

GODSEND

AGENDA



D20 Modern Conversion



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Khepera
Publishing
Presents

GODSEND AGENDA



An alien species plan for survival

Written, illustrated and designed by

Jerry D. Grayson

Publisher

Steve Zurita

Writers

Brian Vinton, Kimara Bernard

Editor

Eric Petracca

Layout design

Jerry D. Grayson

Halftone artist

Renee Grayson

Contributors/ Play testers

Renee Grayson, John Polak, Janet Nelson, Erik Durkin, Rex King, Devon Matycich, Kayn Bernard, Patricia and Otho Bobbins

**GODSEND Agenda
D20 Modern Conversion**

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Check us out on the web www.godsend-agenda.com

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This book is dedicated to Clea and Gabriel, my two finest creations

Thank you for the purchase of the e-book and I hope you find it useful.

Until next time

Jerry D. Grayson

www.godsend-agenda.com

PS: Also you can check out these other sites. I've found them very helpful with a ton of resources to help me run a game.

S. John Ross' Cumberland Fontworks

<http://www.cumberlandgames.com>

Microtactix

<http://www.microtactix.com/>

Spectre Press

<http://www.spectrepress.com/>

Superfigs (home of the 28mm super hero miniatures)

<http://www.superfigs.net/>

INTRODUCTION

Khepera publishing is proud to present the GODSEND Agenda d20 conversion, an innovative super hero genre setting for use with the D20 Modern rule system. This book provides all the rules you need to play in the GODSEND Agenda universe, including new races, feats advantages, and powers.

HOW TO USE THIS BOOK

The GODSEND Agenda d20 conversion is a tool for both players and GMs. It is designed as a supplement to the D20 Modern core rules. The GODSEND Agenda game world fits perfectly with any system but the focus of this book is to assimilate it into a D20 game system framework. The book can be used several ways. Idea types are listed below.

1. The game can be played as a superhero game using the background presented in the GODSEND Agenda core rulebook. This is (in my humble opinion) the best way to play the game. The world of GODSEND is rich, some say baroque, world filled with interesting plot hooks and characters. Different alien and human factions vying for control and domination of planet Earth drive the story. An impending alien invasion looms on the bleak horizon of a world rife with hidden agendas and conspiracies.
2. The game can be played as a generic super heroic game. The rules presented here are very flexible and can be used for your own homebrew game. There are a ton of D20 and D20 modern supplements to use in conjunction with this book. For that matter there are tons of other games thinly connected to D20 that can be used, some that come to mind are Silver age Sentinels (Guardians of Order), Wild talents, and GODLIKE (both by Hobgollynn press). Both games can be used in tandem with the rules presented here.
3. The GODSEND Agenda D20 rules can be used to run a game set in a bygone era easily. The Universe of GODSEND Agenda spans thousands of years and can easily be played using the standard D20 rules present in the Dungeons& Dragons book. Imagine playing your godlike character in a medieval game world or a superhero in a sword and sorcery setting! The game master can also pick up the Dragon Star supplements (by Fantasy Flight Games) and play a Sci-Fi supers game. The Elohim and Chimerans were originally a space faring race you know.
4. The GODSEND Agenda game world can be thrown out completely and the rules for powers can be used in any game. With the D20 modern rules and this GODSEND Agenda book the possibilities are endless. With the rules contained here you can build dragons, larger than life aliens, or godlike outsiders who rule and hold the fate of men in their hands, the possibilities are endless!

The Arrival

The day dawned bright over what would be called the Atlantic Ocean. On a long peninsula, which will be called Florida, a deer looks up from a stream. Birds quiet in the trees. On an island, which will be known as Cuba, insects stopped chirping. Nature seemed to take a breath. In an instant, the world would be changed.

Existence opened. A flash of light without radiance, a boom of sound beyond hearing, one second that lasts until this day. These are the things that heralded the coming of change. Water dissolved, leaving a crater in the surging sea. When it returned, it rushed to conceal something entirely new on this world. But this newness would not be covered. This thing demanded that its presence be recognized. This harbinger surged to the surface and the world would have to adapt. Forced through an unstable wormhole, the Elohim prison ship crashed into the Atlantic. It bobbed for a moment, as if resting. Then it gave birth to the future.

