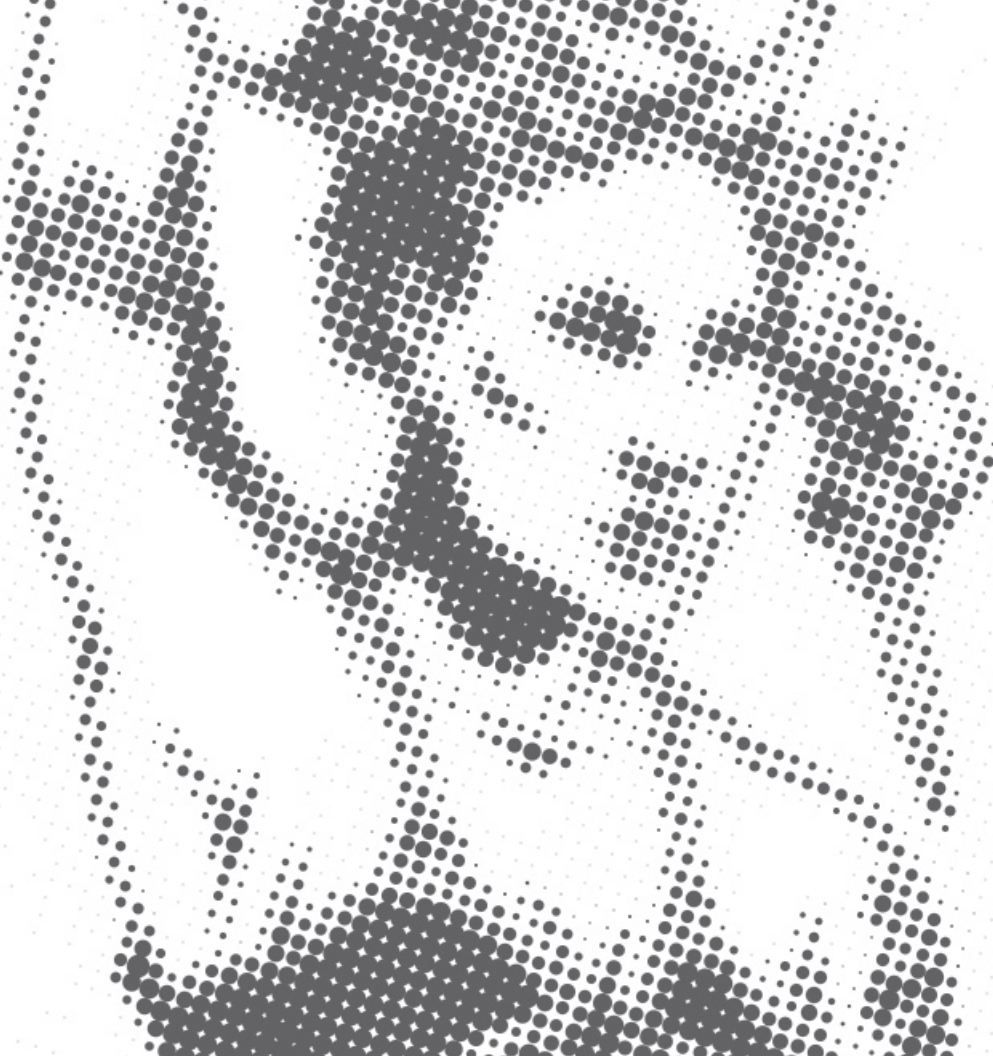




LPJ9772

FULL METAL ZERO



**SOURCEBOOK:**

# TELL ME NOW

Requires the use of the d20 Modern™  
Roleplaying Game, published by Wizards of the Coast, Inc.

*"No one shall be subjected to torture or to cruel, inhuman or degrading treatment or punishment"*

Article 5 of the Universal Declaration of Human Rights, 1948

*"The Christian in me says it's wrong, but the corrections officer in me says, 'I love to make a grown man piss himself.'"*

Charles Graner Jr., prison guard at Abu Ghraib, circa 2005

*"You expect me to talk?"*

*"No, Mr. Bond, I expect you to die."*

Goldfinger, 1965

Sooner or later, you will break. You'll tell the interrogator anything he wants to know. Torture is singularly effective at ferreting out information, because sooner or later, everyone cracks. The best even the strongest willed soldier can hope for is to hold out long enough to be rescued, and hope that when he



or she finally breaks, finally reveals something to stop the pain, the damage is minimal.

