (There are no Speak Language checks to fail.)

Chapter 4: Feats

Feats are generally unchanged, with only a few modifications and a slew of new feats specifically for Malls & Morons characters. The table below gives a brief overview of each feat that is available, and shows the new feats in Malls & Morons.

Available Feat List		
Feat	New	Prerequisites
Acrobatic	Yes	
Alertness		
Ambidexterity		Dex 15+
Athletic	Yes	
Black Hole Pockets	Yes	
Blind-Fight		
Brawling	Yes	
Bully	Yes	
Calm	Yes	Charisma 15+, Entertain (any instrument or singing) 12+
Cautious	Yes	
Chosen of the Nut Graf	Yes	Charisma 15+, Uncoolness 10+, Path of Darkness
Chosen of the WENIS	Yes	Coolness 1+
Cleave		Str 13+, Power Attack
Combat Reflexes		
Deafening Note	Yes	Charisma 15+, Entertain (guitar) 12+
Dodge		Dex 13+
Empathy	Yes	
Endurance		
Expertise		Int 13+
Fame	Yes	
Far Shot		Point Blank Shot
Favored Terrain	Yes	
Gearhead	Yes	
Great Cleave		Str 13+, Power Attack, Cleave, Base attack bonus +4 or higher
Great Fortitude		
Improved Bullrush		Str 13+, Power Attack
Improved Critical		Base attack +8 or higher
Improved Disarm		Int 13+, Expertise
Improved Dodge	Yes	Dex 13+, Dodge, Base attack bonus +3 or higher
Improved Grope	Yes	
Improved Initiative		
Improved Trip		Int 13+, Expertise
Improved Two-Weapon		Two-Weapon Fighting. Ambidexterity. Base attack bonus +9 or

Fighting		higher
Infamy	Yes	
Iron Stomach	Yes	Con 13+
Iron Will		
Inscrutable	Yes	
Lightning Reflexes		
Low Profile	Yes	
Lucky	Yes	
Mimic	Yes	
Mobility		Dex 13+, Dodge
Multishot	Yes	Point Blank Shot, Rapid Shot, Dex 13+
Nimble	Yes	
Path of Darkness	Yes	
Persuasive	Yes	
Pity	Yes	
Point Blank Shot		
Power Attack		Str 13+
Precise Shot		Point Blank Shot
Quick Draw		Base attack bonus +1 or higher
Rapid Shot		Point Blank Shot, Dex 13+
Ricochet Shot	Yes	Dex 13+, Precise Shot, Weapon focus
Run		
Sharp-Eyed	Yes	
Shot on the Run		Point Blank Shot, Dex 13+, Dodge, Mobility
Sixth Sense	Yes	
Skill Emphasis	Yes	
Small	Yes	
Spring Attack		Dex 13+, Dodge, Mobility, base attack +4 or higher
Stealthy	Yes	
Toughness	Yes	
Track		
Trustworthy	Yes	
Two-Weapon Fighting		
Weapon Finesse		Base attack bonus +1 or higher
Weapon Focus		Base attack bonus +1 or higher
Weapon Specialization		Weapon Focus with chosen weapon, base attack bonus +4 or higher
Whirlwind Attack		Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher, Int 13+, Expertise
Ugly	Yes	Charisma penalty of -1 or more

ACROBATIC

You are very agile.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

ATHLETIC

You have a knack for athletic endeavors.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

BLACK HOLE POCKETS

Though faulty memory, you can conveniently find money in weird places.

Benefit: Whenever you need money for any reason, roll a D%. If the result is below 50, you manage to find one dollar somewhere on your person.

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

BRAWLING

You are trained in the unscientific method of unarmed combat.

Benefit: When you attack with an unarmed strike, you do not provoke an attack of opportunity. You are considered armed.

BULLY

You know how to get the jump on people and push them around.

Benefit: You get a +2 bonus on all Initiative checks and Intimidate checks.

CALM

You can channel your positive emotions and combine them with your musical ability in a soothing manner.

Prerequisite: Charisma 15+, Entertain (any instrument or singing) 9+.

Benefit: Once per day, you can pacify violent people. This requires a successful Entertain check against a DC of 25. A successful Entertain check causes everyone within 30 feet of you must make a Will saving throw (DC 10 + half of your character level + Charisma modifier). Failure causes them to become non-violent and enter a trance like state for 1d10 minutes after you stop performing.

CAUTIOUS

You are especially careful with tasks that might yield catastrophic results.

Benefit: You get a +2 bonus on all Demolitions checks and Disable Device checks.

CHOSEN OF THE NUT GRAF

The malevolent power of the universe uses you to strike fear into hearts of others.

Prerequisite: Charisma 15+, Uncoolness 10+, Path of Darkness.

Benefit: Once per round, you can, as a free action, instill fear into others. All opponents within 30 feet who have fewer levels than you must make a Will saving throw (DC 10 + half of your character level + Charisma modifier). An opponent who fails his save is shaken, suffering a -2 penalty to attack rolls, saves, and skill checks for 1d6 plus your Charisma modifier in rounds.

A successful save indicates that the opponent is immune to this ability for one day.

If you make a successful Uncoolness check, the Will saving throw's DC increases by 5.

Normal: A character without this feat can use the Intimidate skill (or Charisma if untrained) to threaten someone else.

CHOSEN OF THE WENIS

You have been blessed by the benevolent power of the universe.

Prerequisite: Coolness 1+.

Benefit: You get a +1 WENIS bonus to all saving throws.

DEAFENING NOTE

You can channel your negative emotions and combine them with your musical ability in a destructive manner.

Prerequisite: Charisma 15+, Entertain (guitar) 12+.

Benefit: Once per week, you can make a sonic attack with your guitar. This requires a successful Entertain (guitar) check against a DC of 30. A successful check means the attack succeeds. Everyone within 30 feet of you must make a Fortitude saving throw (DC 10 + half of your character level + Charisma modifier) or they suffer 1d6 points of stun damage for every level you possess, in addition to being deaf for 1d6 minutes. A successful saving throw halves the damage dealt and the duration for being deaf.

Special: You must use a special device which can amplify the sound of your guitar.

EMPATHY

You have an uncanny understanding of people's emotions and dispositions.

Benefit: You get a +4 bonus on all Sense Motive checks.

FAME

You are particularly well known.

Benefit: You gain a +3 bonus to your Coolness score.

FAVORED TERRAIN

You know a terrain particularly well.

Benefit: Select a terrain from the following list: offices, parking lots, restaurants, shops, streets, and walkways. You get a +2 to all Search checks and Survival checks when in that terrain.

GEARHEAD

You have a way with machines.

Benefit: You get a +2 bonus on all Repair checks and Computer Use checks.

IMPROVED DODGE

You are incredibly adept at dodging attacks.

Prerequisites: Dex 13+, Dodge, base attack bonus +3 or higher

Benefit: During your action, you designate an opponent for every three levels you possess and receive a +1 dodge bonus to Defense against attacks from those opponents. You can select new opponents on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose your dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

IMPROVED GROPE

You are masterful at groping people.

Benefit: When you grope someone, you do not provoke an attack of opportunity.

Normal: When you grope, you provoke an attack of opportunity.

INSCRUTABLE

You possess clever methods of hiding your true intentions.

Benefits: You receive a +2 bonus on all Bluff checks, and anyone using Sense Motive against you receives a -2 penalty.

INFAMY

You are known for crimes or evil deeds.

Benefits: You gain a +3 bonus to your Uncoolness score.

IRON STOMACH

You can digest just about anything.

Benefit: You get a +4 bonus to Fortitude saving throws when ingesting mall food and drink.

LOW PROFILE

You are not noticed much, if at all.

Benefit: You gain a +3 bonus to your Neutrality score.

LUCKY

You are just lucky.

Benefit: Once per game session, you may re-roll any roll you make, shortly after making the roll. When you re-roll, you must keep the new result.

Special: You may only choose this feat as a 1st level character.

MIMIC

You have a gift for impersonation.

Benefit: You get a +2 bonus on all Disguise checks and Entertain (acting) checks.

MULTISHOT

You can use the multifire and autofire option on certain ranged weapons with exceptional accuracy.

Prerequisite: Point Blank Shot, Rapid Shot, Dex 13+.

Benefit: When using the multifire or autofire option on a ranged weapon with those options, reduce the penalty for each attack by -2 (for multifire) or -4 (for autofire).

Normal: See the multifire or autofire rules in Chapter 7: Combat.

NIMBLE

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 bonus on all Escape Artist checks and Pick Pocket checks.

PATH OF DARKNESS

You tread where few dare to go.

Benefit: You automatically gain 1 point of Uncoolness every three levels. You receive a +2 Nut Graf bonus to your check to gain a point of Uncoolness.

Special: The DC to gain a point of Coolness raises by +2.

PERSUASIVE

You have a way with words and body language.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

PITY

For one reason or another, people pity you.

Benefit: You can increase your Charisma by 1d4+2 points for a number of minutes equal to your level, once per day.

Special: If you try this more than once, people become annoyed with you and your Charisma decreases by 1d4+2 for an equal length of time.

RICOCHET SHOT

You are able to make shots which ricochet in order to hit your target.

Prerequisite: Dex 13+, Precise Shot, Weapon Focus

Benefit: Choose a projectile weapon in which you have chosen the weapon focus feat for. With that weapon, you may designate any number of attacks which ignore the opponents Dexterity bonus to Defense and concealment. Any solid obstacle must be within two range increments of you for the weapon to ricochet off. When you make the attack roll, apply a -12 modifier to the attack against the newly modified Defense of your opponent.

SHARP-EYED

You have an eye for detail.

Benefit: You get a +2 bonus on all Search checks and Sense Motive checks.

SIXTH SENSE

You have a knack for picking up important obscure information.

Benefit: You get a +4 bonus on all Gather Information checks.

SKILL EMPHASIS

Choose a skill, such as Survival. You have a special knack with that skill.

Benefit: You get a +3 bonus on all skill checks with that skill.

SMALL

You are smaller than most people.

Benefit: Your size is Small. You gain a +1 size bonus to your Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. You can only carry 3/4 normal weight. Your base speed is 20 feet.

Special: You may only choose this feat as a 1st level character.

STEALTHY

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

TOUGHNESS

You are tougher than normal.

Benefit: You gain +3 stun points.

Special: A character may gain this feat multiple times.

TRUSTWORTHY

You have a friendly demeanor.

Benefit: You get a +2 bonus on all Diplomacy checks and Gather Information checks.

UGLY

You know how to take advantage of your naturally unappealing appearance.

Prerequisite: Charisma penalty of -1 or more

Benefit: You use your natural unmodified Charisma modifier as an absolute positive modifier for your Gather Information and Intimidate skills.

Special: You never gain points towards your Neutrality score.

Chapter 5: Description

A Malls & Morons character is defined in society by his reputation. Whether a character is cool or not makes all the difference in the world, because teenage society values those of high repute whether cool or uncool. Also, some characters have certain disorders that help one role play better if explained. The topics discussed are: Mental Disadvantages, and Reputation.

Mental Disadvantages

Freaks and Weirdoes have mental disadvantages, disorders of the mind. These inhibit everyday activity for these types, and should at least once per game sessions cause some kind of complication. Freaks have a real mental disorder, while Weirdoes have a fake mental disorder. In game mechanics, there is no difference. In role-playing, a Freak would exhibit his mental disorder more often than a Weirido, while the latter could once in a while not act like he has a mental disorder. Each disorder is listed below.

Addiction: the character craves an item that he can consume. Items that make good examples are twinkies, jolt cola, or pizza. The character must consume his addiction at least once per game session or he suffers from annoying depression until he does.

Delusions: the character sees things that are not there. For example, a character could see pink elephants once in a while or scary clowns. Once per game session, his delusions scare the cripes out of him.

Depression: the character is depressed, to the point of annoyance. At each opportunity, he whines about something no matter how small it is, and always fishes for compliments and people's sympathy.

Megalomania: the character is always plotting to take over the world and to crush his opposition. He makes alliances and does things only to further his aims, which eventually will fail, one way or another.

Multiple personalities: the character has two or more minds in the same body, which are often conflicting. The character could often talk to himself since his personalities talk amongst themselves. It is possible for the personalities to fight amongst themselves, mentally and physically.

Paranoia: the character fears that something is out to get him, like penguins or UFOs. If someone mentions what the character is paranoid about, they start rambling and ranting and become frightened.

Phobia: the character has an irrational fear of something, like water or cats. If the character ever has to face his fear, he will most likely run away like a pansy.

Reputation

As time passes on, deeds are done, and neat things are seen, the characters will become more and more famous (or infamous). A characters reputation is divided among three scores: Coolness, Neutrality, and Uncoolness.

Coolness is a numerical measurement of how those around him think well of him. A character with a Coolness score of 0 has not established his reputation yet, while a character with a reputation of 20 or higher is popular. A character with a high Coolness score is thought of as a fun person. He is spontaneous, humorous, and all around enjoyable to be around with. If a character displays these traits, he will gain Coolness points. Examples of gaining Coolness points are:

- Finishing a fight, but not starting it.
- Humiliating someone who has a lot of Uncoolness points.
- Doing generally anything that leaves other players saying "That is awesome!"

Neutrality is unique. Neutrality is a numerical measurement of how forgettable a character is. If a character does not gain Coolness or Uncoolness points while his friends do, his own reputation is drowned by his friend's fame. The longer it goes on, the more and more he is looked over and forgotten. At the end of each session, add together the total number of points the party has gained in Coolness or Uncoolness. Divide this by the number of members in the party. Award this many Neutrality points to each person who did not gain Coolness or Uncoolness points (minimum of 1 point).

Uncoolness is a numerical measurement of those around him despise a character. A character with an Uncoolness score of 1 or more becomes generally disliked, as points add together. A character with a high Uncoolness score is unwanted, ill thought of, even hated. He can be many negative things, such as crude, boorish, or just plain cruel. If a character displays traits like these or more, he will gain Uncoolness points. Examples of gaining Uncoolness points are:

- Starting fights and hurting innocents.
- Insult anyone and/or everyone.
- Doing generally anything that other players would yell at you for in real life.

A high Coolness or Uncoolness score benefits a character. Those who recognize the character are more likely to help him (or do what he asks). However, a high Coolness or Uncoolness makes it difficult for the character to mask his identity, which can be a hindrance if someone is looking for him. A character with a high neutrality easily blends into the crowd.