Pressure stabilized. Escape pods jettisoned. At-tis, his compatriots, and jailers fled the ship as it sank slowly to the depths. In the confusion, no one noticed they had altered the course of a world they never knew existed. Survival became their overriding motive. They fled to every corner of the globe.

Within moments, the deer returned to the stream, the birds to their trees, the insects to their chirping. Nature released her breath and on it rode the winds of change.

GODSEND Agenda History of the Universe

3550 BC

The Elohim and Atlanteans clash, a war rages for several years.

2980 BC

Imhotep advances engineering and mathematics.

2247 BC

The biblical tower of Babel is destroyed by a supernatural occurrence.

1628 BC

The island of Atlantis is destroyed

1219-1209 BC

The Trojan War starts and ends with super human involvement.

1150 BC

Some unknown force cuts the Flow of ka energy dramatically. All Ka using beings have their powers reduced to a fraction.

420 BC

A plague strikes the city of Athens killing tens of thousands.

361

The Library of Alexandria is destroyed.

542-594

The plague flares up again at Constantinople and spreads across Europe killing millions. The plague will ap-

The **GODSEND Agenda** Universe, similar on the surface to the real Universe, has a history rich in differences and is greatly affected by the Elohim, an alien race who tap into Ka, the powerful ultimate force of the universe. What follows is a "high speed history" of this universe highlighting the differences between **Godsend Agenda** and the real world.

The contents of this chapter are considered closed content.

The Elohim History

The Elohim calendar uses a system called "AE," or After EI. Approximately -5AE, scientists on the distant world of Araboth discover a method for manipulating Ka. A scientist named EI uses the method to master the powers of Ka, conquers Araboth over the next five years, declares himself Emperor and resets the calendar to his name.

Emperor EI envelops thousands of worlds as he spreads the Elohim Empire across the galaxy. EI organizes an elite class of nobles, the Seraphim, and teaches them the basics of Ka, but forbids lower castes from the knowledge under the threat of imprisonment or death. In this way, EI maintains control over those with access to the power. It takes the Elohim Empire more than a thousand years to conquer a quarter of the galaxy, but by 1250AE EI is immortal and unchallenged.

However, within a few thousand years, the Elohim Empire's conquests have stretched thin. Even with the awesome power of Ka, the Seraphim need a new method of conquest to hold the trembling Empire. Having observed thousands of primitive worlds, EI creates the Godsend Agenda, pronounces himself god and engineers a warrior caste known as the Angelos.

The Godsend Agenda dictates that a handful of Seraphim are sent to a primitive world, use Ka to set themselves up as gods, and dictate EI's will to the people. Given time, the people are manipulated into servitors for the Elohim Empire. The Agenda frees ninety percent of the Empire's resources and fosters an age of prosperity and power.

Around this time, a Seraph and prodigy of Ka manipulation

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named Attis is born. Nearly powerful enough to rival El, he quickly rises up in the ranks of the Seraphim. Fifty years after the birth of Attis, the Elohim encounter another race of Ka manipulators – the Chimerans, an utterly alien race of shape shifters bent upon galactic control. The Empires clash, but the bulk of Chimerans use Ka, while only the most powerful of the Elohim are so capable. The Elohim rapidly lose territory.

Even as the Elohim seem doomed, in 3085AE Attis discovers a way to neutralize the natural flow of Ka. Leading a small force, Attis locates the Chimeran homeworld and activates his device. Connected by a Ka-linked hive mind, the Chimerans are rendered helpless, and retreat from the Elohim Empire. Attis, dubbed “Lightbringer” by El, returns a hero.

Attis’ ideas, however, differ from El’s. In 3097AE, he speaks in favor of all citizens learning to use Ka. El quickly censures him, and the younger Elohim takes his followers into hiding. The god of the Empire, intimidated by Attis’ sway over the citizens, sends an assassin after him. The assassination fails, and Attis uses the assault as a rallying cry to openly oppose El.

Within two years, colony worlds fight against their servitor status, and the Empire collapses. The Angelos are sent to savagely quell any disturbances, but Attis and his rebels combat them, causing empire-wide civil war. The situation takes a turn for the dire when in 3102AE, taking advantage of the social upheaval spreading through the Elohim Empire, the Chimeran Hegemony attack outlying civilian outposts. El finds himself fighting wars on two fronts.