Blood drenched, tense interrogations, battles of wills and wits between POW and torturer are a staple of military fiction. Captured soldiers and elite espionage agents are mutilated deep behind enemy lines, using every ounce of willpower and courage to keep silent and preserve their honor. Otherwise heroic soldiers might put aside morality and the law, brutalizing their enemies in the interests of national defense.

The variant rules for torture and interrogation presented here can dramatically change the feel of your game. The “Break Counter” rule drags out torture scenes, altering the pace of the game, forcing players and GMs alike to focus their attention and large blocks of game time to a horrific part of modern combat. Instead of a brief scene before the inevitable prison break or rescue mission, where the hero has to roll a quick d20 Fortitude save to resist torture, using the rule presented in this book means that if a hero is tortured those around the table will feel it.

They’ll feel the effects when they have to roll d20 after d20, watching their break counter slowly, inevitably fill. They’ll feel it as they struggle to come up with tactics and countermeasures, when they roll desperate Bluff checks against their interrogator. They’ll feel it when the counter finally reaches it’s apex, and they’re forced to reveal some vital bit of Intel, and they’ll feel it And when their character fails an attack roll or Reflex save later, months of game time in the future, because of crippling injuries they sustained during the torture session, they’ll feel it again.

Be careful though. Torture, like explicit sex scenes, is an emotionally charged and potentially awkward thing to bring to the gaming table, and is usually glossed over in most campaigns. Played wrong, an in-game torture session might be campaign endingly grim and horrific, or even worse, an unintentionally hilarious parody, full of over the top machismo and war movie clichés.

### **The Break Counter: A variant torture system for D20 Modern**

Torture sessions are, at their simplest, extended uses of the Intimidate skill, designed to elicit information from an unwilling character. Unlike conventional Intimidate attempts, torture sessions can last hours, days or even longer, depending on the strength and conviction of the prisoner, and torture methods often

leave lasting physical and emotional scars on the victim, unlike the simplistic strong arm tactics the Intimidate skill usually covers.

### **Skill Synergies:**

If an interrogator has 5 or more ranks in Treat Injury, he or she receives a +2 synergy bonus on Intimidate checks involving physical torture.

If an interrogator has 5 or more ranks in Knowledge: behavioral sciences, he or she receives a +2 synergy bonus on Intimidate checks involving psychological torture or emotional manipulation.

If an interrogator has 5 or more ranks in Craft: pharmaceutical, he or she receives a +2 synergy bonus on Intimidate checks involving truth serums and drug-based interrogations.

If a victim has 5 or more ranks in Bluff, he or she receives a +2 bonus on Fortitude saves made to resist torture. The victim can easily lie under duress, misleading interrogators into believing they are getting vital Intel.

### **Resisting Torture:**

A character being tortured resists the interrogator’s Intimidate check with a Fortitude save. The difference between the interrogator’s initial Intimidate check and the prisoner’s initial Fortitude save sets the starting position of the prisoner’s Break Counter.

*Example: If the interrogator’s starting Intimidate check result is 15, and the prisoner’s initial Fortitude save result is 13, the Break Counter begins at 2, which is the difference between the two check results. Had the prisoner rolled a higher starting Fortitude save, for example by rolling a 17, the Break Counter would have begun lower, at -2.*

As the torture session progresses, additional opposed checks move the Break Counter forward. Each time the interrogator’s Intimidate check beats the prisoner’s Fortitude save result, the difference is added to the Break Counter. Several new feats, detailed in the following section, allow strong-willed, battle hardened characters to resist torture more effectively.

Characters immune to fear effects cannot be tortured. Characters immune to physical pain effects cannot be physically tortured, but can be psychologically tormented, or may break out of fear for their less-invulnerable allies.

## **The Break Counter:**

The Break Counter is a simple modification to the d20 rule set based on the truism that sooner or later, everyone breaks under torture. Once the Break Counter's starting position is set by the initial checks, it can never move backward.... only forward to the inevitable conclusion of the interrogation. The best a tortured prisoner can hope for is to delay his or her breakdown with additional Fortitude saves, delaying the interrogator until help arrives or the interrogator moves on in search of easier prey.

When the Break Counter reaches 20, the prisoner succumbs to the torture and reveals one piece of secret information. When NPCs are tortured, the Game Master decides what information they reveal, and usually the first revelations are the most innocuous and least tactically important. Tortured player characters must answer a specific question truthfully, which is asked before the torture session begins.

Once a victim succumbs to torture, he or she is more likely to fail again. The Break Counter is initially a 'to-20' counter. After the victim breaks the first time, the Break Counter becomes a 'to-19' counter, meaning the Break Counter must only reach 19 for the character to break again. Each time the tortured character reveals a piece of information, the Break Counter lowers by one, down to a minimum of 1. At this point, the prisoner is an emotionally scarred wreck, who cannot muster any further resistance to his tormentors. Once scarred by torture, a character's Break Counter can never be reset.

