

Macho women with guns

*Diet
Edition*

Contents

Introduction	2
Characters in Macho Women with Guns	5
Macho Skills	20
Feminine Feats	24
Heinous Drawbacks	35
Equipment for Macho Women with Guns	43
Mucho Macho Magic	57
Fighting Like a Girl	64
Advanced Classes	68
Games Mastering Macho Women with Guns	79
Cannon Fodder	83
Character Sheet	94
Licences	96

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Introduction

The world as we know it is gone, swept away by the tsunami-like tide of history and the rash actions of pride stricken men. Washed away, the simple joys of celebrity worshipping magazines, daytime TV and chocolate. In other words, the world as we know it has been turned into Hell on Earth.

Early in the 21st century things changed, things went horribly wrong. The world was ripped apart as a great war tore once-great nations asunder. Meanwhile, a horrific plague and devastating economic collapse sapped the very essence of those the war had spared. Temperatures rose as the long-term effects of global warming were finally realised. Millions of square kilometres around the equator now lie in blasted ruin, rainforests reduced to skeletal wastelands while barren desert has claimed the remainder. As the world looked set to rebuild itself after the traumas it had suffered, a powerful Earthquake levelled most of the major cities already weakened by the terrors of global conflict. Some of the more pious survivors surmised that God's wrath had finally been visited on his subjects, as the horrors described in the pages of Revelations manifested themselves across His creation.

So what went wrong?

Towards the end of the 20th Century, fuelled by a culture of obesity and crash dieting, the population of the West toiled under the weight of their own enhanced proportions. The exponential increase of the planet's waistlines was curbed only by the occasional publication of the latest celebrity diet in the glossy magazines that littered the news-stands of the time. Threats of contractual agreements with doctors and increased taxation on food did little to dissuade people from their unhealthy lifestyles.

With Western governmental resources stretched to breaking point desperate measures were required. While some insisted that their condition was due to big bones, water retention and deep-seated psychological problems stemming from a troubled upbringing, the West could no longer endure the drain on their health systems' coffers. Deaths from heart disease rose due to overly-furred arteries and road traffic accidents suffered an increase as people waddled into the road but were unable to clear the distance before being hit by oncoming vehicles. To combat this growing problem government agents were placed into the population armed only with a copy of the Catkin's Diet.

By January of 2000 these same agents had uncovered the true cause of the excessive weight gain.

For decades, Western foodstuffs had been imported from around the world. Countries that had long suffered the gradual expansion of the West and its insidious culture were now the primary suppliers of Western sustenance. Farmers and manufacturers across the globe had been forced to produce ever-increasing quantities of food for foreign markets at an ever-decreasing income for years. Never had it been considered by the West that these same countries might also have been intelligent enough to develop a means with which to strike back at their distant oppressors. With the advent of genetic modification struggling governments were able to engineer their crops to incorporate unhealthy levels of cholesterol, salt and sugar. Incorporating the addictive qualities of opiates also ensured a constant demand for their produce and allowed these countries to fix their prices, no matter how extortionate. This was deemed a clear and present danger to international security.

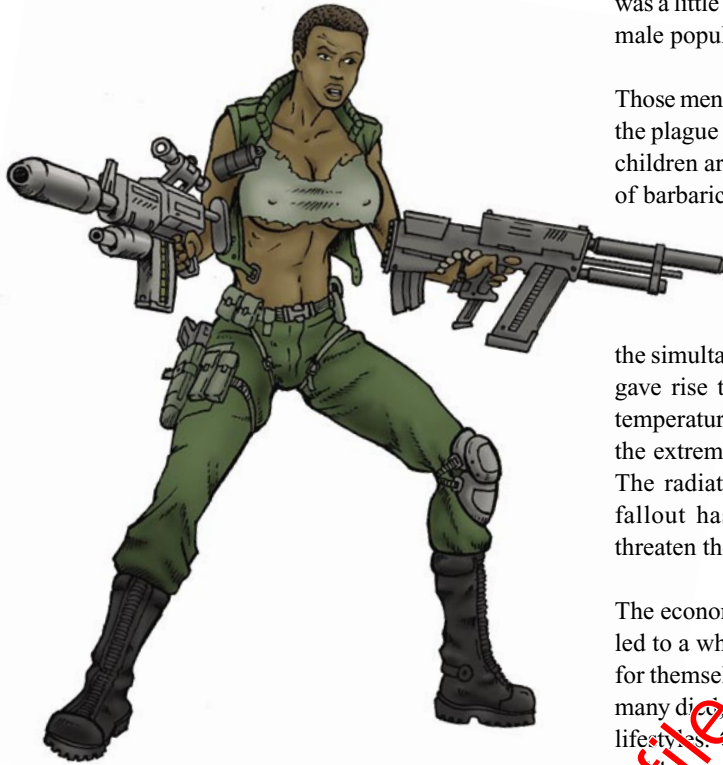
Well, that is what the F.B.I. said, so it must be true. Right?