By 3107AE, the Chimerans have cut deep into the Elohim Empire. El’s resources are stretched beyond even his considerable power, and he is resigned to a truce with the rebels. He promises them amnesty, and in return, the rebels are to help fight the Chimeran menace. The tide once again turns on the Hegemony as the rebels join Imperial forces.

Eight years later, the Chimerans retreat beyond their original borders. El presses no further, instead turning to his native problems. In a cunning act of treachery, he reneges on his pact to give the rebels amnesty, and imprisons them all. Placed aboard a ship with Chimeran prisoners, the rebels are transported to Sheol, a penal colony in a vast, Ka-inert void between the galactic arms.

En route to Sheol, the prison ship is attacked by a renegade Chimeran frigate and boarded. During a bloody melee, the desperate Angelos captain initiates the singularity drive in hopes of escape. The ensuing warp draws both ships, flinging them to parts unknown. At this point, the time-line breaks as the ships fall through space and time, ending up on Earth.

appear again in Europe killing tens of millions from 1347-1350.

1455

Vlad Tepes rule is terrible and bloody in the Wallachia region of Europe. Some historians attribute super human abilities to him and his followers.

1908

Huge explosion over Tunguska Siberia. Scientist say it was a large comet

1918

Many humans manifested powers, others who could not take the strain died. The public at large suffers from a virulent strain of influenza.

1919

Congress approve a special \$1 million fund to enable the U.S. Public health service to recruit physicians and nurses to deal with the growing epidemic.

1939

Germany invades Poland

1941

Aryan Superior first makes his presence felt fighting for the German war machine

1944

During fighting in North Africa, a U.S. tank division happened upon a secret network of underground tombs. Thinking that the Germans might be using them as a secret refueling station, the U.S. troops quickly secured the catacombs. Inside the tombs they find two bodies in perfect condition both apparently alive. The vessel carrying the two beings back to the states never make it. The beings awake and destroy the ship flying to parts unknown.

1945

The Allied army approached Berlin from all sides. During the fighting Aryan Superior and the Red Hammer meet for the first time and do battle. Aryan Superior was victorious, but just barely, five square miles of Berlin had been destroyed and the body of the Red Ham-

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mer was never found

At the end of the war the American Eagle appears on the scene as America's first superman.

1947

Roswell New Mexico a large object falls from the sky creating many atmospheric disturbances that can be felt for miles around. The U.S. Government arrives much latter to find the alien craft gutted, what remains of the alien technology is taken to be researched.

1950

American Eagle disappears

1951

The super team known as The Sentinels are formed. The terrorist group Black October is blamed for the destruction of oil tanker in the Suez Canal.

1961

A giant Chimeran attacks the city of Tokyo. 2000 die and another 5000 are injured before a combined Japanese and American defense force drive the creature back into the sea.

1971

Black October steals a mothballed aircraft carrier. The carrier would later become the organizations mobile strike base called the Dark Horse.

1975

Hyperion makes is first appearance when he stops an avalanche in the Swiss Alps, saving thousands of tourists in the process.

1979

The Three-mile island incident occurs. Super human activity witnessed in and around the site.

1980

A three-man Sentinel team rescues American held hostages in Iran. During the escape the Sentinels destroy an entire Iranian fighter squadron attempting to cut off

Welcome to Earth

By approximately 4,000BC, the Elohim prison ship crashes off the coast of what would one day be Florida. The Chimeran frigate, which was also drawn through the warp, is nowhere to be seen. The unstable singularity drive badly disrupts the entire area and creates the Bermuda Triangle. The prisoners, Elohim and Chimeran, escape their Angelos captors and spread across the globe. Although they failed to retain the prisoners, the Angelos scavenge what they can from the ship, and search for the escapees.

The Chimerans go into hiding, acclimating themselves to a new existence, but never quite forgetting their past. Although cut off from the hive mind, these Chimeran were cunning and ruthless, warring with the Elohim throughout human history, spawning legends of demons – the Celts called them the Fomor, the Indians called them the Asura, and Japanese called them Oni.

The Elohim ex-prisoners fled to the Nile Valley, gathering around Attis and his lieutenants for guidance. Attis suggests a fresh start – he wants to nurture the world's inhabitants, and once evolved, teach them to use Ka. Using El's GODSEND Agenda as a tool for guiding the primitives, Attis orders his lieutenants to spread out and live as benevolent gods.