A prisoner can intentionally choose to reveal the desired Intel, hoping to spare himself the potentially crippling effects of the torture. The shame of doing so can also cripple a character. If the prisoner intentionally reveals information, he or she must make a Will save ( $DC\ 20 + \text{the interrogator's ranks in Intimidate}$ ) or have their Break Counter reduced by one, just as if they had succumbed to a torture session.

The prisoner's Break Counter fills during a torture session. However, if the prisoner has a chance to rest between torture sessions, the Break Counter empties, and a new torture session must begin. At least 6 to 8 hours of rest is required between torture sessions. If the prisoner is not allowed to rest, or if passive torture methods like sleep deprivation or expose to continual loud noises, the Break Counter does not empty. Effectively, the victim is being exposed to one long, continual torture session, not several discrete sessions.

## **Torture methods:**

Torture leaves scars that never fully heal. Even if a prisoner resists his interrogator's demands, never once letting a secret slip, he may still suffer permanent harm. Each of the torture methods described below is unfortunately used by several real world governments, and offers interrogators a circumstance bonus on his Intimidate check. In addition, the victim of the torture must make a separate Fortitude save, unrelated to the opposed torture checks which fill the Break Counter, to avoid suffering lasting, possibly fatal harm.

## **Phobic triggers:**

If a victim breaks as a result of torture, he or she might develop severe phobias or post traumatic stress disorders from the experience. Even years after the fact, a victim might suffer debilitating flashbacks from their horrible experiences. Common triggers of their phobic flashbacks are listed for each torture.

If a torture victim experiences extreme stress, and encounters one of his phobic triggers, he must make a Will save ( $DC\ 12 + \text{number of times his Break Counter has filled}$ ) or become panicked for 1d4 minutes. Success indicates the victim is merely shaken for the duration. The GM may activate the character's phobia at any time, but the torture victim gains a temporary action point (*which must be spent within 24 hours*) each time the game master does so.

The most common type of phobic trigger is encountering someone with a resemblance (*either physically, or in mannerisms*) to their torturer, being in a room similar to where the torture took place or being tortured again. These symptoms may apply to anyone who has been tortured, by any method.

## **Strangulation, suffocation, slow hanging and drowning:**

Strangulation and suffocation are some of the most commonly used torture methods, inflicting primal terror on a victim without lasting harm or obvious forensic traces. Bringing a victim to the point of unconscious or the edge of death and then letting that victim breathe again can break even the strongest will. Strangulation and other breath control methods are also incredibly cheap and easy to administer torture methods, requiring nothing more expensive than a length of rope, a pail of water or a plastic bag, or even the torturer's own hands.

**Intimidation bonus:** +1. The intimidation bonus is +1d4 if the victim has previously been choked into



unconsciousness or seen an ally killed or tortured in this way.

**Lasting effects:** A healthy adult can recover from brief periods of strangulation without long-term harm. Strangulation and drowning follow the rules found in the Modern SRD.

**Common Phobic Triggers:** Another suffocating incident, drowning, relying on artificial respiration (*such as a SCUBA tank or gasmask*),

### **Garroting:**

The Spanish government was the last nation to officially ban garroting as a means of execution, with the last garrote execution taking place in the late 1970s. The Spanish garrote was a throne like wooden bench. A prisoner was restrained on the bench, and a rope looped around his throat was tightened by a hand crank until he suffocated to death. Because the Spanish garrote induced quick unconsciousness by compressing the jugular vein, it was considered more humane than hanging. Simple manual garrotes, consisting of a loop of rope or wire and a nightstick used as a torquing point are common both as execution tools and as improvised torture devices.

**Intimidation bonus:** +2 for a manual garrote. +2d4 for a garrote bench, or if the victim has seen a friend or fellow prisoner tortured or killed on the garrote.

**Special:** Victims executed or tortured by the garrote suffer a -2 circumstance penalty on their Fortitude saves made to resist suffocation.

**Common Phobic Triggers:** The sound of metal rasping on metal, the sight of loose or coiled ropes or cords, certain facial expressions that remind the victim of suffocation.

### **Percussive Asphyxiation:**

Percussive asphyxiation is the medical term for the cumulative effects of multiple suffocating events within a short period. While a healthy adult can easily withstand the effects of strangulation or drowning, provided he or she receives air before death, repeated chokings cause pinprick hemorrhages in the brain, the effects of which worsen each time the victim is without oxygen. The symptoms of percussive asphyxiation are sometimes found among POWs and death camp survivors, but are even more common among the BDSM community. Unsafe breath-play can lead to permanent brain damage. Similar damage is also found among paint-sniffers.