All characters begin with a Coolness, Uncoolness, and Neutrality score of 0.

After performing an act that is a candidate for gaining Coolness or Uncoolness points, the character must make a Charisma check against DC 18. Success adds 1 point to the appropriate score.

In general, a character doesn't get a choice or whether or not to use his Coolness, Uncoolness, or Neutrality scores - it simply takes affect whether the character wants it to or not. When a character's reputation can come into play, the character's player uses his highest score in either Coolness or Uncoolness, and makes a roll called a Reputation check. Roll 1d20 and add the character's appropriate score and subtract his Neutrality score. If your character has a score of 0, he can't make a check using that particular one. The DC of the check depends on the malls size.

Mall Size	DC
Small	20
Medium	25
Large	30
Very Large	35
Metroplex	40

Results of Reputation Checks

A successful Reputation check adds a modifier to certain skill checks, as listed below.

Skill	Coolness	Uncoolness	Neutrality
Bluff	+5	+5	+10
Diplomacy	+5	-5	+0
Disguise	+0	+0	+5
Entertain	+5	+0	+0
Gather Information	+5	+5	+0
Intimidate	+2	+5	-5

Bluff: In general, Coolness and Uncoolness aid Bluff checks. However, any Bluff check made to deny or hide your identity ("No, I'm not *that* mall rat, you must be thinking of someone else") automatically receives a -5 penalty, regardless of the result of the Reputation check. (A character with his highest score in Neutrality receives a +10 bonus on this check, however.)

Diplomacy: Coolness always aids Diplomacy checks with a successful Reputation check, however Uncoolness hinders it (it's tough to negotiate when everyone thinks you are a jerk).

Disguise: A character with his highest score in Neutrality increases the DC of the Spot check by +5.

Entertain: A famous individual generally gets a better reception for his performances than an infamous one. The bonuses granted by a successful Reputation check are synergy bonuses.

Gather Information: People are just more willing to help someone they know, whether happily (for a famous individual) or fearfully (for an infamous individual).

Intimidate: While a famous character can use his Reputation to "throw his weight around", an infamous character gains an even greater bonus on Intimidate checks with a successful Reputation check. People who blend in with the crowd have a harder time being intimidating.

Humiliation

During the game, sometimes the actions of the character or others can cause to humiliate a person. When a character is humiliated is for the GM to decide. Some situations where a character is humiliated are when the characters fails a Fortitude saving throw after drinking or

eating, or when the character critically fails an attack roll. When a character is humiliated, the DC to gain a point in one of the character's reputation scores increases by 1.

Chapter 6: Equipment

The main unit of monetary value is the United States dollar (abbreviated with a \$). Each character begins with \$50, a backpack, and three sets of clothes at character creation. Characters may not loan each other their excess money to other characters during character creation. Each week of game time after the first week, each character receives \$20 from their parents or guardians. Once per month, a character can attempt to con more money. This requires a Charisma check against DC 20. Success gives the character $5 + (5 \times \text{Charisma bonus})$ in dollars for that week. Failure results in no allowance for that week.

Mall Food and Drink

Mall Food and Drink are very toxic, requiring the character to make a Fortitude save against DC 15. If one fails, he vomits and make a fool of himself. If he succeeds, he regains 1d6 stun points. A character can only gain this benefit a number of times per day equal to their Constitution bonus, or at least once per day. Food generally costs \$5, while Drink generally costs \$2.

Melee Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Size
Baseball bat	\$10	1d6	20	--	5 lb.	Medium
Brass knuckles	\$5	1d4	20	--	1 lb.	Tiny
Flamer	\$15	1d4	20	--	1 lb.	Small
Goalie stick	\$30	1d10	19-20	--	6 lb.	Medium
Hockey stick	\$15	1d8	19-20	--	5 lb.	Medium
Mace	\$200	--	--	--	1 lb.	Tiny
Plunger	\$10	1d4	20	--	1 lb.	Small
Skateboard	\$50	1d6	20	--	5 lb.	Medium
Taser	\$100	1d10	20	--	1 lb.	Tiny
Two-ended hockey stick	\$45	1d8/1d8	19-20	--	5 lb.	Large
Unarmed	--	1d4	20	--	--	Tiny

Ranged Weapons

Baseball	\$1	1d3	20	10'	1/2 lb.	Tiny
Beanbag gun	\$100	1d10	20	50'	6 lb.	Medium
Paintball cannon	\$75	1d8	19-20	30'	10 lb.	Large
Paintball gun	\$20	1d6	20	20'	4 lb.	Small
Ranged Taser	\$150	1d6	20	15'	2 lb.	Small
Sling Shot	\$5	1d4	20	10'	1/2 lb.	Small
Spud Launcher	\$200	2d6	18-20	50'	10 lb.	Large
Wrist Rocket	\$20	1d6	20	20'	1 lb.	Medium

Armor	Cost	Armor Bonus	Action Check Penalty	Max Dex Bonus	Speed	Weight
Heavy padding	\$100	+6	-5	+2	20 ft.	10 lb.
Light padding	\$20	+2	-1	+6	30 ft.	2 lb.
Medium padding	\$50	+4	-3	+4	30 ft.	6 lb.
Very heavy padding	\$200	+8	-7	+1	20 ft.	15 lb.

Item	Price	Weight
Cherry bomb	\$10	1/2 lb.
Computer	Varies	Varies
Inline skates	\$40	2 lb.
Jock strap	\$20	1 lb.
Marbles	\$5	1 lb.

Melee and Ranged Weapons

All characters are proficient with all melee and ranged weapons.

Baseball

This is a tough spherical object most often used in baseball games. The wielder applies his Strength modifier to damage. As a full round action, the wielder can smack a baseball with the baseball bat and make an attack for each attack he normally receives. This is a ranged attack that deals 3d3 + the wielder's Strength modifier, has a crit range of 18-20, and a range increment of 30'. However, reach attack is penalized by -4.

Baseball bat

This is a long wooden club used for striking baseballs in mid air. For double the normal price, a character can purchase a aluminum baseball bat, which does one extra point of damage due to its material.

Beanbag gun

This firearm resembles a rifle, except that it fires small bead filled sacks called beanbags. It costs \$10 for 20 beanbags. Reloading this weapon is a standard action that provokes an attack of opportunity.

Brass knuckles

These metal bars have loops in them for putting your fingers in, augmenting your unarmed attacks. You are considered armed while equipped with this weapon and making unarmed strikes.

Flamer

This device consists of a butane lighter welded to a can of hair spray. Do not apply your Strength modifier to damage. This weapon allows a character to attack two opponents who are adjacent to each other, at the same time. This requires an attack roll for each opponent, at no penalty. Add your Dexterity modifier to your attack roll instead of your Strength modifier.

Goalie stick

This stick is a heavier and more damaging version of the hockey stick. The striking portion of it has been enlarged and thickened. Because the goalie stick is hooked shape, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the stick and to avoid being tripped. You also receive a +2 bonus on your opposed attack roll to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Hockey stick

This blunt instrument is mainly used for striking small objects called pucks. It consists of a long shaft with a large striking head. Because the hockey stick is hooked shape, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the stick and to avoid being tripped. You also receive a +2 bonus on your opposed attack roll to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Mace

This small aerosol can contains a deadly mixture of powders that hurts. Any character sprayed with Mace must make a Fortitude saving throw against DC 20 or be stunned for 1d4 rounds.

Paintball cannon

This consists of a paintball gun. Jury-rigged to the butt of the gun is a hose connected to a containment unit that one can wear on their back. This unit contains up to 100 paintballs, and the hose sucks the balls into the gun. This effect gives the gun the benefits of Multishot and Autofire. Reloading the unit is a full round action which provokes an attack of opportunity.

Paintball gun

This firearm is designed to shoot small spheres filled with paint. This firearm holds ten paintballs. Reloading is a standard action that provokes an attack of opportunity. Adding Multishot capability to this gun increases the cost by \$10. Adding the Autofire capability

requires the Multishot capability and increases the cost again by \$10. A pack of 50 paintballs cost \$10.

Plunger

This is a small stick with a bowl shaped piece of rubber, used to create suction. This weapon provides a +4 circumstance bonus on all Disarm attempts.

Ranged Taser

This weapon consists of a staple gun with taser parts hardwired all over the gun's body. Distinctly, two wires hang in front of where the staples exit. These wires, when the taser is turned on, create an electric circuit between the wires. The stapler portion fires staples through this circuit, which creates an arc between the flying staple and the circuit, up to a range of fifteen feet. Attacks with this weapon are ranged touch attacks. If this weapon is used in melee, it does 1d10+1d4 damage. The maximum range for this weapon is 15 feet. The stapler holds 50 staples. One hundred staples costs \$5.

Skateboard

This popular mode of transportation among teenagers is mainly a board with four wheels affixed to each corner. When rode, the character's speed increases by +10, and he receives +2 dodge bonus to his Defense if he all he does during his round is move double his speed or more. But, unlike inline skates, the skateboard can be used as a weapon (when not being rode). Though it is medium-sized, the skateboard must be used with two hands to be an effective weapon.

Sling Shot

This small Y-shaped instrument has an elastic band between the two arms of it, which allows the wielder to pull back and project a small object with great force. Reloading is a move-equivalent action that provokes an attack of opportunity. A pack of 10 shots costs 1\$.

Spud Launcher

This shoulder-mounted firearm propels potatoes at fast speeds, causing a large amount of damage. This weapon ignores the first five points of an objects hardness. Reloading is a standard action that provokes an attack of opportunity. A bag of 10 potatoes costs \$5.

Taser

This small plastic device generates thousands of electrical volts. When attacking, ignore your opponent's armor bonus. Do not add your Strength modifier to damage and add your Dexterity modifier to your attack roll instead of your Strength modifier.. This weapon uses two batteries that allows for 50 attacks. A pack of four batteries cost \$5.

Two-ended hockey stick

This is a hockey stick, with a striking surface welded to the end. A two-ended hockey stick is a double weapon. You can fight with it as if fighting with two weapons, but if

you do, you incur all the normal penalties associated with fighting two weapons as if you were using a one-handed weapon and a light weapon. Because the two-ended hockey stick is hooked shape, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the stick and to avoid being tripped. You also receive a +2 bonus on your opposed attack roll to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Wrist Rocket

This device fits on the arm of the character, and is basically a long sling shot for the arm. Reloading this is a move-equivalent action that provokes an attack of opportunity. A pack of 10 shots cost \$1.

Armor

All characters are proficient with every armor.

Heavy padding

This consists of a hockey helmet, shoulder pads, thigh pads, and wrists guards.

Light padding

This consists of basic in line skating elbow and kneepads, and a helmet.

Medium padding

This consists of football shoulder pads and a football helmet.

Very heavy padding

As heavy padding, except it also includes elbow pads, kneepads, shin guards, and a very durable helmet.

Misc. Items

These items are generally useful.

Cherry Bomb

This is a small item is composed of varying chemical substances and has a fuse. When the fuse is lit and the flame makes its way to the chemicals, the item explodes. Throwing this item is a ranged touch attack. This item damages all characters within a 10-foot radius for 2d6 damage. Everyone within 5 feet is allowed to make a Reflex saving throw against DC 15 to take half damage. Those beyond five feet automatically succeed at their saving throw. Lighting and throwing this item is a full round action.

Computer

Computers are electronic processing machines. Computers that are able to be purchased by the public come in two varieties: small computers and personal computers. Computers can also be built with extra options. The table below summarizes the weights and costs for the two computers, and modifiers for the options.

Type of Computer	Weight	Cost	Equipment Bonus
Personal Computer	20 lb.	\$2,000	+0
Small Computer	1 lb.	\$500	+0

Options

Amazing Quality	x1	x7	+4
Compact	x1/2	x2	+0
Dedicated	x1	x1/2	+2/-2
Good Quality	x1	x4	+2
Poor Quality	x1	x3/4	-2

Personal Computer: This terminal takes up a whole desk. It includes a tower case that has a decent processor, a sound card, video card, CD-Rom, floppy disk drive, and modem. The peripherals it has are a monitor, a mouse, a keyboard, speakers, and a surge protector. This computer is difficult to transport, and takes 5 minutes to assemble.

Small Computer: This computer is small enough to fit in a brief case or even one's pocket. It is self-sufficient, containing a LED screen, keyboard, mouse tracker, CD-Rom, floppy disk drive, and a power cord. This computer takes 1 minute to assemble.

Amazing Quality: This computer is built with the best parts and one of the best quality processors known to the market, not to mention very good programs. The character receives a +4 equipment bonus to his Computer Use checks related to this computer.

Compact: This computer is smaller than normal, but costs more. The time to assemble this computer is halved.

Dedicated: Choose one category from the following list: general use, programming, hacking. When making a check related to the category chosen, the use of the computer may add a +2 bonus to his Computer Use checks that stack with quality bonuses. When he uses the computer for any other purpose, his checks suffer a -2 penalty.

Good Quality: This computer is built with good quality parts and programs. The character receives a +2 equipment bonus to his Computer Use checks related to this computer.

Poor Quality: This computer is built with inferior parts and poorly made programs. The character receives a -2 equipment penalty to his Computer Use checks related to this computer.

Inline Skates

These pair of boots have wheels affixed to their soles. When worn, the characters speed increases by +10, and he receives +2 dodge bonus to his Defense if he all he does during his round is move double his speed or more.

Jock Strap

This guard is worn directly over the crotch. This item grants the wearer a +4 cover bonus to his Defense when he is subjected to Nut Rushes.

Marbles

These are small glass spheres. If they are scattered on the ground, anyone moving in to or from the area must make a Reflex saving throw against DC 20 or be prone for one round. Scattering marbles on the ground is a free action. A bag of marbles covers an area of 5 feet by 5 feet.

Chapter 7: Combat

In Malls & Morons, combat is generally non-lethal. Using common sports accessories or household items, the characters beat each other senseless, with little permanent scarring or impact. In order to reflect this non-serious mood, changes have been made; mechanically and cosmetically. New rules have been added to also heighten the humorous tone of the game. The changes that have been made to or added are: Coup de Grace, Critical Hits, Defense, Groping, Injury and Unconsciousness, Nut Rushes, Special Weapons Effects, and Yoinking.