On 30th March 2000, motivated and armed with this irrefutable evidence Henry W. Walsh, President of the United States, addressed representatives of both the United Nations and the European Union. By 4th June, after months of wrangling with the international community at such austere venues as Brussels and Geneva and in the face of stiff opposition from many European nations, President Walsh stamped his feet, cried briefly and screamed for his mommy before leaving the meeting. Concerns were raised as to the mental health of Walsh and the following day's tabloids were alive with speculation about the US premier's state of mind and the likelihood of his being the subject of an alien abduction. State department officials were quick to respond, however, assuring international journalists that the president was fit and healthy, but disappointed by the narrow-minded and near-sighted decisions of the international community.

At 07:20 on 16th June President Walsh addressed the United States. The exact words of his address are lost in the annals of time but the basic tenets survived in a single quote; 'Let's stomp those <<Static>> right now!'

Having stabbed a pin into a map to decide where exactly the U.S. would strike first, the entire world descended on North Africa to either back their American allies, fight desperately against them or just get the best seats for the impending hostilities. The war killed millions of men from around the globe but governments continued to rally their troops and military might to enter the fray. After the fifth consecutive year of warfare, conscription became commonplace as political powers, desperate to ensure their own supremacy, poured seemingly endless resources into the conflict.

Introduction



Man brought about his own destruction as the war went from nuclear to biological and the world was turned into a bad road warrior movie. None of those sent to war ever returned.

Perhaps they died. Perhaps their ability to read a map was as limited as their knowledge of geography. Perhaps they feared the type of homecoming that Vietnam veterans suffered. Whatever the truth, they are gone and are not mourned. Many women who remember the time before the war would say 'Good riddance'.

The war was not the end of the world's troubles. In the closing years of the war a terrible plague swept over the Earth, carried far and wide by increasingly chaotic weather patterns. The plague seemed to target only the Y-chromosome and left those few men the war had spared, after hours of excruciating pain, dead. Men are scarce now, maybe one male for every ten females. Women have, as a result, taken their place as the dominant gender, controlling the remnants of the civilised world and oppressing men under their stiletto heels.

Several theories explain the occurrence of the plague. One such theory is that the plague was unleashed by one of the European nations. Lusting after beautiful American women, a nation of Mediterranean heartthrobs decided to wipe out the male population of the U.S. and make a move on their lady folk. If this was indeed the case the plague

was a little too much of a success, killing off the remaining male populace and spreading to the rest of the globe.

Those men who now remain seem immune to the effects of the plague by some freak of birth. The birth rates of male children are undeniably low, however, leading to the rise of barbaric cultures of slavery and subjugation in which men are treated as second-class citizens or mere property, precious but inferior.

Global warming was not helped by the war; the simultaneous detonation of multiple nuclear weapons gave rise to a heat wave of truly epic proportions, the temperature having risen to such a degree that, outside of the extreme north, it is bikini weather most of the time. The radiation from the sun, power plants and nuclear fallout has produced hideous mutations which now threaten the land.

The economic collapse following the war and the plague led to a wholesale collapse of capitalism. Forced to fend for themselves, rather than rely on government handouts, many died unable to cope with this drastic change to their lifestyles. Others starved to death as pizza deliveries failed and burger joints closed. Besieged by the starving and unemployed, the owners of stores across the land packed up their goods and fled. They now band together for self-protection against the vast numbers of unemployed, having created a new homeland.