**Intimidation Bonus:** +1d6 if the victim is aware of the risks of percussive asphyxia, or has seen a friend succumb to its effects.

**Lasting effects:** In game terms percussive asphyxiation is defined as a number of strangulation or drownings equal to your Constitution modifier within a 24 hour period. Each loss of breath beyond that limit carries the potential for lasting brain damage. The victim must make a Fortitude save (*DC 10 + the number of previous suffocating events*), or suffer 1d4 points of permanent Intelligence drain.

**Common Phobic Triggers:** As other torture methods. The inability to remember details or perform skills due to brain damage can trigger a phobic episode.

### **Long Drop Hanging:**

Long drop hanging is not considered a form of torture; rather it's a common way to dispose of a prisoner. Unlike short drop hanging, the victim dies from a severed spinal column, rather than slow asphyxiation. The distance the prisoner is dropped depends on her weight, but is involves at least a 5-8 ft long drop. Intimidation Bonus: +2d4. Though final, long drop hanging is not an especially cruel method of death.

**Lasting Damage:** As the victim drops, she must make a Fortitude save (*DC 20 + the number of feet dropped*) to resist a coup de grace. Even if the victim saves, she still begins to strangle and will die in minutes unless rescued. A victim wanting a humane end can voluntarily fail her Fortitude save.

**Common Phobic Triggers:** Assuming the victim somehow survives, she will likely have severe phobias of heights, ropes, gallows or hanging trees, not to mention profound memories of her close brush with death.

### **Water Boarding:**

Water boarding is an old and reliable torture method, well documented in Chinese history, which has recently regained notoriety as part of the Bush administration's claims that it is not truly 'torture'. Water boarding involves forcibly restraining a victim, most commonly by strapping him or her to a stretcher or EMT cradle, and holding the victim underwater until unconsciousness.

**Intimidation Bonus:** +1, or +1d4 if the victim has been drowned to the point of unconsciousness or seen a friend die by water boarding.

**Lasting Damage:** None if removed from the water before death occurs.

**Common Phobic Triggers:** Being restrained or tied down, fear of water or drowning.

## **Stress positions, forced exercise:**

These paired torture techniques are considered low-intensity torture methods, and in fact are a common disciplinary tactic in military boot camp. The victim is forced to squat, sit or kneel in an uncomfortable position for hours at a time, or forced to kneel on a hard surface like gravel or grains of rice. Forced exercise forces the victim through a series of rapid fire exercises until his body fails. Though painful, stress positions and forced exercise cannot normally inflict lasting harm, because once victim reaches muscle failure and goes limp, the torture effectively ends.

**Intimidation Bonus:** +1

**Lasting Damage:** None normally.

**Common Phobic Triggers:** Being placed in a similar situation, being restrained or held at uncomfortable positions, shouted orders or commands.

## **The scavenger's daughter:**

The "Scavenger's Daughter" is a medieval torture device used by the Inquisition that utilizes the concept of stress positions to inflict lasting pain and physical damage. The torture device is a series of metal straps and restraints that hold the victim in a fetal crouch. While a few minutes of confinement inflict no lasting harm, victims were typically left in the scavenger's daughter for hours or days at a time. Lack of circulation destroyed muscle tissue, and in extreme cases lead to death by gangrene, as extremities, starved of blood, died off and poisoned the victim. Dozens of similar modern devices exist or can be quickly improvised.

**Intimidation Bonus:** +1 per hour left in the device.

**Lasting Damage:** If left confined for more than 24 hours, the victim must begin making hourly Fortitude saves. The initial save DC is 10 + the number of hours beyond 24 spent in the device. Each failure indicates the victim suffers 1d4 points of temporary STR and Dexterity damage. Once either attribute is reduced to 0, each hour's failed save results in permanent attribute drain. Once either attribute is drained to 0, the victim dies of circulatory failure.

**Special:** A victim confined in a scavenger's daughter or similar device suffers a -4 penalty on his Escape Artist checks made to wriggle free.

**Common Phobic Triggers:** Confinement, seeing someone kneeling, restraints or restrictive clothing, physical weakness.

## **Sensory deprivation:**

Modern sensory deprivation techniques involve piped in white noise to deaden the victim's sense of hearing, blindfolds and hoods to deprive him of sight, and may even incorporate imaginative suspension mechanisms or a watertank to cause a feeling of weightlessness. To the suffering victim, all is void. Time and perception become twisted, and a few hours of sensory nothingness can reduce even a strong willed hero to a sobbing child.