Coup de Grace

If an opponent is unaware of your presence and cannot perceive you with Listen or Spot, then you can make a coup de grace. When you make a coup de grace, you automatically hit your opponent, and you automatically score a critical hit.

Critical Hits

When a character scores a successful hit, and rolls a number within a weapons threat range, he has scored a threat. He then must make a second attack roll. If the second one succeeds, he has scored a critical hit.

The opponent stuck by a critical hit must immediately make a Fortitude saving throw against DC 15 + damage dealt. If he fails, his stun point total falls to zero, and then damage is subtracted.

Defense

Your defense represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to hit you. The average, unarmored character has a Defense of 10. Your defense is equal to the following:

$$10 + \text{armor bonus} + \text{dexterity modifier}$$

Armor Bonus

You may wear armor that provides a bonus to your Defense. This bonus represents your armor's ability to protect you from being hit.

Dexterity Modifier

If your Dexterity is high, you are particularly adept at dodging blows or ranged attacks. If your Dexterity is low, you are particularly inept at it. That's why you apply your Dexterity modifier to your Defense.

Note that wearing armor limits your Dexterity bonus. If you're wearing armor, you might not be able to apply your whole Dexterity bonus to your Defense.

Sometimes you can't use your Dexterity bonus (if any). The Defense bonus you get for a high Dexterity represents your ability to dodge incoming attacks. If you can't react to a blow, you can't use your Dexterity bonus to dodge incoming attacks. (If you don't have a Dexterity bonus,

nothing happens.) For example, you lose your Dexterity bonus if you're hanging on for dear life to railing three levels above the main floor, or when you're caught flat-footed at the beginning of combat.

Groping

This maneuver is a full-round action that always provokes an attack of opportunity. The combatant makes a melee touch attack using his highest attack bonus and adds his Dexterity modifier instead of his Strength. If he succeeds in hitting, his opponent is humiliated for a number of minutes equal to the absolute value of the attacker's Charisma modifier (for a minimum of 1 minute).

Injury and Unconsciousness

Your stun points measure how much pain you can take. While many strange people and animals know how a number of ways to beat you down, you do not die, you just writhe in pain. The damage from each successful attack and each fight accumulates, dropping your stun point total until you reach 0. Then you're in trouble. Luckily, you also have a number of ways to regain stun points. If you have a few minutes to rest, you can recover lost stun points on your own.

What Stun Points Represent

Stun points represent your character's ability to resist pain. The more stun points you have, the more pain you can take. The more damage an attack does to you, the more painful it is. As you lose stun points, your threshold for pain lessens, and you eventually succumb to pain. A high-level character can take more bruises than a low level character, because he is all around tougher. At 1st level, you have a number of stun points equal to your Constitution. Every level thereafter, you gain a number of stun points equal to your Con bonus (minimum 1).

Effects of Damage

Damage doesn't slow you down until your stun points reach 0.

At 0 stun points, you are stunned until you have at least 1 stun point. A stunned character loses his entire Dexterity bonus and cannot take actions. If you take any further damage, you keep subtracting the damage from your total, which will result in negative stun points.

Unconscious (-1 or less stun points)

Immediately after your stun point total goes negative, you must make a Fortitude saving throw against DC 10 + your stun point total made positive (if you have -3 stun points, the DC is 13, at -6 the DC is 16, and so on). Success means you are still stunned, but failure means you go unconscious. Immediately afterwards make another Fortitude saving throw against the same DC. If you fail, your highest score among Strength, Dexterity, or Constitution suffers 1 point of temporary ability score damage. If two or all three of these scores are equal, the damage is dealt in order of the list above.

Recovery

A character recovers 1 stun point per point of his Constitution bonus (minimum 1) per minute of rest. You can engage in light, non-strenuous activity, but any combat prevents you from

recovering stun points during that minute. There are also other ways of recovering stun points faster.

- Giving a character food or drink, if they make the Fortitude saving throw against DC 15, gives the character 1d6 stun points.
- A trained healer can restore 1d6 stun points to a character per combat by using the First Aid option of the First Aid skill. The DC for this check is 15.

Healing Limits

You can never get back more stun points then you lost.

Nut Rush

This maneuver only affects male characters. As a full-round action that always provokes an attack of opportunity, a character can make one attack to his opponent's genitalia at a -4 penalty. If he succeeds in hitting, his opponent is stunned for 1 round. Damage dealt is doubled.

Special Weapon Effects

Some weapons, such as paintball guns, have additional options you can use in combat.

Autofire

You may attempt two extra attacks per round with a weapon that has autofire. The extra attacks are at your highest base attack bonus, but each attack (the extra ones and the normal ones) suffers a -6 penalty. You must use a full attack to use autofire.

Multifire

You may attempt one extra attack per round with a weapon that has the multifire capability. The extra attack is at your highest base attack bonus, but each attack (the extra one and normal ones) suffers a -4 penalty. You must use a full attack to use multifire.

Multiple Ranged Attacks

The table below calculates each attack bonus, with each type of weapon fire, with Rapid Shot, with Multishot, and with both together. Use the character's base attack bonuses, then add other modifiers (such as for Dexterity) to the result.

Base Attack Bonus	Multifire Weapon	Multifire Weapon w/ Rapid Shot	Multifire Weapon w/ Multishot	Multifire Weapon w/ Both Feats
+0	-4/-4	-6/-6/-6	-2/-2	-4/-4/-4
+1	-3/-3	-5/-5/-5	-1/-1	-3/-3/-3
+2	-2/-2	-4/-4/-4	+0/+0	-2/-2/-2
+3	-1/-1	-3/-3/-3	+1/+1	-1/-1/-1
+4	+0/+0	-2/-2/-2	+2/+2	+0/+0/+0
+5	+1/+1	-1/-1/-1	+3/+3	+1/+1/+1
+6/+1	+2/+2/-3	+0/+0/+0/-5	+4/+4/-1	+2/+2/+2/-3
+7/+2	+3/+3/-2	+1/+1/+1/-4	+5/+5/+0	+3/+3/+3/-2

+8/+3	+4/+4/-1	+2/+2/+2/-3	+6/+6/+1	+4/+4/+4/-1
+9/+4	+5/+5/+0	+3/+3/+3/-2	+7/+7/+2	+5/+5/+5/+0
+10/+5	+6/+6/+1	+4/+4/+4/-1	+8/+8/+3	+6/+6/+6/+1
+11/+6/+1	+7/+7/+2/-3	+5/+5/+5/+0/-5	+9/+9/+4/-1	+7/+7/+7/+2/-3
+12/+7/+2	+8/+8/+3/-2	+6/+6/+6/+1/-4	+10/+10/+5/+0	+8/+8/+8/+3/-2
+13/+8/+3	+9/+9/+4/-1	+7/+7/+7/+2/-3	+11/+11/+6/+1	+9/+9/+9/+4/-1
+14/+9/+4	+10/+10/+5/+0	+8/+8/+8/+3/-2	+12/+12/+7/+2	+10/+10/+10/+5/+0
+15/+10/+5	+11/+11/+6/+1	+9/+9/+9/+4/-1	+13/+13/+8/+3	+11/+11/+11/+6/+1
+16/+11/+6/+1	+12/+12/+7/+2/-3	+10/+10/+10/+5/+0/-5	+14/+14/+9/+4/-1	+12/+12/+12/+7/+2/-3
+17/+12/+7/+2	+13/+13/+8/+3/-2	+11/+11/+11/+6/+1/-4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/-2
+18/+13/+8/+3	+14/+14/+9/+4/-1	+12/+12/+12/+7/+2/-3	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/-1
+19/+14/+9/+4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/-2	+17/+17/+12/+7/+2	+15/+15/+15/+10/+5/+0
+20/+15/+10/+5	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/-1	+18/+18/+13/+8/+3	+16/+16/+16/+11/+6/+1

Base Attack Bonus	Autofire Weapon	Autofire Weapon w/ Rapid Shot	Autofire Weapon w/ Multishot	Autofire Weapon w/ Both Feats
+0	-6/-6/-6	-8/-8/-8/-8	-4/-4/-4	-6/-6/-6/-6
+1	-5/-5/-5	-7/-7/-7/-7	-3/-3/-3	-5/-5/-5/-5
+2	-4/-4/-4	-6/-6/-6/-6	-2/-2/-2	-4/-4/-4/-4
+3	-3/-3/-3	-5/-5/-5/-5	-1/-1/-1	-3/-3/-3/-3
+4	-2/-2/-2	-4/-4/-4/-4	+0/+0/+0	-2/-2/-2/-2
+5	-1/-1/-1	-3/-3/-3/-3	+1/+1/+1	-1/-1/-1/-1
+6/+1	+0/+0/+0/-5	-2/-2/-2/-2/-7	+2/+2/+2/-3	+0/+0/+0/+0/-5
+7/+2	+1/+1/+1/-4	-1/-1/-1/-1/-6	+3/+3/+3/-2	+1/+1/+1/+1/-4
+8/+3	+2/+2/+2/-3	+0/+0/+0/+0/-5	+4/+4/+4/-1	+2/+2/+2/+2/-3
+9/+4	+3/+3/+3/-2	+1/+1/+1/+1/-4	+5/+5/+5/+0	+3/+3/+3/+3/-2
+10/+5	+4/+4/+4/-1	+2/+2/+2/+2/-3	+6/+6/+6/+1	+4/+4/+4/+4/-1
+11/+6/+1	+5/+5/+5/+0/-5	+3/+3/+3/+3/-2/-7	+7/+7/+7/+2/-3	+5/+5/+5/+5/+0/-5
+12/+7/+2	+6/+6/+6/+1/-4	+4/+4/+4/+4/-1/-6	+8/+8/+8/+3/-2	+6/+6/+6/+6/+1/-4
+13/+8/+3	+7/+7/+7/+2/-3	+5/+5/+5/+5/+0/-5	+9/+9/+9/+4/-1	+7/+7/+7/+7/+2/-3
+14/+9/+4	+8/+8/+8/+3/-2	+6/+6/+6/+6/+1/-4	+10/+10/+10/+5/+0	+8/+8/+8/+8/+3/-2
+15/+10/+5	+9/+9/+9/+4/-1	+7/+7/+7/+7/+2/-3	+11/+11/+11/+6/+1	+9/+9/+9/+9/+4/-1
+16/+11/+6/+1	+10/+10/+10/+5/+0/-5	+8/+8/+8/+8/+3/-2/-7	+12/+12/+12/+7/+2/-3	+10/+10/+10/+10/+5/+0/-5
+17/+12/+7/+2	+11/+11/+11/+6/+1/-4	+9/+9/+9/+9/+4/-1/-6	+13/+13/+13/+8/+3/-2	+11/+11/+11/+11/+6/+1/-4
+18/+13/+8/+3	+12/+12/+12/+7/+2/-3	+10/+10/+10/+10/+5/+0/-5	+14/+14/+14/+9/+4/-1	+12/+12/+12/+12/+7/+2/-3
+19/+14/+9/+4	+13/+13/+13/+8/+3/-2	+11/+11/+11/+11/+6/+1/-4	+15/+15/+15/+10/+6/+0	+13/+13/+13/+13/+8/+3/-2
+20/+15/+10/+5	+14/+14/+14/+9/+4/-1	+12/+12/+12/+12/+7/+2/-3	+16/+16/+16/+11/+7/+1	+14/+14/+14/+14/+9/+4/-1

Yoink!

If an opponent is any condition where he does not receive his Dex bonus to Defense or is unaware of what you are about to do, you can take whatever he is holding in his hands by saying "Yoink!". This maneuver is always successful, but only applies to what your opponent is holding in his hands.

Chapter 8: Martial Arts

Kung fu kids can learn a variety of special combat abilities that amaze normal people. Each ability is called a maneuver, which are divided into five ranks, rank one being the least powerful and rank five being the most powerful. Which rank and when a character can choose a maneuver is determined by his level. In order to use a maneuver, the character must say the name of it before actually doing it. The following maneuvers names do not need to be said: Crane Stance, Grace of the Crane, Iron Palm, Spring of the Tiger, Way of the Snake, Wuxia, Flying Dragon Fist, Mantis Stance, One Hundred Eyes, Rain of Heaven, Cobra Stance, Invincible Eagle Claw, Step of the Crane, and Ultimate Stance. The name of each maneuver and what they do is described below.

Rank 1 Maneuvers

Crane Stance: You receive a +2 dodge bonus to your Defense.

Grace of the Crane: You take no damage from falls up to 20 feet and only half damage from falls higher than 20 feet.

Iron Palm: Your base damage with an unarmed strike is 1d6.

Speed of the Leopard: Make a Constitution check against a DC of 18. If you succeed, your speed is increased by 10 feet for 1 round.

Spring of the Tiger: You receive a +4 dodge bonus against attacks of opportunity caused when you move out of or within a threatened area.

Way of the Snake: You do not suffer any penalties when fighting prone.

Wind in the Reeds: As a free action, you may stand up from a prone position.

Wuxia: You receive a +30 competence bonus to your Jump checks.

Rank 2 Maneuvers

Blood of the Dragon: Once per day, you may heal a number of stun points as if you had rested for four hours.

Dance of the Golden Lotus: Once per day for a number of rounds equal to your Dexterity bonus, you gain an extra partial action.

Flying Dragon Fist: Your base damage with an unarmed strike is 1d8. *Prerequisite:* Iron Palm.

Mantis Stance: You receive a +2 dodge bonus to your Defense.

Might of the Tiger: You deal double damage when striking objects. *Prerequisite:* Metal Fist.

One Hundred Eyes: Opponents do not receive the normal +2 bonus to attack when flanking you.

Pounce of the Tiger: When making an overrun against an opponent, your opponent cannot avoid you.

Rain of Heaven: You gain the Ambidexterity feat, even if you do not meet the prerequisites.

Rank 3 Maneuvers

Cobra Stance: You receive a +2 dodge bonus to your Defense.

Fists of Fury: You can make two extra-unarmed strikes at your highest base attack bonus per round, but with a -5 penalty to all unarmed attacks during that round.
Prerequisite: Fire Fist.

Plum Blossom Fist: As a full round action, you can make a single unarmed strike with a -4 penalty which deals double damage.

Ride the Wind: You can "fly" through the air or run up walls by running really quickly. You can move up to double your speed in this fashion, once per day. This is a move equivalent action.