Then the Earthquake struck. Its destructive power confirming what many had suspected all along. The San Andreas Fault was torn asunder opening the Earth to the core and revealing a gateway to Hell. Some felt that an opening to Hell underneath southern California would explain an awful lot about that part of the country. This gateway had lain dormant since time immemorial. As a result the West Coast of the United States has been rent into a little more than a series of islands. These islands carry on much as before, churning out pornography, movies and pornographic movies, which are then traded for the goods they need. These islands are also one of the few refuges of mankind. San Francisco, now an island of its own, escaped the horrific effects of the plague; its high population of homosexuals and those of alternative sexuality were busy swapping make-up tips and having manicures as the crippling plague swept overhead desperately seeking testosterone.

The demons of the netherworld now populate California (no change there then). Unemployed succubi, sent to the over-world to make themselves useful, are forced to mix with record executives and movie producers who seem unable to accept the world has changed and carry on their lives regardless. This, in turn, has infuriated some of the



Introduction



older gods; jealous, they now walk the Earth, eating people and generally being troublesome to all concerned.

In the wake of such monumental destruction and the sudden proof of the existence of The Devil, Church attendance skyrocketed. Religion is back with a vengeance and this time it means business! Dark times call for strong measures. To combat the threat and help restore order the Vatican has exercised its new found popularity and staggering wealth by sending The Sisters Of Our Lady Of The Sacred Chopper to help restore order to the world and to combat the demonic menace.

It is into this world that you now step, mighty heroines for a new generation. Scantly clad, armed to the teeth and overloaded with attitude.

Let's bust some balls!

Disclaimer

This game is a work of humour and fiction. It openly aims itself at the lowest common denominator. That means you, since you obviously bought this book. If you have bought this book in order to experience a new and exciting form of roleplaying then you have chosen well. If you have bought this book to experience a serious insight into the female mindset and discover a balanced viewpoint on the world and its politics then you have not. Stop reading now and give this book to someone who will value it for what it truly is!

If you have bought this book to be offended, then you are an idiot and we laugh as we take your money!

If you have come to a game called Macho Women with Guns expecting politically correct attitudes, feminism, character development and highbrow humour then you will be disappointed.

In short, any problems you have with this game are your own, not ours. We accept that it is puerile nonsense and little more than a good excuse to fill a book with pinups. If this worries you, give the book to someone else. Then, when you lose your good sense and decide to play it anyway, you will have to buy another copy...

Justification

If caught playing Macho Women with Guns, especially by a partner, you are probably going to need justification. This is also called 'an excuse'. These can be hard to come up with on the spur of the moment, but some suggested justifications follow...

- † 'It's about female empowerment! The world is run by women.'
- † 'I'm playing it in a post modern ironic sense.'
- † 'I used to play it as a kid, it's only nostalgia.'
- † 'I'm a woman trapped in a man's body, this is my only outlet.'
- † 'They (point finger at random friend) made me play it! I wanted to play Nobilis!'

Characters in Macho Women with Guns

Characters in Macho Women with Guns

The world after The Dang is a complex, clashing mishmash of different styles and periods. Almost every Sci-Fi and Fantasy cliché you can think of exists here. The world of Macho Women with Guns is populated with every size, description and type of woman from road warriors, clad in sweat-inducing leatherette and cyberpunk chic, to sword-wielding Sonia's, in their chainmail bikinis.

Women dominate the world after The Dang and all characters in Macho Women with Guns are female without exception. Call it 21st century empowerment, call it exploitation if you like, it is a fact, deal with it. In this cut-throat world of the post-apocalyptic horror every girl is out for herself, getting whatever she can by whatever means necessary; and quite a few that are not necessary at all.

Predominantly this means the wilful destruction of other people's property and the pilfering of their stuff.

Your choice of character class creates a broad outline for the sort of character you will be playing. This outline is then further defined by your choice of occupation and any advanced classes that your character develops into. Each class is focussed around differing abilities and has access to different specialities and skills, which affect the way in which you play and impact on the game. Alternatively how good you are at kicking butt and taking names, if you prefer.

Macho Women with Guns is a game unconcerned by characterisation, deep and meaningful background or quality and realistic portrayal of a 'part'. The aim here is simply to kill things, ogle the illustrations and have fun with automatic weapons and hot chicks in bikinis.

So get set to create yourself a machine-gun-wielding nymphette.

Creating A Character

Full and complete details and guidelines on how to create a character are covered in the Characters chapter of the *d20 Modern Roleplaying Game*. However, a few changes have been made to reflect the requirements of Macho Women with Guns and its characters. These are as follows;

† Be aware of the changes to the Basic Classes that are shown here. You might miss out on some cool feats if you do not check!