**Intimidation Bonus:** +1d6 if the victim knows the effects sensory deprivation can have, or if he has undergone this torture before. +1d6 points per hour spent in sensory deprivation.

**Lasting Damage:** Long term sensory deprivation can cause mental shut down. Each hour the victim is in bondage, he must make a Will save (*DC 12 + the number of previous hours spent bound*) or suffer 1 point of temporary Wisdom damage. If the victim is reduced to 0 Wisdom, he begins suffering permanent Wisdom damage at the same rate. A victim reduced to 0 Wisdom permanently is near catatonic and almost completely insane.

**Special:** The interrogator's Intimidate check is opposed by the victim's Will save, not his Fortitude save, as is normal for torture.

**Common Phobic Triggers:** Restraint, darkness, certain sounds like static or low whispering, enclosed spaces, not being able to know how much time is passing.

## **Sleep deprivation, environmental manipulation:**

Preventing a prisoner from sleeping increases his susceptibility to brainwashing and torture. Most governments and some police agencies across the world will hold prisoners in blindingly lit or totally dark cells to disorient them, or blast discordant music or plague the prisoner with temperature extremes to soften up a victim before interrogation. Like water boarding, the legality of these techniques has come into question because of US military acts at Abu Garib and Guantanamo Bay.

**Intimidation Bonus:** None. However, the victim cannot rest under these conditions, and his or her Break Counter does not empty.

**Lasting Damage:** After 72 hours without sleep or rest, the human body begins to shut down. The victim must make a Will save (*DC 18 + the number of days without sleep*) or fall into a coma like slumber for 2d6 hours. If awakened and prevented from sleeping, after 96 hours, the victim must begin making Will saves (*at the same DC*) or suffer 1d4 points of temporary Wisdom drain. If the victim is reduced to 0 Wisdom, he or she begins suffering permanent attribute drain. A victim whose Wisdom score is reduced to 0 permanently quickly slips into a coma and simply dies of fatigue. Even those that survive are often driven hopelessly insane.

**Common Phobic Triggers:** Bright lights, loud noises, confined spaces; sleep itself can all trigger phobic episodes or crippling nightmares.

### **starvation and thirst:**

Prisoners are rarely well fed, but many interrogators turn cruel neglect into an intentional form of torture. After all, how much will can a soldier reduced to a 98 lb malnourished skeleton muster?

**Intimidation Bonus:** +1 for each day without food. +2d4 for each day without water.

**Lasting Damage:** Long term damage from starvation and thirst are described in Modern SRD.

**Special:** The victim cannot rest effectively while starving or dehydrating, and his or her Break Counter does not empty.

**Common Phobic Triggers:** Hunger, thirst, the smell of particular foods, human waste, seeing a starving or malnourished person.

### **whipping, caning:**

Caning and public whippings are common corporal punishments through out Southeast Asia, and are equally common as interrogation tactics.

**Intimidation Bonus:** +1 or +1d4 if the victim has been whipped before by that interrogator, or seen a friend whipped. +2d4 if the victim knows he is to be scourged before execution, or whipped to death.

**Lasting Damage:** Whipping or caning inflicts non lethal damage. A typical whip or cane inflicts 1d4 points of subdual damage per stroke. If the interrogator chooses, he can inflict 1d4 points of lethal damage per strike.

**Common Phobic Triggers:** Ropes, restraint, being stripped or nude in public, seeing the scars from the experience.

### **denailing:**

Removing a victim's finger or toenails and inserting needles into the raw flesh is one of the most infamous known torture method. Though this method has little chance of causing death, it causes untold agony.

**Intimidation Bonus:** +1 or +1d6 if the victim has already undergone the procedure or seen an ally suffers its effects.

**Lasting Damage:** The victim must make a Fortitude save (*DC 12*) if all the nails on a hand are removed. Failure indicates the victim suffers from decreased strength and coordination, resulting in a permanent -2 penalty on all skill checks involving delicate manipulation with that hand. The penalty is -4 if both hands are denailed.

**Common Phobic Triggers:** Medical equipment, seeing someone with long or decorated fingernails.

### **footburning**

During medieval times, a victim's soles were roasted on hot coals or scalded with boiling water. Today, a common household iron or hotplate can inflict the same horrific damage.

**Intimidation Bonus:** +1d6, or +2d6 if the victim has already suffered this torture or seen an ally succumb.

**Lasting Damage:** The victim must make a Fortitude save (*DC 10 + the amount of damage inflicted*) or suffer 1d6 points of temporary Dexterity damage. Until the damage is healed, the victim's base land speed is reduced by 10 ft, or by 20 ft if both feet are burned.