Way of the Crab: You can deflect incoming ranged attacks. Make a Reflex saving throw against DC 20. If you succeed, your opponent's ranged attack fails. The DC of this check increases by 10 if your opponent critically hits. You can deflect a number of ranged attacks equal to your Dexterity bonus, per round.

Rank 4 Maneuvers

Invincible Eagle Claw: Your base damage with an unarmed strike is 1d10. *Prerequisite:* Flying Dragon Fist.

Poison the Spirit: Once per day, as a full round action, you can make a single unarmed strike which deals temporary Constitution damage. If your attack is successful, your opponent must make a Fortitude saving throw against DC 10 + damage dealt. If he fails, he suffers 2 points of temporary Constitution damage, in addition to the damage dealt normally by your unarmed strike.

Step of the Crane: The character's step is so light that he or she can walk, even run, on water. This maneuver also allows grass glide: running on top of grass while never touching the earth underneath.

Torrent of Chi: As a full round action, you may make a single attack which strikes an opponent up to 60 feet away with a ranged attack that deals 1d12 damage. You may only use this once per day.

Whirlwind Strike: You gain the feat Whirlwind Attack, even if you do not meet the prerequisites.

Rank 5 Maneuvers

Breath Stealing: You may declare one strike to heal you a number of stun points equal to the damage you deal. You may only use this maneuver once per day.

Five Elements Fist: As a full round action, you can make a single unarmed strike with a -8 penalty which deals triple damage.

Miracle Palm: You may heal someone a number of stun points equal to your level, once per day.

Scorpion's Sting: As a full round action, you can stun an opponent with a single unarmed strike for 1d3+1 rounds with a -8 penalty to your attack.

Ultimate Stance: You receive a +2 dodge bonus to your Defense.

Chapter 9: Prestige Classes

Whereas the core classes encompass broad areas of interest, prestige classes narrow down and represent specific niches in mall society. After gaining so much experience and fulfilling certain prerequisites, a character has the option of gaining levels in a prestige class. The following prestige classes are available for characters: the Disreputor, the Dungeon Master, the I33+ GAM3r, the Malevolent Master of the Nut Graf, the Mall Samurai, the Mastermind, the Mime, the P.O.T.W.E.N.I.S., the Slurpee Master, and the Teen Witch.

Disreputor

There are those who like to sow the seeds of chaos. Some who cut with their tongue, sharper than any ginsu knife could ever hope to be. They discredit any who dare cross them, operating with sinister intentions. People can talk, but reputations fall before the disreputor. With a forked tongue, he can ruin people.

Disreputors often work alone, as they cannot even trust their own kind. Working solitary, they pursue vendettas, avenge insults, and even work on commission. Nothing is too low for the disreputor, who will say anything that hurts, to get back at someone.

Requirements

To qualify to become a disreputor (**DIS**), a character must fulfill all the following criteria.

Bluff: 8 ranks

Gather Information: 8 ranks

Intimidate: 5 ranks

Uncoolness: 10+

Feats: Persuasive, Sixth Sense

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+2	+1	Soil his good name
2nd	+1	+0	+3	+2	Blackmail +2
3rd	+2	+1	+3	+2	I know something you don't +2
4th	+3	+1	+4	+2	Blackmail +4, harassing
5th	+3	+1	+4	+3	I know something you don't +4
6th	+4	+2	+5	+3	Blackmail +6
7th	+5	+2	+5	+4	I know something you don't +6, provocation
8th	+6/+1	+2	+6	+4	Blackmail +8
9th	+6/+1	+3	+6	+4	I know something you don't +8
10th	+7/+2	+3	+7	+5	Blackmail +10, thrall

Class Skills

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

*New skill(s) described in the skill section
Skill Points at Each Level: 4 + Int modifier

Soil his good name: By letting loose hurtful rumors, the disreputor can cause someone to gain Uncoolness points. He must make a Bluff check against DC 10 + the opponent's charisma mod + his Coolness score. If the disreputor succeeds, he causes the victim to gain 1d3 + his charisma bonus in Uncoolness points. This ability can only be used against a certain target once per month, and only once per week. Using this ability earns an Uncoolness point.

Blackmail: Beginning at 2nd level, a disreputor gains a +2 competence bonus on Bluff checks. This bonus increases by +2 every 2 levels thereafter (4th, 6th, 8th, and 10th).

I know something you don't: Beginning at 3rd level, a disreputor gains a +2 competence bonus on Gather Information checks. This bonus increases by +2 every 2 levels thereafter (5th, 7th, and 9th).

Harassing: By taunting a foe during combat, you can make him attack you exclusively. He will focus completely on you and ignore any other opponents, attacking you any way he can. Your opponent is allowed a Will saving throw to resist. The DC for the check depends on your Bluff check:

Result	DC	Result	DC
1-5	10	21-25	21
6-10	12	26-30	25
11-15	15	31-35	29
16-20	17	36+	32

Provocation: By revealing information that your opponent wishes to keep secret, you can demand a favor from him. This ability can only be used effectively once per week, and not from the same person in a one month span. In order to use this, the disreputor first has to make a Gather Information check against DC 30. If he succeeds, he can designate any person whom he wants the favor from. If the target does not wish to do the favor, he loses a number of points equal to his level from his highest reputation score.

Thrall: At 10th level, the disreputor can gain a lackey bound to him until adulthood (age 21). This lackey is under the total command of the disreputor because the disreputor has found a secret so painful the lackey dares not go against him. The disreputor must succeed at a Bluff check

against DC 20 + the opponent's charisma mod + his Coolness score. If the check fails, he may try again in a week. A disreputor can only have one lackey at any time. If the opponent does not wish to become a lackey, he loses all his Coolness points. Using this ability earns the disreputor one Uncoolness point.

Dungeon Master

In the mysterious and dangerous world of role-playing, there are dungeon masters, and there are Dungeon Masters. Everybody has met one at least once - the sort of game master who's **always** in character, who describes himself in terms of "class" and "level", who almost seems to believe that life itself is one big game... and maybe, just maybe, he's **right**.

The true Dungeon Master understands how the rules of role playing games act and interact so well, he begins to see similar guidelines and interactions in reality itself - begins to see what's behind the GM screen of the Cosmic Dungeon Master, as it were. The Player's Handbook for "Real Life, 1st Edition" is at his fingertips. And like any good DM, once he **knows** the rules, he messes with them unmercifully.

Requirements

To qualify to become a dungeon master (**DNM**), a character must fulfill all the following criteria.

Knowledge (Dungeons & Dragons): 12 ranks

Hobby (Dungeon Mastering): 12 ranks

Feats: Inscrutable, Iron Stomach

Special: Must have a collection of gaming-related material (books, miniatures, etc) worth at least \$500

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	DM's pet 1/day, I know the score, talk the talk
2nd	+1	+2	+0	+3	Get in character +2
3rd	+2	+2	+1	+3	DM's pet 2/day, fudge the dice 1/day
4th	+3	+2	+1	+4	Get in character +4
5th	+3	+3	+1	+4	DM's pet 3/day, fudge the dice 2/day
6th	+4	+3	+2	+5	Get in character +6
7th	+5	+4	+2	+5	DM's pet 4/day, fudge the dice 3/day
8th	+6/+1	+4	+2	+6	Because I said so 1/day
9th	+6/+1	+4	+3	+6	House rule 1/day, fudge the dice 4/day
10th	+7/+2	+5	+3	+7	Because I said so 2/day, he's <i>*my*</i> character 1/day

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Gather Information	Cha

Craft	Int	Hobby*	Int
Diplomacy	Cha	Knowledge	Int
Disguise	Cha	Profession	Wis
Drive*	Dex	Sense Motive	Wis
Entertain	Cha		

*New skill(s) described in the skill section
Skill Points at Each Level: 4 + Int modifier

DM's Pet: A Dungeon Master may designate another character as the "DM's Pet". This character receives a +1 resistance bonus to Defense and to all saving throws. This effect lasts for one minute.

I Know the Score: The Dungeon Master (the *character*, not the player) knows his own game statistics, with the exception of Reputation scores. This has no in-game effect, but can be used for role-playing purposes; a Dungeon Master who casually remarks "Don't sweat it, my Reflex save is +8" has not said anything out of character.

Talk the Talk: The Dungeon Master gains Speak Language (Dungeon-Speak) for free. This language sounds like English, but is actually a code comprised of inside jokes, misapplied game terms, obscure references to Forgotten Realms novels, and "you had to be there's from recent gaming sessions; anyone not intimately familiar with D&D culture will lose the thread of the conversation in seconds.

Get in Character: The Dungeon Master may, by "getting into character", gain the stated bonus to Bluff and Disguise checks.

Fudge the Dice: The Dungeon Master may adjust any die roll he makes up or down by a value equal to half his Dungeon Master level (rounded down).

Because I Said So (a.k.a. Arbitrary Ruling): A single attack roll or saving throw made by any character the Dungeon Master can see (other than the Dungeon Master himself) either automatically succeeds, or automatically fails; the die need not even be rolled. This ability can be used in reaction to events around the Dungeon Master, and does not count as an action.

House Rule: The Dungeon Master can temporarily impose a "house rule" on reality. This allows him to get away with something that "should" be impossible, or at least highly improbable. In game terms, this ability allows the Dungeon Master to force any die roll that resulted in a detrimental outcome within the past 1 round to be re rolled. If the result is different, reality reshapes itself to accommodate the new outcome - no one but the Dungeon Master notices the difference. This ability may be combined with Because I Said So or Fudge the Dice; in this case, it counts as one "use" of both abilities. Using it is a standard action, unless combined with another ability, in which case it is a full-round action. Imposing a house rule is highly stressful, and leaves the Dungeon Master fatigued until he can rest and recover.

He's *My* Character: The Dungeon master temporarily "borrows" some of the godliness of his favored NPC. By falling into character and *believing* the role, he gains 1d6 temporary stun points per Dungeon Master level, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two Dungeon Master levels (which may give him extra attacks), and a +5 competence bonus on Fortitude saves. This effect lasts for one round per Dungeon Master level. If the Dungeon Master is stunned, nauseated, humiliated, or "breaks character", the effect ends immediately; the player should thus define what is and is not in

character for this "alter-ego" when his character gains this ability (all decisions are subject to GM approval, as always). When the effect ends, it leaves the Dungeon Master fatigued until he can rest and recover.

Elite Gamer

There are some people who are obsessive about their first person shooters. Their obsession carries over into reality, sharpening their gun skills and slowly turning them into gun wielding maniacs.

The elite don't let this happen. They have total control over their trigger urges. The gun is an extension of their arm, just as a mouse and keyboard are. They are elite, cool and calculating. They speak a language of their own. They are the cream of the crop produced by the twentieth century violent video game. They are the elite gamers.

Requirements

To qualify to become an elite gamer (**GAM**), a character must fulfill all the following criteria.

Base Attack Bonus: +6 or higher

Hobby (Elite Gamer): 9 ranks

Feats: Combat Reflexes, Dodge, Mobility, Point Blank Shot, Spring Attack.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Ratfink +1d6
2nd	+2	+0	+3	+0	Mad dash
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Faster you whore gun
5th	+5	+1	+4	+1	Ratfink +2d6
6th	+6/+1	+2	+5	+2	Crap!
7th	+7/+2	+2	+5	+2	
8th	+8/+3	+2	+6	+2	Mad skills
9th	+9/+4	+3	+6	+3	Ratfink +3d6
10th	+10/+5	+3	+7	+3	All your base are mine

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Hobby*	Int
Craft	Int	Intimidate	Cha
Demolitions*	Int	Listen	Wis
Drive*	Dex	Profession	Wis
Hide	Dex	Spot	Wis

*New skill(s) described in the skill section

Skill Points at Each Level: 4 + Int modifier

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

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

Mad dash: At 2nd level, the elite gamer adds +10 to his speed.

Faster you whore gun: At 4th level, the elite gamer can reload ranged weapons faster. Move-equivalent reloads become free actions. Standard action reloads become move-equivalent. Full round action reloads become standard actions.

Crap!: At 6th level, the elite gamer gains crap. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. Crap can only be used if the elite gamer is wearing no armor.

Mad skills: At 8th level, the range that an elite gamer can make a ratfink attack doubles to 60 feet.

All your base are mine: The elite gamer gains the Improved Critical feat with a ranged weapon of his choice. If he already has improved critical with that weapon, the threat range of the weapon increases by +2.

Malevolent Master of the Nut Graf

The highest evil is the cause to uphold its ideals. There are those who uphold this ideal, despite it's rarity. These people, if they progress further, become endowed with special powers from the malevolent power of the universe, the Nut Graf. These people seek to destroy order and goodness. The greatest things in the universe are chaos and evil. It was the Malevolent Masters of the Nut Graf who plunged the malls of America into anarchy; they now want to plunge it into evil.

Ever since the Axis Wars, the Malevolent Masters of the Nut Graf and the P.O.T.W.E.N.I.S. have taken a low profile instead of taking an active role in the daily life of mall joes. But the Malevolent Masters of the Nut Graf lie waiting, for the day when they will once begin appear to the world, and show that they are not gone.

Requirements

To qualify to become a malevolent master of the nut graf (**MNG**), a character must fulfill all the following criteria.

Uncoolness: 10+

Hide: 6 ranks

Intimidate: 6 ranks

Knowledge (Nut Graf lore): 8 ranks

Move Silently: 6 ranks

Feats: Chosen of the Nut Graf, Path of Darkness

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+2	+0	+1	Sense the WENIS
2nd	+1	+3	+0	+2	Nut Graf blessing
3rd	+2	+3	+1	+2	
4th	+3	+4	+1	+2	Hand of the Nut Graf
5th	+3	+4	+1	+3	The shadows my home
6th	+4	+5	+2	+3	Cold touch
7th	+5	+5	+2	+4	
8th	+6/+1	+6	+2	+4	Floating spirit
9th	+6/+1	+6	+3	+4	Erase the past
10th	+7/+2	+7	+3	+5	Impartial Face

Class Skills

Skill	Key Ability	Skill	Key Ability
Bluff	Cha	Hobby*	Int
Craft	Int	Intimidate	Cha
Disguise	Cha	Knowledge	Int
Drive*	Dex	Move Silently	Dex
Hide	Dex	Profession	Wis

*New skill(s) described in the skill section
Skill Points at Each Level: 4 + Int modifier

Code of conduct: If the malevolent master of the nut graf ever gains a point of Coolness, he can no longer advance in the malevolent master of the nut graf class.