The Elohim and Chimerans were not alone with humans on their newfound world. They discover, by 3550BC, a group of humans far surpassing the primitives. On Atlantis – or Thera, as later historians would call it – live highly evolved humans ruled by thirteen immortal elemental sorcerers. The Atlanteans foretell that a Demon Horde would fall from the stars, destroy the Atlanteans and enslave the races of earth. Observing Attis and his people, the Atlanteans believed these aliens fulfilled the legend. Marshaling their forces, they set out to eradicate the Elohim. The war rages for a year before Thoth speaks to the immortals. Thoth convinces the Atlanteans that The Elohim were not here to destroy Earth, but to protect it and see it grow. The Atlanteans, swayed by the Elohim stories, ended the war. Attis' people and the Atlanteans ally to protect and guide the Earth.

The Atlanteans believed, very certainly, that the threat was impending and build a race of Ka-using soldiers to fight the coming menace. The Atlanteans seeded humanity with a gene, later called the Black October Gene, which would activate when the Horde appeared. It would take thousands of years to confirm that the Chimerans were the prophesied threat, and that some were already on Earth.

The Elohim move on with their plans to advance humanity, and the brilliant Thoth took in the Egyptian young to nurture the beginning of science. Imhotep, one of his most famous students, advanced the Egyptian understanding of engineering and mathematics, and built the first Egyptian pyramid. Across the world, particularly in China and

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Egypt, they witnessed the birth of human understanding. The Angelos, however, were still around and working. They knew their prisoners were out there, and by 2247BC, had assembled a vast communication array in Shinar (modern Iraq) to signal the Elohim Empire, in the hopes of calling reinforcements. Attis and Typhon, learn of the tower and dispatch fellow "gods," Anu, Baphomet and Shiva to destroy the tower... the tower that became the legend of Babel. A five-day siege of the tower ended with its destruction. The Angelos retreat into hiding. After this, the escaped Elohim believe they had total control.

Making the Ancient World

By 1628BC, the new "gods" of Earth had been about their business managing the people of their respective lands for some time. Becoming decadent, they fight each other. Typhon, one of Attis' trusted followers, conspires with less enlightened "gods" to seek retribution against the Atlanteans for the war they waged over two millennia ago, and with the help of ten "gods," he sinks the island. Within a few hours, nothing is left but the escaping survivors.

The Immortals lead the escaped Atlantean lower castes into hiding. Some survivors set out alone, but many follow the sorcerers to the distant lands, start small communities and assist the primitive surrounding cultures. The Atlanteans had many names among the primitives: in Europe the Sidhe, in Greece the Titans, and in China the ten great legendary rulers were Atlanteans. The height of arrogance amid the Elohim "gods" comes when two factions begin a brutal war, wiping out a city and a culture – the legendary Trojan War. This war, from approximately 1219BC to 1209BC, brings to the fore the "gods'" vanity and greed. Attis realizes that it is time to stop this situation; humans are progressing well enough that "gods" are no longer strictly necessary. He sees what is happening to his people, and is pained when he realizes that they are not helping this planet, but hurting it. Attis discusses his options with Thoth and Typhon who agree to cut the flow of Ka, just as they had to the Chimeran home world, years before.

Typhon betrays Attis by turning the power off for everyone but himself. Slowly the "gods" lose their Ka given abilities, but in the Libyan Desert, Typhon attacks an unsuspecting Attis. The battle ends seven days later with both men exhausting their remaining essence and lying helpless in the desert sands. Their followers, a cult that would be the Rosicrucians, think their "God-Kings" are dead and build a secret tomb to enshrine them.

The Angelos take advantage of the Ka loss and wage a religious war against the "false gods." Some Elohim stand their ground and are killed, but most go into hiding. For a time it seemed the Angelos had won, for no one had the power to stop their use of the GOD-

their retreat.

1983

Sentinels clash with Black October in downtown New York. Of the 10 Sentinels involved 4 manage to walk away with minor injuries, 2 are crippled, and 4 are killed. The 4-man Black October team escapes with only one casualty.

1986

Chernobyl incident. Superhuman activity witness in and around the site.

1989

Sentinels: The Movie breaks box office records.