† Use the occupations presented here rather than those presented in the *d20 Modern Roleplaying Game*. While some may look the same, they have been altered to suit the world of Macho Women with Guns.

† Wealth is replaced by the money system presented here.

† Heinous Drawbacks have been added and allow for as much fine-tuning as any character in Macho Women with Guns could need. As such do not forget this extra step in your character's creation.

Character Creation Checklist

Presented, in order, are the steps that should be followed to create your character.

† **Conceptualise:** Come up with an idea for your character. Who is she and what does she do?

† **Visualise:** Think what your character looks like. If needing inspiration you could use the Internet to find pictures of suitable women. This can also be used as a great excuse when caught by partners or parents when looking at things you should not.

† **Name:** Pick a suitably cheesy name for your character. Unlike many other games on the market we actually encourage the use of cheesy names, this also serves as good excuse to surf the Internet for inspiration.

† **Roll Abilities:** Determine your Ability Scores.

† **Choose a Class:** Pick one of the basic character classes for your character. Strong, Fast, Tough, Smart, Dedicated or Charismatic.

† **Choose an Occupation:** Pick one of the occupation templates to apply to your character.

† **Spend Skill Points:** Spend your skill points to determine your character's key talents.

† **Choose Feats:** Choose the feats with which you will start the game.

† **Choose Heinous Drawbacks:** Pick all the Heinous Drawbacks you think you can live with. Then use the points gained from these to enhance your character.

† **Roll Hit Points:** Roll your hit points as determined by your class.

† **Calculate Vital Statistics:** Work out your Action Points, your measurements and your money.



Characters in Macho Women with Guns

- † **Buy Equipment:** Kit yourself out with the biggest guns and skimpiest armour you can afford.
- † **Rampage:** Kill everything and take its stuff!

Basic Class Descriptions

Every class is described, detailing its strengths and weaknesses, in vivid Specticolour. There are a few changes for Macho Women with Guns, which are set out in the description for each class. Anything not changed or detailed within this section is as it appears in the *d20 Modern Roleplaying Game* without change, including such details as save bonuses and talents.

Mana Die

This is an additional statistic used in Macho Women with Guns that determines how much magical and spiritual energy your character has available to use for spells, mutant powers and demonic gifts. It determines the die type used by characters of that class to determine the number of Mana Points gained at each level.

One die of the given type is rolled each time their character gains a level, reflecting the growth in the spiritual power of their Macho Woman. The character's Wisdom modifier is applied to this roll and the final result is added to the character's Mana point total. This process is repeated at every level until it reaches truly ungodly levels of power, at which point a Macho Woman may annihilate whole states with a wave of her hand. The character always gains at least 1 Mana point, even if the modifier would give a result of less than one.

A first level character will always start the game with the maximum number of Mana points possible for her type. Wisdom modifiers are still applied as normal in much the same way as hit points.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level (2nd, 4th, 6th and so on). These bonus feats are awarded in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

Bonus feats give characters access to even more powerful abilities, allowing them to smite their enemies without ever breaking a sweat. The Basic Classes in Macho Women with Guns have access to some additional feats, so check the lists presented here rather than those presented in *d20 Modern Roleplaying Game* to be sure you do not miss out on any goodies.

The Strong Heroine

The Strong Heroine uses her incredible strength and might to force her way through her enemies, cleaving skulls, breaking bones and crashing through everything in sight. Strong Heroines excel in hand-to-hand combat, though tend to be unsubtle and brash. This, however, is not always the case.

A Strong Heroine could be anything from a swordfighter to an axe murderer, construction worker to body builder or just plain big, butch and mean.

A Strong Heroine cracks walnuts between her thighs and squeezes oranges with her biceps. She is likely to be fond of unnecessarily smearing herself in baby oil and may have certain secondary male characteristics like five-o'clock shadow or a tendency to fart loudly in public, undoubtedly the result of years of steroid abuse.

Mana Die

The Strong Heroine's tight focus on the body and physical supremacy results in a rather weak Mana. As such the Strong Heroine gains only 1d4 Mana points per level.

Bonus Feats

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

Animal Affinity, Archaic Weapons Proficiency, Athletic, B.F.G., B.F.G II, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Macho, Power Attack, Swearing and Weapon Focus.

Cup Size

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

The Fast Heroine

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

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

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