Sense the WENIS: The malevolent master of the nut graf can sense anyone with a special ability, feat, or skill with the word WENIS in the name or distinctly labeled as a WENIS power out to 60 feet. Using this ability is a free action.

Nut graf blessing: The malevolent master of the nut graf may add his Charisma bonus as a bonus to his saving throws.

Hand of the nut graf: The malevolent master of the nut graf can telekinetically lift an object of up to twice his Wisdom bonus in pounds as a standard action.

The shadows my home: If the malevolent master of the nut graf is in an area of heavy shadow, he cannot be detected visually.

Cold touch: Once per day, the malevolent master of the nut graf can drain the strength of others. As a full round action, the character makes a melee touch attack and if he succeeds, he deals a number of temporary points of Strength damage to his opponent equal to half the characters levels in malevolent master of the nut graf.

Floating spirit: Once per day, the malevolent master of the nut graf can separate his spirit from his body. The character becomes an incorporeal spirit for up to 10 minutes per level of malevolent master of the nut graf. Incorporeal creatures can only be harmed by other incorporeal creatures, they can move in any direction at will, the physical attacks of incorporeal ignore material armor, they can pass through and operate in water as easily as they do in air, they cannot fall or suffer falling damage, they cannot be tripped or grappled, they have no weight, they do not have footprints, they have no scent, and make noise only if they want to.

Erase the past: When a malevolent master of the nut graf reaches 9th level, he has the option of removing all of his Coolness points. If he chooses to, the DC to gain a point of Coolness raises by +2 and he loses all Coolness points. If he chooses not to, he loses all the benefits of the prestige class and the feat Chosen of the Nut Graf, and may not advance to 10th level of malevolent master of the nut graf.

Impartial face: The nut graf protects the malevolent master of the nut graf from being noticed. Whenever the character feels it beneficial, he may switch his Uncoolness and Neutrality scores at will.

Mall Samurai

For some, the diplomatic way of the ultimate mall citizen is seen as the best way to achieve happiness for everyone. Everyone loves a person who is easy to get along with and is generally non-violent. However, there are those who feel a martial approach is best. Honor is something that should never be discarded, and they follow a code of honor down to the last second.

The mall samurai is one who is honorable, martial, and loyal. willing to fight to the bitter end. He is the greatest fighter against uncoolness, standing shoulder to shoulder with the ultimate mall citizen. Supported by a mysterious patron, they go on and on in a tireless effort to vanquish the uncool.

Requirements

To qualify to become a mall samurai (**SAM**), a character must fulfill all the following criteria.

Coolness: 12+

Base Attack Bonus: 6+

Feats: Cleave, Power Attack, Weapon Focus (hockey stick), Weapon Specialization (hockey stick).

Special: Must seek a patron who is willing to teach the character and supply him with equipment.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+0	Improved weapon focus
2nd	+2	+3	+0	+0	Improved weapon specialization
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Great Cleave

5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Throw anything
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Final strike
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Sticks of fury

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Listen	Wis
Drive*	Dex	Profession	Wis
Hobby*	Int	Spot	Wis
Intimidate	Cha	Tumble	Dex
Jump	Str		

*New skill(s) described in the skill section
Skill Points at Each Level: 2 + Int modifier

Code of Conduct: Mall samurai's adhere to a specific code, which is as follows:

- The mall samurai is obedient to his patron.
- The mall samurai has the right to protest against bad judgment or orders from his patron.
- The mall samurai is ready to fight at the drop of a hat.
- There is no failure, only success or dishonor.
- Dishonor of one's patron is dishonor to the mall samurai.
- All debts, of honor or vengeance, are repaid.
- An enemy deserves no mercy.
- Cowardice is dishonorable.

If a mall samurai ever disgraces his patron by gaining Uncoolness points through his own actions, he cannot advance as a mall samurai, and must forfeit all armor and weapons given to him by his patron.

Support: A mall samurai's patron provides the armor and weapons he needs, and the mall samurai swears to wear his patron's armor and use his patron's weapon.

Improved weapon focus: The mall samurai receives a +2 bonus to his attack rolls with hockey sticks (this bonus supercedes the weapon focus bonus).

Improved weapon specialization: The mall samurai receives a +4 bonus to his damage rolls with hockey sticks (this bonus supercedes the weapon specialization bonus).

Great cleave: The mall samurai receives the Great Cleave feat for free.

Throw anything: A mall samurai can use any object 5 pounds or under as a ranged weapon. Medium-size objects deal 1d4 damage, and stage the damage from there based on size. The items thrown have a range increment of 5' and threaten on a natural 20.

Final strike: Once per day, as a full round action, the mall samurai may make one attack that deals extra damage. He must declare before the dice are rolled. If he succeeds in attacking, he deals bonus damage equal to twice his levels in his mall samurai class.

Sticks of fury: Once per week, as a full round action, the mall samurai can move in a straight line and attack all in proximity to him. The mall samurai moves half his speed in a straight line. During this time, opponents do not get attacks of opportunity against the mall samurai. For every opponent the mall samurai is within 5 feet of, he gets to attack him using his highest base attack bonus, but only one attack per opponent.

Mastermind

The creative streak of genius runs in very few people. Those who do possess this intellect are blessed, operating on a plane of intelligence we could only dream of. Their thought processes are quick, their wits are sharp, and the breadth of their knowledge is deeper than any ocean.

Then there are those who fall short of a true genius, but come close. These people aren't born with the mind, they worked hard to get there. Their inventive capabilities are uncontested. They eventually fall into one of two groups: the benevolent inventors benefiting mankind, or the malevolent inventors tormenting mankind, trying to take over the world. These people are the masterminds.

Requirements

To qualify to become a mastermind (**MAS**), a character must fulfill all the following criteria.

Craft (computers): 10 ranks

Craft (electronics) or Demolitions: 10 ranks

Computer Use: 10 ranks

Disable Device: 10 ranks

Knowledge (computers): 10 ranks

Knowledge (science): 10 ranks

Knowledge (scholar): 10 ranks

Feats: Fame or Infamy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+2	Genius, superfluous knowledge +2
2nd	+1	+0	+2	+3	Gadgetry
3rd	+2	+1	+2	+3	Superfluous knowledge +4
4th	+3	+1	+2	+4	Reputation
5th	+3	+1	+3	+4	Superfluous knowledge +6
6th	+4	+2	+3	+5	Improved gadgetry, reputation
7th	+5	+2	+4	+5	Superfluous knowledge +8
8th	+6/+1	+2	+4	+6	Reputation
9th	+6/+1	+3	+4	+6	Superfluous knowledge +10
10th	+7/+2	+3	+5	+7	Impressive gadgetry, reputation

Class Skills

Skill	Key Ability	Skill	Key Ability
Computer Use*	Int	Drive*	Dex
Craft	Int	Hobby*	Int
Demolitions*	Int	Knowledge	Int
Diplomacy	Cha	Profession	Wis
Disable Device	Int	Repair*	Int

*New skill(s) described in the skill section
Skill Points at Each Level: 2 + Int modifier

Genius: At 1st level, the mastermind gains an inherent bonus to his Intelligence equal to his levels in Mastermind.

Superfluous Knowledge: At 1st level the mastermind gains a +2 competency bonus on his Craft (computer) and either his Craft (electronics) or Demolitions skills. At 3rd level, this bonus is +4. At 5th level, +6. At 7th level, +8. At 9th level, +10.

Gadgetry: At 2nd level, the mastermind can create any electronic or computer item of small size or smaller, that he wishes. This ability requires total GM supervision. However, these items have a flat out 10% chance of working incorrectly every time they are used.

Reputation: At 4th level and every 2 levels thereafter, the mastermind may add 2 points to either his Coolness or Uncoolness score.

Improved Gadgetry: At 6th level, the mastermind may now create items of up to medium size using his Gadgetry ability.

Impressive Gadgetry: At 10th level, the mastermind may now create items of up to large size using his Gadgetry ability.

Mime

If there was an ever more downtrodden, insulted, and plain depressing lot, it would have to be the Mimes. Dressing in monotone colors, never speaking their minds, at the mercy of the crowds, who wouldn't be depressed. These poor entertainers only have their hands and imaginary boxes and ropes against an army of vegetable wielding angry teenagers.

Anyone can be a Mime, it's a known fact. But there are a few who the benevolent power of the universe takes pity on. The WENIS sometimes grants the Mime extraordinary powers to battle against those who dislike the Mime. Although technically not associated with the P.O.T.W.E.N.I.S., it is hard not to call them a branch, even if just plain odd. These Mimes do what they can to help others in their position, and confuse the enemies with their hand motions and imaginary boxes and ropes.

Requirements

To qualify to become a Mime (**MIM**), a character must fulfill all the following criteria.

Coolness: 12+

Bluff: 6 ranks

Diplomacy: 6 ranks

Entertain (mime): 10 ranks

Feats: Acrobatic, Chosen of the WENIS, Inscrutable.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+1	Hypnotic hands 1/day
2nd	+1	+0	+3	+2	Neat trick
3rd	+2	+1	+3	+2	Hypnotic hands 2/day
4th	+3	+1	+4	+2	A little for myself
5th	+3	+1	+4	+3	Hypnotic hands 3/day
6th	+4	+2	+5	+3	Rope trick
7th	+5	+2	+5	+4	Hypnotic hands 4/day
8th	+6/+1	+2	+6	+4	Look, it's a bird
9th	+6/+1	+3	+6	+4	Hypnotic hands 5/day
10th	+7/+2	+3	+7	+5	I'm boxed in!!!

Class Skills

Skill	Key Ability	Skill	Key Ability
Balance	Dex	Escape Artist	Dex
Bluff	Cha	Hobby*	Int
Climb	Str	Jump	Str
Concentration	Con	Pick Pockets	Dex
Craft	Int	Profession	Wis
Diplomacy	Cha	Speak Language	None
Drive*	Dex	Tumble	Dex
Entertain*	Cha		

*New skill(s) described in the skill section

Skill Points at Each Level: 6 + Int modifier

Code of conduct: If the mime ever gains a point of Uncoolness through his own actions, he can no longer advance in the mime class. In addition, the character is unable to speak ever again. He absolutely cannot speak, even if he so wanted to.

Hypnotic hands: A mime can hypnotize a number of subjects equal to his levels in his Mime prestige class, for a number of rounds equal to his Charisma bonus. All those affected must make a Will saving throw against DC 10 + the character's levels in mime + his Charisma modifier, or be stunned. The mime can do this a number of times per day as indicated above.

Neat trick: Once per day, and only once against any foe, the mime can keep an opponent flat-footed. If an opponent is flat-footed when it is the mime's turn during combat, he can do a small trick. The opponent must make a Will saving throw against DC 12 + the character's levels in

mime + his Charisma modifier. If the opponent fails his saving throw, he is flat-footed for an additional round.

A little for myself: By using the WENIS as a form of telekinesis, the mime can perform his Pick Pockets skill at a range of 30 feet. Working at a distance increases the normal DC by 5, and the mime cannot take 10 on the check. Any object so manipulated must weight 5 pounds or less.

The mime can only use this ability once per day. He can only utilize this ability if he has at least 1 rank in his Pick Pockets skill.

Rope trick: By using the WENIS as a form of telekinesis, the mime can float in the air, but only if he makes the motions as if he were climbing a rope. He can only use this ability once per day, and may only move up or down, not side to side. He may scale a number of feet equal to his levels in mime multiplied by 10. This ability lasts as long as the mime concentrates.

Look, it's a bird: The mime gains extraordinary jumping ability. He receives a +30 competence bonus on all Jump checks.

I'm boxed in!!!: The ultimate mime ability utilizes the WENIS to form a barrier all around the mime. The mime is treated as if he had full cover on all sides, above and below him. The barriers giving him cover are invisible, and cannot be noticed without a Spot check (DC 30). Opponents who run into the barrier suffer 2d6 points of damage. This barrier lasts as long as the mime concentrates. This ability can only be used once per day.

P.O.T.W.E.N.I.S.

Born from necessity came the good force of the universe. Locked in constant battle over animal, men, and world, these two forces conflict for dominance. Some say the road of goodness is long and fruitless. Some say it is a straight jacket one always has to wear. Some are just too lazy to uphold such an ideal. Some, are stronger then this.

The P.O.T.W.E.N.I.S. (Protectors of the Weekly Estimated Net Investment Stock) seek to uphold good and order. They wish to benefit all men by protecting them from themselves. Using their powers, they benefit mankind by being the frontline against the evil of the Malevolent Masters of the Nut Graf.

Requirements

To qualify to become a P.O.T.W.E.N.I.S. (**POT**), a character must fulfill all the following criteria.

Coolness: 10+

Diplomacy: 8 ranks

Knowledge (WENIS lore): 8 ranks

Sense Motive: 8 ranks

Feats: Chosen of the WENIS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	Sense the nut graf
2nd	+1	+2	+0	+3	WENIS blessing
3rd	+2	+2	+1	+3	Hand of the WENIS

4th	+3	+2	+1	+4	
5th	+3	+3	+1	+4	Shield of the WENIS
6th	+4	+3	+2	+5	Floating spirit
7th	+5	+4	+2	+5	Fist of the WENIS
8th	+6/+1	+4	+2	+6	
9th	+6/+1	+4	+3	+6	Erase the past
10th	+7/+2	+5	+3	+7	Disassemble the universe

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Hobby*	Int
Diplomacy	Cha	Knowledge	Int
Disguise	Cha	Profession	Wis
Drive*	Dex	Sense Motive	Wis
First Aid	Wis		

*New skill(s) described in the skill section
Skill Points at Each Level: 2 + Int modifier

Code of conduct: If the P.O.T.W.E.N.I.S. ever gains a point of Uncoolness through his own actions, he can no longer advance in the P.O.T.W.E.N.I.S. class.

Sense the nut graf: The P.O.T.W.E.N.I.S. can sense anyone with a special ability, feat, or skill with the word nut graf in the name or distinctly labeled as a nut graf power out to 60 feet. Using this ability is a free action.