1990

Attis and Typhon clash again in Houston Texas. Typhon destroys Attis, and the collateral damage kills over 100 people.

1992

Usa1 (United States Android #1) goes online becoming the first sentient android.

1996

Hyperion forms the super team called the Guardians to combat the villainous organization Djinn X.

1998

The Sentinels locate and sink the Dark Horse in the South China Sea. 100 Black October members die during the assault, Prime suspects Elohim involvement.

2000

Djinn X attack Los Angeles in what they call Y2Kill. The super team "The Brothers" stops them.

2005

Luna 1 and Hecate station go online on the moon.

2007

Habitat modules and orbital refueling stations are launched to Mars for mans eventual visit scheduled for 2013

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2008

Sentinels and Black October clash in the Yucatan jungle for two days, the battle is considered a draw by both sides.

2010

Humanity has managed to colonize space on a small scale. The United Nation has two space stations orbiting in long-range orbit above the Earth. The governments comprising the United Nations, with most funding coming from America, France, and Russia, funded the Elysia and Nirvana. The stations are used as research labs and manufacturing plants, housing over 500 technicians and other support personnel. The stations are not completely self sufficient, with relief shuttles arriving every week. The stations are highly productive creating everything from microchips to vaccines. The assumption of most of the U.N. nations is that these stations will create product to help mankind.

Traffic in Earth orbit is very heavy with shuttles and space planes taking passengers from one destination on earth to another. America and Russia have jointly set foot on mars, leaving behind robots to explore and send telemetry back to earth bound scientist.

Orbital telescopes detect a large object in deep space on an intercept trajectory with Earth.

SEND Agenda – the Angelos depend on technology, not powers.

After this, the “gods” and Atlantean Immortals, a mere shadow of their former selves, take new names and quietly shape the course of history, playing god in remote parts of the world.

From Ancient Times to the Medieval World

The world dims after Attis cuts the power – the “gods” are subtle - but the influence of superhuman powers continues. In 420BC, a plague strikes the city of Athens, killing tens of thousands. The cause is thought to be the product of human-Chimeran viral infection, possibly created by a renegade Atlantean sorcerer.

From 542AD to 592AD, the Chimeran “plague” again flares up, killing thousands across the Middle East, focused in Constantinople. This plague appears in another eight hundred years as the infamous “Black Plague” that wipes out a third of Europe. With the exception of this interference, the Dark Ages and Middle Ages are remarkably quiet.

Of particular note, a few events mark the Middle Ages and the Renaissance with alien taint. In 1455AD, a Chimeran kills a Wallachian lord and assumes his position – the infamous Vlad Tepes is terrible and bloody, even as he successfully saving “his” country from the Turks. And in the 1400’s, Thoth takes the name Leonardo Da Vinci and furthers human thinking. Finally, in 1590, a Chimeran named Croatoan terrorizes an American colony until Atlantean wanderers rescue the survivors.

Revolution and World War

The quiet status of Earth changes in 1908 when the command section of a Chimeran frigate is spat from a wormhole somewhere over Tunguska, Siberia. The Russians, who loosely control Siberia at the time, don’t know what to make of it, but recover three Chimeran Elites in stasis pods from the ship. Returning to base, they crack one open and out pops a confused Chimeran who takes human form. The Russians name him “Adam” and go to work studying his superhuman abilities and powers. During the Russian Revolution, the Soviets acquire him. He becomes Red Hammer, a symbol used by Lenin and Stalin, and plays a large role in the Russian purge. Later, during the Second World War, he becomes a symbol of hope and defensive for Mother Russia.

Until now, superpowers are rare, but the world changes in 1918 when the Atlantean implanted gene, sensing the Chimeran Horde on Earth, activates. Many humans manifest powers, while others die under the strain. The public blames a virulent strain of influenza as the “plague” sweeps the globe. October 1918 is the deadliest month in America’s history, as 195,000 fall victim to the “influenza.” Black October take their name from this terrible month, their origin in

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history. By the time the initial activation ends, five million people worldwide are dead, mostly from spontaneous human combustion as they prematurely “shine” while destructively releasing long-stored Ka. The next year, Congress approves a ten million dollar fund enabling the U.S. Public Health Service to recruit medical personnel to deal with the growing epidemic. The United States government, quietly aided by superhumans, isolates the cause to a hereditary “disorder,” christening it the “Black Gene” or “Black October Gene” many years later. Super beings appear at an alarming rate, so in 1920 the government sets up United States Eugenics Research, or U.S.E.R., to find out why.