**Common Phobic Triggers:** Seeing coals, irons or the implement used to perform the torture, the smell of burning flesh or meat.

### **kneecapping:**

Kneecapping is an extreme, debilitating form of torture that first came into widespread use during the Irish Revolution, in the early years of the 20th century. Kneecapping continues to be practiced across the globe, by the mafia, by rebels in East Timor and by sociopaths across the world. Traditional kneecapping involves shooting a restrained captive in the knee at point blank range, though other techniques exist. Victims have had their knee caps shattered with hammers, bored through with cordless drills, had spikes pounded through their patella, or had nailguns fired directly into the bone, until it shattered under the pressure.



**Intimidation Bonus:** +1d4, or +1d8 if the victim has previously seen a friend kneecapped, or suffered through losing the use of one knee already.

**Lasting Damage:** The victim must succeed at a Fortitude save (*DC 12 + the damage inflicted*) or be permanently crippled. Each knee damaged lowers the victim's base land speed by 10 ft, and reduces his Dexterity score by -2 points of permanent ability drain.

**Common Phobic Triggers:** Coming into contact with the weapon or tool used to perform the torture, sounds of sawing or drilling, sound of bone snapping.

### **Genital and sexual torture:**

Attacking a victim's most intimidating places, either to extract information or for sheer sadistic pleasure is a sadly common atrocity of war. The means used are as varied as the cruel imagination of a torturer will allow.

The medieval 'pear of agony' was a hinged, razor edged metal device similar to a gynecologist's speculum, inserted vaginally or anally to shred the victim's delicate tissues. The Russian KGB was infamous for one of their interrogation methods: they would insert a slender glass rod in a man's urethra, and then smash it with a hammer.

During the Bosnian conflict, Bosnian forces would use systematic rape as a way to destroy Muslim communities, turning the victimized women into social pariahs. Though the African and Middle Eastern practice of female circumcision is not performed for military reasons, its victims often suffer the same emotional trauma as torture victims. The Chinese practice of forced sterilization and mandatory abortions could also be considered sexual torture.

**Intimidation Bonus:** +2d8. Even hardened soldiers find it difficult to resist such an intimate violation.

**Lasting Damage:** The victim of sexual torture may (*depending on the harm inflicted*) be forced to make a Fortitude save (*DC 12 + the session's Intimidation bonus*) or permanently lose 1d4 HP due to blood loss and trauma. The character usually becomes sterile or impotent, and may be at risk for STDs as a result of the torment.

**Common Phobic Triggers:** Any sexual activity, invasive medical procedure or even innocent touches can all trigger a phobic episode.

### **Strappado:**

Strappado involves hanging a victim by his bound arms, using the victim's own body weight to dislo-

cate his shoulders and shred muscle and ligaments. Often times, the victim's legs are bound with heavy weights, increasing the damage and prolonging the victim's pain. Strappado had its origin in the medieval Inquisition, like many tortures, but continues today. In addition to the physical damage, a victim of strappado can slowly suffocate to death, since hanging in this position prevents his lungs from fully inflating, causing a slow, choking demise. Israel was criticized for using the technique to interrogate captured Palestinian terrorists during the 1990s, as was the US government for using the torture method on Al Qaeda detainees.

The effects of stretching on a medieval style rack are effectively identical to strappado bondage.

**Intimidation Bonus:** +1d4 points per hour held in strappado bondage.

**Lasting Damage:** After a number of hours in strappado bondage equal to his Constitution modifier, the victim must begin making hourly Fortitude saves (*DC 12 + the number of hours in bondage*) or suffer 1d6 points of temporary STR damage. When the victim reaches 0 STR, the victim begins suffering permanent ability drain at the same rate. When permanently reduced to 0 STR, the victim dies of suffocation and heart failure.

**Common Phobic Triggers:** Confinement, bondage, rooms similar to the place where the torture took place, being touched or invasive medical procedures.

### **Crucifixion:**

Crucifixion is an ancient and incredibly painful means of execution. Like a victim held in strappado bondage, the victim slowly suffocates, unable to fill her lungs. Even worse, blood loss and exposure take their toll on the victim. Death eventually results from complete physical collapse, a combination of blood loss, suffocation, shock and dehydration.

**Intimidation Bonus:** +2d6. The threat of crucifixion can reduce even a hardened soldier to a gibbering wreck even before the first nail is driven in.