WENIS blessing: A P.O.T.W.E.N.I.S. applies his Charisma modifier (if positive) as a bonus to all saving throws. If the character is an ultimate mall citizen, these two abilities stack.

Hand of the WENIS: The P.O.T.W.E.N.I.S. can telekinetically lift an object of up to twice his Wisdom bonus in pounds as a standard action.

Shield of the WENIS: As a standard action, the P.O.T.W.E.N.I.S. can summon the WENIS to give himself a +4 WENIS bonus to his Defense once per day. This bonus last a number of minutes equal to the levels the character has in his P.O.T.W.E.N.I.S. class.

Fist of the WENIS: The P.O.T.W.E.N.I.S. is able to make a ranged touch attack once per day with a maximum range of 60 feet. Against people who have a feat, skill, or special ability with the name Nut Graf in the name or denoted as a Nut Graf power, this ability does 1d6 points of damage. Against a malevolent master of the nut graf, this ability deals 2d6 damage.

Floating spirit: Once per day, the P.O.T.W.E.N.I.S. can separate his spirit from his body. The character becomes an incorporeal spirit for up to 10 minutes per level of P.O.T.W.E.N.I.S. Incorporeal creatures can only be harmed by other incorporeal creatures, they can move in any direction at will, the physical attacks of incorporeal ignore material armor, they can pass through and operate in water as easily as they do in air, they cannot fall or suffer falling

damage, they cannot be tripped or grappled, they have no weight, they do not have footprints, they have no scent, and make noise only if they want to.

Erase the past: When a P.O.T.W.E.N.I.S. reaches 9th level, he has the option of removing all of his Uncoolness points. If he chooses to, the DC to gain a point of Uncoolness raises by +2 and he loses all Uncoolness points. If he chooses not to, he loses all the benefits of the prestige class and the feat Chosen of the WENIS and may not advance to 10th level of P.O.T.W.E.N.I.S.

Disassemble the universe: The P.O.T.W.E.N.I.S. can create a zone of null power that Nut Graf or WENIS powers cannot work. By performing a full-round action, he creates a 60-foot radius zone that is centered on him. In this zone, no one can use or gain benefit from any special ability, feat, or skill that has Nut Graf or WENIS in the name or is denoted as a Nut Graf or WENIS power. This zone lasts for 10 minutes per level of the P.O.T.W.E.N.I.S. class.

Slurpee Master

There are those who know everything; or say they would know everything. They give all the credit to a frozen fruity concoction known as the slurpee. Some do not see the miraculous powers that it gives some people. The brain freezings and icy goodness combine to turn an ordinary freak into a storehouse of knowledge.

The slurpee master is one who uses the powers of the slurpee to his advantage. This mystical drink combined with his unique brain chemicals give him various abilities of knowledge. He learns secrets to things, like a Zen master. He is at the center of the mall, where people sit around to listen to his unique wisdom.

Requirements

To qualify to become a slurpee master (**SLP**), a character must fulfill all the following criteria.

Type: Freak

Mental Disadvantage: Addiction (slurpees)

2 Knowledge Skills (Any): 8 ranks

Feats: Skill emphasis (any knowledge skill)

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+1	+2	Drink of the gods, secret
2nd	+1	+0	+2	+3	Lore
3rd	+2	+1	+2	+3	Secret
4th	+3	+1	+2	+4	Intoxicating drink
5th	+3	+1	+3	+4	Secret
6th	+4	+2	+3	+5	Brain enhancer
7th	+5	+2	+4	+5	Secret
8th	+6/+1	+2	+4	+6	Stomach fortifying
9th	+6/+1	+3	+4	+6	Secret
10th	+7/+2	+3	+5	+7	Wired drink

Class Skills

Skill	Key Ability	Skill	Key Ability
Craft	Int	Knowledge	Int
Diplomacy	Cha	Listen	Wis
Drive*	Dex	Profession	Wis
Gather Information	Cha	Search	Int
Hobby*	Int	Sense Motive	Wis

*New skill(s) described in the skill section
Skill Points at Each Level: 4 + Int modifier

Drink of the gods: For the purposes of determining how many times per day the slurpee master can drink or eat to heal himself, treat his Constitution score as if it were 4 points higher. Anytime a slurpee master drinks a slurpee to heal himself, multiply the result by 2.

Secret: In their free time of contemplating, slurpee masters stumble upon all sorts of applicable knowledge and secrets. At 1st level and every two levels thereafter, the slurpee master chooses one secret from the table below. His level plus Wisdom modifier determines which secrets he can choose. He can't choose the same secret twice.

Level + Wis Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 stun points
3	Secrets of inner strength	+1 bonus to Will saves
4	The lore of true stamina	+1 bonus to Fortitude saves
5	Secret knowledge of avoidance	+1 bonus to Reflex saves
6	Weapon trick	+1 bonus to attack rolls
7	Dodge trick	+1 dodge bonus to Defense
8	Applicable knowledge	Any one feat

Lore: A slurpee master picks up a lot of stray knowledge while wandering the mall and listening to people's conversations. A slurpee master may make a special lore knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about almost anything. The slurpee master may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the DC of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial majority of the local population.	A local managers reputation for overcharging; common legends about the WENIS
20	Uncommon but available, known by only a few people in the area.	The shady past of a reformed punk who became an Ultimate Mall Citizen
25	Obscure, known by few, hard to come by.	The history of a family of a P.O.T.W.E.N.I.S., or a mystery of the Undermall
30	Extremely obscure, known by very few, possibly forgotten by most whom once knew it, possibly known only by those who don't understand the significance.	Who the High Master of the WENIS or Nut Graf is

Intoxicating drink: The slurpee master can increase his Wisdom by drinking a slurpee. By sacrificing one of the times per day that he could normally heal himself by eating or drinking, he can increase his Wisdom by 1d4+2 points for a number of hours equal to half his levels in slurpee master.

Brain enhancer: The slurpee master can increase his Intelligence by drinking a slurpee. By sacrificing one of the times per day that he could normally heal himself by eating or drinking, he can increase his intelligence by 1d4+2 points for a number of hours equal to half his levels in slurpee master.

Stomach fortifying: The slurpee master can increase his Constitution by drinking a slurpee. By sacrificing one of the times per day that he could normally heal himself by eating or drinking, he can increase his Constitution by 1d4+2 points for a number of hours equal to half his levels in slurpee master.

Wired drink: The slurpee master can increase his Dexterity by drinking a slurpee. By sacrificing one of the times per day that he could normally heal himself by eating or drinking, he can increase his Dexterity by 1d4+2 points for a number of hours equal to half his levels in slurpee master.

Teen Witch

The Nut Grad and the WENIS are incredible powers to wield, indeed. Some may confuse the results of these powers, with another force that exists in this universe. This third power, weak in this time, has been around longer then even the benevolent and malevolent powers that be. Some say it holds the universe together. Some say it is fictitious, being the realm of con artists specialized in sleight of hand. Some, know different.

The Teen Witch is one who has the ability to use the awesome force known as magic. Dormant in the past before and during the Axis wars, this force of the universe it growing stronger each day. They ponder over lost lore, gaining power in the process. Now, a new force to be reckoned with, these mini-mages wander the malls in search of what they desire.

Requirements

To qualify to become a teen witch (**WTC**), a character must fulfill all the following criteria.

Knowledge (occult): 8 ranks

Knowledge (scholar): 8 ranks

Scry: 4 ranks

Spellcraft: 8 ranks

Feats: Empathy

Special: Must join an organization which advocates and teaches the magical arts.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day		
						0	1	2
1st	+0	+1	+0	+2	Divination +1	1	-	-
2nd	+1	+2	+0	+3	Blessed be 1/day	1	-	-
3rd	+2	+2	+1	+3	Divination +2	2	0	-
4th	+3	+2	+1	+4	Witch's bane 1/day	2	0	-
5th	+3	+3	+1	+4	Divination +3	3	1	-
6th	+4	+3	+2	+5	Blessed be 2/day	3	1	-
7th	+5	+4	+2	+5	Divination +4	4	2	0
8th	+6/+1	+4	+2	+6	Witch's bane 2/day	4	2	0
9th	+6/+1	+4	+3	+6	Divination +5	5	3	1
10th	+7/+2	+5	+3	+7	Blessed be 3/day	5	3	1

Class Skills

Skill	Key Ability	Skill	Key Ability
Concentration	Con	Hobby*	Int
Craft	Int	Knowledge	Int
Diplomacy	Cha	Profession	Wis
Disguise	Cha	Scry	Int
Drive*	Dex	Sense Motive	Wis
Handle Animal	Cha	Spellcraft	Int
Intimidate	Cha		

*New skill(s) described in the skill section

Skill Points at Each Level: 6 + Int modifier

Spells: A teen witch casts arcane spells. He is limited to a certain number of spells per day, according to his class level. A teen witch must prepare his body to channel magical energy by getting a good night's sleep and spending 1 hour meditating. Afterwards, he can cast any combination of spells he knows of a level he can cast from his spell book. For example, a 7th level teen witch can cast 4 0-level spells he knows, and 2 1st-level spells he knows. A teen witch may use a higher-level slot to cast a lower-level spell if he so chooses. For example, the same 7th level teen witch may use one of his 1st level slots to instead cast a 0-level spell. A teen witch's Charisma score determines the number of bonus spell slots he receives.

To learn or cast a spell, a teen witch must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against teen witch spells is 10 + the spell's level + the teen witch's Charisma modifier.

Divination: Beginning at 1st level, a teen witch gains a +1 competence bonus on Scry checks. This bonus increases by +1 every 2 levels thereafter (3rd, 5th, 7th, and 9th).

Blessed be: At 2nd level, the teen witch may bestow a blessing on a person once per day, and may do so more times as indicated above. By saying a incantation and laying their hands on the person in question, the subject receives a sacred bonus to all attack rolls, saving throws, and skill checks equal to the Charisma bonus of the teen witch (at a minimum of +1). This blessing lasts 1 hour.

Witch's bane: At 4th level, the teen witch may bestow a curse on a person once per day, and may do so more times as indicated above. By saying a incantation, the subject receives a profane penalty to all attack rolls, saving throws, and skill checks equal to the Charisma bonus of the teen witch (at a minimum of -1). This curse lasts 1 hour.

Teen Witch Spell List

Teen witch's choose their spells from the following list:

0-level: Acne*, Arcane Mark, Daze, Foul Breath*, Gentle Breeze*, Ghost Sound, Guidance, Mage Hand, Mending, Power Word: Hearing*, Power Word: Sight*, Prestidigitation, Sparking Fingers*, Virtue.

1st-level: Causes Fear, Charm Person, Command, Grope*, Hypnotism, Life Tap*, Little Death*, Message, Obscuring Mist, Power Word: Create*, Power Word: Intimidate*, Scrying, Sleep, Ventriloquism.

2nd-level: Blindness/Deafness, Calm Emotions, Detect Thoughts, Enthrall, Feline Form*, Filter*, Levitate, Locate Object, Minor Image, Suggestion, Scare, Speak With Animals, Whispering Wind, Zone of Truth.

*This is a new spell. See Chapter 10: Magic for details.

Chapter 10: Magic

Magic is optional in the world of Malls & Morons. However, if you do choose to allow it, you will need the details of certain spells possessed by magic-wielding classes. The following spells are new: Acne, Feline Form, Filter, Foul breath, Gentle Breeze, Grope, Life Tap, Little Death, Power Word: Create, Power Word: Hearing, Power Word: Intimidate, Power Word: Sight, and Sparking Fingers.

Acne

Transmutation	
Level	Teen Witch 0
Components	V, S
Casting Time	1 action
Range	Close (25 ft. + 5 ft./2 levels)
Target	1 person
Duration	Permanent (until "popped")
Saving Throw	Fortitude negates
Spell Resistance	Yes

A large pimple forms on the body of the target (exact location determined by the caster). The target is humiliated until the pimple is removed, for it is a large and disgusting pimple.

Feline Form

Transmutation	
Level	Teen Witch 2
Components	V, S
Casting Time	1 full round
Range	Personal
Target	You
Duration	10 minutes per level (D)
Saving Throw	None
Spell Resistance	No

You transform into a small housecat for the duration of the spell. As a cat, you still keep some of your physical characteristics, such as hair and eye color. While in the form of a

cat, your equipment merges with your new form and is inert for the duration. As a cat, you will be unable to cast spells. Transforming back into your normal form is a free action.

In cat form, you retain your Intelligence, Wisdom, Charisma, base attack bonus, skills, feats, and saving throws. You must modify your stun points to accommodate your new size and Constitution score. Your speed becomes 30 feet per round, if it wasn't already. Your Strength, Dexterity, and Constitution become 3, 15, and 10 respectively. Your only attacks are 2 claws and 1 bite, which do 1d2 and 1d3 damage, respectively. Your size becomes Tiny; this gives you +2 size bonus to your Defense and attack rolls, but your initial stun points are multiplied by .3. You receive a +4 competence bonus to your Hide and Move Silently checks, and a +8 competence bonus on Balance checks. Finally, you use your Dexterity modifier for Climb checks instead of your Strength modifier. You may use the following skills if they are better than yours, while in cat form: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, and Spot +4.

Filter

Abjuration	
Level	Teen Witch 2
Components	V, M
Casting Time	1 action
Range	Touch
Effect or Area	10-foot radius sphere around creature touched
Duration	1 round/level
Saving Throw	Will (Harmless)

Spell Resistance	No
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This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* is unaffected by noxious stench or poison gas, or anything dangerous in the air.

Material components: A strand of spider web and a scrap of cotton cloth approximately one inch square.

Foul Breath

Transmutation	
Level	Teen Witch 0
Components	V, S
Casting Time	1 action
Range	Close (25 ft. + 5 ft./2 levels)
Target	1 person
Duration	3 rounds
Saving Throw	Fortitude negates
Spell Resistance	Yes

This simple magical trick cause's a person near the caster to exude a foul smell from their mouth when they talk for 3 Rounds afterwards.

The foul smell can have foul effects on any Charisma based skill checks (-2 circumstance penalty to Bluff, Diplomacy, Intimidate and similar skills) The target cannot smell their stink and has no idea that magic has thwarted their negotiations.