World War II begins in 1939, but three years later, the Germans capture a Russian scientific installation in the occupied city of Kiev and find the remaining Chimerian stasis pods. The Nazis take them to a German research facility in Colditz and study the pods for months before opening them. When the scientists open a pod, the Chimeran Elite emerges and takes the form of a tall, blonde, blue-eyed man befitting the Nazi ideal. The Germans soon realize that he has power beyond the scope of mortal men, train the Chimeran for the German war machine and code him “Aryan Superior.” After efforts to mate Aryan Superior fail, the Germans attempt to graph Aryan Superior’s DNA onto a human host.

The American U.S.E.R. program kicks into high gear after U.S. spies catch wind of the Aryan Superior’s existence and the Nazi breeding experiments. However, the Black Gene manifestations are whisked away by an unknown group, and the few super beings they controlled were no match for Aryan Superior.

Later, during fighting in North Africa, a U.S. tank division happens upon a suspected Germans refueling station and secures the catacombs. Inside, they find two bodies, both apparently alive. U.S.E.R. ships the bodies to the States for testing. Aboard the ship, Attis and Typhon awake and began their battle anew. During the battle, collateral damage sinks the ship and Typhon escapes. Attis rescues the survivors and flies off for parts unknown.

By 1945, the Allied army surrounds Berlin and during the fighting, Aryan Superior and the Red Hammer destroy five square miles of city. The victorious Aryan Superior escapes with several high-ranking officers to Argentina, and the body of the Red Hammer is never found. Americans capture the facility at Colditz and the last Chimerian stasis pod. A few months later, the last Chimeran Elite emerges as the superhero American Eagle.

Modern Disasters

At the famous Roswell, New Mexico incident, Chimeran troop carrier pods from a frigate emerge from the wormhole and crash. A wealthy industrialist named Malcolm Rhand locates the alien craft and with his

Malcolm Rhand

Malcolm Rhand is the thirteenth Atlantean Immortal, known thousands of years ago as Rhand. Rhand knew of the impending Horde, so he set out to find where they would land. Through intricate, arcane magic, he divined that the invasion force would arrive within years of a smaller force, located the crash site and waited. During this time, Rhand created the identity of Malcolm Rhand, a millionaire industrialist, supplying a falsified paper trail and birth certificate to the 1900’s. Once he found the Chimeran troop pods, he patented the technology and made billions, pushing Rhand Technologies to the forefront of the computer and aerospace industries.

Rhand took the pods to a facility in Nevada where he studied the technology and the Chimerans in stasis. After twenty years, Rhand understood the Chimeran malleability and knew he could bend them to his wish. With the first of the Chimeran troops, he created an assassin named Hydra and used her to attack the other Immortals. As the only remaining Immortal, he would control a Chimeran army and Black October.

What Rhand didn’t count on was Hydra evolving a conscience, rebelling against him and escaping from his organization. With Hydra gone rogue, Rhand used another pod to create a replacement assassin named Violet. Today he slowly advances his terrible goal, knowing that the Chimerans invade soon.

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The Major Players: GODSEND Agenda's Secret Factions

The following is information on the major groups that have affected the **GODSEND Agenda** world, though some are ancient, powerful and subdued in the modern age. The Angelos and Elohim, of course, have warred for ages. Black October, on the other hand, is a recent phenomenon, but descends from the meddling of the ancient Atlanteans. Finally, U.S.E.R., a new branch of the United States government, is involved in superpowered affairs and only just learning the truth.

followers strips the ship of the technology and one hundred stasis pods. The U.S. Government arrives later to find the alien craft gutted, taking what remains for research.

A few years after the strange disaster that leaves the United States Air Force's leaders scratching their heads, American Eagle disappears. In response, U.S.E.R. quietly founds "The Sentinels," and within a few months, Black October sinks an oil tanker in the Suez Canal.

One of the ironically hushed and often-parodied incidents of superhuman power occurs when in 1961, a gigantic Chimeran that adapted under bizarre circumstances attacks Tokyo. The "giant lizard" kills two thousand people, and injures another five thousand before combined Japanese and American forces drive the creature into the sea. To the delight of filmmakers and the chagrin of Tokyo city planners, the bizarre creature appears a few more times.