**Lasting Damage:** In addition to the effects of strappado bondage, each hour the crucifixion permanently loses 1d4 HP from shock and blood loss. There is no save allowed.

**Common Phobic Triggers:** Seeing a crucifix or religious art showing crucifixion, seeing your wounds from the experience.

## **vivisection:**

Slicing away at a captured foe's flesh while he's helpless has been a method of executing particularly hated prisoners for centuries. While few prisoners survive being drawn or quartered, or having their organs harvested for sale on the international black market, lesser atrocities can be effective intelligence gathering techniques.

**Intimidation Bonus:** +1d6 if the victim knows he is only likely to be mutilated, +1d20 if the victim knows death is likely

**Lasting Damage:** If the interrogator only intends to mutilate the victim, he can inflict damage normally with any chosen surgical implement. For every 10 points of damage inflicted, the victim suffers either a permanent 1d4 points of Constitution or Charisma drain. There is no save for this effect, and which ability is damaged is at the interrogator's discretion. If the interrogator wishes to surgically execute the victim, this torture technique is effectively an extremely prolonged and agonizing coup de grace.

**Common Phobic Triggers:** Seeing their wounds, medical or surgical procedure, fear of knives, surgical tools, the sight or smell of blood.

## **Electrocution:**

A hand cranked telephone or a car battery and a pair of jumper cables are terrifying symbols of agony across the third world. A victim's pain can be measured down to the volt, using precisely targeted electric shocks to induce horrible muscle spasms and loss of physical control. Higher voltages are used for electric chair executions, which though fairly quick, are no less brutal for their speed. Victims die screaming silently.

**Intimidation Bonus:** +1d8, or +2d8 if you have previously been shocked or seen a friend die by electrocution.

**Lasting Damage:** Depending on the voltage, the victim may suffer hit point damage as described in chapter five of the D20 Modern campaign setting. If a character suffers repeated low level electrocution (*more jolts than his Constitution modifier in a 24 hr period*) he must make a Fortitude save (*DC 15 + the number of jolts*), or suffer 1d4 points of permanent Dexterity drain, due to neural damage from the electricity.

**Common Phobic Triggers:** Exposure to electrical equipment, the smell of burning flesh, restraint.

## **impalement:**

Skewering an enemy alive, letting them slowly die of blood loss and species from their punctured bowels is an agonizing way to kill someone. While Vlad Tepes is history's most famous impaler, he is far from the only despot to inflict this cruel death on his enemies. Impalement is an intentionally humiliating and protracted death.

**Intimidation bonus:** +1d20. No one can easily resist their natural fear of dying so horribly.

**Lasting Damage:** Each hour the victim is impaled, he or she suffers 1 point of permanent Constitution drain, and permanently loses an additional 1d4 HP. No save is possible. Even if the victim is removed from the impaling spike, they continue to lose Constitution due to internal bleeding and blood poisoning, until they are treated by a competent medic with a surgical kit available (*Treat Injury DC 18 + the number of points of Constitution lost*).

**Common Phobic Triggers:** Fear of knives or spears, the scent of blood or bodily waste, medical procedures, seeing your own wounds. Though survival is rare, those who do survive often do so only at great emotional cost.

## **Resistance and Heavy Interrogation: new feats**

The handful of new feats presented here aid soldiers in resisting torture, and in returning home with honor. Other feats help torturers perfect their craft and break their victims that much more easily. The feats are suitable for any D20 Modern campaign, but are designed with a more realistic modern military or espionage campaign in mind. They might be jarringly out of place in a cinematic action or pulp game, where the heroes are unlikely to ever be this vulnerable.

1. Artistic Sadist
2. Beautiful Suffering
3. Bully
4. Death Choice
5. Expert Humiliator
6. Iron Willed Resistance
7. Plausibility
8. SERE Training
9. Skillful Executioner
10. Tireless Interrogator

## **Artistic Sadist**

You truly enjoy inflicting pain on the helpless, and constantly devise new techniques to push the limits of human endurance.



**Prerequisite:** any evil allegiance, or allegiance towards an evil government or group, Creative

**Benefit:** You gain a new class skill “Craft: Torture” which applies to creating new torture devices, methods and techniques, as well as to performing torture before an audience of eager sadists. This skill is always a class skill for you. You may add your ranks in Craft: torture as an untyped bonus on all Intimidate attempts made during an interrogation.

## **Beautiful suffering**

Your charm and sexuality can soften even an expert torturer’s heart, and possibly distract them enough that you can slip free.

**Prerequisite:** Charisma 13+, Confident

**Benefit:** If you are tortured by a character who would find you sexually attractive, you receive a bonus equal to your Charisma modifier on all saves made to resist torture, including Fortitude saves made to resist lasting damage. Unconsciously, the torturer seems to ‘go easy’ on you because of his or her arousal.