Gentle Breeze

Evocation	
Level	Teen Witch 0
Components	S
Casting Time	1 action

Range	Close (25 ft. + 5 ft./2 levels)
Effect	Small breeze of air
Duration	1 minute/level
Saving Throw	None
Spell Resistance	No

This spell creates a small breeze within range. It is useful to simply cool off. This spell cannot blow things away. It will not move fog, mist, or affect any flying creatures larger than a fly. Likewise it will not affect a conjured swarm of insects, but it can be used to gain temporary relief from normal flies, mosquitoes, and the like.

Grope

Evocation [Force]	
Level	Teen Witch 1
Components	V, S
Casting Time	1 action
Range	Close (25 ft. + 5 ft./2 levels)
Area	Hand sized are within range
Duration	Instantaneous
Saving Throw	Reflex negates
Spell Resistance	Yes

The caster successfully gropes a target within range. The target does not know what has happened unless the caster blatantly advertises what he did. The target is humiliated for 1 minute.

Life Tap

Necromancy	
Level	Teen Witch 1
Components	V, S, M
Casting Time	1 action

Range	Close (25 ft. + 5 ft./2 levels)
Effect	Ray
Duration	Instantaneous
Saving Throw	None
Spell Resistance	Yes

This spell creates a crackling black ray of energy which arcs from the caster to the targeted creature, requiring a ranged touch attack to strike. If struck the target suffers 1d4+1 points of damage. These points are transferred to the caster, and will heal damage he has sustained, but will not bring him above his usual maximum SP total.

Material Component: A bit of powdered bone.

Little Death

Necromancy	
Level	Teen Witch 1
Components	V, S
Casting Time	1 action
Range	Close (25 ft. + 5 ft./2 levels)
Target	1 person
Duration	3 rounds
Saving Throw	Fortitude Negates
Spell Resistance	Yes

The target is assaulted by necromantic energies that disrupt his nervous system. If the target fails his saving throw, he falls unconscious and cannot be roused for the duration of the spell.

Power Word: Create

Conjuration (Creation)	
Level	Teen Witch 1
Components	V

Casting Time	1 action
Range	5 feet
Effect	Creates a small object
Duration	1 minute/level
Saving Throw	None
Spell Resistance	No

This spell allows the caster to create a temporary non-magical object worth up to \$25 in value and weighing 5 pounds or less. For all intents and purposes the object is real while it lasts except it cannot be used for material components for spells.

Power Word: Hearing

Transmutation	
Level	Teen Witch 0
Components	V
Casting Time	1 action
Range	Personal
Target	You
Duration	1 round
Saving Throw	None (Harmless)
Spell Resistance	No

This spell heightens your sense of hearing, giving you a +2 competence bonus on all Listen checks.

Power Word: Intimidate

Transmutation	
Level	Teen Witch 1
Components	V
Casting Time	1 action
Range	Personal
Target	You
Duration	1 round/level
Saving Throw	None (Harmless)
Spell Resistance	No

This spell makes you more imposing and threatening, granting you a +4 competence bonus on all Intimidate checks.

Power Word: Sight

Transmutation	
Level	Teen Witch 0
Components	V
Casting Time	1 action
Range	Personal
Target	You
Duration	1 round
Saving Throw	None (Harmless)
Spell Resistance	No

This spell heightens your sense of sight, giving you a +2 competence bonus on all Spot checks.

Sparking Fingers

Evocation [Electricity]	
Level	Teen Witch 0
Components	V
Casting Time	1 action
Range	5 feet
Effect	Ray
Duration	Instantaneous
Saving Throw	None
Spell Resistance	Yes

A small bolt of lightning flies from your fingertips. To hit a target, make a ranged touch attack. This bolt of lightning deals 1 point of damage. This bolt of lightning can be used to ignite small objects that are highly flammable.

Chapter 11: History

Being a game set in our contemporary world, the history of the world can be read about in any plain school history book. However, this is Malls & Morons, and therefore, there are special events in history which have transpired, which need to be covered. These events evolve the evolution of the powers known as the WENIS and the Nut Graf. These two powers add a flavor of strangeness, but not so much that the flavor is ruined. The WENIS and the Nut Graf, anything to do with them, is purely optional. An enjoyable game can still be had without these elements.

The Beginning of Time

Too far you say? Of course not! This is the time of the most important event. As the world is shaping, the laws of the universe are being created, and many unseen forces are being born to our reality. From the primordial ooze of nothingness came the first force of the universe that could be classified as pure evil, an unnamed force we now call the Nut Graf. It is a non-sentient force that clouded men and animal alike to do evil things, eventually becoming part of the human soul. From this hostile invasion of the soul, a new force was born into reality, a force that could be classified as pure good, an unnamed force we now call the WENIS. It battled the Nut Graf in the souls of humans and animals. Eventually, the battle between these two forces came to a stalemate. The fighting ceased, and primitive man began to evolve, and developed free will, the ability to choose one's path in his life. The iron mind of adults soon resisted these two forces, but the clouded and confused minds of children and teenagers were still susceptible. Because of this, these two forces thrived.

The Roman Imperium

Yes, even thus far back can we learn from the past. During this time, the Roman Empire expanded and conquered almost all of Europe before succumbing to internal and external disasters. It was during this time that the forces of the Nut Graf and the WENIS (called Adversarius and Bonus, respectively), were experimented with among the brightest teenagers in the empire. As time passed, on the wars dragged on. The forces of the Nut Graf and the WENIS began to manifest themselves in warriors and those who participated in the war. It was learned that during a time of great emotion on a huge scale, were adults conducive enough for the Nut Graf and the WENIS to influence them.

The Middle Ages

During this time, Europe became a backwards land as learning was reduced to only the clergy. During this time, Nut Graf and WENIS alike were labeled "magic", and those who practiced it were prosecuted and destroyed. This would happen later again during the Salem Witch Trials in the 1800's. Even though adults couldn't practice the Nut Graf or the WENIS, some claimed to be able to, and some even seemed like they felt they could. The Nut Graf and the WENIS manifested itself sporadically among the child and teenage populace. Only by focusing using age-old rituals, could they control their wild abilities. It's during this time that the orient began developing a reputation for their mystic abilities. It is from their great understanding of the Nut Graf and the WENIS that left them better off than the Europeans. It is partly due to them that accept would come later.

The World Wars

During this time, it was chaos. Many lives were lost, and it had seemed the whole world was uprooted from its general mood of tranquility, no matter how feigned it seem. During this time, the Nut Graf had great power over the people, and many atrocities were done. It was only during the end of World War II that the WENIS began to gain a foothold in defeating the Nut Graf. At the end of the war, it was a stalemate between the two forces, as it had generally been before.

Pre-Axis Wars (circa 1945-1951 CE)

During this time, things had generally become peaceful. In 1948, the first High Masters were appointed, and organizations dedicated to the Nut Graf and the WENIS were created. The High Masters were individuals who could use the forces of the universe in ways people didn't imagine possible before, due to tradition and fear of the unknown. The two High Masters, which were best friends, began to accept the others force right to exist in the world. It was during this time that a golden age emerged between the Nut Graf and the WENIS, and knowledge of the two forces was common enough. The followers were okay with each other, and the malls of the world were pleasant places to visit. Life was good.

The Axis Wars (circa 1951 - 1980 CE)

It was during this time that one of the largest and most subtle wars was fought: the axis war. The name was coined by a P.O.T.W.E.N.I.S. when he said this one memorable quote, "It's as if the axis of good and evil is aflame with violence." The reason for the war was clear: the original High Masters lost their powers upon becoming adults, and the next people in line were not as good friends as the old High Masters. The right to existence was ignored, and their followers began a long and brutal war in the malls of the world. Everywhere was conflict between the Malevolent Masters of the Nut Graf and the P.O.T.W.E.N.I.S. It almost seemed it would never end. Around 1980, many of the veterans of the war became adults, and lost their power and interest. The number of new people to fill the ranks lessened at an astounding rate. People were tired of the war and refused to take sides. Eventually, the number of either side became a hand full, and the war ended: a stalemate.

Post Axis Wars (circa 1980 - 2001 CE)

Today, the number of the Malevolent Master of the Nut Graf and the P.O.T.W.E.N.I.S. have increased more then in the past. Today, these people have faded from sight and memory, to the joy of the people. Because of this, the powers of the Nut Graf and the WENIS have almost been forgotten; but not by those who use them. These two forces wait in the shadows, absorbing the faithful into their fold, waiting for the day when they can once again see the light of the public once more.

Chapter 12: GM Section

Nothing is easy, especially being the Game Master of the evening. In this section, you will find various topics about Malls & Morons that you may have or have not thought about, and are discussed to help you in areas concerning those topics. The topics discussed are: Adults, Amazing Items, Creatures of the Mall, Experience Points Awards, GM Advice, Hazards, High Level Characters, Mall Creation, Multiple Types, Norms, and Stun Point and Size.

Adults

The whole point of Malls & Morons is to role-play teenagers. However, the players will meet people who are adults instead of teenagers. If the players keep playing until their characters become age 21, then they begin the transition to become adults. After 1 month since the character's 21st birthday, he becomes an adult and gains the special abilities of being an adult.

Adult Game Statistics

- Level progression: Adults do not suffer the experience point penalty for gaining levels above level 20.
- WENIS and Nut Graf immunity: Adults are not harmed nor gain benefit or otherwise affected by any feat, skill, or special ability which has the word WENIS or Nut Graf in it's name, or is denoted as being a WENIS or Nut Graf power. Anyone using a WENIS or Nut Graf power against an adult just doesn't work.

Amazing Items (Optional)

These items described below, are amazing and just plain cool! They are also extremely unbalancing, and therefore PCs should not get a hold of them whatsoever. Each amazing item belongs to a celebrity, and they will use it constantly and shamelessly.

Frau Hutchinson's Yard Stick

This regular-looking yard measuring stick has special properties. The wielder can instantly know the Intelligence score of anyone he sees, as a free action. Against opponents with an Intelligence of 10 or higher, this yardstick is useless. Against opponents with an Intelligence of 9 or lower, the stick deals 10d10 damage, has a crit range of 15-20, and makes the opponent sing meaninglessly for 1d4 rounds if they fail a Will saving throw against DC 30. Opponents who sing suffer a -2 penalty to all attack rolls, skill checks, and saving throws. This item has no meaningful weight, and is small sized. Anyone with an Intelligence of 9 or lower who tries to wield this item is immediately attacked by it. In this situation, the yardstick has a base attack bonus of +30/+25/+20/+15.

Gary Gygax's +1 Mace

This Mace is magically enchanted; it grants a +1 enhancement bonus to attack rolls and damage rolls. It can be used to strike incorporeal objects and creatures. It is a normal looking mace with a spiked head. It weighs 6 pounds, is medium size, has a crit range of 19-20, and does 10d6+1 damage.

Judge Judy's Gavel

This small gavel weighs one pound, scores a threat on a natural 20, is small sized, and does 10d4 damage per hit. Whoever holds this gavel constantly radiates an aura of fear in a 30 feet radius centered on the wielder. Those caught within the aura must make a Will saving throw against DC 15 + half the character's levels + his Charisma modifier or run away in utter fear for 2d4 rounds.

Stephen Hawking's Wheelchair

This innocuous looking wheelchair is actually powerful. When sitting in it and riding, it grants the rider a speed of 60 feet per round. The rider cannot move faster than 60 feet per round. The wheelchair also allows the rider to enjoy the benefits of the Improved Dodge, Mobility, and Spring Attack feats, even if he does not meet the prerequisites. It also gives the rider a +20 bonus to his Intelligence. There are two buttons on a side panel, and a keyboard that vocalizes what the rider types. Button #1 causes four spring loaded, leaden boxing gloves to shoot out at four targets. Each boxing glove has a base attack bonus of +10, does 1d6+6 damage, and has a crit range of 19-20. Button #2 causes a propeller to spring up from the back, and allows the rider to fly 60 feet per round with perfect maneuverability. Using this item requires the use of the Drive skill, see Chapter 3: Skills for details.

William Shatner's Phaser

This small device is a potent weapon. It weights only 1 pound, has a maximum range of 10 feet, has a crit range of 19-20, is tiny sized, and attacking with this weapon is a ranged touch attack. This weapon shoots a red ray at its target that can do one of two things. The first option is dealing 1d4 temporary Strength, Dexterity, and Constitution damage per hit, no saving throw. The second option is rendering the target unconscious if he fails a Fortitude saving throw against DC 30.

Creatures of the Mall

People are not the only things to inhabit a mall. Small animals and weird creatures mutated by the toxic food and drink of the mall wander around its depths and heights. These animals and creatures should be used sparingly, or they lose the magic of their unique nature. For example, if in every adventure the characters saw a monkey, they become boring. The stats and descriptions for the creatures are below.

	Mall Rat Tiny Animal	Pigeon Tiny Animal	Seeing-Eye Dog Small Animal	Trained Monkey Tiny Animal
Hit Dice	1	1	1	1
Stun Points	3	3	7	3
Initiative	+2 (Dex)	+3 (Dex)	+3 (Dex)	+2 (Dex)
Speed	15 ft., climb 15 ft.	10 ft., fly 60 ft.	40 ft.	30 ft., climb 30 ft.
Defense	14 (+2 size, +2 Dex)	15 (+2 size, +3 Dex)	15 (+1 size, +3 Dex)	14 (+2 size, +2 Dex)
Attacks	Bite +4 melee	---	Bite +2 melee	Bite +4 melee

Damage	Bite 1d3-4	---	Bite 1d4+1	Bite 1d3-4
Face Reach	2 1/2 ft. by 2 1/2 ft. 0 ft.	2 1/2 ft. by 2 1/2 ft. 0 ft.	5 ft. by 5 ft. 5 ft.	2 1/2 ft. by 2 1/2 ft. 0 ft.
Special Attacks	---	Pigeon bomb	---	---
Special Qualities	---	---	---	---
Saves	Fort +2, Ref +4, Will +1	Fort 2, Ref +5, Will +2	Fort +4, Ref +5, Will +1	Fort +2, Ref +4, Will +1
Abilities	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills	Balance +10, Climb +12, Hide +18, Move Silently +10	Listen +6, Spot +6	Listen +5, Spot +5	Balance +10, Climb +13, Listen +4, Pick Pockets +13, Spot +4
Feats	Weapon Finesse (bite)	---	---	---
Found In	All levels	Floor and Upper levels	Floor level	Floor level
Organization	Solitary	Pride (6-10)	Solitary	Solitary

Mall Rat: This small rodent can be found scurrying in trash and towards people's food. They are more a nuisance than anything else, and hardly dangerous.