About the same time, a mothballed aircraft carrier sitting in a New Jersey naval yard disappears. U.S.E.R. traces the disappearance to Black October who use the carrier as a mobile strike base called Dark Horse.

Super heroes are commonplace by 1975 when Hyperion makes his first appearance, saving hundreds of tourists by stopping an avalanche in the Swiss Alps. As strange events continue, more heroes take on a public façade for wealth and to help humanity. In 1996, Hyperion uses his strength to found the Guardians to combat Djinn X. In 1979, Typhon discovers an alternate dimension bursting with Ka, and uses the Three Mile Island nuclear reactor as the catalyst to teleport there. In an attempt to stop him, Attis and a group of Elohim follow but become trapped. U.S.E.R. covers up the true nature of the reactor accident, coding the incident "Mystic 'Nam," after the equally disastrous war. Seven years later, the critical Chernobyl accident allows them to return. Realizing the repercussions of nuclear power, nations scramble to decrease its usage, but for the Elohim, using nuclear havoc to obtain Ka is the answer to awakening their long-weakened powers. Unfortunately, this would also strengthen the Chimerans, so most are hesitant.

Meanwhile, Sentinel teams make great strides for powered humans, encouraging others to come forward. A three-man team rescues American hostages in Iran. During the escape, Sentinels destroy an Iranian fighter squadron attempting to cut off their retreat.

Things come to a head when Sentinels clash with Black October in downtown New York, 1983. Of the ten Sentinels, four escape with minor injuries, two are crippled and four are killed. The four-man Black October team escapes with one casualty. U.S.E.R. revises Sentinel training and tactics, but Sentinel reputation remains intact. Their movie, released in '89, breaks box office records.

After four years of recovery, Attis and Typhon clash in Houston when Typhon "destroys" Attis, killing over one hundred people in the collateral damage. Attis' followers scatter and it takes them years



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to regroup, hoping to bring back their fallen leader.

GODSEND Agenda technology far exceeds expectations thanks to the intellect of Karlas Johnson and the creation of USA1 (United States Android #1), the first sentient android. Following their technological success, U.S.E.R. hunts Black October by securing help from the Angelos and others. In '98, the Sentinels sink the Dark Horse carrier in the South China Sea. A hundred Black October die during the assault, and Prime, their leader, suspects Elohim involvement.

The new millennium arrives, bringing with it sickening puns and massive disasters. Djinn X attacks Los Angeles in what they call Y2Kill. Rather than Hyperion's Guardians, a new super team nicknamed "The Brothers" stops the villains. Relevant **GODSEND Agenda** groups quietly wait for the real enemies to appear.

The Frontiers of Space...

With the help of superior-to-real-world technology and superpowers, Earth reaches and holds onto space. Luna 1 and Hecate moon stations go online in 2005. Within two years, habitat modules and orbital refueling stations are launched to Mars for man's eventual visit – scheduled for 2013. Plans for orbital stations to assist the moon colonies are designed. With U.S.E.R.'s increased knowledge, they use the space program to observe the machinations on the planet below. By 2008, with their massive network fully entrenched in the infrastructure, they send Sentinels to intercept Black October. The groups clash over an ancient Atlantean cache of Orichalcum ore in the Yucatan jungle. The battle lasts for two days, ending with both sides retrieving small amounts of the ore. By 2010, humanity has colonized space on a small scale. The United Nations, with funding from America, France and Russia, fund the Elysia and Nirvana stations in long-range orbit above the Earth. Though not self-sufficient, the stations house highly productive research labs and manufacturing plants where five hundred technicians and support personnel create everything from microchips to vaccines.

Earth orbit traffic is dense. Shuttles cloud the globe. The Mars program succeeds early – America and Russia jointly set foot on Mars, leave robots to explore, and send telemetry data to Earth-bound scientists eagerly planning trips further into space.

Danger looms when orbital telescopes detect a large object on an unmistakable collision course for Earth, estimated to arrive in two years. Assuming Chimeran invasion, U.S.E.R. increases production of A.E.G.I.S., a superpower serum, while Black October scrambles, hoping their efforts go unimpeded.