## **Bully**

You use your size, strength and cruelty to get what you want.

**Prerequisite:** STR 13+, Intimidate 8 ranks

**Benefit:** You may add your STR modifier as an untyped bonus on all Intimidate checks.

## **Death choice**

Through an act of sheer will, you can shut down your body, enabling you to permanently escape from capture or pain.

**Prerequisite:** Iron Will

**Benefit:** As a standard action which provokes attacks of opportunity, you can painlessly will yourself into death. If the attack of opportunity deals even one point of damage, you cannot muster the concentration necessary to die. You may attempt suicide once per round.

Since the mental shut down does not mutilate your body, you may be revived by a highly skilled physician within a short time of your demise. Your spirit must be free and willing to return, and your body must not have suffered additional damage after your demise. You may be revived by a Treat Injury check (*DC 20 + the number of minutes since you committed suicide*). If returned to life in this fashion, you do not lose a level or point of Constitution, but you are considered fatigued.

## **Expert humiliator**

You have a predator’s eye for emotional weakness, and can tailor your torments specifically to your victim’s greatest fears.

**Prerequisites:** Intimidate 8 ranks, Knowledge: behavioral science 4 ranks

**Benefit:** At the beginning of a torture session, you may make a Knowledge: behavioral sciences check, opposed by the victim’s Will save. Success means you glean insight into your victim. You know exactly what to say and do to humiliate and degrades the victim, and how to tailor the torture session to his phobias. You gain a circumstance bonus on all Intimidate checks equal to the difference between the two opposed rolls. This bonus lasts until the torture session ends.

## **Iron willed resistance**

Your indomitable will power carries you through when your body would fail.

**Prerequisites:** Iron Will

**Benefit:** You may use your Will save in place of your Fortitude save when attempting to resist a torturer’s Intimidate checks. You still must roll Fortitude saves to resist the lingering after effects of a torture session, however.

## **Plausibility**


Instead of revealing vital intel under torture, you make up convincing lies.

**Prerequisite:** Confident

**Benefit:** You may add your ranks in Bluff as an untyped bonus on all Fortitude saves made to resist torture. Your words can create uncertainty and delay, giving you a vital respite between torments. You must be able to speak or communicate in order to utilize this bonus.

## **SERE Training**

SERE stands for Survival, Evasion, Resistance, and Escape, and is the military training program to prepare soldiers for surviving in hostile territory, withstand interrogation and torture, and escape or survive to reach home. The SERE motto is “return with honor”. Although SERE training is offered to all branches of service (*especially special operations forces*), many regular Air Force personnel receive this training, since they are at high risk of being shot down behind enemy lines and captured.



**Benefit:** Characters with this feat gain a +2 bonus on Hide and Survival checks, and a +2 on all Will saves and level checks to resist intimidation,

### ***Skillful Executioner***

You have put many men and women to death, and have mastered the art of killing painlessly and efficiently.

**Prerequisite:** Base attack bonus +4, Combat Expertise, Treat Injury 4 ranks

**Benefit:** When making an attack against a target unaware of your presence, you inflict such precisely targeted damage, with such a keen weapon, that the victim is sometimes unaware that he or she's been wounded. The victim of the sneak attack must succeed at a Wisdom check (*DC 10 + ¼ the damage inflicted*) or remain unaware of the attack for a round, possibly allowing the executioner to make another sneak attack.

Additionally, the executioner can choose to make any coup de grace (*with any type of weapon, or unarmed*) a painless wound, without sacrificing potential damage.

**Limitation:** You may only use this feat when Sneak Attacking with an edged weapon of masterwork or better quality. You may inflict a painless coup de grace with any weapon or execution device.

### ***Tireless Interrogator***

Seeing others in pain calms and refreshes you, focusing your mind like nothing else does.

**Prerequisite:** any evil allegiance, or allegiance towards an evil government or group

**Benefit:** Instead of sleeping or resting like a normal being, you draw strength from the suffering of others. You are considered to be resting peacefully whenever you engage in a torture session. On magically active worlds, you regain spells or spell slots after 8 hours of torture, just as if you've slept for 8 hours.

*Written by Chris Field*

*All mechanics on all pages is Open Game Content as defined by the Open Gaming License.  
See page 11 for more information.*

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

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

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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

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

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

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

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

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

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

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

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

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

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

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

## 15. COPYRIGHT NOTICE

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Tell Me Now, Copyright 2006, Louis Porter Jr. Design, Inc.