Pigeon: These small birds are the bane of everyone, everywhere. They are especially feared for their ability to accurately fire upon people with their excrement.

Pigeon bomb: By making a ranged touch attack and successfully hitting it's opponent, the pigeon can cause a character to be nauseated for 1d4+1 rounds.

Seeing-Eye Dog: These cute and generally helpful dogs are actually vicious and savage, attacking anyone who is not the blind person the dog leads.

Trained Monkey: Sometimes homeless people buy a musical instrument and a monkey in order to captivate people and use the monkey to steal stuff from the audience.

Experience Points Awards

The Game Master is free to award experience points in any way he sees fit. The following system presented is how experience awards are given in Malls & Morons, using simple formulas and GM judging.

Competency Award

Each character receives an award for Competency. Count how many times the character has gone unconscious during the game session, and subtract this number from 10. This number cannot go below 1. Next, multiply this number by 10, and finally multiply the new number by the character's level to find his Competency award.

Example: Zachary has gone unconscious 3 times during the session. He is an 7th level character. Three subtracted from 10 is 7. Seven multiplied by 10 is 70. Finally 70 multiplied by 7 is 490. Zachary receives a 490 experience point Competency award.

Role Playing Award

Each character also receives an award based on how well he role played during the session. To find the award, multiply his level by the stated base. The table below shows the relationship between role-playing and the base.

Role Playing	Base
Good	100
Mediocre	50
Poor	25

Example: The GM feels Zachary's player did a good job role-playing. The base award is 100, multiplied by Zachary's level, the total award is 700 experience points.

Story Award

Finally, characters receive an award based on whether they completed their goals for the session. Keep in mind that a regular session is approximately 4 hours long. If the goal completed took significantly longer than a regular session, or was completed over several sessions, the base award used is for a Long session. If the goal completed took less than a full session, the base award is for a Short session. If the PCs ultimately fail, halve the award. To find the award, multiply the base by the character's level. The table below shows the relationship between the base award and session length.

Session Length	Base Award
Long	400
Normal	200
Short	100

GM Advice

Malls & Morons is a game of humor. The GM should try to cram in as much slapstick comedy as possible. The more the players laugh, the more fun the game. The fun and laughs should be light of spirit, full of mirth. Keep them laughing and you are fostering the spirit of the game. It is all about silliness, with a touch of realism.

About Characters

If it would be funnier for an NPC to fail at a skill check, attack roll, or saving throw, let him fail, but only if it's very funny. PCs always have to make a roll, as normal. If you overpower the PCs, it's ok. The PCs cannot die, they just fall unconscious and lose precious non-physical attributes temporarily. If you steal stuff from the PCs, it's ok. They don't have much to steal. Everybody should be played as somewhat stupid, even if they are super intelligent. It's a game of morons in a mall. Ham it up, and let them do stuff that may seem pointless, but is funny. Let them fight amongst themselves, it's ok. What is the worse they can do?

Hazards

As characters travel through the mall, they may find the environment to their disliking. These hazards are mostly petty annoyances, but can put a character to disadvantage if he is not careful. Each of these hazards can be placed as a GM wishes with little forethought of how they are there.

Collisions: In the off chance that a small vehicle goes awry, it has a chance to strike a character. The character must make a Reflex saving throw against DC 10 + 1 per mile per hour the vehicle is traveling. If the character fails, he suffers 1d6 damage for every 3 miles per hour the vehicle is traveling.

Dust: In an area of excessive dust, a character must make a Fortitude saving throw each round (DC 15 + 1 per previous check) while in the area or spend that round choking and coughing.

Soapy suds: The ground is covered with a slippery concoction of chemicals and water. All those who enter the area must make a Balance check at DC 20 or slip and fall.

Stench: Something in the area smells, and very badly. All those entering the area must make a Fortitude saving throw against a DC 20. If they fail, they become nauseated until they move out of the area.

Sticky stuff: The ground is covered by old soda, candy, or a mixture of both. Either way, the character must make a Strength check at DC 16 or move half his speed that round. Characters moving more than their normal speed fall prone if they fail this check.

Trash: The ground is covered in trash, enough said. Characters moving in trash halve their speed and cannot run.

High Level Characters

When building a high level character, there are a few things one must keep in mind while doing so.

Character Levels

If the character in question is a non-adult, then assign the levels however one wishes. If the character is an adult, normally, the character will have a character level equal to his age. This is a guideline and nothing else; adults can have less than 20 character levels if the creator so wishes.

Reputation

The creator should decide what the characters highest score should rest in; kung fu kids and ultimate mall citizens always have their highest score in Coolness, and always have an Uncoolness score of 0. Once this is decided, the character's highest score is equal to twice his character levels. His Neutrality score is equal to 1/10 his highest score, and the final score is equal to 1/20 his highest score. For example, if Zachary has a Coolness score of 80, his Neutrality score is 8, and his Uncoolness score is 4. If the character has Neutrality as his high score, then he chooses where the 1/10 and 1/20 go to his other scores. Normally, characters gain 2 points per level in their chosen reputation score.

Equipment

Because equipment is generally low cost, and after much time a person could gain the money to obtain any item he wants, do not worry about purchasing equipment for characters. Give the character whatever equipment seems to fit it.

Mall Creation

Eventually, one may wish to create his own mall to suit his own style and tastes. This is encouraged, but it is a daunting task, almost like creating a new campaign setting. A GM must first have in mind what his mall will be like. It could be a general mall, or a theme mall. If the mall is a theme mall, then more of its shops will be related to its theme. Some examples are:

- Clothing
- Environmentally safe
- Food and drink
- Mall of tomorrow
- Medieval
- Oriental
- Sports

Mall Size

Malls are categorized by their size, which shows the relationship between the size of the mall and it's population and the number of levels it has. It is very important to determine at this point the size, population, and number of levels in your mall. If the GM wishes to, he can roll randomly on the table below to generate a mall's basic statistics.

D% Result	Mall Size	Population	Levels
1-10	Small	200-400	1
11-30	Medium	401-800	1d2
31-60	Large	801-1,500	1d2+1
61-90	Very Large	1,501-2,500	1d3+1
91-100	Metroplex	2,500+	1d4+2

Mall Size: This is the categorical size of the mall.

Population: This isn't the number of teenage or younger people living in the mall, but the number of people who come to the mall on a daily basis. To find the number of

people who visit occasionally, multiply the population of the mall by .2 and round down. This number of people isn't the same people day to day, just the number of people from any and all areas who visit.

Levels: This is the number of floors a mall contains, basically. Every mall has three categories of levels: upper levels, floor level, and the Undermall. The upper levels are generally where the intelligent people of the mall spend their time, and is generally more peaceful, serene, and well kept. The floor level is where all people go; it is the hugest mix of people in the mall. Each extreme can be found as well as the median, and is okay in quality. Finally, there is the Undermall, where mall violation, darkness, and unsavory people tend to be. Where once there were thriving shops, all are closed down and vandalized. This area tends to be more violent and unsettling.

Political Structure and Figures

Every mall has some sort of political structure. It helps keep order (or lack thereof). Knowing how the structure works and who is involved with it could become important any time during the game. The GM should determine the political structure of the mall, and who the political figure(s) are. The level of the political figure is at least 11th level, or 1d10+10 if generated randomly.

D% Result	Political Structure	D% Result	Political Figure
1-10	Monarchy	1-12	Computer Geek
11-25	Democracy	13-25	Football Player
26-30	Geriatocracy	26-37	High School Student
31-40	Plutocracy	38-50	Kung Fu Kid
41-45	Dictatorship	51-62	Mall Ranger
46-47	Theocracy	63-75	Mall Rat
47-55	Militocracy	76-87	Trekkie
56-100	Anarchy	88-100	Ultimate Mall Citizen

Anarchy: This is the standard political structure for a mall. This means that no one is in power and everyone follows their own set (or lack of) rules.

Democracy: In this political structure, the regulars elect certain people to represent them and regulate them. The power lies equally between the representatives. Either roll or choose the classes of the body of representatives.

Dictatorship: In this political structure, absolute power rests in the hands of one figure head. Either roll or choose the class of the figure head on the table above.

Geriatocracy: In this political structure, the power rests in the oldest non-adult members of the mall. Usually, the oldest person has the most political weight among the group. Either roll or choose the classes of the group on the table above.

Militocracy: In this political structure, the power rests in the physically strongest and most aggressive individuals of the mall. This structure closely resembles a dictatorship. Either roll or choose the classes of the individuals on the table above.

Monarchy: In this political structure, power rests in the hands of one person, and this power passes down from the ruler to the person he has chosen to rule. Either roll or choose the class of the ruler on the table above.

Plutocracy: In this political structure, the power rests in the hands of the wealthiest individuals in the mall. These people usually lose power if they lose wealth, or gain more power if they gain more wealth. Either roll or choose the classes of the individuals on the table above.

Theocracy: In this political structure, the power lies in the hands of either the High Master of the WENIS or the High Master of the Nut Graf. In this rare occurrence, a representative of the High Master carries out the wishes of the true ruler. Either roll or choose the class of the representative above, but the representative is also either a P.O.T.W.E.N.I.S. or a Malevolent Master of the Nut Graf, depending on the High Master.

Demographics and Population

For play, knowing who visits the mall regularly is important. The following guidelines allow you to determine the levels of the most powerful regulars and then expand from there to determine the rest of the characters visiting there. Roll the dice indicated for each class below and apply the modifier based on the size of the mall, to determine the highest level of a character class in the mall. The maximum for any class is 20th level.

PC Class	Character level
Computer Geek	1d6 + mall size modifier
Football Player	1d8 + mall size modifier
High School Student	1d6 + mall size modifier
Kung Fu Kid	1d4 + mall size modifier
Mall Ranger	1d6 + mall size modifier
Mall Rat	1d8 + mall size modifier
Trekkie	1d4 + mall size modifier
Ultimate Mall Citizen	1d3 + mall size modifier

Mall Size	Mall Size Modifier
Small	+0
Medium	+3
Large	+6 (roll twice)*
Very Large	+9 (roll three times)*
Metroplex	+12 (roll four times)*

*Malls this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described below.

For each character class, if the highest level character indicated in the method above is 2nd level or above, assume there are twice that number of characters half that level. If those characters are above 1st level, assume that for each character, there are two of half that level. Do not generate the number of 1st level characters, however.

Once you have generated the characters, add them all together, and subtract this number from the malls population for the purpose of finding out how many 1st level characters there are. With the new population number, multiply the population by the demographic percentage on the table below to find how many 1st level characters belong to each class. Once you have done that, add together all the numbers, and you should have your original population; tweak if necessary.

Character Class	Demographic Percentage
Computer Geek	15%
Football Player	10%
High School Student	20%
Kung Fu Kid	5%
Mall Ranger	15%
Mall Rat	20%
Trekkie	10%
Ultimate Mall Citizen	5%

While the table below isn't necessary, it helps the GM to imagine the density of the mall levels. Generally, most of the population settles on the floor level of the mall for two reasons: people are too lazy to go anywhere else and all the good stuff is on the floor level. The table below assumes the mall in question has an upper level and an undermall. If your mall doesn't contain one of those, divide the percentage in half and distribute among the other levels. If your mall only has a floor level, then obviously 100% of the population is on the floor level.

Level	Percentage
Upper level	10%
Floor level	60%
Undermall	30%

Mall Shops

The very essence of the mall are its plethora of shops. Shops give the mall goer a variety of things to buy in one convenient space. Shops are also important because they determine what kind of mall it is. If a mall has a lot of sport accessory shops, then there are probably more jocks than normal and a lot of violence. Below is a demographic of the composition of shops in the mall.

Shop	Demographic
Apparel	20%
Electronic	20%
Food	20%
Leisure	20%
Sports	20%

A theme mall can disrupt these demographics by 5% - 15%. For example, a electronically themed mall could lower the sports percentage by 15% and add that to the electronic percentage. Roughly, for every 17 people contributing to the population, there is 1 shop in the mall. This number can be adjusted up or down as the GM desires. Generally, there is 12 adults managing the shop, and up to 4 hired hands. These adults should have a stat block developed, but it is not necessary if the GM deems it so.

Mall Business Hours

Knowing the business hours of your mall is also important, as it determines the earliest time your PCs can enter the mall and cause havoc. The basic hours are: the mall opens at 10 am and closes at 8 pm. As a general guideline, for every 500 people contributing to the population, decrease the opening time by a half hour and increase the closing time by an hour. The table below summarizes this information.

Population	Opening Time	Closing Time
200 - 499	10 am	8 pm
500 - 999	9:30 am	9 pm
1,000 - 1,499	9 am	10 pm
1,500 - 1,999	8:30 am	11 pm
2,000 - 2,499	8 am	12 pm
2,500 - 2,999	7:30 am	1 am
3,000 - 3,499	7 am	2 am

Multiple Types (Optional)

Sometimes one type doesn't accurately describe a person. Therefore, the GM has the option of allowing a character to take multiple types. The character may have up to 3 types. For each type a character possesses beyond the first, he is considered 1 level higher for purposes of how much experience he needs to gain a level.

Norms (Optional)

The basic rules of Malls & Morons gives information and rules for playing six rather unusual character Types. As an option, the GM may allow his players to choose the Norm type. Norms generally have nothing wrong with them, are not used to the mall, and band together against the sheer numbers unusual people. The other types find Norms too normal, and give them cold shoulder.

Norm Game Statistics

- Medium-size.
- Norm base speed is 30 feet.
- One additional feat at 1st level. Norms have a variety of talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Norms are skilled and have a variety of skills.
- Automatic Languages: English. Norms can learn to speak and understand any language.
- Favored Class: Any.

Stun Points and Size

Generally, all Malls & Morons characters are medium-sized. There are people who are smaller than this size, and some creatures are also smaller. Therefore, to reflect the lack of body mass a character or creature's size bestows, multiply the initial amount of stun points a character or creature has by the modifier shown on the table below.

Size	Modifier
Fine	0.12
Diminutive	0.25
Tiny	0.5
Small	0.75
Medium-size	1.0
Large	2.0
Huge	4.0
Gargantuan	8.0
Colossal	16.0

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